

BOOK OF TEMPLATES

deluxe edition



An enhanced collection of creature templates

Requires the Dungeons & Dragons® *Player's Handbook, 3rd Edition*, published by Wizards of the Coast®.

SILVERTHORNE
G A M E S

BOOK OF TEMPLATES

Deluxe Edition



A d20 Accessory for fantasy roleplaying

Authors: Ian S. Johnston and Chris S. Sims

Contributing Authors: Sean K. Reynolds, Erica Balsley, Gregory W. Ragland, Robert Blezard, Andy Collins, and Devon Apple

Creative Consulting: Risa Johnston and John Zamarra

Cover: Ian Johnston

Interior Artwork: Cara Mitten, Jeremy Mohler, & V. Shane

Layout & Graphic Design: Ian Johnston & Cari Buziak

Product Conception & Development: Ian S. Johnston

Editors: Chris Sims and Ian S. Johnston

Proofreaders: Bruce R. Tillotson, Robert Blezard, Jason Louis, and Risa Johnston

Deluxe Product Download Password: Skjoniss

Classic Product Download Password: Ferrovore

Use these codes to download additional web enhancements for this product from www.silverthornegames.com

This product requires the use of the Dungeons & Dragons® Player's Handbook®, Third Edition, published by Wizards of the Coast®. Dungeons & Dragons® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission. "d20 System" and the "d20 System" logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used according to the terms of the d20 System License version 4.0. A copy of this License can be found at www.wizards.com/d20.

Silverthorne Games, the Silverthorne logo, the shield and rose graphic are trademarks of Silverthorne Games. All material content is © 2002-2003 Silverthorne Games. *The Shaman's Handbook* is © Green Ronin and is used with permission wherever that work is referenced. All rights reserved. Unauthorized duplication, use, or re-transmission of the contents of this work, either in whole or in part is strictly prohibited without written authorization from Silverthorne Games. This is a work of fiction and any resemblance to actual persons living or dead is purely coincidental.



This product requires the Dungeons & Dragons® *Player's Handbook*, Third Edition, published by Wizards of the Coast®

TABLE OF CONTENTS

Introduction (4)

Templates in the Game World (7)

Templates (12-233)

Appendix I: Creature Construction Charts (234)

Appendix II: Stacking Templates (241)

Appendix III: Template Indices (247)

Appendix IV: Other Indices (252)

Appendix V: Licenses & Legal Information (259)



This book is based on the old adage, “Variety is the spice of life.” So, too, is it the spice of gaming encounters. Once players have familiarized themselves with the creatures in the *MM*, the mystery, excitement, and challenge of an adventure are all dulled. Since most DMs don’t have unlimited budgets to purchase the newest, hottest, hardback monster collection, it stands to reason that a better, more economical alternative would be to alter creatures already on hand. Enter the template.

Each of the templates in this volume was created to add a unique, surprising, and unexpected twist to monsters that would ordinarily elicit a chorus of yawns from the experienced (Player: *More kobolds? Why bother?*). These new twists will certainly keep players guessing and really put some much-needed challenge into ordinarily easy encounters (DM: One of the kobolds breathes out

a noxious smelling cone of gas, turning your +2 *bastard sword* and your suit of full plate armor into a pile of useless, rusting debris.

Player: It did *what?*)

This book, then, is designed for the DM who wants to shake up the preconceived notions of his or her group. (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 designing game sessions that are interesting, exigent, and memorable.

With these factors in mind, it is suggested that players not read this book. You may give them the parts aimed at them if you so desire, but the bulk of the content herein is designed specifically for DMs. This preserves much of the mystery and wonder of encountering creatures with these templates for the first time. It isn’t recommended that players use any of these templates for their characters either, but it’s your campaign.

Open Game Content

The Silverthorne Games name, all associated logos and symbols, “Products Beyond Imagination”, the terms microplate, simplate, and ethersight, and all interior illustrations are designated as Product Identity of Silverthorne Games. Cover art, layout, and graphic design are all Product Identity of Studio Ronin. No use of Product Identity material is permitted without express written consent of Silverthorne Games or Studio Ronin. The names of the contributing authors are considered Closed Content.

With regard to these designations of Product Identity and Closed Content, all prose and game-related

terminology and mechanics in this product are designated as Open Game Content under the terms and conditions of the Open Game License v1.0a. See the *Appendix V: Licenses & Legal* for the complete designation of Open Game Content and Product Identity for this product. The designations in *Appendix V* supercede any designations made here.

How to Use this Book

Each template is presented in standard format. For the changes to a creature, charts have been included in this book (see *Appendix I: Creature Construction Charts*) to make it more useful. Here is a brief layout of how each template appears, along with some things to keep in mind while using a template:

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

Creating a (Templated Creature): Listed here are the creatures to which a template may be applied. Information on changes in the creature’s type and subtype after the template is applied are also presented.

Missing Attribute Categories: When applying a template, don’t be confused by an attribute category that’s missing—such statistics stay the same as those of base creature. This means that the monster in question advances in the indicated category the same as the base creature, not that the numbers always stay exactly the same. Applying the template might modify the numbers of a missing entry in other ways, via ability or HD changes, or some other change such as size, so be sure to do that when appropriate. In this way, a half-fiend/

medusa has saving throws that advance like those of a normal medusa (good Reflex and Will), not according to the Outsider type. Likewise, a half-dragon ogre still has an attack progression from the Giant type

Hit Dice: Any change to HD is noted. An increase or decrease in number of HD always results in a similar change in other statistics as indicated below. Removing all HD due to character level always leaves 1 HD for humanoid creatures of Small or Medium size. Otherwise, this total is the minimum HD for the creature’s size and type according to *Appendix I: Creature Construction Charts*.

Size: Size changes always result in a change in some of a monster’s attributes—the templates do not include these changes unless one explicitly states it does. This is very important, because most of each template’s bonuses are balanced to account for the subsequent increase in size. If a template changes the creature’s size to Large and offers a +2 Strength increase, the creature gets any bonus for its increase in size *and* the +2. Check *Appendix I: Creature Construction Charts* section for relevant info on matters such as minimum HD by size, AC changes, attack bonuses or penalties,



INTRODUCTION

damage by size, and ability scores. *Table 1-2: Creature Changes by Size* in that section shows the bonuses and penalties a creature gets for going from one size to the next. These factors stack if the creature increases more than one size. To shrink a creature, just make bonuses penalties, and vice versa.

When a creature increases in size, determine the multiplier by which size increases. A troglodyte that goes from 5 ft. to 10 ft. has doubled in height. To determine the creature's new weight, multiply its current weight by the factor by which the height increased (or decreased) cubed. (When height increases, volume, and thus weight increase by the same factor cubed if the size increase is proportional.) Thus, the troglodyte weighs in at $150 \times 2 \times 2 \times 2$, or 1,200 lbs. The same troglodyte decreases to 2 ft. 6 in, weighs just 19 lbs. ($150 \times .5 \times .5 \times .5$). You may want to fudge this factor to get what you want.

The *MM* uses this math quite effectively for the values of most creatures. Others are presumably fudged for effect, like the 12 ft., 7,000 lb. fire giant, which results in a hefty 290 lbs. if reduced to 4 ft. 2 in. (the average for a dwarf male). That a human at 12 ft. (of average build) should weigh in around 1,500 pounds and an average dwarf weighs 165 lbs. at 4 ft. 2 in. gives some perspective on how burly those giants are.

Speed: Speed increases and decreases with size. In general, it's safe to increase a creature's speed in all modes by 10 ft. per size category increase, and to subtract 10 ft. from a creature's speed in all modes per size category decrease. In the former case, large creatures may be slower than indicated by this increase (if you wish), but smaller creatures are often surprisingly fast (minimum speed of 20 ft., or that of the original creature -5 ft. if the original speed was 20 ft. or lower). So, as with other modifications, adjust the creature's speed until you have what you want, or believe to be right for your new monster.

Attacks: Changes, bonuses, or penalties to the creature's attack are listed. Always adjust the creature's attack bonuses and iterative attacks based on an increase or decrease in HD or size. Adjust attack bonuses based on any change in Strength and Dexterity.

Damage: Damage from new attacks is suggested, often referring to the creature's type and size. Use *Appendix I: Creature Construction Charts* for reference in these cases. If the creature's size category changes, damage from its natural and special attacks goes up according to its type using those charts. A change in Strength means a change in the damage modifier, so be sure to add that. If the damage is already higher than normal for a creature of that size, like with a chuul's claw attack, it's usually safe to increase that damage to the next level. (In fact, the chuul's claw damage corresponds to a normal Large aberration's bite damage—if the chuul grows to Huge, claw damage goes to 2d8 from 2d6.)

Damage usually includes a creature's full Strength modifier, but only half that if it's a secondary attack. A creature's natural attack adds 1.5 x the Strength bonus (but the only normal Strength penalty) if it is the creature's only mode of attack, as do attacks with two-handed weapons. Some special attacks and circumstances allow a creature to apply more Strength as well.

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 action to use all of its attacks), the Strength bonus is not halved.

Weapon damage can be increased as well. Want your Colossal giant to use a greataxe fit for his size? See the *Quick and Dirty Weapon Size and Damage* sidebar in *Appendix I: Creature Construction Charts* for details.

Face/Reach: An increase or decrease in size always affects face and reach. See *Table 1-1: Creature Size Factors* in *Appendix I*.

Special Attacks and Special Qualities: The save DCs (if any) for special attacks or qualities are always adjusted for any increase or decrease in HD and ability scores. The formulas for those DCs are usually: $(10 + \text{one-half of the creature's HD} + \text{its Constitution modifier})$ for most attacks that require a Fortitude save (poison, stench, and so on), while 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 $(10 + \text{one-half of the creature's HD} + \text{its Charisma modifier})$, and the formula is usually $(10 + \text{spell level} + \text{a creature's Charisma modifier})$ for spell-like abilities. Undead that maintain some attack that requires Constitution as part of the save formula normally replace that ability with Charisma.

You may want to increase damage for special attacks with an increase in HD, but do so only when the damage due to size seems to make no sense (that is, it's too little). In general, each time HD doubles, double the current damage of the special attack. For example, an apocalyptic hell hound (Huge, 1d8 breath weapon) doubles HD once to 8 HD and thereby gains a 2d8 breath weapon, doubles again to 16 HD (4d8), and doubles again to 32 HD (8d8). In the case of the sample hell hound, it went to 40 HD, so the damage was increased by that fractional amount as well (8 is one-quarter of 32, one-quarter of 8d8 is 2d8, so the final damage is 10d8).

As simple rules, the range of special attacks and qualities increases by 33% of the current range per increase in size category, rounding up to the nearest multiple of 5 (ft.). Thus, an ability that starts at 30 ft. rises to 40 ft. ($30 \times 1.33 = 39.9$) with one size category increase. On the other hand, range decreases by 33% of the current range per decrease in size category, round down to the nearest multiple of 5 (ft.)—a 30 ft. range becomes 20 ft. ($30 \times .67 = 20.1$, rounded down to 20 ft.) at one size category lower. Abilities with ranges of less than 5 ft. are unable to leave the creature's space or are only effective against a single opponent. Use the power itself as a guide to whether or not range should increase dramatically, modestly, or at all—always considering what you want from your new creature.

Abilities: Ability modifiers for templates usually simply add or subtract factors from a base creature's abilities. The minimum score for any ability is that noted for its size in Appendix I for physical ability scores. The minimum mental ability score for a creature is usually 3, or the base creature's score, whichever is lower. Deviations from this norm are noted in this section.

Saves: Any bonuses or penalties to saving throws are noted here. Always adjust a creature's saving throws if it gains (or loses) HD. See *Appendix I: Creature Construction Charts* for saving throws according to the differing creature types.

INTRODUCTION

Skills: Any significant alteration to the way a creature uses or gains skills is noted here. Skill points are based on a monster's HD, and thus a monster always gains some skills and/or skill ranks as HD increase. Remember, also, that any change in ability scores may affect skill point totals as well as skill bonuses. Often, the creature's initial skill points are determined by type, while later advancement is by character class (like giants). Skill points from a character class take precedent over any skill points a monster might gain by instead advancing by its monster type. This serves to make the templated and classed creature a bit different from its normal cousins.

Skill bonuses 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 or reduce certain skill bonuses based on a change in a creature's physiology or culture. A half-elf raised among elves should be different from one raised among humans.

Feats: Bonuses or losses to feats are noted here. Feats also increase in number as a creature advances in HD, and often when a creature changes type. Try to accentuate the monster's positive attributes when choosing new feats, and feel free to change them for your new creation (such as how the strong giant troglodyte focuses on melee (Weapon Focus (longspear)) rather than ranged attacks (Weapon Focus (javelin)) like a normal troglodyte).

Climate/Terrain and Organization: Templated creatures are often found in the same areas and same groups as normal creatures of their kind. Other times, such creatures are raised by another race, culture, or even in a laboratory or the lair of another monster. Templated creatures may even have their own preferences for these things. Don't feel constrained by this information; use it as a guide.

Challenge Rating (CR): Virtually all the templates in this book contain a challenge rating adjustment to reflect the change in power granted through the application of 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 CRs have a percentage factor instead of a solid number. The percentage is multiplied times the base creature's CR to determine how much of a change the creature gets. This factor is always rounded to the nearest whole number (up or down as you prefer) after it's added to the creature's base CR if the CR is above 1. If the resulting CR is less than one (fractional), round it to the closest quarter—round anything greater than 1/2 to 1.

Calculating and judging a challenge rating is more of an art than a science. The lack of exactness in CRs should be kept in mind when creating new and variant creatures with the templates. You should make any further adjustments to the CR as necessary to facilitate the balance and fun of the game. New creatures should be playtested to make sure they aren't party killers. It's always better to have a creature that's a little too weak, than one that's way too strong.

Treasure: Treasure is quite variable, like climate and organizational tendencies above. Just be astute when assigning

treasure to particular creatures. Logically, the food storage of a group of metallivores is likely to include a stack of metal objects. Some of these could be valuable.

Alignment: When a template changes an alignment, it's due to some fundamental change in a creature's outlook or spiritual affiliation. Once again, alignment is a guide, not a hard rule.

Effective Character Level (ECL): The templates, and some of the races, in this volume tend to be more (or less) powerful than a normal player race. As such, they are given an Effective Character Level (ECL) adjustment to denote this fact. This factor may be added to any such similar factor the base creature possesses to get the creature's total ECL. Racial ECLs include a creature's base HD.

Sample: 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, language(s) spoken, and other data relevant to the specific creature at hand. Template creature write-ups are in monster stat-block format as found in the *MM*.

New Material: The sample of the creature is often followed by suggestions on how a templated creature is created within the game world or other relevant tidbits, such as new spells or feats.

Character Classes

If a creature acquires a character class in addition to multiple monster HD, it follows the rules for multiclassing. A creature's character level equals the number of character levels it has, plus the total Hit Dice for its monster "class". The creature's monster class is always its favored class, and the creature never suffers XP 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 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, like an increase in Strength affecting the melee attack bonus. Changes that affect how a base creature's attacks are calculated, or something similar, only affect the creature's base form, not its classes.

The Plantform template 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 HD—a gigantic creature's class-based HD are not doubled and remain at their normal type. Undead are an exception to this rule, because all of their HD are always d12s, no matter what their character class.

Conversely, some template attributes do improve based on a creature's HD gained result of increased character levels. A half-efreeti/half-human 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 HD from character levels. The Argent Servitor and Dreadnaught are good examples of templates where attributes improve as a character gains 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 potency of its poison via an increase in save DC due to the extra HD? Perhaps, but it is more likely that's a racial constant that can only be increased via advancement in monster HD.

Native Outsiders

When you create a creature that's an outsider, it's important to note two things. First, the creature's alignment is important for its subtypes (Chaotic, Evil, Good, and Lawful), since that'll be relevant as to which spells affect the creature. It's also important to note on which plane the creature is a native. If the creature is an outsider (type) that is native to the Material Plane, then certain spells (like *banishment* or *dismissal*) are less effective, if not ineffective. *Banishment* and *dismissal* can't send an outsider on its native plane anywhere.

My Better Half

To avoid pointless logical gymnastics and long periods of protracted confusion, there are a few things that should be mentioned here about using "half-" templates, such as half-orc, half-nymph, and so on. First and foremost, only one of these templates should be applied to any single creature. There are only two halves to a creature, so this guideline should be adhered to regularly if any templates of this nature are employed.

Second, unless stated specifically otherwise, the base creature is the original genetic type for the new, templated half-creature. This circumvents a great deal of conjecture as to whether a human with the Half-nymph template is a nymph that is half-human or a human that is half-nymph. If the base creature was a nymph, the new creation is half-human. If the base creature was human, the new creature is half-nymph.

Third and finally, there should be a good reason for such a hybrid creature to exist. Is it even physically, magically, or conceptually possible to obtain a giant halfling or a half-genie balor within the context of the game world's cosmology? If so, what might a good justification be for such a creature's existence? Are such hybrids numerous or extremely rare? You should consider these questions and see if making such creatures fits your purposes and the flavor of the campaign world.

Realism and "Half-" Templates

There's a problem with the half-and-half templates out there. Most aren't half-and-half, they're half-and-whole—that is, the "half-" template is applied to a base creature with no dilution of the base creature's statistics or abilities. Yet, when we look at the abilities of a half-elf or half-orc in the *PHB*, we certainly see dilution of orcish and elven blood.

So, which is it? Well, it's whatever you prefer. You can use the Half-humanoid template in this book to "halve" any creature for preparation for crossbreeding with other "half-" templates.

Variants: Microplates and Simplates

Certain templates within this book have smaller, variant mini-templates associated with them. These smaller templates are too similar to other templates in this volume or do not alter the base creature enough to warrant a full-fledged, stand-alone template of their own. Thus, they are called "microplates"—quick and easy optional templates that provide even more alternatives for the creative DM.

"Simplates" are even smaller than microplates—especially designed for when the DM needs a quick boost to a creature's CR with little or no time to prepare (perhaps even on the fly during a gaming session). Expect no drastic changes here, just a simple power boost or other alteration to make the PCs' road a little rougher.

It's Alive! Now, What Shall We Call It?

Those wishing to instill a greater sense of wonder should refrain from informing their players that a creature is, in fact, a hypermitotic metallivore half-janni lizardman. While this may be the technical descriptor of the creature, try to select a more unique name that encapsulates the essence of what the new creature has become. Some samples in this book work toward that end and can be used for inspiration.

With several templates attached, the name of even the most simplistic monster can quickly reach laundry-list proportions and become quite tedious to say. In our multi-templated lizardman example, above, names such as "iron-scourge hordeling" would be more appropriate. Whatever the final moniker, a simple recitation of the creature's templates is an inferior choice to a new name tailor-made for your creation.

TEMPLATES IN THE GAME WORLD

There are many possible explanations for how templated creatures come to be. This book provides a simple set of rules for one of the many possible justifications in the form of a magical means by which some of the templates are created within a fantasy world—ritual magic. This system provides a better alternative than saying something is due to "long-lost magic now beyond mortal ken", which can be frustrating to players and DMs. Where more than one idea is presented, such as a disease and a ritual, you may take your pick or use as many options as you like.

Further, a set of comprehensive and easy construct-building rules is included. These mechanics simplify the process for building most of the constructs found in this work. Rules specific to each template appear in the templates themselves.

Ritual Magic

Mystics of literature and myth performed rituals toward great ends. Certainly, changing a creature into one like some of the templates in this book is such an act.

While each ritual is presented as a spell, it is really a process. Anyone who knows the process and meets the class and caster level requirements of the ritual can use it. This means that any cleric (of an appropriate god) that can cast 7th-level spells can use the Dreadnaught Ritual. This rule allows sorcerers, and other spellcasters who don't prepare spells, to use the rituals. The parameters of the ritual spell still apply when taking into account things like a specialist mage's school restrictions. A mage who is prohibited from Transmutation

magic can't use a Transmutation ritual. Other possibilities appear later in the *Ritual Variants* section.

An arcane ritual requires a special workspace that costs 500 gp to set up. The laboratory can be reused for other purposes, including golem-building and future rituals (the material costs of each individual ritual are, in part, the costs for "setting up" the room for a specific purpose). For 1,250 gp, the workspace includes an alchemist's lab and masterwork tools, garnering the workshop's user a +2 circumstance bonus to pertinent skill checks, but not the ritual DC.

Ritualists performing a rite that is divine in nature require a similar workspace, but the exact tools and requirements vary by religion. Divine versions of the ritual may only be cast in a sacred place. This may be accomplished through use of the *consecrate* or *desecrate* spells (the spells being renewed any time they lapse), or through use of *hallow*, *unhallow*, or like spells. Some places may be sacred by nature, as dictated by the campaign world.

Each ritual requires a certain number of levels of spellcasters or assistants, presupposing the ritual's leader doesn't meet the requirements. Pure spellcaster assistants (clerics, druids, sorcerers, or wizards) count their full level in a spellcasting class, while partial spellcasters (bards, rangers, paladins) count half of their spellcasting levels, and non-spellcasting assistants only count one-tenth of their level. (Multiclass characters count each spellcasting class to determine the total level benefit to the ritual.) Since these other creatures are required to succeed at the ceremony, they can offer no other benefit other than providing some of the necessary spells. Extra participants, beyond those required, can offer some help on the ritual's Spellcraft check (see below).

The casting time for rituals is usually a number of hours or days. If days, it is assumed the casters and participants work for 8 hours each day and nothing else besides eat, prepare for the next day's tasks, and rest. Rituals cannot be rushed.

A ritual usually requires some other spells to be cast during the process. These magicks are used to build to the intended end of the ritual, not have additional effects. Spells cast to fulfill the ritual do not have their usual effects on the target of the ceremony, or otherwise.

Rituals entail material components. For simplicity, a cost in gold pieces is listed with each ritual for the materials. You are encouraged to make these components hard to come by, eschewing the listed cost of the supplies, and instead requiring adventures to get them.

Finally, ritual magic consistently has an experience point cost. This total may be distributed among all of the rite's participants who willingly take some part of the burden, excepting that the ritual leader must pay at least 10% of the total no matter how many helpers he or she has. Non-spellcasting assistants or worshippers never take more than 25% of the experience cost, and never more than 1% per

creature. The only exception to this rule is that a willing subject of the spell may choose to pay part of the experience cost, up to 50% of the total, excepting the 10% requirement of the ritual leader. For example, there is a ritual with a single subject, a leader, and 5 spellcasting assistants. If each of the assistants shoulders 10% of the burden, the subject cannot take on the remaining 50%. He could only give 40%, as the ritual leader would have to provide 10% of the cost.

The proper performance of rituals requires a new use of the Spellcraft skill. Each ritual has a Ritual DC. No matter what the casting time of the ritual, this number must be equaled or surpassed with a Spellcraft check by the ritual's leader. Failure on this one roll ruins the whole ritual, sometimes with dire consequences. On a roll of a natural 1 on the Spellcraft check, the check must be rolled again—if that roll fails as well, refer to the "Botch" section of the ritual in question and apply those penalties. Due to the powerful energies involved, a roll of 1 on a ritual Spellcraft check is considered an automatic failure (unlike normal skill checks).

Failure consumes all of the materials required by the ritual and requires the same amount of time. The materials must be reacquired in order for the ritual to be attempted again. Further, failure still requires 25% of the total experience point cost, which may be distributed normally among the participants as indicated earlier in this section. Failure also means other penalties, as indicated in each ritual. Temporary ability damage inflicted by failing or botching a ritual may only be healed with time (per normal rules) or a *greater restoration* or more powerful spell. Permanent damage may only be healed by *heal*, *miracle*, or a *wish* spell.

Fortunately, there are ways to improve (and hurt) one's chances in succeeding at a ritual, as shown on the chart below. Assistants only grant bonuses if the ritual doesn't require them. Such a thing only gives a bonus if deemed appropriate to the ritual and not required by it. Bonuses below all stack together for a maximum total bonus from all categories (not each category) of +5.

Ritual Spellcraft Check Modifiers

Condition	Modifier
Spellcasting ritual assistants (pure spellcaster)	+1 per 5 levels
Spellcasting ritual assistants (partial spellcaster)	+1 per 7 levels
Non-spellcasting assistants	+1 per 10 levels
The ritual leader can cast all of the requisite spells in the ritual	+1
Expenditure of extra XP (per 25% additional)	+1
Requisite spells for the ritual must come from scrolls or magic items	-2
Per 3 HD the target creature(s) exceeds the spellcaster level of the ritual leader	-1

Sacrifices

It is possible to augment a ritual by sacrificing something valuable to the ritualists during or before the rite. Often, such an offering is not particularly valuable to the performer of the sacrifice (evil persons rarely value life), but is valuable to another entity. That other being takes the sacrifice as payment for a small measure of power in return.

The actual metaphysics of such a situation vary from campaign to campaign—perhaps an evil deity can take possession of the soul of a good creature that is sacrificed in the proper manner (and possibly that soul can be rescued by heroes later). Maybe a sacrificed creature is, by nature, simply appropriate to the

ritual in question. The energy siphoned from such a creature's ritual killing aids the ritual by virtue of similarity. The important factor is perceived value of a sacrifice. Without getting into a long treatise on religion and magic, many traditions include sacrifice—even those widely accepted as “good”.

In this vein, sacrifices often have a religious connotation and are performed in the name of some deity or powerful extraplanar creature. Arcane spellcasters are at somewhat of a disadvantage here, unless they can bargain with such a potent entity for aid. Of course, this offers a variety of roleplaying opportunities. As a rule, the sacrifice of a being (usually living and sentient, but always appropriate to the religion or magic involved) is performed via delivering a *coup de grace* attack to a helpless target. The energy generated by this act (no matter what the metaphysical source) can provide 150 XP, or +1/2 to the leader's caster level, or a +1 circumstance bonus to the ritual Spellcraft check per point of CR the slain creature possesses. A willing creature (unaffected by mind-affecting magic and with full knowledge of its fate) gives a bonus of +100 XP per CR and +1 to the ritual Spellcraft check. The extra XP may be exchanged for +1/2 caster level per CR. The maximum Spellcraft circumstance bonus one can acquire from any amount of sacrifices is +5, but the benefits of sacrifices stack with other bonuses (maximum total bonus +10; +5 from conditions, +5 from sacrifices).

In some situations, material items may be sacrificed instead of life—usually in the form of treasure or magic items. The value of the items offered must be at least 20 gp per XP, or 3,000 gp per 1/2 caster level or +1 circumstance bonus to the ritual Spellcraft check. Items used in such a manner are lost, destroyed, or in some way rendered inaccessible to those sacrificing the materials. Imagine treasure sacrificed to a great dragon for his or her aid in a ritual (maybe that's where the dragon gets all of its treasure).

Whatever the source of the sacrifice, when one is used to provide XP, the ritual participants must pay any shortfall within the normal ritual rules. Failing to do so renders the ritual a failure and wastes the sacrifices.

Feel free to allow sacrifices to affect other creation rituals, like those for magic items and constructs. If the sacrifice is an evil act, the item created is tainted with evil in a way that's commensurate to the wickedness of the sacrifice. It's important to note that sacrifices always add time to any ritual (at least a few minutes) and cannot be used to shorten the time requirements.

Interrupting Rituals

A ritual can be a great part of an adventure, especially if the heroes get to barge in and save the day from some heinous act of transformation. To this end, if a ritual is interrupted by some significant distraction and at a significant time (DM discretion), the ritual leader must make a Concentration check (DC equal to the ritual Spellcraft DC – 5, modified by all of that check's modifiers). If the Concentration check fails, the ritual fails, and the consequences are suffered immediately. The Concentration check can botch as well (by the leader rolling a natural 1 and then failing a subsequent check), causing the normal consequences of a botch. A success on the check means the ritual is still ongoing and may continue if the interruption is dealt with in a timely fashion.

If participants in the ritual are killed, or otherwise disabled, any benefit they were providing goes with them. Should the ritual leader, or the subject of the ritual, be killed, the ritual

ends immediately. If the slaying of the ceremony's target causes the latter situation, the ritual leader must immediately make the ritual Spellcraft check at +5 to the DC with normal consequences for a failure or botch. When a ritual's leader dies, the ritual automatically fails—roll a Spellcraft check for the leader anyway, to test for a possible botch.

Buying Rituals

Although it is extremely unusual, NPCs can be employed to cast a ritual for the usual fees of mercenary spellcasting (see *DMG*, Chapter 5, Handling NPCs, NPC Spellcasting). The fee for the ritual casting does not include the casting of requisite spells, which must be paid in addition and for each casting. The employer in this situation must also pay for any extras such as additional required spellcasters (half of their normal cost, since they're not casting spells), and lay assistants (2 gp per day).

Rituals, Wishes, and Miracles

The *limited wish*, *wish*, and *miracle* spells have special effects in ritual castings, but are still bound by the rules delineating the use of those spells. Even though rituals are lower in level than a similar spell that could be pulled off by a single caster, this does not mean that a single *wish* or *miracle* can reproduce their effects.

Limited wish or *small miracle* (see below) can replace a required spell (per the rules of those spells), insure the ritual's success, or eliminate half of the casting time. *Wish* and *miracle* can do all three, if the replaced spell is 4th-level or lower. Otherwise, all of these spells function within the parameters dictated in their spell descriptions. None of them can replace the XP or material components of a ritual (although one might be used to conjure a needed component), and the XP cost of a ceremony does not include the XP cost of a required *wish* or similar spell. If the ritual actually does require one of these spells, that specific casting can have no other effect in the ceremony.

Here is a *limited wish* spell for clerics and druids:

Small Miracle

Evocation

Level: Clr 7, Drd 7

Components: V, S, XP

Casting Time: 1 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, like *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 XP cost, the character must pay that cost or 300 XP, 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 XP or more (see above).

Ritual Variants

If preferred, the rituals needn't be treated like processes, but can instead be treated like spells that must be prepared by the caster. This means that innate spellcasters can't use rituals without some special conditions. This variant actually serves to draw clearer distinction between those classes that prepare spells and those that provide "natural" spell ability. Consider this feat as a way for a specific character to get around this rule:

Spell Preparation [General]

You can prepare spells like a member of a class that normally does so.

Prerequisite: The character must have a spellcasting class that does not normally prepare spells, such as bard.

Benefit: You can prepare spells ahead of time, like any character that normally prepares spells. Additionally, you can apply metamagic feats to prepared spells and cast them as normal, instead of as a full-round action. Prepared spells function according to rules governing such things (use of spell slots, metamagic, loss of spells due to being raised from the dead, and so on).

Your game may be such that ritual magic is just too freewheeling and powerful. It's easy to see why this might be the case, because rituals allow characters to accomplish things that normally only higher-level characters can do. If you feel this way, consider either of these feats for your game (your game might even employ both of the feats in this section, making ritual magic a costly and rare practice):

Ritual Magician [General]

You can learn and use ritual magic.

Prerequisite: The ability to cast spells.

Benefit: You can use rituals.

The Ritual Magician feat might be a way for classes normally excluded from rituals to actually perform them. For example, a ranger that has enough spellcasting power to cast 4th-level spells, along with the Ritual Magician feat, might be allowed to cast a ritual that's restricted to 4th-level druids.

If you find sacrifices too generous, perhaps this feat makes them more balanced:

Sacrificial Spellcasting [General]

You can use sacrifices with spells.

Prerequisite: The ability to cast spells.

Benefit: You can use the Sacrifice rules to augment your spellcasting.

Manufacturing Constructs

There are specific factors pertinent to each construct that are explained in each template. These items include the caster level required, spells and skill checks required, and cost in gold pieces and experience points (XP). Yet, there are basic rules that can be used for all construct templates found herein, any deviation from which will be indicated and explained in the specific template to which the exception applies.

Making a construct requires a laboratory space in which to work, like rituals. The cost and limitations are the same as for rituals. Divine creators have equally variable requirements—though a workshop to build a construct's body is usual.

The process of building and enchanting the construct always requires the Craft Wondrous Item feat and usually takes ten days plus four days per HD the creature will possess. Further, the construct's creator must have a caster level that is at least 66% (round up) of the construct's final HD, or constructing such a creature is beyond him or her. The construct's enchanter, or an assisting artisan (who must be present during the whole time), builds the body, and the ensorcelling of the new creature goes on as the project proceeds. Magical rituals and special methods are performed, requiring the construct's creator to work for eight hours each day. When not working, the creator may rest, eat and sleep, but can perform no other activities.

If the creator (and/or assistant) misses a day of rituals, the process fails and must be started again. Money spent is lost, but XP are not. The construct's body can be reused, taking 20% of the cost and ten days off of the next attempt. Completing the ritual successfully drains the appropriate XP from the creator and requires casting any spells on the final day. The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

Imbuing a Construct with Base Creature Abilities

Some constructs can have the element subtype and special abilities of a non-construct base creature, but sometimes this requires extra effort on the part of the construct's creator. To imbue a construct with the special attributes of a base creature that don't automatically come with the template, the caster must have materials from that base creature as foci and consumables, along with additional reagents. These materials usually cost 250 gp per HD of the construct-to-be, and the process adds half of a day per HD to the ritual (round up) and 5 XP per HD of the base creature—per ability duplicated.

The creator of the construct must cast a spell that approximates the desired capability or cast *limited wish* for each attribute replicated. Attacks and qualities that have more than one ability (such as damage *and* a secondary effect) count as two (or more) abilities. For example, *regeneration* is required to replicate fast healing or regeneration, *protection from elements* or a similar spell might restore an elemental subtype, while *bestial aspect other* (see *New Spells for Construct Building* below) works to give a construct extraordinary attacks like poison or the *improved grab* ability. The construct gains the ability as if it were the base creature (for purposes such as save DC), regardless of its own attributes. Further, normally extraordinary abilities that produce substances (like poison) or healing (like fast healing) are supernatural for the construct—simple attacks, like *improved grab* or *rend*, stay extraordinary.

Some abilities, like a breath weapon, function as a separate magic item built into the construct. For an example, see the iron kith behir in the Kith Construct template. Use this format whenever the ability makes sense as a magic item function rather than an innate power.

New Spells for Construct Building

Here are some new spells, one of which is used in the building of constructs in this book.

Bestial Aspect

Transmutation

Level: Animal 2, Drd 2, Rgr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 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' 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 a natural armor bonus up to 1 plus an additional 1 per 3 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 attack bonuses, and do damage according to your own size and type (per *Appendix I: Creature Construction Charts*), using your Strength bonus to damage. Unfortunately, unless you have Exotic Weapon 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, modifying those ranks with your own attribute to come up with the total 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*, Appendix I, Animals for the possibilities).

During the duration of the spell, you take on very subtle animalistic features like those of the selected creature. Aspecting yourself to a lion 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 Other

Transmutation

Level: Animal 3, Drd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 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 an 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.

Greater Bestial Aspect

Transmutation

Level: Animal 3, Drd 3, Sor/Wiz 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 the natural attacks 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' 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, and then 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, as 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.

Greater Bestial Aspect Other

Transmutation

Level: Animal 5, Drd 5, Sor/Wiz 6

This spell functions like *greater bestial aspect*, except the caster may bestow any abilities on another creature. It is limited in the same manner as *bestial aspect other*.

ABERRANT

Born of twisted experimentation by intelligent aberrations and mad magicians, aberrant creatures are a testament to the cruelty of eldritch manipulation. Bred in secluded alchemist laboratories or lairs, aberrants possess many of the features of their original kinds, but have strange and unnatural features given to them by their tormentors. The motivations behind such experiments are myriad, but the outcomes produced are always horrifying.

Those 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 twisted creation.

Creating an Aberrant

“Aberrant” is a template that can be added to any corporeal creature except constructs, outsiders, and undead (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type changes to “Aberration”. All subtype information remains the same. An aberrant creature uses the base creature’s statistics and inherent racial special abilities except as noted below:

Hit Dice: Remains the same or changes to d8, whichever is higher.

Special Attacks: Aberrants retain the special attacks of the base creature and gain 1d4 additional special attacks. These can be selected or rolled for randomly (roll d% on the Aberrant Special Attacks chart on this page).

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 HD + its Constitution modifier to subsequent grapple checks. The aberrant may automatically deal damage with natural attacks each round against any creature stuck to it, up to its maximum number of attacks. 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 HD + the aberrant’s Constitution modifier). A successful Strength check (DC 10 + one-half of the aberrant’s HD + its Constitution modifier) 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 to grapple checks. The aberrant can dissolve its adhesive at will, but the substance does not break down after the creature dies (see New Treasure below).

Aberrant Special Attacks

d%	Special Attack
01-04	Adhesive
05-08	Blood Drain
09-12	Charming Gaze
13-16	Confusing Gaze
17-20	Constrict
21-24	Corrosive Slime
25-28	Destructive Harmonics
29-32	Disease
33-36	Engulf
37-40	Enslave
41-44	Ground Manipulation
42-48	Improved Grab
49-52	Mind Blast
53-56	Moan
57-60	Paralysis
61-64	Poison
65-68	Psionics
69-72	Shadow Shift
73-76	Spell-like Abilities.
77-80	Spittle
81-84	Squeeze
85-88	Transformation
89-92	Web
93-96	DM Choice ¹
97-00	+1 Special Attack ²

Note: Results may be duplicated, giving the creature extra potency.

¹ Choose any ability on the list or an appropriate ability from another source.

² This result may only occur once.

Blood Drain (Ex): One of the aberrant’s natural attacks allows it to drain blood. If that attack hits, the creature may latch onto its opponent. An attached aberrant creature loses its Dexterity bonus to Armor Class until it lets go. When attached, the aberrant can immediately drain the victim’s blood in the form of temporary Constitution damage. The creature can drain a number of points per round equal to the amount of claw damage of an aberration of its size, as if the creature were one size category smaller than it is. An amount of zero (“—”) means the creature drains one point of temporary Constitution every other round, +2 rounds per zero result above the indicated size.

Charming Gaze (Su): As *charm person*, duration of 1 hour per HD the aberrant possesses, Will save (DC 10 + one-half of the aberrant’s HD + its Charisma modifier). There is a 10% chance that this ability functions as a *charm monster* spell with reference to what type of creature may be affected (range, duration, and Will save DC remains the same).

Confusing Gaze (Su): *Confusion* as cast by a sorcerer of the aberrant’s HD, range of 25 ft. (+ 5 ft. per 2 HD the aberrant possesses), Will negates (DC 10 + one-half of the aberrant’s total Hit Dice + the aberrant’s Charisma modifier).

Constrict (Ex): The aberrant deals points of damage equal to a Slam (plus Strength modifier) for its size and type (see *Appendix I: Creature Construction Charts*) with a successful grapple check against creatures of its size or smaller. Multiply the Strength bonus

TEMPLATES: ABERRANT

(positive only) by 1.5 if the aberrant is Medium-size or larger. If the base creature does not possess a natural attack that would make constriction possible, the DM may re-roll this result or add the necessary appendages to the base creature so it can use this ability (1d4 tentacles, 1d2 pincers, over-sized hands or claws, a prehensile tail, or the like). 10% of the time, the aberrant can constrict up to one size larger than itself; 5% of the time, two sizes larger.

Corrosive Slime (Ex): The aberrant's body produces a mucus-like slime that contains a highly corrosive substance. The slime is particularly effective against stone.

The aberrant's mere touch deals damage (according to the aberrant's size, see chart below) to organic creatures or objects. Against metallic or stone creatures or objects, the aberrant's slime deals more damage according to the chart below. 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 off the slime.

An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds at a Reflex save (DC 10 + one-half of the aberrant's HD + its Constitution modifier). Weapons that strike the aberrant also dissolve immediately unless the wielder succeeds at a Reflex save (DC 10 + one-half of the aberrant's HD + its Constitution modifier). The actual damage any item takes should be logically based on the aberrant's size.

Creatures attacking the aberrant with natural weapons take damage from the slime each time their attacks hit unless they succeed at Reflex saves (DC 10 + one-half of the aberrant's HD + its Constitution modifier).

Size	Damage		
	Acid	Metal	Stone
Fine	1	1d3+1	1d4+2
Diminutive	1d2	1d4+1	2d4+1
Tiny	1d3	2d4	3d6
Small	1d4	2d6	4d8
Medium-size	1d6	2d8	4d10
Large	1d8	2d10	4d12
Huge	2d6	4d8	8d10
Gargantuan	2d8	4d10	8d12
Colossal	4d6	6d10	12d12

Destructive Harmonics (Su): The aberrant can product high frequency sounds that blast sonic energy in a cone up to 10 ft. long, + 5ft. per size category the aberrant is above Fine (a Medium-size aberrant has a 30 ft. cone, while a Fine one has a 10 ft. 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.)

Flesh: Disrupting tissue and rending bone, this horrible attack deals 1d6 points of damage per 2 HD the aberrant possesses (minimum 1d6) to all within the cone (DC 10 + one-half of the aberrant's total HD + its Charisma modifier).

Nerves: The aberrant can focus its harmonics to subdue rather than slay. This attack plays havoc with nerves and sensory systems, dealing 1d6 (plus 1d6 per 2 HD) points of subdual damage to all within the cone (DC 10 + one-half of the aberrant's total HD + its Charisma modifier).

Material: The aberrant chooses wood, stone, metal, or glass. All objects made of that material within the cone must succeed at a Fortitude save (DC 10 + one-half of the aberrant's total HD + its Charisma modifier) 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.

Disease (Ex): The natural attack of the aberrant carries a disease of the DM's choice (filth fever, mummy rot, slimy doom, etc). A Fortitude save (DC 10 + one-half of the aberrant's HD + its Constitution modifier) resists the effects of the disease.

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. 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 attack bonus. It can still use its other armed or natural attacks to strike at other targets. Attacks that hit an engulfing aberrant deal half their damage to the monster and half to the trapped victim.

Enslave (Su): Three times per day, an aberrant can attempt to enslave any one living creature within 25 ft. (+ 5 ft. per HD the aberrant possesses). The target must succeed at a Will save (DC 10 + one-half of the aberrant's HD + its Charisma bonus) or be affected as though by a *dominate person* spell cast by a sorcerer of a level equal to the aberrant's HD. An enslaved creature obeys the aberrant's telepathic commands unless freed by *remove curse* or *dispel magic*, and can attempt a new Will save every 24 hours to break free. The enslaved creature gets a new saving throw at +2 if forced to do something contrary to its nature. The control is also broken if the aberrant dies or travels more than one mile from its slave.

Ground Manipulation (Su): As a standard action, the aberrant can cause stone and earth within 5 ft. 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 equivalent action to avoid becoming mired (treat as being pinned). This ability can be used 1 + one-half of aberrant's HD times per day.

Improved Grab (Ex): To use this ability, the aberrant must hit an opponent of up to two size categories smaller than itself with a natural attack.

Mind Blast (Sp): This attack is a cone 20 ft. long, plus 10 ft. per size category the aberrant is above Fine. Anyone caught in this cone must succeed at a Will save (DC 10 + one-half the aberrant's Hit Dice + its Charisma modifier) or be stunned for 3d4 rounds.

Moan (Ex): The aberrant can emit a dangerous subsonic moan. An aberrant with this power gains 1d4 of the below effects, chosen by the DM. By changing the frequency, the aberrant may cause differing effects, if it possesses more than one (the aberrant is immune to these sonic, mind-affecting attacks). Unless noted otherwise, creatures that

TEMPLATES: ABERRANT

successfully save against these effects cannot be affected by the same moan effect from the same aberrant for one day.

Unnerve: All within a spread 40 ft. wide, plus 10 ft. per size category the aberrant is above Fine, automatically suffer a –2 morale penalty to attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed at a Will save (DC 10 + one-half of the aberrant's HD + its Charisma modifier) 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.

Fear: All within a spread 10 ft. wide, plus 5 ft. per size category the aberrant is above Fine, must succeed at a Will save (DC 10 + one-half of the aberrant's HD + its Charisma modifier) or flee in terror for 2 rounds.

Nausea: Everyone in a cone 10 ft. long, plus 5 ft. per size category the aberrant is above Fine, must succeed at a Fortitude save (DC 10 + one-half of the aberrant's HD + its Charisma modifier) or be overcome by nausea and weakness. Affected characters fall to the ground and are unable to take any actions, including defending themselves, for 1d4+1 rounds.

Stupor: A single creature within 10 ft., plus 5 ft. per size category the aberrant is above Fine, of the aberrant must succeed at a Fortitude save (DC 10 + one-half of the aberrant's HD + its Constitution modifier) or be affected as though by a *hold person* spell for 5 rounds. Even after a successful save, an opponent must repeat the save if the aberrant uses this effect again.

Paralysis (Ex): Those hit by the aberrant's natural attack must succeed at a Fortitude save (DC 10 + one-half of the aberrant's HD + its Constitution modifier) or be paralyzed for 1d6 minutes.

Poison (Ex): A natural attack of the aberrant carries with it a virulent poison, Fortitude save (DC 10 + one-half of the aberrant's HD + its Constitution modifier), damage according to this chart:

Size	Initial and Secondary Damage
Fine	1 Str
Diminutive	1d2 Str
Tiny	1d3 Str
Small	1d4 Str
Medium-size	1d6 Str
Large	1d8 Str
Huge	2d6 Str
Gargantuan	2d8 Str
Colossal	2d10 Str

Psionics (Sp): The aberrant possesses psionic abilities. These abilities are best if hand-selected by the DM (see the *Psionics*

Handbook for details). Roll 1d6 to determine the number of psionic powers and 1d10 to determine the power level of each (with 0 representing talents). Manifest level is equal to a psion of the aberrant's Hit Dice. The aberrant may not possess any ability of a level that exceeds the value of one-half of the creature's HD, nor may it possess any ability for which it does not qualify.

Shadow Shift (Su): Aberrants with this ability can manipulate shadows, gaining 1d3 of the abilities below. This ability is effective only in shadowy areas. Possible effects include:

Obscure Vision: The aberrant gains one-quarter concealment (10% miss chance) for 1d4 rounds.

Dancing Images: This duplicates a mirror image spell. Caster level is equal to a sorcerer of the aberrant's Hit Dice.

Silent Image: This duplicates a silent image spell. Caster level is equal to a sorcerer of the aberrant's HD.

Spell-like Abilities: The aberrant possesses spell-like abilities. These abilities are best if hand-selected by the DM (see the *PHB* for details). Roll 1d6 to determine the number of spell-like abilities and 1d10 to determine the power level of each (with 0 representing cantrips). Caster level is equal to a sorcerer of the aberrant's Hit Dice. The aberrant may not possess any ability of a level that exceeds the value of one-half of the creature's HD, nor may it possess any ability for which it does not have a Charisma equal to 10 + spell level. Alternatively, another ability score (usually Wisdom) may be used, if appropriate.

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 ft. must succeed at a Fortitude save (DC 10 + one-half of the aberrant's HD + its Constitution modifier) or be blinded for 1d3 rounds.

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 from the crushing force, each round the hold is maintained equal to the creature's Slam damage by the Aberration type and the creature's size (see *Appendix I: Creature Construction Charts*).

Transformation (Ex): The natural attack of an aberrant causes a terrible transformation. Affected opponents must succeed at a Fortitude save (DC 10 + one-half of the aberrant's HD + 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 HD 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 will restore an afflicted creature to normal. Afterward, however, only a *heal*, *limited wish*, *mass heal*, *miracle*, or *wish* spell can reverse the change.

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 10 ft. plus 10 ft. per size category above Fine, with a range increment of 5 ft. plus 5 ft. per two size categories above Fine, and is effective against targets of up to the aberrant's size (see the *PHB*,

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 15 + one-half of the aberrant's HD + its Constitution modifier) or burst the web with a successful Strength check (DC 20 + one-half of the aberrant's HD + its Constitution modifier). The web has 1 hit point per size level of the aberrant and takes double damage from fire.

The aberrant can also create sheets of sticky webbing up to 5 square ft. per size category up to Small, +10 square ft. per size category Medium-size and above. It usually positions these to snare flying creatures, but can also use them to trap prey on the ground. Approaching creatures must succeed at 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 the web.

Special Qualities: Aberrants retain the special qualities of the base creature and gain 1d4 additional special qualities as a result of the experiment that spawned the aberrant version. These can be selected or rolled for randomly (roll d% on the Aberrant Special Qualities chart on this page).

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.

Blindsight (Ex): The aberrant can ascertain all foes within 100 ft., as a sighted creature would, using another sense or an extrasensory awareness.

Damage Reduction (Ex): The aberrant gains damage reduction equal to its Hit Dice/special material (such as iron, silver, and so on). If this result is rolled again, increase the power of the magical enhancement bonus needed to affect the aberrant by +1.

Darkvision (Ex): The aberrant has darkvision with a range of 60 ft. If the base creature already has darkvision, the range improves by 20 ft.

Detect Thoughts (Su): The aberrant can continuously *detect thoughts* as the spell (DC 10 + the aberrant's Charisma bonus). Caster level is equal to a sorcerer of the aberrant's Hit Dice. The aberrant is able to suppress this ability, if desired.

Energy Resistance (Ex): The aberrant gains resistance 5 to one form of energy damage (acid, cold, electricity, fire, sonic, and so on). 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.

Fast Healing (Ex): The aberrant is able to heal itself at an accelerated rate. Roll 1d4+1 to determine the number of points of real damage the aberrant can heal per round.

Flight (Ex): The aberrant's body possesses wings (75%) or is naturally buoyant (25%). Wings allow the creature to fly at a speed of 1d6 x 10 ft. per round with average maneuverability. If buoyant, the aberrant instead has perfect maneuverability, but only flies at a speed of 1d2+1 x 10 ft. per round. If the base creature could already fly, or this ability is rolled more than once, increase the flying speed by 50% or improve the maneuverability class by one.

Aberrant Special Qualities

d%	Special Quality
01-05	Amorphous/Indiscernible Anatomy
06-10	Blindsight
11-15	Damage Reduction
16-20	Darkvision
21-25	Detect Thoughts
26-30	Energy Resistance
31-35	Fast Healing
36-40	Flight
41-45	Guarded Thoughts
46-50	Haste
51-55	Mimic Shape
56-60	Protection from Sonics
61-65	Regeneration
66-73	Sense of Detection
74-79	Spell Immunity
80-84	Spell Resistance
85-89	Telepathy
90-94	Tremorsense
94-97	DM Choice ¹
98-00	+1 Special Quality ²

Note: Results may be duplicated, giving the creature extra potency.

¹ Choose any ability on the list or an appropriate ability from another source.

² This result may only occur once.

Guarded Thoughts (Ex): The aberrant is immune to any form of mind reading. If the base creature only has animal-level intelligence (2 or less), re-roll.

Haste (Su): The aberrant is supernaturally quick. It can take an extra partial action each round.

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 (scales, fur, skin, rough calluses, etc.), 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.)

Protection from Sonics (Ex): While it can be affected by loud noises and sonic spells (such as ghost sound or silence), the aberrant is less vulnerable to sound-based attacks (+4 circumstance bonus on all saves) because it can protect its ears in some fashion.

Regeneration (Ex): The aberrant regenerates at a rate equal to 1 plus one-third of its HD. The aberrant suffers actual (rather than subdual) damage from two types of attacks (fire and acid, cold and sonic, silver weapons and holy energy, 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.

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 item 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 restart the ability once per round as a free action.

Spell Immunity (Ex): Only certain spells (as determined by the DM) 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 HD (round as desired).

Spell Resistance (Ex): The aberrant gains spell resistance equal to five plus its Hit Dice. If this result is rolled again, add 5 to the SR each time.

Telepathy (Su): An aberrant with an Intelligence score of 3 or better can communicate telepathically with any creature within 100 ft. This telepathy transcends language, but doesn't allow complex communication with unintelligent or non-sentient creatures.

Tremorsense (Ex): The aberrant can automatically sense the location of anything within 60 ft. that is in contact with the ground.

CR: Same as base creature +1 per two additional special attacks and/or special qualities.

Alignment: If the base creature has an Intelligence score of 3 or above, move its alignment one step toward evil and one step toward chaotic. If not, alignment remains the same. For example, a lawful good creature becomes neutral. Any abilities based on alignment are altered or lost appropriately.

ECL: Varies by special abilities added (+1 per two special attacks or qualities). Then, DMs should adjust for balance (e.g. darkvision and energy resistance 5 is not worth +1, but flight 60 ft. is +1 all by itself).



Sample Aberrant Creature

This example uses a cockatrice as the base creature.

Aberrant Cockatrice

Small Aberration

Hit Dice: 5d8 (22 hp)

Initiative: +3 (Dex)

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

AC: 14 (+1 size, +3 Dex); 11 flat-footed, 14 touch

Attacks: Bite +4 melee

Damage: Bite 1d4-2

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

Special Attacks: Petrification, moan

Special Qualities: Darkvision 60 ft., petrification immunity, 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

Climate/Terrain: Any temperate and warm land and underground

Organization: Solitary, flight (2-4), or flock (6-13)

CR: 5

Treasure: None

Alignment: Always neutral

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

Combat

This aberrant cockatrice fiercely attacks anything that it deems a threat to itself or its dark, subterranean lair. It attacks first with its moan ability to nauseate its foes or put them in a stupor before closing to use its petrification attack.

Petrification (Su): An aberrant cockatrice can turn beings to stone with a touch. Creatures hit by a cockatrice must succeed at a Fortitude save (DC 15) or instantly turn to stone.

Moan (Ex): The aberrant cockatrice can emit a dangerous subsonic moan. By changing the frequency, the creature may cause one of four effects (the aberrant cockatrice 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 aberrant cockatrice for one day.

- **Fear:** All those within a 25-ft. spread must succeed at a Will save (DC 12) or flee in terror for 2 rounds.
- **Nausea:** Everyone in a 25-ft. cone must succeed at a Fortitude save (DC 12) or be overcome by nausea and weakness. Affected characters fall to the ground and are unable to take any actions, including defending themselves, for 1d4+1 rounds.
- **Unnerve:** All within an 70-ft. spread automatically suffer a -2 morale penalty to attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed at a Will save (DC 12) 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.
- **Stupor:** A single creature within 25 ft. of the aberrant must succeed at a Fortitude save (DC 12) or be affected as though by a *hold person* spell for 5 rounds. Even after a successful save, an opponent must repeat the save if the aberrant uses this effect again.

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

Spell Immunity (Ex): This aberrant cockatrice is immune to all spells of 2nd level or lower.

Becoming an Aberrant Creature

Natural mutation can lead to aberrance, but experimentation is more likely. Here's a possible ritual:

Grafting Ritual

Transmutation (Ritual)

Level: Sor/Wiz 5

Components: V, S, M, F/DF, XP

Casting Time: 2 days

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature or creatures within range

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Ritual DC: 14 + 1 per HD of target creature(s)

Wizards, caught up in mad hubris, can't resist making some creature "better". With this one ritual process, the ability of one creature can be added to another, resulting in an aberrant. Including the leader, the ritual group must have two levels of spellcaster per

HD of the altered creature or creatures. The group must cast *polymorph other* during the rite, as well as a spell or spells that closely resemble the gained ability (*acid arrow* for acid, *fear* for a fear moan, and so on).

Creatures upon which the ritual is cast must be willing or they can make a Fortitude saving throw to resist the spell. Unwilling creatures must also be bound and unable to resist for the duration of the ritual. Any creature that fails its save to resist, or that willingly undergoes the ceremony, must make a final Fortitude saving throw (DC 14 – the number by which the leader exceeded the ritual DC). A successful save grants the Aberrant template and one special ability, so long as the creature is of an appropriate type. Those who fail the save gain the Wretched template instead, and failure by 6 or more results in gruesome death, as the creature is turned inside out, or suffers some similar fate. The ritual does not grant any control over newly formed creatures—those transformed into wretched bodies usually attack their creators.

The ritual must be repeated for each new ability the targets are given, but may be cast once for a suite of similar abilities (like all of the moans—with *cause fear*, *fear*, *stinking cloud*, and *hold person* required by the ritual). This adds +1 to the DC of the ritual for each sub-ability in the suite (+4 for the complete moan suite). Each additional casting on a single target makes it more likely the transmuted creature is killed or made wretched. The base DC for the final Fortitude save and the ritual Spellcraft check increases by +1 for each extra attempt.

Material Components: The ritual requires relatively fresh samples of the creature from which the desired ability comes along with a large number of reagents and other mundane materials. The spell *gentle repose* may be used to preserve creature parts. The components cost 350 gp per HD of creature(s) to be affected.

XP Cost: 30 XP per HD of creature affected.

Failure: Failure in the ritual roll means the creatures upon which the spell is cast must make a similar Fortitude save as if the ritual succeeded (DC 14 + the number by which the caster failed the ritual Spellcraft check), or become Wretched (failure) or die (failure by 6 or more). Those involved in the performance of the ritual suffer 1 point of temporary Wisdom damage, while the ritual leader takes 1d6.

Botch: A botched ritual results in the same consequences to targeted creatures as a failure (save DC 35). The ritual's leader takes 2d6 temporary Wisdom damage and loses 1 point of Wisdom permanently. Everyone else involved in the ritual takes 1d6 temporary Wisdom damage.

New Treasure

Aberrant Adhesive: This adhesive bonds to anything touching it with a break DC equal to 10 + the originating creature's HD + 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 *oils 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*. Further, the DM may decide that an aberrant's adhesive does not break down after 5 rounds, instead providing this item as possible treasure (and new difficulties for PCs stuck to the dead aberration).

Market Price: 10 gp (+ 5 gp per point of break DC above 10) per ounce.

ABYSSAL

There are a wider variety of creatures dwelling in the Abyss than demons—wicked versions of Prime Material analogues, forever tainted with the infernal energies of their home plane. Demonologists have debated the origins and nature of such creatures for centuries, believing them to be degraded or corrupted examples of normal creatures. Perhaps such things have always been native to the infinite Abyss, or perhaps they are spawn of demon lords who tried to create life where none existed before. Whatever the case may be, the results are horrific and vile, seething with hatred and infernal powers.

Appearance Changes

Abyssal creatures look somewhat like their Prime Material counterparts, although they are obviously demonic in origin—their features are perverted and dark, exuding a terrifying aspect that betrays an utterly evil nature. Usually, such nefarious beings reek of death, decay, and the foul stench of a soul beyond redemption.

Creating an Abyssal Creature

“Abyssal” is a template that can be added to any living, corporeal, non-celestial creature (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type changes to “Outsider”, and “Chaotic” and “Evil” are added to the creature’s subtype information. If the creature has one or more contradictory subtypes (like “Lawful” or “Good”), these are replaced by the new subtypes. An abyssal creature uses the base creature’s statistics and inherent racial special abilities except as noted below.

Special Attacks: An abyssal retains the special attacks of the base creature and gains the following:

Chaos Burst (Su): Once per day, an abyssal creature of 5 HD or greater can release a blast of chaotic energy centered on itself, inflicting 1d6 points of chaotic damage per Hit Die above 5 (maximum 10d6) to all lawful creatures within a radius equal to 5 ft., plus 5 ft. per size category above Fine. A successful Reflex save (DC 10 + one-half of abyssal creature’s HD + its Dexterity modifier) results in half damage. Opponents without a lawful or chaotic aspect to their alignments take half damage from this burst and no damage on a successful saving throw.

Smite Good (Su): Once per day plus once per 3 HD, an abyssal creature can smite good, adding its Charisma bonus to its attack roll and dealing 1 extra point of damage per Hit Die. If the abyssal creature accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Special Qualities: An abyssal creature has all the special qualities of the base creature, plus the following:

Aura of Chaos (Ex): Abyssal creatures radiate an aura of chaotic energy. Lawful creatures within a 10-ft. radius must make a Will save (DC 10 + one-half of the abyssal creature’s HD + its Charisma modifier) or suffer a –2 morale penalty to all attack, damage, and saving throw rolls while within the aura and for 1d4+1 rounds after leaving the radius of effect.

Darkvision (Ex): Abyssal creatures can see in non-

magical darkness up to a range of 90 ft., or the base creature’s range, whichever is better.

Spell-like Abilities: At will—*detect good* and *detect law*. The abyssal casts these spells as a sorcerer of a level equal to the creature’s HD.

Negative Energy Conversion (Ex): If the base creature has any attributes based on positive energy, they are converted to negative energy instead, reversing the affect of the special attack or quality.

Resistance (Ex): Abyssal creatures have fire resistance equal to 2 plus their Hit Dice. If the base creature has fire resistance (or immunity), the better of the two values is used.

Abilities: Modify the base creature as follows: Cha +4.

Skills: Abyssal creatures that have a language always speak Abyssal as their primary tongue.

CR: Base creature’s CR +1 + 20% (maximum +3).

Alignment: Always chaotic evil.

ECL: +2.

Sample Abyssal Creature

This example uses a ravid for the base creature.

Abyssal Ravid

Medium-size Outsider (Chaotic, Evil)

Hit Dice: 3d8+3 (16 hp)

Initiative: +0

Speed: Fly 60 ft. (perfect)

AC: 25 (+15 natural); 25 flat-footed, 10 touch

Attacks: Tail slap +4 melee, claw +2 melee

Damage: Tail slap 1d6+1 and negative energy, claw 1d4+1 and negative energy

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

Special Attacks: Smite good, negative energy lash, animate objects

Special Qualities: Fire immunity, flight, aura of chaos, *detect good*, *detect law*, darkvision 90 ft.

Saves: Fort +6, Ref +3, Will +4

Abilities: Str 13, Dex 10, Con 13, Int 7, Wis 12, Cha 18

Skills: Listen +7, Move Silently +6, Spot +7

Feats: Multiattack*

Climate/Terrain: Any land and underground

Organization: Solitary (1 plus at least 1 animated object)

CR: 7

Treasure: None

Alignment: Chaotic evil

Advancement: 4 HD (Medium-size); 5-9 HD (Large)

Combat

Abyssal ravids are hostile and aggressive, intent on destroying all creatures they encounter, yet are always accompanied by at least one animated object. They use their negative energy attack to open ghastly wounds on their opponents and delight in fomenting chaos and destruction. More intelligent denizens of the Abyss sometimes organize abyssal ravids into fractious packs.

Negative Energy Lash (Su): An abyssal ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with negative energy. The energy produces an unpleasant tingle in undead creatures, and against living foes (even incorporeal ones) it deals 2d10 points of damage.

Smite Good (Su): 2/day an abyssal ravid can smite good, adding +4 to its attack roll and dealing 3 extra points of damage. If the abyssal ravid accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Spell-like Abilities: At will—*detect good* and *detect law*. The abyssal ravid casts these spells as a 3rd-level sorcerer.

Aura of Chaos (Ex): Abyssal ravids radiate an aura of chaotic energy. Lawful creatures within a 10-ft. radius must make a Will save (DC 13) or suffer a –2 morale penalty to all saves, as well as attack and damage rolls while within the aura and for 1d4+1 rounds after leaving the radius of effect.

Animate Objects (Su): Once per round, a random object (including a corpse) within 20 ft. of the abyssal ravid animates as though by the spell *animate objects* cast by a 20th-level cleric. These objects defend the abyssal ravid to the best of their ability, but the abyssal ravid isn't intelligent enough to give them specific commands.

Flight (Su): An abyssal ravid can *fly* as the spell cast by an 11th-level sorcerer, as a free action. An abyssal that loses this ability falls and can perform only partial actions.

Feats: *Abyssal ravids have the Multiattack feat even through they do not have the requisite three natural weapons.

AMORPHOUS

There are very few who know the method by which amorphous creatures are created. Most scholars believe them to be the product of an elaborate ritual. Other academics deem them random or insidious acts of nature or blessings (or curses) bestowed by the gods.

Appearance Changes

An amorphous creature looks exactly like the base creature. They are highly resistant to physical damage and 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 Creature

“Amorphous” is a template that can be added to any living creature or construct (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type and subtypes do not change. An amorphous creature uses the base creature’s statistics and inherent racial special abilities except as noted below.

Special Attacks: An amorphous creature has all the special attacks of the base creature, plus the following:

Constrict (Ex): (Optional) When stretching (see the special quality below), an amorphous creature that gets a hold in a grapple inflicts additional bludgeoning damage equal to the creature’s unarmed damage with each successful grapple check. The creature may only constrict opponents one size-category smaller than itself.

Improved Grab (Ex): When stretching, an amorphous creature can use the improved grab ability whenever it hits with a natural or unarmed attack.

Special Qualities: An amorphous creature has all the special qualities of the base creature, plus the following:

Damage Reduction (Ex): Amorphous creatures have damage reduction 2/—. Due to their unique physiologies, they take less damage from weapons of all types.

Immunities (Ex): Since an amorphous creature does not have a well-defined internal anatomy, it ignores critical hits and sneak attacks 50% of the time. An amorphous creature takes no damage from any fall of 100 ft. or less. For falls in excess of 100 ft., treat the fall as if it were 100 ft. shorter to determine damage. Further, it is immune to paralysis, polymorphing, and stunning.

More Hit Points: Oozoids are naturally tougher due to their strange, flowing anatomies. An amorphous creature gains bonus hit points according to its size equal to half those an ooze of the same size would gain (see *Appendix I, Table 1-13: Oozes*).

Shapelessness (Ex): By spending one full-round action to become shapeless, an amorphous creature can squeeze through openings of incredibly small size (as little as 1 inch in diameter). They can move along small fissures, ooze under doors, pour themselves into containers of their size or larger, and perform other similar feats. Movement in this formless state is reduced by half, and the being retains many vague, distorted features of the base creature. Another full-round

action is required to regain the base creature’s original shape. Shapeless form may only be maintained for a number of minutes equal to 1 + the amorphous creature’s Constitution bonus (minimum 1). An equal amount of time must then be spent in normal form.

Stretch (Ex): An amorphous creature can double its natural reach by stretching its arms, legs, tail, or other appendages in combat. This increase of reach can be initiated as a move-equivalent action and maintained for a number of rounds equal to 1 + the amorphous creature’s Constitution bonus (minimum of 1 round). After the end of one stretch, another use of the ability may be made 1d4+1 rounds later.

Abilities: Modify the base creature as follows: Constitution +2, Intelligence –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 checks when shapeless.

Organization: Same as base creature, though amorphous creatures are rarely found with their original kind.

CR: Base creature’s CR 1 + 20% (maximum +4).

ECL: +3.

Sample Amorphous Creatures

These examples use a hill giant and a doppelganger for the base creatures. The doppelganger’s CR was nudged upwards because these abilities mesh so well with its natural qualities.

Slip-shape Giant (Amorphous Hill Giant)

Large Giant

Hit Dice: 12d10+67 (133 hp)

Initiative: -1

Speed: 40 ft. (20 ft. while shapeless)

AC: 20 (–1 size, –1 Dex, +9 natural, +3 hide); 20 flat-footed, 8 touch

Attacks: Huge greatclub +15/+10 melee, or rock +7/+2 ranged

Damage: Huge greatclub 2d6+10, rock 2d6+7

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

Special Attacks: Constrict (stretching only), improved grab (stretching only), rock throwing

Special Qualities: DR 2/—, rock catching, shapelessness, stretch, immunities

Saves: Fort +13, Ref +3, Will +4

Abilities: Str 25, Dex 8, Con 21, Int 4, Wis 10, Cha 17

Skills: Climb +9, Hide –5*, Jump +9, Spot +3

Feats: Cleave, Power Attack, Weapon Focus (greatclub)

Climate/Terrain: Any hill, mountains and underground

Organization: Solitary or gang (2-5)

CR: 9

Treasure: Standard

Alignment: Often chaotic evil

Advancement: By character class

TEMPLATES: AMORPHOVS

These giants are indistinguishable from hill giants until they reveal their amorphous natures. Slip-shape giants speak Giant. Those with Intelligence scores of at least 10 also speak Common.

Combat

Slip-shape giants are dim and brutal fighters. They aren't any more strategic than their unchanged brethren, charging into combat when it looks like an enemy is sufficiently pummeled by rock attacks. Amorphous anatomy is more an escape tool than a combat one.

Constrict (Ex): When stretching (see the special quality below), a slip-shape giant that gets a hold in a grapple against a Medium-size or smaller opponent inflicts 1d4+7 points of damage with each successful grapple check.

Improved Grab (Ex): When stretching, a slip-shape giant can use the improved grab ability whenever it hits with an unarmed attack.

Rock Throwing (Ex): An adult slip-shape giant is an accomplished rock thrower and receives a +1 racial bonus to attack rolls when throwing rocks. A slip-shape giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 hill giant-size range increments.

Rock Catching (Ex): A slip-shape giant can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a slip-shape giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The slip-shape giant must be ready for and aware of the attack.

Immunities (Ex): A slip-shape giant ignores critical hits and sneak attacks 50% of the time. For falls in excess of 100 ft., treat

the fall as if it were 100 ft. shorter to determine damage. Further, it is immune to paralysis, polymorphing, and stunning.

Shapelessness (Ex): A slip-shape giant can expend one full-round action to become shapeless, allowing it to squeeze through openings of incredibly small size (as little as 1 inch in diameter). It can move along small fissures, ooze under doors, pour itself into a Large or larger container, and perform other similar feats. Movement in this formless state is reduced by half, and the giant retains many vague, distorted features of its giant shape. Another full-round action is required to regain original shape. Shapeless form may only be maintained for 6 minutes. An equal amount of time must then be spent in normal form.

Stretch (Ex): A slip-shape giant can double its natural reach by stretching its arms and legs in combat. This increase of reach can be initiated as a move-equivalent action and maintained for 6 rounds. After the end of one stretch, another use of the ability may be made 1d4+1 rounds later.

Skills (Ex): *Slip-shape giants have a racial bonus of +4 to all Hide checks when shapeless.

Ultramorph (Amorphous Doppelganger)

Medium-size Shapechanger

Hit Dice: 4d8+13 (31 hp)

Initiative: +1 (Dex)

Speed: 30 ft. (15 ft. while shapeless)

AC: 15 (+1 Dex, +4 natural); 14 flat-footed, 11 touch

Attacks: 2 slams +4 melee

Damage: Slam 1d6+1

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



Special Attacks: Constrict (stretching only), detect thoughts, improved grab (stretching only)

Special Qualities: Alter self, DR 2/—, immunities, shapelessness, stretch

Saves: Fort +6, Ref +5, Will +6

Abilities: Str 12, Dex 13, Con 14, Int 11, Wis 14, Cha 13

Skills: Bluff +10*, Disguise +12*, Hide +1*, Listen +10, Sense Motive +5, Spot +8

Feats: Alertness, Dodge

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or gang (3-6)

CR: 5

Treasure: Double standard

Alignment: Usually neutral

Advancement: By character class

Ultramorphs are indistinguishable from doppelgangers until they reveal their amorphous natures.

Combat

Ultramorphs use their shapelessness to more effectively approach their victims. These mutants make even better spies and assassins than their normal relatives—they are perfect infiltrators.

Constrict (Ex): When stretching (see the special quality below), an ultramorph that gets a hold in a grapple against a Small or smaller opponent inflicts 1d3+1 points of damage with each successful grapple check.

Detect Thoughts (Su): An ultramorph can continuously *detect thoughts* as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Improved Grab (Ex): When stretching, an ultramorph can use the improved grab ability whenever it hits with a slam.

Alter Self (Su): An ultramorph can assume the shape of any Small or Medium-size humanoid. This works like *alter self* as cast by an 18th-level sorcerer, but the ultramorph can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): A ultramorph ignores critical hits and sneak attacks 50% of the time. For falls in excess of 100 ft., treat the fall as if it were 100 ft. shorter to determine damage. Further, it is immune to paralysis, polymorphing, and stunning.

Shapelessness (Ex): An ultramorph can expend one full-round action to become shapeless, allowing it to squeeze through openings of incredibly small size (as little as 1 inch in diameter). It can move along small fissures, ooze under doors, pour itself into a Medium-size or larger container, and perform other similar feats. Movement in this formless state is reduced by half, and the ultramorph retains many vague, distorted features of its shape. Another full-round action is required to regain original shape. Shapeless form may only be maintained for 3 minutes. An equal amount of time must then be spent in normal form.

Stretch (Ex): An ultramorph can increase its natural reach by 5 ft. by stretching its arms and legs in combat. This increase of reach can be initiated as a move-equivalent action and be maintained for 2 rounds. After the end of one stretch, another use of the ability may be made 1d4+1 rounds later.

Skills: An ultramorph receives a +4 racial bonus to Bluff and Disguise checks. *When using *alter self*, a ultramorph receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks. Ultramorphs have a racial bonus of +4 to all Hide checks when shapeless.

Becoming an Amorphous Creature

Natural shapechangers, such as the doppelganger, might simply have these abilities as a mutation or as a variant race. Here are some other options for how a creature might become amorphous in your campaign:

Ooze Spore Plague: A horrible infection caused by contact with a supernatural and microscopic ooze-like organism, ooze spore plague is actually a parasitic infestation that becomes a symbiotic relationship. Such spores are very rare and must be ingested, by eating an infected or amorphous creature, or injected. The victim must succeed at an initial Fortitude save (DC 20) or be 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 suffer the temporary loss of 1d4 points of Strength and Intelligence. If both Strength and Intelligence reach 0, the creature begins the transformation into an amorphous creature. Ability points lost now return at the normal rate (1 per day, or 2 per day with complete bed rest), but Intelligence ability points only return to the old score -4. 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 (Intelligence -4), the transformation is complete.

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 lost Intelligence (if any) is permanent. 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, 1 permanent Intelligence (see text)

Rite of the Shapeless Form

Transmutation (Ritual)

Level: Clr 5, Drd 4, Sor/Wiz 5

Components: V, S, M, F/DF, XP

Casting Time: 1 day per 2 HD of the target(s)

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature or creatures within range

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Ritual DC: 12 (14 for clerics and arcane casters) + 1 per HD of target creature(s)

Priests of divine (and usually malefic) forces of slime and ooze are reputed to have access to a ritual that allows the “blessing” of a creature with ooze-like qualities. A few twisted arcane magicians have acquired a similar rite. Including the leader, the ritual group must have two levels of spellcaster per HD of the altered creature or creatures. The group must cast the spells *contagion*, *bestow curse*, and *reincarnate* or *polymorph other* during the rite.

The creatures upon which the ritual is cast must be willing or they can all make a Fortitude saving throw to resist the spell. Unwilling creatures must also be bound and unable to resist for the duration of the ritual. Any creature that fails its save to resist the ritual, or that willingly undergoes the ceremony, must make a final Fortitude saving throw (DC 14 – the number by which the leader exceeded the ritual DC). A successful save grants the Amorphous template, so long as the creature is of an appropriate type. Creatures who fail the save gain the Wretched template instead, and failure by 5 or more results in gruesome death as the creature is liquefied. The ritual does not grant any control over newly formed creatures—those transformed into wretched bodies usually attack their creators.

If the ritual fails (and the target is not killed or made wretched), the ritual may be performed again. Each additional casting on a single target makes it more likely the transmuted creature suffers some terrible fate. The base DC for the final Fortitude save and the ritual Spellcraft check increases by +1 for each extra attempt.

Material Components: Divine rituals require foul and bitter incense prepared of putrescent materials, herbs, and a small amount of ooze acid. The dust of the remains of creatures fed to oozes is sprinkled over those to be transformed (1 HD of dust per 1 HD of transformed creature). Arcane rites may alternatively use the dust of the corpses of 2 HD worth of dead oozes per HD of creature(s) affected by the ritual. For both versions of the ritual, the components cost 600 gp per HD of creature(s) to be affected.

XP Cost: 60 XP per HD of creature affected.

Failure: Failure in the ritual roll means the creatures upon which the spell is cast must make a similar Fortitude save as if the ritual succeeded (DC 14 + the number by which the caster failed the ritual Spellcraft check), or become Wretched (failure) or die (failure by 5 or more). Those involved in the performance of the ritual suffer 1 point of temporary Wisdom damage, while the ritual leader takes 1d6.

Botch: A botched ritual results in the same consequences to targeted creatures as a failure (save DC 35). The ritual leader and all participants must make a Fortitude saving throw (DC 10) or also gain the Wretched template—the uncontrolled magic favoring such a change. Regardless, the ritual’s leader takes 2d6 temporary Wisdom damage and loses 1 point of Wisdom permanently. Everyone else involved in the ritual takes 1d6 temporary Wisdom damage.

ANGEL, FALLEN

It has been shown that nothing is eternal, even those things which 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 look just as they did when they resided in the divine realms of goodness. Some have begun to wear their corruption outwardly, whether they want to or not, taking on more fiendish shapes. In general, the more wicked a fallen celestial is, the more likely it is to show corruption in its true form.

Creating a Fallen Angel

“Fallen Angel” is a template that can be applied to any good outsider (hereafter referred to as the “base creature”). The creature’s type does not change, but its relevant subtypes may shift, based on the creature’s new alignment. A fallen angel uses all of the base creature’s statistics and special abilities except as noted here.

Special Attacks: The fallen retains all of the base creature’s special attacks and gains the ability changes and additions indicated below:

Ability Changes: If the fallen celestial 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 determiner) instead, their connection with goodness broken. Any ability that cannot be changed thus is lost.

Aura of Emotion (Su): If you like, the fallen continually generates an aura of emotion, which it cannot suppress. Saving throws for the aura abilities are always (DC 10 + one-half of the fallen’s HD + its Charisma modifier). A number of times per day equal to 1 plus once per 5 HD, it can generate a special effect by touching a specific opponent, which forces the opponent to make a similar saving throw. Any of these mind-affecting, compulsion enchantments 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 HD. Anyone who saves against or recovers from a fallen’s aura cannot be affected by that fallen’s aura for 24 hours.

Despair: The fallen despairs its loss of heaven and this misery is palpable to all of those around the creature. Anyone within a 20-ft. radius of the fallen must make a Will save or suffer sadness so overwhelming that he or she suffers

–2 to all rolls. The fallen’s touch delivers heart-wrenching despair causing the victim to do nothing but weep (treat as cowering) for the normal duration indicated above.

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 a 20-ft. radius of the fallen must make a Will save or become shaken. If the fallen touches an opponent and the save is failed, the fear is too great and the victim flees for the duration indicated above, at least until out of sight of the fallen.

Lust: The fallen experiences a metaphysical yearning that seeps into the minds of other beings. Anyone within a 20-ft. radius of the fallen must make a Will save or experience a desire suitable to the character or being (perhaps even a desire for the fallen, if appropriate), suffering –1 to all rolls due to the distraction. With a touch, the fallen drives the victim to immediately seek the object of his or her desire. The fallen may alternatively use its lust touch like a *charm person or animal* spell or a *charm monster* spell (if 7HD or above).

Rage: The fallen’s anger at its loss is infectious. Anyone within a 20-ft. radius of the fallen 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. This ability does not stack with barbarian rage or itself.

Special Qualities: The fallen retains all of the base creature’s special qualities (with changes as noted in *Ability Changes* above) and gains the following:

Vulnerability to Evil (Ex): In a strange, metaphysical paradox, all fallen are treated as neutral for the purposes of spells that affect good creatures. Thus, an evil fallen is vulnerable to *unholy blight* as if it were neutral.

Vulnerability to Good (Ex): Even if good, fallen outsiders are treated as if neutral (if good or neutral) or evil (if evil) for the purposes of determining the effects of spells that damage evil creatures, or are of benefit to good creatures. A fallen, for example, always takes damage from *holy smite* (how much depending on the creature’s actual alignment).

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: Modify the base creature as follows: Wisdom –2, Charisma +2. Fallen are often unique creatures deserving of individual generation as characters.

Organization: Often solitary, though some fallen form groups with like-minded creatures.

CR: Same as base creature, though loss of significant abilities can lower this.

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 HD. 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 CR by 1 or 2.

Alignment: Sometimes good, often neutral, sometimes evil.
ECL: +0 (+1 with an emotion aura).

Sample Fallen

This example uses a hound archon as the base creature.

The Blight Pack, fallen hound archons

Medium-size Outsider (Evil, Lawful)

Hit Dice: 6d8+6 (33 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft. or 60 ft.¹

AC: 19 (+9 natural); 19 flat-footed, 10 touch

Attacks: Bite +8 melee, 2 claws² +3 melee; or greatsword +8/+3
 melee, bite +3 melee

Damage: Bite 1d8+2, claw 1d6+1; greatsword 2d6+2/crit 19-20,
 bite 1d8+1

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

Special Attacks: Spell-like abilities

Special Qualities: DR 10/+1, SR 16, celestial qualities, scent,
 alternate form

Saves: Fort +6, Ref +5, Will +5

Abilities: Str 15, Dex 10, Con 13, Int 10, Wis 11, Cha 14

Skills: Concentration +8, Hide +7¹, Jump +9, Listen +7, Move
 Silently +7, Sense Motive +7, Spot +6, Wilderness Lore +0¹

Feats: Improved Initiative, Track

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or squad (3-5)

CR: 4

Treasure: No coins; double goods; standard items

Alignment: Lawful evil

Advancement: 7-9 HD (Medium-size); 10-18 HD (Large)

It was the heavenly solar general Asulphael, now fallen, who led the Blight Pack astray. Now they all resemble humanoid hellhounds more than the noble creatures they once were. They still serve Asulphael in his netherworld fortress and abroad.

Combat

Blight Pack members use hit and run tactics, usually trying to drive prey to exhaustion before moving in for the kill.

Aura of Despair: 5% of the Blight Pack have this aura (CR +1). Anyone within a 20-ft. radius of the fallen must make a Will save (DC 15) or suffer sadness so overwhelming that he or she suffers -2 to all rolls. 2/day the fallen's touch bestows heart-wrenching despair causing the victim to do nothing but weep (treat as cowering). Any of these mind-affecting, compulsion enchantments effects allow a save each round (at +1 for each previous round) to overcome them, but otherwise end in 6 rounds. The same Blight Pack member cannot affect someone who has saved or recovered from either effect again for 24 hours.

Spell-like Abilities: At will—*aid*, *continual flame*, *detect good*, and *message*. These abilities are as the spells cast by a 6th-level sorcerer.

Celestial Qualities: Aura of menace (save DC 16), *magic circle against good*, electricity and petrification immunity, *teleport*, *tongues*, +4 save against poison.

Alternate Form (Su): Members of the Blight Pack can assume any canine form (except that of a werewolf or other lycanthrope) as a standard action. This ability is similar to the *polymorph self* spell but allows only canines.

Vulnerability to Evil (Ex): In a strange, metaphysical paradox, the Blight Pack are treated as neutral for the purposes of spells that affect good creatures.

Forbiddance (Ex): None of the Blight Pack can ever again enter its home plane or any other good plane.

¹ While in canine form, a member of the Blight Pack gains the higher of the two listed speeds and a +4 circumstance bonus to Hide and Wilderness Lore checks.

² The Blight Pack have claws that do damage as if they were Large outsiders—a fiendish trait.

ANGEL, WAR

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 angels. These beings are considerably more powerful than the standard hosts of the heavens and are entrusted with tactical command of the loyal divine legions.

Appearance Changes

A war angel is usually wreathed in luminous brilliance and visible celestial power, inspiring awe in all that view it. Their countenances are stern, and their voices powerful and commanding.

Creating a War Angel

“War Angel” is a template that can be added to any celestial or half-celestial (referred to hereafter as the “base creature”). The base creature should be advanced to at least 50% of maximum or have several character levels. After assuming the template, the base creature’s type and subtype do not change. A war angel uses the base creature’s statistics and inherent racial special abilities except as noted below.

Speed: If base creature can fly, its maneuverability class improves by one.

AC: War angels have a +8 divine bonus to Armor Class.

Special Attacks: The following special attacks are added to the base creature’s natural or armed attacks.

Brilliant Strike (Su): Once per day, a war angel can channel its divine powers through its melee or ranged weapon, creating a *holy brilliant energy weapon* for a number of rounds equal to its Charisma bonus. While so charged, the weapon gives off light in a 20-ft. radius. A brilliant energy weapon ignores nonliving matter, and thus armor and enhancement AC bonuses do not count against it.

In addition, evil creatures struck by the war angel’s weapon must make a Fortitude save (DC 11 + half the war angel’s HD + the war angel’s Charisma bonus) or suffer an additional 6d6 points of holy damage. Evil undead struck in this manner automatically take the damage.

Wrath of the Heavens (Su): Once per day, a war angel 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 angel’s HD, excepting all of the damage is divine (not fire) and the radius of the effect is 20 ft.

Special Qualities: The following special qualities are added to the base creature’s special qualities:

Damage Reduction (Ex): A war angel has DR 10/+2 or the base creature’s DR, whichever is greater.

Greater Healing Touch (Su): A war angel can heal a number of hit points of damage per day equal to triple the sum of its Charisma bonus plus its HD. These points of healing may be used all at once or divided among multiple recipients. In addition, the greater healing touch cures all

diseases (even magical ones) as a *cure disease* spell cast by a cleric of the war angel’s HD. Using the remove disease aspect of the touch consumes 10 hit points from the healing ability and cannot be used when there are no points left in the healing pool.

Spell Resistance (Ex): A war angel has SR equal to 5 + its HD or the base creature’s SR, whichever is greater.

Voice of Command (Su): Three times per day, a war angel can use its powerful voice to inspire courage in its allies. All friendly creatures within (10 ft. per HD the war angel possesses) of the war angel gain a +3 morale bonus to attack and damage rolls, saves, and skill checks. In addition, all allies hearing the voice of command become immune to fear and fear effects. This effect lasts for 5 rounds plus the war angel’s Charisma bonus.

Abilities: War angels gain a +6 divine bonus to Charisma.

Organization: Usually solitary, though sometimes with a host of other celestials.

CR: Base creature’s CR +1 plus 20%

ECL: +4.

Sample War Angel

This example uses an astral deva for the base creature.

Vushwiyael (War Angel Astral Deva)

Medium-size Outsider (Chaotic, Good, War)

Hit Dice: 18d8+64 (145 hp)

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

Speed: 50 ft., fly 100 ft. (perfect)

AC: 37 (+4 Dex, +15 natural, +8 divine); 33 flat-footed, 22 touch

Attacks: +4 *heavy mace of disruption* +28/+23/+18 melee

Damage: +4 *heavy mace of disruption* 1d8+13 and stun

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

Special Attacks: Brilliant strike, wrath of the heavens, stun, spell-like abilities

Special Qualities: Greater healing touch, voice of command, DR 10/+2, SR 30, celestial qualities, uncanny dodge

Saves: Fort +16, Ref +15, Will +15

Abilities: Str 23, Dex 18, Con 20, Int 18, Wis 18, Cha 26

Skills: Concentration +25, Escape Artist +22, Hide +22,

Knowledge (war) +25, Knowledge (planes) +23, Craft

(weaponsmithing) +20, Listen +29, Move Silently +19, Sense Motive +19, Spot +29

Feats: Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack

CR: 18

Alignment: Lawful good

Advancement: 19-36 HD (Large)

Vushwiyael is a 6 ft. 7 in. tall and 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 whenever she is called.

Combat

Vushwiyael is fearless in combat. She leads from the front, and confronts the mightiest foes to protect her troops.

Stun (Su): If Vushwiyael strikes an opponent twice in one round with its mace, that creature must succeed at a Fortitude save (DC 15) or be stunned for 1d6 rounds.

Brilliant Strike (Su): Once per day, Vushwiyael can channel divine powers through her melee or ranged weapon, creating a holy brilliant energy weapon for 8 rounds. The weapon gives off light in a 20-ft. radius. A brilliant energy weapon ignores nonliving matter, and thus armor and enhancement AC bonuses do not count against it.

Evil creatures struck by the weapon must make a Fortitude save (DC 27) or suffer an additional 6d6 points of holy damage. Evil undead struck in this manner automatically take the damage.

Wrath of the Heavens (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 (280-ft. range, 15d6 damage, Reflex DC 19, 40-ft. high, 20 ft. wide, all divine energy).

Greater Healing Touch (Ex): Vushwiyael can heal 78 hit points per day. These points of healing may be used all at once or divided among multiple recipients. In addition, the greater healing touch cures all diseases (even magical ones) as a *remove disease* spell cast by an 18th-level cleric. Using the remove disease aspect of the touch consumes 10 hit points from the healing ability and cannot be used when there are no points left in the healing pool.

Voice of Command (Su): Three times per day, Vushwiyael can use its powerful voice to inspire courage in its allies. All friendly creatures within 180 ft. of Vushwiyael gain a +3 morale bonus to attack and damage rolls, saves, and skill checks. In addition, all allies hearing the voice of command become immune to fear and fear effects. This effect lasts for 13 rounds.

Spell-Like Abilities: At will: *aid*, *continual flame*, *detect evil*, *discern lies*, *dispel evil*, *dispel magic*, *holy aura*, *holy smite*, *holy word*, *invisibility sphere* (self only), *polymorph self*, *remove curse*, *remove disease*, and *remove fear*, 7/day: *see invisibility* and *cure light wounds*; 1/day: *heal* and *blade barrier*. These abilities are as the spells cast by a 18th-level sorcerer (save DC 18 + spell level).

Celestial Qualities: Protective aura; fire resistance 20, tongues; electricity, cold, acid, and petrification immunity, +4 save against poison.

Uncanny Dodge (Ex): Vushwiyael is never caught flat-footed and cannot be flanked.

Skills: Extremely alert, Vushwiyael receives a +4 racial bonus to Spot and Listen checks.



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 upon the earth.

Appearance Changes

Apocalyptic creatures are enormous, power-filled versions of the base creature. Their very countenances strikes 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 (referred to hereafter as the “base creature”), but works best on mid- to high-HD creatures. After assuming the template, the base creature's type and subtypes do not change (except a Humanoid becomes a Giant at Large size). An apocalyptic creature uses the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Die type changes to d12. The creature has the minimum HD for its new size multiplied by 10 and receives maximum hit points per die.

Size: An apocalyptic is a size category larger than the base creature, or larger (maximum Colossal).

Speed: Speed increases by 30 ft. in all modes.

AC: Natural armor improves by +10. Apocalypitics have a deflection bonus to AC equal to 5% of their HD, and a divine bonus equal to 10% of their HD.

Attacks: Base creature gains two slam attacks if it does not already possess better natural attacks.

Damage: Damage for the slam attacks is according to the creature's size and type, but calculated as if the creature were one size category larger. Colossal apocalyptic creatures have a 4d8 slam.

Special Attacks: Increase damage for special attacks as shown in *How to Use This Book* (*Special Attacks and Qualities*) when the damage from certain attacks seems too low. An apocalyptic creature has all the special attacks of the base creature, plus the following:

Word of the Apocalypse (Su): Once per day, an apocalyptic creature can utter a word, unleashing tremendous destructive power. The word slays all selected living creatures (maximum 1 creature per HD) within a 400 ft. + 400 ft. per HD radius, centered on the apocalyptic creature. A successful Will save (DC 10 + one-half of the apocalyptic's HD + its Charisma modifier) resists the death effect, but targets within

range still suffer (the apocalyptic's HD x 10%) in d8s as hit points of sonic damage (no maximum). Those normally immune to death effects do not have to save against dying, but are subject to the sonic damage.

Special Qualities: An apocalyptic creature has all the special qualities of the base creature, plus the following:

Damage Reduction (Ex): An apocalyptic creature has damage reduction equal to one-third of its HD, which cannot be overcome.

Spell Resistance (Ex): Apocalyptic creatures have SR equal to 10 + one-third of their (newly increased) Hit Dice.

Immunities: Apocalyptic creatures are immune to mind-affecting spells, stunning, paralysis, disease, death by massive damage, ability drain, acid, cold, electricity, and fire damage.

Divine Rejuvenation (Su): Three times per day, an apocalyptic creature can restore all lost hit points as a standard action that does not provoke an attack of opportunity.

Saves: Apocalyptic creatures receive a divine bonus to all saving throws equal to 5% of their newly increased HD.

Abilities: Apocalyptic creatures receive a divine bonus to all saving throws equal to 10% of their newly increased HD.

Feats: An apocalyptic creature may select any feat, even those normally restricted to a class. It must still meet all qualifications for the feat, besides class affiliation.

CR: Base creature's CR +15 + 10% of the apocalyptic creature's newly adjusted Hit Dice.

Treasure: Triple the base creature's (minimum Standard).

Advancement: None.

Sample Apocalyptic Creature

These examples use a titan and a hell hound for the base creatures. Kurnus has had his breath weapon damage increased via the suggestion in *Special Attacks* above.

Charzol, World Killer

Colossal Outsider

Hit Dice: 200d12+4,000 (6,400 hp)

Initiative: +11 (Dex)

Speed: 120 ft.

AC: 56 (–8 size, +11 Dex, +23 natural, +10 deflection, +20 divine); 45 flat-footed, 33 touch

Attacks: +5 *Gargantuan lawful holy warhammer* +229/+224/+219/+214 melee; or slam +224/+219/+214/+209; or *Gargantuan javelin* +209/+204/+199/+194 ranged

Damage: +5 *Gargantuan lawful holy warhammer* 4d6+38/critx3; or slam 4d10+31; or *Gargantuan javelin* 4d6+33

Face/Reach: 15 ft. by 15 ft./20 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: DR 66/—, SR 76, divine rejuvenation, immunities

Saves: Fort +137, Ref +128, Will +132

Abilities: Str 73, Dex 32, Con 51, Int 41, Wis 40, Cha 38

Skills: Bluff +228, Climb +235, Concentration +219, Craft (weaponsmithing) +219, Craft (armorsmithing) +96, Diplomacy +125, Jump +235, Knowledge (arcana) +219, Knowledge (religion) +219, Knowledge (planes) +117, Listen +226, Perform (any) +223, Sense Motive +224, Spot +226, Swim +235

Feats: Alertness, Ambidexterity, Blind-Fight, Cleave, Combat

Casting, Combat Reflexes, Deflect Arrows, Dodge, Enlarge Spell, Exotic Weapon Proficiency (bastard sword, chain, urgrosh, waraxe, whip, net), Expertise, Extend Spell, Far Shot, Great Cleave, Heighten Spell, Improved Bull Rush, Improved Disarm, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Leadership, Maximize Spell, Mobility, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Quicken Spell, Rapid Shot, Run, Shot on the Run, Silent Spell, Spring Attack, Still Spell, Stunning Fist, Sunder, Track, Superior Unarmed Strike, Two-Weapon Fighting, Whirlwind Attack, Weapon Focus (warhammer), Weapon Focus (javelin), Weapon Focus (unarmed) Weapon Specialization (warhammer), Weapon Specialization (javelin).

CR: 56

Treasure: Nine times standard

Alignment: Lawful good

Advancement: —

Little known to the worlds that celebrate the god of justice, Racheneewan, he has an avatar of might that he sends to right heinous wrongs. While the god and his avatar, Charzol, are just and good, when Charzol appears there is little hope for the wicked. He is a messenger of destruction for an iniquitous world.

Charzol is a massive humanoid with elegant clothing and silvery jewelry; his hair is long and black and he has eyes that shine like miniature stars. The titan is incredibly beautiful, a paragon of his kind, but appears as the appropriate race of those who summoned him—at Colossal size. Charzol speaks Celestial, Common, Draconic, Giant, and Sylvan.

Combat

Charzol does the bidding of his creator, Racheneewan. He unleashes havoc upon the evildoers and the unjust of the world, sending them to oblivion with his warhammer and use of his *word of the apocalypse* ability when needed. The massive titan is a spellcaster beyond compare as well, capable of nearly any mortal feat of magic.

Charzol can only be manifested by Racheneewan or summoned by a gathering of one thousand high priests of the justice god's faith. This group must meditate and pray for three years and then participate in a simultaneous group casting ritual (1,000 *summon monster IX* spells must be activated simultaneously) to bring Charzol to their plane. Even then, the Racheneewan must see them all as pure of heart and the dispatching of Charzol must be in accordance with the deity's plans for the plane in question. If these two conditions are not met, the ritual casting fails.

Word of the Apocalypse (Su): Once per day, Charzol can utter a word, unleashing tremendous destructive power. The word slays instantly all selected creatures within 15.25 miles of Charzol. A successful Will save (DC 124) resists the death effect, but targets within range still suffer 20d8 points of sonic damage. Those normally immune to death effects do not have to save against dying, but are subject to the sonic damage.

Spells: Charzol can cast spells as if he were a 20th-level wizard and cleric, including spells from the Law and Good domains.

Spell-like Abilities: At will—*alter self, bless, charm person or animal, commune with nature, cure light wounds, eyebite, fire storm, halt undead, hold monster, invisibility, levitate, light, magic circle against evil, mirror image, pass without trace, persistent image, produce flame, summon nature's ally II, remove curse, remove fear, shield, speak with plants, summon swarm, and*

whispering wind; 2/day—astral projection and etherealness. These abilities are as the spells cast by a 20th-level sorcerer (save DC 24 + spell level). Once every other round, a Charzol can use *holy smite* as a 20th-level cleric.

Divine Rejuvenation (Su): Three times per day, Charzol can restore all lost hit points as a standard action that does not provoke an attack of opportunity.

Immunities: Charzol is immune to mind-affecting spells, stunning, paralysis, disease, death by massive damage, ability drain, acid, cold, electricity, and fire damage.

Kurnus, Hound of the End Time

Huge Outsider (Evil, Fire, Lawful)

Hit Dice: 40d12+520 (780 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 70 ft.

AC: 29 (–2 size, +1 Dex, +14 natural, +2 deflection, +4 divine); 28 flat-footed, 15 touch

Attacks: Bite +53/+48/+43/+38 melee

Damage: Bite 2d6+15

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Breath weapon, howl of doom

Special Qualities: DR 13/—, scent, SR 28, immunities, divine rejuvenation

Saves: Fort +31, Ref +25, Will +28

Abilities: Str 33, Dex 13, Con 25, Int 10, Wis 14, Cha 10

Skills: Hide +58, Listen +66, Move Silently +70, Spot +66, Wilderness Lore +66*

Feats: Cleave, Endurance, Expertise, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Run, Sunder

CR: 22

Treasure: Standard

Alignment: Lawful evil

Advancement: —

“The end is upon us my disciples, for the gates of Hell have opened wide and the Hound 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 Míhl, Knight of the Stone God

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's supernatural howl. Kurnus does not speak, but understands all languages.

Combat

Kurnus is a devastating opponent in melee, using powerful bite against one foe, or 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.

Breath Weapon (Su): Cone of fire, 70 ft., every 2d4 rounds; damage 10d8+7, Reflex half (DC 37). The fiery breath also ignites any flammable materials within the cone. Kurnus can use his breath weapon while biting.

Fire Subtype: While the Hound still retains the fire subtype, like a hell hound, he is immune to both fire and cold damage as per its immunities (see below).

Howl of Doom (Su): Once per day, Kurnus can utter an apocalyptic howl, which unleashes tremendous destructive power. This supernatural howl slays all selected living creatures (maximum 40) within a 3-mile radius, centered on the Hound. A successful Will save (DC 30) resists the death effect, but targets within range still suffer 4d8 points of sonic damage. Undead creatures and constructs are not affected by the death effect, but they are subject to the sonic damage.

Immunities: Kurnus is immune to mind-affecting spells, stunning, paralysis, disease, death by massive damage, ability drain, acid, cold, electricity, fire, and sonic damage.

Divine Rejuvenation (Su): Three times per day, Kurnus can restore all lost hit points as a standard action that does not provoke an attack of opportunity.

Skills: Kurnus receives a +5 racial bonus to Hide and Move Silently checks. *He also receives a +8 racial bonus to Spot checks and +8 to Wilderness Lore checks when tracking by scent, due to its keen sense of smell.

Variant Apocalyptic

The following microplate can be used to make a less universe-shaking, apocalyptic creature:

Lesser Apocalyptic

While this may seem an oxymoron, it's also evident that any serious apocalyptic creature (*sic* a base creature with significant HD) is more powerful than the gods of many worlds (besides actual divine status and abilities that may come with such position). Other reasons to have a lesser apocalyptic creature are so the PC heroes can actually defeat the thing in combat and so making up a creature is less work. (Kurnus is a good example of a lesser apocalyptic that powerful heroes can defeat—made from a less-powerful base creature instead of a slightly different template.) To make a lesser apocalyptic, start with a creature having at least 15 HD and double or triple those dice, as you like. Everything else stays the same, except the bonuses to saves and ability scores for the template are halved, and CR increases by +5 + 20% of the creature's newly adjusted HD.

Apocalyptic Campaigning

Whatever the origin of these frightful beings, their use in a campaign world should be limited, as their introduction is a world transforming one. 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.

Although the monster types for the template are quite inclusive, you are encouraged to go all out when designing an apocalyptic creature. An apocalyptic cat, for example, while possible, won't hold the sort of gravity that an apocalyptic Colossal great wyrm does. However, if that cat had the Beast Lord template....

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. From where did the creature come? 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 powerful magical item or artifact that exploits a hidden weakness, the creature can be skillfully tricked, or an ancient banishment ritual exists to send the creature to a distant prison. The possibilities are as rich as your imagination.

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

There is always a distinguishing aura (visible, at least, to *detect magic*) surrounding 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 of the world. Typically, other features are changed slightly—perhaps hair or eye coloration or some other subtle indicator of the magic indwelling the creature concerned.

Creating an Arcane Servitor

“Arcane Servitor” is a template that can be added to any creature capable of using magic (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type and subtype do not change. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. An arcane servitor uses the base creature’s statistics and inherent racial special abilities except as noted below.

Special Qualities: An arcane servitor has all the special qualities of the base creature, plus the following:

Spell-like Abilities: At will—*detect magic*, *mage armor*, *read magic*. These spells function as if cast by a sorcerer of the arcane servitor’s HD.

Extra Spell-like Abilities (Sp): The arcane servitor gains one extra use of each spell-like ability it commands, plus one use for every 4 HD the arcane servitor possesses.

Extra Supernatural Abilities (Su): The arcane servitor gains one extra use of each supernatural ability it commands, plus one use for every 4 HD.

Spell Immunity (Ex): Arcane servitors are immune to all arcane spells that a spellcaster of the arcane servitor’s HD could cast. Thus, a 9 HD arcane servitor is immune to arcane spells from 1st through 5th levels.

Spell Resistance (Ex): Arcane servitors have SR equal to 10 + their HD.

Spells: Arcane servitors gain the ability to cast arcane spells as a sorcerer of a level equal to half their HD (not including character level).

Abilities: Modify from the base creature as follows: Intelligence +2, Charisma +2.

Skills: Same as base creature except 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 HD (not including character level).

CR: Base creature’s CR +1 + 20% (maximum +5).

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

ECL: +4.

Sample Arcane Servitor

This example uses a lillend for the base creature.

Arcane Servitor Lillend

Large Outsider (Chaotic, Good)

Hit Dice: 7d8+14 (45 hp)

Initiative: +3 (Dex)

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

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

Attacks: Longsword +11/+6 melee, tail slap +6 melee

Damage: Longsword 1d8+5/crit 19–20, tail slap 2d6+2

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

Special Attacks: Improved grab, constrict 2d6+5, spells, spell-like abilities

Special Qualities: Poison immunity, fire resistance 20, SR 17, spell immunity

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

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

Skills: Appraise +13, Concentration +12, Knowledge (arcana) +13, Knowledge (planes) +10, Listen +13, Perform (any ten) +15, Spellcraft +13, Wilderness Lore +17

Feats: Combat Casting, Extend Spell, Silent Spell

Climate/Terrain: Any land and underground

Organization: Solitary or covey (2–4)

CR: 9

Treasure: Standard

Alignment: Always chaotic good

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

Indistinguishable in physical appearance from a normal lillend, arcane servitor lillends speak Celestial, Infernal, Abyssal, Common, and three additional languages.

Combat

Arcane servitor lillends rely on their spells and ability to fly to avoid melee. Unfortunately for their opponents, they are still potent fighters.

Spells: An arcane servitor lillend casts arcane spells as a 6th level bard and a 3rd-level sorcerer. Save DC 15 + spell level.

Spell-Like Abilities: At will—*detect magic*, *mage armor*, *read magic*; 4/day—*darkness*, *hallucinatory terrain*, *knock*, and *light*; 2/day—*charm person*, *speak with animals*, and *speak with plants*. These abilities are as the spells cast by a 10th-level bard (save DC 15 + spell level).

Spell Immunity (Ex): Arcane servitor lillends are immune to all arcane spells below 5th level.

Bardic Music (Su): An arcane servitor lillend also has the bardic music ability as a 6th-level bard.

Improved Grab (Ex): To use this ability, the arcane servitor lillend must hit an opponent of up to Medium-size with its tail slap attack. If it gets a hold, it can constrict.

Constrict (Ex): An arcane servitor lillend deals 2d6+5 points of damage with a successful grapple check against opponents of up to Medium-size. This 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.

Skills: Arcane servitor lillends receive a +4 racial bonus to Wilderness Lore checks.

ARGENT SERVITOR

Argent servitors are the defenders of good in the world. Imbued with holy might to combat evil, the souls of the argent servitors are filled with positive energy which emanates through every pore, covering them in a brilliant, silvery radiance of holy light. Argent servitors are not celestials, but chosen defenders of truth and good throughout the world. They are sworn to uphold the values of their patron deity without question or deviation. Whole groups or bloodlines of creatures can be augmented thus, creating what amounts to a new race.

Appearance Changes

An argent servitor looks very much like the base creature with a striking countenance often augmented by a 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 animal, beast, dragon, fey, humanoid, magical beast, monstrous humanoid, or sentient plant (referred to hereafter as the "base creature"). Argent servitors are created by direct intervention by a deity of good or its avatar(s). After assuming the template, the base creature's type and subtype do not change. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. An argent servitor uses the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Increase by one die type to a maximum of d12, including dice from character classes.

Speed: Base creature's speed in all movement categories increases by 10 ft. If the base creature can fly, its maneuverability rating improves by one category.

AC: Argent servitors have a +4 divine bonus to Armor Class versus evil creatures.

Damage: In addition to normal damage, the servitor gains additional holy damage versus evil opponents according to its HD as indicated in the chart below. This holy damage is doubled against evil undead.

Hit Dice	Bonus Holy Damage
1-4	1d3
5-8	1d4
9-11	1d6
12-14	1d8
15+	1d10

Special Attacks: The following special attacks are added to the base creature's natural or armed attacks.

Divine Energy Feedback (Su): Any evil creature that strikes an argent servitor with a melee attack suffers points of damage equal to the argent servitor's HD, with a maximum of one-half of the physical damage that was inflicted with the original blow. The argent servitor takes the damage from such strikes normally.

Vanquishing Blow (Su): When dealt a successful critical

hit, evil-aligned opponents 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 (like undead) must make a Will saving throw instead. Vanquishing blow cannot affect opponents with more Hit Dice than the argent servitor.

Special Qualities: An argent servitor has all the special qualities of the base creature, plus the following:

Damage Reduction (Su): An argent servitor has damage reduction equal to 1 + one-half of its HD (minimum 1) versus everything but unholy weapons.

Detect Evil (Su): An argent servitor 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 is as a cleric of a level equal to the creature's HD.

Divine Health (Ex): An argent servitor is immune to all diseases, including those of a magical nature.

Resistances (Su): An argent servitor gains fire, cold, and electrical resistances equal to 5 + one-half of its HD (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 2 hit points (up to the creature's normal maximum). An argent servitor may sacrifice all but 10 of its own hit points to heal one or more 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 and it has no effect on actual wounds.

Saves: Argent servitors can add their Charisma bonus (positive only) to any saving throw versus fear.

Abilities: Modify the base creature 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 type.

CR: Base creature's CR +1 + 20% (maximum +3).

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*.

ECL: +3.

Sample Argent Servitors

These examples use a unicorn and a giant owl as the base creatures.

Argentate Alicorn (Argent Servitor Unicorn)

Large Magical Beast

Hit Dice: 4d12+24 (50 hp)

Initiative: +3

Speed: 70 ft.

AC: 18/22 vs. evil (–1 size, +3 Dex, +6 natural/+4 divine); 15/19 flat-footed, 12/16 touch

Attacks: Horn +12 melee, 2 hooves +4 melee

Damage: Horn 1d8+9, hoof 1d4+3 (plus 1d3 holy damage vs. evil creatures)¹

Face/Reach: 5 ft. by 10 ft./5 ft. (10 ft. with horn)

Special Attacks: Divine energy feedback, vanquishing blow

Special Qualities: *Detect evil*, *magic circle against evil*, divine health, DR 2/unholy, immunities, resistances (fire, cold, and electrical 7), sacrificial healing, spell-like abilities

Saves: Fort +10, Reflex +7, Will +7 (+15 vs. fear)

Abilities: Str 22, Dex 17, Con 23, Int 10, Wis 23, Cha 26

Skills: Animal Empathy +12, Listen +12, Move Silently +9, Spot +12, Wilderness Lore +10²

Feats: Alertness

Climate/Terrain: Temperate forest

Organization: Solitary, pair or grace (3-6)

CR: 5

Treasure: None

Alignment: Always chaotic good

Advancement: 5-8 HD (Large)

¹ Holy damage doubles versus evil undead.

This magnificent and beneficent beast looks like a regal unicorn with a large horn and silvery hair. Argentate alicorns 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 alicorns speak Celestial, Sylvan, and Common.

Combat

They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn is a +3 magic weapon, though its power fades if removed from the beast.

Magic Circle against Evil (Su): This ability continuously duplicates the effects of the spell. The argentate alicorn cannot suppress this ability.

Spell-Like Abilities: Once per day an argentate alicorn can use *teleport without error* to move anywhere within its home forest. It cannot teleport neither beyond the forest boundaries nor back from outside. A argentate alicorn can use *cure light wounds* three times per day and *cure moderate wounds* once per day, as cast by a 5th-level druid, by touching a wounded creature with its horn. Once per day it can use *neutralize poison*, as cast by an 8th-level druid, with a touch of its horn.

Vanquishing Blow (Su): When dealt a successful critical hit, evil-aligned opponents must immediately make a Fortitude save (DC 22) or die. Those not subject to Fortitude saving throws (like

undead) may make a Will saving throw instead. Vanquishing blow cannot affect opponents with more than 4 HD.

Detect Evil (Ex): An argentate alicorn can *detect evil* at will as a 4th-level cleric, per the spell, excepting that the effect goes straight to that of the third round as shown in the spell description.

Divine Energy Feedback (Ex): Any evil creature that strikes an argentate alicorn with a melee weapon suffers one-half of the physical damage that it inflicts with the blow, up to a maximum of 4 points. The argentate alicorn takes the damage from such melee hits normally.

Divine Health (Ex): An argentate alicorn is immune to all diseases, including those of a magical nature.

Immunities (Ex): Argentate alicorns are immune to all poisons and to *charm* and *hold* spells or abilities.

Sacrificial Healing (Ex): An argentate alicorn may sacrifice some of its own life-essence (positive energy) to heal another. For each hit point sacrificed, the recipient of the healing gains 2 hit points (up to the creature's normal maximum). An argentate alicorn may sacrifice all but 10 of its hit points to heal one or more other creatures.

The argentate alicorn 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 and it has no effect on actual wounds.

*Skills:*² Argentate alicorns receive a +3 competence bonus to Wilderness Lore checks within the boundaries of their forests.

Resplendent Nightwing (Argent Servitor Giant Owl [Advanced])

Huge Magical Beast

Hit Dice: 8d12+32 (80 hp)

Initiative: +2 (Dex)

Speed: 20 ft., fly 80 ft. (good)

AC: 16/20 vs. evil (–2 size, +2 Dex, +6 natural/+4 divine); 14/18 flat-footed, 10/14 touch

Attacks: 2 claws +15 melee, bite +10 melee

Damage: Claw 1d6+9, bite 1d8+4 (plus 1d4 holy damage vs. evil)*

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Divine energy feedback, vanquishing blow

Special Qualities: *Detect evil*, superior low-light vision, DR 4/unholy, divine health, resistances 9 (fire, cold, and electrical), sacrificial healing

Saves: Fort +10, Ref +9, Will +5 (+1 additional vs. fear)

Abilities: Str 28, Dex 15, Con 18, Int 10, Wis 16, Cha 12

Skills: Knowledge (nature) +9, Listen +16, Move Silently +10 (+18 in flight), Spot +10 (+14 in dusk/dark)

Feats: Alertness, Flyby Attack

Climate/Terrain: Any forest, hill, mountains and plains

Organization: Solitary, pair, or company (2-5)

CR: 7

Treasure: None

Alignment: Always neutral good

Advancement: 9-12 HD (Gargantuan)

* Holy damage doubles versus evil undead.

A resplendent nightwing looks exactly like a huge owl, with silvery feathers that shine in moonlight. Its silver eyes shine with inner light and intelligence. Resplendent nightwings speak Celestial, Common, and Sylvan.

Combat

A resplendent nightwing attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead.

Detect Evil (Su): A resplendent nightwing can *detect evil* at will as an 8th-level cleric, per the spell, excepting that the effect goes straight to that of the third round as shown in the spell description.

Divine Energy Feedback (Ex): Any evil creature that strikes a resplendent nightwing with a melee weapon suffers one-half of the physical damage that it inflicts with the blow, up to a maximum of 8 points. The resplendent nightwing takes the damage from such melee hits normally.

Vanquishing Blow (Su): When dealt a successful critical hit, evil-aligned opponents must immediately make a Fortitude save (DC 15) or die. Those not subject to Fortitude saving throws (like undead) may make a Will saving throw instead. Vanquishing blow cannot affect opponents with more than 8 HD.

Divine Health (Ex): A resplendent nightwing is immune to all diseases, including those of a magical nature.

Sacrificial Healing (Su): A resplendent nightwing may sacrifice some of its own life-essence to heal another. For each hit point sacrificed by the servitor, the recipient of the healing gains 2 hit points (up to the creature's normal maximum). A resplendent nightwing may sacrifice all but 10 of its own hit points to heal one or more other creatures.

The resplendent nightwing 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 and it has no effect on actual wounds.

Superior Low-Light Vision (Ex): A resplendent nightwing can see five times as far as a human can in dim light.

Skills: Resplendent nightwings receive a +8 racial bonus to Listen checks. They also receive a +4 racial bonus to Spot checks in dusk and darkness; when in flight, they gain a +8 bonus to Move Silently checks (neither included above).

BEAST, ELDER

When the world was young, and spirits shared the land with mortals, the animals and beasts were sentient and greater than they now are. A few of these creatures still exist in the great 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 the clever beast.

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 signal the wise that the creature is more than it seems.

Creating an Elder Beast

“Elder Beast” is a template that can be applied to any animal, beast, magical beast, or vermin with an Intelligence score of 6 or less (hereafter referred to as the “base creature”). The creature’s type changes to “Magical Beast” and it retains all of its subtypes. It uses all of the base creature’s statistics and abilities except as noted here.

Hit Dice: Increase die type to d10.

AC: Natural armor improves by +4.

Attacks: Elder beasts have a base attack progression like a magical beast (+1 per HD).

Special Attacks: The elder beast retains all of the base creature’s special attacks and may gain the following:

Dominate Kin (Su): (Optional) Some elder beasts can dominate normal creatures of their own species. This ability works like the *dominate animal* spell, allowing the creature to control a number of other animals equal to twice its own HD. This ability affects creatures normally immune to mind-influencing effects.

Special Qualities: The elder beast retains all of the base creature’s special qualities and gains the following:

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

Saves: All of an elder beast’s saves are recalculated as if it was always a magical beast (good Fortitude and Will).

Abilities: Roll 4d6 and discard the lowest die for each of Intelligence, Wisdom, and Charisma. Elder beasts get +2 to Wisdom in addition to the rolls.

Skills: Recalculate the creature’s skill points as if it was always a magical beast. Class skills for the base creature are class skills for the elder beast. All elder beasts have Animal Empathy as a class skill, and get a +4 racial bonus when using the skill with creatures of their same species. Retain all of the skill bonuses of the base creature.

Feats: Recalculate the creature’s number of feats as if it was always a magical beast. Reassign feats as you desire, favoring those from the base creature.

Organization: Depending on the rarity of such creatures in the game world, the creatures can be organized like a normal creature of their kind, or just solitary and paired. In situations where elder beasts are rare, they often lead a number of normal creatures.

CR: Base creature’s CR +1.

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

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

Advancement: As a magical beast with the same HD range as the base creature. Elder beasts can also have character classes.

ECL: +1 per base HD. +1 for abnormally good ability score bonuses (many bonuses, few or no penalties). +1 for *dominate animal*. Creatures with no fine manipulators (and inconvenient size or shape—see below) get –1 ECL.

Elder Beast Characters

Elder beasts can join a character class. Druid, shaman (or adept), and ranger are most common, while a few become bards, sorcerers, rogues, or fighters. Monks, paladins, and wizard elder beasts are so rare as to be unheard of. Elder beast bards, druids, rangers, and sorcerers do not require material components for their spells. They have special somatic components compatible with their animal form.

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, like potions, that are designed for humanoid consumption. Further, skills requiring fine manipulation may be impossible for an elder beast, or see a significant DC increase (+5 or more).

Sample Elder Beasts

These examples use a Large monstrous scorpion and a deer as the base creature.

Baranusana, the Jade Master

Large Magical Beast

Hit Dice: 10d10+20 (75 hp)

Initiative: +2 (+2 Dex)

Speed: 50 ft.

AC: 19 (–1 size, +1 Dex, +9 natural); 18 flat-footed, 10 touch

Attacks: 2 claws +14 melee, sting +12 melee

Damage: Claw 1d6+4, sting 1d6+2 and poison

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

Special Attacks: Improved grab, squeeze, poison, dominate kin

Special Qualities: Speech

Saves: Fort +9, Ref +8, Will +4

Abilities: Str 18, Dex 13, Con 15, Int 15, Wis 13, Cha 11

Skills: Climb +10, Hide +10, Knowledge (local) +10, Spot +12, Wilderness Lore +7

Feats: Combat Reflexes, Multiattack, Power Attack, Sunder, Track

Climate/Terrain: Baranusana’s Cave

Organization: Solitary plus 2d4 monstrous scorpions (various sizes)

Treasure: 50% coins, standard goods, standard items

CR: 5

Alignment: Neutral

Advancement: —

Barasnusana is a 12-ft.-long, green scorpion that “owns” a stretch of desert along a major caravan route. He demands tribute from passers by, but keeps the area free of dangerous pests and raiders. It is thought that the creature has intelligent kin or offspring in nearby regions.

Combat

Barasnusana attacks from ambush whenever possible. He is remorseless if enraged, but may show mercy to those who show the proper respect. If after food, the jade scorpion grabs, stings, and retreats with his prey.

Dominate Kin (Su): Barasnusana can dominate normal scorpions. This ability works like the *dominate animal* spell, allowing the great scorpion to control 20 HD worth of scorpions.

Improved Grab (Ex): To use this ability, Barasnusana must hit with a claw attacks. If he does, he hangs on and stings.

Squeeze (Ex): If Barasnusana gets a hold on a creature of his size or smaller, he may deal damage with both claws automatically, and sting at his full attack bonus.

Poison (Ex): Fortitude DC 21, 1d6 initial and secondary Strength.

Speech (Ex): Barasnusana speaks Common like a rasping whisper, interspersed with clicks.

Skills: Barasnusana gets a +4 racial bonus to Climb, Hide, and Spot checks. (Large size gives –4 to Hide.)

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

Attacks: Gore (male only) +3 melee; or 2 hooves +3 melee

Damage: Gore 1d6 or hoof 1d3

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

Special Qualities: Scent, low-light vision

Saves: Fort +4, Ref +5, Will +2

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

Skills: Hide +10, Listen +10, Spot +10, Wilderness Lore +4

Feats: Alertness

Climate/Terrain: Any land

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

CR: 1

Treasure: None

Alignment: Usually neutral

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

Elder harts look like sleek and noble deer, and some of them are white. Only the largest among them have 3 HD.

Combat

Elder harts, like deer, rarely stand to fight, but flee instead.

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

Skills: Elder Harts get a +2 racial bonus to Hide, Listen, and Spot checks.

Elder Hart Traits

As a PC race, elder harts have the following characteristics:

- *Higher HD:* Elder harts start with 2d10 HD before adding a character class—PCs get maximum hit points from the first die. Use the Magical Beast type to determine their initial feats, skill points, saves, and attack progression. PC elder harts can choose to progress to 3 HD before adding a character class, but it is actually disadvantageous to do so.
- +2 Dexterity, +2 Wisdom.
- Medium size.
- Elder harts have a base speed of 60 feet.
- *Low-light Vision:* Elder harts can see twice as far as humans in poor lighting conditions.
- *Natural Armor:* Elder harts have a +6 natural armor bonus.
- *Scent:* This ability allows an elder hart to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Elder harts with the scent ability can identify familiar odors just as humans do familiar sights.

Elder harts can detect opponents within 30 ft. by sense of smell. If the opponent is upwind, the range increases to 60 ft.; if downwind, it drops to 15 ft. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When an elder hart detects a scent, the exact location is not revealed—only its presence somewhere within range. The elder hart can take a move or attack action to note the direction of the scent. If it moves within 5 ft. of the source, the elder hart can pinpoint that source.

Elder harts can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds

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). Shamans could 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.

Elder Hart (Deer)

Medium-size Animal

Hit Dice: 2d10 (11 hp)

Initiative: +1 (Dex)

Speed: 60 ft.

TEMPLATES : BEAST , ELDER

the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Elder harts tracking by scent ignore the effects of surface conditions and poor visibility.

- *Natural Weapons*: Elder harts can attack twice each round with their hooves for 1d3 points of damage. Male harts also have sharp antlers with which they can gore for 1d6 points of damage.

- +2 racial bonus to Hide, Listen, and Spot checks.
- *No Fine Manipulators*: Elder harts 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 hart character and the hart sees an increase of the DC of any skill requiring fine motor skills by at least +5.
- *No Weapons*: Elder harts cannot use any conventional weapon, though it is conceivable some weapon could be devised for one.
- *Inconvenient Shape*: Elder harts must wear barding instead of armor. Anything else the creature wears has to be specially crafted and costs at least 25% more.
- *Automatic Languages*: Sylvan
- *Bonus Languages*: Common, Elven, and Gnome.
- *Favored Class*: Ranger.
- *ECL*: +2 (counting starting HD).



BEAST LORD

In the world of spirits there exist paragons of animals and beasts—the guiding spirits of whole species or animal groups. These manifestations are accorded semi-divine status, like celestials and elemental lords. Some beast lords dwell on specific planes, while others have their own courts in the world of spirit. There is usually only one beast lord for each animal type, but sometimes there are multiple examples with disparate alignments and abilities. Some beast lords are worshipped by humanoids of various types and for a variety of reasons, propelling the beast lord into 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 a template that can be applied to any creature that already has the Elder Beast and Spirit template applied to it (hereafter referred to as the “base creature”). The base creature must be of at least Large size and 20 HD (increase to this level if it’s not) and always has the *materialization* and *rejuvenation* special attributes as a spirit. The creature’s type changes to “Outsider” and it retains all of its subtypes, gaining subtypes appropriate to its alignment. It uses all of the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase die type to d12.

AC: Natural armor improves by +8.

Special Attacks: The beast lord retains all of the base creature’s special attacks and gains the following:

Beast Loyalty (Ex): At will, the beast lord may command animals or beasts of its specific species as if using the *dominate animal* spell cast by a sorcerer of the beast lord’s HD. There is no limit to the number of creatures so controlled. This ability supercedes the *dominate kin* ability from the elder beast template.

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 retains all of the base creature’s special qualities and gains the following:

Alternate Forms (Su): At will, the beast lord can assume the form of a Medium-sized 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 (Ex): All beast lords have DR 20/+3. Some specific beast lords are vulnerable to some other material as well.

Eyes of the Beast (Su): At will, the beast lord can *scry* on any animal or beast of its specific species as a 20th-level sorcerer.

Fast Healing (Ex): Beast lords heal hit point damage at a rate equal to one-third of their HD per round. Unlike normal fast healing, the beast lord can regrow lost limbs in 3d6 minutes, but not reattach them.

Spell Resistance (Ex): Beast lords have an SR equal to 10 plus one-half of their HD.

Saves: All of the beast lords saves are recalculated as if each category was always a “good” save (like an outsider).

Abilities: Modify the base creature as follows: Intelligence +6, Wisdom +6, Charisma +6.

Organization: Usually solitary, though it may be encountered with normal or dire animals.

CR: Base creature’s CR +10 + 20%.

Treasure: Double standard.

Alignment: Usually neutral. Beast lords are rarely lawful, but if there is an evil one, there is usually a good one as well.

Advancement: As an outsider, but with HD limited to those of a dire animal of the creature’s type. Beast lords may also acquire character classes.

ECL: N/A. Beast lords are demi-gods and almost universally unsuitable for PC use.

Sample Beast Lord

This example uses a 40 HD Gargantuan dire tiger (Strength 30 at Huge size, Wisdom 13, Charisma 12) as the base creature.

Kaavaak, Lord of Noble Tigers

Gargantuan Outsider (Spirit, Incorporeal, Good)

Hit Dice: 40d12+200 (460 hp)

Initiative: +2 (+2 Dex)

Speed: 50 ft.

AC: 30 (–4 size, +2 Dex, +4 deflection, +18 natural) materialized, 20 (–4 size, +2 Dex, +6 deflection, +6 Cha) manifested

Flat-footed: 28 materialized, 18 manifested

Touch: 12 materialized, 20 manifested

Attacks: 2 claws +54 melee, bite +52 melee

Damage: Claw 2d6+14/crit 19-20, bite 2d8+14/crit 19-20

Face/Reach: 20 ft. by 50 ft./15 ft.

Special Attacks: Pounce, improved grab, rake (2d6+14), beast loyalty, spells, manifestation, materialization, spirit touch

Special Qualities: Scent, alternate form, detect spirits, DR 20/+3 or dire bear claws, eyes of the beast, fast healing 13, speech, SR 30, turn resistance +10 (not against shamans)

Saves: Fort +27, Ref +24, Will +27

Abilities: Str 38, Dex 15, Con 21, Int 17, Wis 19, Cha 22

Skills: Hide +4*, Jump +15, Knowledge (arcana) +14, Knowledge (nature) +16, Listen +12, Move Silently +16, Spot +12, Swim +17

Feats: Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Critical (claw), Improved Critical (bite),

Mobility, Power Attack, Run, Spring Attack, Whirlwind Attack

Climate/Terrain: Any land and underground

Organization: Solitary

CR: 25

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 the Ethereal of a remote, southern jungle on the side of an ancient volcano. Propitiated to garner his protection from wicked creatures (especially rakshasas, which the 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).

Possessions: Kaavaak's Crown Ruby

Combat

Kaavaak is circumspect in battle. He measures his opponents carefully, and judiciously uses all of his abilities to take out the strongest among them first. The Lord of Noble Tigers shows mercy and pity when his foes deserve it.

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.

Improved Grab (Ex): To use this ability, Kaavaak must hit with his bite attack. If he gets a hold, he can rake.

Rake (Ex): Kaavaak can make two rake attacks with his hind legs at his full attack bonus against a held creature for 2d6+14 damage each. If Kaavaak pounces on an opponent, he can also rake.

Alternate Forms (Su): At will, Kaavaak can assume the form of a Medium-sized 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

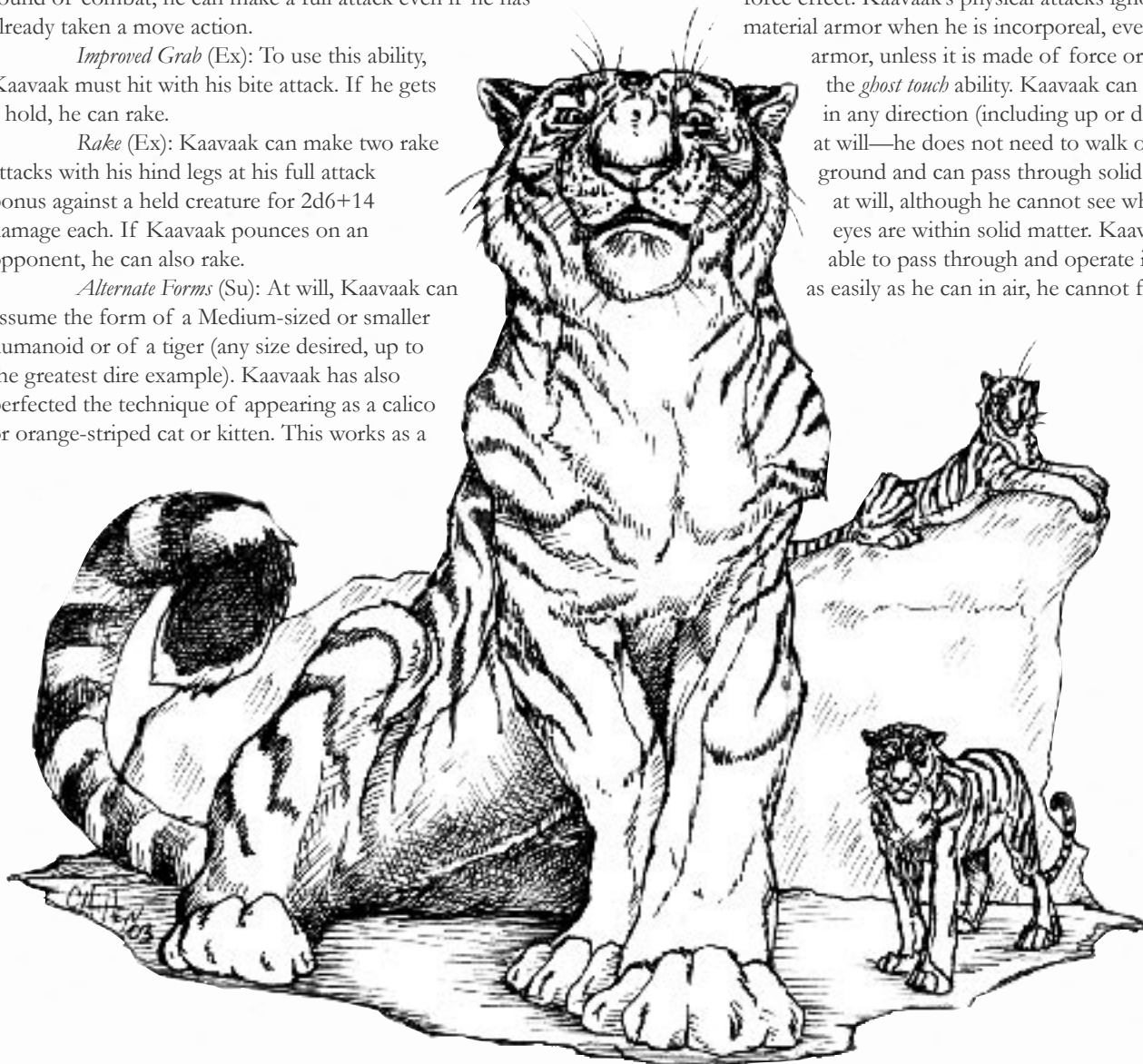
shapechange spell cast by a 20th-level druid, but the beast lord can remain in one of its alternate forms as long as desired and change back into its normal form as a standard action.

Beast Loyalty (Ex): At will, Kaavaak may command any tiger as if using the *dominate animal spell* cast by a 40th-level sorcerer. There is no limit to the number of tigers so controlled.

Detect Spirits (Su): At will, as a move-equivalent 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.

Eyes of the Beast (Su): At will, Kaavaak can *scry* on any tiger as a 20th-level sorcerer.

Incorporeal (Ex): When in this state, Kaavaak can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. He is immune to all non-magical attack forms. In addition, he is not burned by normal fires, affected by natural cold, or harmed by mundane acids. Even when struck by magic or magic weapons, Kaavaak has a 50% chance to ignore any damage from a corporeal source—except for a force effect. Kaavaak's physical attacks ignore material armor when he is incorporeal, even magic armor, unless it is made of force or has the *ghost touch* ability. Kaavaak can move in any direction (including up or down) at will—he does not need to walk on the ground and can pass through solid objects at will, although he cannot see when his eyes are within solid matter. Kaavaak is able to pass through and operate in water as easily as he can in air, he cannot fall or



suffer falling damage, and has no weight in a material sense. Kaavaak does not leave footprints, has no scent, and makes no noise unless he manifests, and even then they only if he makes noise intentionally. Corporeal creatures cannot trip or grapple Kaavaak.

Manifestation (Su): As an ethereal creature, Kaavaak cannot affect or be affected by anything in the material world. When he manifests, Kaavaak becomes visible, but remains incorporeal. However, Kaavaak can strike with any touch attack or a *ghost touch* weapon he possesses. When manifested, Kaavaak remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes (though he remains incorporeal). When Kaavaak 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.

Materialization (Su): By taking a full round action, Kaavaak can become fully corporeal (losing the benefits of incorporeality) like a normal creature on the Material Plane. 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.

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 its touch spells against material beings while incorporeal.

Skills: Kaavaak receives a +4 racial bonus to Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8. (Gargantuan size grants -12 to Hide.)

New Minor Artifact

Kaavaak's Crown Ruby: The ruby Kaavaak wears was granted to him by the Lord of the Heavens, and 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 size (6 ft. in diameter) to Fine (3 in. in diameter) at Kaavaak's whim. Further, the artifact can create up to 3 *gems of seeing* at Kaavaak's command—the created gems can be recalled at any time to the *crown ruby*.

BLADED HORROR

Bladed horrors are hideous creatures that were magically altered to have two or more of their natural appendages removed (usually the arm from the elbow down or, more rarely, the leg from the knee down) and replaced by long, sharp, steel blades. Often created by unscrupulous wizards or clerics as a mad experiment, bladed horrors become embittered abominations that prowl the earth, looking to inflict as much suffering on others as they have endured themselves.

Appearance Changes

Bladed horrors are distorted forms of the creatures they used to be, with two or more of their appendages removed and replaced by long, sharp metallic blades. The types of blades vary depending on the design of the bladed horror or whatever sharp weaponry was available at the time of the grafting. Bladed horrors also have slightly twisted countenances—a poignant reminder of the anguish involved in their creation.

Creating a Bladed Horror

“Bladed Horror” is a template that can be added to any corporeal creature, which possess at least two limbs, except dragons (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type and subtype do not change. A bladed horror uses the base creature’s statistics and inherent racial special abilities except as noted below.

Hit Dice: Hit Die type increases by one type (up to a maximum of d12).

Speed: Climb, swim, and burrowing speeds are reduced by half.

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

Attacks: A bladed horror has two or more blade attacks in place of all of the creature’s regular armed, unarmed and/or natural attacks, except biting attacks. See *Special Attacks* below for details.

Damage: The bladed horror’s blades inflict claw damage as if the creature were two sizes larger for its type. Optionally, the blades do claw damage as if the creature were one size category larger, and the creature may gain the *Weapon Finesse* (appendages) feat.

Special Attacks: A bladed horror retains the special attacks of the base creature and gains the following:

Bladed Appendages (Ex): The bladed horror’s altered physiology replaces natural (or unarmed) attacks from one or more limbs with a corresponding number of blade attacks. Creatures altered in such a manner suffer a permanent –6 circumstance penalty to all Climb checks (–10 if climbing ropes) and lose the ability to cast any spells requiring somatic components if the base creature had spellcasting ability. The base creature suffers a –5 circumstance penalty to all skills and endeavors requiring manual dexterity.

Augmented Criticals (Ex): A bladed horror’s appendages are treated as *keen* weapons, scoring a critical threat on a roll of 19-20. A successful critical hit deals triple damage.

Magic Blades (Su): Once per day, a bladed horror can magically enchant its bladed appendages as if by a *greater magic weapon* spell cast by a sorcerer of the bladed horror’s HD. This

ability lasts for a number of rounds equal to 3 + the bladed horror’s Constitution modifier (minimum 1 round).

Wounding (Ex): A creature struck by a bladed horror’s appendage bleeds for 1 point of damage per round thereafter. Multiple wounds from the weapon(s) result in cumulative bleeding (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any spell that cures wounds (like *cure light wounds*).

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

A bladed horror can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The bladed horror must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The bladed horror cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Special Qualities: A bladed horror has all the special qualities of the base creature, plus the following:

Damage Reduction (Ex): A bladed horror has damage reduction 5/+3.

Darkvision (Ex): All bladed horrors can see in non-magical darkness up to a range of 60 ft., or the base creature’s range, whichever is better.

Spell Resistance (Ex): Bladed horrors have SR 5 + their Hit Dice.

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

Saves: Bladed horrors gain a permanent +4 inherent bonus to their Fortitude and Will saves, having survived the intense physical and psychological trauma of being altered from their original form.

Feats: Bladed horrors gain the *Multiattack*, *Two-weapon Fighting* or *Multiweapon Fighting*, and *Ambidexterity* or *Multidexterity* feats, whether or not the creature qualifies.

Alignment: The trauma of the bladed horror’s captivity and torture moves the creature’s alignment one step towards chaotic and one step towards evil. For example, a neutral good creature becomes chaotic neutral. Any abilities that depend on alignment are lost, if the base creature’s alignment changes to one not allowed by the ability.

CR: Base creature’s CR +2 + 10% (maximum +4).

ECL: +4.

Sample Bladed Horror

This example uses an ettercap for the base creature.

Bladed Horror Ettercap

Medium-sized Aberration

Hit Dice: 5d10+5 (32 hp)

Initiative: +3 (Dex)

Speed: 30 ft., climb 15 ft.

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

Attacks: Bite +3 melee, 2 blades +4 melee; or 2 blades +6 melee, bite +1 melee

Damage: Bite 1d8 and poison, blades 1d6/crit 19-20/x3

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

Special Attacks: Web, poison, bladed appendages, augmented criticals, magic blade, wounding, sneak attack +3d6

Special Qualities: DR 5/+3, SR 10, immunities, darkvision 60 ft., low-light vision

Saves: Fort +6, Ref +4, Will +10

Abilities: Str 10, Dex 17, Con 13, Int 6, Wis 15, Cha 8

Skills: Climb +2, Craft (any one) +2, Hide +3*, Listen +10, Spot +10*

Feats: Multiattack, Ambidexterity, Two-Weapon Fighting, Weapon Finesse (blades)

Climate/Terrain:

Temperate and warm forests

Organization:

Solitary, pair, or troupe (1-2 plus 2-4 Medium-size monstrous spiders)

CR: 5

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 6-7 HD

(Medium-size); 8-15 HD (Large)

Combat

Bladed horror ettercaps are not brave creatures, but their cunning traps often ensure that the enemy never draws a weapon. When a bladed horror ettercap does engage its enemies, it attacks with its keen-edged 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.

Bladed Appendages (Ex): The bladed horror ettercap's altered physiology replaces its claw attacks with two blade attacks. Bladed horror ettercaps suffer a permanent -6 penalty to all Climb checks (-10 if climbing ropes) and a -5 penalty to all other skills and endeavors requiring manual dexterity.

Augmented Criticals (Ex): A bladed horror ettercap's appendages are treated as keen weapons, scoring a critical threat on a roll of 19-20. A successful critical hit deals triple damage.

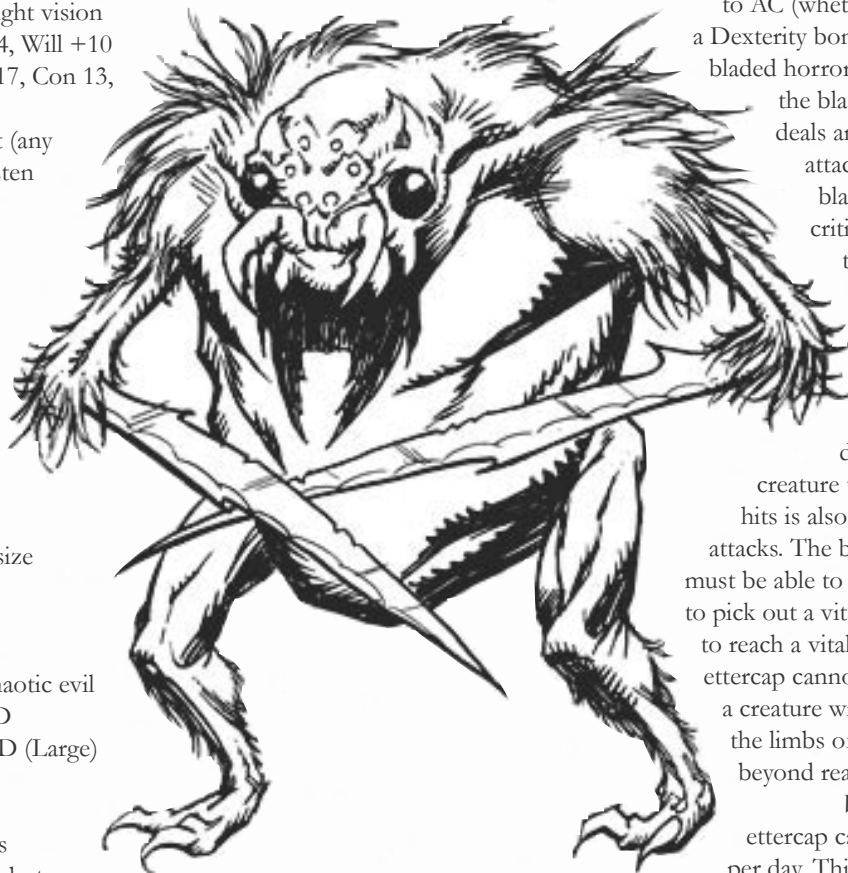
Magic Blades (Su): Once per day, a bladed horror ettercap can magically enchant its bladed appendages as if by a *greater magic weapon* spell cast by a 5th-level sorcerer. This ability grants the bladed horror ettercap's weapons a +1 enhancement bonus to attack and damage rolls for 5 hours.

Wounding (Ex): A creature struck by the appendages of a bladed horror ettercap will bleed for 1 point of damage per round thereafter. Multiple wounds from the weapon(s) result in cumulative bleeding (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any spell that cures wounds (like *cure light wounds*).

Sneak Attack (Ex): Any time the bladed horror ettercap's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the bladed horror ettercap flanks the target, the bladed horror ettercap's attack deals an extra +2d6 in sneak attack damage. Should the bladed horror ettercap score a critical hit with a sneak attack, this extra damage is not multiplied.

The bladed horror ettercap can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The bladed horror ettercap must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The bladed horror 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 bladed horror ettercap can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 ft., with a range increment of 10 ft., and is effective against targets of up to Medium-size (see the *PHB*, 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 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire. Bladed horror ettercaps can also create sheets of sticky webbing from 5 to 60 ft. square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at 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



: MOHLER 07:

TEMPLATES: BLADED HORROR

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 and takes double damage from fire. A bladed horror ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Poison (Ex): Bite, Fortitude save (DC 13); initial damage 1d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

Skills: *Bladed horror ettercaps in shadow receive a +4 racial bonus to Hide and Spot checks.

Variant Horrors

Two microplates appear below for adding morbid twists to the basic bladed horror.

Bludgeoning Horror

Some creatures are fitted with blunt, club-like appendages, creating the variant known as the bludgeoning horror. Modify the bladed horror as follows:

Damage: The mace-like appendages of a bludgeoning horror do slam damage as if the bludgeoning horror were its normal type, but two sizes larger than it really is. Alternatively, the slam can do damage as if the horror were one size category larger than it really is, allowing the creature to gain the Weapon Finesse (appendages) feat.

Special Attacks: Instead of the *bladed appendages, wounding*, and *augmented critical* abilities of the bladed horror, a bludgeoning horror gains the following:

Bludgeoning Appendages (Ex): The bludgeoning horror's altered physiology replaces one or more natural (or unarmed) attacks from a base creature's limbs with a corresponding number of bludgeoning attacks. Creatures altered in such a manner suffer a permanent -6 penalty to all Climb checks (-10 if climbing ropes) and lose the ability to cast any spells requiring somatic components if the base creature had spell-casting ability. The base creature suffers a -5 circumstance penalty to all skills and endeavors requiring manual dexterity.

Concussive Blow (Ex): On a successful critical hit, a bludgeoning horror deals four times normal damage.

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 microplate may be added to any creature with a definite skeletal structure and differs from the bladed horror in the following ways:

Special Attacks: Instead of the *wounding* attack of the bladed horror, a razorbone horror gains the following:

Honed Edges (Ex): Razorbone horror's supernaturally sharpened bones are able to overcome DR as if they were adamantine.

Sharp Bones (Ex): When struck by unarmed or natural attacks, the sharp bones of the razorbone horror do slashing damage to the attacker as per a claw attack of a creature on size smaller than the razorbone horror. If the razorbone horror successfully grapples an opponent, it inflicts this damage each round in addition to normal grappling damage.

Special Qualities: Instead of the *damage reduction* and *immunities* qualities of the bladed horror, a razorbone horror gains the following:

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

Damage Reduction: A non-undead razorbone horror's tortured mind and madness allow it to ignore small wounds. It gains DR 3/—, which stacks with any other DR that cannot be overcome (such as that from the barbarian class).

Abilities: Modify the base creature as follows: Charisma -6.

Alignment: A razorbone horror is always chaotic neutral or chaotic evil, unless the base creature has no Intelligence score. In that case, the creature is neutral or its normal alignment (whichever is worse).

BLIGHTED THRALL

Blighted thralls, or “failed ones”, are the remnants of individuals who have undergone the grueling trials of a specific deity and failed. Their minds and bodies now fractured beyond repair, blighted thralls live on as minions of the faith, serving any cleric that 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.

The failed ones are driven only to serve their deity in whatever manner they can, which generally involves physical labor, temple defense, combat in an army, 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, almost soulless eyes. Their posture is generally 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 a template that can be added to any creature that might serve a god, usually excluding non-sentient creatures, constructs, and oozes (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type and subtype do not change. A blighted thrall uses the base creature’s statistics and inherent racial special abilities except as noted below.

AC: Natural armor improves by +2.

Special Attacks: A blighted thrall has all the special attacks of the base creature, plus the following:

Inner Strength (Ex): A blighted thrall with at least 6 hit points can temporarily increase its Strength score by 1 point for a number of rounds equal to 3 + its Constitution bonus (minimum 3) by sacrificing 5 hit points. Hit points sacrificed in this manner are treated as subdual damage (healing at a rate equal to the blighted thrall’s HD per hour). The blighted thrall may sacrifice more than 5 hit points to gain additional points of Strength (that is, 10 hp for +2 Str, 15 hp for +3 Str, and so on), so long as the creature has at least one hit point remaining after expending the others.

Strike of Retribution (Su): Three times per day, the blighted thrall can inflict extra damage with a melee attack on an opponent of another faith. A successful attack inflicts double damage, as if it were a critical strike (but is not a critical strike for all other purposes). If the attack is actually a critical strike, the damage multiplier of the attack is increased by one. The strike of retribution must be declared prior to making the attack roll. If the attack misses, or accidentally strikes a creature of the same faith as the thrall, that attempt is wasted for the day. In the latter case, the attack deals normal damage only.

Special Qualities: A blighted thrall has all the special qualities of the base creature, plus the following:

Damage Reduction (Ex): A blighted thrall has DR 5/+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, seeking a new master.

Immunities: Blighted thralls are immune to all mind-affecting spells and effects, as well as stunning and nauseating effects (such as a ghost’s stench).

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.

Magic Loss (Ex): If the base creature had spell-like abilities and/or levels in an arcane or divine spell-casting class, it loses those abilities. However, it retains all other features of the spellcasting class besides a familiar.

Halted Level Advancement: Blighted thralls lose much of their personal will and ability for independent thought. If a blighted thrall possesses character levels at the time it is created, it retains the abilities gained from those levels (if any), but can no longer advance by character class.

Saves: Blighted thralls gain a +4 racial bonus to their Fortitude saves.

Abilities: Modify from base creature as follows: Strength +2, Constitution +6, Intelligence –4 (minimum 3), Wisdom –4 (minimum 3), Charisma –6 (minimum 3).

Organization: Often solitary, but sometimes in gangs (2–12) or small groups usual to the base creature.

CR: Base creatures that lose significant spell abilities have their CR reduced by 20–40%. Minimum CR is 1.

ECL: +2. Note that blighted thralls cannot gain any additional character levels and would be better suited for NPCs, such as cohorts or followers, in a typical adventuring party.

Sample Blighted Thrall

This example uses an azer for the base creature.

Unkindled (Blighted Thrall Azer)

Medium-size Outsider (Fire, Lawful)

Hit Dice: 2d8+8 (17 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 21 (+1 Dex, +8 natural, +2 large steel shield); 20 flat-footed, 11 touch

Attacks: Warhammer +4 melee; or halfspear +3 ranged

Damage: Warhammer 1d8+2/crit x3 and 1 fire; or halfspear 1d6+2/crit x3 and 1 fire

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

Special Attacks: Heat, inner strength, strike of retribution

TEMPLATES: BLIGHTED THRALL

Special Qualities: Detect faithful, DR 5/+5, SR 13, immunities, implacable warrior, halted level advancement, fire subtype

Saves: Fort +11, Ref +4, Will +3

Abilities: Str 15, Dex 13, Con 19, Int 8, Wis 8, Cha 3

Skills: Climb +3, Craft (any one) +5, Hide -1, Listen +3, Search +3, Spot +4

Feats: Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or team (2-4)

CR: 2

Treasure: Standard coins; double goods (nonflammables only); standard items (nonflammables only)

Alignment: Always lawful neutral

Advancement: —

Some azers serve a particularly unforgiving, 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 that 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 demigod’s priesthood.

Combat

The Unkindled use broad-headed spears or well-crafted hammers in combat. When unarmed, they attempt to grapple foes. They wear no armor, for their tough skin provides ample protection.

Heat (Ex): The bodies of the Unkindled are intensely hot, so their unarmed attacks deal additional fire damage. Their metallic weapons also conduct this heat.

Inner Strength (Ex): An Unkindled with at least 6 hit points can temporarily increase its Strength score by 1 point for 7 rounds by sacrificing 5 hit points. Hit points sacrificed in this manner are treated as subdual damage. The Unkindled may sacrifice more than 5 hit points to gain additional points of Strength (that is, 10 hp for +2 Str, 15 hp for +3 Str, and so on), so long as the creature has at least one hit point remaining after expending the others.

Strike of Retribution (Su): Three times per day, an Unkindled can inflict extra damage with a melee attack on an opponent of another faith. A successful attack inflicts double damage, as if it were a critical strike (but is not a critical strike for all other purposes). If the attack is actually a critical strike, the damage multiplier of the attack is increased by one. The strike of retribution must be declared prior to making the attack roll. If the attack misses, or accidentally strikes a creature that worships Yauzhed, that attempt is wasted for the day. In the latter case, the attack deals normal damage only.

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, seeking a new master.

Immunities: The Unkindled are immune to all mind-affecting spells and effects, as well as stunning and nauseating effects (such as a ghastr’s stench).

Implacable Warrior (Ex): An Unkindled can continue to fight and function normally until it reaches -10 hit points, at which point it dies.

Halted Level Advancement: If an Unkindled possesses character levels at the time it is created, it retains the abilities gained from those levels (if any), but can no longer advance by character class.

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 a template that can be added to any fey, humanoid, or monstrous humanoid (referred to hereafter as the “base creature”). Most are advanced and wise spellcasters, though this ability is occasionally bestowed on a lesser creature. After assuming the template, the base creature’s type and subtype do not change. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. A blind oracle creature uses the base creature’s statistics and inherent racial special abilities except as noted below.

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

Special Qualities: A blind oracle has all the special qualities of the base creature, plus the following:

Blindsight (Ex): A blind oracle has blindsight with a range of 10 ft. per HD the creature possesses.

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

Powers of Precognition (Sp): Relying on a “mystical sense” about things that would ordinarily be hidden and to see things with the mind’s eye, a blind oracle has the following spell-like abilities: at will—*augury*, *sanctuary*, *shield of faith*; 5/day—*speak with dead*, *speak with plants*, *divination*; 1/day—*true seeing*, *screaming*; 1/month—*commune*, *commune with nature*, *find the path*, *lesser planar ally*. Caster level is as a cleric of a level equal to the creature’s HD.

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

Skills: All Knowledge skills are treated as class skills.

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

CR: Base creature’s CR +1.

ECL: +2.

Sample Blind Oracle

This example uses a centaur as the base creature. Libran’s ability scores were (Strength 11, Dexterity 9, Constitution 11, Intelligence 12, Wisdom 14, 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 and has a further penalty of –1 to Strength, Constitution, and Dexterity and bonus of +1 to Intelligence, Wisdom, and Charisma due to age.

Libran the Centaur Seer (Blind Oracle)

Female centaur Drd 10

Large Monstrous Humanoid

Hit Dice: 14d8+28 (91 hp)

Initiative: +1 (Dex)

Speed: 50 ft.

AC: 20 (–1 size, +1 Dex, +2 natural, +4 *hartskein shirt*, +4 insight); 19 flat-footed, 14 touch

Attacks: Heavy lance +16/+11 melee, 2 hooves +10 melee

Damage: Heavy lance 1d8+7/crit x3, hoof 1d6+2

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

Special Attacks: Spells

Special Qualities: Blindsight 140 ft., SR 13 (from armor), animal companions, immunities, nature sense, powers of precognition, resist nature’s lure, trackless step, wildshape (4/day), woodland stride

Saves: Fort +10, Reflex +8, Will +16

Abilities: Str 18, Dex 12, Con 14, Int 13, Wis 23, Cha 17

Skills: Concentration +12, Diplomacy +6, Heal +13, Hide +4, Knowledge (nature) +11, Knowledge (planes) +3, Knowledge (religion) +6, Listen +13, Move Silently +6, Profession (herbalist) +11, Spellcraft +6, Spot +9, Swim +3, Wilderness Lore +11

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

CR: 14

Alignment: Neutral

Libran is a centaur with long hair beginning to grey with age—her eyes are usually closed, but show white when open. She dresses simply, in cured skins and worked leather, and maintains a humble home in a cave deep in a forest inhabited mostly by fey and rare animals, which all love the aging centaur. 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, the centaur seer 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, though, 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).

TEMPLATES : BLIND ORACLE

Possessions: *barkskin armor* (+2 *leather armor of spell resistance*—SR 13), +2 *heavy lance*, +2 *sling of goblinoid bane*, 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 (Included in skills: 33 lbs./–6 to Swim).

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 (6/6/6/4/4/3; base save DC 16 + spell level): 0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *purify food and drink*, *resistance*; 1st—*entangle* (x2), *goodberry*, *obscuring mist* (x2), *summon nature's ally I*; 2nd—*animal messenger*, *barkskin*, *beat metal*, *lesser restoration*, *speak with animals*, *tree shape*; 3rd—*call lightning*, *cure moderate wounds*, *speak with plants*, *summon nature's ally III*; 4th—*dispel magic*, *freedom of movement*, *sleet storm*, *spike stones*; 5th—*ice storm*, *insect plague*, *tree stride*.

Animal Companions: Libran may have an animal or animals of up to 20 HD with her when in her home, or 10 HD when traveling. These companions are befriended with the *animal friendship* spell.

Immunities (Ex): Libran is immune to all gaze attacks, as well as spells that rely on visual effects. She is also immune to all organic poisons, including monster poisons, but not mineral poisons or poison gas.

Nature Sense (Ex): Libran can identify plants and animals (their species and special traits) with perfect accuracy and determine whether water is safe to drink or dangerous.

Powers of Precognition (Sp): Relying on a “mystical sense” about things that would ordinarily be hidden and to see things with the mind’s eye, Libran has the following spell-like abilities: at will—*augury*, *sanctuary*, *shield of faith*; 5/day—*speak with dead*, *speak with plants*, *divination*; 1/day—*true seeing*, *screaming*; 1/month—*commune*, *commune with nature*, *find the path*, *lesser planar ally*. She casts these spells as a 14th-level cleric.

Resist Nature's Lure (Ex): Libran has a +4 bonus to 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 (Sp): Libran has the ability to *polymorph self* into a Small or Medium-size animal (but not a dire animal) and back 4/day. Unlike the standard use of the spell, however, she may only adopt one form. The centaur seer regains 10 hit points when changing form. Libran does not risk the standard penalty for being disoriented while in the wild shape.

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

Skills: Libran has –4 to Hide due to her size.



CONSTRUCT, ABLATIVE

In fantasy realms, as in any mundane reality, there are things that are made well and things that are not. 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. It is far easier and less expensive to produce flawed products than properly made ones. This template simulates one possible type of poorly made construct.

Appearance Changes

An ablativ construct does not differ in appearance from a normal construct.

Creating an Ablative Construct

“Ablative” is a 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. After assuming the template, the base creature’s type and subtypes do not change. An ablativ construct uses the base creature’s statistics and inherent racial special abilities except as noted below.

Hit Dice: The base creature’s Hit Dice are reduced by 20%.

AC: The base creature’s natural armor bonus is reduced by 20%.

Special Attacks: An ablativ construct loses one of the base creature’s special attack forms, allowing its creator to eschew related spells such as *cloudkill* for an iron golem or *slow* for a stone golem.

Berserk (Ex): When an ablativ construct 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* (see below) can reestablish control. It takes a minute of total inactivity to reset the golem’s berserk chance to 0%.

Special Qualities: An ablativ construct has all the special qualities of the base creature, plus the following:

Ablative Armor (Ex): For each multiple of five that an attack roll exceeds the ablativ construct’s Armor Class, its natural armor bonus is reduced by one permanently. For example, an attack roll of 21 strikes an ablativ flesh golem with an AC of 16 (natural armor +8), reducing its AC to 15 (natural armor +7). If the same construct is struck again on a roll of 20, the AC is reduced to 14. If an attack roll of 24 is then made against the construct, its AC decreases by 2 to 12 (natural armor bonus of +4 remaining), and so on. An ablativ construct’s natural armor bonus cannot be reduced below +1.

Decreased Damage Resistance (Ex): Ablative constructs have only half their normal damage threshold for DR and –1 to the enhancement bonus required to bypass that DR. (minimum +1).

Decreased Magic Immunity (Ex): Ablative constructs 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 HD (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 SR lose 20% (round up) of that SR.

Fast Healing/Regeneration Loss (Ex): If the base creature has fast healing, the value is halved (round down, minimum 0—meaning loss of the ability). If the creature had regeneration, it loses that ability and instead gains fast healing at a rate equal to the regeneration.

Abilities: Reduce the base creature’s physical abilities by 10% (round to the closest whole number).

CR: Reduce base creature’s CR by 20%. Round up or down as preferred.

Advancement: Start at the construct’s new HD +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 ablativ version is that of a normal shield guardian –6.

ECL: –1.

Sample Ablative Constructs

These examples use a shield guardian and a homunculus for the base creatures.

Ablative Shield Guardian

Large Construct

Hit Dice: 12d10 (66 hp)

Initiative: +0

Speed: 30 ft.

AC: 20 (–1 size, –1 Dex, +12 natural); 20 flat-footed, 8 touch

Attacks: Slam +13/+8/+3 melee

Damage: Slam 1d8+7

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

Special Qualities: Construct, shield other, fast healing 2, guard, find master

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

Abilities: Str 20, Dex 9, Con —, Int —, Wis 10, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary

CR: 6

Treasure: None

Alignment: Always neutral

Advancement: 13-24 HD (Large); 25-39 HD (Huge)

An ablativ shield guardian, when fashioned, is keyed to a particular amulet. Henceforth, it regards the wearer of that amulet to be its master, protecting and following that person everywhere (unless specifically commanded not to do so).

Combat

Ablative shield guardians obey their master's commands in combat, but otherwise act pragmatically. They usually attack by slamming with their heavy fists

Berserk (Ex): When an ablative shield guardian enters combat, there is a cumulative 1% 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* can reestablish control. It takes a minute of total inactivity to reset the golem's berserk chance to 0%.

Shield Other (Sp): The wearer of the keyed amulet can activate this defensive ability if within 100 ft. of the ablative shield guardian. Just as the spell of the same name, this transfers to the guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses, but see below).

Guard (Ex): The ablative shield guardian moves swiftly to defend the amulet wearer by its side, blocking blows and disrupting foes. All attacks against the amulet wearer suffer a -2 deflection penalty.

Find Master (Su): No matter the distance, as long as they are on the same plane, the ablative shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Ablative Armor (Ex): For each multiple of five that an attack roll exceeds the ablative shield guardian's Armor Class, its natural armor bonus is reduced by one permanently (minimum natural armor bonus is +1).

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Construction

An ablative shield guardian costs 70,000 gp to create. This cost includes the construct's physical body, the keyed amulet, and all the materials and spell components that are consumed or become a permanent part of them. This cost includes 700 gp for the body and 350 gp for the amulet.

Creating the body requires a successful Profession (engineering) or Craft (sculpture) check (DC 14). The second requirement is creating the keyed amulet from bronze, which requires a successful Craft (metalworking) check (DC 10).

After the body and amulet are fashioned, the creature must be animated through an extended magical ritual that requires four days to complete. Understanding the ritual requires a 12th-level character with the Craft Wondrous Item feat. The creator must labor for at least 5 hours each day in a specially prepared laboratory or workroom. The chamber is similar to both an alchemist's laboratory and a smithy and costs 700 gp to establish.

When not working on the ritual, the character must rest and can perform no other activities except eating, sleeping, or talking. If personally constructing the creature's body, the creator can perform the building and ritual together. If the creator misses a day of the ritual, the process fails and must be started again.

Money spent is lost, but XP spent are not. The ablative shield guardian's body can be reused, as can the chamber.

Completing the ritual drains 1,400 XP from the creator and requires *limited wish*, *locate object*, *make whole*, *shield*, and *shield other*, which must be cast on the final day of the ritual. The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

Ablative Homunculus

Tiny Construct

Hit Dice: 2d10 (11 hp)

Initiative: +2 (Dex)

Speed: 20 ft., fly 50 ft. (good)

AC: 14 (+2 Dex, +2 size); 12 flat-footed, 14 touch

Attacks: Bite +1 melee

Damage: Bite 1d4-2

Face/Reach: 2 1/2 ft. by 2 1/2 ft./"0_ft.

Special Qualities: Construct

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

Abilities: Str 7, Dex 14, Con —, Int 9, Wis 11, Cha 6

Climate/Terrain: Any land and underground

Organization: Solitary

CR: 1

Treasure: None

Alignment: Any (same as creator)

Advancement: 3-5 HD (Tiny)

Combat

Ablative homunculi land on their victims and bite with their small fangs.

Berserk (Ex): When an ablative homunculus enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled homunculus 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 homunculus goes berserk, only the spell *reign construct* (see below) can reestablish control. It takes 1 minute of total inactivity to reset the homunculus's berserk chance to 0%.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Construction

A homunculus costs 70 gp to create, including 14 gp for the body. This cost includes all the materials and spell components that are consumed by or become a permanent part of the creation. Creating the body requires a Craft (sculpture or masonry) check (DC of 10). After the body is sculpted, it is animated through an extended magical ritual that requires a 7th-level character with the Craft Wondrous Item feat. This ritual requires a week to complete: The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A character not actively working on the ritual must rest and can perform no other activities except eating, sleeping, or talking. If he or she misses a day, the process fails, and the ritual must be started anew; any gp spent on the failed ritual is lost (but not XP). The previously crafted body can be reused, as can the laboratory.

Completing the ritual requires casting *arcane eye*, *mirror image*, and *mending* on the final day of the ritual and drains 18 XP from the creator. He or she must cast the spells personally, but they can come from outside sources, such as scrolls.

Manufacturing an Ablative Construct

When creating an ablative construct, the same requirements apply as for the base creature. However, all monetary, time, and XP costs are reduced by 30% (round fractions down). In addition, any requisite skill DCs are reduced by 2.

New Spells

These spells are presented to expand the possibilities in dealing with constructs. You may want to make all constructs vulnerable to these spells, as one of the few exceptions to magic immunity.

Anti-Construct Ward

Abjuration

Level: Brd 3, Clr 3, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: 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 ft. 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 a construct's magic immunity, because the spell is not cast on the construct itself.

Appropriate Construct

Transmutation

Level: Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One 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 must possess the focus to access those abilities. The construct otherwise obeys your commands and treats you as its master.

Material Component: The caster needs one pound of the material from which the construct is constructed and a diamond worth 100 gp per HD of the construct to be appropriated. Both are consumed by the spell.

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. An attack sends such a construct into a berserk state, like that of an ablative construct or clay golem. If the experience is not expended, the original master or set of orders regains control after the 24 hours are up.

Bind Construct

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 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 ft. 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: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 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 is cut off from any construct of which it is the master. 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. The constructs react normally to their master other than this communication problem.

Exchange Minds

Transmutation

Level: Clr 7, Sor/Wiz 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

The master of a construct has his sentience placed into the target construct and can control that construct's actions. His body crumples to the floor, inert and helpless. The construct gains the master's mental ability scores, skills, feats, Will save, and all other mental abilities (such as spellcasting). The construct maintains all of its physical abilities and special powers, except that it becomes susceptible to mind-affecting spells for the duration of the master's occupation (if the master is susceptible).

When the spell 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 that creature type. (The DM may allow this spell to be made permanent.)

Mend Construct

Transmutation

Level: Brd 6, Clr 6, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

You completely repair the hit point damage to the construct touched, so long as it has not been destroyed. It looks as good as new. Construct magic immunity does not affect this spell.

Rebuild

Conjuration (Healing)

Level: Clr 7, Sor/Wiz 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, 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.

XP: You must pay 5% of the original XP cost to create the construct.

Divine Material Components: A vial of sacred water and a diamond or crystal worth 5,000 gp.

Arcane Material Component: A 1-lb. piece of the material from which the construct is made and a diamond or crystal worth 5,000 gp.

Reign Construct

Abjuration

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 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 golem, including those whose *Berserk* ability reads "no known method can reestablish control". This is one such method.

Usurp Construct

Conjuration (Summoning)

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One construct

Duration: 1 minute/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You summon a superior elemental force that temporarily dominates the one animating the targeted construct. Any attempt to control a construct with HD totaling more than twice your 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 effect, the latter spell providing +4 to the caster's level check.

CONSTRUCT, KITH

Kith constructs are automatons created to resemble living beings. They exceed their golem counterparts in the realm of ability diversity, but fall short in some other areas. Some kith constructs 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 a kith construct varies from breathtakingly life-like to crude and ponderous, all depending on the skill of the creature's creator.

Creating a Kith Construct

"Kith Construct" is a template that can be added to any living, corporeal creature besides an ooze (referred to hereafter as the "base creature"). After assuming the template, the base creature's type changes to "Construct", and subtype information is eliminated. A kith construct uses the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Die type changes to d10. The HD total of iron and stone kith constructs increases by two dice. All dice due to character classes are lost.

Speed: Subtract 10 ft. from all modes of movement (minimum 10 ft.), besides flying. If the base creature can fly, subtract 20 ft. from its flying speed (minimum 0 ft.) and reduce the maneuverability class by two categories. Even then, the creation of the construct requires the addition of the *fly* spell (with normal cost for adding an ability to a construct as indicated in *Manufacturing a Construct* in the *Templates in the Game World* chapter). Flight becomes a supernatural ability. If the base creature can swim, it loses the ability entirely (unless it is wood kith), although it can still walk or fly through the water.

AC: Change natural armor bonus to the factor listed on this chart:

Clay: +11
Glass: +6
Iron: +19
Stone: +15
Wood: +9

Attacks: The kith construct's base attack bonus is recalculated as if the creature was always of the Construct type.

Special Attacks: A kith construct has none of the special attacks of the base creature, besides those that simply make sense for the construct's form. Other attacks may be added during the construction process for extra cost (see *Manufacturing a Construct* in the *Templates in the Game World* chapter). It never retains attacks from a character class.

Special Qualities: A kith construct can be made to have many of the qualities of the base creature, with the same limitations as per *Special Attacks* above, but always has the following:

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Darkvision (Ex): Kith constructs can see in non-magical darkness up to a range of 60 ft.

Extra Hit Points (Ex): Kith constructs are magically augmented and get extra hit points based on their size according to the chart below:

Size	Extra Hit Points
Colossal	120
Gargantuan	80
Huge	40
Large	20
Medium-size	10
Small	5
≤ Tiny	—

In addition, all kith construct constructs have the following special qualities based on their type:

Clay

Damage Reduction (Ex): Clay kith have DR 10/+1.

Immunities: Clay kith are immune to cold and electricity damage.

Spell Resistance (Ex): Clay kith have SR 12 +1 per 2 HD.

Weapon Immunity (Ex): Clay kith are immune to damage caused by slashing weapons, regardless of enchantment.

Glass

Damage Reduction (Ex): Glass kith have DR 5/bludgeoning and +1.

Immunities: Glass kith are immune to cold and fire damage separately. If cold and fire are applied immediately following one another (within 1 round), the glass kith takes damage from both attacks (but is still allowed a saving throw against both).

Spell Resistance (Ex): Glass kith have SR 12 + 1 per 2 HD.

Translucency (Ex): A glass kith creature is naturally translucent, granting it a +10 circumstance bonus to Hide checks when standing motionless. In addition, this natural translucency makes them difficult to see during combat where vision is already obscured. When the glass kith has a concealment miss chance due to some other factor (fog, darkness, and so on) all opponents of the glass kith suffer an additional 10% miss chance.

Brittle (Ex): Glass kith are constructed of brittle material and take double damage from sonic-based attacks on a failed save.

Iron

Damage Reduction (Ex): Iron kith have DR 15/+2.

Immunities: Iron kith are immune to cold, fire, and electricity damage.

Spell Resistance (Ex): Iron kith have SR 15 + 1 per 2 HD.

Rust Vulnerability (Ex): An iron kith is affected normally by rust attacks (despite SR), like a *rusting grasp* spell or a rust monster's attack.

Stone

Damage Reduction (Ex): Stone kith have DR 10/+2.

Immunities: Stone kith are immune to acid, cold, fire, and electricity damage.

Spell Resistance (Ex): Stone kith have SR 15 + 1 per 2 HD.

Weapon Immunity (Ex): A stone kith is immune to damage caused by slashing weapons, regardless of enchantment.

Transmutation Vulnerability (Ex): A *transmute rock to mud* spell inflicts 1d6 points of damage per caster level (maximum 10d6) to a stone kith creature (despite SR). A successful Fortitude save halves this damage. A *transmute mud to rock* spell has the opposite effect, repairing 1d6 points of damage per caster level (maximum 10d6) to the stone kith. A *stone to flesh* spell, that overcomes SR, negates the stone kith's special qualities for one round, making it vulnerable to normal attacks.

Wood

Damage Reduction (Ex): Wood kith have DR 5/+1.

Immunities: Wood kith are immune to cold damage.

Spell Resistance (Ex): Wood kith have SR 10 + 1 per 2 HD.

Fire Susceptibility (Ex): A wood kith takes double damage from fire except on a successful save.

Wood Vulnerability (Ex): A wood kith is affected normally by spells that affect wood (despite SR).

Saves: Recalculate saves as if the creature was always a construct (no good saves).

Abilities: As constructs, the creatures have no Constitution or Intelligence score, their Wisdom is 11, and their Charisma is 1. Modify from the base creature as follows based on the kith type:

Clay: Strength +6.

Glass: Dexterity +4.

Iron: Strength +12, Dexterity -2.

Stone: Strength +10, Dexterity -2.

Wood: Strength +4, Dexterity -2.

Skills: None. The construct loses any racial bonus to skill checks from the base creature.

Feats: None.

Climate/Terrain: Any land or underground.

Organization: Solitary or gang (2-4).

CR: Challenge rating adjustment is based on the type of kith construct created:

Clay: Base creature's CR +2.

Glass: Base creature's CR +1.

Iron: Base creature's CR +3.

Stone: Base creature's CR +3.

Wood: Base creature's CR +1.

Treasure: Usually none.

Alignment: Kith constructs are always neutral.

Advancement: Same range of possible construction as the base creature. Constructs do not actually advance, but can be constructed within any range the base creature possesses (or larger or smaller, utilizing the Gigantic and Miniature templates).

ECL: Varies by type:

Clay: +7

Glass: +6

Iron: +9

Stone: +8

Wood: +5

Sample Kith Constructs

Below are examples of the alternate kith construct creatures, each bearing the same name as its base creature.

Clay Kith Achaierai

Large Construct

Hit Dice: 6d10+20 (53 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 21 (-1 size, +1 Dex, +11 natural); 20 flat-footed, 10 touch

Attacks: 2 claws +9 melee, bite +4 melee

Damage: Claw 2d6+7, bite 4d6+3

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

Special Attacks: Black cloud

Special Qualities: Darkvision 60 ft., SR 15, DR 10/+1, immunities, weapon immunity, construct

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

Abilities: Str 25, Dex 13, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

CR: 7

Treasure: None

Alignment: Always neutral

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Combat

Black Cloud (Su): 3/day a clay kith achaierai can release a choking, toxic black cloud. Those, other than clay kith achaierai (or normal achaierai), within 10 ft. instantly take 2d6 points of damage. If the clay kith achaierai was created by an arcane caster of 16th-level or greater, affected creatures must also succeed at a Fortitude save or be affected for 3 hours as though by an *insanity* spell as cast by that caster.

Immunities: Clay kith achaierai are immune to cold and electricity damage.

Weapon Immunity (Ex): A clay kith achaierai is immune to damage caused by slashing weapons, regardless of enchantment.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Creating a Clay Kith Achaierai

Creating a clay kith achaierai like the one above takes many months of research, followed by a 37-day ritual (with requisite skill check and spells), costing 18,000 gp in clay and other materials, and drains 630 XP from the caster. To imbue the *black cloud* ability with the *insanity* spell requires that spell or *limited wish* and adds 3 days, 1,500 gp, and 30 XP to the ritual.

Glass Kith Gargoyle

Medium-size Construct

Hit Dice: 4d10+10 (32 hp)

Initiative: +4 (Dex)

Speed: 35 ft., fly 55 ft. (clumsy)

AC: 20 (+4 Dex, +6 natural); 16 flat-footed, 14 touch

Attacks: 2 claws +3 melee, bite –2 melee, gore –2 melee

Damage: Claw 1d4, bite 1d6, gore 1d6

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

Special Qualities: Darkvision 60 ft., DR 5/bludgeoning and +1, SR 14, freeze, immunities, translucency, brittle

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

Abilities: Str 11, Dex 18, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

CR: 5

Treasure: None.

Alignment: Always neutral

Advancement: 5-6 HD (Medium-size); 7-12 HD (Large)

Combat

Freeze (Ex): A glass kith gargoyle can hold itself so still it becomes practically invisible. An observer must succeed at a Spot check (DC 20) to notice the gargoyle is really a creature. If actively hiding, this DC becomes 30 due to the translucency of the glass.

Immunities: Glass kith gargoyles are immune to cold and fire damage separately. If cold and fire are applied immediately following one another (within 1 round), the glass kith gargoyle takes damage from both attacks (but is still allowed a saving throw against both).

Translucency (Ex): In addition to the *freeze* effect above, natural translucency makes glass kith gargoyles difficult to see during combat where vision is already obscured. When the glass kith gargoyle has a concealment miss chance due to some other factor (fog, darkness, and so on) all opponents of the glass kith suffer an additional 10% miss chance.

Brittle (Ex): Glass kith gargoyles are constructed of brittle material and take double damage from sonic-based attacks on a failed save.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Creating a Glass Kith Gargoyle

Creating a glass kith gargoyle like the one above takes many months of research, followed by a 28-day ritual (with requisite skill check and spells), costing 13,000 gp in glass and other materials, and drains 380 XP from the caster. The *freeze* ability requires materials from a real gargoyle, the *blur* spell, and reagents totaling 1000 gp, and an additional 2 days and 20 XP, all included the above figures.

Iron Kith Behir

Huge Construct

Hit Dice: 11d10+40 (100 hp)

Initiative: +0

Speed: 30 ft., climb 5 ft.

AC: 27 (–2 size, +19 natural); 27 flat-footed, 8 touch

Attacks: Bite +20 melee, 6 claws +15 melee

Damage: Bite 2d4+14, claw 1d4+7

Face/Reach: 10 ft. by 30 ft./10 ft.

Special Attacks: Breath weapon, improved grab, constrict 2d8+14

Special Qualities: Darkvision 60 ft., DR 15/+2, SR 20, immunities, scent, can't be tripped, construct

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

Abilities: Str 38, Dex 11, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

CR: 11

Treasure: None

Alignment: Always neutral

Advancement: 10-13 HD (Huge); 14-27 HD (Gargantuan)

Combat

Breath Weapon (Su): Line of lightning 5 ft. wide, 5 ft. high, and 20 ft. long, once a minute; damage 7d6, Reflex half, DC 16.

Improved Grab (Ex): To use this ability, the iron kith behir must hit with its bite attack. If it gets a hold, it can attempt to constrict the opponent.

Constrict (Ex): An iron-kith behir deals 2d8+14 damage with a successful grapple check against Gargantuan or smaller creatures. It can use its claws against the grappled foe as well.

Immunities: Iron-kith behirs are immune to cold, fire, and electricity damage.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Rust Vulnerability (Ex): An iron-kith behir is affected normally by rust attacks (despite SR), like a *rusting grasp* spell or a rust monster's attack.

Creating a Iron Kith Behir

Creating a iron kith behir like the one above takes many months of research, followed by a 109-day ritual (with requisite skill check and spells), costing 118,750 gp in iron and other materials, and drains 3,045 XP from the caster. *Improved grab*, *constrict*, and *scent* are all acquired via the *bestial aspect other* spell and extra components (all included in the above figures). The breath weapon is acquired via a use-activated wondrous item containing *lightning bolt* cast at 7th level (also included above, modified slightly lower for the once-per-

minute use restriction). This item that creates lightning once per minute might be considered a valuable treasure, if it continues to function after the behir is destroyed.

Stone Kith Owlbear

Large Construct

Hit Dice: 7d10+20 (58 hp)

Initiative: +0

Speed: 20 ft.

AC: 24 (-1 size, +15 natural); 24 flat-footed, 9 touch

Attacks: 2 claws +13 melee, bite +8 melee

Damage: Claw 1d6+10, bite 1d8+5

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

Special Attacks: Improved grab

Special Qualities: Darkvision 60 ft., scent, DR 10/+2, immunities, SR 18, weapon immunity, transmutation vulnerability

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

Abilities: Str 31, Dex 10, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

CR: 8

Treasure: None

Alignment: Always neutral

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

Combat

Improved Grab (Ex): To use this ability, the stone kith owlbear must hit with a claw attack.

Immunities: Stone kith owlbears are immune to acid, cold, electricity, and fire damage.

Weapon Immunity

(Ex): A stone kith owlbear is immune to damage caused by slashing weapons, regardless of enchantment.

Transmutation Vulnerability

(Ex): A *transmute rock to mud* spell inflicts 1d6 points of damage per caster level (maximum 10d6) to a stone kith owlbear (despite SR). A successful Fortitude save halves this damage. A *transmute mud to rock* spell has the opposite effect, repairing 1d6 points of damage per caster level (maximum 10d6) to the stone kith owlbear. A *stone to flesh* spell, that overcomes SR, negates the stone kith owlbear's special qualities for one round, making it vulnerable to normal attacks.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Creating a Stone Kith Owlbear

Creating a stone kith owlbear like the one above takes many months of research, followed by a 42-day ritual (with requisite skill check and spells), costing 40,250 gp in stone and other materials, and drains 805 XP from the caster.

Adding *improved grab* required the *bestial aspect other* spell, but is included in the above figures.

Wood Kith Girallon

Large Construct

Hit Dice: 7d10 (38 hp)

Initiative: +2 (Dex)

Speed: 30 ft., climb 30 ft.

AC: 20 (-1 size, +2 Dex, +9 natural); 18 flat-footed, 11 touch

Attacks: 4 claws +14 melee, bite +9 melee

Damage: Claw 1d4+10,

bite 1d8+5

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

Special Attacks: Rend 2d4+15

Special Qualities: Darkvision 60 ft., DR 5/+1, SR 13, scent, fire susceptibility, wood vulnerability, immunities

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

Abilities: Str 30, Dex 15, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

CR: 6

Treasure: None

Alignment: Always neutral

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

Combat

Rend (Ex): A wood kith girallon that hits with both claw attacks latches onto the opponent's body and tears the flesh. This

attack automatically deals an additional 2d4+15 points of damage.

Immunities: Wood kith girallons are immune to cold damage.

Fire Susceptibility (Ex): A wood kith girallon takes double damage from fire, except on a successful save.

Wood Vulnerability (Ex): A wood kith girallon is affected normally by spells that affect wood (despite SR).

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.



Creating a Wood Kith Girallon

Creating a wood kith girallon like the one above takes many months of research, followed by a 45-day ritual (with requisite skill check and spells), costing 17,500 gp in wood and other materials, and drains 665 XP from the caster. *Rend* and *scent* are acquired via the *bestial aspect other* spell and extra components (all included in the above figures).

Manufacturing a Kith Construct

To create a kith construct, the caster must spend an appropriate amount of time in research to locate the exact animation rituals to be used (the period of time is left to DM discretion). Understanding the rituals requires the Craft Magic Arms and Armor feat (in addition to Craft Wondrous Item). The costs of supplies, the required checks and spells, and the caster requirements depend on the material type:

Clay—2,750 gp worth of clay and components per HD. *Caster Level*: 13th (11th for a cleric). *Spells Required*: *limited wish* or *small miracle*, *geas/quest*, and *polymorph any object*. The spells *animate objects* and *commune*, or *soften earth and stone* and *awaken*, together can replace *polymorph any object*. *Skill Check*: Craft (sculpting) (DC 15). *XP Cost*: 100 per HD.

Glass—3,000 gp worth of glass per HD. *Caster Level*: 14th. *Spells Required*: *limited wish* or *small miracle*, *geas/quest*, and *polymorph any object*. The spells *animate objects* and *commune* together can replace *polymorph any object*. *Skill Check*: Craft (glassmaking) (DC 15). *XP Cost*: 90 per HD.

Iron—6,500 gp worth of iron and components per HD. *Caster Level*: 16th. *Spells Required*: *limited wish* or *small miracle*, *geas/quest*, and *polymorph any object*. The spells *animate objects* and *commune* together can replace *polymorph any object*. *Skill Check*: Craft (weaponsmithing or armorsmithing) (DC 20). *XP Cost*: 120 per HD.

Stone—5,500 gp worth of hard stone and materials per HD. *Caster Level*: 16th (13th for a cleric or druid). *Spells Required*: *limited wish* or *small miracle*, *stone shape*, *geas/quest*, and *polymorph any object*. The spells *animate objects* and *commune*, or *stone shape* and *awaken*, together can replace *polymorph any object*. *Skill Check*: Craft (stonecutting) and Craft (sculpting) (DC 17 each). *XP Cost*: 110 per HD.

Wood—2,000 gp worth of hard wood and other materials per HD. *Caster Level*: 13th (10th for a druid). *Spells Required*: *limited wish* or *small miracle*, *geas/quest*, and *polymorph any object*. The spell *animate objects* and *commune*, or *wood shape* and *awaken*, can replace *polymorph any object*. *Skill Check*: Craft (woodworking) (DC 15). *XP Cost*: 85 per HD.

CONSTRUCT, NECROMANTIC

Carefully crafted as guardians, servants, and mock life forms, necromantic constructs are the creation of those necromancers with an eye for golem building. These magical artisans have crafted bones and dead flesh into mad entropic sculptures of dragons, chimera, and even whales and sharks.

Appearance Changes

A necromantic construct looks like a zombie or skeleton, though the arrangement of bones and flesh may be unusual. Flesh necromantic constructs often show signs of their construction and may be mistaken for flesh golems as well. If mistaken for either, it's unfortunate for the viewer if he or she chooses to attempt turning, which has no effect, or eschew magic, which certainly does have an effect.

Creating a Necromantic Construct

"Necromantic Construct" is a template that can be added to any corporeal creature that is not a shapechanger, elemental, or ooze (hereafter referred to as the "base creature"). The creature's type becomes "Construct". The new creature retains only elemental subtypes (inherent to the base creature's body). A necromantic construct uses all of the base creature's statistics and special abilities except as noted here.

Hit Dice: Die type changes to d10. All HD due to character classes are lost.

Speed: Flesh constructs lose 10 ft. of movement in all modes, and if they can fly maneuverability is poor (or that of the base creature, if worse). Bone constructs of flying creatures lose the ability to fly.

AC: Natural armor improves by +4 for flesh necromantic constructs, and by +6 for bone necromantic constructs.

Attacks: The creature's base attack bonus is calculated as if it was always the Construct type. Flesh constructs gain a slam attack, unless the base creature has a better natural attack with its limbs (like claws). Bone constructs gain two claw attacks that may be used separately from other natural attacks, if the base creature has proper appendages and no claw attacks of its own.

Damage: Necromantic constructs that gain attacks from the template do damage according to the Construct type. The construct's damage is that of the base creature, if that damage is better.

Special Attacks: A necromantic construct retains all extraordinary attacks of the base creature, besides those granted by character class or active metabolism (like *poison*). Attacks that require an active metabolism may be added during the construction process for extra cost (see *Manufacturing a Construct* in the *Templates in the Game World* chapter). In addition, flesh constructs gain the following:

Rotting Touch (Su): Any living target damaged by an attack from a flesh necromantic construct is exposed to the construct's creator's choice of non-magical disease.

Special Qualities: A necromantic construct retains extraordinary qualities of the base creature with the same limitations as per *Special Attacks* above, and also gains the following:

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Darkvision (Ex): Necromantic constructs can see in non-magical darkness up to a range of 60 ft.

Extra Hit Points (Ex): Necromantic constructs are magically augmented and get extra hit points based on their size according to the chart below:

Size	Extra Hit Points
Colossal	120
Gargantuan	80
Huge	40
Large	20
Medium-size	10
Small	5
≤ Tiny	—

In addition, bone constructs gain the following:

Immunities (Ex): All piercing and slashing weapons only deal one-half damage to a bone necromantic construct.

Saves: Recalculate saves as if the creature was always a construct (no good saves).

Abilities: Modify from base creature as follows: Flesh: Strength +4, Dexterity -2; Bone: Strength +2. 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 to skill checks from the base creature, besides those that come from a movement type.

Feats: None.

Climate/Terrain: Any land and underground.

Organization: Solitary or gang (2-4).

CR: Base creature's CR +1.

Treasure: None

Alignment: Always neutral

Advancement: Same as base creature (but not by character class).

ECL: +3 (assuming the creature somehow has an Intelligence score).

Sample Necromantic Constructs

The following examples use a wyvern and a hippogriff as base creatures.

Bone Wyvern

Huge Construct

Hit Dice: 7d10+40 (78 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 23 (-2 size, +1 Dex, +14 natural); 22 flat-footed, 9 touch

Attacks: Sting +8 melee, bite +3 melee, 2 wings +3 melee

Damage: Sting 1d6+5 and poison, bite 2d8+2, wing 1d8+2

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., scent, immunities, construct

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

Abilities: Str 21, Dex 12, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

CR: 7

Treasure: None

Alignment: Always neutral

Advancement: 8-10 HD (Huge); 11-21 HD (Gargantuan)

Combat

A bone wyvern construct is still a formidable opponent, even though it cannot fly and loses associated special attacks (claw attacks, Improved Grab, and Snatch).

Poison (Su): Sting delivers automatically, Fortitude save (DC 17); initial and secondary damage 2d6 temporary Constitution.

Immunities (Ex): All piercing and slashing weapons only deal one-half damage to a bone wyvern.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Construction

A bone wyvern construct like the one above costs 22,750 gp for body parts and reagents, and the ritual to animate the construct takes 41 days. A casting of *poison* is also required (or an additional *limited wish*). The creator must expend 735 XP to complete the process.

Flesh Hippogriff

Large Beast

Hit Dice: 3d10+20 (36 hp)

Initiative: +1 (Dex)

Speed: 40 ft., fly 90 ft. (poor)

AC: 20 (-1 size, +1 Dex, +10 natural); 19 flat-footed, 10 touch

Attacks: 2 claws +7 melee, bite +2 melee

Damage: Claw 1d4+6, bite 1d8+3

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

Special Attacks: Rotting touch

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +2, Will +1

Abilities: Str 22, Dex 13, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

CR: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Large); 7-9 HD (Huge)

Combat

Flesh hippogriff constructs fly, and they fight by diving and slashing with their claws and beaks.

Rotting Touch (Su): Any living target damaged by an attack from a flesh hippogriff construct is exposed to filth fever (1d3 days incubation, Fortitude DC 12, 1d3 Dex and Con).

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Construction

A flesh hippogriff construct like the one above costs 9,750 gp for body parts and reagents, and the rituals to animate the creature take 23 days. The creator must expend 300 XP to complete the process.

Manufacturing a Necromantic Construct

The cost of building a necromantic construct includes that of the physical body and all the materials and spell components that are consumed or become a part of the final work, including some brain matter and flesh from the base creature. If the creator of the construct has access to a complete skeleton of the base creature, the time to perform the ritual is cut by 6 days and the cost lowers by 500 gp per HD. Creation parameters depend on the type of construct:

Flesh—3,250 gp worth of flesh and other materials per HD. **Caster Level:** 13th. **Spells Required:** *limited wish* or *small miracle*, *geas/quest*, *contagion*, and *polymorph any object*. The spells *animate dead* and *commune* together can replace *polymorph any object*. **Skill Check:** Craft (embalming) (DC 15). **XP Cost:** 100 per HD.

Bone—3,000 gp worth of bones and other materials per HD. **Caster Level:** 13th. **Spells Required:** *limited wish* or *small miracle*, *geas/quest*, and *polymorph any object*. The spells *animate dead* and *commune* together can replace *polymorph any object*. **Skill Check:** Craft (taxidermy) or Heal (DC 15). **XP Cost:** 95 per HD.

Craft (Embalming)

The craft of embalming a body to prepare it for use in a magical ritual is a difficult job, given the perishable materials involved. This craft includes all forms of preparation, from basic embalming to mummification, and preparation for reanimation as sentient undead.

Desired Result	DC
Ready for burial	10
Prepare for magical process	15
Prepare a mummy (for burial)	15
Prepare for animation as a greater undead	20

Success with a “ready for burial” check 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 decay up to 1 week in temperate conditions, half that in tropical conditions, and up to a month in arctic conditions.

Preparing a skeleton 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. Exceeding the DC by 5 or more doubles the expected duration period of a skeleton (normally 6d6 months).

Preparing a corpse for animation as a zombie preserves the corpse 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. Exceeding the DC by 5 or more doubles the expected duration period of a zombie (normally 3d6 months).

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. Exceeding the DC by 5 or more doubles the expected duration of a mummy (normally 1d100 years).

Greater undead prepared for animation with this skill last until they are slain.

CONSTRUCT, SKINRUG GUARDIAN

A skinrug guardian is a construct made from the preserved skin of an animal. Retaining a flattened semblance of their original form, skinrug guardians 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 guardian looks like nothing more than a floor or wall rug made from the skin of a slain animal, including the feet 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 Guardian

"Skinrug Guardian" is a template that can be applied to any animal or beast (referred to hereafter as the "base creature"). After assuming the template, the base creature's type changes to "Construct". Only elemental subtypes are retained (inherent to the base creature's body). Skinrug guardians use the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Die type changes to d10.

Speed: A skinrug guardian from a base creature that can fly retains that ability, but loses one level of maneuverability.

Attacks: Recalculate the base attack bonus as if the creature was always a construct. The creature gains a slam attack, which may be used in place of, and the same number of times as, the creature's primary natural attack.

Damage: Slam attacks do damage according to the skinrug guardian's size and the Animal type.

Special Attacks: A skinrug guardian retains all of the extraordinary abilities of the base creature besides those that require an active metabolism (like *poison*). Attacks that require an active metabolism may be added during the construction process for extra cost (see *Manufacturing a Construct* in the *Templates in the Game World* chapter). A skinrug guardian also gains the following:

Constrict (Ex): A skinrug guardian does automatic slam damage with a successful grapple check against creatures up to one size larger than itself. A rug 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 guardian can grapple an opponent up to three sizes larger, making a normal grapple check. If it gets a hold, it wraps itself around the opponent's head, blinding that creature until removed. The blinded creature cannot make Spot, Search, or Track checks and suffers a -6 circumstance penalty to other checks related to perception, such as Listen. Successful attacks against a skinrug guardian wrapped around another creature's head do half of their damage to the grappled creature.

Worse, the skinrug can smother an opponent in addition to the blinding. 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 meaning the creature is not wrapped properly to force suffocation). An opponent forced to hold its breath for a number of rounds equal to twice its Constitution score must make a Constitution check (DC 10) every round in order to continue holding its breath. Each round, the DC increases by 1. When the opponent finally fails its Constitution check, it begins to suffocate. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, it dies.

Improved Grab (Ex): To use this ability, the skinrug guardian must hit with any natural attack.

Subdual Damage Option (Ex): A skinrug guardian can be ordered to only inflict subdual damage when it grapples or slams. The skinrug might also suffocate an opponent only until that opponent passes out.

Special Qualities: A skinrug guardian retains extraordinary qualities of the base creature with the same limitations as per *Special Attacks* above. Because it has no Intelligence or Constitution score and is destroyed upon reaching 0 hit points, some of the base creature's abilities have no effect after it has been turned into a construct (for example, the boar's *ferocity* ability to fight while disabled or dying has no effect, and a badger's *rage* ability does not increase the creature's Constitution or hit points because it has no Constitution score, although the Strength increase and AC penalty still apply). The creature also gains the following:

Camouflage (Ex): A skinrug guardian that doesn't move looks exactly like an inert, animal-skin rug.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Damage Reduction (Ex): A skinrug guardian has DR 5/slashing (it ignores the first 5 points of damage from any piercing attack).

Darkvision (Ex): Skinrug guardians can see in non-magical darkness up to a range of 60 ft.

Evasion (Ex): Because it is agile and can flatten itself completely to avoid attacks, a skinrug guardian takes no damage on a successful save against an attack that allows a Reflex save for half damage. As with a Reflex save, the creature must have room to move in order to evade.

Flatness (Ex): Because its body is flexible and compact, despite its Face, a skinrug guardian can fit through openings as small as its head.

Immunities (Ex): A skinrug guardian is immune to cold attacks and attacks from blunt weapons.

Saves: Recalculate saves, with only Reflex as a good saving throw.

Abilities: Modify from the base creature 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 to skill checks from the base creature, besides those that come from a movement type.

Feats: None.

Climate/Terrain: Any land and underground.

Organization: Solitary or gang (2-4).

CR: Base creature's CR +1.

Treasure: None.

Alignment: Always neutral.

Advancement: Skinrug guardians may be constructed out of an advanced animal.

ECL: +2 (assuming the creature somehow has an Intelligence score).

Sample Skinrug Guardian

This example uses a brown bear as the base creature.

Skinrug Guardian Grizzly

Large Construct

Hit Dice: 6d10 (33 hp)

Initiative: +3 (+3 Dex)

Speed: 40 ft.

AC: 17 (-1 size, +3 Dex, +5 natural); 14 flat-footed, 12 touch

Attacks: 2 claws +9 melee, bite +4 melee; 2 slams +9 melee, bite +4 melee

Damage: Claw 1d8+6, bite 2d8+3, slam 1d4+6

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

Special Attacks: Improved grab, subdual damage option

Special Qualities: Darkvision 60 ft., camouflage, construct, DR 5/slashing, evasion, flatness, immunities, scent

Saves: Fort +2, Ref +8, Will +2

Abilities: Str 23, Dex 17, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary

CR: 4

Alignment: Neutral

Advancement: 7-10 HD (Large)

Combat

Skinrug guardian grizzlies fight in a manner prescribed by their creators. They have no autonomous will and cannot make decisions on their own.

Constrict (Ex): A skinrug guardian grizzly does automatic slam damage with a successful grapple check against creatures up to one size larger than itself. The rug can make constrict attacks against multiple creatures at once, if they all are at least Small size and fit under it the construct.

Head Wrap (Ex): A grizzly skinrug guardian can grapple an opponent up to Colossal size, making a normal grapple check. If it gets a hold, it wraps itself around the opponent's head, blinding that creature until removed. The blinded creature cannot make Spot, Search, or Track checks and suffers a -6 circumstance penalty to other checks related to perception, such as Listen. Successful attacks against a skinrug guardian grizzly wrapped around another creature's head do half of their damage to the grappled creature.

Worse, the skinrug can smother an opponent in addition to blinding. The attempt forces the wrapped creature to make a Reflex save (DC 16) or be forced to hold its breath

(success on the save meaning the skinrug guardian grizzly is not wrapped properly to force suffocation). An opponent forced to hold its breath for a number of rounds equal to twice its Constitution score must make a Constitution check (DC 10) every round in order to continue holding its breath. Each round, the DC increases by 1. When the opponent finally fails its Constitution check, it begins to suffocate. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, it dies.

Improved Grab (Ex): To use this ability, the skinrug grizzly must hit with any natural attack.

Subdual Damage Option (Ex): A skinrug guardian can be ordered to only inflict subdual damage when it grapples a target. The skinrug grizzly might also suffocate an opponent only until that opponent passes out.

Camouflage (Ex): A skinrug guardian grizzly that doesn't move looks exactly like an inert, bearskin rug.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Evasion (Ex): Because it is agile and can flatten itself completely to avoid attacks, a skinrug guardian grizzly takes no damage on a successful save against an attack that allows a Reflex save for half damage. As with a Reflex save, the creature must have room to move in order to evade.

Flatness (Ex): Because its body is flexible and compact, despite its Face, a skinrug guardian grizzly can fit through openings as small as its head.

Immunities (Ex): A skinrug guardian grizzly is immune to cold attacks and attacks from blunt weapons.

Construction

A skinrug guardian grizzly like the one above costs 10,500 gp and 330 XP to produce.

Bestial aspect other is required for the guardian to maintain the bear's *scent* ability, and is included in these figures. The process takes 21 days.



Manufacturing a Skinrug Guardian

Skinrug guardians only require 3 days per HD to manufacture—not 10 days plus 4 days per HD—due to the requirement of an intact animal hide and head making the process a bit easier than building a complete body. Constructing a normal skinrug guardian requires the following:

Skinrug—1,500 gp worth of materials per HD, including the animal skin. *Caster Level:* 11th (9th for a druid). *Spells Required:* *charm monster*, *geas/quest*, and *bestial aspect*. Clerics and druids can use *speak with animals*, *bestial aspect*, and either *awaken* or *geas/quest*. *Skill Check:* Craft (taxidermy) or Craft (furrier) (DC 15). *XP Cost:* 50 per HD.

Craft (Taxidermy)

Taxidermy prepares the skin, fur, hair and feathers of a dead creature for long-term display as a memorial or trophy with a check at DC 10. It is also sufficient for preparing a dead creature for a magical process with a successful check at DC 15.

CONSTRUCT, VERMINSHELL

A verminshell is a construct creature made from the cast-off husk of a monstrous vermin. Animated with strange magic, they are used as guardians and steeds. They obey their creator, or any other creature that learns the proper command words defined during the construction process.

Appearance Changes

Vermin shed their exoskeletons as they grow, and the cast-off husks often are nearly intact and resemble the original creature. An active verminshell creature looks much like the creature that originally wore it as an exoskeleton.

Creating a Verminshell

“Verminshell Construct” is a template that can be applied to any completely arthropodal creature (one with an exoskeleton covering its entire body and no internal skeleton, like an ankheg), which is hereafter referred to as the “base creature”. Normally, they are made from the discarded husks of these creatures, but in some cases live vermin have been slain in a way that won’t harm the exoskeleton (such as drowning or certain spells) and used to create this sort of monster. The creature’s type changes to “Construct”, and it only retains elemental subtypes (inherent to the base creature’s body). It uses all of the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase total by 1 die, or to 1 die if the base creature has less than 1 HD. HD type changes to d10. HD due to character class are lost.

Speed: If the base creature can fly, the verminshell retains that ability, but loses one level of maneuverability.

Attacks: Recalculate the base attack bonus as if the creature was always a construct.

Special Attacks: A verminshell construct retains all extraordinary attacks of the base creature, besides those granted by character class or active metabolism. Attacks that require an active metabolism may be added during the construction process for extra cost (see *Manufacturing a Construct* in the *Templates in the Game World* chapter).

Special Qualities: A verminshell construct retains extraordinary qualities of the base creature with the same limitations as per *Special Attacks* above, and also gains the following:

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. A construct is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Darkvision (Ex): Verminshell constructs can see in non-magical darkness up to a range of 60 ft.

Extra Hit Points (Ex): Verminshells are solid, magically-hardened chitin, and get extra hit points based on their size according to the following chart:

Size	Extra Hit Points
Colossal	120
Gargantuan	80
Huge	40
Large	20
Medium-size	10
Small	5
≤ Tiny	—

Saves: Recalculate saves as if the creature was always a construct (no good saves).

Abilities: Modify from base creature as follows: Strength +2, Dexterity –2. As a construct creature, a verminshell has no Constitution or Intelligence score. Wisdom is the lower of 11 or the base creature’s score and Charisma becomes 1.

Skills: None. The construct loses any racial bonus to skill checks from the base creature, besides those that come from a movement type.

Feats: None.

Climate/Terrain: Any land and underground.

Organization: Solitary or gang (2-4). Smaller verminshells may be more numerous, up to the organization of the base creature.

Alignment: Always neutral.

Advancement: These constructs can be built from any size of vermin, but do not advance once constructed.

ECL: +2 (assuming the creature somehow has an Intelligence score).

Sample Verminshells

These examples use a giant soldier ant and an advanced giant stag beetle as the base creatures.

Verminshell Giant Soldier Ant

Medium-size Construct

HD: 2d10+10 (19 hp)

Initiative: –1 (Dex)

Speed: 50 ft., climb 20 ft.

AC: 16 (–1 Dex, +7 natural); 16 flat-footed, 9 touch

Attacks: Bite +4 melee

Damage: Bite 2d4+4

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

Special Attacks: Improved grab, acid sting

Special Qualities: Darkvision 60 ft., construct

Saves: Fort +0, Ref –1, Will +0

Abilities: Str 16, Dex 8, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

CR: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD, (Medium-size); 5-6 HD (Large)

Combat

Verminshell giant soldier ants make excellent laborers, but their attacks are awkward and slow compared to their living relatives.

Improved Grab (Ex): To use this ability, the verminshell giant soldier ant must hit with its bite attack. If the verminshell giant soldier ant can sting if it gets a hold.

Acid Sting (Su): The verminshell giant soldier ant has a stinger and an acid-producing gland and in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round using its full attack bonus. A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. A construct is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Construction

To construct a verminshell giant soldier ant costs 4,500 gp and 120 XP. The ritual takes 9 days. Adding the *acid sting* requires *bestial aspect other* and is included in these costs.

Verminshell Giant Stag Beetle (Advanced)

Huge Construct

HD: 22d10+40 (161 hp)

Initiative: -2 (Dex)

Speed: 20 ft.

AC: 19 (-2 size, -2 Dex, +13 natural); 19 flat-footed, 6 touch

Attacks: Bite +21 melee

Damage: Bite 4d8+10

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Trample 4d6+3

Special Qualities: Darkvision 60 ft., construct

Saves: Fort +7, Ref +5, Will +7

Abilities: Str 25, Dex 6, Con —, Int —, Wis 10, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

CR: 8 **Treasure:** None

Alignment: Always neutral

Advancement: —

Combat

Verminshell giant stag beetles rush into close combat when so ordered, trampling foes and then biting for terrible damage.

Trample (Ex): A verminshell giant stag beetle can trample Large or smaller creatures for 4d6+3 points of damage. Opponents who do not make attacks of opportunity against the giant stag beetle can attempt a Reflex save (DC 28) to halve the damage.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. A construct is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Construction

To construct a verminshell giant stag beetle like the one above requires a 15th-level caster, and it costs 44,000 gp and 1,100 XP. The ritual takes 98 days.

Manufacturing a Verminshell Construct

Creating a verminshell construct requires the complete exoskeleton of the dead vermin, and thus takes only 4 days per HD of the base creature. Other factors are as follows:

Verminshell—2,000 gp worth of reagents and other materials, including the exoskeleton, per HD. *Minimum Caster Level:* 11th (9th for a cleric or druid). *Spells Required:* *bestial aspect*, *make whole* or *major creation*, and *giant vermin* or *geas/quest*. *Skill Check:* Craft (leatherworking) or Craft (taxidermy) (DC 15). *XP Cost:* 50 per HD.

CONSTRUCT, WOUNDMENDER

In certain areas of the world, mages specializing in making constructs have honed their skills to such a high level that their creations are seemingly alive. They have a more organic look and feel than ordinary constructs, and they even have the ability to self-repair damage done to them in much the same manner that living creatures can heal themselves with rest, medical treatment, or magical healing.

Appearance Changes

Woundmenders do not look any different than ordinary constructs of the same type—at least at first glance. Careful observation (Spot, DC 25) within 15 ft. reveals that the construct appears to breathe and has a slightly organic look to it.

Creating a Woundmender

“Woundmender” is a template that can be added to any construct (referred to hereafter as the “base creature”). Woundmenders are the result of painstaking arcane research and superb craftsmanship on the part of their creators. All woundmenders are advanced at least 2 HD beyond their normal counterparts. After assuming the template, the base creature’s type and subtype do not change. Woundmenders use the base creature’s statistics and inherent special abilities except as noted below.

Special Qualities: A woundmender has the special qualities of the base creature and gains the following additional abilities:

Fast Healing (Su): Woundmenders have fast healing equal to one-half of their HD. If the base creature already has fast healing, it is increased by this amount.

Minor Regeneration (Ex): Woundmenders regrow lost limbs over the course of a few days. They cannot reattach severed limbs.

CR: Base creature’s CR +1 + 20% (maximum +3).

Advancement: +2 HD to the maximum advancement range.

ECL: +2.

Sample Woundmender

This example uses a stone golem as the base creature.

Woundmender Stone Golem

Large Construct

Hit Dice: 16d10 (88 hp)

Initiative: –1 (Dex)

Speed: 20 ft. (can’t run)

AC: 26 (–1 size, –1 Dex, +18 natural); 26 flat-footed, 8 touch

Attacks: 2 slams +18 melee

Damage: Slam 2d10+9

Face/Reach: 5 ft. by 5 ft./10 ft. **Special Attacks:** Slow

Special Qualities: Construct, magic immunity, DR 30/+2, minor regeneration, fast healing 8

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

Abilities: Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land

Organization: Solitary or gang (2-4)

CR: 14

Treasure: None

Alignment: Always neutral

Advancement: 15-21 HD (Large); 22-42 (Huge)

Combat

Woundmender stone golems attack in the same manner as their less-resilient kin.

Slow (Su): A woundmender stone golem can use *slow* as a free action once every 2 rounds. The effect has a range of 10 ft. and a duration of 7 rounds, requiring a successful Will save (DC 13) to negate. The ability is otherwise the same as the spell.

Magic Immunity (Ex): A woundmender stone golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the golem’s structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

Minor Regeneration (Ex): Woundmender stone golems regrow lost limbs over the course of a few days. They cannot reattach severed limbs.

Construction

The woundmender stone golem costs 100,000 gp to create, which includes 1,250 gp for the body. Assembling the body requires a successful Craft (sculpting or masonry) check (DC 19). The creator must be 18th level and able to cast arcane spells. Completing the ritual drains 2,000 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, *regenerate*, and *slow*.

Manufacturing a Woundmender

The costs for constructing a woundmender construct are 125% of normal monetary and XP costs. In addition, the creator must cast *mend construct* or *regeneration* during the construction ritual. Skill checks (if required) increase in DC by 2, as does the required caster level.

DEMI-GORGON

Demi-gorgons are the unnatural hybrids of gorgons with other creatures. It's clear that the foul magicks responsible for creating these strange and dangerous monsters should have remained hidden away from the world for eternity.

Appearance Changes

A demi-gorgon 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 metallic plates, similar to a gorgon's. The color of the creature changes to dark gray, metallic silver, or black. Demi-gorgons also develop a gorgon's long, bull-like horns.

Creating a Demi-gorgon

"Demi-gorgon" is a template that can be added to any aberration, animal, beast, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin up to Large size (referred to hereafter as the "base creature"). After assuming the template, the base creature's type changes only if it is humanoid—in that case, type becomes "Monstrous Humanoid". All subtype information for the base creature also remains unchanged. A demi-gorgon uses the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Increase by one die type to a maximum of d10.

Size: The base creature grows one size category to a maximum of Large size. Alter all of the creature's attributes based on its new size.

Speed: If the base creature can fly, its maneuverability rating changes to average or stays the same, whichever is worse.

AC: Natural armor improves by +3.

Attacks: The creature gains a gore attack at its normal attack bonus, if it didn't already have one.

Damage: The demi-gorgon's horns do damage according to its size and its original type. If the creature already has gore attack that's better or the same, keep it.

Special Attacks: The following special attack is added to the base creature's natural or armed attacks.

Breath Weapon (Su): Turn to stone permanently, cone, 10 ft. + 5 ft. per size category above Fine, every 1d6+1 rounds. The demi-gorgon may use its breath once per day plus once per point of Constitution bonus (minimum twice). A successful Fortitude save negates this effect (DC 10 +

half the demi-gorgon's hit HD + its Constitution modifier). For example, a 5th-level elf fighter demi-gorgon, with a Constitution of 13 (+1), has a breath weapon with DC 14 and a range of 35 ft. at Large size.

Special Qualities: A demi-gorgon has the special qualities of the base creature, plus the *Scent* ability. If the base creature already has *Scent*, it gains no further special qualities from becoming a demi-gorgon.

Abilities: Modify the base creature as follows: Strength +2, Constitution +2, Intelligence -2, Charisma -2. Add any ability bonuses and penalties for a size change as well. A demi-gorgon's minimum Intelligence is 2, or the base creature's, whichever is lower.

Organization: Demi-gorgons are often solitary, or they are unique individuals among normal members of the base creature type.

CR: Base creature's CR +1 +20% (maximum +3).

Alignment: Base creature's alignment moves one step toward neutral.

ECL: +3.

Sample Demi-gorgons

These examples use a minotaur and a grig as the base creatures.



Ironback Bullman (Demi-gorgon Minotaur)

Large Monstrous Humanoid

Hit Dice: 6d8+24 (51 hp)

Initiative: +0

Speed: 30 ft.

AC: 17 (-1 size, +8 natural); 17 flat-footed, 9 touch

Attacks: Huge greataxe +10/+5 melee, gore +5 melee

Damage: Huge greataxe 2d8+7, gore 1d8+5

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

Special Attacks: Charge 4d6+10, breath weapon

Special Qualities: Scent, natural cunning

Saves: Fort +7, Ref +5, Will +5

Abilities: Str 21, Dex 10, Con 17, Int 5, Wis 10, Cha 6

Skills: Intimidate +5, Jump +10, Listen +6s, Search +5, Spot +7

Feats: Great fortitude, Power Attack

Climate/Terrain: Any underground

Organization: Solitary or gang (2-4)

CR: 6

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Ironback bullmen sport black plates all over their bodies, black horns, and red eyes.

Combat

While more retiring than their normal minotaur cousins, ironback bullmen relish toe-to-toe melee.

Breath Weapon (Su): Turn to stone permanently, cone, 35 ft., every 1d6+1 rounds, 4/day. A successful Fortitude save (DC 17) negates petrification.

Charge (Ex): An ironback bullman typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+11 points of damage.

Natural Cunning (Ex): Although ironback bullmen are far from intelligent, they possess innate cunning and logical ability. This makes them immune to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Ironback bullmen receive a +4 racial bonus to Search, Spot, and Listen checks.

Horned Fiddler (Demi-gorgon Grig)

Small Fey

Hit Dice: 1d8+2 (6 hp)

Initiative: +4 (Dex)

Speed: 20 ft., fly 40 ft. (poor)

AC: 19 (+1 size, +3 Dex, +5 natural); 16 flat-footed, 14 touch

Attacks: Gore +4 melee; or composite shortbow +4 ranged

Damage: Gore 1d4; or composite shortbow 1d6

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

Special Attacks: Spell-like abilities, fiddle, breath weapon

Special Qualities: SR 17, scent

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

Abilities: Str 11, Dex 16, Con 15, Int 8, Wis 13, Cha 12

Skills: Craft (any one) +3, Escape Artist +7, Hide +11, Jump +10, Move Silently +7*, Perform (dance, fiddle, melody, plus any other one) +5, Search +3, Spot +3

Feats: Dodge, Weapon Finesse (gore)

Climate/Terrain: Temperate and warm forest

Organization: Solitary

CR: 2

Treasure: No coins; 50% goods, 50% items

Alignment: Always neutral

Advancement: 2-4 HD (Small)

Combat

Horned fiddlers are more vitriolic than their merrier grig cousins, but not openly malicious. They reserve their breath for those who deserve it. Fey courts set aside these menacing creatures as special forces, every one armed with its fiddle.

Breath Weapon (Su): Turn to stone permanently, cone, 25 ft., every 1d6+1 rounds, 3/day. A successful Fortitude save negates this effect (DC 12).

Spell-Like Abilities: 3/day—*change self*, *entangle*, *invisibility* (self only), *pyrotechnics*, and *ventriloquism*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 11 + spell level).

Fiddle (Su): All horned fiddlers carry a fiddle. When the horned fiddler plays, any non-sprite within 30 ft. of the instrument must succeed at a Will save (DC 14) or be affected as though by *irresistible dance* as long as the playing continues.

Skills: Horned fiddlers receive +4 to Hide due to size, a +2 racial bonus to Search, Spot, and Listen checks, and a +8 racial bonus to Jump checks. *They also receive a +5 racial bonus to Move Silently checks in a forest setting.

Becoming a Demi-gorgon

The only known way to become a demi-gorgon is through a magical crossbreeding of gorgon and another creature. Though this might be accomplished somehow through a *shapechange* or *polymorph other* spell and actual breeding, it's more likely the ritual below is used.

Infuse Demi-gorgon

Transmutation (Ritual)

Level: Sor/Wiz 5

Components: V, S, M, XP

Casting Time: 1 day per HD of the target(s)

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature or creatures within range

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Ritual DC: 14 + 1 per HD of the target creature

A creature can be made into a demi-gorgon with this ritual. Including the leader, the ritual group must have two levels of spellcaster per HD of the target creature. Each day of the ritual, the group must cast *bestial aspect other*, *animal growth*, *flesh to stone*, and *polymorph other*.

The creatures upon which the ritual is cast must be willing or they can all make a Fortitude saving throw to resist the spell. Unwilling creatures must also be bound or caged and unable to resist for the duration of the ritual. Any creature that fails its save or willingly undergoes the ritual must make a final Fortitude saving throw (DC 14 – the number by which the leader exceeded the ritual DC). A successful save grants the Demi-gorgon template, so long as the creature is of an appropriate type. Those who fail the save are permanently turned to stone, gaining no gorgon traits. The ritual does not grant any control over newly formed creatures.

If the ritual fails and the target is still flesh (or returned to flesh form), the ritual may be performed again. Each additional casting on a single target makes it more likely the transmuted creature suffers some terrible fate. The base DC for the final Fortitude save and the ritual Spellcraft check increases by +1 for each extra attempt.

Material Components: This ceremony requires the armor and lungs of 1 gorgon plus 1 per 6 HD of the target creature(s). If it is even possible for this material to be purchased, it costs at least 1500 gp per set of gorgon organs. The ritual requires various herbal or chemical reagents that amount to 50 gp per HD of the target creature.

XP Cost: 75 XP per HD of the target creature(s).

Failure: The targets are unaffected. The participants in the ritual suffer 1 point of temporary Constitution damage, while the leader suffers 1d4 and 1 point of temporary Wisdom damage.

Botch: All participants in the ritual take 1d4 points of temporary Constitution damage. The leader takes that and 1d4 temporary Wisdom damage in addition to making a Fortitude saving throw (DC 15) versus being permanently turned to stone.

DENIZEN OF THE DEEP

Foul beasts of the underwater world, the denizens of the deep 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 as dwellers upon the land. 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 denizen of the deep looks like an aquatic version of the creature it once was, sporting luminous, over-sized eyes, gills, gnarled and webbed hands and feet, and dull-gray, scale-like skin, among other, more horrible features. The cursed nature of these beings is evident at a glance and the horror of their existence is made manifest through the denizen's tormented, twisted visage.

Creating a Denizen of the Deep

"Denizen of the Deep" is a template that can be added to any non-aquatic aberration, animal, beast, giant, humanoid, magical beast, monstrous humanoid, or vermin (referred to hereafter as the "base creature"). After assuming the template, the base creature's type does not change. The base creature gains the "Aquatic" subtype. A denizen of the deep uses the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Increase by one die type to a maximum of d12.

Speed: A denizen has the ability to swim at 20 ft. per round plus 10 ft. per size category above Small, or the base creature's swim speed, whichever is greater. Base creature's land speed (if applicable) drops to 10 ft.

Attacks: A denizen retains the attacks of the base creature. In addition it gains two claw attacks.

Damage: Claws do damage according to the creature's size and original type.

Special Attacks: In addition to the base creature's special attacks, a denizen gains the following:

Improved Grab (Ex): Denizens of the deep can use the improved grab ability on creatures that are one or more size categories smaller than themselves by hitting with a claw.

Life Drain (Ex): A denizen of the deep with 4 HD or less has the ability to drain a number of hit points equal to the bite damage for its original size and type and 1 point of Constitution per round from victims that it has grappled and pinned. This ability increases in potency, adding one additional die of damage and +1 Constitution point for every 4 HD the base creature has beyond the first four. Denizens drink life through their mouths or claws.

Special Qualities: A denizen has all the special qualities of the base creature, plus the special abilities listed below:

Darkvision (Ex): Denizens of the deep can see in non-magical darkness up to a range of 60 ft., or the base creature's range, whichever is better.

Perpetual Hunger (Ex): No matter how much life energy a denizen of the deep drains from its victims, it is always hungry for more. Denizens of the deep never achieve satiation from their all-consuming hunger for blood. It must drain a number of Constitution points per day equal to its HD or lose 1 point of Constitution permanently.

Sunlight Vulnerability: Exposing a denizen to direct sunlight disorients it. It can take only partial actions, suffers a -1 circumstance penalty to all rolls, and loses 1 temporary Constitution point each round until it dies or escapes the sunlight. Water-filtered sunlight counts as direct only within 10 ft. of the surface. In other bright light, including that within 20 ft. of the water's surface during the day, the denizen suffers -1 to all rolls and checks.

Underwater Vision (Ex): Base creature can see underwater as well as air-breathing creatures can see on land up to 120 ft.

Water Breathing (Ex): Denizens of the deep can breathe naturally underwater. If the base creature was able to breathe air, it loses that ability and will suffocate if removed from the water for prolonged periods of time (see *DMG* for rules on suffocation and drowning).

Abilities: Modify the base creature as follows: Strength +4, Dexterity +4, Constitution +4, Charisma -4.

Climate/Terrain: Any deep or dark aquatic region

Organization: Usually solitary, though sometimes in gangs (2-5)

CR: Base creature's CR +2 + 20% (maximum +4).

Alignment: Always evil

ECL: +2 (+4 in a water-based campaign).

Sample Denizen of the Deep

This example uses an ettin as the base creature.

Foul-fin Ettin (Denizen of the Deep Ettin)

Large Giant (Aquatic)

Hit Dice: 10d10+40 (95 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: Swim 60 ft, land 5 ft.

AC: 20 (-1 size, +1 Dex, +7 natural, +3 hide); 19 flat-footed, 10 touch

Attacks: 2 longspear +14/+14/+9 melee, or 2 claws +14/+14/+9 melee

Damage: Longspear 1d8+8/crit x3; claws 1d6+8;

Face/Reach: 5 ft. by 5 ft./10 ft. (15 ft. with longspear)

Special Attacks: Life drain (2d6 hp and 2 Con/round), superior two-weapon fighting

Special Qualities: Darkvision 90 ft., perpetual hunger, sunlight vulnerability, underwater vision 120 ft., water breathing

Saves: Fort +11, Ref +4, Will +3

Abilities: Str 27, Dex 12, Con 19, Int 6, Wis 10, Cha 7

Skills: Listen +10, Search +0, Spot +10

Feats: Alertness, Improved Initiative, Power Attack

Climate/Terrain: Any aquatic

Organization: Solitary

CR: 8

Treasure: Standard

Alignment: Always chaotic evil

Advancement: Character class

TEMPLATES: DENIZEN OF THE DEEP

Foul-fin ettins speak a pidgin of Orc, Goblin, and Giant. Creatures that speak any of these languages must succeed at an Intelligence check (DC 20) to communicate with a foul-fin ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 15, for someone who speaks three, the DC is 10, and for someone who speaks all four, the DC is 5.

Combat

Hunger drives the foul-fin ettin to reckless attacks, and it uses the advantage of two heads to feed on helpless foes while still fighting.

Superior Two-Weapon Fighting (Ex): A foul-fin ettin fights with a spear in each hand. Because each of its two heads controls an arm, the foul-fin ettin does not suffer an attack or damage penalty for attacking with two weapons.

Improved Grab (Ex): Foul-fin ettins can use this ability when they hit with a claw attack.

Life Drain (Ex): Foul-fin ettins drain the blood from their grappled and pinned victims, inflicting 2d6 hit points and 2 points of Constitution per round.

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

Sunlight Vulnerability: Exposing a foul-fin ettin to direct sunlight disorients it. It can take only partial actions, suffers a –1 circumstance penalty to all rolls, and loses 1 temporary Constitution point each round until it dies or escapes the sunlight. Water-filtered sunlight counts as direct only within 10 ft. of the surface. In other bright light, including that within 20 ft. of the water's surface during the day, the foul-fin ettin suffers –1 to all rolls and checks.

Water Breathing (Ex): A foul-fin ettin can breathe naturally underwater, but can no longer breathe air. It will suffocate if removed from the water for prolonged periods of time and forced to breathe air.

Underwater Vision (Ex): Foul-fin ettins can see underwater as well as air-breathing creatures can see on land up to 120 ft.

Skills: A foul-fin ettin's two heads give it a +2 racial bonus to Listen, Spot, and Search checks.



DESICCATED

Also 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. A special ritual is performed to create a desiccated undead, and they are often used as guardians of ancient tombs, forgotten libraries of arcane knowledge, oases, or other locations deemed important by their creator. Dried ones are often found under the command of a mummy or other, 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 Creature

“Desiccated” is a template that can be added to any corporeal, living creature of Tiny size or larger, except dragons and outsiders (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type changes to “Undead”. A desiccated creature uses the base creature’s statistics and inherent racial special abilities except as noted below.

Hit Dice: Remove all HD due to character class and add 2 dice to the new total. Die type increases to d12.

Speed: The base creature loses 10 ft. of movement (to a minimum of 10 ft. per round).

AC: The skin of the desiccated creature is hardened, improving natural armor by +2.

Attacks: Desiccated recalculate their base attack bonuses based on the Undead type. The base creature gains a slam attack if it does not already possess a natural attack.

Damage: Damage for the slam attacks is determined by size and the creature’s original type.

Special Attacks: A desiccated creature has all the special attacks of the base creature, except those that come from a character class and those requiring an active metabolism (meaning Constitution). Supernatural and spell-like attacks are almost always maintained, using Charisma in place of Constitution to calculate save DCs. Desiccated also have the following:

Create Spawn (Su): Any living creature that dies from the Strength drain of a desiccated creature rises as a zombie within 1d4 rounds. A desiccated creature can only create zombies from creatures that have less HD than itself and can control up to twice its Hit Dice in animated spawn. Any created zombies that exceed this limit cause older zombies to become uncontrolled.

Strength Damage (Su): In addition to any physical damage dealt, the natural attack of a desiccated creature deals dehydration in the form of points of temporary Strength

damage equal to what the creature would do as claw damage for its original type and size. A Fortitude save negates this damage (DC 10 + one-half of the desiccated creature’s HD + its Charisma modifier). A creature reduced to 0 Strength by a desiccated creature must make a similar saving throw or die. Any creature that is immune to dehydration is also immune to this ability.

Special Qualities: A desiccated creature has all the special qualities of the base creature, besides ones like those prohibited in *Special Attacks* above, plus the following:

Immunities: Desiccated are immune to fire and cold damage and take half damage from piercing and slashing weapons.

Turn Resistance (Ex): Desiccated have turn resistance +2.

Blindsight (Ex): Desiccated no longer possess visual organs but can ascertain all foes within 60 ft. via a mystical awareness. Beyond this range, the creature is considered blind.

Desert Walker (Ex): Desiccated do not suffer any movement penalties in deserts or other arid terrain.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Saves: Desiccated recalculate their saves based on the Undead type.

Abilities: As undead, desiccated have no Constitution score.

Skills: All desiccated gain a +10 inherent bonus to Hide and Move Silently checks when in arid, sandy, or desert environments. Desiccated have a +8 racial bonus to Listen checks. Reallocate any skill ranks that are in skills requiring visual acuity, like Spot, to Hide and Move Silently.

Feats: Desiccated lose all feats besides those related to weapon use, armor proficiency, and combat prowess.

Climate/Terrain: Any arid land or underground.

Organization: Solitary, gang (2-4). Some desiccated hunt in packs (7-12).

CR: Base creature’s CR (minus class levels) +1 + 20%.

Treasure: Always Standard.

Alignment: Any evil, favoring neutral evil.

Advancement: Simply increase the numbers in all ranges by two dice.

ECL: +6 (including two base HD).

Sample Desiccated Creature

This example uses an *athach* for the base creature.

Desiccated *Athach*

Huge Undead

Hit Dice: 16d12 (104 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 22 (-2 size, +1 Dex, +3 hide, +10 natural); 21 flat-footed, 9 touch

Attacks: Huge club +12/+7 melee, 2 Huge clubs +12 melee, bite +10 melee; or slam +12/+7 melee, 2 slams +12 melee, bite +10 melee; or rock +5/+0 ranged, 2 rocks +5 ranged

Damage: Huge club 2d6+8, 2 Huge clubs 2d6+4, bite 2d8+4, or slam 2d6+8; or rock 2d6+8, 2 rocks 2d6

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Strength damage, create spawn

Special Qualities: Immunities, blindsight, +2 turn resistance, desert walker, undead

Saves: Fort +5, Ref +6, Will +11

Abilities: Str 27, Dex 12, Con —, Int 7, Wis 12, Cha 6

Skills: Climb +16, Hide -5*, Jump +16, Listen +15, Move Silently +5*

Feats: Multiattack, Multidexterity, Multiweapon Fighting

Climate/Terrain: Any desert or arid

Organization: Solitary or gang (2-4)

CR: 9

Treasure: Standard

Alignment: Always neutral evil

Advancement: 16-30 HD (Huge)

Combat

Desiccated athachs charge into melee combat unless their opponents are out of reach, in which case they throw rocks. They sometimes try to overrun armored opponents to reach unarmored opponents in back ranks. With their first few melee attacks, desiccated athachs tend to flail about indiscriminately. After a few rounds, they concentrate on foes that have been hitting them most often and use their bites on whoever has dealt them the most damage.

Create Spawn (Su): Any living creature that dies from the Strength drain of a desiccated athach rises as a zombie within 1d4 rounds. A desiccated athach can animate any creature with up to 16 HD and can control up to 32 HD in such animated spawn. Any created zombies that exceed this limit cause the oldest spawn to go uncontrolled.

Strength Damage (Su): The bite or slam attack of a desiccated athach deals dehydration in the form of 2d4 points of temporary Strength damage to a living foe in addition to any physical damage dealt. A Fortitude save negates this damage (DC 16). A creature reduced to 0 Strength by a desiccated athach must make a similar saving throw or die. Any creature that is immune to dehydration is also immune to this ability.

Immunities: Desiccated athachs are immune to fire and cold damage and only take half damage from piercing or slashing weapons due to their lack of internal organs and hardened skin.

Blindsight (Ex): Desiccated athachs no longer possess visual organs but can ascertain all foes within 60 ft. via a mystical awareness.

Desert Walker (Ex): Desiccated athachs do not suffer any movement penalties in deserts or other arid terrain.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: *Desiccated athachs gain a +10 inherent bonus to Hide and Move Silently checks when in arid, sandy, or desert environments (not included above). The desiccated athach has -8 to Hide checks due to size. It gets a +8 racial bonus to Listen checks.

Becoming a Desiccated Creature

Desiccated can be created with the spell *create undead*.

Unfortunately, that spell and its greater version breaks down seriously when undead of a single type can have multiple HD. Rituals might allow more powerful creations as well. Consider the following alternate versions of these spells for the undead:

Create Undead

Necromancy [Evil]

Level: Clr 5, Death 5, Evil 5, Sor/Wiz 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, shadows, skinhusks, wights, and wraiths. You can raise 3 HD of these types of undead +1 HD per level you are above 9th. Thus, a 12th-level character could raise any of these undead that have 6 HD or less.

Create undead may also be used to raise animated dead more powerful than those created via *animate dead*. You may create twice your caster level in HD of animated dead this way. Dead animated in this way are under your control (if possible). The limit on controlled animated undead created this spell is 4 HD per caster level (not including undead commanded via the turn undead ability). This total does not stack with the total from *animate dead*; it only increases it. Controlled undead granted by clerical turning do stack with this spell.

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 Components: The spell must be cast on a dead body prepared with Craft (embalming) (DC 15) and uses a jet gem worth 50 gp per HD of the raised creature.

Create Greater Undead

Necromancy [Evil]

Level: Clr 7, Death 7, Sor/Wiz 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 dread vampires, fleshbound vampires, ghosts, greater desiccated, greater ghouls, greater skeletons, greater zombies, mohrgs, mummies, spectres, and vampires. You can raise 4 HD of these types of undead +2 HD per level you

are over 13th. You may also use this spell to create undead listed in the *create undead* spell, starting at 7 HD and gaining +2 HD 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 Components: The spell must be cast on a dead body prepared with Craft (embalming) (DC 20) and uses a jet gem worth 50 gp per HD of the raised creature.

Corpse Legion

Necromancy (Ritual) [Evil]

Level: Clr 3, Sor/Wiz 5

Components: V, S, M, DF, XP

Casting Time: 1 day

Range: Close (25 ft. + 5 ft./2 levels)

Target: Prepared corpses within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Ritual DC: 10 (13 for arcane casters) + 1 per 3 HD of the final animated undead

This ritual allows the creation of skeletons and zombies. There is no limit to the number of HD of undead raised in this way. The ritual must be performed at night.

Including the leader, the ritual group must have one level of spellcaster per HD of the final undead creature or creatures (remembering zombies have double the HD of the base creature). The group must cast *animate dead* three times during the rite, while the divine group must cast *prayer* and the arcane group must cast *enervation*.

At the end of the ceremony, the animated undead arise, ready to do as they are ordered, if the ritual check is successful. The ritual allows the leader to control 4 HD per caster level, which does not stack with that granted by *animate dead*, but it does stack with undead allowed by clerical turning. A *limited wish* or *small miracle* spell grants control HD equal to twice caster's level, while *wish* or *miracle* control five times the caster's level in HD. A successful turning check to command undead grants control of a number of HD according to that ability.

Material Components: The ritual requires the target corpses (prepared with Craft (embalming) DC 15), foul incense, jet gems, and mundane material components worth 50 gp per final HD of creature(s) to raised.

Divine Focus: Sacred (holy or unholy) symbols, sacred water, and an altar.

XP Cost: 30 XP per HD of the final creatures.

Failure: If the ritual fails it may not be performed on the same corpse or corpses again. In addition to this, the ritual leader takes 1d4 points of temporary Wisdom and Constitution damage, while everyone else takes 1 point of temporary damage to each of these abilities.

Botch: Ritual participants take 1d4 points of temporary Wisdom and Constitution damage. The ritual leader takes 2d4.

Ritual of Dark Calling

Necromancy (Ritual) [Evil]

Level: Clr 4, Sor/Wiz 6

Components: V, S, M, DF, XP

Casting Time: 1 day per 2 HD of the final creature(s)

Range: Close (25 ft. + 5 ft./2 levels)

Target: Prepared corpses within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Ritual DC: 12 (15 for arcane casters) + 1 per final HD of creature(s) from *create undead*; +2 per HD if the creature comes from the *create greater undead* list.

This ritual allows the creation of any sort of undead allowed by the *create undead*, and *create greater undead* spells, besides animated dead. There is no limit to the number of HD of undead raised in this way. The ritual must be performed at night.

Including the leader, the ritual group must have two levels of spellcaster per HD of the final undead creature or creatures (remembering that some undead have more HD than the base creature). The divine group must cast the spell *create undead* each night during the rite. The arcane group must cast *planar binding* and *enervation* each night to build the needed connection to death energies.

At the end of the rite, the undead creature or creatures are created if the ritual check is successful. The ritual does not grant any control over newly formed creatures, though a *limited wish* or *small miracle* spell grants control HD equal to the caster's level, while *wish* or *miracle* control three times the caster's level in HD. A successful turning check to command undead grants control of a number of HD according to that ability.

Material Components: The ritual requires the target corpses (prepared with Craft (embalming) according to the type of undead—DC 15 for those found in *create undead*, 20 for those found in *create greater undead*), foul incense, jet gems, and mundane material components worth 250 gp per final HD of creature(s) to raised—500 gp if from the *create greater undead* list.

Divine Focus: Sacred (holy or unholy) symbols, sacred water, and an altar.

XP Cost: 60 XP per HD of creature raised from the *create undead* list. 95 per HD from the *create greater undead* list.

Failure: If the ritual fails it may not be performed on the same corpse or corpses again. Further, the ritual participants are all affected as if by the spell *enervation*. In addition to this, the ritual leader takes 1d6 points of temporary Wisdom and Constitution damage, while everyone else takes 1 point of temporary damage to each of these abilities.

Botch: The corpses in the ritual animate as zombies (or skeletons) and attack the ritual participants, only to be destroyed 1d4 hours later as the death energies dissipate. Participants take 1d6 points of temporary damage to Constitution and Wisdom. The ritual leader takes 2d6 points of temporary Constitution and Wisdom damage and must also make a Fortitude saving throw (DC 20) or suffer one point of permanent damage to each of those attributes.

Variant Desiccated

While it's unfathomable why someone would willingly become desiccated, it is possible. More often, a wicked spellcaster seeks a desiccated creature with more special abilities. The following microplate allows for this idea.

Greater Desiccated

Desiccated that retain character abilities of the base creature can be created via *create greater undead* (or the *ritual of dark calling*). Such a creature retains the memories, class levels, base attack bonuses, saves, skills, and feats of the base creature, while gaining the special attacks and abilities of the Desiccated template, including the ECL. The greater desiccated's CR, of course, includes its character levels. The ECL for a greater desiccated is equal to +6 (see above) in addition to its character levels. Another, more specialized ritual also allows this transformation, as follows:

Form of the Withering Sands

Necromancy (Ritual) [Evil]

Level: Clr 5, Sor/Wiz 6

Components: V, S, M, DF, XP

Casting Time: 1 day per 2 HD of the target

Range: Close (25 ft. + 5 ft./2 levels)

Target: You or one other living, corporeal creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Ritual DC: 15 (17 for an arcane caster) + 1 per HD affected

This insane ritual allows a spellcaster to transform any still-living target (usually himself) into a greater desiccated. Usually, the target of this spell is a willing participant in the ritual. The ritual must be performed during the day in an arid environment.

Including the leader, the ritual group must have one level of spellcaster per HD of the target. A divine group must cast the spell *create undead*, *raise dead*, and *searing light* each day during the rite. The arcane group must cast *planar binding*, *ray of enfeeblement*, and *enervation* instead.

The creature upon which the ritual is cast must be willing, or it can make a Will saving throw to resist the spell. An unwilling creature also increases the ritual check DC by 5 and requires the casting of *greater command* or *dominate person* each day. The final day requires *limited wish* or *small miracle* along with *geas/quest*, putting the created greater desiccated under the control of designated creatures (recommended, since the unwilling creature is hostile to its creators). This final step allows those designated (with the turning ability) to rebuke or command (as preferred) the desiccated without a turning check.

At the end of the ceremony, the target creature transforms into a greater desiccated if the ritual check is successful. The ritual does not grant any control over newly formed creature (except as above), though a *limited wish* or *small miracle* spell does, as does a successful turning check to command the undead.

Material Components: The ritual requires a burial shroud of undyed linen, incense, natron salts, jet gems and mummy dust, and mundane material components worth 500 gp per final HD of the creature transformed. The target must not drink for three days before, and not at all during, the ritual.

Divine Focus: Sacred (holy or unholy) symbols and an altar

XP Cost: 90 XP per HD of creature raised.

Failure: If the ritual fails, a willing target must make a Fortitude saving throw (DC 10 + the number by which the ritual check failed) or die. Further, the ritual participants are all affected as if by the spell *enervation*. In addition to this, the ritual leader takes 1d6 points of temporary Wisdom, Strength, and Constitution damage, while everyone else takes 1 point of temporary damage to each of these abilities.

Botch: The original target dies and turns to dust and all participants take 1d8 points damage per HD of the original subject, due to dehydration. All of the ritual participants also suffer 1d4 points of temporary Wisdom, Strength, and Constitution damage, while the ritual leader suffers 2d4 and must make a Fortitude saving throw (DC 25) to avoid 1d3 of the lost Strength points becoming permanent.

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 an Dragon-blooded Creature

“Dragon-blooded” is a template that can be added to any living, corporeal creature (referred to hereafter as the “base creature”). Such creatures are the offspring or the near descendants of a half-dragon. The creature’s type and subtypes remain unchanged. A dragon-blooded creature uses the base creature’s statistics and inherent racial special abilities except as noted below.

AC: Natural armor improves by +1.

Special Attacks: The dragon-blooded have all of the special attacks of the base creature, but get no additional special attacks. They may gain feats that allow them to access a breath weapon, natural armor, and natural weapons

Special Qualities: A dragon-blooded creature has all the special qualities of the base creature, plus those below:

Dragon Blood (Ex): For all special abilities and effects, a creature with the dragon-blooded template is considered to be a dragon. It is also considered to be of the base creature’s type.

Resistances (Ex): A dragon-blooded creature has resistance 10 to one type of energy (any type appropriate to dragons in the campaign).

Vision (Ex): Dragon-blooded creatures have darkvision at 60 ft. and low-light vision. If the base creature already has better vision, use that instead.

Saves: Same as base creature with a +4 racial bonus versus sleep and paralysis spells and effects.

Abilities: Modify the base creature 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.

ECL: +1.

Sample Dragon-blooded

This example uses a 4th-level dwarf fighter/sorcerer (with base Strength 12, Dexterity 12, Constitution 14, Wisdom 8, and Charisma 16) as the base creature.

Vanhlada, female truagekin Ftr1/Sor 3

Medium-size Humanoid (Dwarf)

Hit Dice: 1d10+3 plus 3d4+9 (25 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 17 (+1 Dex, +2 natural, +4 mithral shirt); 16 flat-footed, 11 touch

Attacks: Masterwork greataxe +5 melee; or masterwork throwing axe +4 ranged

Damage: Masterwork greataxe 1d12+3/crit x3, masterwork throwing axe 1d6+2

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

Special Attacks: Dragon-blooded dwarven traits

Special Qualities: Dragon-blooded dwarven traits, fire resistance 10

Saves: Fort +6, Ref +1, Will +5

Abilities: Str 14, Dex 12, Con 16, Int 10, Wis 8, Cha 16

Skills: Concentration +5, Craft (armorsmithing) +6, Knowledge (arcana) +4, Spellcraft +4

Feats: Dragon Breath*, Dragon Hide*, Iron Will

CR: 4

Alignment: Lawful good

* See *New Feats* below. Vanhlada gave up her familiar for the Dragon Hide feat.

Vanhlada 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, Vanhlada only dreamed only 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 towards developing her sorcery. The wardens were right to teach her, for Vanhlada is fiery, impulsive, and capricious, even though her heart is true and she is very kind to the weak and disadvantaged. Vanhlada speaks Dwarven and Common.

Possessions: mithral shirt (10% arcane spell failure), greataxe (masterwork), throwing axes (2, masterwork), scrolls (arcane, 3rd caster level: *acid arrow*, *hideous laughter*; arcane, 3rd caster level: *web*), potions (*cure light wounds* (x2), *endurance*, *enlarge* 4th caster level), *wand of detect secret doors* (32 charges), jewelry (450 gp), 53 gp (43 lbs/-8 to Swim).

Combat

Vanhlada uses her might as a fighter, keeping her magic in reserve as an unknown edge against enemies of her clan.

Sorcerer Spells Known (6/6, base save DC 13 + spell level): 0—*detect magic*, *ghost sound*, *light*, *mage hand*, *prestidigitation*; 1st—*cause fear*, *mage armor*, *magic missile*.

Truagekin Traits (Ex): See below.

Dragon Breath (Su): 2/day, fire, 15 ft. cone, 1d6, Reflex DC 15 for half. When used, Vanhlada is fatigued for the rest of the battle, until she can rest for 30 minutes. She may use your breath weapon once every 3d6 (average 10) rounds, but suffers exhaustion if she uses it while fatigued.

Truagekin (Dragon-blooded Dwarf) Racial Traits

As a PC race, truagekin (also called alsgaard) have the following characteristics:

- +2 Strength, +2 Constitution. Truagekin are strong and stout, with their draconic heritage elevating the normally dour dwarven personality.
- Medium size. (Use dwarf height and weight, +1d4 to each modifier.)
- Truagekin base speed is 20 feet.
- *Darkvision*: Truagekin can see in the dark up to 60 ft. This vision is black and white.
- *Low-light Vision*: Truagekin can see twice as far as humans in poor lighting conditions.
- *Natural Armor*: Truagekin have a +1 natural armor bonus.
- *Resistances* (Ex): Truagekin have fire resistance 10.
- +1 racial bonus to attack rolls against orcs and goblinoids, through special combat training.
- +4 dodge bonus to AC against giants, through special defensive training.
- +1 racial bonus to saves against spells and spell-like abilities.
- +1 racial bonus to saves against poisons.
- +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal.
- *Stonecunning*: Truagekin, like the dwarves amongst whom they are raised, receive a +2 racial bonus to checks to notice unusual stonework. Something that isn't stone but is disguised as stone also counts as unusual stonework. A truagekin who merely comes within 10 ft. of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A truagekin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.
- *Dragon Blood* (Ex): For all special abilities and effects, truagekin are considered dwarves and dragons.
- *Automatic Languages*: Dwarven and Undercommon or Common.
- *Bonus Languages*: Draconic, Giant, Goblin, Gnome, Orc, and Terran.
- *Favored Class*: Sorcerer.
- *ECL*: +1.

Variant Half-dragons

It seems logical that a half-dragon can (and should) do breath weapon damage based on its size and HD. This new material offers that option to DMs who want more variable half-dragons. These rules, if used, replace those in the Half-dragon entry in the *MM*.

Assume a half dragon can use its breath weapon a number of times per day equal to two plus its Constitution modifier (minimum 1). The weapon may be used once every 2d4 rounds (average 5). Breath weapons usually require a Reflex save to take half damage (DC 10 + one-half of the half-dragon's HD + its Constitution modifier). Each dragon has a type of weapon based on its color:

Dragon	Breath
Black, Copper	Acid (line)
Blue, Bronze	Lightning (line)
Green	Gas (cone)
Red, Brass, Gold	Fire (cone)
White, Silver	Cold (cone)

The damage and range of the half-dragon's breath weapon is variable as shown on table DB-1 below.

Line: A line is always as wide as the smallest factor in a creature's Face—a Tiny creature has a 2.5 ft x 2.5 ft line, while a Fine creature has a 6 in. x 6 in. line, with a maximum of 5 ft. x 5 ft., no matter what the creature's size. Tiny creatures can hit multiple targets, but each has a +4 circumstance bonus to the associated Reflex save. Fine and Diminutive creatures may only strike a single target, but do so with a ranged touch attack, which offers no Reflex save if the creature hits.

Cone: A cone is as high and wide (at its farthest range) as it is long. A fine creature can hit an adjacent creature with its cone of breath weapon, but that creature gets +4 to the associated Reflex save.

Damage: Damage varies by the color of the dragon parent, as shown on the table. For every 4 HD or character levels a half-dragon has, this damage goes up by 1 die. Increase multiple 1s, d2s and d3s to the next size that provides nearly the same range (2 = 1d2, 2d2=1d4, 2d3=1d6, 3d3 = 1d6 + 1d3, and so on), if you prefer.

Table DB-1: Breath Weapon Damage and Range

Size	Line	Cone	Damage by Dragon Color			
			Black, Copper	Brass, Bronze, Green, White	Blue, Silver	Gold, Red
Fine	5 ft.	5 ft.	1	1	1	1d2
Diminutive	10 ft.	5 ft.	1	1	1d2	1d3
Tiny	15 ft.	10 ft.	1	1d2	1d3	1d4
Small	20 ft.	15 ft.	1d2	1d3	1d4	1d6
Medium-size	30 ft.	20 ft.	1d3	1d4	1d6	1d8
Large	40 ft.	25 ft.	1d4	1d6	1d8	1d10
Huge	50 ft.	30 ft.	1d4	1d6	1d8	1d10
≥ Gargantuan	60 ft.	30 ft.	1d4	1d6	1d8	1d10

Half-dragons and Age

Optionally, half dragons 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 *PHB*, Chapter 6, Description, Age. The DM must determine aging rates for other creatures, though outsider half-dragons age like dragons (see *MM*, Dragon, Dragon Age Categories), gaining the increases at mature adult, very old, and great wyrm ages.

Alternate 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 76-00 on the same

roll. The gas breath has the normal limitations of the half-dragon's breath (including save DC). The gas weapons do the following:

Brass Dragon: A cone of sleep gas. Creatures within the cone must succeed at a Will save or fall asleep, regardless of HD, for a number of rounds equal to a result on one of the half-dragon's breath weapon dice (for example, a Large half-dragon causes the opponent to fall asleep for 1d6 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 dice. For example, if the half-dragon does 2d6 damage with the brass dragon's normal breath weapon, the repulsion effect of this breath weapon works for 1d6 rounds. This is a mind-influencing, compulsion enchantment.

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 dice.

Gold Dragon: Cone of weakening gas. Creatures within the cone must succeed at a Fortitude save or take a number of points of temporary Strength damage equal to a result on one of the half-dragon's breath weapon dice.

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 dice.

More Special Abilities

Half dragons can gain a few more special abilities according to their type, if you like. To utilize the spell-like abilities listed below, the creature must have a Charisma equal to 10 plus the spell's level. Half-dragons accumulate powerful spell-like abilities as they go up in HD (and/or character levels), each ability indicated useable once per day. The caster level of those abilities is as a sorcerer of a level equal to the half-dragon's HD (plus character levels).

Black

Natural Swimmer (Ex): The black half-dragon can hold its breath 5 times as long as a normal creature and suffers only half the normal penalties for operating underwater. It gets a +4 racial bonus to Swim checks.

Charm Reptiles (Sp): 1/day the black half-dragon can cast *charm person or animal*. The spell can only be cast on a reptile, and the black half-dragon can speak with the charmed creature as if under the effect of the *speak with animals* spell.

Corrupt Water (Sp): 1/day 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.

Spell-Like Abilities: 1/day—*darkness*. A 5 HD black half-dragon can cast *plant growth*, while a 9 HD black half-dragon gains *insect plague*.

Breath Weapons for Everyone

You can use the rules for dragons, half-dragons, and the dragon-blooded to give other creatures a breath weapon. Use the base creature's size to determine the base damage and range, using *Table DB-1: Breath Weapon Damage and Range*. How strong you want the breath to be, rather than the dragon or energy type, determines the dragon type column you use:

Weak: Such breath weapons work like those from a dragon-blooded creature with the Dragon Breath feat (damage and range as if one size category smaller, uses per day, fatigue, and so on). The weapon does damage according to the black or brass column on *Table DB-1*. Creatures with such breath weapons start at 1 die of damage and gain 1 die of damage per 6 HD they possess. CR +10% (maximum +2).

Moderate: These breath weapons work exactly like the breath weapon of a half-dragon (damage and range, uses per day, use limits, and so on). The weapon does damage per the brass or blue column on *Table DB-1*. Creatures with moderate breath weapons start at 1 die of damage and gain 1 die of damage per 4 HD they possess. CR +20% (maximum +3).

Potent: Strong breath weapons do damage according to the blue or gold dragon column on *Table DB-1*, with no limits on usage, and are usable every 1d4+1 rounds. Range is double that indicated on *Table DB-1*. Creatures with potent breath weapons start at 2 dice of damage and gain 1 die of damage per 2 HD they possess. CR +1 + 20% (maximum +5).

You can also 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. An example is the hell hound, which does 1d4+1 damage (less than a half-dragon of its size and HD), can use its weapon every 2d4 rounds (like a half-dragon), but can use the weapon unlimited times per day (like a dragon).

Further, consider the variant breath weapons presented here (or that of the Demi-gorgon template) as alternative to energy breath weapons. Don't forget about sonic energy. See *destructive harmonics* in the Aberrant template as well.

Blue

Create/Destroy Water (Sp): 1/day 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.

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 check. Listeners must succeed at a Will save (DC equal to the check result) to detect the ruse.

Spell-Like Abilities: 1/day—*ventriloquism*. A 7 HD blue half-dragon can cast *hallucinatory terrain*, a 9HD specimen can cast *mirage arcana*, and an 11 HD blue half-dragon can cast *veil*.

Green

Natural Swimmer (Ex): The green half-dragon can hold its breath 5 times as long as a normal creature and suffers only half the normal penalties for operating underwater. It gets a +4 racial bonus to Swim checks.

Spell-Like Abilities: 1/day—*suggestion*. A 5HD green half-dragon can cast *plant growth*, a 9HD specimen can cast *dominate person*, while a 15 HD green half-dragon gains *command plants*.

Red

Spell-Like Abilities: 1/day—*locate object* and *suggestion*. An 11 HD red half-dragon can cast *find the path* and a 15 HD specimen can cast *discern location*, each 1/day.

Skills: +4 racial bonus to Jump checks.

White

Ice-walking (Ex): +4 racial bonus to Climb checks on icy surfaces.

Spell-Like Abilities: 3/day—*obscuring mist*; 1/day—*fog cloud*. A 6 HD white half-dragon can cast *wall of ice* and *gust of wind*, while a 13 HD white half-dragon can cast *control weather*.

Brass

Spell-Like Abilities: 3/day—*speak with animals*; 1/day—*endure elements*. A 3HD brass half-dragon can cast *suggestion*, a 9 HD one *control winds*, a 13 HD specimen can *control weather* and a 14 HD brass half-dragon can use *summon monster VII* (djinni only).

Bronze

Natural Swimmer (Ex): The bronze half-dragon can hold its breath 5 times as long as a normal creature and suffers only half the normal penalties for operating underwater. It gets a +4 racial bonus to Swim checks.

Spell-Like Abilities: 3/day—*speak with animals*; 1/day—*create food and water*, *detect thoughts*, and *fog cloud*. A 9 HD bronze half-dragon can cast *polymorph self*, and a 13 HD specimen can cast *control weather*.

Copper

Natural Athletics (Ex): The copper half-dragon gets a +4 racial bonus to Climb checks on stone surfaces and a +4 racial bonus to Jump checks.

Spell-Like Abilities: 1/day—*stone shape*. A 9 HD copper half-dragon can cast *transmute rock to mud* or *transmute mud to rock*, a 10 HD specimen can cast *wall of stone*, an 11 HD copper half-dragon can cast *move earth*.

Gold

Natural Swimmer (Ex): The gold half-dragon can hold its breath 5 times as long as a normal creature and suffers only half the normal penalties for operating underwater. It gets a +4 racial bonus to Swim checks.

Detect Gems (Sp): 1/day the 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.

Spell-Like Abilities: 2/day—*bless*. A 9 HD gold half-dragon can cast *polymorph self*, an 11 HD specimen can cast *geas/quest*, a 15 HD gold half-dragon can cast *sunburst*, and a 17 HD specimen can use *foresight*.

Skills: +4 racial bonus to Jump checks.

Silver

Spell-Like Abilities: 1/day—*feather fall* and *fog cloud*; 1/day—*control weather* and *reverse gravity*. A 7 HD silver half-dragon can cast *air walk* 1/day, going to 3/day at 8HD, a 9 HD silver half-dragon can cast *polymorph self*, a 10 HD one *control winds*, a 13 HD specimen can cast *control weather*, and a 14 HD silver half-dragon can cast *reverse gravity*.

Skills: +4 racial bonus to Jump checks.

New Feats

Dragon-blooded may show their wyrm heritage in many ways. Here are a few feats to spice up those of draconic heritage. These feats must be taken at 1st level by the dragon-blooded, but a DM might allow some ritual or spell to grant a character access to such abilities at a later time. Dragon-blooded characters with the sorcerer class might be allowed to take these feats at any time—changes in the blood mean changes in ability.

Dragon's Breath [Dragon-blooded, Half-dragon]

You have the supernatural ability to use a breath weapon somewhat like the dragon in your bloodline.

Requirements: Dragon-blooded (or half-dragon, see *Special* below). For the dragon-blooded, this feat must be taken initially at 1st level, but subsequent feats can be taken at later levels.

Benefit: You breathe a short burst of a breath weapon, doing 1 die of damage as if you were a half-dragon one size category smaller than you are according to *Table DB-1* in *Half-dragon Variants*. Anyone caught in the breath may make a Reflex save (DC 10 + one-half of your HD + your Constitution modifier) to take half damage. The weapon may be used a number of times per day equal to one plus half of your Constitution bonus (minimum 1). Your damage increases by 1 die for every 6 HD or character levels you possess.

You may use your breath weapon once every 3d6 rounds, but each time you use the weapon after your first use for the day, you are fatigued until you can rest for one hour (–10 minutes per point of Constitution bonus; + 10 minutes per point of Constitution penalty, minimum 10 minutes). You suffer exhaustion if you use the breath while fatigued.

Special: This feat may be taken multiple times. Each time you choose the feat, choose one of these effects: the breath is treated as if you are a half-dragon of your normal size and you gain one use per day (may be taken only once), you gain an additional die of damage (may be taken twice), or you gain two uses per day (limited only by your number of feats). You are vulnerable to half of any damage your breath does that exceeds your energy resistance. (That is, if your fire breath does 12 points of damage, you take 1 point.)

A half dragon may take this feat, but may only choose a damage increase or additional uses per day. Half–dragons never suffer fatigue for using their breath weapons.

Example: Fergal is a dragon-blooded (red) human with a Constitution of 14, and he takes this feat at 1st level. He breathes fire 2/day in a 15 ft. cone that does 1d6 points of damage (Reflex half, DC 12). At 3rd level, he takes the feat again for a “size improvement”, increasing his damage to 1d8, the cone’s range to 20 ft., and uses per day to 3. Finally, at 6th level, Fergal takes the feat again for damage, gaining a 20 ft. cone that does 3d8 points (1d8, plus 1d8 from the new feat, plus 1d8 for 6 HD) of damage (Reflex half, DC 15).

Dragon Hide [Racial: Dragon-blooded, Half-dragon]

You have the tough hide of a dragon.

Requirements: Dragon-blooded (or half-dragon). The feat must be taken initially at 1st level, but subsequent feats can be taken at later levels.

Benefit: Your natural armor improves by +1 (+2 if you’re a half-dragon).

Special: This feat may be taken up to three times.

Dragon Weapons [Racial: Dragon-blooded, Half-dragon]

You have natural weapons like a dragon.

Requirements: Dragon-blooded (or half-dragon, see below). The feat must be taken initially at 1st level, but subsequent feats can be taken at later levels at the DM’s discretion.

Benefit: You have teeth and claws (but no bonus attacks), which may be used as natural weapons. The damage these attacks do is the same as that of a dragon two size categories smaller than yourself (per *Appendix 1: Creature Construction Charts*). A half dragon that takes this feat has the claw and bite damage of a dragon its own size (instead of one size category smaller, as normal for half-dragons).

Special: This feat may be taken twice. For a dragon-blooded character, the natural weapons grow to match the damage of a dragon one size category smaller than the character. A half-dragon can gain the same attacks of a dragon one size category larger than itself. Note this feat is of no particular advantage to a half-dragon with better claw damage than a normal half-dragon.

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 aspect is transformed into that of raw power.

Creating a Dreadnaught

“Dreadnaught” is a template that can be added to any aberration, beast, giant, humanoid, magical beast, monstrous humanoid, outsider, or plant (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. After assuming the template, the base creature’s type and subtype do not change. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. A dreadnaught uses the base creature’s statistics and inherent racial special abilities except as noted below.

Hit Dice: Dreadnaughts have maximum hit points per HD, including those from character levels.

AC: Natural armor improves by +4.

Special Attacks: The following special attacks are added to the base creature’s natural or armed attacks:

Felling Strike (Ex): Once per day plus an additional time per 10 HD, 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 saving throw (DC 10 + damage dealt) or die.

Punishing Strike (Ex): Once per day plus an additional time per 10 HD, a dreadnaught may make a mighty attack against any one opponent, adding its Charisma bonus (if any) to the attack roll and its HD and character level total to the damage. Use of this ability must be declared prior to making the attack. If the attack misses, that punishing strike attempt is used for the day. This ability

cannot be used more often than once every 1d4+1 rounds.

Rapid Strike (Su): Once per day plus an additional time per 5 HD, a dreadnaught may grant itself the effects of a *haste* spell (self only) as if cast by a sorcerer with a level equal to the dreadnaught’s HD.

Special Qualities: A dreadnaught has all the special qualities of the base creature, plus the special abilities listed below:

Damage Reduction (Ex): A dreadnaught has damage reduction equal to its HD (maximum 15) against +3 weapons.

Energy Resistance (Ex):

Dreadnaughts have energy resistance 10 versus one type of energy (acid, cold, electricity, fire, or sonic) for every 4 HD 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 fire resistance 10 and cold resistance 10, or just fire resistance 20.

Immunities

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

Spell Resistance (Ex):

A dreadnaught has SR equal to 5 + its HD.

Abilities: Modify the base creature 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).

CR: Base creature’s CR +2 + 20% (maximum +5).

ECL: +5.

Sample Dreadnaught

This example uses a 10th-level hobgoblin fighter (Strength 16, Dexterity 14 (+2 hobgoblin racial), Constitution 18 (+2 hobgoblin racial), and Charisma 13) as the base creature.



Smrtak, male hobgoblin Ftr 10
Medium-size Humanoid (Goblinoid)
Hit Dice: 10d10+70 (170)

Initiative: +4 (Dex)

Speed: 30 ft.

AC: 23 (+1 Dex, +4 natural, +5 studded leather, +3 shield); 21 flat-footed, 11 touch

Attacks: +1 *heavy flail of elf bane* +17/+12 melee; or masterwork mighty composite longbow +16/+11 ranged (masterwork arrow)

Damage: +1 *heavy flail of elf bane* 1d10+13/crit 17-20; masterwork mighty composite longbow 1d8+4/crit x3

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

Special Attacks: Felling strike, punishing strike, rapid strike

Special Qualities: Darkvision 60 ft., DR 10/+3, immunities, fire resistance 10, electricity resistance 10, SR 15

Saves: Fort +14, Ref +7, Will +6

Abilities: Str 20, Dex 18, Con 24, Int 12, Wis 12, Cha 15

Skills: Climb +11, Jump +11, Knowledge (war) +10, Move Silently +8, Profession (soldier) +10, Ride +10, Swim +11

Feats: Cleave, Cleave Asunder, Cross-class Learning (Knowledge (war), Profession (soldier)), Endurance, Improved Critical (heavy flail), Improved Unarmed Strike, Iron Will, Power Attack, Sunder, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)

CR: 14

Alignment: Lawful evil

Smrtak is a hobgoblin battle leader of great renown among his people. He has brilliantly led warbands against elvish 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. Smrtak speaks Goblin, Common, and Elvish.

Dusky-skinned and black-eyed, Smrtak is imposing in every way, standing 7 ft. 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.

Possessions: +2 *studded leather*, +1 *animated large steel shield*, +1 *heavy flail of elf bane*, composite longbow (masterwork, mighty +4), quiver (20 masterwork arrows), +1 *cloak of resistance*, *razorback amulet*, *potion of cure moderate wounds* (2), *dust of tracelessness*, jewelry (350 gp), backpack (60 lbs./-12 Swim checks).

Combat

Smrtak 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 elvish targets, seeing such blind hatred as folly, but he shows elves no mercy.

Felling Strike (Ex): 2/day, when Smrtak 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 saving throw (DC 10 + damage dealt) or die.

Punishing Strike (Ex): 3/day, Smrtak may make a mighty attack against any one opponent, adding +2 to the attack roll and +10 to the damage. Use of this ability must be declared prior to making the attack. If the attack misses, that punishing strike attempt is used for the day. This ability cannot be used more often than once every 1d4+1 rounds.

Rapid Strike (Su): 3/day Smrtak can grant himself the effects of a *haste* spell for 10 rounds (as a 10th-level sorcerer).

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

Skills: Smrtak receives a +4 racial bonus to Move Silently checks.

Becoming a Dreadnaught

A dreadnaught can only be created via an arduous rite.

Dreadnaught Ritual

Transmutation (Ritual)

Level: Clr 7

Components: V, S, M, DF, XP

Casting Time: 1 month

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living, corporeal creature (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Ritual DC: 20 + 1 per HD of target creature

The gods of war and slaughter can be petitioned to grant favor to those who serve them well. The price for such a blessing is high, and such aid is not granted lightly. Including the leader (who must be a cleric), the ritual group must have three levels of spellcaster among them per HD of the creature to be altered.

The subject of the spell must have proven itself to the clergy and the deity, or be decreed a candidate by a powerful cleric who uses a *commune* spell to find out that fact. Usually, the creature desiring the performance of the ritual acquires some form of material component. Then the clergy that will perform the rite test the subject as well.

The hobgoblin version of the rite requires the hopeful to provide the heads of thirteen worthy adversaries, slain personally and properly preserved for the ritual by clerics. Worthy in this case means any individual of equal or greater level or HD than the would-be dreadnaught. The clergy then test the resolve of the candidate with combat, fire, ice, and a month of lone survival, during which the last head must be acquired. The heads are made to speak the deeds of the would-be dreadnaught each morning of the ritual through *speak with dead*, so the involvement of the aspirant in the creature's slaying is evident.

Each day, the subject must have *protection from elements*, *spell immunity*, *spell resistance*, and *stoneskin*, cast upon it, as well as three castings each of *bull's strength*, *cat's grace*, *endurance*, *haste*, *neutralize poison*, *remove disease*, *remove paralysis*, and *true strike*. The final day requires the casting of a *small miracle* spell.

The magical energies woven in the ritual are taxing on the target creature's body and mind. Each day the subject must make a Fortitude saving throw (DC 1 + 1 per day) or take 1d2 points of temporary Constitution damage. A similar Will save is required each day, or the subject takes 1d2 points of temporary Wisdom damage. No magical means can restore this damage until the ritual is over, but it does heal normally each day as if the subject were resting. A target reduced to 0 Constitution dies and the ritual fails, but once the creature reaches 1 Wisdom it goes berserk (+2 Str and Con, +2 morale bonus to Will saves, -2 AC) and attempts to kill anything present until Wisdom returns to 2 or higher. In the case of a berserk subject, the ritual is not a failure, but the ravaging creature must be contained. If Wisdom is reduced to 0, the subject loses 1d6 points of permanent Wisdom and goes permanently insane (curable as normal).

Rarely is this ritual attempted more than once upon an individual.

Material Components: Each day, the ritual requires divine material components of adamantine dust (costing 50 gp per HD of the subject creature) and incense and herbal oils (an additional 10 gp per HD of the subject). Material components for the spells cast during the ritual are additional, most prominently 250 gp worth of diamond dust per day for *stoneskin*. A character aspiring to the Dreadnaught template must usually provide the components. Other materials and costs might be incurred, such as the heads and cost of preserving them for the hobgoblin version of this ritual (100 gp per head).

XP Cost: 300 XP per HD of creature affected.

Failure: The subject of the spell takes 2d4 points of temporary Constitution and Strength damage immediately. If it survives, it must make a Fortitude save (DC 25) or one point of the damage to each of the abilities is permanent. If the subject dies, it cannot be resurrected except by a *wish* or *miracle* spell, but is a Blighted Thrall (per that template) thereafter. The ritual participants take 1 point of temporary Wisdom damage, while the leader takes 1d4 points of temporary Strength, Constitution, and Wisdom damage.

Botch: The participants in and leader of the rite take damage as per failure above. There are further effects based on the alignment of the casters or religion. Optionally, the subject of the spell gains the Blighted Thrall template instead of either of the options below.

If evil casters perform the ritual, or it is performed under the auspices of an evil religion, the subject of the spell immediately gains the Dreadnaught template and turns on all of the participants of the ceremony. It slays them all, or tracks them unerringly and relentlessly until it does. Once the participants are all slain, the afflicted creature also dies. None of the slain creatures can be resurrected except by a *wish* or *miracle*.

Otherwise, some flaw in the subject has made it unworthy of the transformation. That flaw is magnified via an effect like that of the spell *bestow curse*. Only a *wish* or *miracle* can undo this curse. The participants in the ritual must make a Will save (DC 18) or be similarly cursed, though the malady may be removed by a normal *remove curse* spell on all except the ritual leader.

New Feats

Cleave Asunder [General, Fighter]

Your powerful blows plow through flesh and steel.

Prerequisites: Cleave, Sunder

Benefit: If you deal an object enough damage to destroy or break it, you may follow through with an attack allowed as if you dropped a foe using the Cleave feat. The subsequent attack may be used against an opponent or object within range, not just an opponent. If you have Great Cleave, you may make additional attacks for each opponent dropped or object destroyed.

Cross-class Learning [General]

You can learn cross-class skills as if they were class skills.

Benefit: You may choose two skills. These skills are now class skills for all of your classes. (Note that each individual Craft, Knowledge, or Profession counts as a separate skill.)

Special: This feat may be taken multiple times, choosing new skills each time.

New Item

Razorback Amulet: Crafted of 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 non-functional 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.)

Caster Level: 5th; *Prerequisites:* Craft Wondrous Items, *bestial aspect other*; *Market Price:* 17,500 gp; *Weight:* —.

DRIDER

Hideous half-spiders, driders are the creation of depraved spellcasters, some mad deity, or drow. When drow see a drider, they see a mockery of the weakness they harbor in themselves. It proves that they are little better than the creatures they kill and enslave, that they are merely playing at being true dark elves unless they can defeat and destroy their weaknesses. Thus, drow hate driders—and the feeling is mutual. Bloodshed is the inevitable result from any meeting between the two.

Appearance Changes

The lower body takes the form of a hideous spider, with the torso of a humanoid creature where the head of the spider would be.

Wait! Aren't Driders Large?

If you look in the *MM*, yes they are, and you can make the template presented here increase size by one step if you like. The thought behind leaving that step out was so you can have all sorts of nasty little spiderlings of various sizes. The same notion went into making the spell-like abilities optional. If you add the size increase, which is barely true even for the regular drider, eliminate the template's racial Strength bonus. You might halve the Strength bonus for increasing size, since the drider in the *MM* has such a low Strength for a Large creature created from a Medium-size creature with average Strength (a drow).

Driders and Webs

Driders don't spin webs, despite spider bodies—you can change that if you like, adding +10% to the CR of a drider and +1 to its ECL. The web-spinning drider can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 10 ft. plus 10 ft. per size category above Fine, with a range increment of 5 ft. plus 5 ft. per two size categories above Fine, and is effective against targets of up to the drider's size (see the *PHB*, 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 15 + one-half of the drider's HD + its Constitution modifier) or burst the web with a successful Strength check (DC 20 + one-half of the drider's HD + its Constitution modifier). The web has 1 hit point per size level of the drider and takes double damage from fire.

The drider can also create sheets of sticky webbing up to 5 square ft. per size category up to Small, +10 square ft. per size category Medium-size and above. Approaching creatures must succeed at 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 drider can move across its sheet web at normal speed and can determine and can determine the exact location of any creature touching the web.

Creating a Drider

"Driders" is a template that can be added to any humanoid, monstrous humanoid, giant, or any living creature with an upper body of humanlike form (referred to hereafter as the "base creature"). The base creature's type changes to "Aberration", unless it is an outsider, in which case it retains that designation. A drider uses all the base creature's statistics and special abilities except as noted here.

Hit dice: Changes to d8.

Speed: The base creature's legs and lower body are replaced with the body of a monstrous spider. The base creature gains a climb speed equal to half its land speed, or the climb speed the creature already possessed, whichever is better.

AC: Natural armor improves by +3.

Attacks: A drider retains all the attacks of the base creature and also gains a poisonous bite as a secondary attack. If the creature has attacks that rely on its lower body, such as a tail slap, these attacks are lost.

Damage: A drider does bite damage as according to its original type and size.

Special Attacks: If the creature has special attacks that rely on its lower body, such as a tail constrict, these attacks are lost. A drider gains the special attacks listed below:

Poison (Ex): Bite, Fortitude save (10 + one-half of the drider's HD + the drider's Constitution modifier), initial and secondary temporary Strength damage. The amount of damage equals the number of dice of claw damage an aberration of the same size would do (see *Appendix I, Table 1-3: Aberrations*), with a minimum of 1. If the base creature has better poison, use that instead.

Spell-Like Abilities: (Optional) At will—*detect chaos*, *detect evil*, *detect good*, *detect law*, and *detect magic* as a sorcerer of a level equal to the drider's HD. Driders are adept at seeing auras.

Special Qualities: If the creature has special qualities that rely on the physiology of its lower body, these are lost. A drider gains the special qualities listed below:

Multiple Legs (Ex): Driders are more stable because of their multiple legs, gaining applicable stability bonuses against certain forms of attack (such as +4 against trip attacks).

Abilities: Modify the base creature as follows: Strength +4, Dexterity +2, Constitution +4, and Charisma +2.

Skills: Driders receive a +4 racial bonus on Hide and Move Silently checks and a +8 bonus on Climb checks for having a climb speed.

Climate/Terrain: Same as the base creature and underground.

Organization: Solitary or pair. Often accompanied by monstrous spiders.

CR: Base creature's CR +1.

Alignment: If the base creature has an Intelligence score of 3 or above, move its alignment one step toward evil and one step toward chaotic. If not, alignment remains the same. For example, a lawful good creature becomes neutral. Any abilities based on alignment are altered or lost appropriately.

ECL: +2.

Sample Driders

This example uses a marilith as a base creature. Another example follows, with detailed explanation of its creation.

Drider Marilith

Large Outsider (Chaotic, Evil)

Hit Dice: 9d8+63 (103 hp)

Initiative: +3 (Dex)

Speed: 40ft, climb 20ft.

AC: 33 (–1 size, +3 Dex, +21 natural); 30 flat-footed, 12 touch

Attacks: +2 *scimitar* +17/+12 melee, 5 scimitars +15 melee, bite +13 melee

Damage: +2 *scimitar* 1d6+10/crit 18–20, 5 scimitars 1d6+3/crit 18–20, bite 1d6+3 and poison

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

Special Attacks: Poison, spell-like abilities, summon demon

Special Qualities: Damage reduction 20/+2, immunities, multiple legs, resistances, SR 25, telepathy

Saves: Fort +13, Ref +9, Will +10

Abilities: Str 25, Dex 17, Con 25, Int 18, Wis 18, Cha 18

Skills: Bluff +16, Climb +15, Concentration +17, Hide +15, Listen +24 Move Silently +17, Scry +14, Search +14, Sense Motive +15, Spellcraft +14, Spot +24

Feats: Cleave, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or pair

CR: 18

Alignment: Always chaotic evil

Treasures: Standard coins, double goods, standard items plus +2 *scimitar*

Advancement: 10–13 HD (Large); 14–27 HD (Huge)

These demonic fiends look like their normal counterparts, with a spider as their lower half.

Combat

Drider mariliths are no less brilliant in combat than normal members of their kind.

Poison (Ex): Bite, Fortitude save (DC 21); initial and secondary damage 1d6 temporary Strength.

Spell-like Abilities: At will—*animate dead*, *bestow curse*, *chaos hammer*, *cloudkill*, *comprehend languages*, *darkness*, *desecrate*, *detect good*, *detect law*, *detect magic*, *inflict serious wounds*, *magic circle against good* (self only), *magic weapon*, *project image*, *polymorph self*, *pyrotechnics*, *see invisibility*, *shatter*, *telekinesis*, *teleport*, *without error* (self plus 50 pounds of objects only), *unholy aura*, and *unholy blight*. These abilities are the spells cast by a 13th-level sorcerer (save DC 14 + spell level). At will—*detect chaos* and *detect evil*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 14 + spell level).

Summon Demon (Sp): Once per day a drider marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with 50% chance of success, or one glabrezu or marilith with a 20% chance of success.

Immunities (Ex): Drider mariliths are immune to poison and electricity.

Multiple Legs (Ex): Drider mariliths are more stable because of their multiple legs, gaining applicable stability bonuses against certain forms of attack (such as +4 against bull rushes).

Resistances (Ex): Drider mariliths have cold, fire, and acid resistance 20.

Telepathy (Su): Drider mariliths can communicate telepathically with any creature within 100 ft. that has a language.

Skills: Drider mariliths receive a +8 racial bonus on Listen and Spot checks and a +4 bonus on Move Silently and Hide checks. These bonuses are included in the statistics above.

Feats: A drider marilith receives the Multidexterity and Multiweapon Fighting feats as bonus feats. In combination with its natural abilities, these feats allow the drider marilith to attack with all its arms at no penalty.

The Goblin Spider

This sample uses a basic goblin (spinner) and hobgoblin (hunter), but the Strength and Constitution modifiers due to the drider template are halved. The race is divided into types, including a special royalty bloodline. The monarch goblin spider is a bugbear (+2 instead of –2 to Charisma, +2 Wisdom, +2 Intelligence), using none of the Strength modifier and half of the Constitution modifier of the drider template. Goblin spiders use the Humanoid type for their skill point, BAB, saving throws (good Fortitude), and feats. Monarchs use the Monstrous Humanoid type, with good Fortitude instead of Reflex saves. Monarch and hunter goblin spiders also gain the Vermin poison DC modifier (+2), while monarchs have their poison damage increased by one die type from a hunter.

Goblin Spider (Spinner)

Small Aberration (Goblinoid)

Hit Dice: 1d8+1 (5 hp)

Initiative: +2 (Dex)

Speed: 30 ft., Climb 15 ft.

AC: 16 (+1 size, +2 Dex, +3 natural); 14 flat-footed, 13 touch

Attacks: Halfspear +0 melee, bite –5 melee; or bite +0 melee; or dart +2 ranged

Damage: Halfspear 1d6/crit x3, bite 1d3 plus poison; dart 1d4

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

Special Attacks: Poison, web

Special Qualities: Darkvision 60 ft., multiple legs, speak with spiders

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

Abilities: Str 10, Dex 15, Con 13, Int 10, Wis 11, Cha 10

Skills: Climb +8, Hide +12, Listen +3, Move Silently +12, Spot +3

Feats: Alertness

Goblin Spider (Hunter)

Medium-size Aberration (Goblinoid)

Hit Dice: 1d8+2 (6 hp)

Initiative: +2 (Dex)

Speed: 30 ft., Climb 15 ft.

AC: 15 (+2 Dex, +3 natural); 13 flat-footed, 12 touch

Attacks: Shortspear +1 melee, bite –2 melee; or bite +3 melee; or javelin +2 ranged

Damage: Shortspear 1d8+1/crit x3, bite 1d4+1 plus poison; javelin 1d6+1

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

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., multiple legs, speak with spiders

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

Abilities: Str 13, Dex 15, Con 15, Int 10, Wis 11, Cha 10

Skills: Climb +9, Hide +6, Listen +3, Move Silently +12, Spot +3

Feats: Alertness

Goblin Spider (Monarch)

Medium-size Aberration (Goblinoid)

Hit Dice: 3d8+9 (22 hp)

Initiative: +3 (Dex)

Speed: 30 ft., Climb 15 ft.

AC: 19 (+3 Dex, +6 natural); 16 flat-footed, 13 touch

Attacks: Shortspear +5 melee, bite +4 melee; or bite +6 melee; or dart +6 ranged

Damage: Shortspear 1d8+2/crit x3, bite 1d4+1 plus poison; dart 1d4+2

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

Special Attacks: Poison, web, spell-like abilities

Special Qualities: Darkvision 60 ft., multiple legs

Saves: Fort +6, Ref +3, Will +4

Abilities: Str 15, Dex 16, Con 17, Int 12, Wis 12, Cha 14

Skills: Bluff +7, Climb +10, Diplomacy +6, Hide +10, Listen +5, Move Silently +12, Sense Motive +6, Spot +5

Feats: Multiattack, Weapon Finesse (bite)

Climate/Terrain: Temperate and warm forests and underground

Organization: Pair, gang (4-9 plus 2-4 Small monstrous spiders), warband (10-24, plus 50% Small monstrous spiders), tribe (10-100 plus 100% noncombatants, plus 50% small monstrous spiders, plus 1 3rd-level hunter or monarch per 10 adults, and a 4th- to 6th-level monarch)

CR: 1 for the hunter and spinner, 3 for monarchs

Treasure: Standard

Alignment: Often lawful neutral or lawful evil, rarely lawful good

Advancement: By character class

Goblin spiders are black, hairy monsters with the torso of a goblinoid and the abdomen and legs of a spider for their lower bodies. While they come in differing sizes, they all share features, such as eight eyes, fanged mouths, and long, pointed ears.

These creatures are rare, but legends speak of their tenacity, ability to work together, and sorcery. Ruled by physically and magically powerful monarchs, goblin spiders work quickly to control the area in which they reside, subjugating all weaker races for food and workers. Individual goblin spiders are noted for cruelty, but these examples tend to be outcasts or criminals from actual goblin spider society. While they resemble goblinoids, and apparently share many of the same traits, goblin spiders have no love for their two-legged kin.

Goblin spiders speak Goblin. Those with Intelligence scores of 12 or above also speak Common.

Combat

Goblin spiders are very organized, and approach problems with strategic minds. They readily lay traps and lead foes into dangerous areas and ambushes.

Poison (Ex): Bite, Fortitude (Spinner DC 11, 1d3 initial and secondary Strength damage; Hunter DC 14, 1d4; Monarch DC 16, 1d6).

Spinner Web (Ex): 8/day as a Small net, 40 ft. maximum range, 10 ft. range increment, Escape DC 16, Break DC 21, 4 hp. 20 sq. ft. sheets, 4 hp/5 ft. section.

Monarch Web (Ex): 8/day as a Medium-size net, 50 ft. maximum range, 10 ft. range increment, Escape DC 19, Break DC 24, 6 hp. 30 sq. ft. sheets, 6 hp/5 ft. section.

Spell-like Abilities: All goblin spiders can use an ability like *speak with animals* at will to communicate with any spider, as if the spell were cast by a 1st-level druid. Monarch goblin spiders can cast *detect chaos*, *detect evil*, *detect good*, *detect law*, and *detect magic* at will as a 3rd-level sorcerer.

Multiple Legs (Ex): Goblin spiders are more stable because of their multiple legs, gaining applicable stability bonuses against certain forms of attack (such as +4 against trip attacks).

Skills: Spinner goblin spiders have a +8 racial bonus to Move Silently checks and a +4 racial bonus to Hide and +4 to Hide due to size. Hunters and monarchs have the same, excepting no bonus to Hide due to size. All Goblin spiders have +8 to climb due to their climb speed.

Goblin Spider Society

Goblin spider society is tribal, but strictly regimented. Social hierarchy is determined as much by physiology as merit, with each type of goblin spider occupying a higher rank. While it is possible for a spinner goblin spider to rise above a lowly servant, a trade is all it can really hope for. Spinners build, clean, and craft, while hunters hunt, make military goods, and protect the homes of their fellows. Monarchs are idle, sometimes devoting time to the creation of magical baubles or learning strategy and leadership from the only free classes in goblin spider society—the priests, sages, and magicians.

The social order of goblin spider communities is also one of perceived value. Spiders are kept like pets in all communities, and used like hounds in a hunt. It is expected that spinners sacrifice themselves for the good of the community, but only if need be, just as it is expected for hunters to fight bravely, dying in battle to defend any end the monarchs set. The monarchs themselves are defended to the last.

These creatures live in beautiful, clean web villages, constructed of sturdy, waterproof silk and much of their clothing is manufactured from this material as well (like web armor that functions as leather). A town with a powerful monarch may be a magical place, but is always well defended with fortifications, traps, and ready troops. Yet, the goblin spider settlement is always a temporary place, for the creatures readily move to safer and more resource-rich land when they need to.

It is, perhaps, this nomadic lifestyle coupled with social order that keeps their numbers low. However, goblin spiders, especially those of disparate alignments, war among one another.

They also fight other goblinoids, clash with fey, and despise orcs, though evil goblin spider tribes can and do form alliances with hobgoblins.

Goblin spiders worship and revere nature and the great Spider Mother, Pailunwoyha, weaver of all life. She is said to have once been related to the chief goblin deity, but that tie is long broken. Some goblin spider sages say the goblin god is but one of Pailunwoyha's upstart children, taken to two legs in his rebellion.

Goblin Spider Characters

A goblin spider's favored class depends on its type. Spinners favor rogue, hunters favor fighter, and monarchs favor sorcerer. Goblin spider clerics can choose two of the following domains: Law, Protection, and Trickery. Good clerics have access to that domain, and the life-giving aspect of the Spider Mother (Healing), while evil clerics can choose from Death and Evil as well. Most goblin spider spellcasters are adepts.

Goblin Spider Racial Traits

As a PC race, goblin spiders have various characteristics, according to type. A goblin spider spinner, the most common type of goblin spider found away from its community, has the following racial traits:

- +4 Dexterity, +2 Constitution.
- Small. Spinners gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures. (Use gnome height, weight x 2 lbs.)
- Spinner base speed is 30 feet.
- *Darkvision*: Spinners can see 60 ft. in darkness. This vision is black and white.
- *Natural Armor*: Spinners have a +3 natural armor bonus.
- *Bite*: Spinners have a bite attack, which can be added to any full-attack action as a secondary attack, for 1d3 points of damage plus poison.
- *Poison (Ex)*: Bite, Fortitude (DC 10 + the spinner's Constitution modifier), 1d3 initial and secondary Strength damage.
- *Spinner Web (Ex)*: 8/day as a Small net, 40 ft. maximum range, 8 ft. range increment, Escape DC 16, Break DC 21, 4 hp. 20 sq. ft. sheets, 4 hp/5 ft. section.
- *Multiple Legs (Ex)*: Spinners are more stable because of their multiple legs, gaining applicable stability bonuses against certain forms of attack (such as +4 against trip attacks).
- *Spell-like Abilities*: Spinners can use an ability like *Speak with animals* at will to communicate with any spider, as if the spell were cast by a 1st-level druid.
- *Skills*: Spinners have a +8 racial bonus to Move Silently checks and a +4 racial bonus to Hide.
- *Automatic Languages*: Goblin.
- *Bonus Languages*: Common, Giant, Sylvan.
- *Favored Class*: Rogue.
- *ECL*: +2.

A goblin spider hunter differs from a spinner in its characteristics as follows (all other characteristics are the same):

- +2 Strength, +4 Dexterity, +4 Constitution.
- Medium-size. (Use human height and weight, +1d6 to weight modifier.)
- *Bite*: The bite attack of a hunter does 1d4 points of damage.
- *Poison (Ex)*: Bite, Fortitude (DC 12 + the hunter's Constitution modifier), 1d4 initial and secondary Strength damage.
- No Web.
- *Favored Class*: Fighter.
- *ECL*: +2.

Goblin spider monarchs are rarely found away from a tribe, but all have the following racial characteristics:

- *High HD*: Monarchs start with 3d8 HD, the first of which is maximized for a PC. Use the Monstrous Humanoid type to determine their initial feats, skill points, saves, and attack progression.
- +4 Strength, +6 Dexterity, +6 Constitution, +2 Intelligence, +2 Wisdom, +4 Charisma.
- Medium-size.
- Monarch base speed is 30 feet.
- *Darkvision*: Monarchs can see 60 ft. in darkness. This vision is black and white.
- *Natural Armor*: Monarchs have a +6 natural armor bonus.
- *Bite*: Monarchs have a bite attack, which can be added to any full-attack action as a secondary attack, for 1d4 points of damage plus poison.
- *Poison (Ex)*: Bite, Fortitude (DC 12 + the monarch's Constitution modifier), 1d6 initial and secondary Strength damage.
- *Monarch Web (Ex)*: 8/day as a Medium-size net, 50 ft. maximum range, 10 ft. range increment, Escape DC 19, Break DC 24, 6 hp. 30 sq. ft. sheets, 6 hp/5 ft. section.
- *Multiple Legs (Ex)*: Monarchs are more stable because of their multiple legs, gaining applicable stability bonuses against certain forms of attack (such as +4 against trip attacks).
- *Spell-like Abilities*: Like all goblin spiders, a monarch can use an ability like *Speak with animals* at will to communicate with any spider, as if the spell were cast by a 1st-level druid. Monarch goblin spiders can cast *detect chaos*, *detect evil*, *detect good*, *detect law*, and *detect magic* at will as a sorcerer of a level equal to their HD.
- *Skills*: Monarchs have a +8 racial bonus to Move Silently checks and a +4 racial bonus to Hide.
- *Automatic Languages*: Goblin.
- *Bonus Languages*: Common, Giant, and Sylvan.
- *Favored Class*: Sorcerer.
- *ECL*: +6 (including 3d8 base HD).

EBON SERVITOR

Ebon servitors are those 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 inflict 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 aberration, sentient animal, beast, dragon, fey, humanoid, magical beast, monstrous humanoid, outsider, or sentient plant (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type and subtype do not change. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. An ebon servitor uses the base creature’s statistics and inherent racial special abilities except as noted below.

Hit Dice: Increase by one die type to a maximum of d12, including dice from character classes.

Speed: If the base creature can fly, its maneuverability rating improves by one class.

AC: Natural armor improves by +2. In addition, the ebon servitor gains a +2 profane bonus to its AC versus creatures of good alignment.

Damage: In addition to normal damage, the servitor gains additional unholy damage versus good opponents according to its HD as indicated in the chart below.

Hit Dice	Bonus Unholy Damage
1-4	1d2
4-8	1d3
8-10	1d4
11-12	1d6
13+	1d8

Special Attacks: The following special attacks are added to the base creature’s natural or armed attacks:

Damage Feedback (Ex): As a result of the pure

essence of evil that dwells within an ebon servitor, any creature that strikes one with a melee attack suffers points of damage equal to the servitor’s HD, with a maximum of one-half of the physical damage that was inflicted with the original blow. The argent servitor takes the damage from such strikes normally.

Smite Good (Su): Once per day plus once per 5 HD (minimum once), an ebon servitor may attempt to *smite good* with a single melee attack. When smiting, it adds its Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per character level and/or Hit Die it has. If an ebon servitor accidentally smites a creature that is not of good alignment, the smite has no effect and the ability is used up for that day.

Special Qualities: An ebon servitor has the special qualities of the base creature and gains the following additional abilities:

Damage Reduction (Ex): An ebon servitor has damage reduction equal to 1 + one-half of its HD versus everything but holy weapons.

Improved Darkvision (Ex): An ebon servitor always has darkvision at 60 ft. or double the darkvision of 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 normal spell DC to see in the darkness at half of its normal darkvision range.

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 is as a cleric of a level equal to the creature’s HD.

Resistances (Ex): An ebon servitor gains fire, cold, and electrical resistances equal to 5 + one-half the total of its HD (maximum 30).

Abilities: Modify the base creature as follows: Strength +4, 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.

CR: Base creature’s CR +1 + 20% (maximum +3).

Alignment: Always evil.

ECL: +3.

Sample Ebon Servitor

This example uses an orc as the base creature.

Kava’at-zahal (Ebon Servitor Orcs)

Medium-size Humanoid (Orc) War 1

Hit Dice: 1d10+2 (7 hp)

Initiative: +1

Speed: 20 ft. (scale mail); base 30 ft.

AC: 17/19 vs. good (+1 Dex, +4 scale mail, +2 natural/+2 profane); 16/18 flat-footed, 11/13 touch

Attacks: Greataxe +5 melee; or javelin +2 ranged

Damage: Greataxe 1d12+6/crit x3; or javelin 1d6+4 (plus 1d2 unholy vs. good creatures)

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

Special Attacks: Damage feedback, smite good 1/day

Special Qualities: Darkvision 120 ft., *detect good*, DR 1/holy, resistances (fire, cold and electricity 5), light sensitivity

TEMPLATES : EBON SERVITOR

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

Abilities: Str 19, Dex 12, Con 15, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Climate/Terrain: Any land and underground

Organization: Solitary, pair, gang (2-4), or squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level)

CR: 1

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Kava'at is a fiendish supporter of death and destruction. Long ago, an orcish "hero" called Zahal, dedicated to the demon, 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 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 greying and balding with age. They speak Orc and occasionally Goblin, Giant, and Abyssal (all priests speak this latter language).

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. They are aware of their vulnerability to ranged weapons and thus use ambushes to minimize the threat of such armaments.

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 ft. in the darkness.

Smite Good (Su): Once per day, a black orc may attempt to *smite good* with a single melee attack. When smiting, it deals 1 extra point of damage per character level and/or Hit Die it has. If a black orc accidentally smites a creature that is not of good alignment, the smite has no effect and the ability is used up for that day.

Damage Feedback (Ex): As a result of the pure essence of evil that dwells within it, all successful melee attacks made with against a black orc inflict 1 point of damage back on the attacker. This ability does not increase with character level.

Detect Good (Su): A black orc can *detect good* at will as a 1st-level cleric, per the

spell, excepting that the effect goes straight to that of the third round as shown in the spell description.

Light Sensitivity (Ex): Black orcs suffer a -1 penalty to attack rolls 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 Half-Orc Racial Traits

Kava'at-zahal orcs do produce half-orcs with diluted corruption. Such black half-orcs have dark grey to black skin,



dark hair, and dark eyes. Very rarely, such an abomination is raised amongst humans and even denies its own nature by having a good alignment. As a PC race, black half-orcs have the following characteristics:

- +4 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma.
- Medium-size. (Use half-orc height and weight, +1d4 to each modifier.)
- Black half-orc base speed is 30 feet.
- *Improved Darkvision*: Black half-orcs can see 60 ft. in darkness. The black half-orc may make a Will saving throw against the normal spell DC to see 30 ft. in *deeper darkness* or a similar spell. This vision is black and white.
- *Natural Armor*: Black half-orcs have a +1 natural armor bonus.
- *Detect Good* (Sp): 3/day, a black half-orc can *detect good*, per the spell, as a cleric of his or her character level.
- *Smite Good* (Su): Once per day, the black half-orc may attempt to *smite good* with a single melee attack. When smiting, it adds its Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per character level and/or Hit Die it has. If a black half-orc accidentally smites a creature that is not of good alignment, the smite has no effect and the ability is used up for that day.
- *Light Sensitivity* (Ex): Black half-orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.
- +4 to save against any cold, electricity, or fire attack. The black half-orc takes half the normal damage from environmental heat and cold.
- *Fear and Loathing*: Black half-orcs suffer severe prejudice in the lands where black half-orcs are known. Any Charisma, Diplomacy, or Bluff check is met with a -4 circumstance penalty. Further, NPCs are always treated as two steps more unfriendly than they are to other characters (see DMG, Chapter 5, Handling NPCs, 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 orcs do not lose their abilities against good. Black half-orcs cannot become paladins or clerics of good deities without losing the *smite good* ability and the ability to save versus *deeper darkness*. The evil is suppressed by such affiliation with good.
- *Automatic Languages*: Orc (or Common if raised human).
- *Bonus Languages*: Common, Goblin, Giant, Abyssal. Human-raised black half-orcs speak additional languages according to their culture.
- *Favored Class*: Barbarian.
- *ECL*: +1.

Ragahd (Ebon Servitor Efreeti)

Large Outsider (Evil, Fire, Lawful)

Hit Dice: 10d10+40 (95 hp)

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

Speed: 20 ft., fly 40 ft. (perfect)

AC: 21/23 vs. good (-1 size, +4 Dex, +8 natural/+2 profane); 17/19 flat-footed, 13/15 touch

Attacks: Slam +17/+12 melee

Damage: Slam 1d8+11 and 1d6 fire and 1d4 unholy vs. good

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

Special Attacks: Damage feedback, smite good, spell-like abilities, heat

Special Qualities: Bonus feat, detect good, plane shift, telepathy, darkvision 120 ft., DR 6/holy, cold and electrical resistance 15

Saves: Fort +11, Ref +11, Will +10

Abilities: Str 27, Dex 19, Con 18, Int 12, Wis 13, Cha 15

Skills: Bluff +12, Concentration +18, Escape Artist +14, Intimidate +11, Listen +11, Move Silently +14, Sense Motive +10, Spellcraft +11, Spot +11

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Iron Will

Climate/Terrain: Any land

Organization: Solitary, company (2-4) or band (6-15)

CR: 10

Treasure: Standard coins; double goods; standard items

Alignment: Always lawful evil

Advancement: 11-15 HD (Large); 16-30 HD (Huge)

“With the greatest age in our history over, there was nothing to stop Sinjani, the efreeti sultan, from claiming our homeland. Thus, the Age of Fire was born. For thousands of years the efreet ruled the land, but did not preserve it. The forests burned, and the lakes and rivers dried up. The efreet built a great city that they named the City of Fire. Volcanic lands formed around the city, and the whole continent trembled at the might of the efreet.

However, discontent soon stole into the minds of the five generals that the sultan sent to conquer the Material Plane. Each of them wished to become lord over the lands, but the sultan refused. The generals fomented rebellion amongst the efreet of the Material Plane. They began warring amongst each other, as well as the sultan’s loyal forces. The efreet sultan, unable to stop the warring factions, cut them off from the Elemental Plane of Fire.

Isolated from their traditional home, the outcast efreet turned towards the outer planes, making a dark pact with the devil lords of Hell. They sold their souls and service to the fiendish monarchs for dark power and a fuel for revenge against their elemental kin. Then the efreet on the Material Plane chose a new name, the ragahd, and began to plan the conquest of the entire world for their new masters. Sinjani looked upon his fallen people with both rage and shame.”

—The Master of the People

The ragahd are an offshoot race of efreet. Rejected by their sultan as betrayers of the efreeti race, the ragahd turned to worshipping powerful fiends. In return for this dark pact, the ragahd have become dangerous, fanatical soldiers and assassins in the service of the Devil Lords.

Eventually banished from the Material Plane by the Master’s people, with the aid of an army of genies, the ragahd now live in the lower planes. Their bodies are twisted mockeries of the

efreet with jet-black skin that burns to the touch and a sickening green glow emanating from their eyes.

Ragahd speak Ignan, Common, Auran, and Infernal.

Combat

The ragahd are rarely encountered *en masse* in melee. More often, their devil masters use them as shock troops and assassins. Ragahd are cunning, malevolent opponents that enjoy torturing lesser races, especially genies. When forced into melee they fight to the death, in fanatical fervor for their dark masters. The devils send ragahd to the Material Plane to tempt mortals, using their powerful wish granting abilities. Unwitting fools are tricked into servitude to the ragahd's vile lords. Ragahd attack efreet on sight, giving no mercy to their hated, ancestral foes.

Bonus Feat (Ex): Ragahd receive the feat Iron Will as a bonus feat.

Damage Feedback (Ex): As a result of the pure essence of evil that dwells within them, all successful attacks made with a melee weapon against a ragahd inflict half the total physical damage back upon the attacker, to a maximum of 10 points per successful strike. Attacks from ranged weapons do not suffer feedback damage from this ability.

Detect Good (Su): A ragahd can *detect good* at will as a 10th-level cleric, per the spell, excepting that the effect goes straight to that of the third round as shown in the spell description.

Smite Good (Ex): Once per day, a ragahd may attempt to smite good with a single melee attack. It adds +2 to the attack roll and deals 10 extra hit points of damage. If a ragahd accidentally smites a creature that is not of good alignment, the smite has no effect and the ability is used up for the day. Thus, a ragahd cannot smite efreet foes.

Spell-Like Abilities: At will: *produce flame* and *pyrotechnics*; 1/day-grant up to three *wishes* (to non-genies only), *detect magic*, *enlarge*, *gaseous form*, *invisibility*, *permanent image*, *polymorph self*, and *wall of fire*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 12 + spell level).

Heat (Ex): An ragahd's red-hot body deals 1d6 points of additional fire damage whenever it hits in melee, or when grappling, including each round it maintains a hold.

Improved Darkvision (Ex): A ragahd has darkvision with a 120 ft. range. In the area of *deeper darkness* or a similar spell, the ragahd may make a Will saving throw against the normal spell DC to see in the darkness up to 60 ft.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Plane Shift (Sp): A ragahd can enter any of the Outer Planes, the Astral Plane, or the Material Plane. This ability transports the ragahd and up to six other creatures, provided they all link hands with the ragahd. It is otherwise similar to the spell of the same name. Ragahd cannot enter the Elemental Planes using this ability, due to a magical barrier that prevents them from accessing it. The genies of the Elemental Planes have worked very hard to ensure this restriction continues. Note that a ragahd can enter the Elemental Planes by other, mundane means.

Telepathy (Su): A ragahd can communicate telepathically with any creature within 100 ft. that has a language.

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 by powerful and mysterious magicks into an elemental form. Still rarer forms occur naturally on the Material Plane, cropping up in diverse locations as mutations or aberrations of a standard creature type.

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 (“Fire”, “Water”, “Air” or “Earth”).

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 Creature

“Elemental” is a template that can be added to any living, corporeal being (referred to hereafter as the “base creature”). A creature cannot be given an elemental type opposite of one it already possesses. After assuming the template, the base creature’s type changes to Outsider, and it gains one of the four, specific, major elemental subtypes—Fire, Water, Air, or Earth. It also gains subtype information of its relevant alignment values (Lawful, Chaotic, Good, Evil). An elemental being uses the base creature’s statistics and inherent racial special abilities except as noted below.

Hit Dice: Increases to d8, or remains the same as the base creature’s, whichever is greater.

AC: Natural armor improves by the value shown on the chart below:

Size	Air, Fire	Earth, Water
Fine	—	+1
Diminutive	—	+1
Tiny	—	+1
Small	+1	+2
Medium-size	+2	+3
Large	+3	+4
Huge	+4	+4
Gargantuan+	+4	+5

Special Attacks: Usually the same as the base creature, although relevant spell-like or supernatural abilities might be added to make the creature more unique.

Special Qualities: The base creature gains the following special qualities.

Darkvision (Ex): Elemental creatures can see in non-magical darkness up to a range of 60 ft., or the base creature’s range, whichever is better.

Damage Reduction (Ex): Elemental creatures of greater than 8 HD gain DR equal to one-half of their HD in points of damage (maximum 10), which a +1 or better weapon ignores. Thus, a 10 HD elemental creature gains DR 5/+1.

Additional Special Abilities: An elemental creature retains the special qualities of the base creature and gains additional qualities according to elemental type:

Air

Air Mastery (Ex): Airborne creatures suffer a –1 penalty to attack and damage rolls against an air elemental creature.

Fly (Ex): Air elemental creatures can fly at a speed of 60 ft. with perfect maneuverability. If the base creature can already fly then use the better of the speeds, but maneuverability is always perfect.

Immunities: Air elemental creatures are immune to cold.

Resistances: Air elemental creatures gain electricity resistance 20 and acid resistance 10. They also receive a +6 racial bonus to saving throws against any gas attack.

Earth

Burrow (Ex): An earth elemental creature can glide through stone, dirt, or almost any other sort of earth except metal at its full move. 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 ft., stunning it for 1 round unless it succeeds at a Fortitude save.

Earth Mastery (Ex): An earth elemental creature gains a +1 circumstance bonus to attack rolls, as well as Strength checks, if both it and its target touch the ground. If an opponent is airborne or waterborne, the elemental suffers a –4 penalty to attack. (These modifiers are not included in the statistics block.)

Immunities: Earth elemental creatures are immune to cold.

Ponderous: Earth element creatures move 10 ft. per round slower than the base creature.

Resistances: Earth elemental creatures gain electricity resistance 10 and fire resistance 20.

Fire

Fire elementals deliver extra fire damage with natural attacks or melee attacks with metal weapons according to their size. This damage cannot exceed the primary attack’s base damage die (or dice). Check the creature’s size on the chart below:

Size	Damage
Fine	1
Diminutive	1
Tiny	1d2
Small	1d3
Medium-size	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Burn (Ex): Those hit by a fire elemental creature's natural attack must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds. The Reflex save DC equals 10 + the elemental's HD + its Constitution bonus. A burning creature can take a move-equivalent action to put out the flame.

Creatures hitting a fire elemental creature with natural weapons or unarmed attacks take fire damage as though hit by the elemental creature's slam attack, and also catch fire unless they succeed at a Reflex save.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful saving throw.

Water

Immunities: Water elemental creatures are immune to acid and cold.

Swim: A water elemental; creature can swim with a base speed of 60 ft. If the base creature already has a better swim speed, use the greater value.

Water Mastery (Ex): A water elemental creature gains a +1 attack bonus if both it and its opponent touch water. If the opponent or elemental is land-bound, the elemental suffers a -4 penalty to attack.

Abilities: Air: Dex +4; Earth: Str +4, Dex -2, Con +2; Fire: Dex +2; Water: Str +2, Con +2.

Skills: Those creatures able to speak a language lose their normal base tongue and gain the appropriate elemental language in its place. Creatures with more than one base 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.)

Climate/Terrain: Any area appropriate to the elemental creature's preferred environment. Such creatures might be summoned elsewhere.

CR: Tiny or smaller creatures use the base creature's CR., Small to Large creatures get CR +1, while larger creatures get CR +2. Significant DR or spell-like abilities may raise the creature's CR one more point.

Alignment: Often the same as the base creature, though elemental creatures tend toward neutral alignments.

ECL: +3. Optionally, an additional ECL of +1 can be added for significant DR.

Sample Elemental Creatures

These examples use a gray render (with an added supernatural ability, +1 CR) and pegasus as the base creatures.

Maelstrom Render (Air Gray Render)

Large Outsider (Air)

Hit Dice: 10d10+70 (125 hp)

Initiative: +0

Speed: 30 ft., fly 60 ft. (perfect)

AC: 25 (-1 size, +3 Dex, +13 natural); 22 flat-footed, 12 touch

Attacks: Bite +12 melee, 2 claws +7 melee

Damage: Bite 2d6+6, claw 1d6+3

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

Special Attacks: Improved grab, rend 3d6+9, spin

Special Qualities: Air mastery, darkvision 60 ft., DR 5/+1, scent, immune to cold, acid resistance 10, electricity resistance 20

Saves: Fort +14, Ref +9, Will +4 (+6 to save vs. gas attacks)

Abilities: Str 23, Dex 14, Con 24, Int 3, Wis 12, Cha 8

Skills: Hide +7, Spot +8

Climate/Terrain: Any land or underground

Organization: Solitary

CR: 10

Treasure: None

Alignment: Usually neutral

Advancement: 11-15 HD (Large); 16-30 HD (Huge)

A maelstrom render is a dusky-skinned predator with short legs, powerful arms that drag the ground and end in claws, and a huge head with a massive maw and six eyes that occasionally spark with electricity. Normally found on the Elemental Plane of Air, these creatures can be the bane of any terrestrial wilderness area they invade. Where they are known, maelstrom renders are regularly blamed for the disappearance of travelers.

Combat

A maelstrom render lands when it senses prey is nearby and begins spinning, awaiting an opponent's approach. Many a foe is struck dead by the creature's powerful claws and bite while still looking for the source of the strange, overhead sound.

Improved Grab (Ex): To use this ability, the maelstrom render must hit with its bite attack.

Rend (Ex): A maelstrom render that gets a hold latches onto the opponent's body and tears the flesh. This attack automatically deals 3d6+9 points of damage.

Spin (Su): The maelstrom render can cause itself to spin, creating an obvious droning sound that seems to come from a distance above the creature's actual location equal to its height (typically 12 ft.). While spinning, the maelstrom render is under the effect of *improved invisibility* and the creature gains a +1 deflection bonus to AC. A spinning maelstrom render may make all of its normal attacks as a standard action or double its normal attacks, at -2 to all attack rolls, as a full attack action.

Air Mastery (Ex): Airborne creatures suffer a -1 penalty to attack and damage rolls against a maelstrom render.

Skills: Maelstrom renders receive a +4 racial bonus to Spot checks due to their six keen eyes.

Flamewing Equine (Fire Pegasus)

Large Outsider (Fire, Good)

Hit Dice: 4d10+12 (34 hp)

Initiative: +3 (Dex)

Speed: 60 ft., fly 120 ft. (average)

AC: 18 (-1 size, +3 Dex, +6 natural); 15 flat-footed, 12 touch

Attacks: 2 hooves +7 melee, bite +2 melee

Damage: Hoof 1d6+4 plus 1d6 fire, bite 1d3+2 plus 1d3 fire

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

Special Attacks: Burn

Special Qualities: Darkvision 60ft., scent, spell-like abilities

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

Abilities: Str 18, Dex 17, Con 16, Int 10, Wis 13, Cha 13

Skills: Listen +12, Sense Motive +7, Spot +12, Wilderness

Lore +3

Feats: Iron Will

Climate/Terrain: Plane of Fire

Organization: Solitary, pair, or herd (6-10)

CR: 4

Treasure: None

Alignment: Always neutral good

Advancement: 5-8 HD (Large)

Flamewing equines are powerful, horse-like beasts swathed in flame. They have huge wings of feathered fire and their hides are the color of charcoal.

Combat

Flamewing equines attack with their flaming hooves and powerful bite, burning and igniting vulnerable foes. Mated pairs and herds attack as a team, fighting to the death to defend their young.

Burn (Ex): Those hit by a flamewing equine's natural attack must succeed at a Reflex save (DC 15) or catch fire. The flame burns for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame.

Creatures hitting a flamewing equines with natural weapons or unarmed attacks take fire damage as though hit by the elemental creature's natural attack, and also catch fire unless they succeed at a Reflex save.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful saving throw.

Spell-Like Abilities: Flamewing equines can *detect good* and *detect evil* at will within a 60-yard radius, as the spells cast by a 5th-level sorcerer.

Skills: Flamewing equines receive a +4 racial bonus to Listen and Spot checks.

ELEMENTAL, THERMIC

The Plane of Elemental Earth is a big place, and sometimes pockets of other elements cross weak planar boundaries and suffuse the earth with their substance. Thus there are portions of the Earth plane that are extremely hot, wet, cold, and so on. Sometimes a *summon monster* spell used to call an earth elemental creature draws an elemental from a place suffused with fire energy, and the result is a thermic elemental. Thermic elementals removed from the source of their fire energy (such as by being summoned to the Material Plane) lose this template in 1d4 hours. Larger elementals are more likely to have this template than smaller ones.

Appearance Changes

Thermic elemental creatures look like normal elementals of their type but are often blackened as if from fire or glow from heat in the recessed portions of their body.

Creating a Thermic Elemental

“Thermic Elemental” is a template that can be added to any earth elemental that does not have the cold or fire subtype (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type and subtype do not change. A thermic elemental uses the base creature’s statistics and inherent racial special abilities except as noted below.

Speed: The thermic elemental adds 10 ft. to all movement types

Damage: The thermic elemental’s natural weapons deal extra fire damage (in the form of an additional die, or additional dice) 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 additional damage is 1 point. For example, a Large thermic earth elemental deals 2d8+10 damage plus 1d8 fire damage with a slam (2d8 halves to 1d8). A Small earth elemental does 1d6+4 with its slam, but only 1d3 additional fire damage (1d6 halves to 1d3).

Special Attacks: A thermic elemental retains all of the special attacks of the base creature and also gains the following:

Heat Aura (Ex): Anyone within a distance of a thermic elemental equal to its smallest dimension of Face must succeed at a Fortitude save (DC 10 + one-half of the elemental’s HD + elemental’s Constitution modifier) each round or suffer half of the thermic elemental’s fire damage from melee attacks in points of fire damage from the intense heat. Lower the die type again, if necessary. The Small thermic earth elemental in the example in *Damage* above does 1d2 damage with its heat aura, while the Large one does 1d4.

Special Qualities: A thermic retains all of the special qualities of the base creature and also gains:

Fire Resistance (Ex): A thermic elemental has fire resistance 20.

CR: Base creature’s CR +1

ECL: +1.

Sample Thermic Elemental

This example uses a Large earth elemental as the base creature.

Thermic Earth Elemental

Large Elemental (Earth)

Hit Dice: 8d8+32 (68 hp)

Initiative: –1 (Dex)

Speed: 30 ft.

AC: 18 (–1 size, –1 Dex, +10 natural); 18 flat-footed, 8 touch

Attacks: Slam +12/+7 melee

Damage: Slam 2d8+10 plus 1d8 fire

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

Special Attacks: Earth mastery, heat aura, push

Special Qualities: Elemental, DR 10/+1, fire resistance 20

Saves: Fort +10, Reflex +1, Will +2.

Abilities: Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11.

Skills: Listen +10, Spot +10

Feats: Cleave, Power Attack

Climate/Terrain: Any

land or underground

Organization: Solitary

CR: 6

Treasure: None

Alignment: Neutral

Advancement: 9-15

HD (Large)

Heat Aura and Fire Elementals

It may seem logical that a thermic elemental shouldn’t have a heat aura if a fire elemental doesn’t. If that’s your take, then it’s fine to play it that way. Alternatively, you could give a fire elemental a heat aura too.

Combat

Thermic earth elementals are melee combatants, relying on their powerful slam attacks and associated fire damage to batter their opponents into oblivion.

Earth Mastery (Ex): A thermic earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a –4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Heat Aura (Ex): Anyone within 5 ft. of a Large thermic earth elemental must succeed at a Fortitude save (DC 18) or suffer 1d4 points of fire damage from the intense heat. Creatures make saving throws on their turn every round.

Push (Ex): A thermic earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in *Earth Mastery*, above, also apply to the elemental’s opposed Strength checks.

Variant Thermic Elementals

Theoretically, it is possible that air and water elementals could have this template. If so, their appearance is different than that of earth elementals with this template, but not much different than a normal elemental—water elementals bubble and steam. Anyone caught in such an elemental’s whirlwind or vortex automatically takes the fire damage associated with the creature’s natural attacks each round. Water elementals don’t get hot enough to have a heat aura or resistance to fire, and thus have no CR adjustment.

ENCHANTED

From time to time, various plants, animals, and other, sentient 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 enchanted pools, being too near a battle between powerful mages, being blessed by certain types of fey, or coming into direct contact with mythical beings imbued with potent transformational energies. Whatever the cause, one thing is certain—those that become enchanted become magical in their very nature.

Appearance Changes

Enchanted creatures have a noticeable aura 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 come into contact with life-changing magical power in some way.

Creating an Enchanted Creature

“Enchanted” is a template that can be added to any creature that is not immune to magic (referred to hereafter as the “base creature”). Un-awakened animals, non-sentient plants, and vermin can all become enchanted, although they might not be able to make full use of some of their newly-gained special qualities, listed below. After assuming the template, the base creature’s type and subtype do not change. For example, an enchanted human is still a humanoid. All other subtype information for the base creature remains unchanged. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. An enchanted being uses the base creature’s statistics and inherent racial special abilities except as noted below.

Special Qualities: An enchanted creature retains all of the special qualities of the base creature and gains the following: *Spell-like Abilities:* At will—*detect magic*, *read magic*, and *light*; 1/day plus once per 3 HD—*invisibility* and *mage armor*. The *detect magic* spell goes straight to the third round effect of that spell upon casting, and illiterate creatures cannot use *read magic*. The creature casts as a sorcerer of a level equal to its HD.

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

Low-light vision: Enchanted gain low-light vision if they does not already possess it.

Spell Resistance: Enchanted have SR equal to 10 + one-half of their HD (plus char levels). If the base creature already has SR, use whichever value is higher.

Second Favored Class (Sorcerer): If the base creature has levels in one or more character classes, they gain sorcerer as a second favored class in addition to the favored class of their race or creature type.

Abilities: Modify the base creature as follows:
Charisma +2.

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

CR: Base creature’s CR +1 + 10% (maximum +2).

ECL: +2.

Sample Enchanted Creature

This example uses a remorhaz as the base creature.

Enchanted Remorhaz

Huge Magical Beast

Hit Dice: 7d10+35 (73 hp)

Initiative: +1 (Dex)

Speed: 30 ft., burrow 20 ft.

AC: 20 (–2 size, +1 Dex, +11 natural); 19 flat-footed, 9 touch

Attacks: Bite +13 melee

Damage: Bite 2d8+12

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Heat, spell-like abilities, SR 13, low-light vision, tremorsense

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

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

Skills: Listen +10, Spot +9

Feats: Power Attack

Climate/Terrain: Any cold land

Organization: Solitary

CR: 9

Treasure: None

Alignment: Usually neutral

Advancement: 8-10 HD (Huge); 11-21 HD (Gargantuan)

Combat

Enchanted remorhazes hide under the snow and ice until they hear movement above them, then attack from below and surprise prey. They are especially attracted to creatures that carry magical items, using the *detect magic* ability to locate prey and then using their *invisibility* to further cloak their attacks.

Improved Grab (Ex): To use this ability, the enchanted remorhaz must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the opponent.

Swallow Whole (Ex): An enchanted remorhaz can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 10d10 points of fire damage per round from the creature’s blazing gut. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the enchanted remorhaz’s gut (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The enchanted remorhaz’s interior can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Heat (Ex): An enraged enchanted remorhaz generates heat so intense that anything touching its body takes 10d10 points of fire damage. This is usually enough to melt non-magical weapons, but magic weapons get a Fortitude save (DC 18).

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 of that spell upon casting. The enchanted remorhaz casts as a 7th-level sorcerer.

Immunities: Enchanted remorhazes are immune to sleep, paralysis, and charms.

Tremorsense (Ex): An enchanted remorhaz can automatically sense the location of anything within 60 ft. that is in contact with the ground.

Skills: Enchanted remorhazes receive a +4 racial bonus to Listen checks.

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.

Creating an Ethereal Creature

“Ethereal” is a template that can be added to any creature type except constructs and undead (referred to hereafter as the “base creature”). Ethereal creatures are native to the ethereal plane of existence. After assuming the template, the base creature’s type and subtype do not change. An ethereal being uses the base creature’s statistics and inherent racial special abilities except as noted below.

Special Qualities: Base creature gains the following special qualities in addition to its own:

Ethereal Jaunt (Su): An ethereal creature can shift from the Ethereal to the Material Plane as part of any move-equivalent action and shift back again as a free action. The creature may stay on either plane as long as it wishes.

Etherealness (Ex): The base creature gains the properties of etherealness while on the Ethereal Plane. An ethereal creature is invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane (the normal world) while traveling on the Ethereal Plane. Even most magical attacks have no effect on it. *See invisibility* and *true seeing* can reveal an ethereal creature. An ethereal creature can pass through and operate in water as easily as air and it does not fall or suffer falling damage. Ethereal creatures can see and hear into the Material Plane in a 60-ft. radius, though material objects still block sight and sound. (An ethereal creature can’t see through a material wall, for instance.) Things on the Material Plane look gray, indistinct, and ghostly. An ethereal creature can’t affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way a material creature interacts with other material creatures and objects. Ethereal creatures can move in any direction (including up or down) at will. It does not need to walk on the ground, and material objects don’t block it (though it can’t see while its eyes are within solid material). Force effects, gaze effects, and abjurations affect ethereal creatures normally, since these all extend onto the Ethereal Plane. However, none of these effects extend from the Ethereal Plane to the Material Plane.

Darkvision (Ex): Ethereal creatures can see in non-magical darkness up to a range of 60 ft., or the base creature’s range, whichever is better.

Climate/Terrain: Same as base creature, but on the Ethereal Plane.

CR: Base creature’s CR +1 + 20% (maximum +3).

ECL: +3.

Sample Ethereal Creatures

These examples use a bugbear and a kobold as the base creature. The CR for the bugbear example was fudged upwards due to its powerful nature compared to monsters like the ethereal filcher (CR 3) and ethereal marauder (CR 3).

Ethereal Bugbear

Medium-size Humanoid (Goblinoid)

Hit Dice: 3d8+3 (16 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 17 (+1 Dex, +3 natural, +2 leather, +1 small shield); 16 flat-footed, 11 touch

Attacks: Morningstar +4 melee; or javelin +3 ranged

Damage: Morningstar 1d8+2; or javelin 1d6+2

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

Special Qualities: Darkvision 60 ft., ethereal jaunt, etherealness

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9

Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3

Feats: Alertness

Climate/Terrain: Any underground

Organization: Solitary, gang (2-4), or band (11-20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd-5th level)

CR: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Ethereal bugbears speak Goblin and Common.

Combat

Ethereal bugbears are the perfection of their race. Scouting and sneaking become easy, and the ethereal bugbear can choose the most opportune time to appear on the Material Plane to attack. Otherwise, their tactics are much like those of their terrestrial counterparts.

Ethereal Jaunt (Su): An ethereal bugbear can shift from the Ethereal to the Material Plane as part of any move-equivalent action and shift back again as a free action. The creature may stay on either plane as long as it wishes.

Etherealness (Ex): An ethereal bugbear gains the properties of etherealness while on the Ethereal Plane. An ethereal bugbear is invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane (the normal world) while traveling on the Ethereal Plane. Even most magical attacks have no effect on it. *See invisibility* and *true seeing* can reveal an ethereal bugbear. An ethereal bugbear can pass through and operate in water as easily as air and it does not fall or suffer falling damage. Ethereal bugbears can see and hear into the Material Plane in a 60-ft. radius, though material objects still block sight and sound. (An ethereal bugbear can’t see through a material wall, for instance.) Things on the Material Plane look gray, indistinct, and ghostly. An ethereal bugbear can’t affect the Material Plane, not even magically. An ethereal bugbear, however, interacts with other ethereal creatures and objects the way a material creature interacts with other material creatures and objects. Ethereal bugbear can move in any direction (including up or down) at will. It does not need to walk on the ground, and material objects don’t block it (though it can’t see while

its eyes are within solid material). Force effects, gaze effects, and abjurations affect ethereal bugbear normally, since these all extend onto the Ethereal Plane. However, none of these effects extend from the Ethereal Plane to the Material Plane.

Skills: Ethereal bugbears receive a +4 racial bonus to Move Silently checks.

Ethereal Bugbear Characters

An ethereal bugbear favored class is rogue. Most ethereal bugbear leaders are fighters or fighter/rogues. Ethereal bugbear clerics (favored weapon: morningstar) can choose any two of the following domains: Chaos, Evil, Trickery, and War.

Ethereal Kobold

Small Outsider

(Reptilian)

Hit Dice: 1/2 d8

(2 hp)

Initiative: +1

(Dex)

Speed: 30 ft.

AC: 15 (+1 size, +1 Dex, +1 natural, +2 leather); 14 flat-footed, 12 touch

Attacks: Halfspear –1 melee; or light crossbow +2 ranged

Damage: Halfspear 1d6-2/crit x3; or light crossbow 1d8/crit 19-20

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

Special Qualities:

Darkvision 60 ft., light sensitivity

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10

Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2

Feats: Alertness

Climate/Terrain: Any forest and underground or Ethereal Plane

Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 plus 2-4 ethereal dire weasels), 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 dire weasels)

CR: 1

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class



Combat

Whenever possible, bands of ethereal kobolds stalk their victims invisibly from the Ethereal Plane. When an opportune time presents itself, they shift to the Material Plane, attack, and shift back to the Ethereal, whittling down their prey with ranged weapons.

Ethereal Jaunt (Su): An ethereal kobold can shift from the Ethereal to the Material Plane, and vice versa, as part of any move-equivalent action. The ethereal kobold may stay on either plane as long as it wishes.

Etherealness (Ex): An ethereal kobold is invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane (the normal world) while traveling on the Ethereal Plane. Even most magical attacks have no effect on it. *See invisibility* and *true seeing* can reveal an ethereal kobold. An ethereal kobold can pass through and operate in water as easily as air and it does not fall or suffer falling damage.

Ethereal kobolds can see and hear into the Material Plane in a 60-ft. radius, though material objects still block sight and sound. (An ethereal kobold can't see through a material wall, for instance.) Things on the Material Plane look gray, indistinct, and ghostly. An ethereal kobold can't affect the Material Plane, not even magically. An ethereal kobold, however, interacts with other ethereal creatures and objects the way a material creature interacts with other material creatures and objects.

Ethereal kobolds can move in any direction (including up or down) at will. It does not need to walk on the ground, and material objects don't block it (though it can't see while its eyes are within solid material). Force effects, gaze effects, and abjurations affect ethereal kobolds normally, since these all extend onto the

Ethereal Plane. However, none of these effects extend from the Ethereal Plane to the Material Plane.

Light Sensitivity (Ex): Ethereal kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Skills: Ethereal kobolds receive a +2 racial bonus to Craft (trapmaking), Profession (mining), and Search checks.

Ethereal Kobold Characters

An ethereal kobold's favored class is sorcerer. Ethereal kobold clerics can choose any two of the following domains: Evil, Law, Luck, and Trickery.

EXOSKELETON

Exoskeletons are the animated husks of long-dead giant insects and other invertebrates with a chitinous exoskeleton. The exoskeleton is treated as a skeleton, and strengthened by the magic.

Appearance Changes

Appearing much as they did in life, although often lacking in obvious sensory organs, exoskeletons are frighteningly agile and often climb to higher ground (including the ceiling) to achieve a good vantage on their enemies. Mindless automatons all, they obey the orders of their controllers.

Creating an Exoskeleton

“Exoskeleton” is a template that can be added to any living arthropod (hereafter referred to as the “base creature”). The base creature’s type changes to “Undead”, but its subtypes remain the same. An exoskeleton uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase die type to d12.

Speed: If the base creature could fly, speed is halved and maneuverability decreases by one rating. Some exoskeletons may lose this ability altogether. Exoskeletons gain climb movement equal to their base ground speed, if the base creature does not already possess better.

Special Attacks: The exoskeleton loses all supernatural and spell-like abilities of the base creature, as well as any abilities that require an active metabolism (requiring Constitution). However, if the base creature had a poisonous attack, the exoskeleton gains the ability below:

Deadly Poison (Ex): The exoskeleton’s poisonous attack has become deadlier with the infusion of negative energy and the aging of the toxins within it. The DC of the poison is 10 + one-half of the exoskeleton’s HD + vermin modifier (if appropriate), but the primary and secondary damage is converted to Constitution damage.

Special Qualities: The exoskeleton loses all supernatural abilities, spell-like abilities, abilities that require an active metabolism, and the vermin quality from the base creature, but gains the following:

Darkvision (Ex): The exoskeleton can see in non-magical darkness up to a range of 60 ft.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Exoskeletons have cold immunity. Because they lack flesh and internal organs, they take only half damage from piercing weapons.

Abilities: Modify from base creature as follows: Dexterity +2, Wisdom and Charisma drop to 10 (or remains the same as the base creature, if lower). As an undead creature, an exoskeleton has no Constitution score and as a mindless undead it has no Intelligence score.

Skills: None. The exoskeleton loses all racial skill modifiers from the base creature.

Feats: An exoskeleton gets Improved Initiative as a bonus feat, but has no other feats.

Alignment: Usually neutral evil.

Advancement: Exoskeletons do not advance, but may be found in the same range of HD as possible for the base creature.

ECL: +2 (assuming the creature somehow has an Intelligence score).

Sample Exoskeleton

This example uses a giant wasp as the base creature.

Giant Wasp Exoskeleton

Large Undead

HD: 5d12 (32 hp)

Initiative: +5 (Dex, Improved Initiative)

Speed: 20 ft., climb 20 ft., fly 30 ft. (average)

AC: 15 (–1 size, +2 Dex, +4 natural); 13 flat-footed, 11 touch

Attacks: Sting +6 melee

Damage: Sting 1d3+6 and poison

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

Special Attacks: Deadly poison

Special Qualities: Darkvision 60 ft., immunities, undead

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

Abilities: Str 18, Dex 14, Con —, Int —, Wis 10, Cha 10

Feats: Improved Initiative

Climate/Terrain: Temperate and warm land and underground

Organization: Solitary, swarm (2-5), or cluster (11-20)

CR: 3

Treasure: None

Alignment: Usually neutral evil

Advancement: May be found in ranges of: 6-8 HD (Large); 9-15 HD (Huge)

This pale shell looks like a milky-skinned wasp.

Combat

The giant wasp exoskeleton attacks whatever enters its lair, besides its master.

Deadly Poison (Ex): Fortitude (DC 16), 1d6 Constitution initial and secondary.

Immunities (Ex): Giant wasp exoskeletons have cold immunity. Because they lack flesh and internal organs, they take only half damage from piercing weapons.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Becoming an Exoskeleton

Exoskeletons are animated through a specialized version of *animate dead* called *exoskeleton animation*, which is of the same level and uses the same rules as *animate dead*. More powerful exoskeletons might be created through the use of the spells for undead found in the Desiccated template. A ritual like *corpse legion* could be used for small armies of animated exoskeletons.

Variant Exoskeleton

An exoskeleton that retains the supernatural and spell-like abilities of the base creature can be created using the *create undead* spell. One that retains character levels, supernatural abilities, and even some extraordinary abilities can be created using the *form of eternal bone* ritual found in the Greater Skeleton template.

FEY-KISSED

Fey-kissed characters or creatures are usually taken away as lovers by fey creatures such as dryads or nymphs, although this template could be applied to any mortal creature stolen in infancy by fairies or a creature (or race) that dwells in the fey realms, but is not itself fey. Blessed by the lavish attentions of the fey, the fey-kissed have emerged from the “Otherworld” a bit more windswept, with some nature-related powers and abilities.

Creating a Fey-kissed Creature

“Fey-kissed” is a template that can be added to any giant, humanoid, or monstrous humanoid creature of non-evil alignment (referred to hereafter as the “base creature”). The base creature’s type and subtypes remain unchanged. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. A fey-kissed creature uses all the base creature’s statistics and special abilities except as noted below.

Special Attacks: A fey-kissed creature retains all the special attacks of the base creature and also gains the following:

Spell-like Abilities: A fey-kissed creature with a Wisdom or Charisma of 10 or more can cast any of the following spell-like abilities, as a sorcerer of a level equal to its HD, 3/day plus once per 5 HD—*mage hand*, *dancing lights*, *ghost sound*. In addition, a fey-kissed with a Charisma or Wisdom score 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, cast as a sorcerer of a level equal to the fey-kissed’s HD.

Level	Abilities
1-2	<i>alter self</i> , <i>animal friendship</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>
11-12	<i>plant growth</i>

Special Qualities: A fey-kissed creature retains all the special qualities of the base creature and also gains the following:

Low-light Vision (Ex): Fey-kissed can see twice as far in poor lighting conditions as humans. If the base creature has better low-light vision, it is retained.

Slow Aging (Ex): A fey-kissed is forever touched by the agelessness of the fey realms. In mortal realms, the creature ages half as fast as a normal counterpart, and does not age at all when in the fey realms.

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 HD, minimum DC 5) or be struck by ennui for 1d4 days, during which time the creature is at –1 to Wisdom-related rolls.

Abilities: Modify from the base creature as follows: Charisma +2.

Skills: Fey-kissed get a +1 racial bonus Perform, and Bluff checks. Fey-kissed also get a +2 racial bonus to Hide and Move Silently checks in terrain similar to the one wherein they dwelled among the fey (most often, forest). Fey-kissed speak Sylvan.

CR: Base creature’s CR +1 for a fey-kissed creature with 4 or more HD.

Alignment: Always good (any).

ECL: +1.

Sample Fey-kissed

This example uses merfolk for the base creature.

Faewasse

Medium-size Humanoid (Aquatic)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1 (Dex)

Speed: 5 ft., swim 50 ft.

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

Attacks: Shortspears +1 melee; or javelin +3 ranged

Damage: Shortspears 1d8/crit x3; or javelin 1d6

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

Special Attacks: Spell-like abilities

Special Qualities: Low-light vision, slow aging, melancholy

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

Abilities: Str 10, Dex 12, Con 12, Int 11, Wis 11, Cha 15

Skills: Bluff +3, Hide +2 (+4*), Listen +4, Move Silently +2 (+4*), Perform (one) +3, Spot +4

Feats: Alertness

Climate/Terrain: Temperate aquatic

Organization: Company (2-4 plus at least 2 HD of aquatic animals), patrol (11-20, plus 2 3rd-level knights, and 1 leader of 3rd-6th level, and 10 HD of aquatic animals), or band (30-60, plus 1 3rd-level knight per 20 adults, 5 5th-level elders, 3 7th-level high elders, and 10-30 HD of aquatic animals)

CR: 1/2

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

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. The statistics here are for a 1st-level faewasse warrior. Faewasse speak Common, Aquan, and Sylvan.

Combat

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

Spell-like Abilities: 3/day—*mage hand*, *dancing lights*, and *ghost sound*; 1/day—*alter self* and *animal friendship*.

Melancholy (Ex): A faewasse 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 character level, minimum DC 5) or be struck by ennui for 1d4 days, during which time the he or she is at -1 to Wisdom-related rolls.

Skills: Faewasse get a +1 racial bonus to Bluff and Perform checks. * They get +2 to Hide and Move Silently in water.

Faewasse Society

Faewasse are nomadic, moving their homes to follow warm weather and food. They are ruled by a loose organization of the wisest among them, associate with whales and other aquatic animals, and give warriors a special status. Skilled warriors are referred to as knights. Only in the fey realms do they set up permanent settlements in the twilight seas of the Otherworld.

Faewasse Characters

A faewasse's favored class is bard. Faewasse clerics can choose two of the following domains: Animal, Protection, and Water.

Faewasse Racial Traits

As a PC race, faewasse (*fey-kissed merfolk*) have the following characteristics:

- +2 Dexterity, +2 Constitution, +4 Charisma.
- Medium size. (Use human height with +1d4 to the weight modifier.)
- Faewasse base land speed is 5 ft., they swim at 50 ft.
- *Aquatic*. The faewasse are amphibious creatures able to breathe in air and water. They possess the Aquatic subtype.
- *Low-light vision*. Faewasse see twice as far in poor lighting conditions as a human can.
- *Age*. Faewasse age like humans, but double the year ranges for each category.
- *Spell-Like Abilities*. A faewasse with a Charisma of 10 or higher can cast *mage hand*, *dancing lights* 3/day, and *alter self* and *animal friendship* 1/day, as a sorcerer of his or her character level.
- +1 racial bonus to Bluff and Perform checks. Faewasse get +2 to Hide and Move Silently checks in the water.
- *Automatic Languages*: Aquan and Sylvan.
- *Bonus Languages*: Common, Elven, and any other language the DM allows.
- Favored Class: Bard.
- ECL: +1.

FIEND, REDEEMED

As celestial hosts can fall to lust and worse, so to can the base and depraved beings of the netherworlds rise above their natures and bring light to the universe instead of darkness (or at least, do less harm). This occurrence, unfortunately, is extremely rare. Worse, the redeemed are oft hunted by their once brethren—the path of goodness then being doubly dire to tread. More commonly, fiends that 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, only rebellious.

Appearance Changes

Unlike the fallen, redeemed fiends 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, but take a more prudent view of the world.

Creating a Redeemed Fiend

“Redeemed Fiend” is a template that can be applied to any evil outsider (hereafter referred to as the “base creature”). The creature’s type does not change, but its relevant subtypes may, based on its alignment shift. It uses all of the base creature’s statistics and special abilities except as noted here.

Special Attacks: The redeemed loses any ability to summon other fiends. It retains all of the base creature’s other special attacks and gains the ability changes and additions indicated below:

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 thus is lost (or kept at your discretion).

Aura of Emotion (Su): If you like, a good redeemed continually generates an aura of emotion, which it cannot suppress. Saving throws for the aura abilities are always (DC 10 + one-half of the redeemed’s HD + its Charisma modifier). A number of times per day equal to one plus once per 5 HD, it can generate a special effect by touching a specific opponent, which forces the opponent to make a similar saving throw. Any of these mind-affecting, compulsion enchantments 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 HD. Anyone who saves against or recovers from a redeemed’s aura cannot be affected by that specific aura for 24 hours.

Friendship: The redeemed’s desire to do good spills into the atmosphere around it, creating a field of emotional warmth. Anyone within a 20-ft. radius of the redeemed must make a Will save or feel friendliness wash over them, making them more likely to cooperate and tolerate one another. The redeemed’s touch bestows friendship such that the affected creature reacts as if *charmed* by everyone he or she sees for the duration of the effect.

Happiness: The redeemed’s happiness is felt everywhere near it. Anyone within a 20-ft. radius of the redeemed feels cheerful and upbeat. This feeling grants a +1 morale bonus to all rolls by good or neutral characters for the duration of the effect, but makes evil creatures uneasy, granting them a –1 morale penalty instead, if they fail the save. The redeemed’s touch causes a fit of giggling that prevents anything but move-equivalent actions for the duration of the effect.

Hope: The redeemed projects its hope for all things good. Anyone within a 20-ft. radius of the redeemed gets +4 to save versus fear for the duration of the effect, but evil creatures are made uneasy by the feeling and also suffer a –1 morale penalty to all rolls (net +3 vs. fear) if they fail the save. If the redeemed touches another creature and the save is failed, that creature is shaken if it is evil—the nature of its crimes becomes evident temporarily. Otherwise, there is no additional effect.

Unique Redeemed

Feel free to add unique abilities to your redeemed. One of the best ways to do this is to grant a few abilities from the half-celestial template in the *MM* according to the redeemed’s HD. You might also give the creature a character class or unique prestige class for which it qualifies. Gain of significant celestial abilities should increase the creature’s CR by 1 or 2.

Special Qualities: The redeemed retains all of the base creature’s special qualities (with changes as noted in *Ability Changes* above) and gains the following:

Vulnerability to Good (Ex): Redeemed fiends are treated as if neutral for the purposes of determining the effects of spells that damage evil creatures. A redeemed, for example, always takes damage from *holy smite* as if it were neutral. Some redeemed fiends lose this disadvantage after spending many years in celestial realms.

Abilities: Modify from the base creature as follows: Wisdom +2. Redeemed are often unique creatures deserving of individual generation as characters.

Organization: Often solitary, though some redeemed form groups with like-minded creatures.

CR: Same as base creature, though loss of a significant ability might change that.

Alignment: Sometimes good, often neutral, never evil.

Sample Redeemed

This example uses a succubus as the base creature.

Rausalyn, redeemed succubus

Medium-size Outsider (Chaotic, Good)

Hit Dice: 6d8+6 (33 hp)

Initiative: +1 (Dex)

Speed: 30 ft., fly 50 ft. (average)

AC: 20 (+1 Dex, +9 natural); 19 flat-footed, 11 touch

Attacks: 2 claws +7 melee

Damage: Claw 1d3+1

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

Special Attacks: Spell-like abilities, aura of happiness

Special Qualities: Damage reduction 20/+2, SR 12, poison and electricity immunity, cold, fire, and acid resistance 20, telepathy, alternate form, tongues, vulnerability to good

Saves: Fort +6, Ref +6, Will +8

Abilities: Str 13, Dex 13, Con 13, Int 16, Wis 16, Cha 20

Skills: Bluff +11, Concentration +7, Disguise +11*, Escape Artist +7, Hide +7, Knowledge (planes) +9, Listen +17, Move Silently +7, Ride +7, Search +9, Spot +17

Feats: Dodge, Mobility

CR: 9

Alignment: Chaotic good

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 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—she is too uncomfortable in the celestial realms to spend much time there.

Possessions: clothing, jewelry (1,000gp).

Combat

Rausalyn avoids combat when she can, using her considerable magical abilities instead.

Aura of Happiness (Su): Rausalyn's happiness causes anyone within a 20-ft. radius feels cheerful and upbeat. This feeling grants a +1 morale bonus to all rolls by good or neutral characters, but makes evil creatures uneasy, granting them a –1 morale penalty instead if they fail a Will save (DC 18). 2/day Rausalyn's touch causes a fit of giggling that prevents anything but move-equivalent actions. Either of these mind-affecting, compulsion enchantments effects allow a save each round (at +1 for each previous round) to overcome them, but otherwise last 6 rounds. Someone who has saved or recovered from either effect cannot be affected again for 24 hours.

Spell-Like Abilities: At will—*aid*, *charm monster*, *clairaudience/clairvoyance*, *consecrate*, *darkness*, *detect evil*, *detect thoughts*, *ethereal jaunt* (self plus 50 pounds of objects only), *suggestion*, and *teleport without error* (self plus 50 pounds of objects only); 1/day—*holy smite*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 15 + spell level).

Telepathy (Su): Rausalyn can communicate telepathically with any creature within 100 ft. that has a language.

Alternate Form (Su): Rausalyn can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the *polymorph self* spell but allows only humanoid forms. While using this ability, Rausalyn gains a +10 circumstance bonus to Disguise checks.

Tongues (Su): Rausalyn has a permanent *tongues* ability as the spell cast by a 12th-level sorcerer.

Vulnerability to Good (Ex): Rausalyn is treated as if neutral for the purposes of determining the effects of spells that damage evil creatures. She, for example, always takes damage from *holy smite* as if she were neutral.

Skills: Rausalyn receives a +8 racial bonus to Listen and Spot checks. *When using alternate form, Rausalyn receives an additional +10 circumstance bonus to Disguise checks.

GHOU

Ghouls haunt graveyards, battlefields, and plague cities and other places rich with the carrion for which they hunger. They lurk where the stench of death hangs heavy, waiting to devour their prey. Ghouls are sometimes created upon the death of a cannibal. Others claim that anyone of exceptional debauchery and wickedness runs the risk of becoming a ghoul upon his death.

Appearance Changes

Although ghouls appear more or less as they did in life, their mottled, decaying flesh is drawn tight across their clearly visible skeletal structure. The transformation from living beings into fell carrion feeders has turned them into cunning and animal-like monsters. Their eyes burn like hot coals in their sunken sockets.

Creating a Ghoul

“Ghoul” is a template that can be added to any animal, beast, magical beast, humanoid, monstrous humanoid, or giant (hereafter referred to as the “base creature”). The base creature’s type changes to “Undead”, but its subtypes remain the same. A ghoul uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Remove all HD (and abilities) due to a character class, and then increase the base creature’s HD by 1 and the die type to d12.

AC: The creature’s natural armor bonus stays the same or increases to the number listed below (if that number is higher):

Size	Natural Armor Bonus
Tiny	+0
Small	+1
Medium-size	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Attacks: A ghoul has a primary bite attack and two secondary claw attacks if it has the proper appendages. It retains the attacks of the base creature if those are better (or too different). The creature’s base attack bonus is calculated as if it were always of the Undead type.

Damage: The ghoul’s bite and claws do damage per the Undead type, or stay the same as the base creature’s if those are better.

Special Attacks: A ghoul has all the special attacks of the base creature, except those that come from a character class and those requiring an active metabolism. Supernatural and spell-like attacks are almost always maintained, using Charisma in place of Constitution to calculate save DCs. Ghouls also have the following:

Paralysis (Ex): Those hit by a ghoul’s natural attacks must succeed at a Fortitude save (DC 10 + one-half of the ghoul’s HD + the ghoul’s Charisma modifier) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spann (Su): In most cases ghouls devour those they kill. From time to time, however, the bodies of the victims lie where they fell, to rise as ghouls themselves in 1d4 days.

Special Qualities: The ghoul retains special qualities according to the same restriction in *Special Attacks* above and gains the following:

Darkevision (Ex): A ghoul can see in non-magical darkness up to a range of 60 ft., or the base creature’s range, whichever is better.

Turn Resistance (Ex): Ghouls have +2 turn resistance.

Undeak: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Abilities: Modify from the base creature as follows: Strength +2, Dexterity +4, Intelligence +2, Wisdom +2, Charisma +6. The maximum Intelligence score for a creature with and Intelligence of 2 or less is 2. As an undead creature, a ghoul has no Constitution score.

Saves: Recalculate the creature’s saving throws as if it was always of the Undead type.

Skills: Recalculate skills as if the creature was always undead, using the base creature’s skills, and any skill to which a ghoul gets a racial bonus, as class skills. Ghouls get a +2 racial bonus to Hide, Escape Artist, Listen, Move Silently, and Spot checks. Ghouls can speak the same languages they knew in life, but seldom do.

Feats: Recalculate feats as if the creature was always of the Undead type. Favor Weapon Finesse (bite), for creatures with a higher Dexterity than Strength, as well as those feats on the base creature’s list.

Climate/Terrain: Any land or underground

Organization: Solitary, gang (2-4), or pack (7-12)

CR: Base creature’s CR (minus class levels) +1.

Treasure: Often none.

Alignment: Any evil, favoring chaotic evil.

Advancement: Simply increase the numbers in all ranges by one die. Ghouls of creatures that could gain character levels may still do so at your option.

ECL: +3 (counting 1 bonus HD).

Sample Ghoul

This example uses a heavy warhorse as the base creature.

Heavy Warhorse Ghoul

Large Undead

Hit Dice: 5d12 (32 hp)

Initiative: +3 (+3 De x)

Speed: 50 ft.

AC: 16 (–1 size, +3 Dex, +4 natural); 13 flat-footed, 12 touch

Attacks: Bite +7 melee, 2 Hooves +5 melee,

Damage: Bite 1d8+5 plus paralysis, Hoof 1d6+2 plus paralysis

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

Special Attacks: Paralysis, create spawn

Special Qualities: Darkvision 60 ft., undead, +2 turn resistance

Saves: Fort +1, Ref +4, Will +6

Abilities: Str 20, Dex 17, Con —, Int 2, Wis 15, Cha 10

Skills: Hide +3, Listen +8, Move Silently +7, Spot +8

Feats: Multiattack

Climate/Terrain: Any land or underground

Organization: Solitary, gang (2-4), or pack (7-12)

CR: 3

Treasure: None

Alignment: Chaotic evil

Advancement: 6 HD (Large)

A heavily muscled, white charger, this ghoul still remembers its combat training and can be ridden by any brave enough to tame it or command it with negative energy.

Combat

A vicious equine turned worse predator, the warhorse ghoul is a bold hunter.

Paralysis (Ex): Those hit by a ghoul warhorse's natural attacks must succeed at a Fortitude save (DC 12) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn (Su): In most cases ghoul warhorses devour those they kill. From time to time, however, the bodies of the victims lie where they fell, to rise as ghouls themselves in 1d4 days.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Becoming a Ghoul

Ghouls can be created using the variant *create undead* spells found in the Desiccated template.

Variant Ghoul

The following microplate can be used to create a ghoul that retains the class abilities and supernatural powers from the base creature:

Greater Ghoul

This template can be altered in simple ways to allow the creation of a ghoul that retains the base creature's memories, character levels, and class abilities. Instead of losing all character levels, the base creature keeps them, gains 1 HD, and all dice become d12s. Greater ghouls get turn resistance equal to 2 plus one-fourth of their HD

(including character levels). The creature's saves, skill, and feat calculations remain the same as the base creature. CR is that of the base creature +1. Its ECL is +4.

An evil spellcaster might turn himself (or another) into a greater ghoul via the following ritual:

Form of the Flesh Eater

Necromancy (Ritual) [Evil]

Level: Clr 5, Sor/Wiz 6

This gruesome and wicked ritual allows a spellcaster to transform any still-living target (usually himself) into a greater ghoul. It functions like the *form of the withering sands* ritual, except as follows:

The ritual must be performed at night. A divine group must cast the spell *create undead* (twice) and *raise dead* each day during the rite. The arcane group must cast *animate dead*, *planar binding*, *ghoul touch*, and *enervation* instead.

Material Components: The ritual requires a burial shroud of the skin of two or more corpses of sentient creatures, incense, jet gems, ghoul claws and teeth, and black diamond dust, and mundane material components worth 500 gp per final HD of the creature transformed. The target must consume only the fresh flesh and blood of its own race as nourishment for three days before the ritual, and during it as well.

Failure: If the ritual fails, a willing target must make a Fortitude saving throw (DC 10 + the number by which the ritual check failed) or die. Everyone must make a Will saving throw (DC 15 + the number by which the ritual was failed) or be paralyzed for 1d6+2 minutes. In addition to this, the ritual leader takes 1d6 points of temporary Wisdom and Constitution damage, while everyone else takes 1 point of temporary damage to each of these abilities.

Botch: A botched ritual results in a normal ghoul, who attacks the ritualists—the original target dies. All of the ritual participants suffer 1d4 points of temporary Wisdom and Constitution damage, while the ritual leader suffers 2d6. Everyone (besides the new ghoul) must make a Will saving throw (DC 15 + the number by which the ritual was failed) or be paralyzed for 1d6+2 hours.

GIGANTIC

Gigantic creatures are just that—massive examples of an originally smaller creature. This template is really just a way to play around with the size rules and have fun, but your giant creature could be from the mating of some other creature and a giant, magic gone wrong, or some other natural anomaly. A certain massive, radioactive, fire-breathing lizard springs to mind. New types of giants are easy to create with this template as well.

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”), though it doesn’t work very well for dragons or within a base creature’s normal size ranges. After assuming the template, the base creature’s type only changes if it is a humanoid and it goes to Large size or larger. Such creatures have the type “Giant”. The base creature’s subtypes remain unchanged. A gigantic creature uses the base creature’s statistics and inherent racial special abilities except as noted below.

Size: Increase the base creature’s size to *whatever* size you want the final creature to be. The creature’s final height or dimensions are doubled for each size category it grows. Thus, a 3 ft. 1 in. halfling increased to Colossal size is about 99 ft. tall. (37 in. x 2 (Medium-size) x 2 (Large) x 2 (Huge) x 2 (Gargantuan) x 2 (Colossal)—halflings are on the upper end of Small). A 5 ft. 9 in. human increased to Colossal is smaller than that halfling (92 ft.).

Hit Dice: Multiply the creature’s current HD by 2 for each size category it grows. Thus, a gnoll increased to Huge size has 8 HD (2 x 2 (Large) x 2 (Huge)). So long as the final number is above the minimum for the creature’s new size, you can fudge it however you like. A Huge gnoll with 8 HD may be too much, because it has a great advantage over 1 HD humanoids increased to Huge size (average 4 HD), but neither begins to compare to a Huge giant (18 HD)—play around with the figures, and avoid escalating HD too high. For example, a storm giant’s HD double to 38, enough for Colossal size. If you add a few HD and a character class to that giant, it’ll be a suitable challenge for almost any party of sufficient level to handle the CR.

Speed: Add 10 ft. to the base creature’s speed in all modes per size category increase (or less, if you want the creature to be slow for its size). If the base creature can fly, and its maneuverability is not perfect, its maneuverability rating drops by one for every two size levels it gains. Perfect maneuverability stays the same and the minimum maneuverability is clumsy.

AC: Natural armor improves according to size.

Attacks: Recalculate attacks for the creature’s new amount of HD according to its type.

Damage: Damage from natural attacks increases based on size and type.

Face/Reach: Find the base creature’s original Face/

Reach (or a close approximation) in *Appendix I* on *Table 1-1: Creature Size Factors*. Increase its face and reach to match the creature’s new size.

Special Attacks and Qualities: The creature loses any ability that is due to small size.

Increase the saving throw DCs based on the giant creature’s new HD. Damage for special attacks increases according to size as well. Locate the damage on the creature’s size chart for the most similar attack type, and increase one step from there for each size category the creature increased.

For example, a howler’s quill does 1d6 (when removed) at Large size. If we associate this attack with a claw and look up 1d6 on the Outsider chart, we see that 2d4 is the next increase. If the howler increases to Huge size, its quills do 2d4, while a Gargantuan howler’s quill does 2d6. You may want to increase damage for special attacks as shown in *How to Use This Book (Special Attacks and Qualities)* when the damage from certain attacks seems too low.

Caster levels for the creature’s spell-like abilities may be increased by the same factors by which size was. This rule can be fudged to get the effect you want. Only on very rare occasions should caster level exceed HD, and the creature should hardly ever have access to spells that a spellcaster of the same level as its HD could not cast. Consider adding more powerful spells to a creature, using its current list as a guide to possible additions.

As a simple rule, the range of special attacks and qualities increases by 33% of the current range per increase in size category, rounding up to the nearest multiple of 5 (ft.). Thus, an ability that starts at 30 ft. rises to 40 ft. ($30 \times 1.33 = 39.9$) with one size category increase, rising to 55 ft. with another increase.

For example, a troglodyte has a stench that has a range of 30 ft. at Medium-size. At Large, the affected area might increase to 40 ft. (higher or lower, as you like). Use the power itself as a guide to whether or not range should increase dramatically, modestly, or at all.

Saves: Increase according to new HD and type.

Abilities: Modify the base creature’s ability scores according to *Appendix I, Table 1-2: Creature Changes by Size*.

Skills: The creature gains skill points according to its new HD and its type. The base creature’s skills are class skills for the new creature.

Feats: The creature gains feats based on its new HD and type.

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

CR: For each doubling of HD, increase the current CR by a percentage equal to $[(25 - \text{the current CR}) \times 5]$ (round up or down as you deem appropriate)—minimum +10%. Thus, a CR 1/2 creature with double HD increases to CR 1, then CR 2, then CR 4, then CR 8, then CR 13, and so on. A CR 3 creature (like the howler) has CR 6 (or 7) with the first doubling, then CR 12 (or 13-14), and then CR 19 (or 20). CRs below 1 round to the nearest quarter, until they exceed 1/2, then round to 1. So 1/6 or 1/4 becomes 1/2, and so on as CR 1/2 above. Once CRs get above 20, it’s hard to tell what’s accurate, but this system works for smaller creatures. You can manipulate the final CR to get what you think is right, in any case.

Advancement: If you want your gigantic creature to be able to advance, take the same range as the base creature and

multiply the highest figure by the same factors as the HD. Fill in the ranges and tinker until you have what you want.

For example, a howler has 6 HD, and an advancement of 7-9 (Large); 11-18 (Huge). If the howler is increased to Gargantuan size it has 24 HD (6 x 2 (Huge) x 2 (Gargantuan)). 9 from the first advancement increment comes out to 36 (9 x 2 x 2) and the 18 comes out to 72. So the howler's literal range from this rule is 25-36 (Gargantuan); 37-72 (Colossal).

Creature's with "by character class" advancement retain that designation.

ECL: Varies by size and potency of abilities.

Sample Gigantic Creatures

These examples use a troglodyte and a howler as the base creatures. The troglodyte had its HD moved to 6 for flavor, and the howler had its CR rounded up at each step (like in the example above) on its huge base attack bonus and damage potential. It also has its advancement limited to one level, with no size change.

Troger (Gigantic Troglodyte)

Large Giant (Reptilian)

Hit Dice: 6d8+24 (55 hp)

Initiative: -2 (Dex)

Speed: 40 ft.

AC: 15 (-1 size, -2 Dex, +8 natural); 15 flat-footed, 7 touch

Attacks: Longspear +8/+3 melee, (or 2 claws +7 melee), bite +5 melee; or javelin +2 ranged

Damage: Longspear 1d8+4 (+7 two-handed)/crit x3, (claw 1d6+5), bite 1d6+2; or javelin 1d6+4

Face/Reach: 5 ft. by 5 ft./10 ft. (15 ft. with longspear)

Special Attacks: Stench

Special Qualities: Darkvision 90 ft.

Saves: Fort +8, Ref +0, Will +2

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

Skills: Hide +5*, Listen +3

Feats: Multiattack, Weapon Focus (longspear), Power Attack

Climate/Terrain: Any mountains and underground

Organization: Solitary or gang (2-5)

CR: 4

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

Alignment: Always chaotic evil

Advancement: By character class

Trogers look like their lesser cousins, but stand nearly 10 ft. tall and weigh close to 1200 pounds.

Combat

Trogers enjoy battle and use their javelins to weaken their opponents at range before moving into melee combat with the huge reach advantage of their spears. They normally conceal themselves, launch a volley of javelins, then close to attack. If the battle goes against them, they retreat and attempt to hide.

Stench (Ex): When a troger is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All creatures (except troglodytes) within 40 ft. of the troger must succeed at a Fortitude save (DC 18) or suffer a -2 morale penalty on attack rolls, weapon damage rolls, checks, and saving throws for 10 rounds. Characters subjected to stench from multiple trogers make only one saving throw.

Those affected by a troger's stench cannot be affected again by any troglodyte's stench until the current effect expires. Once a character has succumbed to a particular troger's stench ability, or made a successful saving throw against it, the character cannot be affected by the same individual's stench ability for 24 hours.

Skills: The skin of a troger changes color somewhat, allowing it to blend in with surroundings like a chameleon and conferring a +4 racial bonus to Hide checks. *In rocky or subterranean settings, this bonus improves to +8. Neither of these bonuses is included in the troger's statistics above.

Troger Characters

A troger's favored class is fighter. Troger clerics can choose any two of the following domains: Chaos, Death, Destruction, and Evil.

Baleful Bayer (Gigantic Howler)

Gargantuan Outsider (Chaotic, Evil)

Hit Dice: 24d8+144 (252 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 70 ft.

AC: 18 (-4 size, +12 natural); 18 flat-footed, 6 touch

Attacks: Bite +33 melee, 1d2 quills +31 melee

Damage: Bite 4d6+5, quill 1d8+2

Face/Reach: 20 ft. by 40 ft./10 ft.

Special Attacks: Quills, howl

Saves: Fort +20, Ref +14, Will +16

Abilities: Str 37, Dex 11, Con 23, Int 6, Wis 14, Cha 8

Skills: Climb +33, Hide +8, Listen +24, Move Silently +20, Search +18, Spot +24, Wilderness Lore +14

Feats: Alertness, Combat Reflexes, Improved Initiative, Multiattack, Power Attack, Track

Climate/Terrain: Any land and underground

Organization: Solitary

CR: 14

Treasure: None

Alignment: Always chaotic evil

Advancement: 25-36 HD (Gargantuan)

Combat

The baleful bayer is a relentless hunter of the abyssal planes. It is fearless and inexorable, pursuing prey to exhaustion for the sheer joy of a cruel chase.

Quills (Ex): The baleful bayer's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by the baleful bayer's quill attack must make a Reflex save (DC 22) or have the quill break off in his or her flesh. A lodged quill imposes a -1 circumstance penalty to attacks, saves, and checks. Removing the quill deals 2d4 additional points of damage.

Howl (Ex): All beings other than outsiders that hear the baleful bayer's howling for an hour or more are subject to its effect. Those within a 100-ft. spread must succeed at a Will save (DC 23) or take 1d4 points of temporary Wisdom damage. The save must be repeated for each hour of exposure. This is a sonic, mind-affecting attack; deafened creatures are not subject to it.

HALF-DROW

Half-drow are the spawn of sexual and magical unions between dark elves and other creatures. When such a coupling occurs, the blood of the drow fuses with that of the other creature, strengthening both. Extremely hedonistic drow polymorph into other creatures to have such encounters, and spellcasters splice drow with other creatures in hopes of creating better slaves, but the most common origin of half-drow is an act of sexual violence. The birth of the half-drow is rarely a happy occasion.

Appearance Changes

The skin of a half-drow is always darker than that of the base creature, and the hair always lighter. Otherwise, try to imagine what an amalgamation of the base creature and a drow would appear like.

Creating Half-drow

“Half-drow” is a template that can be added to any living, corporeal, non-drow creature besides a non-sentient plant, ooze, or vermin (referred to hereafter as the “base creature”). The base creature’s type does not change, but “Elf” is added to its subtypes. A half-drow uses all the base creature’s abilities and statistics in addition to those noted here.

Special Attacks: A half-drow retains all the special attacks of the base creature and also gains the following abilities:

Spell-Like Abilities (Sp): A half-drow with a Charisma equal to 10 + the spell’s level can cast *dancing lights*, *darkness*, and *faerie fire* each once per day as a sorcerer of a level equal to one-half of the creature’s HD.

Special Qualities: A half-drow retains all the special qualities of the base creature and also gains those listed below:

Darkvision (Ex): Half-drow can see in non-magical darkness up to a range of 60 ft. If the base creature already has darkvision, its range is increased by 20 ft., up to a maximum of 120 ft.

Light Sensitivity (Ex): Half drow suffer a –1 circumstance penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell. If the base creature already had light sensitivity, this problem becomes *light blindness*, from which the creature suffers blindness for 1 round from any exposure to sudden bright light (like a *lightning bolt* in a dark room) in addition to the normal effects of light sensitivity.

Mixed Blood (Ex): Half-drow are considered to be the base creature’s race, drow, and elves for the purposes of racially specific abilities and effects.

Resistant to Magic (Ex): Half-drow receive a +1 racial bonus on Will saves against spells and spell-like abilities.

Sleep Immunity (Ex): Half-drow are immune to *sleep* spells and effects.

Spell Resistance (Ex): A half-drow gains spell resistance equal to 5 + the base creature’s HD. If the base creature already has spell resistance, the half-drow uses that value if it is greater.

Abilities: Modify from the base creature as follows:

Dexterity +2, Constitution –2, Intelligence +2.

Skills: A half-drow gains a +1 racial bonus on Listen, Search, and Spot checks.

Climate/Terrain: Same as the base creature and underground.

Organization: Solitary

CR: Base creature’s CR +1.

Alignment: Tends towards evil. Half-drow raised among drow are usually neutral evil.

ECL: +1.

Sample Half-drow

This example uses a 1st-level lizardfolk barbarian as the base creature (Strength 14 (+2 from lizardfolk), Dexterity 10, Constitution 16, Intelligence 8). One level of barbarian adds 1 CR, +1 CR from the template. The sample gets maximum hit points for his first monster HD (d8).

Mine, male tsaavyn Bbn 1

Medium-size Humanoid (Aquatic, Elf, Reptilian)

Hit Dice: 2d8+4 plus 1d12+2 (25 hp)

Initiative: +0

Speed: 40 ft.

AC: 15 (+5 natural); 15 flat-footed, 10 touch

Attacks: 2 claws +3 melee (or stalagmite greatclub +3 melee), bite +1 melee

Damage: Claw 1d4+3, stalagmite greatclub 1d10+4, bite 1d4+1

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

Special Attacks: Spell-like abilities, rage, fast movement (+10 ft.)

Special Qualities: Darkvision 60 ft., mixed blood, light sensitivity, SR 8, *sleep* immunity

Saves: Fort +4, Ref +4, Will +0 (+1 vs. spells and spell-like abilities)

Abilities: Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 11

Skills: Climb +5, Balance +5, Jump +9, Swim +11, Wilderness Lore +2

Feats: Multiattack, Track

CR: 3

Alignment: Chaotic neutral

This mighty lizardman was birthed in the underground, but he doesn’t remember where. He’s been alone since he can recall (a few years), scraping out an existence in the jungle. The strange creature hunts at night and refers to himself in the third person as “Mine”. Despite his appearance, Mine is not socially inept. Mine speaks broken Undercommon.

Mine is revolting, with a flat maw, beady, black eyes, and tiny ears. His skin is scaly and dark and there’s no hair anywhere on his body, except a white tuft on the back of his head. He rarely wears any clothing.

Possessions: stalagmite greatclub (9 lbs./–1 Swim).

Combat

Mine is a straightforward fighter, avoiding anything or anybody he suspects he can't beat.

Tsaavyn Traits: See below.

Rage (Ex): 1/day for 5 rounds (see the Barbarian class in the PHB).

Spell-like Abilities: 1/day—*dancing lights* and *faerie fire* as a 3rd-level sorcerer.

Tsaavyn Racial Traits

As a PC race, tsaavyn (*half-drow/ half-lizardfolk*) have the following characteristics:

- +2 Strength, +2 Dexterity, –2 Constitution.
- *High HD:* Tsaavyn start with 2d8 HD (the first maximized for a PC). Initial base attack bonus, saves, feats, and skills for these HD are calculated via the Humanoid type. Tsaavyn have good Fortitude and Reflex saves.
- Medium size. (Use human height with +1d4 to the weight modifier.)
- Tsaavyn base speed is 30 ft.
- *Darkvision:* Tsaavyn can see in the dark up to 60 ft. This vision is black and white.
- *Natural Armor:* Tsaavyn have a +5 natural armor bonus.
- *Multiple Attacks:* Tsaavyn know how to use their natural weapons and may make two claw attacks and a secondary bite attack as a full-attack action. A bite may be used as a secondary attack as part of any full-attack action, except one with a reach weapon. Their claws and bite do 1d4 points of damage. A tsaavyn may choose the Multiattack feat.
- *Spell-Like Abilities:* A tsaavyn with a Charisma equal to 10 + the spell's level can cast *dancing lights*, *darkness*, and *faerie fire* each once per day as a sorcerer of a level equal to one-half of the creature's HD.
- *Resistant to Magic (Ex):* Tsaavyn receive a +1 racial bonus on Will saves against spells and spell-like abilities.
- *Sleep Immunity (Ex):* Tsaavyn are immune to *sleep* spells and effects.
- *Spell Resistance (Ex):* A tsaavyn gains spell resistance equal to 7 + class levels.

- *Light Sensitivity (Ex):* Tsaavyn suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.
- *Mixed Blood (Ex):* Tsaavyn are considered to be lizardfolk, drow, and elves for the purposes of racially specific abilities and effects.
- +1 racial bonus on Listen, Search, and Spot checks. Due to tails, tsaavyn get a +4 racial bonus to Jump, Swim, and Balance checks.
- *Automatic Languages:* Undercommon (and possibly Drow).
- *Bonus Languages:* Common, Elven, Dwarven, Gnome.
- *Favored Class:* Barbarian.
- *ECL:* +3 (including 2 HD).



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 generally more handsome and imposing versions of a given type of creature, with piercing eyes and a commanding presence. This charismatic aura is an unmistakable earmark of their otherworldly heritage, along with their diverse magical abilities.

Creating a Half-genie

"Half-genie" is a template that can be added to any living, corporeal, non-genie creature besides a with an Intelligence score of 3 or more that is not a plant (referred to hereafter as the "base creature"). After assuming the template, the base creature's type changes to "Outsider", and its subtype information includes relevant alignment indicators. A half-genie uses the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Increases to d8, or remains the same, whichever is better.

Speed: If the base creature can fly, its maneuverability rating improves by one class.

AC: Natural armor improves by +1.

Special Attacks: A half-genie retains the special attacks of the base creature and gains the following:

Spell-like Abilities: Half-genies with a Wisdom or Charisma score of 10 or higher possess the spell-like abilities according to their type as specified in the table below. The creature uses its total Hit Dice (including character levels) as the value for "Hit Dice" on the table, as well as caster level.

Half-janni

Possible half-janni spell-like abilities include:

Hit Dice	Abilities
1-2	<i>Speak with animals</i> 2/day, <i>create food and water</i>
3-4	<i>Enlarge</i> , <i>Reduce</i>
5-6	<i>Fly</i> , <i>Invisibility</i>
7-8	<i>Enlarge</i> or <i>Reduce</i> 2/day
9-10	<i>Invisibility</i> 2/day
11-12	<i>Ethereal Jaunt</i>
13-14	<i>Plane Shift</i>
15-16	<i>Plane Shift</i> 2/day
17+	<i>Plane Shift</i> 3/day

Half-djinni

Possible half-djinni spell-like abilities include:

Hit Dice	Abilities
1-2	<i>create food and water</i> , <i>create wine</i> (as <i>create water</i> but wine instead)
3-4	<i>minor creation</i> , <i>invisibility</i> (self only)
5-6	<i>fly</i> , <i>gaseous form</i>
7-8	<i>invisibility</i> (self only) 3/day
9-10	<i>major creation</i> , <i>persistent image</i>
11-12	<i>wind walk</i>
13-14	<i>plane shift</i>
15-16	<i>plane shift</i> 2/day, transform self into <i>whirlwind</i> , per the spell
17-18	<i>plane shift</i> 3/day
19+	1% chance to be able to cast <i>wish</i>

Half-efreeti

Possible half-efreeti spell-like abilities include:

Hit Dice	Abilities
1-2	<i>detect magic</i> , <i>produce flame</i>
3-4	<i>enlarge</i> , <i>pyrotechnics</i>
5-6	<i>fly</i> , <i>gaseous form</i> , <i>invisibility</i>
7-8	<i>wall of fire</i> , <i>produce flame</i> 3/day
9-10	<i>polymorph self</i> , <i>pyrotechnics</i> 3/day
11-12	<i>permanent image</i>
13-14	<i>plane shift</i>
15-16	<i>plane shift</i> 2/day
17-18	<i>plane shift</i> 3/day
19+	<i>wish</i>

Special Qualities: The following special qualities are added to those of the base creature:

Darkvision (Ex): All half-genies can see in non-magical darkness up to a range of 60 ft., or the base creature's range, whichever is better.

Mixed-blood (Ex): Half-genies are considered to be the base creature's race, outsiders, and their genie type (janni, djinni, and so on) for the purposes of racially specific abilities and effects.

Telepathy (Su): A half-genie can communicate telepathically with any creature within 60 ft. that has a language.

Additional Special Abilities: In addition to the special qualities above, the base creature gains the following, depending on the type of genie:

Half-janni

Fire Resistance (Ex): Half-jann have fire resistance 15.

Half-djinni

Resistance (Ex): Half-djinn have acid resistance 30.

Half-efreeti

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 half of the attack's normal damage (minimum 0), without a Strength modifier—with a maximum of +1d3.

TEMPLATES: HALF-GENIE

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Abilities: Modify the base creature as follows: Strength +2, Dexterity +4, Constitution +2, Intelligence +2, Wisdom +2, Charisma +2.

Skills: A half-genie has 8 skill points, plus its Intelligence modifier, per Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally.

Feats: Half-genies have one feat for every four HD or the base creature's total of feats, whichever is greater.

Organization: Half-genies are often solitary, or they are unique individuals among normal members of the base creature type.

CR: Base creature's CR +1 + 20% (maximum +3), or +30% efreeti (maximum +4).

Alignment: Half-djinn tend toward good, and half-efreet tend toward evil.

ECL: +2.

Sample Half-genie

This example uses a fire giant as the base creature.

Fire Giant Overlord (Half-Efreeti/Half Fire Giant)

Large Outsider (Evil, Fire, Lawful)

Hit Dice: 15d8+105 (172 hp)

Initiative: +1 (Dex)

Speed: 30 ft. (chainmail); base 40 ft.

AC: 24 (-1 size, +1 Dex, +9 natural, +5 chainmail); 23 flat-footed, 10 touch

Attacks: Huge greatsword +21/+16/+11 melee; or rock +12/+7/+2

Damage: Huge greatsword 2d8+16/crit 18-20; or rock 2d6+12 plus 2d6 fire

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

Special Attacks: Rock throwing

Special Qualities: Rock catching, fire subtype, spell-like abilities, heat

Saves: Fort +16, Ref +5, Will +6

Abilities: Str 33, Dex 13, Con 23, Int 12, Wis 12, Cha 13

Skills: Bluff +10, Climb +14, Concentration +15, Intimidate +12, Jump +14, Knowledge (planes) +7, Move Silently +10, Sense Motive +10, Spellcraft +10, Spot +10
Feats: Cleave, Great Cleave, Power Attack, Sunder

Climate/Terrain: Any land and underground

Organization: Solitary or part of a fire giant gang, band, raiding party, or tribe

CR: 13

Treasure: Standard

Alignment: Often lawful evil

Advancement: By character class

Fire giant overlords are considered blessed leaders among their lesser kin. They combine the incredible might of the giants with the power of the elemental planes. Such giants take their roles seriously, leading their lesser in glorious battle against hated enemies, meting out rewards and punishments, and reaping the benefits of otherworldly heritage.

Combat

Fire giant overlords are merciless and brutal combatants that take every advantage of their fire immunity. Their preferred method of attack is to *enlarge* themselves *fly* above enemies while hurling heated boulders. On the ground, they cast *wall of fire*, encircling themselves and their opponents with the hot side of the wall facing in to do maximum fire damage to their foes. Another favorite tactic is to grab their opponents and jump into a fire or lava flow. In all cases, if they are losing a given fight badly, fire giant overlords use their *plane shift* ability or *gaseous form* to escape.

Spell-Like Abilities: 3/day—*produce flame*, *pyrotechnics*; 2/day—*plane shift*, 1/day—*detect magic*, *enlarge*, *fly*, *gaseous form*, *invisibility*, *permanent image*, *polymorph self*, *wall of fire*.

Heat (Ex): A fire giant overlord's body deals 1d3 points of additional fire damage whenever it hits in melee, or, when grappling, each round it maintains a hold.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

HALF-GNOME

Although it is a rare and wondrous occurrence, gnomes have been known to crossbreed with other races throughout the annals of recorded history. The types of creatures that interbreed with gnomes are generally dwarves, other “civilized” humanoid (such as humans, elves, and halflings), and fey, although some subraces of

gnome, such as the savage variety, have been known to breed with more unsavory sorts, such as orcs, gnolls, and worse. Granted, gnomish blood does not mix well with certain types of creatures, but the prankish nature of these gentle folk has led a few of them to experiment beyond the bounds of normal reproduction. Sometimes, magical mixing occurs, creating half-gnomes from animals and beasts.

Appearance Changes

Half-gnomes look much like the base creature, only with gentler, more gnome-like features.

Creating a Half-gnome

“Half-gnome” is a template that can be added to any living, corporeal, non-gnome creature besides a non-sentient plant, ooze, or vermin (referred to hereafter as the “base creature”). The base creature’s type does not change, but “Gnome” is added to its subtypes. A half-gnome uses all the base creature’s abilities and statistics in addition to those noted here.

Special Attacks:

The half-gnome retains all of the special attacks of the base creature, and gains the following:

Combat Bonus (Ex): If raised by the gnomish parent in a gnomish community, half-gnomes gain a +1 racial bonus to attack rolls against kobolds and goblinoids (goblins, hobgoblins, and bugbears) and a +4 dodge bonus to AC against giants, since gnomes battle these creatures frequently and practice special techniques for fighting them. Forest gnome descendants get the +1 to attack orcs and reptilian humanoids as well. If raised elsewhere or by the non-gnomish parent, half-gnomes do not gain this bonus.

Special Qualities: A half-gnome creature has all the special qualities of the base creature, plus the following:

Low-light Vision (Ex): Half-gnomes see twice as well as humans in conditions of poor lighting. If the base creature has better low-light vision, it is retained.

Mixed Blood (Ex): Half-gnomes are always considered gnomes and a member of the base creature’s race for purposes of all special abilities and effects.

Speak with Animals (Ex): There is a 50% chance that a half-gnome retains the gnomish ability to *speak with animals* (burrowing mammals only) once per day. The ability has duration of 1 minute (the half-gnome is considered a 1st-level caster when he uses this ability, regardless of its actual level).

Spells: Half-gnomes with Intelligence scores of 10 or higher may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day as a 1st-level wizard (spell failure penalties for armor apply). Half-gnomes with forest gnome ancestry may be allowed to cast *pass without trace* 3/day.

Saves: All half-gnomes get +1 to saving throws versus illusions.

Abilities: Modify from the base creature as follows: Dexterity –2, Constitution +2.

Skills: Half-gnomes gain a +1 racial bonus to Listen and Alchemy checks. Half-gnomes raised by gnomes speak Gnome and have bonus languages as if they were a gnome. Those raised by forest gnomes get a +2 racial bonus to Hide, +4 in forested areas.

Alignment: If raised by gnomes, the base creature’s alignment moves one step toward good.

Advancement: By character class.

Sample Half-gnomes

These examples use a satyr and a dwarf as the base creature. (The satyr has the following base ability scores Strength 10, Dexterity 14, Constitution 10, Intelligence 11, Wisdom 13, and Charisma 16. Satyrs get +2 to every ability score, besides Strength, which is also included below.)

Shazia, female half-gnome satyr

Medium-size Fey (Gnome)

Hit Dice: 5d6+10 (27 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 16 (+2 Dex, +4 natural); 14 flat-footed, 12 touch

Attacks: Gore +2 melee, +1 *dagger* –2 melee; or masterwork shortbow +5 ranged

Damage: Gore 1d6, +1 *dagger* 1d4+1/crit 19-20; or masterwork shortbow 1d6/crit x3

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

Special Attacks: Pipes, combat bonus, spells

Special Abilities: Low-light vision, mixed blood, speak with animals

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

Abilities: Str 10, Dex 14, Con 14, Int 13, Wis 15, Cha 18

Skills: Alchemy +2, Bluff +12, Hide +14, Listen +17, Move Silently +14, Perform (dance, lute, pan pipes, singing) +12, Spot +16, Swim –1

Feats: Alertness, Dodge, Mobility

CR: 4

Alignment: Chaotic good

Ability Modifier Mystery

The racial ability modifiers in this template don’t match the racial modifiers a gnome gets, and you may wonder why. The reason is that to determine the racial modifiers to ability scores for each race in this book the base race was increased to Medium-size, thus eliminating alteration for size and showing the race’s real strengths. Then, each template dedicated to a Small race was tweaked with an eye for keeping it balanced as a PC race (+0 ECL).

A Medium-sized gnome has Str 12, Dexterity 8, and Constitution 15 (Small to Medium-size gives +4 to Str, –2 Dex, and +2 Con. This indicates that the Small gnome is actually less nimble than it should be for its size, but definitely stronger and heartier. The Strength bonus was eliminated in favor of balanced bonuses and penalties—and +4 to Con halves to +2 (it is a half-gnome). Other templates in this book follow the same ideas.

TEMPLATES: HALF-GNOME

Shazia is a small for a satyr, with gentle, gnome-like facial features, freckles, and a button nose. Elegant horns protrude from her forehead, gracefully curling away from her face toward the back of her head, and she wears a simple tunic made of leaves and natural materials. The gnome-blooded satyr carries a pouch that contains her provisions and other personal effects, as well as a small dagger and shortbow.

Possessions: +1 dagger, shortbow (masterwork), quiver (13 arrows), pipes, jewelry (550 gp) (Included in skills: 7 lbs./-1 Swim).

Combat

Whenever she is forced into combat, Shazia attempts to use her pipes to affect as many opponents as she can, followed by volleys of ranged fire from her shortbow. When pressed into melee, Shazia prefers to attack with her horns, battering her enemies until she is either victorious or able to flee.

Pipes (Su): Shazia can play a variety of magical tunes on her panpipes. When she plays, all creatures within a 60-foot spread (except other satyrs) must succeed at a Will save (DC 16) or be affected by charm person, sleep, or fear, as the spells cast by a 10th-level sorcerer (Shazia 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 again for one day. Shazia often uses her pipes to charm and seduce especially difficult people she encounters or to put a raiding band of kobolds to sleep.

Mixed Blood (Ex): Shazia is considered a gnome, fey, and a satyr for the purposes of determining all game effects.

Combat Bonus (Ex): Shazia has a +1 racial bonus to attack rolls against kobolds, orcs, reptilian humanoids, and goblinoids (goblins, hobgoblins, and bugbears) and a +4 dodge bonus against giants, since her gnomish community battles these creatures frequently and practices special techniques for fighting them.

Speak with Animals (Ex): Once per day, Shazia may speak with burrowing animals as though using a *Speak with Animals* spell. The ability has duration of 1 minute (Shazia is considered a 1st-level caster when she uses this ability, regardless of her actual level or Hit Dice).

Spells: 3/day—*dancing lights*, *ghost sound*, and *prestidigitation*, each once per day as a 1st-level wizard (spell failure penalties for armor apply).

Skills: Shazia was fostered by satyrs and forest gnomes, and receives a +4 racial bonus to Hide, Listen, Move Silently, Perform, and Spot checks due to her satyr heritage. As a half-gnome (forest), she also gains an additional +1 racial bonus to Listen and Alchemy checks and +4 to Hide in forested areas.

Daergrim

Medium-size humanoid (Daergrim)

Hit Dice: 1d8+1 (5 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 14 (-1 Dex, +4 chain shirt, +1 small shield); 14 flat-footed, 9 touch

Attacks: Longsword, +1 melee; or shortbow, +0 ranged

Damage: Longsword 1d8/crit 19-20; short bow 1d6/crit x3

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

Special Attacks: Daergrim traits

Special Qualities: Daergrim traits

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

Abilities: Str 10, Dex 9, Con 13, Int 10, Wis 10, Cha 11

Skills: Appraise +3, Craft (any one) +4, Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Any hill, mountain, and underground

Organization: Team (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

CR: 1/2

Treasure: Standard coins; double goods; standard items

Alignment: Usually neutral good

Advancement: By character class

Daergrim are a stout people with fair skin and light hair. They are smaller than dwarves, but much larger than the typical gnome, with finer features than any dwarf, but a slighter build. Hair color ranges from light blond to red to dark brown. At once, daergrim eyes sparkle with mischief and shine with a resolute determination, always light colored or grey.

Combat

Daergrim are excellent strategists, unafraid to break formation or the “rules” of an engagement in favor of advantageous developments. They always work with great synergy against a common foe.

Daergrim Traits: See below.

Daergrim Society

The daergrim are a race apparently descended from both rock gnome and mountain dwarf bloodlines (via some miracle or deific act, no doubt). Daergrim gain the incredible resilience and a larger stature of the dwarf and the magical nature and more pleasant disposition of the gnome. They live in the deep wilderness, in villages on the surface or occasionally in shallow caves, but often act as a bridge between their insular cousins and the outside world. As such, the clannish nature of the daergrim has evolved into a culture of mercantilism and craft.

The daergrim eschewed the haughtiness and isolationism of the mountain dwarves and built social bridges between themselves and surrounding communities. They are one of the few races trusted by the mountain dwarves, and thus the products of the deep folk see the light of day in markets—brought there by the daergrim.

TEMPLATES: HALF-GNOME

Determination, hard work, honesty, and loyalty are hallmarks of daergrim society, but so are the values of personal expression, individual justice, and the application of wisdom and mercy in law. Now, the race has developed its own unique identity and place in the world, quite distinct from dwarves and gnomes. Yet, the daergrim seem to possess the best qualities of both races with a can-do attitude and a great sense of fun.

Daergrim speak Dwarven, Gnome, and Common.

Daergrim Characters

Daergrim favor the bard class, though most of them are experts. Magic traditions and innate talents are widely accepted among the daergrim, unlike the typical dwarven community, with illusion still occupying a special place in their hearts. The priests of the daergrim tend toward gods of travel, mirth, and craft.

Daergrim Design Notes

The daergrim race is an illustration of how things can be tweaked to suit personal taste, and is not a literal overlay of the Half-gnome template onto a dwarf. To get the daergrim, the following things were considered:

- Half-gnome template –2 Dex, +2 Con
- Dwarf (Medium) +2 Con, –2 Cha
- Daergrim moves the gnome from Small to Medium (+2 Str, –2 Dex, +2 Con).
- So, with all considerations, the ability modifiers are +2 Str, +6 Con, –4 Dex, –2 Cha.
- Nudge Constitution and Strength back down to make balanced ability modifiers; Constitution is reduced to +2.
- Due to the loss of Constitution in the last step and our picture of the daergrim as merchants, craftspeople, and rogues, the Charisma penalty is eliminated and the Dexterity penalty equalized. Final racial ability modifiers –2 Dex, +2 Con.
- Bonuses to saving throws from both ancestors are halved.
- Skill bonuses come from heritage (halved for Listen) and our vision for the daergrim.
- The mix with dwarvish blood removes the daergrim too far from their gnomish heritage, thus all spell-like abilities are lost. They no longer live underground, and thus have no stonecunning.
- Ignore the mixed blood rule—daergrim are a unique race.
- Even though the daergrim do not excel at acts of agility, they make great con artists and have a magical heritage. Thus, the bard is a perfect favored class.

Daergrim Traits

As a PC race, daergrim have the following characteristics:

- –2 to Dexterity, +2 to Constitution.
- Medium size. (Use dwarf height and weight, but halve the modifiers. Daergrim age like dwarves.)
- Daergrim base speed is 20 feet.
- *Darkvision*: Daergrim can see in the dark up to 60 ft. This vision is black and white.
- *Low-light Vision*: Daergrim can see twice as far as humans in poor lighting conditions.
- +1 racial attack bonus against kobolds, goblinoids, and orcs. The daergrim are proficient against ancient enemies and noted raiders.
- +4 dodge bonus to AC against giants. The daergrim are good at avoiding the big folk, ancestral enemies of the daergrim and their kin. Any time the daergrim loses his bonus to AC from Dexterity, this bonus is also lost.
- +1 racial bonus to saves against spells, spell-like effects, and poison. +1 racial bonus to save against illusions (which stacks with the bonus versus spells).
- +1 racial bonus Listen and a +2 racial bonus to Alchemy, Appraise, and Craft checks.
- *Automatic Languages*: Dwarf, Gnome, Common.
- *Bonus Languages*: Common, Sylvan, Elven, Gnome.
- *Favored Class*: Bard.

New Feat

A player might decide that his or her daergrim is smaller than average, showing a tendency toward the gnomish side of the character's heritage. This feat provides a means to that end:

Short Stature [Racial: Dwarf, Daergrim]

You are short and slight by the standards of your race. (Figure height as a gnome with +3d4 to height and +1d8 to weight.)

Benefit: You are Small (but your ability scores do not change). You get a +1 size bonus to AC and attack rolls, along with a +4 size bonus to Hide checks. Unfortunately, you do unarmed damage as a Small humanoid, must use smaller weapons, and can carry only three-quarters of what a Medium-size creature with your Strength could.

Special: This feat may only be taken at 1st level.

HALF-HUMANOID

The “Half-” templates in this book assume that the intent is merely to add the traits of one race to another creature, strengthening the resultant hybrid, but creating little other change. However, if you want to change the base creature into a humanoid shape from another, these templates offer little help. Enter the half-humanoid.

This template is designed to allow any creature to be made into a humanoid shape, ready for mixing with other humanoid races (that is, stacking with other templates). Thus, the Half-humanoid template is one that may also be used to weaken creatures that already have humanoid shape, or to prepare such creatures for a “realistic” crossbreeding with another racial template as indicated in the *My Better Half* section of the *Introduction*.

Appearance Changes

Half-humanoids are humanoid with features betraying the base creature’s stock.

Creating a Half-humanoid

“Half-humanoid” is a template used to combine any living, corporeal creature (referred to hereafter as the “base creature”) with any humanoid. Unlike normal templates, the factors for the base humanoid are left out. Type for a half-humanoid is determined on a case-by-case basis (see below). A half-humanoids uses the base creature’s statistics and inherent racial special abilities except as noted below.

Type and Subtype: The creature’s type becomes “Humanoid” if upon its transformation it is Medium-size or smaller, has a basically humanoid shape, 4 or fewer HD, and few significant special powers and attacks. If it has exceeds any of these limitations, in your assessment, it’s a “Monstrous Humanoid”. Giants become “Humanoid” if they are reduced to Medium-size or smaller, or “Monstrous Humanoid” if they have significant powers. Humanoids become “Giant” if they grow to Large or larger. This type helps determine some factors below.

Humanoids have a subtype relevant to the sort of creature they are. This is important for rangers with favored enemies and certain types of magical weapons (like *bane* weapons) and effects. By this identifier, a ranger with grimlocks as a favored enemy gets that bonus against talocks (see *Sample Half-humanoids* below).

Hit Dice: If the base creature has more than 1 HD that didn’t come from a character class, halve the total. That total is the new creature’s base HD. Creatures with 1 or fewer HD increase in HD to the minimum for their new size and type (see the *Appendix I: Creature Construction Charts*). Die type changes to the die appropriate to the creature’s new type (1d10 for monstrous humanoids, 1d8 for all others).

A 1 HD humanoid usually replaces its humanoid HD with that of its first character class. Monstrous humanoids with 1 HD may do so as well, though keeping the first die may be advantageous. Creatures with 2 or more HD always use those to determine their initial attributes. Creatures that replace their only HD with a class use that class to determine their base attack progression, saving throws, initial skills, and feats (parenthetical reminders appear below).

Keep in mind, that when type changes any ability associated with the old type disappears. For example, an ooze

that becomes a humanoid is no longer and ooze and loses abilities associated with the Ooze type. However, some minor carryovers may occur. See the *Half-humanoid Variants* below for more details.

Speed: Multi-legged creatures that are reduced to two legs lose 10 ft. of speed (minimum 20 ft.). Flying maneuverability always goes down by one rating. If this drops the creature off the scale, it optionally loses the ability to fly, because its wings have become vestigial and can no longer support it in flight. (It could optionally gain the Glider simplate.)

AC: Halve the base creature’s natural armor bonus.

Attacks: The new creature has all of the attacks of the base creature, but uses the attack progression of its new type for remaining monster HD. (Otherwise, base attack bonus progresses according to character class.) Wormlike creatures, or those without appendages, gain two legs and two arms. All humanoids from a base creature with six or more limbs have at least four arms—those that originally had eight or more limbs gain the rest as legs. Multi-legged vermin (or similar creatures) count as creatures with eight or more legs, not worm-like creatures. If the arms of the new creature sport a natural attack that requires a specialized appendage (like a scorpion’s pincers), that specialized appendage is maintained. Otherwise, the arm gains a hand. These hands can be used to wield weaponry or do any other things humanoid hands can do. Appendages, such as a tail, do not change—wormlike creatures may have tails at your option. Multiple limbs do not grant additional attacks, unless the base creature has multiple attacks or the new creature acquires applicable feats (see below).

When Size Matters

A realistic amalgam of two creatures of disparate sizes results in something near the average of the two. Therefore, if you’re going to mix a half-humanoid with one of the other racial “half-” templates in this book, the size of the half-humanoid moves one step toward that of the new template’s base race. As an exception, creatures stay the same size if they are only one size category larger than the base race. For example, a Large half-humanoid becomes Medium-size when made into a half-gnome (because gnomes are Small), but the same half-humanoid mixed with a nymph stays Large (because nymphs are Medium-size). When changing size, be sure to add or subtract factors as indicated on *Table 1-2: Creature Changes by Size* in *Appendix I*.

If size category increases, the base creature gains 10 ft. of speed to all movement types, but optionally loses one level of maneuverability rating for flight. A loss of a size category results in a loss of 10 ft. instead (minimum 20 ft.), and an optional gain of one level of maneuverability rating for flight. Perfect maneuverability usually stays perfect, while falling off the scale can optionally result in loss of flight (or the Glider simplate). You may manipulate this to get what you want—a half-ogre with a 20 ft. base speed may not be desirable.

For example, a scorpion has eight limbs. So, a scorpion half-humanoid has four arms and four legs. The upper pair of arms has the scorpion's pincers, while the lower pair (having no natural attack from the base creature) gains hands. The scorpion verminoid retains its tail and sting.

Damage: Damage from the base creature's natural attacks is determined according to the creature's new type, but as if the creature were one size category smaller. This technique usually results in damage roughly half that of the base creature. The resultant damage may be manipulated if it seems too low or too high.

Face/ Reach: Humanoid-shaped creatures have the Face and Reach of tall creatures, as opposed to long ones. If the base creature was long, it becomes tall.

Special Attacks: Same as base creature, except weaker. In general, halve each ability's range, duration,

damage, uses per day, and so on. Save DCs are calculated as normal (see *Special Attacks* under *How to Use this Book*), but altered by the creature's new level of HD and new ability scores. Reduce "at will" usable abilities to a number of uses per day based on HD or another number that suits you.

(The Half-genie template's spell-like abilities by HD are a good example of the HD-based system, while the Half-medusa template's reduced gaze is another excellent and differing example.) If an ability would logically be lost, remove it or reserve it for special individuals. Similarly, keep all abilities that make sense at full strength.

Special Qualities: A half-humanoid has the special qualities of the base creature, with changes as noted in *Special Attacks* above. Immunities, for example, can be reduced to a suitable factor of resistance. The half-djinni's acid resistance is a good example of this. If the immunity is against something normally requiring a saving throw, it can be reduced to a

favorable saving throw bonus versus the substance in question (+4 to +6 suffices). The Half-orc template sample (Plugging) for a good example—as a half duergar he gets a +6 to save against phantasms and paralysis, whereas full-blooded duergar are immune to these things. Some half-humanoids may gain the following:

Stability (Ex): Half-humanoids with more than two legs are more stable because of their multiple legs, gaining applicable stability bonuses against certain forms of attack (such as +4 against trip attacks). A multitude of extra legs may increase this bonus.

Saves: A half-humanoid gets base saves according to its new type (or class). You may choose to use the good save categories of the base creature or those of the new type.

Abilities: Calculate the abilities for the base creature as if it was Medium-size (see *Table 1-2: Creature Changes by Size* in *Appendix I*). Treat non-scores and 1s as 2s. Subtract 10 from those ability scores if they are even, 11 if they are odd, and then halve the remaining number (round down to the nearest factor of 2). The only exceptions to this rounding rule are +1s and -1s; round +1s to +2s and -1s to -2s. (You may ignore this latter rule, rounding +1s and -1s to 0, if it suits your purposes, or fudging the results as you like. You may also feel that a specific creature with an actual +3 racial ability modifier deserves a +4 instead of +2. Go for it.) The remaining numbers are the half-humanoid's racial ability bonuses or penalties. Add any size adjustments due to the half-humanoid's actual size to these results.

For example, a Medium-size kobold has Str 10 (6 at Small + 4 from size change), Dex 11 (13 - 2), Con 13 (11 + 2), Int 10, Wis 10, Cha 10. Following the rules here, it gets Con +2 initially, then halved to Con +1 and pushed back up to +2. So a half-kobold's ability modifier, strictly by this rule, is just Con +2.

How about a half-humanoid hill-giant as an example? Treating the Large hill giant as a Medium-size creature, we subtract 8 from its Strength (for a 17, rounded to 16), add 2 to its Dexterity (10), and subtract 4 from its Constitution (15, rounded to 14)—all due to the size change. It has a 6 Int, 10 Wis, and a 7 Cha (rounded to 6). Thus, we come up with Str +2 (16 rounded to the nearest multiple of 2, 16 - 10 = 6; 6 ÷ 2 = 3; 3 rounded down is +2), Con +2, Int -2, and Cha -2. Of course, the half-giant, half-humanoid is still Large in size, so the size factors must be added as well (Medium-size to Large grants +8 Str, -2 Dex, +4 Con) for total ability modifiers of Str +10, Dex -2, Con +6, Int -2, Cha -2.

Keep in mind when a normally Medium-size creature only has +2 or -2 racial modifiers to all attributes, the above system doesn't change the resultant factors. Of course, you could ignore the rule about rounding 1s and -1s to the closest factor of 2, and round them to 0 instead.

Skills: A half-humanoid gains base skill points according to its new type for remaining monster HD. Otherwise, skills are acquired according to character class. Halve any racial bonuses from the base creature that are due to physiological (rather than cultural) factors, at your discretion. For example, a Talock's ability to Hide is diluted by the half-humanoid process (see below). Cultural factors are determined by the race by which the new creature was raised—as suggested in the *How to Use This Book* section under *Skills*.

Feats: A half-humanoids gains base feats according to its new type for remaining monster HD. Otherwise, feats are acquired according to character class. Favor the feats of the base creature. Half-humanoids with multiple natural weapons can get the feat Multiattack, while those with four or more arms can acquire the

Animal Mind, Humanoid Body

Modifying ability scores exactly as this template suggests results in humanoids constructed from animals, oozes, and vermin with some low mental attributes. What if you want a creature of humanoid Intelligence or Charisma, just with an animal-like aspect? Well, you have a few options with mental ability scores. The easiest way to give your animal-humanoid hybrid race reasonable mental ability scores is to just make those scores human average. You could also roll 3d6 (or 4d6, drop the lowest) and take the result as the average for the creature. If you choose to use the system in the template, means that all such creatures get -4 racial modifiers to abilities in which they have no score, a 1, or a 2 as a base creature.

When a creature that's not normally a humanoid becomes one, it should favor skills and feats that befit a humanoid with the natural abilities of the new creature. The skills and feats of the base creature are a useful guide. The half-gnome/half-dire-badger could still favor Weapon Finesse (bite), since its Dexterity is likely to be higher than its Strength—or it could favor Weapon Focus, like a gnome warrior, or some other feat, like Alertness. Assigning feats and skills requires your judgment and is more of an art than a science.

feats Multidexterity and Multi-Weapon Fighting for additional attacks.

CR: Base creatures that see their abilities diluted have a CR equal to 50% of normal (round up). Those that see an increase in ability raise their CR by 50% (round to the nearest quarter). In the latter case, character class usually determines the creature's CR anyway. Significant special attributes can increase this factor.

Climate/Terrain: Often the same as the base creature.

Organization: Humanoid creatures often congregate in large groups with leaders. Use existing humanoids in the *MM* as guides to humanoid organization. Larger creatures often have smaller groups, much like giants in the *MM*.

Treasure: Many half-humans have standard treasure, despite bestial origins.

Alignment: Often the same as the base creature.

Advancement: By character class. Creatures created as a PC race should have a favored class chosen for them based on the race's abilities and tendencies. The base creature's favored class may work fine.

ECL: +0.

Sample Half-humanoids

These examples use a grimlock, a krenshar, and a kobold as the base creatures. Some of the creature's abilities show how one might manipulate statistics with the half-humanoid template to get a unique product or a variant race.

Talock

(half-humanoid grimlock)

Medium-size Humanoid (Grimlock)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft.

AC: 12 (+2 natural); 12 flat-footed, 10 touch

Attacks: Battleaxe +1 melee

Damage: Battleaxe 1d8+1/crit x3

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

Special Qualities: Talock Traits

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

Abilities: Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 8

Skills: Climb +2, Hide +1*, Listen +4, Search +1, Spot +3

Feats: Alertness

Climate/Terrain: Any mountains and underground

Organization: Solitary, gang (2-4), or pack (10-20)

CR: 1/2

Treasure: Standard coins; standard goods (gems only); standard items

Alignment: Usually neutral evil

Advancement: By character class

Talocks are pallid gray with large ears and dark hair. They have grayish skin, are blind, and tend to be fairer and slighter than grimlocks. While weaker, talocks have more potential in a variety of vocations.

Combat

Talocks are brave and can smell their prey. They enter melee quickly and fiercely.

Talock Traits (Ex): See racial characteristics below. * Talocks get a Hide bonus in certain circumstances.

Talock Characters

Talocks favor the barbarian or ranger class.

Talock Traits

As a PC race, talocks have the following characteristics:

- +2 Strength, -2 Charisma.
- Medium size. (Use half-orc height and weight.)
- Talock base speed is 30 feet.
- *Natural Armor:* Talocks have a +2 natural armor bonus.
- *Scent:* This ability allows a talock to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Talocks can detect opponents within 30 ft. by sense of smell. If the opponent is upwind, the range increases to 60 ft.; if downwind, it drops to 15 ft. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When a talock detects a scent, the exact location is not revealed—only its presence somewhere within range. The talock can take a move or attack action to note the direction of the scent. If it moves within 5 ft. of the source, the talock can pinpoint that source.

Talocks can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

- *Blindsight (Ex):* Blind talocks can ascertain all foes within 40 ft. as a sighted creature would. Beyond that range, they treat all targets as totally concealed. Talocks are susceptible to sound and scent based attacks, however, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a talock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are negated, the creature is effectively blinded.
- *Immunities:* Talocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- A talock's light gray skin helps it hide in its native terrain, conferring a +5 racial bonus to Hide checks when in mountains or underground.
- *Automatic Languages:* Undercommon.
- *Bonus Languages:* Common, Drow, Dwarf, Gnome, Terran.

TEMPLATES: HALF-HUMANOID

- *Favored Class:* Barbarian or ranger.
- *ECL:* +1.
- *Special Option:* Occasionally, a talock that is created from another race (like a human) is born sighted (33%). If among grimlocks, such a creature is usually blinded and develops normal talock abilities. If the creature remains sighted, it has darkvision at 120 ft., scent, and light sensitivity (–1 to attack rolls in bright light or the radius of a daylight spell). Further, a sighted talock loses its immunities, retaining only a +4 racial bonus to saving throws against visual effects.

Applying other “half-” templates or the Half-human microplate to this monster can create talocks that are actually half-breeds with another race. There’s no telling what creatures might be forced to breed with grimlocks to satisfy the needs of their overlords.

Ansikvol

(half-humanoid krenshar)

Medium-size Humanoid (Feline)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 14 (+1 Dex, +2 leather, +1 natural); 13 flat-footed, 11 touch

Attacks: Shortspear +0 melee, bite –2 melee; or 2 claws +0 melee, bite –2 melee; or shortbow +1 ranged

Damage: Shortspear 1d8/crit x3, claw 1d3, bite 1d4, shortbow 1d6/crit x3

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

Special Attacks: Face fold

Special Qualities: Scent

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

Abilities: Str 11, Dex 12, Con 11, Int 8, Wis 10, Cha 11

Skills: Hide +3, Jump +3, Listen +4, Move Silently +3

Feats: Multiattack

Climate/Terrain: Temperate and warm forest and plains

Organization: Solitary, pair, party (2-4 plus 1d3-1 krenshars), band (11-20 plus 2 3rd-level elders and 1 leader of 3rd-6th level + 1d6 krenshars), or tribe (30-100 plus 80% noncombatants plus 30% krenshars plus 1 3rd-level elder per 10 adults, 1 5th-level elder per 20 adults, and 1 7th-level elder per 30 adults)

CR: 1

Treasure: No coins, standard goods, 50% items

Alignment: Usually neutral good

Advancement: By character class

Ansikvols are humanoid creatures (about the size of humans) with a slim feline mien, such as ears atop their heads, short fur, and cat-like countenances. Their hair is dappled grey and dark grey, like that of a forest cat. Ansikvols speak their own unique tongue that includes words from Sylvan. An Intelligence check (DC 20) allows a speaker of Sylvan to get the gist of what an ansikvol is saying.

Combat

Ansikvols always use guerilla tactics and traps, even against inferior foes. They are fierce in protecting their territory, but not above parley, trade, or compromise.

Ansikvol Traits: See racial characteristics below.

Ansikvol Society

Ansikvols are tribal and clannish, led by the oldest and wisest among them, with occasional aid from those younger ansikvols of proven merit. They are intensely loyal to one another, and work well in groups, but also value individual expression and freedom of choice. Extended families usually share one dwelling with little conception for the need for privacy. Ansikvols just aren’t offended by or concerned with the intimate activities in which others are engaged.

These cat-like people survive by hunting and gathering, with an omnivorous diet that favors meat. With a strong sense of right and wrong, ansikvols rarely mistreat others. They are suspicious of outsiders, however, and highly territorial, even fighting other tribes in feuds over resources. More often, tribes that share lands trade crafted goods and young adults for marriage. Such unions create lasting ties between two clans, like a huge family. All ansikvols also have a special affinity for krenshars.

Animistic, ansikvols do not worship any god. Everything has a spiritual value and nature is revered as a cycle and conscious entity. Thus, ansikvols rarely produce clerics, unless influenced by outside forces (like missionaries).

Ansikvol Characters

Ansikvols favor the ranger class, though most of them are warriors or experts. Their priests are adepts, shamans, or druids.

Ansikvol Traits

As a PC race, ansikvols have the following characteristics:

- +2 Dexterity, –2 Intelligence. Ansikvols are light on their feet, but not given to protracted reasoning.
- Medium size. (Use human height and weight.)
- Ansikvol base speed is 30 feet.
- *Darkvision:* Ansikvols can see in the dark up to 60 ft. This vision is black and white.
- *Low-light Vision:* Ansikvols can see four times as far as humans in poor lighting conditions.
- *Natural Armor:* Ansikvols have a +1 natural armor bonus.
- *Face Fold (Ex):* As a standard action, an ansikvol can pull the skin back from its mouth and jaw, revealing the musculature and bony structures. It couples this gruesome act with an unsettling screech that sounds like a squalling cat. This alone is usually sufficient to scare foes in a direction of the ansikvol’s choosing (treat as a Bluff or Intimidate check with a +3 bonus). This ability does not affect other ansikvols (or krenshars).
- *Scent:* This ability allows an ansikvol to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Ansikvols can detect opponents within 30 ft. by sense of smell. If the opponent is upwind, the range increases to 60 ft.; if downwind, it drops to 15 ft. Strong scents can be

detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When an ansikvol detects a scent, the exact location is not revealed—only its presence somewhere within range. The ansikvol can take a move or attack action to note the direction of the scent. If it moves within 5 ft. of the source, the ansikvol can pinpoint that source.

Ansikvols can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

- **Multiple Attacks:** Ansikvols know how to use their natural weapons and may make two claw attacks and a secondary bite attack as a full-attack action. A bite may be used as a secondary attack as part of any full-attack action, except one with a reach weapon. Their small claws do 1d3 points of damage, while their larger teeth do 1d4. An ansikvol may choose the Multiattack feat.
- +2 racial bonus to Hide, Listen, and Move Silently checks.
- **Automatic Languages:** Ansikvol (pidgin Sylvan)
- **Bonus Languages:** Common, Sylvan, Elven, Gnome.
- **Favored Class:** Ranger. Even ansikvol warriors revere nature, and many are rewarded for it.
- **ECL:** +1.

Variant Half-humanoids

There are so many possibilities with the Half-humanoid template. The microplates and simplate below are guides to help you along in designing your own humanoid races. Samples are provided to give you an idea how some of these microplates work.

The Human Principle

When the creature created using the Half-humanoid template has very few special abilities, consider the human as a model if the new creature might be used as a PC race. Give the new creature some concession to balance its weaknesses, such as:

Eased Class Restriction: Half-humanoids with few special abilities might treat their highest-level character class as their favored class for the purposes of multiclassing (as a half-elf does). Those half-humans descended from a base creature with a favored class usually favor that class as well.

Bonus Feat or Extra Skill Points: According to taste, a half-human that is significantly weaker than a non-human core PC race gains one feat for free when it becomes a half-human (or at its first character level). Instead, you may grant it one extra skill point per character level or Hit Die. Only races weaker than or equivalent to humans should get both advantages.

Instead you might grant the new race a special ability that is in line with a feat or a suite of reasonable skill bonuses based on the culture you dream up. Use the non-human races in the *PHB* as guides for reasonable abilities and bonuses.

Half-human

In worlds where humanity is not the norm and another race or species is considered the measure from which all expected standards derive, the half-human is worthy of note. This microplate is designed for use in worlds where humans, rather than other creatures, are considered exotic, strange, or out-and-out bizarre. It is also a useful tool for crafting unique races.

Half-humans are created by the intermingling of humans with other races, whether by means of natural reproduction, magical experimentation, or technological dabbling. In many cases, races that are less powerful than humans attempt such crossbreeding to provide their heirs with a genetic edge.

To create a half human, simply use the Half-humanoid template as is, without adding anything at the end. Keep *The Human Principle* in mind, and add the following to the half-human:

Mixed Blood (Ex): For all special abilities and effects, half-humans are considered human and the base creature.

Humanoid

What if you just want to create a humanoid from a base creature, without weakening it by halving certain statistics? The Half-humanoid template can be used to create creatures that have all of the statistics of the base creature in their undiluted form, with a few changes provided by this microplate.

To make a humanoid with all of the base creature's abilities, just ignore anything in the Half-humanoid template about halving or weakening statistics and abilities, or treating the creature as one size category smaller. Use the base creature as it is. For example, a humanoid winter wolf would have all 6d10 HD, all of its statistics and abilities, and still be Large. It just gets an upright stature (and thus tall Face/Reach and -10 ft. of ground speed), two arms, two legs, and possibly better Intelligence out of the deal. Instead of a magical beast, it is a monstrous humanoid—ready for whatever culture and armaments you wish to give it.

The CR of a humanoid creature is the same as the base creature. Consider +1 to the CR if the humanoid shape is particularly beneficial (combining weapon use with potent natural abilities).

Verminoid

Somewhere between human and arthropod, verminoids are the abominable result of druidic magic and sorcerous experimentation. Thus, verminoids are creatures of insect or arachnid (and possibly crustacean) heritage with humanoid bodies and intellects. Such creatures can also be stable races. They can be made from any size of vermin found in the *MM*. Use the ideas Humanoid microplate above to make a full-fledged verminoid, or use the Half-humanoid template to adulterate the base vermin a bit. A vermin made into a humanoid (assuming the new creature is given humanoid mental ability scores according to the Half-humanoid template or the *Animal Mind, Humanoid Body* sidebar) has the following special considerations:

Type: Due to multiple legs, inhuman appearance, potent natural abilities and so on, all verminoids are of the Monstrous Humanoid type. Recalculate all information relevant to type (base attack bonus, skill points, number of feats, and so on). They lose all benefits of the Vermin type.

Special Attacks: Verminoids retain all of the special attacks of the base vermin, with this change:

Darkevision (Ex): All verminoids can see in non-magical darkness up to a range of 60 ft.

Poison (Ex): If the base creature had poison, the verminoid retains that ability, but loses the vermin bonus to poison save DC. (You can keep that bonus, if you wish.) The new saving throw DC for the Fortitude save to resist the creature's poison is 10 + one-half of the verminoid's HD + its Constitution modifier. This DC does not increase due to character level.

Special Qualities: Verminoids retain all of the special qualities of the base vermin, and gain the following:

Stability (Ex): Per the Half-humanoid template.

Immunities (Ex): All verminoids are immune to *sleep* attacks and abilities.

Saves: Verminoids get a +4 racial bonus to save against any mind-affecting ability. Unlike normal monstrous humanoids, verminoids have “good” Reflex and Fortitude saves (instead of Reflex and Will).

Abilities: For extremely low scores and non-scores, consider using the same principles found in the *Animal Mind, Humanoid Body* sidebar.

Oozoid

Oozoids are bizarre, amorphous beings composed of protoplasm and simple cellular structures, possessing cytoskeletons that allow them to maintain humanoid form. Vile servants of gods of ooze and decay usually create such weird creatures. Perhaps a strange world has an entire race of such beings. Any ooze can be given the humanoid form using the Half-humanoid template or the Humanoid microplate. Oozoids (assumed to have Intelligence scores) as full-fledged humanoids have the following considerations:

Type: Due to their natures, oozoids are always considered to be the Monstrous Humanoid type. Recalculate all information relevant to type (base attack bonus, skill points, number of feats, and so on). They lose all benefits of the Ooze type.

Size: The Miniature template provides a means to shrink oozes to manageable oozoid sizes for a PC race.

Speed: Oozoid's have a base speed of 20 ft., increasing by 10 ft. per size category above Medium-size, to a maximum of 40 ft.

Special Attacks: Oozoids retain all of the special attacks of the base ooze, this change:

Acid (Ex): (Optional) Oozoids secrete the acid of the base ooze. This acid does additional damage when the oozoid strikes or is struck with an unarmed (or natural) attack. Damage is equal to the claw damage for an ooze of the oozoid's size, but with no added Strength modifier. Black pudding oozoids do acid damage as if one size larger than they really are, while ochre jelly oozoids do damage as if one

size smaller. If made according to the Half-humanoid template, all oozoids do acid damage as if one size smaller than indicated—a black pudding half-humanoid doing acid damage as if its own size, and an ochre jelly as if two sizes smaller than it really is. Other special effects of the acids are found with the base oozes in the *MM*. If this ability is left off of the oozoid, then the creature is just a protoplasmic entity that doesn't secrete acid, which can be more viable for a PC race.

Constrict (Ex): When stretching (see the special quality below), an oozoid that gets a hold in a grapple inflicts additional bludgeoning damage equal to the creature's unarmed damage with each successful grapple check. The creature may only constrict opponents one size-category smaller than itself.

Improved Grab (Ex): When stretching, an oozoid can use the improved grab ability whenever it hits with a natural or unarmed attack.

Special Qualities: Oozoids retain all of the special qualities of the base ooze, besides *engulf*, and gain the following:

Blindsight (Ex): (Optional) Oozoids may be blind or not, as you wish, but their surface is usually a very sensitive sensing organ. Thus, an oozoid is aware of anything that creates even minor vibrations within 60 ft. of its location.

Camouflage/Transparency (Ex): Oozes with either of these abilities (or similar ones) get a +4 racial bonus to Hide checks instead of the ability.

Damage Reduction (Ex): Oozoids have damage reduction 2/—. Due to their unique physiologies, they take less damage from weapons of all types. Halve this ability if the oozoid is made according to the Half-humanoid template.

Darkevision (Ex): (Optional) Oozoids that can see can also see in non-magical darkness up to a range of 60 ft.

Immunities (Ex): Oozoids are immune to paralysis, polymorphing, and stun, gaining +4 against these attacks instead if made according to the Half-humanoid template. Since an oozoid does not have a well-defined internal anatomy, it ignores critical hits 50% of the time, or 25% of the time if made according to the Half-humanoid template.

More Hit Points: (Optional) Oozoids are naturally tougher due to their strange, flowing anatomies. An oozoid gains bonus hit points according to its size equal to half those an ooze of the same size would gain (see *Appendix I, Table 1-13: Oozes*). If the oozoid is made according to the Half-humanoid template and is Small or Larger, grant it the Toughness feat as a bonus feat instead.

Pseudopods (Ex): (Optional) An oozoid has two arms and two legs, but it can extrude additional limbs from its body equal to 1 + its Constitution modifier (minimum 0). Growing and manipulating new arms is taxing and can only be maintained for a number of minutes equal to the oozoid's Constitution bonus +3 (minimum 3 minutes), after which the oozoid cannot reestablish the pseudopod for the same amount of time it existed. The DM may allow a regular limb to be reabsorbed instead of the fatigued pseudopod. Additional limbs do not grant additional attacks without the Multidexterity and Multiweapon Fighting (or similar) feats, but addition legs provide stability (see below).

Shapelessness (Ex): By spending one full-round action to become shapeless, oozoids can squeeze through openings of incredibly small size (as little as 1 inch in diameter). They can

move along small fissures, ooze under doors, pour themselves into containers of their size or larger, and perform other similar feats. Movement in this formless state is reduced by half, and the being retains many vague, distorted humanoid features. Another full-round action is required to regain the oozoid's humanoid shape. Shapeless form may only be maintained for a number of minutes equal to 1 + the oozoid's Constitution bonus (minimum 1). An equal amount of time must then be spent in humanoid form.

Split (Ex): Oozoids may maintain the splitting property of their parent ooze, but this can be inconvenient for a race (and a PC). Oozoids reproduce by sexual unions with other oozoids of the same species, both oozoids producing an infant as an external bud that eventually splits from the parent organism. Alternatively, an oozoid race may gestate their young within, like normal humanoids or simply split asexually.

Stability (Ex): Per the Half-humanoid template—oozoids can extrude extra legs to gain stability with the *pseudopods* special quality.

Stretch (Ex): An oozoid can double its natural reach by stretching its arms, legs, tail, or other appendages in combat. This increase of reach can be initiated as a move-equivalent action and maintained for a number of rounds equal to 3 + oozoid's Constitution bonus (minimum of 3 rounds). After the end of one stretch, another use of the ability may be made 1d4+1 rounds later.

Saves: Oozoids get a +4 racial bonus to save against any mind-affecting ability. Unlike normal monstrous humanoids, oozoids only have "good" Fortitude saves (instead of Reflex and Will).

Abilities: For extremely low scores and non-scores, consider using the same principles found in the *Animal Mind, Humanoid Body* sidebar.

Skills: All oozoids get a +4 racial bonus to Climb checks, due to their amorphous nature it's easier to maintain a hold on the surface. Those with climbing movement get the +8 from that movement form instead. They get +4 to Hide checks when shapeless.

Glider

Creatures that have wings that no longer function for flight may be allowed to use their vestigial wings to glide. This template provides the following benefit:

Glide (Ex): The creature uses its small wings, skin flaps, or similar physiological devices, to move at a speed equal to 3 times its longest dimension in Face per round, with a minimum speed of 20 ft. and a maximum velocity of 60 ft. per round. For each 10 ft. so moved the creature automatically falls 5 ft., so starting from a high point is necessary. The creature falls 10ft. per round no matter what, but updrafts and air currents may slow or suspend the fall at DM discretion. 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 Half-humanoid Variants

The examples below use a kobold (half-human), giant praying mantis (verminoid), small monstrous centipede (verminoid), and a gray ooze (oozoid). Kolmun were tweaked to be an ECL +0 race, eliminating the Constitution bonus such a creature would really have in unadulterated form. For the verminoids, the mantis's claw damage was maintained and its Intelligence was rolled as a 7 (on 3d6). The centipede's Strength was increased by 2 to make it more viable as a PC race, and it rolled a higher than average Wisdom. The oozoid is a special case and has its own design notes.

Kolmun (Half-human/half-kobold) Medium-size Humanoid (Kobold, Reptilian)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 40 ft.

AC: 12 (+2 leather); 12 flat-footed, 10 touch

Attacks: Halfspear +0 melee; or light crossbow +0 ranged

Damage: Halfspear 1d6/crit x3; or light crossbow 1d8/crit 19-20

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

Special Qualities: Kolmun traits

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

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

Skills: Craft (trapmaking) +1, Hide +2, Listen +1, Move Silently +1, Profession (mining) +1, Search +3, Spot +3

Feats: Alertness, Iron Will

Climate/Terrain: Any land and underground

Organization: Team (2-4), squad (11-20 plus 2 3rd-level elite and 1 leader of 3rd-6th level), or clan (30-100 plus 75% noncombatants plus 1 3rd-level elite per 10 adults, 1 5th-level elite per 20 adults, 1 7th-level leaders per 30 adults). Kolmun without a draconic leader usually have a monarch (7th to 11th level).

CR: 1/2

Treasure: Standard

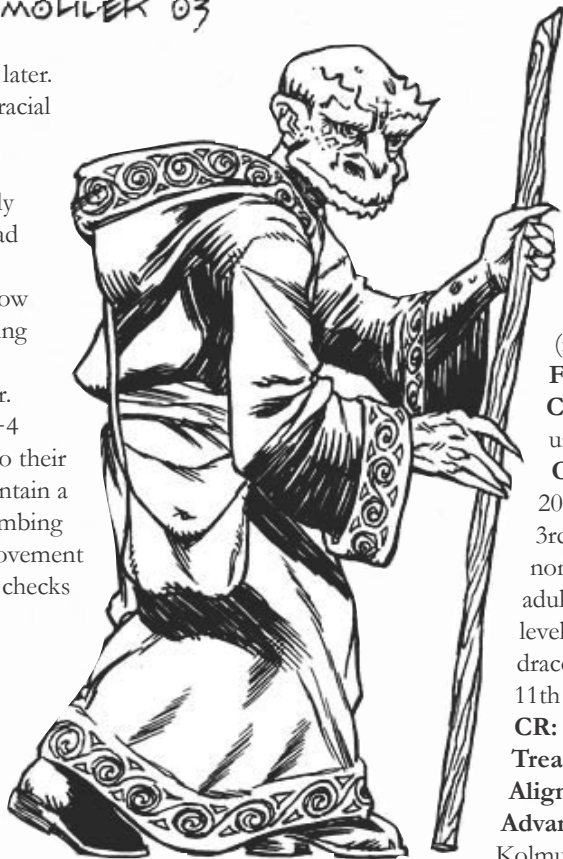
Alignment: Usually lawful evil

Advancement: By character class.

Kolmun, magically created by chromatic dragons in ages past, are a race with both human and kobold blood. They represent the chromatic dragons' desire to have a subservient race that is stronger and more intelligent than kobolds but less willful and independent than humans. The result is a race of malign, reptilian humanoids that are less likely to bolt in fear when confronted.

Kolmun are around 5 ft. in height and average around 110 lbs., standing more erect than a kobold with a

MOHLER 03



gain in physical power, but a loss of nimbleness. Their skin ranges from light brown to dark bronze or black in color—a kolmun's scales are less prominent than a kobold's. Small horns or ridges appear on their heads, the aspect of which is flatter. A kolmun's eyes have red pupils with black irises. Kolmun do not have tails.

The creatures wear simple clothing, favoring either a wide range of colors or the hue of their dragon master. They have an artistic aesthetic that is both sophisticated and macabre by human standards. Such works are always iconographic and draconic, even if meant as jewelry or other personal objects.

A kolmun's voice is deeper than a kobold's, and they sound like barking dogs. Kolmun speak Draconic, but those with an Intelligence of 12 also speak Common. Their diets and behavior are similar to kobolds'. The key difference is that they obey the commands of their dragon masters without question.

Kolmun have a tendency towards evil, and they hate all other humanoids and fey, even kobolds. Kolmun especially hate dwarves, gnomes, and elves.

Combat

Kolmun begin a fight by first firing light crossbows, then closing in with halfspears only after opponents have been weakened. Like kobolds, kolmun often set up ambushes near trapped areas. They aim to drive enemies into the traps. However, if a group of kolmun has a dragon master nearby, they try to lure or drive enemies into the range of its breath weapon.

Kolmun Traits (Ex): See racial characteristics below.

Kolmun Society

A kolmun's life revolves around the life of a dragon master or mistress. The community is responsible for their master's security including its lair, treasure, and any eggs or hatchlings. Kolmun are natural miners, and a kolmun community's master usually has them dig extensive mines into order to add more gems or mineral wealth to its treasure horde.

A kolmun community is allowed to keep part of this wealth, to prevent discontent. A dragon-commanded kolmun settlement is actively encouraged to raid for slaves and food. Many times, the dragon is master of an area, and the kolmun are its representatives to the cowed humanoid populace. Kolmun realize if they perform poorly they become expendable, and as a result, kolmun are never more vicious than when raiding their enemies.

Kolmun do not live in their master's lair but are usually nearby in adjacent caves or villages. Without the weakness of light blindness, kolmun are more likely to live above ground so they may spot approaching enemies and other dangers. A flip side to the dragon representative theory, a kolmun community's enemies might not even be aware that the humanoids have a dragon master.

Sometimes a kolmun community loses its draconic overlord. Without direction, the settlement evolves socially into a new way of life. Of course, vengeful neighbors may make genocidal war on their once oppressors. Those communities that do manage to survive without a

dragon ruler are usually no less aggressive and tyrannical. Other communities become strangely insular and passive, hiding from old enemies and living quietly.

Kolmun worship the same god as their dragon master—or the dragon itself. An orphaned kolmun community may worship any number of gods depending on the community's alignment and behavior. A kolmun community never worships the kobold god, however.

Kolmun Characters

A kolmun's favored class is sorcerer. They are incredibly versatile, and can become fighters, rouges, clerics, sorcerers, and even wizards. Kolmun often multiclass as fighter/clerics, fighter/sorcerers, fighter/rogues, or cleric/rogues. A kolmun community's leaders are always sorcerers, sorcerer/clerics, or sorcerer/fighters. Many kolmun leaders are dragon-blooded as well.

Kolmun clerics can choose any one of the following domains: Chaos, Evil, Law, Luck, and Trickery. Clerics with a dragon master may choose Chaos or Law depending on the master's alignment and their own. (Kolmun are usually lawful, even if serving a chaotic or neutral master.) Thus, a cleric with a red dragon master may choose Chaos and one other domain from the list, but not Law.

Kolmun Traits

As a PC race, kolmun have the following characteristics:

- Medium size. (Use elf height and weight.)
- Kolmun base speed is 40 feet. Their legs and loping gait provide ample speed.
- *Darkvision:* Kolmun can see in the dark up to 60 ft. This vision is black and white.
- *Mixed Blood (Ex):* For all special abilities and effects, kolmun are considered human and kobold.
- +1 racial bonus to Search and Spot checks. A kolmun raised in a kolmun community gains a +1 bonus to Craft (trapmaking) and Profession (mining). A kolmun raised amongst humans or other races does not gain these bonuses.
- *Bonus Feat:* Adaptable, a kolmun gains one feat for free at its first character level
- *Automatic Languages:* Draconic.
- *Bonus Languages:* Common, Dwarven, Elven, Gnome, Goblin, Halfling.
- *Favored Class:* Sorcerer

In addition to normal kolmun traits, dragon-blooded kolmun have the following traits:

- +2 Strength, +2 Charisma.
- Medium size. (Use elf height and weight, +1d4 to each modifier.)
- *Low-light Vision:* Dragon-blooded kolmun can see twice as far as humans in poor lighting conditions.
- *Natural Armor:* Dragon-blooded kolmun have a +1 natural armor bonus.
- *Resistances (Ex):* Dragon-blooded kolmun have fire resistance 10.
- *Dragon Blood (Ex):* For all special abilities and effects, dragon-blooded kolmun are considered humans, kobolds, and dragons.

TEMPLATES: HALF-HUMANOID

- *No Bonus Feat*: Dragon-blooded kolmun have it easier than most kolmun, and have no reason to adapt in this manner.
- *ECL*: +1.

Reaper Giant (Verminoid Giant Praying Mantis) Large Monstrous Humanoid

Hit Dice: 4d8+8 (26 hp)

Initiative: -1 (Dex)

Speed: 20 ft., fly 40 ft. (poor)

AC: 14 (-1 size, -1 Dex, +6 natural); 14 flat-footed, 8 touch

Attacks: Claws +10 melee, bite +8 melee

Damage: Claws 1d8+4, bite 1d6+2

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

Special Attacks: Improved grab, squeeze

Special Qualities: Stability, immunities, +4 vs. mind-affecting attacks

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 19, Dex 8, Con 15, Int 7, Wis 14, Cha 11

Skills: Hide +2*, Listen +6, Spot +7, Wilderness Lore +3

Feats: Multiattack

Climate/Terrain: Any land and underground

Organization: Solitary
CR: 2

Treasure: Standard

Alignment: Neutral evil

Advancement: By character class

This gigantic humanoid has a green, chitinous body with four arms and two legs. The reaper giant's upper two limbs end in huge, hooked claws, while its other pair of arms has hands. These creatures are killers and sometimes carry large weapons.

Combat

Brutal and animalistic, the reaper giant attacks from ambush to get prey quickly. The droning of their wings keeps the beast from sneak attacking from the air, but brazen reaper giants do so anyway.

Improved Grab (Ex): To use this ability, the reaper giant must hit an opponent of Medium-size or smaller with its claws attack. If it gets a hold, it squeezes.

Squeeze (Ex): A reaper giant that gets a hold on a Medium-size or smaller opponent automatically deals 1d8+4 points of claw damage and bites at its full attack value of +6 each round the hold is maintained.

Skills: *Because of its coloration, a reaper giant surrounded by foliage receives an additional +8 racial bonus to Hide checks.

Kyampasa (Verminoid Small Monstrous Centipede) Small Monstrous Humanoid

Hit Dice: 1/2d8 (2 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 13 (+1 size, +1 Dex, +1 natural); 12 flat-footed, 12 touch

Attacks: Shortspear -1 melee, bite -2 melee; or bite +2 melee; or shortbow +2 ranged

Damage: Shortspear 1d8-2/crit x3, bite 1d4-2 plus poison, shortbow 1d6-2/crit x3

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

Special Attacks: Poison

Special Qualities: Stability, immunities, +4 vs. mind-affecting attacks

Saves: Fort +2, Ref +3, Will +1

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

Skills: Climb +6, Hide +11, Move Silently +5, Listen +4, Spot +8

Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate and warm land and underground

Organization: Solitary, pair, hunting party (3-6), or clan (7-12)

CR: 1/2

Treasure: Standard

Alignment: Often chaotic neutral

Advancement: By character class

Kyampasas are small, brownish, centipede-like humanoids with four arms, antennae, and bulbous, compound eyes. Their flat, segmented bodies are supported at the lower half by a dozen or more tiny legs. All kyampasas have large mandibles, under which lies a very complex mouth. Young kyampasas are born from eggs, tiny and very able.

Primitive and tribal, kyampasas are territorial and eat anything they can catch (including members of other tribes). They

like moist, dark areas, but can tolerate a wide variety of climates—claiming a wide area for hunting and gathering. Clans are insular, superstitious, and wary of any strangers, only coming together occasionally to trade and exchange young for mating. Such gatherings include games of skill, gambling, and the all-too-common bloody argument. Kyampasas are not above banding together to face a troublesome enemy, but such alliances quickly disintegrate after the threat is gone.

The “centipede folk” are animistic, worshipping no specific deity and having adepts, druids, and shamans as spellcasters. Occasionally, a sorcerer is born, but the credulous kyampasas often drive such a strange clan member out of the circle. Yet, other sorcerous kyampasas have risen



TEMPLATES: HALF-HUMANOID

to leadership positions in their meritocratic society, starting whole traditions of witchery in certain clans.

Kyampasas speak their own language of clicks and hisses, but some speak Sylvan in alien voices.

Combat

Kyampasas rely on ambush tactics, hiding their flat bodies in underbrush and springing to attack.

Poison (Ex): Bite, Fortitude (DC 10), 1d2 initial and secondary Dex.

Stability (Ex): Kyampasas are more stable because of their multiple legs, gaining applicable stability bonuses against certain forms of attack (such as +4 against trip attacks).

Immunities (Ex): Kyampasas are immune to *sleep* attacks and abilities.

Skills: Kyampasas get a +4 racial bonus to Climb, Hide, and Spot checks. They get +4 to Hide checks due to size.

Kyampasa Traits

As a PC race, kyampasas (kee-ahm-pah-sahs) have the following characteristics:

- -4 Strength, +2 Dexterity, +2 Wisdom.
- Small. Kyampasas gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures. (Use halfling male height and weight.)
- Kyampasa base speed is 30 feet.
- **Darkvision:** Kyampasas can see 60 ft. in darkness. This vision is black and white.
- **Natural Armor:** Kyampasas have a +1 natural armor bonus.
- **Bite.** Kyampasas have a bite attack, which can be added to any full-attack action as a secondary attack, for 1d4 (plus Strength modifier) points of damage plus poison.
- **Poison (Ex):** Bite, Fortitude (DC 10 + the kyampasa's Constitution modifier), 1d2 initial and secondary Dex.
- **Multiple Legs (Ex):** Kyampasas are more stable because of their multiple legs, gaining applicable stability bonuses against certain forms of attack (such as +4 against trip attacks).
- **Skills:** Kyampasas get a +4 racial bonus to Climb, Hide, and Spot checks.
- **Automatic Languages:** Kyampasa.
- **Bonus Languages:** Common, Elven, Gnome, Goblin, Sylvan.
- **Favored Class:** Barbarian.

Gloma

(Half-humanoid Gray Ooze)

Medium-size Monstrous Humanoid

Hit Dice: 1d10+3 (8 hp)

Initiative: +0

Speed: 20 ft.

AC: 13 (+2 leather, +1 small shield)

Attacks: Scimitar +2 melee; javelin +1 ranged

Damage: Scimitar 1d6+1/crit 18-20; javelin 1d6+1

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

Special Attacks: Improved grab (stretching only), constrict (stretching only)

Special Qualities: DR 1/—, cold and fire resistance 5, pseudopods, stability

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

Abilities: Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 7

Skills: Climb +9, Hide +4*, Move Silently +4, Listen +6, Spot +6

Feats: Alertness, Toughness

Climate/Terrain: Any marsh and underground

Organization: Solitary, pair, team (2-4), squad (11-20 plus 2 3rd-level officers and 1 leader of 3rd-6th level), or clan (30-100 plus 30% noncombatants plus 1 3rd-level officer per 10 adults, 5 5th-level elite, 2 7th-level elite, and a warlord of 9th or greater level). All clans and squads contain at least 5% of their numbers as priests.

CR: 1

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: By character class

Glomas are grey-skinned humanoids with a pebbly texture and no facial features, besides tiny eyes. They have a wide stature and their humanoid form is vague at best, with two upper limbs used for manipulation and two lower limbs used for motility. The head of a gloma is a rough lump. Glomas have no other apparent orifices or bodily structures, reproducing by a complex, hermaphroditic sexual union that impregnates both partners.

The creatures can eat and breathe through any portion of their surface, excreting in the same manner. Glomas can shape their bodies into rough "puddles" and grow extra limbs for limited amounts of time. They do not speak by conventional means, in fact being incapable of vocalization without special preparation. Speaking a vocal language requires a gloma to manufacture a mouth and air pocket, with which it can speak conventional language in a burping voice. Instead of this tiresome process, glomas use a specialized form of speech through touch and signs amongst themselves.

Combat

Glomas are tough, honorable, and courageous given to complex strategies and tactics. They are formidable unarmed, but traditionally carry piercing and slashing weapons.

Gloma Traits: See racial characteristics below. * Skill bonuses with special circumstances appear below.

Gloma Society

Glomas live in extensive, feudal clans led by warlord monks, who are beholden to more powerful lords, all serving an emperor. Their society is bound by a strict caste system in which priests are the highest, giving the wisdom of the heavens to the gloma people. The warrior monk occupies a special place in gloma society, with all other social strata underneath that celebrated level of prowess. Only nobility (who are expected to be great fighters themselves), priests, or a higher-ranking soldier, can command a warrior.

The middle caste is one of artisans, merchants, and well-to-do farmers, while the low caste is made up of typical farmers and servants. The lowliest of the gloma peoples are criminals, forever marked with shame and without honor. Lesser glomas are expected to serve those higher in the caste system without question.

Glomas are proud, to the point of haughtiness, but their lack of facial features and vocal expression makes this hard to discern among other races. They take insult quickly and go to war, even with one another, over such things—even forming and complex schemes for power and vengeance. Since glomas are all the same sex, the game of gender relations is alien to them. Gloma communication is largely guileless, with deception accomplished through omissions and diversion.

Gloma priests revere nature spirits and gods of warfare and knowledge. The priesthood is suspicious of magic outside the bounds of religion, so much so that arcane magic is even outlawed in some gloma fiefdoms. Still, wizards and sorcerers (collectively called witches) do exist and even occupy places of power. Rare gloma bards specialize in percussion instruments, which the gloma consider romantic due to the visceral reverberations created by drums and the like.

Gloma Characters

Glomas favor the monk class, and may freely multi-class as fighters with the monk class. Most glomas are commoners, warriors, or experts. Their priests are clerics typically within the domains of Animal, Plant, Protection, Knowledge, and War. Gloma spellcasters replace vocal components with small instruments that make noise and ritual humming and burping through taking air into their bodies in gulps. The Silent Spell feat allows a spellcaster to eschew these things as normal.

Gloma Traits

As a PC race, glomas (glow-mahs) have the following characteristics:

- **HD:** Glomas can start play with a 1d10 monster HD which provides the base attack bonus of a fighter (+1), a good Fortitude saving throw (+2), a single feat, and skill points equal to 2x Intelligence. This HD is maximized for PCs (10 hp). A player can opt to give up this HD for the 1st level of a character class. As monstrous humanoids, glomas do actual damage with unarmed attacks and are always considered armed.
- +2 Strength, -4 Charisma.
- Medium size. (Use dwarf height and weight.)
- Gloma base speed is 20 feet.
- **Damage Reduction (Ex):** Glomas have damage reduction 1/—. Due to their unique physiologies, they take less damage from weapons of all types.
- **Resistances (Ex):** Glomas have cold and fire resistance 5.
- **Constrict (Ex):** When stretching (see the special quality below), a gloma that gets a hold on a Small or smaller opponent in a grapple inflicts additional bludgeoning damage equal to the creature's unarmed damage (usually 1d3+1) with each successful grapple check.
- **Improved Grab (Ex):** When stretching, a gloma can use the improved grab ability whenever it hits with an unarmed attack.
- **Immunities (Ex):** Since a gloma does not have a well-defined internal anatomy, it ignores critical hits 25% of the time.
- **Pseudopods (Ex):** A gloma has two arms and two legs, but it can extrude additional limbs from its body equal to 1 + its Constitution modifier (minimum 0). Growing and manipulating new arms is taxing and can only be maintained for a number of minutes equal to the gloma's

Constitution bonus +3 (minimum 3 minutes), after which the gloma cannot reestablish the pseudopod for the same amount of time it existed. The DM may allow a regular limb to be reabsorbed instead of the fatigued pseudopod. Additional limbs do not grant additional attacks without the Multidexterity and Multiweapon Fighting (or similar) feats, but addition legs provide stability (see below).

Gloma Design Notes

The gloma takes the tack of preferring playable PC race abilities (and showing a half-humanoid oozoid example) over potent ooze abilities, thus the creature was created as a half-humanoid (1 HD instead of 3). Its low scores were raised to a human norm, with Charisma left out in the cold. Glomas have no acid, so they can wear armor and use weapons. The more hit points special ability was traded for Toughness as a bonus feat. The cold and fire immunity of the gray ooze was changed to resistance and then lowered to a manageable level for a PC race. Glomas do not have better vision than humans

- **Shapelessness (Ex):** By spending one full-round action to become shapeless, glomas can squeeze through openings of incredibly small size (as little as 1 inch in diameter). They can move along small fissures, ooze under doors, pour themselves into containers of their size or larger, and perform other similar feats. Movement in this formless state is reduced by half (to 10 ft.), and the being retains many vague, distorted humanoid features. Another full-round action is required to regain the gloma's humanoid shape. Shapeless form may only be maintained for a number of minutes equal to 1 + the gloma's Constitution bonus (minimum 1). An equal amount of time must then be spent in humanoid form.
- **Stability (Ex):** Glomas with three or more legs count as stable when checking versus certain situations (garnering, for example, a +4 circumstance bonus versus Trip attacks).
- **Stretch (Ex):** A gloma can extend its reach to 10 ft. This increase can be initiated as a move-equivalent action and maintained for a number of rounds equal to 3 + gloma's Constitution bonus (minimum of 3 rounds). After the end of one stretch, another use of the ability may be made 1d4+1 rounds later.
- +2 racial bonus to save against any mind-affecting ability; +4 versus paralysis and polymorphing.
- +4 racial bonus to Climb. +4 racial bonus to Hide checks when in a stony or grey-colored area. Glomas get an additional +4 to Hide checks in shapeless form.
- Glomas get Toughness as a bonus feat.
- **Automatic Languages:** Gloma
- **Bonus Languages:** Common—glomas must use 2 skill ranks to learn additional languages as skills.
- **Favored Class:** Monk. Glomas may freely multiclass fighter with monk.
- **ECL:** +3 including initial 1 HD, +2 for those who give up that HD for a character class.

HALF-KOBOLD

Tired of being one of the weakest creatures in existence, the kobold race has for years attempted to improve its lot in life and gain additional power by crossbreeding with numerous other (preferably reptilian) races. While many of these attempts were abject failures, a few stable kobold half-breeds did result from the experiments. After many decades of magical tampering by powerful kobold sorcerers and clerics, a number of true-breeding, half-kobold races have been created—the next evolution in the kobold race and the next step to dominance in the world!

Appearance Changes

Half-kobolds look somewhat like the base creature, possessing heavily reptilian features including scales, an elongated snout and dark, glassy eyes. Many possess a small tail. Their voices sound like a high-pitched version of the non-kobold parent.

Creating a Half-kobold

“Half-kobold” is a template that can be added to any living, corporeal, non-kobold creature besides a non-sentient plant, ooze, or vermin (referred to hereafter as the “base creature”). The base creature’s type does not change, but “Reptilian” is added to its subtypes. A half-kobold uses all the base creature’s abilities and statistics in addition to those noted here.

Speed: Increase the base creature’s ground movement by 10 ft.—kobolds are built for speed.

AC: Natural armor improves by +1.

Special Qualities: A half-kobold has all the special qualities of the base creature, plus the following:

Darkvision (Ex): Half-kobolds can see in non-magical darkness up to a range of 60 ft. If the base creature has darkvision, it improves by 20 ft. (maximum 120 ft.).

Light Sensitivity (Ex): If the base creature has light sensitivity, then the half-kobold does as well, suffering a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell. If the base creature has worse sensitivity to light than this ability, it retains the worse of the two values. Otherwise, the half-kobold lacks this flaw.

Mixed Blood (Ex): Half-kobolds are considered to be the base creature’s race, kobolds, and reptilian for the purposes of racially specific abilities and effects.

Abilities: Modify from the base creature as follows: Strength –2, Constitution +2.

Skills: Sentient half-kobolds that are raised by kobolds gain a +1 racial bonus to Craft (trapmaking), Profession (mining), and Search checks. Such creatures also speak Draconic.

ECL: +0.

Sample Half-kobold

This example uses a drow elf for the base creature (originally Strength 15, Dexterity 14, Constitution 13, Intelligence 10, Wisdom 11, Charisma 12; drow racial ability bonuses Dex +2, Con –2, +2 Int). In essence, this character is a mix of the Half-drow and Half-kobold templates.

Kierjet

Male half-kobold/half-drow Ftr 1

Medium-size Humanoid (Elf, Reptilian)

Hit Dice: 1d10+1 (11 hp)

Initiative: +3 (Dex)

Speed: 40 ft.

AC: 18 (+3 Dex, +1 natural, +4 chain shirt); 15 flat-footed, 13 touch

Attacks: Longsword, +2 melee; or shortbow, +4 ranged

Damage: Longsword 1d8+2/crit 19-20; or shortbow 1d6/crit x3

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

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 80 ft., light blindness, SR 10, immune to sleep

Saves: Fort +3, Ref +3, Will +0 (+1 to Will saves vs. spells/spell-like abilities)

Abilities: Str 13, Dex 16, Con 13, Int 12, Wis 11, Cha 12

Skills: Climb +4, Craft (trapmaking) +5, Hide +2, Jump +4, Move Silently +2, Swim –5

Feats: Point Blank Shot, Far Shot

CR: 2

Alignment: Lawful evil

Kierjet is dusky-skinned and dark-eyed—he’s not attractive, with upward slanting eyes and a flattened muzzle full of small, sharp teeth. He has a shock of white hair in the middle of his head, dangling in a braided lock down to the small of his back. The braid is wrapped with bronze cord and tipped with a bronze spike so it looks like a tail—vanity demands fine clothing and items.

Loyal to his causes and a follower of orders and rules, Kierjet is vain, self-centered, callous, and the type of person that looks for loopholes he can exploit in any agreement. He enjoys power and wants to gain as much as he can for his own glory. The half-kobold will rise to lead his lesser brethren, some say.

Kierjet speaks Draconic and Common.

Possessions: chain shirt (masterwork), longsword, shortbow, quiver (20 arrows), pot (5 doses of Medium-size spider venom), *potion of cure light wounds*, jewelry (200 gp), backpack (Included in skills: –1 armor check penalty; 31 lbs./–6 to Swim).

Combat

Kierjet is a sadistic and elusive opponent. Superior darkvision allows him to snipe at opponents from long distances, and he uses his spell-like abilities to mislead his foes.

Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, and *faerie fire*, as cast by a 1st-level sorcerer. (Improves at 1 level per 2/levels Kierjet gains.)

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Kierjet for 1 round. In addition, he suffers a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Mixed Blood (Ex): For the purposes of all abilities and special attacks, Kierjet is considered a kobold, elf, reptilian, and drow.

HALF-MEDUSA

Although they normally only breed among their own kind, because their gaze petrifies all others, sometimes a medusa finds a mate that is unaffected by its stony stare. These offspring from these unions are known as half-medusas. Magical experimentation by medusas themselves, or others that would meddle with such things, can also produce such creatures.

Appearance Changes

A half-medusa resembles its non-medusa parent, save that its rough skin tends to be an earthy color and it has 1d4+2 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 Half-medusa

“Half-medusa” is a template that can be added to any living, corporeal, non-medusa creature besides a non-sentient plant, ooze, or vermin (referred to hereafter as the “base creature”). If the base creature is humanoid or giant, it becomes a “Monstrous Humanoid”—animals and beasts become “Magical Beasts”. Otherwise, the base creature’s type does not change, but “Medusa” is added to its subtypes. A half-medusa uses all the base creature’s abilities and statistics in addition to those noted here.

AC: Natural armor improves by +1.

Attacks: A half-medusa gains the ability to attack with all of its snakes at once as a unit. This attack may also be used with a full-attack action as part of a series of normal iterative attacks or as an extra secondary attack at the half medusa’s highest base attack bonus –5.

Damage: Snakes bite for damage as a creature two sizes smaller than the base creature, according to the Animal type (minimum damage 1). They also inject poison.

Special Attacks: A half-medusa retains all of the special attacks of the base creature and also gains the following attacks:

Petrifying Gaze (Su): A half-medusa’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 ft. just like a medusa actively using its gaze as an attack action. The targeted opponent can avoid the gaze as normal (see *DMG*, Chapter 8, Special Abilities, Gaze Attacks) and, if it fails to avoid the half-medusa’s gaze, it must succeed at a Fortitude save (DC 10 + one-half of the half-medusa’s HD and/or character levels + the half-medusa’s Charisma modifier) or be permanently turned to stone. The half-medusa can use this ability a number of times per day equal to 1 plus its Charisma bonus (minimum 1).

Poison (Ex): Snakes, Fortitude save (DC 10 + one-half of the half-medusa’s HD (not character levels) + the half-medusa’s Constitution modifier); initial Strength damage equal to the snakes’ bite damage and secondary damage in equal to bite damage the snakes would do as a creature of the half medusa’s size with the Animal type. No Strength modifier applies to this damage.

Special Qualities: A half-medusa retains all of the special qualities of the base creature and also gains the following:

Darkvision (Ex): Half-medusas can see in non-magical darkness up to a range of 60 ft., or the base creature’s range, whichever is better.

Mixed Blood (Ex): For all special abilities and effects, a half-medusa is considered a medusa and the base creature. Half-medusas, for example, are immune to the gaze attacks of medusas, and vice versa.

Abilities: Modify the base creature as follows:
Dexterity +2, Charisma +2.

Climate/Terrain: Any land and underground

CR: Base creature’s CR +2.

Treasure: Same as base creature.

Alignment: Any. A creature raised by medusas tends to be lawful evil.

ECL: +2.

Sample Half-medusa

This example uses a 4th-level human rogue as the base creature.

Vuncrozi the Skulking Sculptor

Female padrafyte Rog 4

Medium-size Monstrous Humanoid

Hit Dice: 4d6+4 (18 hp)

Initiative: +4 (+4 Dex)

Speed: 30 ft.

AC: 19 (+4 Dex, +4 armor, +1 natural); 15 flat-footed, 14 touch

Attacks: Masterwork short sword +8 melee, snakes +2 melee; or snakes +7 melee; or masterwork dagger +4 melee, snakes +2 melee; or masterwork shortbow and masterwork arrow +9 ranged

Damage: Masterwork short sword 1d6-1/crit 19-20; or snakes 1d3-1 and poison; or masterwork dagger 1d4-1/crit 19-20; or masterwork shortbow and masterwork arrow 1d6/crit x3

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

Special Attacks: Petrifying attack, poison, sneak attack +2d6

Special Qualities: Darkvision 60 ft., evasion, medusa blood, search for traps, uncanny dodge (Dex bonus to AC).

Saves: Fort +3, Reflex +9, Will +2.

Abilities: Str 8, Dex 18, Con 12, Int 14, Wis 10, Cha 16.

Skills: Bluff +8, Climb +6, Decipher Script +5, Diplomacy +10, Disguise +7, Hide +11, Innuendo +3, Intimidate +6, Jump +6, Listen +7, Move Silently +11, Open Lock +11, Search +7, Sense Motive +5, Spot +8, Swim –10, Use Rope +9.

Feats: Alertness, Weapon Finesse (short sword), Weapon Finesse (snakes).

CR: 6

Alignment: Lawful evil

Vuncrozi is dashing, with wavy, dark hair and black eyes, though she goes hooded most of the time. Her skin has a tan hue with a rough feel. Aspiring to be an infamous assassin, she is currently an expert top-floor burglar and extortionist. She habitually petrifies the house pets of the homes she burgles, earning himself the nickname “the Skulking Sculptor”.

Possessions: +1 studded leather, short sword (masterwork), dagger (masterwork), shortbow (masterwork), quiver (10 masterwork arrows, 10 +1 arrows), +1 cloak of resistance, hat of disguise, potions (*alter self, charisma, cure moderate wounds, invisibility*), 50 ft. silk rope, grappling hook, climber's kit, thieves' tools (masterwork), backpack, 200 gp (Included in skills: 45 lbs./-9 Swim checks).

Combat

Vuncrozi likes to use her petrifying gaze at the beginning of combat to get rid of one opponent. Next, she prefers to fire at his enemies from range (usually partially concealed and covered). If forced to do so (or if her enemies look sufficiently weakened), Vuncrozi moves into melee, striking with her short sword and snakes.

Petrifying Gaze (Su): 4/day, Fortitude save DC 15 or be permanently turned to stone.

Poison (Ex): Fortitude save DC 11, initial damage 1d3 temporary Strength, secondary damage 1d6 temporary Strength.

Mixed Blood (Ex): For all special abilities and effects, Vuncrozi is considered a medusa. Thus, Vuncrozi is immune to the gaze attacks of medusas, and vice versa.

Padrafyte Traits

As a PC race, padrafytes (half-human/half-medusa) have the following characteristics:

- +2 Dexterity, +2 Charisma.
- Medium size. (Use human height and weight.)
- Padrafyte base speed is 30 ft.
- *Darkvision*: Padrafyte can see in the dark up to 60 ft. This vision is black and white.
- *Natural Armor*: Padrafyte have a +1 natural armor bonus.
- *Snakes*: A padrafyte has snakes in its hair and the ability to attack with these tiny vipers. This attack may also be used with a full-attack action as part of a series of normal iterative attacks or as an extra secondary attack at the half medusa's highest base attack bonus -5.

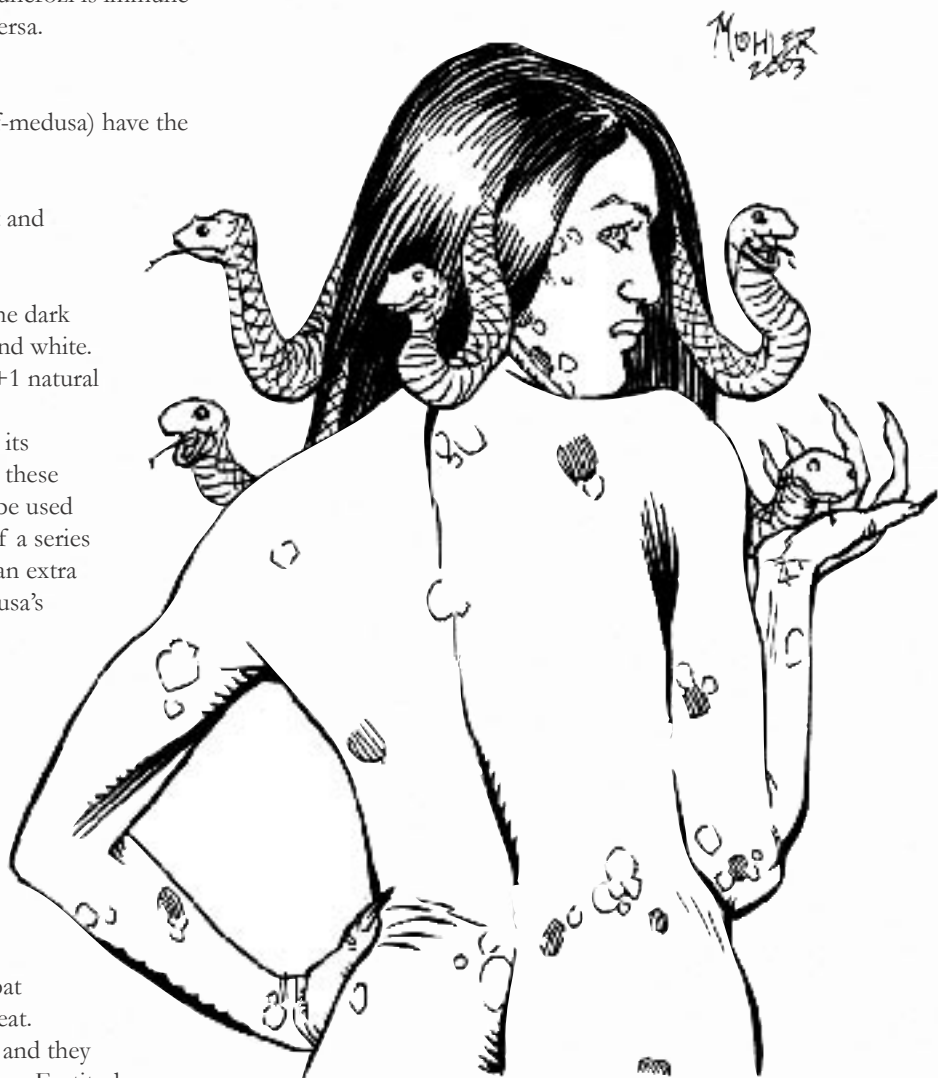
The snakes may only attack if the half-medusa is a distance from the target 5 ft. less than its normal reach.

For most creatures, this means in the opponents square (such as when involved in a grapple). Unless the half-medusa has other natural attacks, it is not considered armed in melee combat without a weapon or additional feat.

Snakes do 1d3 damage, and they inject a poison. The poison forces a Fortitude

save (DC 10 + the padrafyte's Constitution modifier); initial damage 1d3 temporary Strength, secondary damage 1d6 temporary Strength.

- *Petrifying Gaze* (Su): A padrafyte's can focus its gaze upon a single creature within 30 ft. as an attack action. The targeted opponent can avoid the gaze as normal (see *DMG*, Chapter 8, Special Abilities, Gaze Attacks) and if it fails to do so it must succeed at a Fortitude save (DC 10 + one-half of the padrafyte's character levels + its Charisma modifier) or be permanently turned to stone. The padrafyte can use this ability a number of times per day equal 1 plus its Charisma bonus (minimum 1).
- *Mixed Blood* (Ex): Padrafytes are considered to be medusa and human for the purposes of racially specific abilities and effects. They are immune to the gaze of a full-blooded medusa, and vice versa.
- *Automatic Languages*: Common.
- *Bonus Languages*: Any the DM allows.
- *Favored Class*: Rogue.
- *ECL*: +2.



HALF-NYMPH

Half-nymphs 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 half-nymph 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, as the stunning appearance of a half-nymph draws much attention.

Appearance Changes

A half-nymph appears as a stunningly attractive member of the base creature's race (usually humanoid). Half-nymph hair is usually shimmering flax, white, or silver in color, and the skin develops an exquisitely healthy glow and supple texture. Half-nymphs can be male or female and tend to be perfectly proportioned regardless of their sex.

Creating a Half-nymph

"Half-nymph" is a template that can be added to any living, corporeal, non-nymph creature besides a non-sentient plant, ooze, or vermin (referred to hereafter as the "base creature"). Animals and beasts gain the "Magical Beast" type. Otherwise, the base creature's type does not change, but "Fey" is added to its subtypes. A half-nymph uses all the base creature's abilities and statistics in addition to those noted here.

Special Attacks: A half-nymph has the special qualities of the base creature, those listed below:

Charming Presence (Su): Half-nymphs with a Charisma of 11 or greater can enact an ability that functions like *charm person or animal* a number of times per day equal to 1 plus the half-nymph's Charisma bonus (minimum 1). Effective caster level is equivalent to a sorcerer of twice the half-nymph's level or Hit Dice, save DC 11 + the half-nymph's Charisma bonus + the bonus from *effusive charm* below.

Special Qualities: A half-nymph has the special qualities of the base creature, those listed below:

Effusive Charm (Ex): The save DC of all spells from the Enchantment school of magic increase by +4 when cast by a half-nymph.

Low-light Vision (Ex): Half-nymphs can see twice as far as humans in poor lighting conditions. If the base creature has better low-light vision, it is retained.

Mixed Blood (Ex): Half-nymphs are considered to be the base creature's race, nymphs, and fey for the purposes of racially specific abilities and effects. As such, half-nymphs are immune to the *blinding beauty* and *unearthly beauty* attacks of full-blooded nymphs.

Abilities: Modify the base creature as follows: Dexterity +2, Intelligence +2, Wisdom +2, Charisma +6.

Skills: Half-nymphs raised by nymphs speak Sylvan and Common.

Organization: Often solitary.

CR: Base creature's CR +1.

Treasure: Same as base creature.

Alignment: If the creature is not good (unusual for a half-nymph), its alignment moves at least one step in that direction.

ECL: +2.

Half-nymph Characters

A half-nymph's favored class is druid.

Sample Half-nymph

These examples use a pseudodragon and a 2nd-level goblin (Strength 10 (-2 from goblin), Dex 9 (+2 from goblin), Constitution 11, Intelligence 10, Wisdom 13, Charisma 16 (-2 from goblin)) as the base creatures.

Puc (half-nymph/half-pseudodragon)

Tiny Dragon (Fey)

Hit Dice: 2d12+2 (15 hp)

Initiative: +1 (Dex)

Speed: 15 ft., fly 60 ft. (good)

AC: 19 (+1 Dex, +2 size, +6 natural)

Attacks: Sting +4 melee, bite -1 melee

Damage: Sting 1d3 and poison, bite 1

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft. (5 ft. with tail)

Special Attacks: Poison

Special Qualities: Charming presence, effusive charm, mixed blood, see invisibility, telepathy, immunities, SR 19

Saves: Fort +4, Ref +4, Will +5

Abilities: Str 11, Dex 13, Con 13, Int 12, Wis 14, Cha 16

Skills: Hide +17*, Intuit Direction +4, Listen +6, Search +3, Spot +6

Feats: Alertness

Climate/Terrain: Temperate and warm forest

Organization: Solitary or pair

CR: 3

Treasure: None

Alignment: Always neutral good

Advancement: 3-4 HD (Tiny)

Pucs (pucks) are dragons of the faerie court. They have beautiful scales that shine with iridescence, translucent wings, and a penchant for trickery. These little drakes guard fey royalty.

Combat

Highly prized for the ability to see invisibility and speak in silence, pucs are built more for subterfuge than combat. The tiny drakes sting opponents into slumber and then retreat.

Charming Presence (Su): Pucs can cast *charm person or animal* 4/day as a 4th-level sorcerer (DC 18).

Effusive Charm (Ex): The save DC of all spells from the Enchantment school of magic increase by +4 when cast by a puc.

TEMPLATES: HALF-NYMPH

Poison (Ex): Sting, Fortitude save (DC 12); initial damage sleep for 1 minute, secondary damage sleep for 1d3 days.

See Invisibility (Ex): Pucs continuously *see invisibility* as the spell, with a range of 60 ft.

Telepathy (Su): Pucs can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 ft.

Mixed Blood (Ex): Pucs are considered to be dragons, nymphs, and fey for the purposes of racially specific abilities and effects. They are immune to the *blinding beauty* and *unearthly beauty* attacks of full-blooded nymphs, as well as to sleep and paralysis effects.

Skills: Pucs have a chameleon-like ability that grants them a +4 racial bonus to Hide checks. *In forests or overgrown areas, this bonus improves to +8.

Jeseba, female skjoniss Drd 1/Sor 1

Small Humanoid (Fey, Goblinoid)

Hit Dice: 1d8 plus 1d4 (7 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+1 size, +1 Dex, +3 bark); 14 flat-footed, 12 touch

Attacks: Masterwork dagger +2 melee; or masterwork dart +3 ranged

Damage: Masterwork dagger 1d4-1/crit 19-20; or masterwork dart 1d4-1

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

Special Attacks: Charming presence, spells

Special Qualities: Darkvision 60 ft., animal companions, effusive charm, mixed blood, low-light vision, nature sense

Saves: Fort +2, Ref +1, Will +6

Abilities: Str 8, Dex 13, Con 11, Int 12, Wis 15, Cha 20

Skills: Bluff +6, Animal Empathy +6, Concentration +3, Heal +5, Hide +6, Knowledge (nature) +5, Move Silently +6, Swim -5, Wilderness Lore +5

Feats: Scribe Scroll

CR: 3

Alignment: Neutral good

Jeseba is a striking creature, with soft, brown skin and wide, receptive eyes of the same color. Her hair is the shade of raven's feathers, with an almost unnatural sheen, and is always worn braided and weighted with crystals. Her features are attractive and her pointed ears might give one the impression she's a strange gnome or an unknown form of fey. However, she has slightly sharper teeth (than a nymph) and a sharper wit.

Possessions: bark armor (masterwork), dagger (masterwork), 3 darts (masterwork), scrolls (divine, caster level 1st: *cure light wounds* x2, *endure elements*, *pass without trace*), silver torc (50 gp) (Included in skills: 20 lbs./-4 Swim checks).

Combat

Jeseba favors subterfuge over direct conflict, utilizing her spells and missile weapons against foes first. Charming presence is useful for turning an enemy group against one another so Jeseba can escape.

Charming Presence (Su): Jeseba can enact an ability that functions like *charm person or animal* 6/day. Her effective caster level for this ability is 4th (Will Save DC 17).

Druid Spells Prepared (3/2; base save DC 12 + spell level):

0—*detect magic*, *detect poison*, *purify food and drink*; 1st—*entangle*, *obscuring mist*.

Sorcerer Spells Known (5/5 per day; base save DC 15 (19 for Enchantments) + spell level): 0—*ghost sound*, *mage hand*, *mending*, *prestidigitation*; 1st—*hypnotism*, *sleep*.

Skjoniss Traits: See below.

Animal Companions: Jeseba may have an animal or animals of up to 2 HD with her—she prefers small birds. These companions are befriended with the *animal friendship* spell.

Nature Sense (Ex): Jeseba can identify plants and animals (their species and special traits) with perfect accuracy. She can determine whether water is safe to drink or dangerous.

Skjoniss Traits

As a PC race, skjonisses (half-goblin/half-nymph) have the following characteristics:

- -2 Strength, +2 Dexterity, +2 Intelligence, +2 Wisdom, +4 Charisma.
- Small. Skjonisses gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures. (Use gnome height and weight.)
- Skjoniss base speed is 30 ft.
- **Darkvision:** Skjonisses can see in the dark up to 60 ft. This vision is black and white.
- **Low-light Vision:** Skjonisses can see twice as far as humans in poor lighting conditions.
- **Charming Presence (Su):** Skjonisses with a Charisma of 11 or greater can enact an ability that functions like *charm person or animal* a number of times per day equal to 1 + the its Charisma bonus (minimum 1). Effective caster level is equivalent to a sorcerer of twice the skjoniss's character level (Will save, DC 12 + the skjoniss's Charisma bonus + the bonus from Effusive Charm below).
- **Effusive Charm (Ex):** The DC of all spells from the Enchantment school of magic increase by +4 when cast by a skjoniss.
- **Mixed Blood (Ex):** Skjonisses are considered goblin, nymph, and fey for the purposes of racially specific abilities and effects. They are immune to the *blinding beauty* and *unearthly beauty* attacks of full-blooded nymphs.
- **Skills:** Skjonisses get a +4 racial bonus to Move Silently checks.
- **Automatic Languages:** Sylvan and Common.
- **Bonus Languages:** Elven, Gnome, Goblin.
- **Favored Class:** Druid.
- **ECL:** +1.

HALF-ORC

Half-orcs are the result of the interbreeding (magical or otherwise) of orcs with other creatures. The most common hybrid is orc and human, but there exists a much wider range of crossbreeds. The savage tendencies of orcs to rape and pillage folk throughout the world has led to all manner of natural combinations with others races, such as elves, gnolls, hobgoblins, drow, ogres, dwarves, gnomes, and fey of various types. Further experimentation with transmutation magic on the part of unscrupulous practitioners of the arcane arts has led to many other orc hybrids with centaurs, minotaurs, giants and far more bizarre combinations.

Appearance Changes

A creature that is half-orc takes on a more heavy-framed, feral look due to its orcish parentage. Although each half-orc is noticeably different and unique in appearance, all bear pronounced characteristics that make them unmistakable hybrids of orcs with another race—beady eyes; small, tusk-like teeth protruding from the lower jaw; a heavy, sloping brow line; and other telltale features of orcish aspect.

Creating a Half-orc

“Half-orc” is a template that can be added to any living, corporeal, non-orc creature besides a non-sentient plant, ooze, or vermin (referred to hereafter as the “base creature”). The base creature’s type does not change, but “Orc” is added to its subtypes. A half-orc uses all the base creature’s abilities and statistics in addition to those noted here.

Special Qualities: A half-orc has the special qualities of the base creature as well as those listed below:

Darkvision (Ex): Half-orcs can see in non-magical darkness up to a range of 60 ft. If the base creature already has darkvision, its range is increased by 20 ft., up to a maximum of 120 ft.

Light Sensitivity (Ex): If the base creature has light sensitivity, then the half-orc does as well, suffering a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell. If the base creature has worse sensitivity to light than this ability, it retains the worse of the two values. Otherwise, the half-orc lacks this flaw.

Mixed Blood (Ex): For all special abilities and effects, a half-orc is considered an orc and the base creature.

Abilities: Modify the base creature as follows: Strength +2, Intelligence –2, Charisma –2.

Skills: Half-orcs raised by orcs speak only Orc (plus bonus languages), while other hybrids speak languages according to their fostering race.

Alignment: Half-orcs raised by orcs tend to be chaotic evil. Otherwise, any.

ECL: +0.

Half-Orc Characters

A half-orc’s favored class is barbarian. Those raised among other races may favor other classes.

Sample Half-Orc

This example uses a duergar as the base creature.

Pluggung, male orgar Rgr 2/Rog 1 Medium-size Humanoid (Dwarf, Orc)

Hit Dice: 2d10+6 plus 1d6+3 (23 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 15 (+1 Dex, +4 chain shirt); 14 flat-footed, 11 touch

Attacks: Masterwork handaxe +5 melee; or handaxe in each hand +3/+3 melee; or throwing axe +2 ranged

Damage: Masterwork handaxe 1d6+2/crit x3; throwing axe 1d6+2

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

Special Attacks: Orgar traits, favored enemy (dwarves), sneak attack +1d6, spell-like abilities

Special Qualities: Orgar traits, darkvision 120 ft.

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 15, Dex 12, Con 16, Int 12, Wis 12, Cha 4

Skills: Climb +6, Hide +6, Jump +5, Move Silently +9, Swim –6, Wilderness Lore +5

Feats: [Ambidexterity], Combat Reflexes, Endurance, [Track], [Two-weapon Fighting]

CR: 3

Alignment: Lawful evil

Often mistaken for a hideous goblin, Pluggung is gray-skinned and stout, standing 5 ft. tall and weighing 203 lbs. He has beady, black eyes and a pug face with an upturned nose and jutting jaw full of crooked teeth and a pair of small tusks. Pluggung’s misshapen mouth oozes drool constantly, giving a wet lisp to his speech. His hair and beard, thicker than a normal duergar’s, are a matted twist of mud-caked dreadlocks.

Raised in the duergar community that bred him, Pluggung (“piglet” in dwarvish) is a scout and a slayer. He takes anything he does very seriously and follows the letter of any agreement, if not the spirit. Pluggung speaks Dwarven, Goblin, and Undercommon.

Possessions: Chain shirt (masterwork), 2 handaxes (masterwork), 3 throwing axes, potions (*biding*, *jump*, *vision*), alchemist’s fire (3), smokestick, 50 ft. silk rope, grappling hook, climber’s kit, jewelry (250 gp), backpack (Included in skills: armor check –1; 60 lbs./–12 Swim checks).

Combat

Pluggung prefers to use his superior sneaking ability to get the drop on his foes. A quick hatchet in the ribs of a passing fool is easier than a stand-up fight.

Orgar Traits (Ex): See below.

Spell-Like Abilities: 1/day—*enlarge* and *invisibility* as a 2nd-level wizard, effecting only Pluggung and whatever he carries.

Orgar Racial Traits

As a PC race, orgars (half-duergar/half-orc) have the following characteristics:

- +2 Strength, +2 Constitution, –2 Intelligence, –4 Charisma.
- Medium-size. (Use dwarf height and weight, with +1d4 to the weight modifier.)
- Orgar base speed is 20 ft.
- *Darkvision*: Orgars can see in the dark up to 120 ft. This vision is black and white.
- +1 racial bonus to attack rolls against orcs and goblinoids.
- +1 racial bonus to saves against spells and spell-like abilities.
- +1 racial bonus to saves against poisons (+5 vs. magical and alchemical poison) and a +6 racial bonus to save vs. paralysis and phantasms.
- +4 dodge bonus to AC against giants.
- *Stonecunning*: Orgars receive a +2 racial bonus to checks to notice unusual stonework. Something that isn't stone but is disguised as stone also counts as unusual stonework. If he comes within 10 ft. of unusual stonework, he can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. An orgar can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up. •
- *Spell-Like Abilities*: Once per day a orgar, with a Wisdom of 10 + the spell level or higher, can cast *enlarge* and *invisibility* as a wizard of his character level, but can only affect himself and whatever he carries.
- *Light Sensitivity* (Ex): Orgars suffer a –2 circumstance penalty to attack rolls, saves, and checks in bright sunlight or within the radius of a *daylight* spell.
- *Mixed Blood* (Ex): For all special abilities and effects, orgars are considered both orc and dwarf.
- +4 racial bonus to Move Silently. +1 racial bonus to Listen and Spot. +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal.
- *Automatic Languages*: Undercommon and Dwarven.
- *Bonus Languages*: Common, Drow, Giant, Goblin, and Orc.
- *Favored Class*: Rogue.
- *ECL*: +1.

HALF-SIDHE

Half-sidhe are the descendants of the capricious and ever-young sidhe. The sidhe are fickle, powerful, charming, and vary in alignment and taste, so the gamut of possible half-sidhe is wide indeed. Add to this the extreme magical potency many sidhe possess, and possibilities become virtually limitless. Most of these half-breeds reside on the plane native to their maternal parent. (For more information on the sidhe, their monster and racial statistics, see *Appendix II: Stacking Templates*.)

Appearance Changes

A half-sidhe is always more beautiful or imposing than its normal counterpart.

Creating a Half-sidhe

“Half-sidhe” is a template that can be added to any living, corporeal, non-sidhe creature besides a non-sentient plant, ooze, or vermin (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type and subtype do not change. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. Half-sidhe use the base creature’s statistics and inherent racial special abilities, except as noted below.

Special Attacks: A half-sidhe retains all the special attacks of the base creature and those listed below:

Spell-like Abilities: A half-sidhe with a Charisma score of 10 or better can cast a number of arcane spells depending on its HD. Each is usable once per day, unless otherwise indicated, and has a saving throw DC of 10 + spell level + the half-sidhe’s Charisma modifier. Caster level is equal to a sorcerer of a level equal to the half-sidhe’s HD. Choose abilities based on the chart that follows:

Hit Dice	Abilities
1-2	<i>detect magic</i> at will; <i>detect spirits</i> , <i>read magic</i> , <i>light</i>
3-4	<i>detect spirits</i> at will, one of <i>bull’s strength</i> , <i>expeditious retreat</i> , <i>mage armor</i> , or <i>true strike</i>
5-6	<i>invisibility</i> , <i>see invisibility</i>
7-8	<i>read magic</i> , <i>light</i> 2/day
9-10	<i>invisibility</i> 2/day
11-12	<i>ethereal jaunt</i>
13-14	one of <i>bull’s strength</i> , <i>expeditious retreat</i> , <i>mage armor</i> or <i>true strike</i> , or same spell selected at 3 HD 2/day
15+	<i>etherealness</i>

Special Qualities: A half-sidhe retains all the special qualities of the base creature and those listed below:

Ageless Heritage (Ex): Half-sidhe live three times as long as normal for their racial stock.

Cold Resistance (Ex): Half-sidhe have cold resistance 5.

Darkvision: Half-sidhe can see 60 ft. in darkness. This vision is black and white.

Immunities: Half-sidhe are immune to sleep, paralysis, and charm spells and effects.

Low-light Vision: Half-sidhe see twice as far in poor lighting conditions as do humans.

Mixed Blood (Ex): Half-sidhe are considered to be the base creature and sidhe for the purposes of racially specific abilities and effects.

Spell Resistance (Ex): A half-sidhe’s spell resistance starts at 10 and improves by +1 every 2 HD.

Abilities: Modify the base creature as follows: +2 to any two abilities of your choice besides Charisma, which gets +4.

Skills: Half-sidhe receive a +2 racial bonus to Listen, Search, and Spot checks.

CR: Base creature’s CR +1.

Advancement: By character class.

ECL: +2.

Half-sidhe Characters

Half-sidhe always favor the sorcerer class, regardless of the favored class of the base creature, for the magic *is* their blood. Otherwise, half-sidhe choose their class based on the traditions of the culture in which they are raised.

Sample Half-sidhe

The following example uses a human (Strength 16, Dexterity 12, Constitution 13, Charisma 12; Dachnan gets +2 Dex, +2 Int, and +4 Cha) as the base creature. Dachnan’s hit points were figured as if he were a player character.

Dachnan ap Cuilach, male adan-sidhe Sor 4, Bar 3 Medium-size Humanoid (Human)

Hit Dice: 4d4+12 plus 3d12+9 (56 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 17 (+2 Dex, +5 mithral shirt)

Attacks: +1 *broadsword* +9 melee; or +1 *mighty composite shortbow* +8 ranged (+9 w/ mw arrows)

Damage: +1 *broadsword* 1d8+4/crit 19-20; +1 *mighty composite shortbow* 1d6+3/crit x3

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

Special Attacks: Rage 1/day, spells, spell-like abilities

Special Qualities: Darkvision 60 ft., low-light vision, ageless heritage, cold resistance 5, immunities, mixed blood, SR 13, uncanny dodge

Saves: Fort +7, Ref +4, Will +5

Abilities: Str 16, Dex 14, Con 16, Int 12, Wis 11, Cha 16

Skills: Climb +8, Concentration +8, Intimidate +7, Jump +8, Listen +4 (+6 within arms reach of familiar), Ride +4, Spellcraft +6, Swim +3, Wilderness Lore +5

Feats: Cleave, Improved Unarmed Strike, Power Attack

CR: 8

Alignment: Chaotic good

Dachnan is a broad-shouldered man with powerful arms. His hair is red-brown and lengthy enough to support several braids in the back, with a few smaller in front of each of Dachnan’s ears. Below his ruddy cheeks, his face is covered with a curved beard that leaves only his chin and neck bare. The warrior-mage’s eyes are bright and colored the hue of the calm sea. He wears a fur cloak, great kilt, and a woolen tunic and breeches.

Like the sidhe, Dachnan is fiery and unpredictable—quick to mirth and quick to anger, never staying overlong in either emotion. Yet, Dachnan is kind to those who deserve it, especially the weak and innocent. He won’t stand for injustice and is honorable in battle, and Dachnan lies only to protect others. A wanderer, Dachnan rarely keeps more wealth than he requires, giving the excess to those in need or spending it frivolously on friends.

TEMPLATES: HALF-SIDHE

Possessions: +1 mithral shirt, +1 broadsword, +1 composite shortbow (mighty, Str 15), broad knife (masterwork), quiver (13 masterwork arrows), bag (potions: *jump*, *cat's grace*, *cure moderate wounds* (2), *glibness*), scroll case (arcane scrolls, caster level 4: *invisibility*, *protection from arrows*, *ray of enfeeblement*), gold torch (250 gp), fur cloak, jewelry (400 gp), 36 gp (included in skills: 21 lbs./–4 to Swim checks).

Combat

Dachnan is observant in combat, but still tends to commit himself when he's not yet sure of the situation. He rarely uses more force than is necessary, but he's merciless when he feels he's been wronged. Dachnan uses spells mostly to augment his fighting ability, reserving *mirror image* for times when enemies have an unfair advantage.

Adan-sidhe Traits: See racial characteristics below.

Spell-like Abilities: At will—*detect magic* and *detect spirits*; 2/day—*read magic*, *light*; 1/day—*bull's strength*, *invisibility*, see *invisibility*. Spells are cast as a 7th-level sorcerer.

Sorcerer Spells Known (6/7/4 per day; base save DC 13 + spell level): 0—*arcane mark*, *dancing lights*, *detect poison*, *ghost sound*, *mage hand*, *prestidigitation*; 1st—*enlarge*, *expeditious retreat*, *true strike*; 2nd—*mirror image*.

Rage (Ex): 1/day for 8 rounds (see the Barbarian class in the PHB).

Uncanny Dodge (Ex): Dachnan retains his Dexterity bonus to AC when he would usually be denied it, even when caught flat-footed.

Gvrana, female raven familiar: Tiny magical beast, HD 7d8 (special); hp 28; Init +3 (Dex); Spd 10 ft., fly 40 ft., AC 15 (flat-footed 12, touch 15); Atk +4 melee (1d2-5 claws); Face/Reach 2.5 ft. by 2.5 ft./0 ft.; SQ Alertness within arms reach of master (*), improved evasion, share spells with master, empathic link, touch; AL CG; SV Fort +4, Ref +7, Will +7; Str 1, Dex 17, Con 10, Int 7, Wis 14, Cha 8.

Skills: Listen +6 (*+8), Spot +6 (*+8)

Feats: Weapon Finesse (claws)

Adan-sidhe Traits

As a PC race, the adan-sidhe (adah-n-shee, half-human/half-sidhe) have the following characteristics:

- +2 to two ability scores of the player's choice, except Charisma, which gets +4.
- Medium-size. (Use human height and weight.)
- Adan-sidhe base speed is 30 feet.
- Adan-sidhe live three times as long as humans—multiply the maximum for each age category by three.
- *Darkvision:* Adan-sidhe can see 60 ft. in darkness. This vision is black and white.
- *Low-light Vision:* Adan-sidhe see four times as far in poor lighting conditions as do humans.
- *Spell-like Abilities:* As per the monster traits described in the Half-sidhe template.
- *Cold Resistance* (Ex): Adan-sidhe have cold resistance 5.
- *Spell Resistance* (Ex): An adan-sidhe's spell resistance starts at 10 and improves by +1 every two class levels.
- *Immunities:* Adan-sidhe are immune to sleep, paralysis, and charm spells and effects.
- *Mixed Blood* (Ex): Adan-sidhe are considered to be human and sidhe for the purposes of racially specific abilities and effects.

- *Skills:* Adan-sidhe receive a +2 racial bonus to Listen, Search, and Spot.
- *Automatic Languages:* Common.
- *Bonus Languages:* Any common to the adan-sidhe's human culture.
- *Favored Class:* Sorcerer
- *ECL:* +2.

New Spell

For the purposes of this new spell, any extraplanar, fey, or incorporeal undead creature is considered a spirit. Creatures with the Spirit subtype are also spirits—see the Spirit template for more information.

Detect Spirits

Divination

Level: Clr 1, Sha 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 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. 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 below), 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 to attack 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 spirit's HD determines the strength of the aura:

Strength	HD
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:

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: 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.

HALF-TROLL

Created by a long-forbidden and wicked magical ritual known as “blending”, half-troll creatures are the product of greatly misguided magical experimentation. Some scholars have posited that some half-trolls occur naturally, but the horrible visualizations associated with the concept are enough to make it a minority view.

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.

Appearance Changes

Half-trolls look like the base creature, but with exaggerated, troll-like features. They are monstrous in appearance, with large, sinewy muscles, pronounced noses, and a heavy under bite. A half-troll’s hair (if any) is mottled and patchy with a wire-like texture. Humanoid-shaped half-trolls have long arms and shorter legs, with a disproportionate, but mighty, torso.

Creating a Half-troll

“Half-troll” is a template that can be added to any living, corporeal, non-troll creature besides a non-sentient plant, ooze, or vermin (referred to hereafter as the “base creature”). Humanoids that become Large due to this template gain the “Giant” type. Otherwise, the base creature’s type does not change, but “Troll” is added to its subtypes. A half-troll uses all the base creature’s abilities and statistics in addition to those noted here.

Size: The half-troll’s size increases by one category to a maximum of Large. If the base creature is Large, or larger, there is no change.

Hit Dice: Die type increases by one die type (up to a maximum of d8). A creature with less than 6 HD gains a new HD total equal to the average of the base creature’s number of HD and a troll’s (6).

AC: Natural armor improves by +2.

Attacks: If the base creature didn’t already have them, it gains two claw attacks and a bite based on its type and one size category smaller.

Damage: Natural attacks inflict damage based on the half-troll’s type and size.

Special Attacks: A half-troll has all the same special attacks as the base creature, plus the following:

Rend (Ex): When a half-troll hits with both claw attacks against a single opponent in one round, it automatically tears the flesh, inflicting additional damage equal to the damage from both claws plus 1.5 x the creature’s Strength bonus (positive only).

Special Qualities: A half-troll creature has all the special qualities of the base creature, plus the following:

Darkvision (Ex): Half-trolls can see in non-magical darkness up to a range of 60 ft., or the base creature’s range, whichever is better.

Mixed Blood (Ex): For all special effects and abilities, the half-troll is considered to be a troll and the base creature. If the creature is a humanoid that becomes Large, it is also considered a giant.

Regeneration (Ex): A half-troll regenerates 2 hit points per round. Only fire and acid inflict real 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): All half-trolls have the scent special quality.

Saves: Adjust for increased HD according to size and type.

Abilities: Modify from the base creature as follows: Strength +2, Dexterity +4, Constitution +4, Intelligence –2, Wisdom –2, Charisma –4.

Skills: The half-troll gains skill points from extra HD according to its own type, favoring Listen and Spot and the skills of the base creature.

Feats: Half-trolls gain new feats for increased HD according to type.

Climate/Terrain: Any land and underground.

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

CR: Base creature’s CR +3.

Alignment: Half-trolls raised by trolls are usually chaotic evil. Otherwise the creature moves at least two steps towards this alignment, due to the maddening nature of troll blood. A lawful good creature could, for example, become neutral or chaotic good.

ECL: +3. This ECL does not include any increased HD.

Sample Half-troll

This example uses a gnoll for the base creature.

Gnarlfang Giant (half-troll/half-gnoll)

Large Giant (Troll)

Hit Dice: 4d8+20 (42 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 16 (–1 size, +2 Dex, +5 natural); 14 flat-footed, 11 touch

Attacks: 2 claws +9 melee, bite +4 melee; or longbow +4 ranged

Damage: 2 claws 1d6+7, bite 1d4+3; or longbow 1d8/crit x3

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

Special Attacks: Rend 2d6+10

Special Qualities: Darkvision 60 ft., regeneration 2, scent

Saves: Fort +9, Ref +3, Will +0

Abilities: Str 25, Dex 14, Con 21, Int 6, Wis 9, Cha 4

Skills: Listen +4, Spot +4

Feats: Alertness, Power Attack

Climate/Terrain: Any land and underground

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

CR: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Created in bygone times, gnarlfang giants are a breeding bloodline of gnoll mixed with troll. These hideous creatures

TEMPLATES : HALF-TROLL

are gaunt and wiry, weighing only 500 lbs. at over 8 ft. tall. They have huge, crooked fangs in mouths that cannot close, heads like a bulldog with upright ears, and wiry, black fur. They are utterly iniquitous and avaricious, murdering for sport and food. Only a generous bribe (over which a gang or pair will assuredly squabble) has any hope of distracting the brutes. Many monster slayers consider gnarlfang giants worse than true trolls. Gnarlfang giants speak Giant.

Combat

Gnarlfang giants wade stupidly into melee, attempting (without strategy or tactics) to slay all that lives before feasting on the gory remnants.

Rend (Ex):

When a gnarlfang giant hits with both claw attacks against a single opponent in one round, it automatically tears the flesh, inflicting the indicated damage.

Mixed Blood (Ex):

For all special effects and abilities, the gnarlfang giant is considered to be a troll, a giant, and a gnoll.

Regeneration

(Ex): Fire and acid deal normal damage to a gnarlfang giant. If a gnarlfang giant loses a limb or body part, the lost portion re-grows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Gnarlfang Giant Characters

A gnarlfang giant's favored class is barbarian. Rare clerics and adepts worship demons or gods of madness and destruction.

Becoming a Half-troll

A half-troll can be made with the following ritual.

Blending

Transmutation (Ritual)

Level: Sor/Wiz 5

Components: V, S, M, F/DF, XP

Casting Time: 1 day per 4 HD of the final creature(s)

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature or creatures within range

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Ritual DC: 14 + 1 per HD of target creature(s)

Foul troll witches of great prowess and evil sorcerers seeking monstrous minions use blending to make troll-like creatures. Including the leader, the ritual group must have two levels of spellcaster per HD of the altered creature or creatures. The group must cast *polymorph other* during the rite.

Creatures upon which the ritual is cast must be willing or they can make a Fortitude saving throw to resist the spell. Unwilling creatures must also be bound and unable to resist for the duration of the ritual. Any creature that fails its save to resist, or that willingly undergoes the ceremony, must make a final Fortitude saving throw (DC 14 – the number by which the leader exceeded the ritual DC). A successful save grants the Half-troll template. Those who fail the save gain the Wretched template instead, and failure by 6 or more results in horrific death. The ritual does not grant any control over newly formed creatures—those transformed into wretched bodies usually attack their creators.

Each additional casting on a single target makes it more likely the transmuted creature is killed or made wretched. The base DC for the final Fortitude save and the ritual Spellcraft check increases by +1 for each extra attempt.

Material Components:

The ritual requires relatively fresh samples of troll flesh and brain matter. The spell *gentle repose* may be used to preserve creature parts. The components cost 350 gp per HD of creature(s) to be affected.

XP Cost: 60 XP per HD of the final creature(s)

Failure: Failure in the ritual roll means the creatures upon which the spell is cast must make a similar

Fortitude save as if the ritual succeeded (DC 14 + the number by which the caster failed the ritual Spellcraft check), or become Wretched (failure) or die (failure by 6 or more). Those involved in the performance of the ritual suffer 1 point of temporary Wisdom damage, while the ritual leader takes 1d6.

Botch: A botched ritual results in the same consequences to targeted creatures as a failure (save DC 35). The ritual's leader takes 2d6 temporary Wisdom damage and loses 1 point of Wisdom permanently. Everyone else involved in the ritual takes 1d6 temporary Wisdom damage.



HEIGHTENED

Heightedened creatures are especially powerful versions of a particular animal or plant species or advanced members of a monstrous or humanoid race. Whether they are especially blessed by the divine or were just fortunate enough to receive the best genetics is a matter of debate. What is not debatable, however, is that heightened beings are formidable and should not be mistaken for an average member of their kind.

Appearance Changes

A heightened creature looks exactly like a normal member of its species, except it is slightly enhanced in its physical appearance. Its movements are quicker and more decisive, its attacks are more brutal, and its thought processes are much keener than normal. Heightened creatures may or may not be larger or have better muscle definition than other members of their kind.

Creating a Heightened Creature

“Heightened” is a template that can be added to any creature except constructs, oozes, and undead (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type and subtype do not change. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. A heightened creature uses the base creature’s statistics and inherent racial special abilities except as noted below.

Hit Dice: Increase by one die type to a maximum of d12, including dice from character classes.

Speed: If the base creature can fly, its maneuverability rating improves by one category.

AC: Natural armor improves by +4.

Special Qualities: A heightened creature has the special qualities of the base creature, plus one of the following qualities for every 3 HD it possesses. If the base creature is not allowed to have feats, then it cannot select that special quality as a heightened creature.

Blindsight (Ex): The heightened gains a highly attuned sense, such as echolocation. The range of this ability is 30 ft. per time this ability is selected. CR +0.

Bonus Feat: Creature may select one bonus feat from the general list of feats. This may be taken up to five times. CR +1 per 2 feats.

Bonus Spell (Su): Heightened with one or more levels in an arcane spell-casting class gain one additional spell known at the highest spell level they can cast. The heightened creature may always elect to learn an extra lower-level spell instead. This bonus does not provide any extra spells cast per day. CR +0.

Damage Reduction (Ex): The heightened gains damage reduction of 5/+1. This ability may be taken more than once, adding 5 to the damage threshold *or* +1 to the level of enchantment needed to affect the creature. For example, a heightened kobold that takes this ability for the second time may have damage reduction 10/+1 *or* 5/+2. The third time the kobold takes this ability, it could have damage reduction 15/+1, 10/+2, *or* 5/+3, and so on. CR +1 per level.

Darkvision (Ex): Then heightened can see in non-magical darkness up to a range of 60 ft. CR +0.

Evasion (Ex): The heightened gains the evasion ability. This is identical to the rogue ability of the same name. CR +0.

Fast Healing (Ex): The heightened gains fast healing 1. This may be taken multiple times and the bonuses stack (all creature’s allowed 1, maximum is one-quarter of the creature’s HD). CR +0 to +1 for maximum healing.

Immunity: The heightened gains immunity to one of the following: poison, paralysis, sleep, or charm. This ability may be taken more than once, with a different immunity selected each time. CR +0.

Low-light Vision (Ex): The heightened develops low-light vision. CR +0.

Resistances (Ex): The heightened gains a resistance of 10 to one type of energy damage acid, cold, electricity, fire, or sonic. This ability may be taken more than once, but a different type of energy must be selected each time. CR +1 per 20 points.

Scent (Ex): The heightened gains the Scent ability. CR +0.

Slow Fall (Ex): The heightened gains the slow fall ability and treats falls of any distance as a fall 10 ft. shorter. This is identical to the monk ability of the same name. This may be taken up to three times, each time adding 10 ft. to the distance. CR +0.

Spell Resistance (Ex): The heightened gains SR equal to half its current HD + 5. If taken multiple times, subsequent selections add one-half of the creature’s HD value (round down) to the total (maximum 25). CR +1 per level.

Tremorsense (Ex): The heightened can detect any object or creature that is in contact with the ground in a 30 foot radius. CR +0.

Abilities: Modify the base creature as follows: Strength +2, Dexterity +2, Constitution +2, Intelligence +2, Wisdom +2, Charisma +2.

CR: Base creature’s CR +1. Add to CR based on special abilities—3 CR 0 abilities equal +1.

ECL: +2.

Sample Heightened Creature

This example uses a tendriculos as the base creature.

Heightened Tendriculos

Huge Plant

Hit Dice: 12d10+72 (138 hp)

Initiative: +0

Speed: 20 ft.

AC: 21 (–2 size, +13 natural); 21 flat-footed, 8 touch

Attacks: Bite +19 melee, 2 tendrils +14 melee

Damage: Bite 2d8+10, tendril 1d6+5

Face/Reach: 10 ft. by 40 ft./15 ft.

Special Attacks: Improved grab, swallow whole, paralysis

Special Qualities: Plant, regeneration 10, SR 17, resistance 10 (acid), DR 5/+1

Saves: Fort +14, Ref +4, Will +4

Abilities: Str 30, Dex 11, Con 24, Int 5, Wis 10, Cha 5

Climate/Terrain: Temperate and warm forest, hill, and marsh

Organization: Solitary

CR: 9

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

Alignment: Always neutral

Advancement: 10-16 HD (Huge); 17-27 HD (Gargantuan)

Combat

The heightened tendriculos attacks in the same manner as its normal ilk.

Improved Grab (Ex): To use this ability, the heightened tendriculos must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can try to swallow the opponent. A heightened tendriculos that hits with a tendril attack grabs as above. If it gets a hold, it picks up the opponent and transfers it to the mouth as a partial action, automatically dealing bite damage as above.

Swallow Whole/Paralysis (Ex): A heightened tendriculos can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside the plant's mass, the opponent must succeed at a Fortitude save (DC 19) or be paralyzed for 3d6 rounds by the heightened tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the heightened tendriculos's interior (AC 15). Once the creature exits, the plant's amazing regenerative capacity closes the hole; another swallowed opponent must cut its own way out. The heightened tendriculos's interior can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a heightened tendriculos. A heightened tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

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 only 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 (referred to hereafter as the "base creature"). After assuming the template, the base creature's type and subtype do not change. A hiveling uses the base creature's statistics and inherent racial special abilities except as noted below.

AC: Hivelings gain a +2 insight bonus to their AC, but only when within 20 ft. of one or more other hiveling creatures of the same hive.

Special Attacks: A hiveling has all the special attacks of the base creature, plus the following:

Swarm Attack (Ex): If there are two or more hivelings in the combat and each of those creatures is within 20 ft. of and able to sense a single intended target, each creature gains a +1 circumstance bonus to attack rolls for every two hivelings making the attack. For example, six hiveling girallons decide to attack a paladin that is 10 ft. away from them, each gaining a +3 bonus to hit and damage (+1 for every two girallons in the area) versus the paladin.

Special Qualities: A hiveling has all the special qualities of the base creature, plus the following:

Limited Telepathy (Su): A hiveling can mentally communicate with any other hiveling creature of its hive within a number of miles equal to the hiveling's Wisdom score.

Shared Senses (Su): At will, a hiveling can use another hiveling creature's senses (sight, smell, or hearing) rather than its own. This ability works at a range of 100 ft. plus 10 ft. per point of Wisdom 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), but must then be re-established.

Uncanny Dodge (Ex): A hiveling retains its Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker so long as another hiveling of the same hive is within 20 ft. of and can sense the attacked hiveling and its attacker.

Saves: Hivelings gain a +2 insight bonus to Reflex saving throws when within 20 ft. of another hiveling from the same hive.

Skills: Hivelings gain a +2 racial bonus to Search checks.

Feats: Hivelings gain Alertness as a bonus feat.

Organization: Hivelings always come in pairs or greater numbers.

CR: Base creature's CR +10% (round up, maximum +2). The Encounter Level (EL) for a group of hivelings increases by +20%, thus increasing experience point rewards.

ECL: +0 (+1 if in a group of hivelings).

Sample Hiveling

This example uses a darkmantle for the base creature.

Hiveling Darkmantle

Small Magical Beast

Hit Dice: 1d10+1 (6 hp)

Initiative: +4 (Improved Initiative)

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

AC: 17/19 (+1 size, +6 natural/+2 within 20 ft. of another hiveling darkmantle)

Flat-footed: 17/19

Touch: 11/13

Attacks: Slam +5 melee

Damage: Slam 1d4+4

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

Special Attacks: Darkness, improved grab, constrict 1d4+4, swarm attack

Special Qualities: Blindsight, limited telepathy, shared senses, uncanny dodge

Saves: Fort +3, Ref +2 (+4 within 20 ft. of another hiveling darkmantle), Will +0

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

Skills: Hide +12, Listen +10*, Search -2, Spot +8*

Feats: Alertness, Improved Initiative

Climate/Terrain: Any underground

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

CR: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Combat

Hiveling darkmantles attack by dropping onto a single opponent with their swarm attack bonus. One attacks the target's head, while the others aid that creature in grappling and subduing the foe. Once attached to the head, a hiveling darkmantle squeezes and tries to suffocate the victim. Not particularly intelligent, a group of hiveling darkmantles uses the same tactics, suffocating a single opponent before moving on to the next.

Darkness (Su): Once per day a hiveling darkmantle can cause *darkness* as the spell cast by a 5th-level sorcerer. It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, the hiveling darkmantle must hit with its slam attack. If it gets a hold, it can constrict.

Constrict (Ex): A hiveling darkmantle deals 1d4+4 damage with a successful grapple check.

Swarm Attack (Ex): If there are two or more hiveling darkmantles in the combat and each of those creatures is within 20 ft. of and able to sense a single intended target, each creature gains a +1 circumstance bonus to attack rolls for every two hivelings making an attack.

TEMPLATES: HIVELING

Blindsight: A hiveling darkmantle can “see” by emitting high-frequency sounds, inaudible to most other creatures, which allow it to ascertain objects and creatures within 90 ft. A *silence* spell negates this and effectively blinds the darkmantle.

Limited Telepathy (Su): A darkmantle hiveling can mentally communicate with any other hiveling creature of its hive within 10 miles.

Shared Senses (Su): At will, a darkmantle hiveling can use another darkmantle hiveling’s senses (sight, smell, or hearing) rather than its own, so long as the other hiveling darkmantle is within 200 ft. The ability can be maintained as a free action for 1 minute, but must then be re-established.

Uncanny Dodge (Ex): A darkmantle hiveling retains its Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker so long as another hiveling of the same hive is within 20 ft. of and can sense the attacked hiveling and its attacker.

Skills: A hiveling darkmantle receives a +4 racial bonus to Listen and Spot checks and +2 to Search checks. *This bonus is lost if its blindsight is negated. The creature’s variable coloration gives it a +4 racial bonus to Hide checks.

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) in the lair of some mad magician, 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 a certain period of time 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 Creature

“Hypermitotic” is a template that can be any creature with a metabolism, meaning a Constitution score. (The templated creature is referred to hereafter as the “base creature”). Hypermitosis almost always involves supernatural meddling, and thus is more prevalent among aberrations, magical beasts, oozes, and shapechangers. After assuming

the template, the base creature's type and subtype do not change. A hypermitotic creature uses the base creature's statistics and inherent racial special abilities except as noted below.

Special Qualities: A hypermitotic creature has all the special qualities of the base creature and gains hypermitotic abilities. These special abilities are marked supernatural on purpose, 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:

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

Fast Healing (Su): Hypermitotic creatures have fast healing at a rate equal to one-third of their HD (round up, minimum 1).

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 only moments (2d6 rounds), but both creatures are helpless during it. Then, in a similar period, those two creatures divide in two, and so on and so forth.

When 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, even if the damage is enough to kill the original creature, whether from multiple blows or a single hit, it subdivides immediately, creating a mass of undulating matter that forms an exact



duplicate that is combat-ready in 1d4+1 rounds. The duplicate is considered helpless during these formative rounds and cannot further subdivide, it doesn't possess any of the weapons or equipment of the original, and must fight unarmed or with natural abilities (barring availability of extra weapons lying about). The original creature is stunned for one round by this subdivision, and it takes 1 point of temporary Constitution damage. (If that damage reduces the creature's Constitution to 0, it dies.) Once a hypermitotic creature is dead it cannot further divide.

Sustenance Requirements (Su): Hypermitotic creatures require 10 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 the base creature as follows:
Constitution +2.

CR: Base creature's CR +1 + 10% (maximum +3). This CR does not include the CR of duplicates produced via slashing weapons. Thus the Encounter Level of a situation with a hypermitotic creature can escalate rapidly if the use of slashing weapons is indiscriminate.

ECL: +1.

Sample Hypermitotic Creature

The example below uses a manticore as the base creature.

Hypermitotic Manticore

Huge Magical Beast (Hypermitotic)

Hit Dice: 6d10+30 (63 hp)

Initiative: +2 (Dex)

Speed: 30 ft., fly 50 ft. (clumsy)

AC: 16 (-2 size, +2 Dex, +6 natural); 14 flat-footed, 10 touch

Attacks: 2 claws +9 melee, bite +7 melee; or 6 spikes +6 ranged

Damage: Claw 2d4+5, bite 1d8+2; or spike 1d8+2

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Spikes

Special Qualities: Hypermitosis, scent, fast healing 3, cold resistance 5

Saves: Fort +10, Ref +7, Will +3

Abilities: Str 20, Dex 15, Con 21, Int 7, Wis 12, Cha 9

Skills: Listen +9, Spot +9*

Feats: Multiattack

Climate/Terrain: Warm and temperate land and underground

Organization: Solitary, pair, or pride (3-6)

CR: 6

Treasure: Standard

Alignment: Usually lawful evil

Advancement: 7-16 HD (Huge); 17-18 HD (Gargantuan)

Combat

A hypermitotic manticore 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.

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

Fast Healing (Su): Hypermitotic manticores have fast healing at a rate equal to one-third of their HD (round up, minimum 1). Typical specimens have fast healing 2.

Hypermitosis (Su): Hypermitotic manticores reproduce once 25-30 days, literally dividing into two identical manticores. This slow division takes only moments (2d6 rounds), but both creatures are helpless during it. Then, in a similar period, those two manticores divide in two, and so on and so forth.

When struck with any sort of slashing weapon, however, the cell-division process is accelerated to an incredible rate. Whenever a hypermitotic manticore sustains one-half of its original hit points in damage from slashing weapons (even if the damage is enough to kill the original creature), it subdivides immediately, creating a mass of undulating matter that forms an exact duplicate that is combat-ready in 1d4+1 rounds. The duplicate is considered helpless during these formative rounds and cannot further subdivide, it doesn't possess any of the weapons or equipment of the original, and must fight unarmed or with natural abilities (barring availability of extra weapons lying about). The hypermitotic manticore is stunned for one round by this subdivision, and it takes 1 point of temporary Constitution damage. (If that damage somehow reduces the creature's Constitution to 0, it dies.) Once a hypermitotic manticore is dead, it cannot further divide.

Spikes (Ex): With a snap of its tail, a hypermitotic manticore can loose a volley of six spikes as a standard action. This attack has a range of 180 ft. with no range increment. 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 one day.

Sustenance Requirements (Su): Hypermitotic manticores require 10 times the amount of food and water a normal member of their species requires every day (producing commensurate amounts of waste). Without such sustenance the creature begins to starve and dehydrate. The amount of time that such a creature can hold its breath is quartered.

Skills: * Hypermitotic manticores receive a +4 racial bonus to Spot checks in daylight.

The Trouble with Hypermitosis

If one 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 61,200,000,000,000,000,000 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 really crazy to make a hypermitotic creature of any sort.

Becoming a Hypermitotic Creature

Arcane magicians and demented druids fiddle with life, occasionally giving rise to hypermitotic creatures using the ritual presented here.

Hypermitosis Ritual

Transmutation (Ritual)

Level: Drd 4, Sor/Wiz 5

Components: V, S, M, XP

Casting Time: 1 day per HD of the target(s)

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature or creatures within range

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Ritual DC: 12 (14 for an arcane caster) + 1 per HD of the target creature

Crazed wizards and druids create hypermitotic beings with this process. It must be cast in the spellcasters sanctum (for a wizard) or a sacred site (the area of a *hallow*, or *unhallow* spell for druids). Including the leader, the ritual group must have one level of spellcaster per HD of the potential hypermitotic. Each day of the ritual, the group must cast *endure elements* and *reincarnate* or *polymorph other*.

The creatures upon which the ritual is cast must be willing or they can all make a Fortitude saving throw to resist the spell. Unwilling creatures must also be bound or caged and unable to resist for the duration of the ritual. Any creature that fails its save to resist the ritual, or that willingly undergoes the ceremony, must make a final Fortitude saving throw (DC 13 – the number by which the leader exceeded the ritual DC). A successful save grants the Hypermitotic template, so long as the creature is of an appropriate type. Those who fail the save gain the Wretched template instead, and failure by 6 or more results in death. The ritual does not grant any control over newly formed creatures—those transformed into wretched bodies usually attack their creators.

If the ritual fails and the target is not killed or made wretched, the ritual may be performed again. Each additional casting on a single target makes it more likely the transmuted creature suffers some terrible fate. The base DC for the final Fortitude save and the ritual Spellcraft check increases by +1 for each additional attempt.

Material Components: The ritual requires various herbal or chemical reagents that amount to 100 gp per HD of the target creature.

XP Cost: 25 XP per HD of the target creature(s).

Failure: Failure in the ritual roll means the creatures upon which the spell is cast must make a similar Fortitude save as if the ritual succeeded (DC 13 + the number by which the caster failed the ritual Spellcraft check), or become Wretched (failure) or die (failure by 6 or more). The participants in the ritual suffer 1 point of temporary Constitution damage, while the leader suffers 1d4 points of temporary Constitution and 1 point of temporary Wisdom damage.

Botch: A botched ritual results in the same consequences to targeted creatures as a failure (save DC 25). All participants in the ritual take 1d4 points of temporary Constitution damage. The leader takes that and 1d4 temporary Wisdom damage.

Variant Hypermitotic

For a hideous twist, make the special abilities of a hypermitotic extraordinary (Ex) instead of supernatural (Su). In this case, you may want to remove the sustenance requirement, or you'll end up with a lot of corpses. Tinkering with the timing of hypermitotic division is also possible, making the creatures split in a matter of days (instead of weeks), hours, or even minutes. Of course, this compounds the trouble with hypermitosis, but then again 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.

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 their divine patron. 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, the appearance of which is dictated by the nature of the deity the creature serves. This aura may optionally be invisible, but should be visible to *detect magic* or *true seeing*. Immortals cease aging when blessed with this template.

Creating an Immortal

"Immortal" is a template that can be added to any living creature besides animals, beasts, non-sentient plants, outsiders, and vermin (referred to hereafter as the "base creature"). After assuming the template, the base creature's type and subtype do not change. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. An immortal uses the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Increase by one die type to a maximum of d12, including dice from character classes.

Speed: If the base creature can fly, its maneuverability rating improves by one class.

AC: Base creature gains a shimmering, supernatural aura that grants it a permanent, continuous deflection bonus of +4 to its Armor Class. This protective aura is identical in all other respects to the *mage armor* spell. For the purpose of dispelling and all other effects, the caster level of this aura is as a 20th-level sorcerer. If it is dispelled or suppressed, the immortal can reestablish the aura as a free action on its next turn.

Special Attacks: The following special attack is added to the base creature's natural or armed attacks.

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 alignment factors 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 (if positive) to the attack roll and deals one extra point of damage per character level or Hit Die. If an immortal accidentally smites a creature that is not of the appropriate alignment, the smite has no effect and one attempt is used up for that day. An immortal may attempt to smite a number of times per day equal to once plus once per 4 HD.

Special Qualities: An immortal has all the special qualities of the base creature and gains the following additional abilities:

Commune (Sp): Once per week, an immortal may *commune* with its deity per the spell.

Energy Resistances (Su): Immortals have acid, cold, electricity, and fire resistance of 10.

Fast Healing (Su): Immortals have fast healing 3.

Immunities (Su): Immortals are immune to disease, poison, sleep, paralysis, stunning, energy drain, and death from massive damage.

Timeless Body (Ex): An immortal's body does not age or fatigue, nor can it die from age, starvation, or thirst. Immortals do not need to sleep.

Abilities: Modify the base creature as follows: Strength +2, Constitution +2, Charisma +4.

CR: Base creature's CR +2.

Alignment: Almost always that of the patron deity, or within one step.

ECL: +3.

Sample Immortal Creature

This example uses a gibbering mouther blessed by a chaotic neutral divinity for the base creature.

Mouth of Madness (Immortal Gibbering Moulder)

Large Aberration

Hit Dice: 12d12+48 (112 hp)

Initiative: +4 (Improved Initiative)

Speed: 10 ft., swim 20 ft.

AC: 23 (–1 size, +10 natural, +4 deflection); 24 flat-footed, 14 touch

Attacks: 6 bites +15 melee

Damage: Bite 1

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

Special Attacks: Smite law (4/day), gibbering, spittle, improved grab, blood drain, engulf, ground manipulation

Special Qualities: Amorphous, energy resistance 10 (acid, cold, electricity, and fire), immunities, fast healing 3

Saves: Fort +8, Ref +4, Will +9

Abilities: Str 20, Dex 11, Con 18, Int 4, Wis 13, Cha 17

Skills: Bluff +5, Listen +14, Spot +17

Feats: Improved Initiative, Power Attack, Weapon Focus (bite)

Climate/Terrain: Any land, aquatic, and underground

Organization: Solitary

CR: 11

Treasure: None

Alignment: Chaotic neutral

Advancement: 5-12 HD (Large)

Combat

The 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 a total of six such members in any round. Occasionally, this crafty moulder feints against tougher opponents.

Commune (Sp): Once per week, the mouth of madness may *commune* with its deity per the spell.

Smite Law (Su): 4/day the mouth of madness may attempt to smite good with a normal melee attack. It adds +3 to the attack roll and deals 12 extra points of damage to creatures of lawful alignment. If the mouth of madness accidentally smites a creature that is not of lawful alignment, the smite has no effect and one attempt is used up anyway.

Gibbering (Su): As soon as the mouth of madness spots something edible, it begins a constant gibbering as a free action. All creatures (other than gibbering moutherers) within a 60-ft. spread must succeed at a Will save (DC 19) or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic, mind-affecting compulsion effect. Opponents who successfully save cannot be affected by the mouth's gibbering for one day.

Spittle (Ex): At the start of every combat, and every 2 rounds thereafter, the mouth of madness looses a stream of spittle. This ignites on contact with the air, creating a blinding flash of light. All sighted creatures within 60 ft. must succeed at a Fortitude save (DC 20) or be blinded for 1d3 rounds.

Improved Grab (Ex): To use this ability, the mouth of madness must hit with a bite attack.

Blood Drain (Ex): On a second successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of temporary Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a successful Strength check (DC 21) or severed by a normal attack that deals at least 2 points of damage (AC 22). A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed and absorbed by the mouth of madness, which gains 1 hit point and adds another mouth and pair of eyes to its body.

Engulf (Ex): The mouth of madness can try to engulf a Large or smaller opponent grabbed by three or more mouths. The opponent must succeed at a Reflex save (DC 20) or fall and be engulfed. On the next round, the mouth of madness makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the mouth of madness from within. The previously attached mouths are now free to attack others.

Ground Manipulation (Su): At will, as a standard action, the mouth of madness can cause stone and earth within 5 ft. 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 mouth of madness in that area must take a move equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A mouth of madness is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

Immunities (Su): Mouths of madness are immune to disease, poison, sleep, paralysis, stunning, energy drain, and death from massive damage.

Timeless Body (Ex): The mouth of madness does not age or fatigue, nor can it die from age, starvation, or thirst. It does not need to sleep.

Skills: Thanks to its multiple eyes, the mouth of madness receives a +4 racial bonus to Spot checks.

LEKASSI

Occasionally a male sentient undead under the effects of the *veil of life* spell 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 lekassi.

A female undead impregnated 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 lekassi, without the stillborn twin. Lekassi souls are marred by the taint of their necromantic origins, and some become powerful necromancers 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

Lekassi are pale and have a touch of otherworldly unpleasantness about them. Many have unusual features, such as albinism or white hair.

Creating a Lekassi

"Lekassi" is a template that can be added to any living creature that reproduces sexually and is not an elemental or outsider (referred to hereafter as the "base creature"). After assuming the template, the base creature's type and subtypes do not change. A lekassi uses the base creature's statistics and inherent racial special abilities except as noted below.

Special Attacks: The lekassi retains all the base creature's special attacks, and gains this:

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.

Special Qualities: The lekassi retains all the base creature's special qualities, and gains those below:

Darkvision (Ex): Lekassi can see in non-magical darkness up to a range of 60 ft., or the base creature's range, whichever is better.

Detect Undead (Sp): 3/day a lekassi can cast *detect undead* as a cleric of his character level.

Light Sensitivity (Ex): 33% of all lekassi suffer a -1 circumstance penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Necromantic Resistance (Ex): The lekassi's necromantic origin grants it a +4 racial bonus on all saves against necromantic spells and effects such as level drain, any special attacks of an undead creature, and negative energy effects.

Spell Affinity (Ex): Lekassi get +1 effective caster level when casting any spell from the Necromancy school. Necromancy spells cast by a Lekassi also have a +1 racial modifier to the save DC.

Abilities: Modify the base creature as follows: +2 Wisdom. Lekassi seem almost unnaturally alert and sensitive and wise beyond their years.

Skills: A lekassi's stare is unnerving and cold, seeming to inspect a person's very soul, and grants it a +2 racial bonus on Intimidate checks.

ECL: +1.

Sample Lekassi

The following example uses a 4th-level halfling (Strength 14, Dexterity 11, Constitution 14, Intelligence 12, Wisdom 12, Charisma 15, increased to 16 at 4th level) and as the base creature.

Sven Varian, Knight of the Bitter Chalice

Male halfling lekassi Ftr1/Pal 3

Small Humanoid (Halfling)

Hit Dice: 4d10+8 (30 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 16/17 with Dodge (+1 size, +1 Dex, +4 chain shirt); 15 flat-footed, 12/13 touch

Attacks: +1 *longsword* +7 melee; or heavy crossbow +5 ranged/+6 at 30 ft. (+6/+7 masterwork bolt)

Damage: +1 *longsword* 1d8+2/crit19-20; or heavy crossbow 1d10/crit 19-20

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

Special Attacks: Halfling lekassi traits, paladin abilities

Special Qualities: Halfling lekassi traits, paladin abilities, light sensitivity

Saves: Fort +11, Ref +6, Will +7

Abilities: Str 12, Dex 13, Con 15, Int 12, Wis 14, Cha 16

Skills: Climb +6, Diplomacy +6, Hide +4, Intimidate +5, Jump +6, Knowledge (religion) +4, Listen +4, Move Silently +2, Ride +6, Swim -3

Feats: Weapon focus (*longsword*), Dodge, Point Blank Shot

CR: 4

Alignment: Lawful good

Sven Varian is an albino, whose mother died birthing him and his stillborn sister. The halfling lekassi'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. The halfling lekassi is quiet and watchful, respectful and humble, but righteous to the core. He puts the needs of others before his own wordlessly and the heads of the villainous to the ground with equal drama. Simple clothing of grey 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: Chain shirt (masterwork), +1 *longsword*, silver dagger (masterwork), heavy crossbow, quiver (10 masterwork bolts, 5 silver bolts, 1 blessed bolt), holy water (3), *potion of cure light wounds* (3), 40 gp (Included in skills: armor check penalty -1; 30 lbs./-6 Swim).

Combat

Sven is a judicious fighter and a brave leader. Honor never outweighs the safety of his comrades.

Aura of Courage (Su): Sven is immune to fear (magical or otherwise). Allies within 10 ft. gain a +4 morale bonus on saving throws against fear effects.

Detect Evil (Sp): At will, Sven can *detect evil*.

Detect Undead (Sp): 3/day Sven can cast *detect undead* as a 4th-level cleric.

Divine Grace (Ex): Seven adds his Charisma bonus to all saving throws.

Divine Health (Ex): As a paladin, Sven is immune to all diseases, including magical diseases.

Lay on Hands (Sp): Each day Sven can cure a 12 hit points on himself and others. He may choose divide his curing among multiple recipients, and he doesn't have to use it all at once. Alternatively, Sven can use any or all of these points to deal damage to undead creatures. Treat this attack just like a touch spell. Sven decides how many cure points to use as damage after successfully touching the undead creature.

Light Sensitivity (Ex): Sven suffers a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Necromantic Resistance (Ex): Sven has a +4 racial bonus on all saves against necromantic spells and effects such as level drain, any special attacks of an undead creature, and negative energy effects.

Remove Disease (Sp): Sven can *remove disease*, as per the spell, once per week.

Smite Evil (Su): Once per day, Sven can attempt to smite an evil creature with one normal melee attack. He adds +3 to the attack roll and 4 to the damage. The smite has no effect, but is still used up for that day, if used it on a creature that is not evil.

Smite Undead (Su): Once per day, Sven can attempt to smite undead with one normal melee attack. He adds +3 to the attack roll and 4 to the damage. The smite has no effect, but is still used up for that day, if used it on a creature that is not undead.

Spell Affinity (Ex): Sven gets +1 effective caster level when casting any spell from the Necromancy school and a +1 racial modifier to the save DC of such spells.

Turn Undead (Su): Sven can turn undead 6/day as a 1st-level cleric.

Halfling Lekassi Traits (Ex): Sven benefits from halfling lekassi traits (see below).

Halfling Lekassi Traits

As a PC race, halfling lekassi have the following characteristics:

- 2 Strength, +2 Dexterity, +2 Wisdom.
- *Small*: Halfling lekassi gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Halfling lekassi base speed is 20 feet.
- *Darkvision*: Halfling lekassi can see in the dark up to 60 ft. This vision is black and white.
- +1 racial bonus to all saving throws.
- +2 morale bonus to saving throws against fear (stacks with the +1 above).
- +4 racial bonus on all saves against necromantic spells and effects such as level drain, any special attacks of an undead creature, and negative energy effects (stacks with the +1 above).
- +2 racial bonus to Climb, Jump, Listen, and Move Silently checks.

- +1 racial attack bonus with a thrown weapon.
- *Detect Undead* (Sp): 3/day a lekassi halfling can cast *detect undead* as a cleric of his character 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.
- *Spell Affinity* (Ex): halfling lekassi get +1 effective caster level when casting any spell from the Necromancy school and a +1 racial modifier to the save DC of such spells.
- *Automatic Languages*: Halfling and Common.
- *Bonus Languages*: Dwarven, Elven, Gnome, Goblin, Orc.
- *Favored Class*: Rogue.
- *ECL*: +1.

New Spells

These new spells add hideous twists to willful undead.

Veil of Life

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 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 own form at will, as a move-equivalent action, even if it did not cast this spell. This spell does not confer sentience, and merely animated undead are quickly revealed under close scrutiny.

Material Component: One ounce of blood from the target's native species, drawn less than one day before casting (or preserved via *gentle repose*).

Form of Life

Transmutation

Level: Clr 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 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*, but gives a targeted corporeal undead the seeming until the creature wishes to assume its normal form. This spell works on incorporeal undead, but functions fully as a *veil of life* spell.

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*).

LYCANTHROPE, WEREWORG

Wereworgs are powerful and exotic lycanthropes, created through an exotic strain of the lycanthropy disease. A few wild worgs are also natural lycanthropes and this is thought to be where the species originated. It is common for this type of lycanthropy to afflict goblinoids of all types. Whether this tendency is due to something unique regarding goblinoid physiology is difficult to say. Some have even speculated that their close affinity to worgs has led to hybridization in some individuals. Whatever the case, wereworgs are powerful and dangerous monsters.

Appearance Changes

Wereworgs in humanoid form look like any other member of their race, except for small, telltale signs of the animal beneath the surface in those that have accepted, or who were born with, the curse. Such indications include excessive hair, wild eyes and habits, and worg-like behavior (like scratching an itch with one's teeth).

Hybrid form is a terrifying mixture of worg and the base creature. The beast has the head of a worg, fur, and a tail. Otherwise, the body is that of a mighty humanoid. In worg form, the creature looks like a powerful worg with the gleam of superior intelligence in its eyes.

Creating a Wereworg

“Wereworg” is a template that can be added to any humanoid (referred to hereafter as the “base creature”), although goblinoids are most common. After assuming the template, the base creature's type changes to “Shapechanger”, but subtypes do not change. A wereworg uses the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: The base creature's HD total increases by 2d10 in hybrid form and by 4d10 in worg form.

Speed: Speed is as the base creature in normal form, +10 ft. ground speed in hybrid form, +10 ft. additional ground speed in worg form (stacking with the 10 ft. from hybrid). Any benefits due to feats or character class abilities affect all forms.

AC: Natural armor improves by +2 in worg and hybrid forms.

Attacks: In worg or hybrid form, a wereworg has a primary bite attack. The base attack bonus for these forms is the attack bonuses from the base creature's classes +2 in hybrid form, +2 additional (for a total of +4) in worg form (both due to HD increase). In worg form, the wereworg cannot use normal weapons and armor.

Damage: The wereworg's bite does damage according to the Magical Beast type and the base creature's size.

Special Attacks: The wereworg retains all the base creature's special attacks (but may not be able to use some of them in certain forms), and gains these:

Curse of Lycanthropy (Su): Any humanoid hit by the bite attack of a wereworg in hybrid or animal form must succeed at a Fortitude save (DC 15) or contract lycanthropy. The afflicted creature becomes a wereworg.

Trip (Ex): A wereworg in animal form that hits with a bite attack can attempt to trip the opponent 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 wereworg.

Special Qualities: The wereworg retains all the base creature's special qualities, and gains those below:

Alternate Form (Su): A wereworg can shift into worg form as though using the *polymorph self* spell (though their gear does not change). It can also assume a bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. Upon assuming either form, the wereworg regains hit points as if having rested for a day (1 hp per HD). A slain lycanthrope reverts to its humanoid form, remaining dead, while any separated body parts retain their animal form. This shapeshifting ability can be difficult to control (see *MM*, Appendix 3, Templates, Lycanthropes, Lycanthropy as an Affliction).

Darkvision (Ex): All wereworgs can see in non-magical darkness at a range of 60 ft. in hybrid and worg form. If the base creature has better darkvision, use that instead.

Damage Reduction (Ex): A wereworg in worg or hybrid form gains DR 15/silver.

Low-light Vision (Ex): Wereworgs in hybrid and worg form can see twice as far as humans in poor lighting conditions. If the base creature has better low-light vision, it is retained.

Scent (Ex): In animal or hybrid form a wereworg has the Scent ability.

Worg Empathy (Ex): Wereworgs can communicate and empathize with worgs. This gives them a +4 racial bonus to checks when influencing a worg's attitude. Wereworgs instinctively speak the worg language.

Saves: In hybrid form add +3 to the wereworg's Fortitude and Reflex saving throws—in worg form add +1 additional to each of these and +1 to Will. These bonuses come from the HD the base creature gains in each form.

Abilities: The wereworg gains +4 Strength, +2 Dexterity, and +2 Constitution in hybrid form. Add +2 to each of these bonuses for worg form (a total of +6 Strength, +4 Dexterity, and +4 Constitution).

Skills: In animal and hybrid form, a wereworg gets a +1 racial bonus to Listen, Move Silently, and Spot checks, along with a +2 racial bonus to Hide checks. It gets a +4 racial bonus to Wilderness Lore when tracking by scent. An afflicted wereworg may learn Control Shape as a class skill. No other skill points are gained due to HD increase in alternate forms.

Feats: Wereworgs gain Alertness as a bonus feat. A natural wereworg has the Improved Control Shape feat as a bonus feat. Wereworgs in hybrid or animal form gain the benefits of Blind Fight, Improved Initiative, and Power Attack or Weapon Finesse (bite), whichever is most useful to the wereworg.

Climate/Terrain: Same as either the character or a worg (any forest, hills, plains, and mountains).

Organization: Solitary or pair, sometimes family (2-4), pack (6-10), or troupe (family plus a pack of worgs). Wereworgs may be found as members of a goblinoid tribe.

CR: Base creature's CR +3.

Alignment: Always evil, but can vary in reference to law and chaos based on the base creature.

Advancement: By character class.

ECL: +3.

Sample Wereworg

The following example uses a hobgoblin as the base creature and is intended as the “pure” form of a natural wereworg. The bracketed notations in the statistics block are for hybrid form/worg form. Where there is no “/”, the indicated abilities apply to both forms, while the “/” in DR is merely normal for defining that ability—the DR applies to hybrid and worg form.

Hobgoblin Wereworg

Medium-size Shapechanger (Goblinoid)

Hit Dice: 1d8+1 (5 hp) [1d8+2 plus 2d10+4 (21 hp)/1d8+3 plus 4d10+12 (41 hp)]

Initiative: +1 [+6/+7] (Dex, [Improved Initiative])

Speed: 30 ft. [40 ft./50 ft.]

AC: 12 [14/15] (+1 Dex, +1 small shield, [+2 Dex, +2 natural/+3 Dex, +2 natural])

Attacks: Longsword +2 [+6] melee; or javelin +2 [5] ranged; [or bite +5 melee/bite (only) +7 melee]

Damage: Longsword 1d8/crit 19-20; or javelin 1d6; [bite 1d6+3/bite 1d6+4]

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

Special Attacks: [Curse of lycanthropy/Curse of lycanthropy, trip]

Special Qualities: Darkvision 60 ft., alternate form, worg empathy, [low-light vision, scent, DR 15/silver]

Saves: Fort +3 [+7/+9], Ref +1 [+5/+7], Will +0 [+0/+1]

Abilities: Str 11[15/17], Dex 13 [15/17], Con 13 [15/17], Int 10, Wis 10, Cha 10

Skills: Hide +1 [+4/+5], Listen +3 [+4], Move Silently +5 [+7/+8], Spot +3 [+4], Wilderness Lore +0 [*]

Feats: Alertness, [Blind Fight], Improved Control Shape, [Improved Initiative, Power Attack], Weapon Focus (longsword)

Climate/Terrain: Temperate and warm land and underground

Organization: Solitary or pair, sometimes family (2-4), pack (6-10), or troupe (family plus a pack of worgs). The wereworgs can be found among hobgoblin tribes, with a special place of honor.

CR: 3

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

When found in a family or pack on their own, these lycanthropes are wild worgs that can shift to hobgoblin form. They carry no weapons and spend almost all of their time in worg form. Those found among hobgoblins may be the same, or a bloodline of hobgoblins infected with the lycanthropy. Hobgoblin wereworgs are revered among their brethren and spend much of their time in hybrid or animal form. They wear little or no clothing, except that demanded by weather along with a traditional wrap or loincloth, but carry weaponry and occasionally shields. Hobgoblin wereworgs speak Common, Goblin, and Worg.

Combat

Wereworgs fight in hybrid or animal form, usually as elite troopers in a hobgoblin force.

Curse of Lycanthropy (Su): Any humanoid hit by the bite attack of a hobgoblin wereworg in hybrid or animal form must succeed at a Fortitude save (DC 15) or contract lycanthropy. The afflicted creature becomes a wereworg.

Trip (Ex): A hobgoblin wereworg in animal form that hits with a bite attack can attempt to trip the opponent 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 wereworg.

Worg Empathy (Ex): Hobgoblin wereworgs can communicate and empathize with worgs. This gives them a +4 racial bonus to checks when influencing a worg’s attitude.

Skills: A hobgoblin wereworg gets a +1 racial bonus to Listen and Spot checks, along with a +2 racial bonus to Hide checks. * It gets a +4 racial bonus to Wilderness Lore when tracking by scent. Hobgoblin wereworgs receive a +5 racial bonus to Move Silently checks.

Variant Wereworgs

Unlike typical lycanthropes in the *MM*, the wereworg template allows for lycanthropy to affect an individual without modifying the humanoid form. If you prefer the type of lycanthropy appearing in the *MM*, simply eliminate the graduated HD change and add 4 HD (and the effects of those dice according to the template) to all forms of the new shapechanger. This type of wereworg also enjoys the full ability bonuses from the worg (+6 Str, +4 Dex, and +4 Con) in hybrid *and* animal form, instead of a graduated change. It also gets skill bonuses in all forms.

The template works well for afflicted wereworgs, who shouldn’t suddenly be harder to kill and tougher to fight in humanoid form just because they’ve contracted a magical disease. So, you might want to keep the template version for afflicted wereworgs who are unaware of their condition, even if you use the +4 HD to all forms for all other wereworgs. Until the afflicted lycanthrope becomes aware, he can’t change into hybrid form (involuntary changes result in animal form). When the afflicted wereworg becomes aware of and accepts the curse (willingly changing form and gaining an evil alignment), he gains all benefits of the 4 HD in all forms and can change to hybrid form using Control Shape. The beast and humanoid have merged.

Another alternative is for afflicted wereworgs to always have a disadvantageous humanoid form (like the template), while natural wereworgs always have +4 HD in all forms. This draws a clear distinction between natural and afflicted wereworgs. You might even use these options for all lycanthropes in your campaign. Just remember that this makes a lycanthrope easier to kill when caught in humanoid form.

MEPHIT LORD

The mephit lords are the rulers of the mephits, who preside from castles or towers located on the border between their elemental plane and the Material Plane. Through their gates, mephits and other elemental creatures can find easy passage to and fro. Although much larger and more powerful than the small elemental beings they command, mephit lords are actually mephits themselves.

There is only one mephit lord for each type of mephit. It is the duty of the mephit lord to watch over its elemental servants as a king watches over his kingdom. If the mephit lord is destroyed, a powerful mephit of the right type is magically and automatically promoted to the rank.

Appearance Changes

Mephit lords look like exceptionally large mephits. Everything about them, however, is imposing

Creating a Mephit Lord

“Mephit Lord” is a template that can be applied to any mephit of at least 9 HD (hereafter referred to as the “base mephit”). A mephit lord retains all of the special abilities and ability scores of the base mephit, except as noted here.

Hit Dice: Increase to 12 HD.

Size: Increase to Large.

Speed: +10 ft. to all movement forms.

AC: Natural armor improves by +4.

Damage: If the base mephit has bonus damage for any of its natural weapons (such as the bonus fire damage for a fire mephit), that damage is doubled.

Special Attacks: A mephit lord retains all the special attacks of the base mephit. Add 2 to the number of times a special attack can be used within the stated time. The caster level of any spell-like ability possessed by the mephit lord is double that of the base mephit and the save DC changes according to any change in the lord’s Charisma. Increase the breath weapon of a mephit lord to 4 dice of the given type, allow it to be used every other round, and double its range. Mephit lords have a 75% chance to successfully summon mephits. In addition to these abilities, a mephit lord has a unique touch attack.

Clutch (Su): A mephit lord has a special attack based on its type. The clutch of a mephit lord is a supernatural ability that the mephit lord can use at will after it has acquired a hold in a grapple.

Air Mephit Lord: The clutch of the air mephit lord forces an opponent to make a Strength check (DC 10 + one-half of the mephit lord’s HD + its Constitution modifier) or be blown backwards as if by powerful winds. The victim flies backwards in a straight line 20 ft. plus 20 ft. per size category less than Huge and takes 1d6 points of damage per 10 ft. thrown if it impacts any object in the course of its flight.

Dust Mephit Lord: The clutch of the dust mephit lord causes those failing a Fortitude save (DC 10 + one-half of the mephit lord’s HD + its Constitution modifier) to take 1d6 points of temporary Constitution damage immediately due to choking of the air passages with dust and debris. In addition, those failing a second Fortitude save (same DC) 1

minute later are dealt another 1d6 points of temporary Constitution damage. Those who succeed on either saving throw are, nonetheless, disabled by choking (treat as stunned) for 5d4 rounds.

Earth Mephit Lord: The clutch of the earth mephit lord forces an opponent to make a Fortitude save (DC 16 + the lord’s Charisma modifier) or be turned to stone permanently as per the *flesh to stone* spell. This ability can also affect objects and creatures not made of flesh. Magic items get a Fortitude save.

Fire Mephit Lord: The clutch of the fire mephit lord deals 8d6 points of fire damage and ignites victims (see *DMG*, Chapter 3, The Environment, Catching on Fire). Any object so touched is also lit ablaze, burning until extinguished. Magic items are allowed a Reflex save (DC 10 + one-half of the mephit lord’s HD + its Constitution modifier) to resist this effect.

Ice Mephit Lord: The clutch of the ice mephit lord deals 12d8 points of cold subdual damage (rolling over into normal damage against any who fall unconscious). Directed against an object, the lord’s grasp instantly freezes and shatters any non-living, non-magical matter of Medium-size or smaller. Magic items are allowed a Fortitude save (DC 10 + one-half of the mephit lord’s HD + its Constitution modifier) to resist this effect.

Magma Mephit Lord: The clutch of the magma mephit lord deals 6d6 points of fire damage to living opponents, and instantly melts or incinerates any non-living, non-magical matter of Medium-size or smaller. The melted matter may further ignite other materials. Magic items are allowed a Fortitude save (DC 10 + one-half of the mephit lord’s HD + its Constitution modifier) to resist this effect.

Ooze Mephit Lord: The clutch of the ooze mephit lord forces the victim to make a Fortitude save (DC 10 + one-half of the mephit lord’s HD + its Constitution modifier) or suffer the effects of green slime. This deals 1d6 points of temporary Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a *remove disease* spell destroys green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal’s hardness, but not that of wood. It does not harm stone. Magic items are entitled to a Fortitude saving throw to avoid the effects of the green slime.

Salt Mephit Lord: The clutch of the salt mephit lord forces opponents to make a Fortitude save (DC 10 + one-half of the mephit lord’s HD + its Constitution modifier) or suffer severe desiccation for 12d8 points of subdual damage. Victims of the attack are also fatigued until they get ample water. Those rendered unconscious by the attack suffer any remaining damage as real damage. This ability is especially devastating to water elementals and plant creatures, which receive a circumstance penalty of –4 to their saving throws.

Steam Mephit Lord: The clutch of the Steam mephit lord deals 8d6 points of fire damage to opponents. Those affected by the damage must make a Fortitude save (DC 10 + one-half of the mephit lord’s HD + its Constitution modifier) or be blinded for 1d6 rounds as well.

Water Mephit Lord: The clutch of the water mephit lord forces a victim to make a Fortitude save (DC 10 + one-half of the mephit lord’s HD + its Constitution modifier) or suffer 1d4 points

of temporary Constitution damage as water fills its lungs. Three rounds later, the victim must make another Fortitude save or fall unconscious. A round later the character must make a similar save or fall to -1 hit points and begin dying. If any of these latter saves are made, the water is purged from the victim's lungs.

Special Qualities: A Mephit Lord retains all the special qualities of the base mephit. Its DR increases to 10/+1, and its *fast healing* increases to 5.

Abilities: Each mephit lord should be rolled or created as a unique, heroic individual using guidelines in *DMG*, Chapter 2, New Races, Monsters as Races.

Feats: As base mephit, plus two feats of your choice. Alternatively, replace all three feats with new ones.

Organization: Mephit lord plus 11-30 mephits and 4-7 9 HD mephits of the same type.

CR: 9

Treasure: Standard coins, triple goods, standard items.

Alignment: Usually neutral.

Advancement: By character class.

ECL: +12 (including base HD).

Sample Mephit Lords

The mephit lord examples below use a fire mephit and ice mephit respectively.

Xakazz, Lord of the Fire Mephits

Large Outsider (Fire)

Hit Dice: 12d8+48 (102 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft., fly 60 ft. (average)

AC: 22 (-1 size, -1 Dex, +11 natural, +3 shield); 22 flat-footed, 8 touch

Attacks: 2 claws +17 melee or grapple +21 melee

Damage: Claw 1d6+6 plus 4 fire

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

Special Attacks: Breath weapon, clutch, spell-like abilities, summon mephits

Special Qualities: Fire subtype, fast healing 5, DR 10/+1

Saves: Fort +11, Ref +8, Will +9

Abilities: Str 22, Dex 10, Con 19, Int 12, Wis 13, Cha 18

Skills: Bluff +16, Diplomacy +8, Hide +11, Intimidate +10, Knowledge (the planes) +7, Listen +16, Move Silently +15, Sense Motive +7, Spot +16

Feats: Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack

CR: 9

Alignment: Lawful neutral

Xakazz looks like a 9 ft. tall fiend, his head crowned in four, curling horns and lit with an aura of flame where long hair and a beard might lie on a mortal form. His eyes are also licked with flame, while the rest of his body is black, except for coruscating patterns of red on the mephit lord's wings. Newly formed as a mephit lord, Xakazz takes his position very seriously and aims to bring order to the ranks of the fire mephits. He arrogates all authority to himself to this end. His servants fear his blade, a prize won by the fire mephits when the old lord of the ice mephits killed their past lord, dying himself in the process. Xakazz dwells in a castle on the

edge of a volcano in the Elemental Plane of Fire—within the fortress, called Caldera Castle, is a portal to the Material Plane.

Possessions: +1 black flaming large steel shield, +1 bastard sword of frost.

Combat

Xakazz does not shrink from direct confrontation with any who defy him. He wades directly into melee after using his breath weapon and a volley of magic missiles.

Breath Weapon (Su): Once every other round, Xakazz can breathe a cone of fire that is 30 ft. long and does 4d8 points of fire damage (Reflex save DC 20 for half).

Clutch (Su): If Xakazz gets a hold in a grapple, he deals 8d6 points of fire damage and ignites his victim (see *DMG*, Chapter 3, The Environment: Catching on Fire). Any object so grasped is also lit ablaze, burning until extinguished. Magic items are allowed a Reflex save (DC 20) to resist this effect.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Fast Healing (Ex): Xakazz heals only when he is touching a flame at least as large as a torch. (Normally, his +1 black flaming large steel shield provides this flame.)

Spell-like Abilities: 3/hour—*magic missile* as a 6th-level sorcerer, 3/day—*heat metal* as a 12th-level sorcerer (save DC 16)

Summon Mephits (Sp): Once per day, Xakazz can summon 1d4+1 fire mephits with a 75% chance of success.

Krykuswyn, Lady of the Ice Mephits

Large Outsider (Air, Cold) Enchanter 2

Hit Dice: 12d8+36 plus 2d4+6 (101 hp)

Initiative: +5 (Dex, Improved Initiative)

Speed: 40 ft., fly 60 ft. (average)

AC: 21 (-1 size, +1 Dex, +11 natural); 20 flat-footed, 10 touch

Attacks: 2 claws +14 melee and or grapple +18 melee

Damage: Claw 1d6+3 and 4 cold

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

Special Attacks: Breath weapon, clutch, spell-like abilities

Special Qualities: Cold subtype, fast healing 5, DR 10/+1

Saves: Fort +11, Ref +9, Will +12

Abilities: Str 17, Dex 13, Con 16, Int 16, Wis 14, Cha 21

Skills: Bluff +20, Concentration +10, Diplomacy +16, Hide +16, Knowledge (arcana) +9, Knowledge (the planes) +9, Listen +17, Move Silently +16, Search +5, Sense Motive +9, Speak Language 6 (Aquan, Auran, Celestial, Common, Ignan, Infernal, Terran), Spellcraft +9, Spot +17

Feats: Combat Casting, Dodge, Improved Initiative, Spell Focus (Enchantment)*, Scribe Scroll

CR: 11

Alignment: Neutral

* Krykuswyn traded her familiar for Spell Focus. She cannot have a familiar.

Newly formed as a mephit lord, Krykuswyn is pale and beautiful, but her manner is as distant as the stars—yet she can feign emotion easily. The wings on her back are

translucent, like living crystal, and so long is her quicksilver-colored hair that she uses it as a makeshift garment. The Lady of Ice cares little for rulership of the ice mephits or her demesne, amusing herself with the comings and goings of other creatures and a slight interest in arcane power. She is a popular queen.

Possessions: staff of frost, spellbook.

Combat

Krykuswyn is aloof and avoids battle when she can, allowing her guile and her minions to protect her. When forced into confrontation, she uses every means of evading melee possible and is content with driving her foes away.

Breath Weapon (Su): Once every other round,

Krykuswyn can breathe a cone of ice shards that is 20 ft. long and does 4d4 points of cold damage (Reflex save DC 19 for half). Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they are immune to or protected from cold. This imposes a –4 morale penalty to AC and a –2 morale penalty to attack rolls for 3 rounds.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Clutch (Su): If Krykuswyn gets a hold in a grapple, she deals 12d8 points of cold subdual damage (rolling over into normal damage against any who fall unconscious).

Directed against an object, the lady's grasp instantly freezes and shatters any non-living, non-magical matter of Medium-size or smaller. Magic items are allowed a Fortitude save (DC 19) to resist this effect.

Fast Healing (Ex): Krykuswyn heals only when she is touching a piece of ice of at least Tiny size or if the ambient temperature is freezing or below. (The ambient temperature of the Lady's castle, the Ice Spire, is enough.)

Spell-like Abilities: 3/hour—*magic missile* as a 6th-level sorcerer, 3/day—*chill metal* as a 12th-level sorcerer (save DC 17).

Summon Mephits (Sp): Once per day, Krykuswyn can summon 1d4+1 ice mephits with a 75% chance of success.

Wizard Spells Prepared (4+1/3+1, base save DC 13 (15 for Enchantment) + spell level, prohibited school: Illusion): 0—*daze* x2, *detect magic*, *prestidigitation*, *ray of frost*; 1st—*cause fear*, *charm person*, *hypnotism*, *sleep*.

METALLIVORE

Metallivores are among the most feared beings among warriors of the world. Their powers of corrosion and hunger for all things metallic make even the weakest types of metallivores a monumental challenge—especially where melee combat is concerned. Metallivores enjoy consuming rusted metal and can eat a surprising quantity of the stuff, as many warriors 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 lives as metallivores—usually in exile and seclusion 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 animal, beast, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the “base creature”). After assuming the template, the base creature's type and subtype do not change. A metallivore uses the base creature's statistics and inherent racial special abilities except as noted below.

Special Attacks: The following special attack is added to the base creature's natural or armed attacks:

Breath Weapon (Su): Corrodes most metallic objects, cone, 5 ft. plus 5 ft. per size category 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—see below) that comes into contact with the breath weapon corrodes and becomes useless immediately. The size of the object in question does not alter the speed of this effect. Unattended metal items that are non-magical receive no save. Held or carried items as well as enchanted items made of metal get a Reflex save (at the carrier's bonus or the item's, whichever is higher) 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 an enhancement bonus one point higher than actual.

Special Qualities: The base creature gains the following special abilities in addition to its own.

Corrosive Body (Ex): Any metallic object that comes into contact with a metallivore or any metal weapon that does damage to a metallivore is instantly corroded and destroyed. Magical items receive a Reflex save (DC 10 + one-half of the metallivore's HD + its Constitution bonus +5 due to extreme fungus contact (see below)) to avoid being completely ruined. Metals are immune or resistant as indicated in breath weapon above.

Smell Metal (Ex): A metallivore can smell the presence of any metal object within 90 ft. 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.

CR: Base creature's CR +1 + 30% (maximum +4).

Treasure: Intelligent metallivores store metal for food.

ECL: +2.

Sample Metallivore

This example uses a bulette as the base creature.

Vein-seeker Behemoth (Metallivore Bulette)

Huge Beast

Hit Dice: 9d10+45 (94 hp)

Initiative: +2 (Dex)

Speed: 40 ft., burrow 10 ft.

AC: 22 (–2 size, +2 Dex, +12 natural); 20 flat-footed, 10 touch

Attacks: Bite +12 melee, 2 claws +7 melee

Damage: Bite 2d8+8, claw 2d6+4

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Leap, breath weapon

Special Qualities: Smell metal, corrosive skin, scent, tremorsense

Saves: Fort +11, Ref +8, Will +4

Abilities: Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6

Skills: Jump +12, Listen +6

Climate/Terrain: Temperate land and underground

Organization: Solitary or pair

CR: 10

Treasure: None

Alignment: Always neutral

Advancement: 10-16 HD (Huge); 17-27 HD (Gargantuan)

Combat

A vein-seeker behemoth uses its smell metal and tremorsense abilities to locate its meals, burrowing underground until it is close enough to attack its prey. When burrowing underground, the behemoth relies on vibrations to detect prey. When it senses something edible, it breaks to the surface, crest first, and uses its breath weapon before closing, attacking with its claws. Vein-seeker behemoths are the bane of miners, because they kill workers and destroy veins of ore.

Alternate 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, one that consumes copper an aesivore, and so on. A metallivore with more specific corrosion abilities is less of a threat, so keep that in mind when generating the CR.

Another consideration when you make the change is the vein rot fungus (see *Becoming a Metallivore* below). 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.

TEMPLATES: METALLIVORE

Breath Weapon (Su): Corrodes most metallic objects, cone, 35 ft., every 1d4+1 rounds, 6/day. Any metallic object not of gold or mithral that comes into contact with the breath weapon corrodes and becomes useless immediately. The size of the object in question does not alter the speed of this effect. Unattended metal items that are non-magical receive no save. Held or carried items as well as enchanted items made of metal get a Reflex save (at the carrier's bonus or the item's, whichever is higher) to negate the effect (DC 19). Metals that do not readily corrode (gold, mithral, platinum) are immune and adamantine saves as if it had an enhancement bonus one point higher than actual.

Corrosive Skin (Ex): Any metallic object that comes into contact with a vein-seeker behemoth or any metal weapon that does damage to it is instantly corroded and destroyed. Magical items receive a Reflex save (DC 24) to avoid being completely ruined. Metals are immune or resistant as indicated in breath weapon above.

Smell Metal (Ex): A vein-seeker behemoth can smell the presence of any metal object within 90 ft. This distance doubles if the creature is downwind from a metallic object.

Leap (Ex): A vein-seeker behemoth can jump into the air during combat. This allows it to make four claw attacks instead of two, but it cannot bite or use its breath weapon. The attack bonus is +12.

Tremorsense (Ex): Vein-seeker behemoths can automatically sense the location of anything within 60 ft. that is in contact with the ground.

Becoming a Metallivore

Metallivores are created via a fungal infection by this organism:

Vein Rot Fungus: A growth of this exceptionally rare, symbiotic fungal and bacterial organism resembles mushroom-like "shelves" on rocks and mineral formations. It is deep violet-red in color when mature, but young specimens look like a dull-grey fungus that is commonly eaten in underground communities (Wilderness Lore, Knowledge (nature), or Profession (herbalist) check (DC 20) 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, that incubates for 1d2 days and then begins doing 1d6 temporary Strength and Constitution damage per day unless a successful Fortitude saving throw (DC 20) 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 stabilizes the disease at 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 (DC 22). Success at both allows the creature to recover fully, but success at only one allows recovery with 1d4 permanent Strength and Constitution damage. 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.

Over the next 3d4 days (with continuing damage) the fungus organism bonds with the metabolism of the victim, producing a metallivore who is no longer "diseased" and may heal any ability damage. 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 besides the bonding one—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 that the symbiotic relationship of the fungus and its host is always passed to the offspring of a host without the accompanying disease. This variant allows stable races of metallivores in your world, which your players will recognize (perhaps) and 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.



MINIATURE

Miniature creatures are shrunk from their normal size to any size smaller. Once again, this is fun with the size rules. 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 and unusual sights for the heroes, with monsters normally beyond their capability 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”). After assuming the template, the base creature's type only changes if it is a giant and it goes to Medium size or smaller. Such creatures have the type “Humanoid”. The base creature's subtypes remain unchanged. A giant uses the base creature's statistics and inherent racial special abilities except as noted below.

Size: Decrease the base creature's size to whatever size you want the final creature to be. For each size category it shrinks, divide the base creature's height or dimensions by 2. Thus, an 18-ft. cloud giant shrunk to Medium size is 4 ft. 3 in. ($18 \div 2$ (Large) $\div 2$ (Medium-size) = 4.25)

Hit Dice: Divide the creature's HD by 2 for each size category it shrinks. Thus, a cloud giant decreased to Medium-size size has 4 HD ($17 \div 2$ (Large) $\div 2$ (Medium-size) = 4.5, round down). So long as the final number is above the minimum for the creature's new size, you can fudge it however you like. A Medium-size cloud giant with 4 HD may be too much, because it has a great advantage over 1 HD humanoids, but its CR should reflect this too.

Speed: Subtract 10 ft. to the base creature's speed in all modes per size category decrease (minimum 20 ft., or that of the original creature -5 ft. if the original speed was 20 ft. or lower). Keep in mind that many small creatures are quite fast. If the base creature can fly, and its maneuverability is not perfect, its maneuverability rating increases by one for every three size levels the creature loses. Perfect maneuverability stays the same and the maximum maneuverability is one better than what it was at the creature's original size.

AC: Natural armor decreases according to size.

Attacks: Recalculate attacks for the creature's new amount of HD according to its type.

Damage: Damage from natural attacks decreases based on size and type.

Face/Reach: Find the base creature's original Face/Reach (or a close approximation) in *Appendix I* on *Table 1-1: Creature Size Factors*. Reduce its face and reach to match the creature's new size.

Special Attacks and Qualities: The creature loses any ability that is due to Large size. For example, a giant does not retain rock throwing (except for, perhaps, a +1 racial bonus to throw).

Decrease the saving throw DCs based on the miniature creature's new HD. Damage for special attacks decreases according to size as well. Locate the damage on the creature's size chart for the most similar attack type, and lower one step from there for each size category the creature shrunk.

You may want to decrease damage for special attacks in a reverse of the method shown in *How to Use This Book* (*Special*

Attacks and Qualities) when the damage from certain attacks seems too high. In general, halve the damage of the weapon for each halving of the creature's HD.

Caster levels for the creature's spell-like abilities may be lowered by the same factors by which size was reduced. This rule can be fudged to get the effect you want. Only on very rare occasions should caster level exceed HD, and the creature should hardly ever have access to spells that a spellcaster of the same level as its HD could not cast.

Range decreases by 33% of the current range per decrease in size category, round down to the nearest multiple of 5 (ft.)—a 30 ft. range becomes 20 ft. ($30 \times .67 = 20.1$, rounded down to 20 ft.) at one size category lower. Ranges of less than 5 ft. may be treated as unable to leave the creature's space or only effective against a single opponent.

For example, a gorgon has a breath weapon that has a range of 60 ft. At Medium-size, this cone is 40 ft., 25 ft. at Small, 15 ft. at Tiny, 10 ft. at Diminutive, and 5 ft. at Fine—the Fine gorgon can only really aim at one opponent.

Saves: Decrease according to new HD and type.

Abilities: Modify the base creature's ability scores according to *Appendix I, Table 1-2: Creature Changes by Size*, except going in reverse.

Skills: Recalculate the creature's skill points according to its new size and type. The base creature's skills are class skills for the new creature.

Feats: The creature loses feats based on its new HD and type. Remove feats with the most prerequisites and ones for which the creature no longer qualifies first.

Organization: If the new creature is a stable race, compare it to similar creatures of the same size and use those organizations as guides, along with the creature's original organization. For example, the cloud giant is obviously a social creature and will probably have a social structure not unlike other humanoids when reduced to that stature.

CR: The first halving of HD halves CR (round up). CR decreases by 33% of the current step's CR at each step after the first (round up or down as you see fit). Minimum CR is 1/6. So, A CR 11 cloud giant becomes CR 6 at Large, CR 4 at Medium-size, CR 2 at Small, CR 1 at Tiny, and CR 1/2 at Fine.

Advancement: If you want your miniature to be able to advance, take the same range as the base creature and divide the highest figure by the same factors as the HD. Fill in the ranges and tinker until you have what you want.

For example, a shambling mound has 8 HD, 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 HD ($8 \div 2$ (Medium-size) $\div 2$ (Small) = 2). 12 from the 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-size).

Creature's with “by character class” advancement retain that designation.

ECL: Varies with size changes.

Sample Miniature Creatures

These examples use a cloud giant and a gorgon as the base creatures. The gorgon calf had its Strength nudged back up to 10 from 9 and the advancement range manipulated to match the adult gorgon.

Thunderhead Dwarves (Miniature Cloud Giant)

Medium-size Humanoid (Air)

Hit Dice: 4d8+8 (27 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 20 (+3 Dex, +7 natural); 17 flat-footed, 13 touch

Attacks: Large Morningstar +7 melee, javelin +6 ranged

Damage: Large Morningstar 2d6+6, javelin 1d6+4

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

Special Attacks: Spell-like abilities

Special Qualities: Scent

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 19, Dex 17, Con 15, Int 12, Wis 12, Cha 13

Skills: Climb +6, Jump +6, Listen +6, Spot +6

Feats: Alertness

Climate/Terrain: Temperate and warm mountains and aquatic

Organization: Solitary, pair, team (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

CR: 4

Treasure: Standard coins; double goods; standard items

Alignment: Usually neutral good or neutral evil

Advancement: By character class

Thunderhead dwarves, renowned for their electricity-wielding sorcerers, are a rare and mystic breed. 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.

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: Thunderhead dwarves who dwell in the clouds can use the following as the spells cast by a 4th-level sorcerer: 3/day—*levitate* and *obscuring mist*; 1/day—*fog cloud*.

Thunderhead Dwarf Characters

Good clerics have access to any two of the following domains: Good, Healing, Strength, and Sun. Evil clerics have access to any two of the following domains: Death, Evil, and Trickery.

Thunderhead Dwarf Traits

As a PC race, thunderhead dwarves have the following characteristics:

- *High HD:* Thunderhead dwarves start play with 4d8 HD (the first is maximized for a PC). The character's initial base attack bonus, saves, skill points, and feats are based on the humanoid type and the base 4 HD.
- +8 Strength, +6 Dexterity, +4 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma.
- Medium-size. (Use dwarf height and weight, with +1d6 to the weight modifier.)
- Thunderhead dwarf base speed is 40 ft.
- *Natural Armor:* Thunderhead dwarves have a natural armor bonus of +7.
- *Low-light Vision:* Thunderhead dwarves can see twice as far as humans in poor lighting conditions.
- *Spell-Like Abilities:* Thunderhead dwarves who dwell in the clouds can use the following as spells cast by a sorcerer of a level equal to 4 + any character levels the thunderhead dwarf possesses: 3/day—*levitate* and *obscuring mist*; 1/day—*fog cloud*.
- *Automatic Languages:* Celestial
- *Bonus Languages:* Common, Draconic, Dwarf, Giant.
- *Favored Class:* Sorcerer or Evoker (player chooses).
- *ECL:* +7 (including 4d8 base HD)

Gorgon Calf

Small Magical Beast

Hit Dice: 2d10 (11 hp)

Initiative: +4 (Improved Initiative)

Speed: 20 ft.

AC: 17 (+1 size, +2 Dex, +4 natural); 15 flat-footed, 13 touch

Attacks: Gore +4 melee

Damage: Gore 1d4

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

Special Attacks: Breath weapon

Special Qualities: Scent

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

Abilities: Str 10, Dex 14, Con 11, Int 2, Wis 12, Cha 9

Skills: Listen +6, Spot +6

Feats: Weapon Finesse (gore)

Climate/Terrain: Temperate and warm land and underground

Organization: Solitary, pair, pack (2-4), or herd (5-13)

CR: 2

Treasure: None

Alignment: Always neutral

Advancement: 3 HD (Small), 4-7 HD (Medium-size); 8-15 HD (Large), 16-24 HD (Huge)

Combat

Gorgon calves are shy, but can be able combatants if cornered.

Breath Weapon (Su): Turn to stone permanently, cone, 15 ft., every 1d4 rounds (but no more than three times per day); Fortitude save (DC 11).

MOHRG

Mohrgs are damned souls of the vilest of creatures, doomed to stalk the earth as hungry corpses for all time, until justice is finally meted out and the wicked spirit is forced out of its accursed form. Becoming a mohrg is part penalty and part reward. A creature that transforms into a mohrg upon its death was so iniquitous in life that the forces of evil spared it the punishment of torment in the lower planes, instead allowing the thing to sow more evil by infusing it with power in undeath. The mohrg is a living epitome of murder and fear.

Appearance Changes

Mohrgs look like gaunt, obviously unliving examples of the base creature. Only the monster's tongue is different.

Creating a Mohrg

"Mohrg" is a template that can be added to any sentient (Intelligence 3+), corporeal, living creature with 5 or more HD, besides oozes, outsiders, and plants (hereafter referred to as the "base creature"). Such creatures are, without fail, the vilest example of evil and wanton death among their kind. The base creature's type changes to "Undead", but its subtypes remain the same. A mohrg uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase the base creature's HD by 4 and change the die type to d12. The mohrg keeps HD due to character class, but loses all class-related abilities.

AC: Natural armor improves by +4.

Attacks: A base creature without better natural attacks acquires two primary slams as a mohrg. All mohrgs have a secondary touch attack with their tongues.

Damage: Mohrgs do slam damage according to size and the Undead type. If the base creature has other natural attacks, the damage from those attacks is according to the Undead type or the type of the base creature, whichever is better.

Special Attacks: A mohrg has all the special attacks of the base creature, except those that come from a character class and those requiring an active metabolism. Supernatural and spell-like attacks are almost always maintained, using Charisma in place of Constitution to calculate save DCs. Mohrgs also have the following:

Improved Grab (Ex): To use this ability, the mohrg must hit with its primary attack (usually a slam).

Paralyzing Touch (Su): A mohrg lashes about with its tongue during combat. Any creature touched by the tongue must make a Fortitude save (DC 10 + half the mohrg's HD + its Charisma modifier) or be paralyzed for 1d4 minutes.

Create Spawn (Su): Creatures slain by a mohrg rise as zombies under the mohrg's control. See the Lesser Zombie microplate in the Greater Zombie template for help in defining the abilities of such creatures.

Special Qualities: The mohrg retains special qualities according to the same restriction in *Special Attacks* above and gains the following:

Darkvision (Ex): Mohrgs can see in non-magical darkness up to a range of 60 ft., or the base creature's range, whichever is better.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual

damage, ability damage, energy drain, or death from massive damage.

Abilities: Modify from the base creature as follows: Strength +10, Dexterity +2. As an undead creature, a mohrg has no Constitution score.

Saves: Recalculate the mohrg's saving throws as if it was always of the Undead type.

Skills: Recalculate skills as if the creature was always undead, using the base creature's skills as class skills. Hide, Listen, Move Silently, and Spot are always class skills for a mohrg.

Feats: Recalculate feats as if the creature was always of the Undead type, favoring the base creature's feats and Alertness, Dodge, Improved Initiative, and Mobility.

CR: Base creature's CR +2 +20% (maximum +4). Those creatures that lose class abilities have their CR reduced by 40% (a 10th-level character is reduced to CR 6).

Alignment: Any evil, favoring chaotic evil.

Advancement: Equal to the base creature's +4 to the low end of the initial range and +7 dice to the extreme end of the first range. Any further ranges start one HD higher than the maximum of the previous range, adding 8 to that new minimum for the new maximum of that range. For example, a gargoyle has an advancement of 5-6 HD (Medium-size); 7-12 HD (Large) normally, but one of 9-14 HD (Medium-size); 15-23 HD (Large) as a mohrg.

If the base creature doesn't advance by monster HD, the mohrg does. The initial advancement range starts 1 HD higher than the mohrg's initial HD, allowing the creature to gain a number of additional monster HD up to double its initial HD. If the base creature could acquire a character class, so can the mohrg.

ECL: +8 (including base 4 HD).

Sample Mohrg

This example uses an advanced (12 HD) gargoyle as the base creature.

Gargoyle Mohrg

Large Undead (Earth)

Hit Dice: 16d12 (104 hp)

Initiative: +7 (Dex, Improved Initiative)

Speed: 45 ft., fly 75 ft. (average)

AC: 20 (-1 size, +3 Dex, +8 natural); 17 flat-footed, 12 touch

Attacks: 2 claws +18 melee, bite +16 melee, gore +16 melee, tongue +16 touch melee

Damage: Claw 1d8+10, bite 1d8+5, gore 1d8+5, tongue paralysis

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

Special Attacks: Improved grab, paralyzing touch, create spawn

Special Qualities: Darkvision 60 ft., undead

Saves: Fort +4, Ref +7, Will +8

Abilities: Str 21, Dex 16, Con —, Int 6, Wis 11, Cha 7

Skills: Hide +8*, Listen +11, Spot +11, Move Silently +12

Feats: Alertness, Improved Initiative, Power Attack, Multiattack

CR: 10

Liberties with the Mohrg

This template takes a few liberties with the idea of the mohrg to make it a template. It assumes that the typical mohrg found in the *MM* was created from a 10 HD human. This is typical, because the evil that creates the mohrg is not developed enough in low-level or low-HD beings.

Advancement for the mohrg assumed that a base creature doesn't really change size if it couldn't as a living being. It is assumed that the figures in the *MM* were intended to allow for Large creatures as mohrgs (much like mummies). Base creatures that can change size are assumed to be able to do so as a mohrg as well. If you prefer this not be the case, all mohrgs may simply double their initial HD by advancing as a monster, and they never change size.

Mohrg Memories

Perhaps mohrgs (and other undead like them, such as ghouls and wights) retain some memory of their past lives. This feature can be especially haunting if the mohrg is a creature the heroes knew when it was alive. Perhaps the mohrg even has flashback problems, like those of a corpse vampire (see the Corpse Vampire template).

Mohrgs and Zombies

The spawn of a mohrg can quickly become legion. It may be best that the zombies created by a mohrg follow rules similar to those found in the *animate dead* spell. First, the mohrg can only animate a creature that has the same number HD (including the victim's character levels) as it has, or less. Further, the mohrg can only control a number of zombies equal to three times its own HD (slightly more powerful than *animate dead*). On both counts, the mohrg's character levels (if any) are combined with its HD. The ability (along with a mohrg's callous nature) favors the controlling of new zombies, releasing the oldest from control first.

Treasure: Standard

Alignment: Chaotic evil

Advancement: 9-14 HD (Medium-size); 15-23 HD (Large)

This gaunt gargoyle is only slightly paler than its living brethren.

Combat

Gargoyle mohrgs remain still, and then suddenly attack, or dive onto their prey. It occasionally freezes with its tongue out, allowing it to attempt to touch an unaware opponent and attempt to freeze again with an opposed Hide check.

Freeze (Ex): A gargoyle mohrg can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the gargoyle is a creature and not a statue.

Improved Grab (Ex): To use this ability, the mohrg gargoyle must hit with its claw.

Paralyzing Touch (Su): A mohrg gargoyle lashes about with its tongue during combat. Any creature touched by the tongue must make a Fortitude save (DC 16) or be paralyzed for 1d4 minutes.

Create Spawn (Su): Creatures slain by a mohrg gargoyle rise as zombies under the mohrg's control.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: *Gargoyle

mohrgs receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

Becoming a Mohrg

A mohrg is created via *create greater undead* and the *ritual of dark calling* (see the Desiccated template). A created mohrg must comply with the rules of this template. Creating a mohrg is an act of extreme depravity and wickedness.

Variant Mohrg

The following microplate can be used to create a mohrg that retains class abilities:

A Greater Mohrg

The mohrg template can be altered in simple ways to allow the creation of a mohrg that retains the base creature's memories, character levels, and class abilities. The base creature keeps all character levels, gains 4 HD, and all dice become d12s. Greater mohrgs get turn resistance equal to one-third of their HD (including character levels, minimum +1). The creature's saves, skill, and feat calculations remain the same as the base creature, according to class. CR is that of the base creature +2. A greater mohrg, with the *animate dead* spell, the ability to command undead as a cleric, or both, adds the number of controlled undead granted by these abilities to its zombie limit (from the sidebar in the template). A greater mohrg has an ECL of +10.

An extremely evil spellcaster might turn himself into a greater mohrg via this ritual:

Form of the Remorseless

Necromancy (Ritual) [Evil]

Level: Clr 5, Sor/Wiz 6

Casting Time: 1 day per HD of the target

Ritual DC: 17 (19 for an arcane caster) + 1 per HD affected

This utterly depraved ceremony allows a spellcaster to transform any still-living target (usually himself) into a greater mohrg. It functions like the *form of the withering sands* ritual, except as follows:

The ritual must be performed at night. A divine group must cast the spell *animate dead*, *create undead*, *raise dead*, and *unhallow* each night during the rite. The arcane group must cast *animate dead*, *planar binding*, *ghoul touch*, *true seeing*, and *enervation* instead.

Material Components: The ritual requires a burial shroud of the skin of an evil outsider, incense, jet gems, the fresh hearts of good humanoids (slain by the target of the ritual, if he's willing, for no other reason than this ritual) whose HD total twice the target's, and black diamond dust, and mundane material components worth 500 gp per final HD of the creature transformed.

XP Cost: 100 XP per HD of creature raised.

Failure: If the ritual fails, a willing target must make a Fortitude saving throw (DC 10 + the number by which the ritual check failed) or die. Everyone must make a Will saving throw (DC 15 + the number by which the ritual was failed) or be paralyzed for 1d4 minutes. In addition to this, the ritual leader takes 1d6 points of temporary Wisdom and Constitution damage, while everyone else takes 1 point of temporary damage to each of these abilities.

Botch: A botched ritual results in a normal mohrg, which attacks the ritualists—the original target dies. All of the ritual participants suffer 1d4 points of temporary Wisdom and Constitution damage, while the ritual leader suffers 2d6. Everyone (besides the new mohrg) must make a Will saving throw (DC 15 + the number by which the ritual was failed) or be paralyzed for 1d4 hours.

MOON WILDLING

Moon wildlings are nature's answer to evil and wanton lycanthropes. Created by whatever goodness would seek to counter 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 with similar power. 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 the base creature, 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, beast, dragon, fey, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the "base creature"). After assuming the template, the base creature's type becomes "Shapechanger". A moon wildling uses the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Increase to d8, or as the base creature, whichever is better.

Speed: Moon wildlings in alternate form move 10 ft. faster than their normal counterparts.

AC: In its alternate form, a moon wildling's natural armor improves by +2.

Attacks: In all forms, like a shapechanger, a moon wildling uses the attack progression of a cleric (HD x 3/4) or that of the base creature, if the latter is better. In its alternate form, a moon wildling gains additional claw and bite attacks, if it does not already have them. The bite attack is secondary if used as part of a full attack action in addition to normal iterative attacks.

Damage: Damage for claw and bite attacks is determined by size and original type. Natural attack damage improves as if the creature had gained one size category for those creatures that already had such attacks.

Special Attacks: A moon wildling has the following special attacks in addition to those of the base creature:

Alternate Form (Su): Moon wildlings can willfully change into a more bestial form to better combat depraved lycanthropes. All of the moon wildling's abilities (besides *detect lycanthrope*) are dependant on this form. When the moon is dark, or absent from the sky, moon wildlings can use Control Shape to attempt to change form if they must.

Detect Lycanthrope (Su): At will, a moon wildling 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. It is cast as if by a sorcerer of a level equal to the moon wildling's HD.

Special Qualities: In its alternate form, a moon wildling has the following special abilities in addition to those of the base creature:

Scent (Ex): Moon wildlings have the scent ability.

Damage Reduction (Ex): Moon wildlings have damage reduction of 5/silver or unholy. Weapons of a superior nature (such as magic weapons) do not counter this DR, only silver or unholy weapons offset it.

Fast Healing (Ex): Moon wildlings have fast healing based on their size. If the size does not appear on the chart, use the next lower size.

Size	Fast Healing
Fine	1
Tiny	2
Medium-size	3
Huge	4
Colossal	5

Saves: A moon wildling has good saves (HD/2 +2) in Fortitude, Reflex, and Will saves like a shapechanger.

Abilities: In alternate form, modify the base creature as follows: Strength +2, Constitution +2.

Skills: All moon wildlings have access to Control Shape as a class skill.

CR: Base creature's CR +2.

Alignment: Creatures of animal intelligence (2 or lower) that are neutral stay neutral. Other creatures shift alignment at least one step toward good.

ECL: +2.

Sample Moon Wildling

This example uses a satyr as the base creature. Bracketed references are statistics of the wildling's alternate form.

Moon Faun (Satyr Moon Wildling) Medium-size Fey (Shapechanger)

Hit Dice: 5d8+5 (27 hp) [5d8+10 (32 hp)]

Initiative: +1 (Dex)

Speed: 40 ft. [50 ft.]

AC: 15 [17] (+1 Dex, +4 [+6] natural); 14 [16] flat-footed, 11 touch

Attacks: Gore +3 melee; or shortbow +4 ranged [Gore +4 melee, claw +4 melee, bite -1 melee]

Damage: Gore 1d6; or shortbow 1d6/crit x3 [Gore 1d6+1, claw 1d6+1, bite 1d4+1]

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

Special Attacks: Alternate form, pipes

Special Qualities: [DR 5/silver or unholy, fast healing 3, scent]

Saves: Fort +5 [+6], Ref +5, Will +5

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

Skills: Bluff +9, Control Shape +9, Hide +13, Listen +11, Move Silently +13, Perform (dance, pan pipes, plus any two others) +9, Spot +11

Feats: Alertness, Dodge, Mobility

Climate/Terrain: Temperate forest

Organization: Solitary, band (2-5), or troop (6-11)

TEMPLATES: MOON WILDLING

CR: 6

Treasure: Standard

Alignment: Usually chaotic good

Advancement: 6-10 HD (Medium-size)

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.

Alternate Form (Su): Moon fauns can willfully change into a more bestial form to better combat depraved lycanthropes. All 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 if they must.

Detect Lycanthrope (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. The moon faun uses this ability as if a 5th-level sorcerer.

Pipes (Su): A moon faun can play a variety of magical tunes on its panpipes. When it plays, all creatures within a 60-foot spread (except satyrs and moon fauns) must succeed at a Will save (DC 14) or be affected by *charm person*, *sleep*, or *fear*, as the spells cast by a 10th-level sorcerer (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 again for one day. Moon fauns are every bit as amorous and mischievous as their neutral counterparts, but less likely to rob or harm others.

Skills: Moon fauns receive a +4 racial bonus to Hide, Listen, Move Silently, Perform, and Spot checks.

New Skill Use

The moon wildling uses the Control Shape skill in the following ways:

Control Shape (Wis)

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 wildling to change form.

Task	DC
Resist involuntary change (full moon, injury)	15
Voluntary change (full moon)	15
Voluntary change (half 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.



MUMMY, TRUE

The true mummy is the pinnacle of the embalmer's art—sentient undead as powerful as many a lich. The true 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 there are no guarantees that the embalmer will do the job correctly, or that he will not steal the immortal power of the true mummy as his own, leaving the true mummy as a nearly mindless automaton of the gods of death.

Generally, someone who becomes a true mummy had an overwhelming goal motivating him towards eternal life in this blessed form. This goal propels the new mummy through his unlife. True mummies are, thus, less scheming and secretive than a lich in how they perceive and interact with the world of the living.

Appearance Changes

A true mummy is a preserved corpse animated by divine necromancies. Unlike traditional mummies (unless their sacred vessels are stolen or destroyed, see below), the true mummy remains in good physical condition, avoiding the fate of the dull-minded corpses that are lesser mummies. The process of embalming usually makes a true mummy appear as a body wrapped in fine linen, which is covered with ritual writings, from head to toe. 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 accoutrement that a living creature of their base type can.

Creating a True Mummy

"True Mummy" is a template that can be added to any sentient (Intelligence 3+), living, corporeal creature that is not an outsider or plant (hereafter referred to as the "base creature"). The base creature's type changes to "Undead". Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. A true mummy uses all of the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase die type to d12.

AC: Natural armor improves by +4.

Attacks: The mummy has a slam attack that may be used in place of other attacks.

Damage: Mummies do slam damage as an undead creature of their size. If the slam is the mummy's only natural attack, it gets 1.5 times the mummy's Strength bonus (positive only) as bonus damage, instead of the normal x1.

Special Attacks: The true mummy retains all the base creature's special attacks, besides those that require an active metabolism (like *poison*), and gains:

Gaze of Despair (Su): Under the withering gaze of the long-dead mummy, living victims must succeed at a Will save (DC equal to 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.

Special Qualities: The true mummy retains all the base creature's special qualities according to the same restriction in *Special Attacks* above and gains the following:

Damage Reduction (Ex): True mummies have DR 10/+2.

Darkvision (Ex): True mummies can see in non-magical darkness up to a range of 60 ft., or the base creature's range, whichever is better.

Fast Healing (Ex): As long as the true mummy is in possession of its sacred vessels (see below), 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 its HD 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.

Resistant To Blows (Ex): Physical attacks deal only half damage to the true mummy. Apply this effect before applying damage reduction.

Turn Resistance (Ex): A true mummy has turn resistance equal to one + one-third of its HD.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Abilities: Modify from the base creature as follows: Strength +6, Wisdom +4, Charisma +4. As an undead creature, the true mummy has no Constitution score.

Feats: A true mummy gains Toughness as a bonus feat.

CR: Base creature's CR +2.

Treasure: Standard coins; double goods; double items.

Alignment: Usually evil.

Advancement: By character class.

ECL: +5.

Sample True Mummy

The following example uses a 10th-level human transmuter (Strength 9, Wisdom 15, Charisma 14) as the base creature.

Kaminheni the Traveler

Female human true mummy Tra 10

Medium-size Undead

Hit Dice: 10d12 (65 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 21/22 with Dodge (+2 Dex, +4 natural, +2 armor, +3 deflection); 19/20 flat-footed, 15/16 touch

Attacks: +2 *quarterstaff* +9 melee; or slam +7 melee; or masterwork light crossbow +9 ranged (w/mw bolt)

Damage: +2 *quarterstaff* 1d6+5 (two handed); slam 1d6+3; or light crossbow 1d8/crit 19-20

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

Special Attacks: Gaze of despair, spells

Special Qualities: Darkvision 60 ft., DR 10/+2, fast healing 10, immunities, resistant to blows, +4 turn resistance, undead

Saves: Fort +4, Ref +7, Will +13

Abilities: Str 15, Dex 14, Con —, Int 18, Wis 19, Cha 18

Skills: Alchemy +11, Climb +12, Concentration +17, Craft (carving) +10, Craft (jeweler) +10, Knowledge (arcana) +17, Knowledge (geography) +12, Knowledge (history) +10, Knowledge (religion) +10, Scry +17, Spellcraft +17

Feats: Combat Casting, Craft Wand, Craft Wondrous Item, Dodge, Mobility, Scribe Scroll, Silent Spell, Spell Penetration, Still Spell

CR: 12

Alignment: Lawful neutral

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 she 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, Abyssal, and Common.

Possessions: +2 *quarterstaff*, light crossbow (masterwork), quiver (20 masterwork bolts), +3 *robes of deflection*, +2 *bracers of armor*, +1 *cloak of resistance*, *ring of climbing*, *wand of flame arrow* (5th-level, 17 charges), *wand of magic weapon* (7 charges, +1 for 10 minutes), scroll baldric and cases (10th-level arcane: *animate rope*, *comprehend languages* (x2), *erase* (x2), *knock*, *gaseous form*, *scry*, *teleport*), potion case (*inflict serious wounds*, *inflict moderate wounds* (x2), *invisibility*, *truth*), *handy haversack*, travel spellbook, journal, ink, pen, tiny gold chest, jewelry (2,500 gp), 30 pp (19 lbs./–3 Swim).

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): Will save (DC 19) or cower in fear for 1d6+1 rounds, remaining shaken for the next 3d6 rounds.

Wizard Spells Prepared (4+1/5+1/5+1/4+1/4+1/2+1, base save DC 14 + spell level.): 0—*detect magic* (x2), *mage hand* (x2), *read magic*; 1st—*change self*, *expeditious retreat*, *feather fall*, *shield* (x2), *shocking grasp* (x2); 2nd—*blur*, *levitate*, *knock*, *resist elements*, *scare*, *summon swarm*; 3rd—*dispel magic*, *flame arrow* (x2), *fly*, *haste*; 4th—*arcane eye*, *blink* (still), *dimension door*, *minor globe of invulnerability*, *polymorph other*, *scry*; 5th—*passwall*, *shadow evocation*, *teleport*.

Spell Book: 0—all in PHB besides restricted school: *Evocation*; 1st—*animate rope*, *change self*, *comprehend languages*, *endure elements*, *erase*, *expeditious retreat*, *feather fall*, *magic weapon*, *message*, *shocking grasp*, *reduce*, *shield*; 2nd—*alter self*, *blur*, *knock*, *levitate*, *resist elements*, *scare*, *summon swarm*; 3rd—*dispel magic*, *flame arrow*, *fly*, *gaseous form*, *haste*; 4th—*arcane eye*, *dimension door*, *minor*

globe of invulnerability, *polymorph other*, *scry*; 5th—*passwall*, *secret chest*, *shadow evocation*, *teleport*.

Fast Healing (Ex): As long as the Kaminheni is in possession of her sacred vessels (currently in a *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.

Resistant To Blows (Ex): Physical attacks deal only half damage to Kaminheni. Apply this effect before applying damage reduction.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Becoming a True Mummy

A true mummy is always created via a long ritual that is planned before the aspiring mummy's death.

Raise True Mummy

Necromancy (Ritual)

Level: Clr 7

Components: V, S, M, DF, XP

Casting Time: 39 days

Range: Close (25 ft. + 5 ft./2 levels)

Target: An appropriate creature within range

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Ritual DC: 20 + 1 per HD of target creature

An answer to sorcerous lichcraft, priests (usually evil and associated with death) use this ritual to grant themselves and others a form of immortality. The process requires special treatment of the body. This ritual may only be attempted once with any one corpse.

Most of the ritual is the embalming process, which takes 33 days and requires special wrappings and sacred vessels (see material components below). Within 24 hours of the death of the one to become a true mummy, the corpse must have *gentle repose*, *death ward*, and *dimensional anchor* cast upon it. Preparing the corpse properly requires a Craft (embalming) check (DC 25) under the supervision of the ritual's leader, who must have at least 10 ranks of Knowledge (religion). A master embalmer (who may also be the ritual leader) and two assistants may work on a single corpse, with each helper giving a +2 bonus to the master embalmer's skill check by making a successful DC 10 Craft (embalming) check. All organs are removed and discarded or placed in the sacred vessels (according to the vessel's type). The heart is embalmed and left within the mummy as a focus for its life force. A failure on the embalming check (which should be made in secret) ruins the process and creates a desecrated mummy.

Including the leader, the ritual group must have three levels of spellcaster per HD of the raised true mummy. The ritual must take place in a sacred place appropriate to the religion (and under a *hallow* or *unhallow* effect) Each day, for 3 days, the mummy must have *find the path*, *greater restoration*, and either *raise dead* or *create undead* cast upon it. Only a *wish* or *miracle* spell can insure the ritual's success.

The creature upon which the ritual is cast must be willing, or it can make a Will saving throw (as if it were alive) to resist the spell. (Casting on an unwilling creature is usually an evil act, unless the creation of the mummy is some form of righteous punishment.) An unwilling creature also increases the ritual check DC by 5 and requires the casting of *greater command* each day. The final day requires *limited wish* or *small miracle* along with *geas/quest*, putting the created mummy under the control of designated members of the clergy (recommended, since the unwilling creature is hostile to its creators). This final step allows those designated (with the turning ability) to rebuke or command (as preferred) the mummy without a turning check.

Material Components: The ritual requires the sacred vessels (see below), along with additional embalming supplies worth 1,000 gp more. The overseer must prepare the mummy's wrappings with special charms and spells written upon them. This process takes 1 day per 3 HD and costs 100 gp per HD of the raised mummy.

Divine Focus: Sacred (holy or unholy) symbols, sacred vessels, sacred water, and an altar

XP Cost: The ritual costs 100 XP per HD of the true mummy, plus 3000 XP for the sacred vessels.

Failure: Failure in the ritual roll means the mummy animates, but is desecrated. Such a creature is almost always hostile to its creators, unless it was brought under their control as an unwilling slave. Good clerics usually destroy such abominations. All of the ritual participants suffer 1 point of temporary Wisdom damage, while the ritual leader suffers 1d6.

Botch: A botched ritual results in a true mummy with the wrong soul and destroyed sacred vessels. A randomly generated soul of the same type of creature enters the mummy, with its class and supernatural abilities. This should always be dangerous or detrimental to the priests involved in the casting—like a very weak soul or one hostile to its creators. The mummy, if it survives, becomes a desecrated mummy in 8 days. All of the ritual participants suffer 1d4 points of temporary Wisdom damage, while the ritual leader suffers 2d6 and must make a Will saving throw (DC 25) or suffer 1d4 negative levels (Will save DC 20 to recover them).

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) five sacred vessels, which require the Craft Wondrous Item feat. 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 organ, and each organ is linked to a specific ability. The liver is linked to Intelligence, stomach, small, and large intestines with 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 its former self over the course of 39 days divided by the number of jars destroyed. It begins to forget things, lose class abilities, and act erratic and aggressive. Once this process is complete, the mummy is a desecrated mummy and the sacred vessels become non-magical (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 HD of the true mummy. Once the soul is depleted, the jar is considered destroyed, reverting to a non-magical 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 its sacred vessels unerringly (and cannot be destroyed until they are). It can use the jars as foci for *scry* or *clairvoyance/clairaudience* (if it possesses either ability), as if the area in which they lie is known. Further, the mummy may treat any area containing its sacred vessels as very familiar for the purposes of *teleport* or similar magic.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *gentle repose*, *dimensional anchor*, *small miracle*, *spell resistance*, *death ward*, *Market Price*: 30,000 gp per jar (half that to make).

Variant Mummy

The following microplate is what a true mummy becomes if its sacred vessels are destroyed. This microplate also allows the true mummy template to be used to create a mummy like that in the *MM*.

Desecrated Mummy

If the true mummy's sacred vessels are destroyed, the mummy becomes a normal mummy. The mummy loses all HD besides double the minimum for the base creature by size (and actual advancement by monster HD). If the creature had character levels, the desecrated mummy has 1 additional HD for every 2 character levels lost. Base attack, saves, skills, and feats are recalculated for the creature based on the Undead type and HD—mummies favor the Alertness feat and then any feat for which the creature still qualifies from the base creature. Its speed is reduced by 10 ft, the natural armor bonus to AC doubles, and all of the base creature's supernatural and spell-like abilities are lost, as are its class features. The mummy loses fast healing and immunities not granted by the Undead type, its DR becomes 5/+1, and its turn resistance is reduced to +2, no matter what its HD. The new creature has its abilities modified as follows: Dexterity -2, Intelligence -4 (minimum 3). The desecrated mummy also gains the *mummy rot* special attack and *fire vulnerability* special quality:

Mummy Rot (Su): Supernatural disease, transmitted by the desecrated mummy's slam attack. Fortitude save (DC 20), incubation period of 1 day; damage 1d6 temporary Constitution. This disease continues until the victim reaches Constitution of 0 or receives a *remove disease* spell. An afflicted creature that dies shrivels away into sand and dust that blows away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

Fire Vulnerability (Ex): A desecrated mummy's form shrivels and dries, making it vulnerable to fire. The mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Desecrated mummies can advance as a monster to double their initial HD (with no size change) and may advance in a character class if the base creature could do so. The desecrated mummy has a CR equal to one-third of its new HD total +1.

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 live 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 kith, 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, long and dirt-encrusted claws or fingernails. 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 animal, beast, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the “base creature”). After assuming the template, the base creature's type and subtype do not change, unless it is an animal, beast, or humanoid. Animals and beasts with the template become magical beasts, while humanoids become monstrous humanoids (retaining their humanoid subtype). Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. A necrovore uses the base creature's statistics and inherent racial special abilities except as noted below.

AC: Due to its infusion of positive energy, a necrovore has a +1 circumstance bonus to AC versus undead.

Attacks: The necrovore gains a +1 racial bonus to attack rolls versus undead opponents. Creatures without natural attacks gain a single claw attack and a bite attack, which can be used together—usually with the bite as a secondary attack.

Damage: Bite and claw damage is determined by the base creature's original type and size. One of a necrovore's natural attacks does damage as if the creature were one size category larger than it actually is.

Special Attacks: A necrovore has all the special qualities of the base creature, plus the following:

Festering Wounds (Su): The foul energies infusing the necrovore's natural weapons deal extra negative energy damage (in the form of an additional die, or additional dice) to living targets 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 ankhg deals 2d8+7 damage plus 1d8 negative energy damage with its mandibles (2d8 halves to 1d8). A Small humanoid with only its fists deals 1d2 subdual damage and 1 point of negative energy damage with a successful attack.

Second, and worse, the living victim of a necrovore's attack must succeed at a Fortitude saving throw (DC 10 + one-half of the necrovore's HD + its Constitution modifier) or suffer

a terrible disease known as *necrotic rot* (see *New Disease* below).]

Ghost Strike (Su): As a move-equivalent 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): At will, when a necrovore has extra temporary hit points due to the *foul consumption* ability (see below), it may give up some or all of those hit points in a burst of negative energy. If they fail a Fortitude saving throw (DC 10 + one-half of the necrovore's HD + its Constitution modifier), all living opponents within a 15-ft radius take damage equal to half the amount of hit points the necrovore gives up. Undead in the area are, ironically, healed for the same amount.

Negative Energy Siphon (Su): The positive energies infusing the necrovore's natural weapons deal extra positive energy damage (in the form of an additional die, or additional dice) to undead 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.

Once per day per Hit Die, a necrovore can use a ranged touch attack to siphon negative energy, inflicting 1d6 (plus 1d6 per 3 HD the necrovore possesses) points of damage to undead. The range of this attack is 25 ft. plus 5 ft. per 2 HD the necrovore possesses.

Special Qualities: A necrovore has all the special qualities of the base creature, plus the following:

Detect Undead (Su): A necrovore can *detect undead*, as the spell, continuously, cast as a sorcerer of a level equal to the necrovore's HD. This ability cannot be dispelled, but it can be suppressed. However, a necrovore can re-establish this ability as a free action on its next round.

Damage Reduction (Ex): All necrovores have DR 2 + one-quarter of their HD (round down, minimum +0) against anything besides magic weapons (+1 or better). This also allows the necrovore to circumvent the DR of more powerful undead.

Ethersight (Su): At will, as a full-round action, a necrovore can see creatures, locations, and features of the Ethereal Plane to a range of 60 ft., lasting a number of rounds equal to the necrovore's Wisdom score. This ability can be dispelled or suppressed as if it were a spell cast by a spellcaster of a level equal to the necrovore's HD, but the necrovore can resume use as a full-round action.

Fast Healing (Su): Necrovores heal quickly due to their association with positive energy. They heal at a rate of 1 point per round plus 1 point per 3 HD.

Foul Consumption (Su): By killing an undead creature (and consuming its corporeal remains), a necrovore absorbs part of the negative energy released in the slaying. The necrovore gains 1d4+1 temporary hit points per 2 HD of undead slain and consumed—actually healing as a result of this gain, if it needs to. Temporary hit points in excess of the necrovore's normal maximum fade at a rate of 4 per hour. The creature may only absorb the energy of a number of undead HD equal to four times its own HD in one day.

Immunities: Necrovores are immune to poison, paralysis, and disease. They are not subject to energy drain, ability drain, negative levels, or necromantic death effects.

Climate/Terrain: Add underground to the climate/terrain of the base creature.

CR: Base creature's CR +1 + 20% (maximum +4).

ECL: +2.

Sample Necrovore

This example uses an ankheg for the base creature.

Necrovore Ankheg

Large Magical Beast

Hit Dice: 3d10+9 (25 hp)

Initiative: +0

Speed: 30 ft., burrow 20 ft.

AC: 18/19 (–1 size, +9 natural/+1 vs. undead); 18/19 flat-footed, 9/10 touch

Attacks: Bite +6 melee (+7 vs. undead); or negative energy siphon (3/day) +2 ranged

Damage: Bite 2d8+7 (plus 1d8 to living or undead targets); negative energy siphon 2d6

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

Special Attacks: Acid, festering wounds, ghost strike, improved grab, negative energy burst, negative energy siphon (3/day), spit acid

Special Qualities: Tremorsense, DR 2/+1, fast healing 2, detect undead, immunities, othersight 60 ft.

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6

Skills: Listen +4

Climate/Terrain: Temperate and warm plains, forest, and underground

Organization: Solitary

CR: 5

Treasure: None

Alignment: Always neutral

Advancement: 4 HD (Large); 5-9 HD (Huge)

Combat

A necrovore ankheg burrows into graveyards, tombs, and other locations in search of undead to slay and devour. It is a relentless hunter that seldom pauses for rest.

Acid (Ex): Acidic enzymes drip from a necrovore ankheg's mouth each round it maintains a hold. It automatically deals 1d4 points of acid damage each round in addition to bite damage.

Festering Wounds (Su): The living victim of a necrovore ankheg's bite must make a Fortitude saving throw (DC 14) or suffer necrotic rot. The incubation period is 1 day and the disease does 1d4 temporary Wisdom and Constitution per day. The disease may be fought off with two successful saving throws, and responds immediately to *remove disease* or similar magic.

Ghost Strike (Su): As a move-equivalent action, a necrovore ankheg can charge a single melee attack with energy that allows the strike to harm incorporeal or ethereal beings.

Negative Energy Burst (Su): At will, when a necrovore ankheg has extra temporary hit points due to the *foul consumption* ability (see below), it may give up some or all of those hit points in a burst of negative energy. If they fail a Fortitude saving throw (DC 14), all living opponents within a 15-ft radius take damage equal to half the amount of hit points the necrovore ankheg gives up. Undead in the area are, ironically, healed for the same amount.

Negative Energy Siphon (Su): This ability can be used as a powerful ranged attack (see above statistics) 3/day at a 30-ft. range.

Spit Acid (Ex): Stream of acid 5 ft. high, 5 ft. wide, and 30 ft. long, once every 6 hours; damage 4d4, Reflex half DC 14. One such attack depletes the necrovore ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. Necrovore ankhegs do not use this ability unless they are desperate or frustrated. They most often spit acid when reduced to fewer than half their hit points or when they have not successfully grabbed an opponent.

Detect Undead (Su): A necrovore ankheg can *detect undead*, as the spell, continuously, as if a 3rd-level sorcerer cast the spell. This ability cannot be dispelled, but it can be suppressed. However, a necrovore can re-establish this ability as a free action on its next round.

Ethersight (Su): At will, as a full-round action, a necrovore ankheg can see creatures, locations, and features of the Ethereal Plane to a range of 60 ft. for 13 rounds. This ability can be dispelled or suppressed as a spell cast by a 3rd-level spellcaster, but the necrovore ankheg can resume use as a full-round action.

Foul Consumption (Su): By killing an undead creature (and consuming its corporeal remains), a necrovore ankheg absorbs part of the negative energy released in the slaying. The necrovore ankheg gains 1d4+1 temporary hit points per 2 HD of undead slain and consumed—actually healing as a result of this gain, if it needs to. Temporary hit points in excess of the necrovore ankheg's normal maximum fade at a rate of 4 per hour. The creature may only absorb the energy of 12 HD worth of undead in a day.

Tremorsense (Ex): Necrovore ankhegs can automatically sense the location of anything within 60 ft. that is in contact with the ground.

Immunities: Immune to poison, paralysis, and disease. Not subject to energy drain, ability drain, negative levels, or necromantic death effects.

New Disease

Necrotic rot, caused by injury from a necrovore's natural attacks, is clarified below:

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 1 day and the disease does 1d4 temporary Wisdom and Constitution per day, causing feverish delirium and roiling sores that rise and recede, some oozing infected liquids and others disappearing after little discomfort. The disease may be fought off with two successful saving throws (against the same DC required to avoid contracting the disease—10 + one-half of the necrovore's HD + its Constitution bonus), and responds immediately to *remove disease* or similar magic. When the disease is cured without magic, the victim must make a final Will saving throw (same DC) or on point of Wisdom damage taken (if any) is permanent.

Infection: Injury

DC: 20

Incubation: 1 day

Damage: 1d4 Wis and Con

NETTLECLOUD SPIDER

Nettlecloud spiders are hunting spiders with an unusual form of defense. This template is based on the goliath birdeater 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 spiders are stronger than other sorts of spiders but somewhat clumsier. Their bodies are covered with a fine layer of very small barbed hairs.

Creating a Nettlecloud Spider

“Nettlecloud spider” is a template that can be added to any spider-like vermin, such as monstrous spiders (referred to hereafter as the “base creature”). Theoretically other spider-like creatures (such as driders and ettercaps) and other vermin could gain this template as well. The creature uses all of the base creature’s statistics and special abilities except as noted here.

Special Attacks: A nettlecloud spider retains all of the special attacks of the base creature and also gains the following attacks:

Nettlecloud (Ex): Up to three times per day, when threatened (confronted by creatures larger than itself or reduced to half its normal hit points or below), a nettlecloud spider may rub its legs against its body, pulling its barbed hairs loose and forming a cloud of stinging hairs. This cloud is centered on a point along the edge of the creature’s square and spreads a distance equal to the smallest dimension of the creature’s Face (creatures with a fighting space less than 5 ft. by 5 ft. create a cloud that only fills their square).

The creature is unharmed by its own cloud or by the clouds of other nettlecloud spiders. The cloud persists for 1 round and then disperses. Creatures within the nettlecloud or that enter it must succeed at a Fortitude save (DC 10 + one-half of the creature’s HD + its Constitution modifier) or be blinded and shaken for 1d4+1 rounds (a successful save reduces this duration by half).

After using its nettlecloud, the creature typically performs a normal move to escape its attackers (even if this draws an attack of opportunity).

Abilities: Modify from the base creature as follows: Strength +2, Dexterity –2.

Climate/Terrain: Warm and tropical land and underground

ECL: +0.

Sample Nettlecloud Spider

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

Large Nettlecloud Monstrous Hunting Spider

Large Vermin

Hit Dice: 4d8+4 (22 hp)

Initiative: +2 (Dex)

Speed: 40 ft., climb 20 ft.

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

Attacks: Bite +5 melee

Damage: 1d8+4 and poison

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

Special Attacks: Poison, web, nettlecloud (10 ft. spread)

Special Qualities: Vermin

Saves: Fort +5, Reflex +4, Will +1.

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

Skills: Climb +14, Hide +6, Jump +8, Spot +11

Climate/Terrain: Warm and tropical land and underground

Organization: Solitary or colony (2-5)

CR: 2

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

Alignment: Always neutral

Combat

Nettlecloud spiders attack with their bite to kill or subdue prey.

They use their nettles to escape.

Poison (Ex): Fortitude save DC 16, initial damage 1d6 initial and secondary temporary Strength.

Web (Ex): For wrapping prey, Escape DC 26, Break DC 32, hit points 12.

Nettlecloud (Ex): 10 ft. spread, Fortitude save DC 13.

Skills: Monstrous hunting spiders receive a +4 racial bonus to Hide checks. They also get a +6 racial bonus to Jump checks and a +8 racial bonus to Spot.

NON-EUCLIDEAN

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, there is a type of creature that 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 our reality. These are the non-Euclidean.

It is theorized that these strange beings were created by long-dead deities, or by totally alien powers. 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

Non-Euclidean creatures 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 Non-Euclidean Creature

"Non-Euclidean" is a template that can be added to any creature (referred to hereafter as the "base creature"). After assuming the template, the base creature's type changes to "Outsider". Subtype information remains the same as the base creature. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. A non-Euclidean uses the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Die type changes to d10.

Special Qualities: A non-Euclidean creature retains all the special qualities of the base creature, gaining the following:

Impossible Geometry (Ex): Due to the indescribable geometries the non-Euclidean creature demonstrates, those who see one must make a Will save (DC 10 + one-half creature's Hit Dice + creature's 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 non-Euclidean creature a 20% concealment bonus for as long as the victim averts its eyes. Opponents choosing to look directly at the creature anyway are treated as having automatically failed this save. Note that this concealment miss chance is rolled separately from the miss chance the non-Euclidean creature receives from its *space/time bending* ability (see below).

Those that fail the initial Will save are required to make another Will save (DC 15 + one-half the non-Euclidean creature's HD + the non-Euclidean creature's Charisma modifier + the victim's Intelligence modifier—yes, more intelligent beings are more likely to fail this saving throw). Those that succeed at the save are shaken for 2d6 rounds, but suffer no other adverse effects and don't have to save versus the same non-Euclidean's impossible geometry again for 24 hours. However, 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 reversed with the spell *heal* or other insanity-curing magic. Every 24 hours, the insane being is allowed another saving throw at the same DC to recover. Those that 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: Due to the space/time bending nature of a non-Euclidean, 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. Further, the creature takes only half damage on a failed save.

Space/Time Bending (Ex): The non-Euclidean creature exists at right angles to our own existence. Because of this, the creature has a 20% chance to simply ignore any attack, spell, or other action targeting it. The non-Euclidean creature may not voluntarily fail this percentage check to allow a beneficial action to affect it.

Unnatural Aura (Su): All natural, non-sentient creatures (vermin, animals, and most beasts) can sense a non-Euclidean creature when it is within 100 ft. of them, and they will not willingly approach it.

Immunities (Ex): Non-Euclidean creatures are immune to mind-affecting effects.

Aberrant Behavior (Ex): Sentient non-Euclidean creatures (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 non-Euclidean must make a Will save (DC 15). 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. Non-Euclidean's 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.

Abilities: Modify from the base creature as follows: Intelligence -2 (minimum 3 or that of base creature, whichever is lower), Wisdom +2, Charisma +2.

Climate/Terrain: Any land and underground.

CR: Base creature's CR +1 + 20% (maximum +4).

Alignment: Always chaotic, never good.

ECL: N/A. A non-Euclidean PC or NPC would be unplayable around characters.

Sample Non-Euclidean Creatures

These examples use a nine-headed Lernaean pyrohydra and an iron golem as the base creatures.

Wurm of Teeth and Fire

(Non-Euclidean Nine-Headed Lernaean Pyrohydra)

Huge Outsider (Fire)

Hit Dice: 9d10+45 (94 hp)

Initiative: +1 (Dex)

Speed: 20 ft., swim 20 ft.

AC: 15 (-2 size, +1 Dex, +6 natural); 14 flat-footed, 9 touch

Attacks: 9 bites +9 melee

Damage: Bite 1d10+5
Face/Reach: 20 ft. by 20 ft./10 ft.
Special Attacks: Breath weapon
Special Qualities: Scent, Lernaean, impossible geometry, space/time bending, unnatural aura, immunities, aberrant behavior
Saves: Fort +11, Ref +7, Will +4
Abilities: Str 21, Dex 12, Con 20, Int 3, Wis 12, Cha 11
Skills: Listen +8, Spot +9
Feats: Combat Reflexes
Climate/Terrain: Any land and underground
Organization: Solitary
CR: 15
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always chaotic neutral or chaotic evil
Advancement: —

Wyrms of teeth and fire are terrible, reddish beasts capped with a twisted forest of necks, whose intertwining challenges the minds of all who view the creature. It is unknown whether these beings evolved on some distant plane from hydra stock that migrated there eons past, or whether they are the result of fell experiments or magical side effects from powerful sorcerers. Whatever their origin, they are thankfully rare, traveling or lairing alone and controlled by none.

Combat

Wyrms of teeth and fire can attack with all their heads at no penalty, even if they move or charge during the round.

Lernaean (Su): The only way to slay a wyrm of teeth and fire normally is to sever all of its heads. To sever a head, an opponent must hit the monster's neck (looking directly at the creature to aim) with a slashing weapon and deal 10 points of damage in one blow. Any excess damage is lost. However, each time a head is severed, two new heads spring from the stump in 1d4 rounds. To prevent a severed head from growing back into two, at least 5 points of fire or acid damage must be dealt to the stump (AC 19) before the new heads appear. A wyrm of teeth and fire 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. Spells such as *disintegrate*, *finger of death*, and *slay living* kill a wyrm of teeth and fire outright if they succeed (and succeed in targeting the non-Euclidean). If the spell deals damage on a successful save, that damage is directed against one of the wyrm of teeth and fire's heads.

Breath Weapon (Su): Jet of fire from each head 10 ft. high, 10 ft. wide, and 20 ft. long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 damage. A successful Reflex save (DC 19) halves the damage.

Impossible Geometry (Ex): Due to the indescribable geometries the wyrm of teeth and fire demonstrates, those who see one must make a Will save (DC 14). 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 wyrm of teeth and fire 20% concealment bonus for as long as the victim averts its eyes. Opponents choosing to look directly at it anyway are treated as having automatically failed this save. Note that this concealment miss chance is rolled separately from the miss chance the non-Euclidean hydra receives from its space/time bending ability (see below).

Those that fail the initial Will save are required to make another Will save (DC 19 + the victim's Intelligence modifier). Those that succeed at the save are shaken for 2d6 rounds, but suffer no other adverse effects and don't have to save versus the same wyrm of teeth and fire's impossible geometry again for 24 hours. However, 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 reversed with the spell *heal* or other insanity-curing magic. Every 24 hours, the insane being is allowed another saving throw at the same DC to recover. Those that 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: Due to the space/time bending nature of a wyrm of teeth and fire, 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. Further, the wyrm of teeth and fire takes only half damage on a failed save.

Space/Time Bending (Ex): The wyrm of teeth and fire exists at right angles to our own existence. Because of this, the creature has a 20% chance to simply ignore any attack, spell, or other action targeting it. The wyrm of teeth and fire may not voluntarily fail this percentage check to allow a beneficial action to affect it.

Unnatural Aura (Su): All natural, non-sentient creatures (vermin, animals, and most beasts) can sense a wyrm of teeth and fire when it is within 100 ft. of them, and they will not willingly approach it.

Immunities (Ex): Wyrms of teeth and fire are immune to mind-affecting effects.



Aberrant Behavior (Ex): Wyrms of teeth and fire do not reason as we understand it. Instead, whenever confronted by a problem or situation that requires logical thought processes to handle, the wyrm of teeth and fire must make a Will save (DC 15). If the wyrm of teeth and fire 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. After 24 hours, and each 24 hour period thereafter, wyrm of teeth and fire may make a new saving throw.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Skills: Wyrms of teeth and fire receive a +2 racial bonus to Listen and Spot checks, thanks to their multiple heads.

Feats: A wyrm of teeth and fire's Combat Reflexes feat allows it to use its entire set of heads for attacks of opportunity each round.

Iron Mindbender (Non-Euclidean Iron Golem)

Large Outsider (Construct)

Hit Dice: 18d10 (99 hp)

Initiative: -1 (Dex)

Speed: 20 ft. (can't run)

AC: 30 (-1 size, -1 Dex, +22 natural); 30 flat-footed, 8 touch

Attacks: 2 slams +23 melee

Damage: Slam 2d10+11

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

Special Attacks: Breath Weapon

Special Qualities: Construct, magic immunity, DR 50/+3, rust vulnerability, impossible geometry, space/time bending, unnatural aura

Saves: Fort +6, Ref +5, Will +7

Abilities: Str 33, Dex 9, Con —, Int —, Wis 13, Cha 3

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

CR: 17

Treasure: None

Alignment: Always chaotic neutral

Advancement: 19-24 HD (Large), 25-54 HD (Huge)

An iron mindbender stands twice the height of a normal human and weighs around 5,000 pounds. The iron plates that make up its body are strangely skewed and angled, and seem to vanish and reappear depending on which way one looks at it. The actions of the iron mindbender are unpredictable; it may or may not obey orders it is given, according to some unfathomable internal stricture.

Combat

The iron mindbender is a terrible foe in battle, because its actions are often erratic. It must make an aberrant behavior check before it enters any battle, to see how it reacts to potential combatants. However, once in battle, it uses its breath weapon and physical strength to mangle its foes.

Breath Weapon (Ex): First or second round of combat—cloud of poisonous gas, 10-foot cube directly in front of the iron mindbender lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 temporary Constitution, secondary damage death.

Magic Immunity (Ex): An iron mindbender is immune to all spells, spell-like abilities, and supernatural effects, except as follows. An electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the iron

mindbender and cures 1 point of damage for each 3 points of damage it would otherwise deal. The iron mindbender rolls no saving throw against fire effects.

Rust Vulnerability (Ex): An iron mindbender is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Impossible Geometry (Ex): Due to the indescribable geometries the iron mindbender demonstrates, those who see one must make a Will save (DC 15). 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 iron mindbender 20% concealment bonus for as long as the victim avoids looking at it. Opponents choosing to look directly at it anyway are treated as having automatically failed this save. Note that this concealment miss chance is rolled separately from the miss chance the iron mindbender receives from its space/time bending ability (see below).

Those that fail the initial Will save are required to make another Will save (DC 20 + the victim's Intelligence modifier). Those that succeed at the save are shaken for 2d6 rounds, but suffer no other adverse effects and don't have to save versus the same iron mindbender's impossible geometry again for 24 hours. However, 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 reversed with the spell *heal* or other insanity-curing magic. Every 24 hours, the insane being is allowed another saving throw at the same DC to recover. Those that 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: Due to the space/time bending nature of an iron 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. Further, the creature takes only half damage on a failed save.

Space/Time Bending (Ex): The iron mindbender exists at right angles to our own existence. Because of this, the creature has a 20% chance to simply ignore any attack, spell, or other action targeting it. The iron mindbender may not voluntarily fail this percentage check to allow a beneficial action to affect it.

Unnatural Aura (Su): All natural, non-sentient creatures (vermin, animals, and most beasts) can sense an iron mindbender when it is within 100 ft. of them, and they will not willingly approach it.

Aberrant Behavior (Ex): Iron mindbenders must make a Will saving throw (DC 15) at the beginning of any battle or act as if under a *confusion* spell. The creature may repeat the save every 24 hours after failing.

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage.

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 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 a template that can be applied to any dinosaur, prehistoric animal, or any other living, corporeal creature appropriate for fossil remains (hereafter referred to as the “base creature”). Its type is changed to “Undead” and it gains the “Earth” subtype.

Hit Dice: Remove all HD due to a character class, and increase the remaining dice to d12s.

Speed: Winged paleoskeletons fly via magic, with a speed of 60 ft. and average maneuverability, or that of the base creature, whichever is worse.

AC: Natural armor changes to a number based on the paleoskeleton’s size:

Size	Natural Armor
≤ Tiny	+1
Small	+2
Medium-size	+4
Large	+6
Huge	+8
≥ Gargantuan	+10

Attacks: Same as base creature, except those that require flesh to work. Calculate the creature’s melee bonus based on its HD and new type (Undead).

Special Attacks: A paleoskeleton retains all the special attacks of the base creature except those that rely on the creature having flesh or an active metabolism (such as *swallow whole* or *poison*), and gains those listed below.

Primal Roar (Su): A paleoskeleton can unleash an eerie roar once every two rounds. Creatures within 100 ft. of the paleoskeleton must succeed at a Will saving throw (DC 10 + one-half of the paleoskeleton’s HD + its Charisma modifier) or become shaken for 2d6 rounds. This is a sonic, mind-affecting, fear effect to which any creature with more HD than the roaring paleoskeleton is immune. A roar from the same paleoskeleton cannot affect any creature that makes the Will saving throw again for a day.

Fossilize (Su): Once per day plus once per 8 HD, a paleoskeleton can make a touch attack as a standard action, without provoking an attack of opportunity. Any opponent struck by this attack must succeed at a Fortitude saving throw (DC 10 + one-half of the paleoskeleton’s HD + its Charisma modifier) or be affected as if by a *flesh to stone* spell cast by a sorcerer of a level equal to the paleoskeleton’s HD.

Special Qualities: A paleoskeleton has all the special qualities of the base creature, besides ones like those prohibited in *Special Attacks* above, plus the following:

Damage Reduction (Ex): Paleoskeletons are comprised of fossilized bone. Therefore, they have DR 8/bludgeoning.

Darkvision (Ex): The paleoskeleton can see in non-magical darkness up to a range of 60 ft.

Immunities (Ex): Paleoskeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Turn Resistance (Ex): Paleoskeletons get turn resistance equal to 1 plus one-third of their HD (maximum +10).

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Saves: Calculate saves based on the new type (Undead).

Abilities: Modify from the base creature 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.

Climate/Terrain: Any land and underground.

CR: Base creature’s CR +1 + 20% (maximum +3).

Alignment: Always neutral.

Advancement: Paleoskeletons do not advance, though they can be created from an advanced creature’s fossils.

ECL: +3 (assuming the creature somehow has an Intelligence score).

Sample Paleoskeleton

The following example uses a triceratops as the base creature.

Triceratops Paleoskeleton

Huge Undead (Earth)

Hit Dice: 16d12 (104 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft.

AC: 16 (–2 size, +8 natural); 16 flat-footed, 8 touch

Attacks: Gore +11 melee

Damage: Gore 2d8+7

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Charge for double damage, trample 2d12+5 (Reflex half, DC 23), primal roar, fossilize

Special Qualities: Darkvision, 60 ft., DR 8/bludgeoning, undead, immunities, turn resistance +6

Saves: Fort +5, Ref +5, Will +10

Abilities: Str 20, Dex 11, Con —, Int 1, Wis 12, Cha 9

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary

CR: 9

Treasure: None

Alignment: Always neutral

Combat

The triceratops paleoskeleton fights according to the orders of its creator. If no orders have been given, it defends its territory with animal instinct.

Primal Roar (Su): A triceratops paleoskeleton can unleash an eerie roar once every two rounds. Creatures within 100 ft. of the paleoskeleton must succeed at a Will saving throw (DC 17) or become shaken for 2d6 rounds. This is a sonic, mind-affecting, fear effect to which any creature with more HD than the roaring triceratops paleoskeleton is immune. A roar from the same triceratops

TEMPLATES : PALEOSKELETON

paleoskeleton cannot affect any creature that makes the Will saving throw for a day

Fossilize (Su): 3/day a triceratops paleoskeleton can make a touch attack as a standard action, without provoking an attack of opportunity. Any opponent struck by this attack must succeed at a Fortitude saving throw (DC 17) or be affected as if by a *flesh to stone* spell cast by a 16th-level sorcerer.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities: Triceratops paleoskeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Becoming a Paleoskeleton

Creating a paleoskeleton requires a specialized ritual or a special spell or a variant use of an existing spell. These creatures are usually created by neutral (or even good) spellcasters through the manipulation of spirits, rather than the summoning of negative energy.

Animate Paleoskeleton

Necromancy

Level: Animal 8, Drd 7, Sha 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 skeleton must have no more HD than your level, or the spell automatically fails.

The created skeleton is not under your control, but you can attempt to command it and secure its loyalty with a Charisma or Animal Empathy check (DC 15 + one-half of the creature's HD). If the check fails, the creature reacts as a creature of its base type, though another Animal Empathy check may allow you to prevent disaster. A check may be made again after a week, but only one extra try is permissible.

Material Component: Volcanic ash, obsidian, and amber worth at least 50 gp per HD of the creature raised.

Raise Paleoskeleton

Necromancy (Ritual)

Level: Animal 5, Drd 4, Sha 4

Components: V, S, M, DF, XP

Ritual DC: 12 (14 for a cleric) + 1 per HD of creature raised

This ritual functions exactly like *animate paleoskeleton* excepting the following:

Including the leader, the ritual group must have two levels of spellcaster per HD of the raised creature. The group must cast the spells *dominate animal*, *reincarnate*, and *stone shape* during the rite. Unlike normal rituals, if the casting includes a *flesh to stone* spell from any source (including a magic item), the leader is at +1 to his or her ritual Spellcraft check.

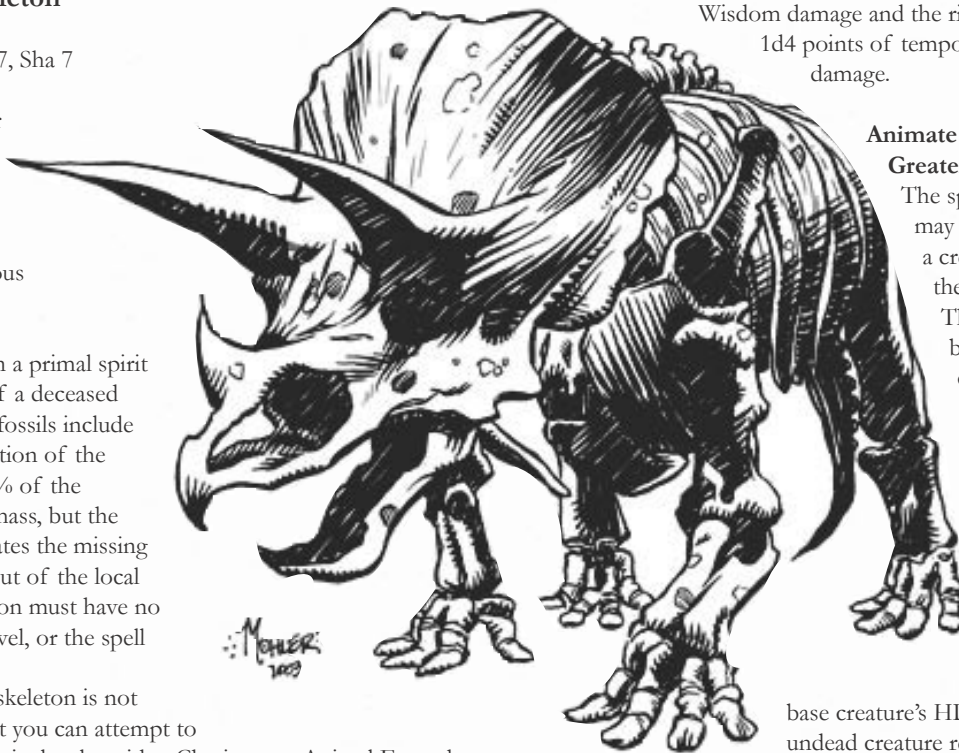
The major advantage of the ritual is that the animated paleoskeleton is automatically under the control of the ritual's leader. It is also friendly to all of the ritual participants and will not attack them unless directly ordered to do so. However, the creature only takes its orders from the ritual leader.

Material Component: Volcanic ash, obsidian, and amber worth at least 100 gp per HD of the creature raised.

XP Cost: 40 XP per HD of creature raised.

Failure: Other than the waste of time, experience, and materials, the leader of the ritual suffers 1d4 points of temporary Wisdom damage.

Botch: The casting is corrupted so that the spirit summoned does inhabit the paleoskeleton, but the creature is uncontrolled, belligerent towards its creators, and evil in alignment. The participants suffer 1 point of temporary Wisdom damage and the ritual leader suffers 1d4 points of temporary Wisdom damage.



Animate Dead and Create Greater Undead

The spell *animate dead* may be used to create a creature similar to the paleoskeleton.

This creature must be created from a complete corpse, skeleton, or set of fossils. A caster of this version of *animate dead* must be two levels higher than would be required for a normal skeleton of the

base creature's HD. The resultant undead creature retains only the paleoskeleton's natural armor bonus,

DR, bonus to Dexterity, Improved Initiative, and immunities—it has no Intelligence score and none of the other special attacks or qualities of the base creature or a paleoskeleton. The spell requires the same material components as *raise paleoskeleton*, but only 10 gp per HD of the animated creature, and the creature is controlled per the rules of *animate dead*. Fossilized skeletons animated in this manner are usually neutral evil.

Create greater undead can be used to duplicate the *raise paleoskeleton* spell exactly. Alternatively, an evil ritual like the *raise paleoskeleton* ritual may also be known. If so, it's Clr 5 (and possibly Death 5). Such a paleoskeleton is usually neutral evil and only has turn resistance +2, due to its ties to negative energy.

PHANTASMAL

Illusionists have reasoned through the centuries that even the mightiest fighters or magic users 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 inflict is also real—at least in the minds of the hapless victims. Thus, some set about creating monstrous 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, some physicality, and illusion—the perfect ruse.

Appearance Changes

A phantasmal creature 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 Creature

“Phantasmal” is a template that can be added to any creature type (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type does not change, although “Phantasm” is added to its subtype information. A phantasmal creature uses the base creature’s statistics and inherent racial special abilities except as noted below.

Hit Dice: Same as base creature, but phantasms have no hit points.

Damage: Same as the base creature, but phantasms can only inflict subdual damage. Creatures that are immune to illusions are unaffected by a phantasmal’s attacks, while those that are immune to mind-affecting abilities cannot even perceive the phantasmal, much less be attacked by it. Any other victim of a phantasmal’s attack makes a Will save (DC 10 + one-half of the phantasmal’s HD + its Charisma modifier) to begin to comprehend the attack as illusory. An opponent that fails the save takes damage, believing it to be real. The damage should be described as if it were genuine to all who perceive the phantasmal to be an actual creature. Making the initial saves causes the opponent to believe the attack missed in some miraculous manner, and he took no damage. For each successful save, the opponent gains a +1 to his Will save to see through the next attack. If the phantasmal fails to affect a single opponent on three successive attacks, it is fully comprehended as illusory by that one opponent (who may communicate that fact to comrades, but they must disbelieve the creature for themselves). The phantasmal may still try to attack a foe that knows the illusory creature’s true nature, but all such attacks fail. Those knocked unconscious (but not killed) by a phantasmal’s attacks cannot be further affected by such assaults, but the phantasmal has a special attack to kill downed foes (see below).

Special Attacks: Same as base creature, except that all abilities are considered supernatural or remain spell-like (but function as they do for the base creature), and attacks do subdual damage as indicated above. A phantasmal creature does not use (and therefore loses) any special attack

that requires it to interact with an opponent’s or object’s full mass, such as carrying or swallowing. Spell or spell-like abilities still function for the creature, but all do subdual damage (in an area if appropriate). Attacks that normally do 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. Any creature completely drained of an ability score succumbs to the normal condition associated with the loss of that ability score. Phantasms can inflict negative levels, but those levels are automatically removed after 1 hour or as soon as the character disbelieves the creature. An opponent cannot be slain by Constitution loss, negative levels, or a death attack or ability. Instead, an opponent is knocked unconscious if it suffers an attack that would normally kill it.

Psychic Coup de Grace (Su): A phantasmal creature that so desires can take a full-round action to deliver a deathblow on the psychic level to any unconscious foe. Victims of a psychic coup de grace take damage as if they had suffered a normal coup de grace. This coup de grace is a mind-affecting, death effect. To all who believe the creature to be real, it appears as if a successful psychic coup de grace is physical.

Special Qualities: A phantasmal has all the special qualities (modified to supernatural per *Special Attacks* above) of the base creature and gains the following additional abilities:

Despair (Su): Those who successfully hit a phantasmal creature in combat see that the attack has no effect. For each successful attack that seemingly deals no damage, the attacker must make a Will saving throw (DC 10 + one-half of the phantasmal’s HD + its Charisma modifier) or become shaken until the phantasmal creature is defeated, disbelieved, or dispelled. Each successive attack that fails requires a similar save at +1 to the DC, but once a creature is shaken it suffers no further ill effects. Once the creature is disbelieved, this ability and its effects are no longer functional.

Disbelief (Su): Those that encounter a phantasmal creature, and have good reason to believe it is not real, get an initial Will save (DC 10 + one-half of the phantasm’s HD + the creature’s Charisma modifier) to disbelieve its existence. (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 penalty.) That phantasmal creature cannot affect anyone who makes the save. Each phantasmal must be disbelieved individually.

Spell Immunities (Su): Since they are not real in any way, phantasms 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. Phantasms are suppressed for 1d4+1 rounds by a targeted *dispel magic* with a level check that exceeds 11 + their HD. A phantasmal creature cannot enter an *antimagic field* (being destroyed if somehow forced to), and the spell *disjunction* utterly annihilates it. A *rod of negation* has a 75% chance to dispel a phantasmal creature for 2d4 rounds.

Immunities (Su): Phantasms are immune to weapon damage (regardless of enchantment), energy damage, mind-influencing effects, ability drain, critical hits, poisons, paralysis, necromantic effects, stunning, death from massive damage, or any other conventional means of dealing damage. The visual effects of such damage seem to bounce off the phantasm harmlessly or amazingly miss it. Further, phantasms don’t need to eat or sleep, nor do they suffer from fatigue or die from age.

Saves: Same as base creature, but phantasms are immune to the sources of most saving throws. Make saves for show anyway.

Abilities: Phantasms have no Constitution score.

Climate/Terrain: Any land or underground.

Organization: Any organization desired, using the base creature as a guide.

CR: Base creature's CR +1 + 20% (maximum +3).

Alignment: Usually neutral, but sometimes of the same alignment as the creature's creator.

Advancement: None. Once a phantasmal is created, it stays the same until destroyed.

ECL: N/A. Phantasms are not real creatures.

Sample Phantasmal Creature

This example uses an yrthak as the base creature.

Phantasmal Yrthak

Huge Magical Beast (Phantasm)

Hit Dice: 12d10

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft., fly 60 ft. (average)

AC: 18 (-2 size, +2 Dex, +8 natural); 16 flat-footed, 10 touch

Attacks: Bite +15 melee, 2 claws +13 melee

Damage: Bite 2d8+5, claw 1d6+2

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Sonic lance +12 ranged touch, explosion

Special Qualities: Subdual damage only, blindsight, spell immunities, immunities, disbelief, despair

Saves: Fort +8, Ref +10, Will +5

Abilities: Str 20, Dex 14, Con —, Int 7, Wis 13, Cha 11

Skills: Listen +19, Move Silently +10

Feats: Flyby Attack, Improved Initiative, Multiattack

Climate/Terrain: Any land or underground

Organization: Solitary or clutch (2–4)

CR: 11

Treasure: None

Alignment: Often neutral

Advancement: —

Combat

A phantasmal yrthak prefers to attack its victim from the air, by seeming to strafe the ground with sonic attacks.

Damage. A phantasmal yrthak can only inflict subdual damage. Creatures that are immune to illusions or mind-affecting abilities are unaffected by a phantasmal yrthak's attacks. The phantasmal yrthak can *appear* to affect objects, but it never really does.

Any other victim of a phantasmal yrthak's attack makes a Will save (DC 16) to begin to comprehend the attack as illusory. An opponent that fails the save takes damage, 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 he took no damage. For each successful save, the opponent gains a +1 to his Will save to see through the next attack. If the phantasmal yrthak fails to affect a single opponent on three successive attacks, it is fully comprehended as illusory by that one opponent (who may communicate that fact to comrades, but they

must disbelieve the creature for themselves). The phantasmal yrthak may still try to attack a foe that knows the illusory creature's true nature, but all such attacks fail. Those knocked unconscious cannot be further affected by such assaults, but the phantasmal yrthak has a special attack to kill downed foes (see below).

Sonic Lance (Su): Every 2 rounds, a phantasmal yrthak can focus sonic energy in a ray up to 60 ft. long. This is a ranged touch attack that deals 6d6 points of subdual damage to a single target.

Explosion (Su): The phantasmal yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to *seemingly* create an explosion of shattered stone. This attack deals 2d6 points of subdual damage to all believing targets within 10 ft. of the effect's center. This counts as a use of the sonic lance and thus is usable only once every 2 rounds, and never on a round following a sonic lance attack.

Psychic Coup de Grace (Su): A phantasmal yrthak that so desires can take a full-round action to deliver a deathblow on the psychic level to any unconscious foe. Victims of a psychic *coup de grace* take additional subdual damage as if they had suffered a normal *coup de grace*. This *coup de grace* is a mind-affecting, death effect. To all who believe the creature to be real, it appears as if a successful psychic *coup de grace* is physical.

Blindsight (Su): Phantasmal yrthaks can ascertain the landscape and all opponents within 120 ft. Beyond that range, and if the phantasmal yrthak is somehow deafened, it is effectively blind. A phantasmal yrthak whose sense of hearing is impaired is effectively blind, treating all targets as totally concealed. Phantasmal yrthaks are invulnerable to attack forms that rely on sight.

Despair (Su): Those who successfully hit a phantasmal yrthak in combat see that the attack has no effect. For each successful attack that seemingly deals no damage, the attacker must make a Will saving throw (DC 18) or become shaken until the phantasmal yrthak is defeated, disbelieved, or dispelled. Each successive attack that fails requires a similar save at +1 to the DC, but once a creature is shaken it suffers no further ill effects. Once the creature is disbelieved, this ability and its effects are no longer functional.

Disbelief (Su): Those that encounter a phantasmal yrthak, and have a good reason to believe it is not real, get an initial Will save (DC 18) to disbelieve its existence. (Those who believe in the creature, but are told the creature is not real by a comrade also get this save, but at a -4 circumstance penalty.) That phantasmal yrthak cannot affect anyone that makes the save.

Immunities (Su): Phantasmal yrthaks are immune to weapon damage (regardless of enchantment), energy damage, mind-influencing effects, ability drain, critical hits, poisons, paralysis, necromantic effects, stunning, death from massive damage, or any other conventional means of dealing damage. The visual effects of such damage seem to bounce off the phantasmal yrthak harmlessly or amazingly miss it. Further, phantasmal yrthaks don't need to eat or sleep, nor do they suffer from fatigue or die from age.

Spell Immunities (Su): Since they are not real, phantasmal yrthaks are immune to most spells and spell-like

effects. *True seeing* reveals the phantasmal yrthak 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 23. Phantasmal yrthaks cannot enter an *antimagic field* (being destroyed if somehow forced to), and the spell *disjunction* utterly annihilates them. A *rod of negation* can have a 75% chance to dispel a phantasmal yrthak for 2d4 rounds.

Skills: Phantasmal yrthaks receive a +4 racial bonus to Listen checks.

Constructing a Phantasmal

The ritual for constructing a phantasmal is delineated below along with some more powerful alternatives to a phantasmal creature.

Create Phantasmal

Illusion (Phantasm, Ritual)

Level: Illusionist 5, Sor/Wiz 6, Trickery 6

Components: V, S, M, XP

Casting Time: 1 day per 2 HD of the target(s)

Range: Close (25 ft. + 5 ft./2 levels)

Target: A diamond (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Ritual DC: 14 (16 for non-illusionist or cleric) + 1 per HD of the created phantasmal

Illusionists and powerful wizards use this ritual to create phantasms. The ritual leader must have the Craft Wondrous Item feat. Only one phantasmal may be constructed at a time. Including the leader, the ritual group must have one level of spellcaster per HD of the created phantasmal. The group must cast the spells *phantasmal killer*, *fear*, and *death knell* each day of the rite.

Material Components: Material components include the brain or heart of the creature to be duplicated and four ounces of its blood, or some equivalent thereof (such as the head of an iron golem and four ounces of molten iron). The focus for the spell is a diamond worth 350 gp per HD of the final phantasmal. The diamond is burned out by the casting.

XP Cost: 50 XP per HD of the final phantasmal.

Failure: The participants in the ritual suffer 1 point of temporary Wisdom damage, while the leader suffers 1d4.

Botch: All participants in the ritual take 1d4 points of temporary Wisdom damage and must make a Will saving throw (DC 20) or suffer severe hallucinations. Treat as a *confusion* spell cast by a 20th-level wizard, except the duration is 200 minutes and the behavior effects are rolled once every 10 minutes.

Variant Phantasms

A few microplate options exist for the phantasmal:

The spell *shadow conjuration* can be added to the ritual above to create a phantasmal creature that seems real and does real damage unless disbelieved. This version of phantasmal has one-fifth of the normal hit points of the base creature and does one-fifth real damage if disbelieved. While it has hit points, the shadow phantasmal is visible to creature's normally immune to phantasms, seems to be vulnerable to injury, and thus loses its Despair ability, but retains a phantasmal's other attributes. If the creature is reduced to 0 hit points, it loses its ability to cause real damage until it "heals" normally (or by magic), but is otherwise treated like a normal phantasmal (cannot affect those immune to illusions, is imperceptible and unable to affect those immune to mind-affecting magic, and has the Despair ability). This version of the ritual is 1 level higher, requires 1.5 levels of spellcaster, 1.5 days, 80 XP, and a 400 gp value of diamond per HD of the final phantasmal. Such a phantasmal has a minimum CR of +2 + 20% (maximum +4).

Greater shadow conjuration can be added instead, requiring 2 levels of spellcaster, 2 days, 100 XP, and a 450 gp value of diamond per HD of the final phantasmal. Such a phantasmal has the abilities noted in shadow phantasmal above, excepting it has 40% normal hit points, does normal damage (40% damage if disbelieved), and may only be dispelled by a *dispel magic* or *greater dispelling* check that exceeds 11+ 1.5 times its HD. A greater shadow phantasmal has a minimum CR of +2 + 30% (maximum +4).

Finally, *shades* can be added to the ritual, requiring 2 levels of spellcaster, 2 days, 120 XP, and a 500 gp value of diamond per HD of the final phantasmal. A shade phantasmal has 60% normal hit points, does normal damage (60% if disbelieved), and may only be dispelled by a *dispel magic* or *greater dispelling* check that exceeds 11+ 2 times its HD. A shade phantasmal has a minimum CR of +2 + 40% (maximum +5).

Devious illusionists protect their homes with a perimeter of regular phantasms and then progressively stronger shadow phantasms towards 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 wraith is mixed in with a pack of phantasms.

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 thus are able to improvise to outwit their foes or others that would defile their designated areas. Some of these creatures are merely variant races.

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 non-plantform version of the creature.

Creating a Plantform

“Plantform” is a template that can be added to any creature type except constructs, elementals, outsiders, plants, and creatures antithetical to a plant form, like a fire creature (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type changes to “Plant”. All subtype information remains the same. A plantform uses the base creature’s statistics and inherent racial special abilities except as noted below.

Hit Dice: Die type changes to d8.

AC: Natural armor improves by +3.

Attacks: Attack bonuses are recalculated as if the creature were always of the Plant type. Claws and teeth become woody thorns or ridges. Plantforms gain a slam attack that may be used in place of a natural attack.

Damage: Plantforms do slam damage according to their size and the Plant type.

Special Attacks: Same as the base creature. Optionally, consider adding one or more of the special attacks below to a plantform. Feel free to modify these attacks as you see fit for less or more efficacy. Choices include:

Awaken (Sp): Once per day per 4 HD, the plantform can awaken a single tree, Huge or smaller, as a full-round action at a range of 25 ft. + 5 ft per 2 HD. 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 a tree awakened by the *awaken* spell. The tree works for the plantform that animated it for 1 hour per HD 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. CR +1.

Blood Draining (Ex): The plantform has the ability to drain the lifeblood from other creatures in the form of temporary Constitution. A plantform drains a number of Constitution points per round according to its size on the *Constrict* damage chart below (maximum 1d8). Fine creatures drain 1 point of temporary Constitution every other round. To begin draining opponent’s blood,

the plantform must make a successful grapple check resulting in a pin, followed by an appropriate natural attack (whether bite, claw, or thorns). For every point of Constitution drained in this manner, the plantform gains 1d4 temporary hit points, up to double its maximum normal hit points. The temporary hit points fade at the rate of 1d4 per hour as the plantform metabolizes the blood. CR +0 to +1.

Constrict (Ex): Via vine-like appendages, the plantform can constrict with a successful grapple attack against creatures one size smaller than it, or smaller. This attack deals damage according to the chart below:

Size	Damage
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

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. CR +0, or +1 if combined with Improved Grab.

Entangle (Sp): Once per day per 2 HD (minimum 1), the plantform creature can animate plants around itself at a range of 25 ft. + 5 ft per 2 HD. The spell otherwise functions as an *entangle* spell cast by a druid of the plantform’s HD. CR +1.

Group Attack (Ex): In some of the special attacks in this list, the attacks allow one use per certain number of HD. Instead of allowing a lesser creature to use the attack once, consider allowing a group of plantforms that equal that HD 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 HD of all the participants in the concerted effort and the average Constitution modifier. Each lesser creature can participate in the attack only once per day. CR as the attack divided among the group.

Improved Grab (Ex): To use this ability, the plantform must hit with a natural attack. CR +0.

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 suffer initial and secondary Strength damage according to the plantform’s size. Use the damage table in *Constrict* above for the number of dice to roll for this damage (minimum 1). CR +0 to +1.

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 suffer initial and secondary Constitution damage according to the plantform's size. Use the damage table in Constrict above for the number of dice to roll for this damage (minimum 1). CR +1 to +2.

Sap, Adhesive (Ex): The plantform exudes 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 HD + its Constitution modifier to subsequent grapple checks. The plantform may automatically deal damage with natural attacks each round against any creature stuck to it, up to its maximum number of attacks. 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 HD + its Constitution modifier). A successful Strength check (DC 10 + one-half of the plantform's HD + its Constitution modifier) is needed to pry it off. Strong alcohol dissolves the adhesive. A pint of wine or a similar liquid weakens it, but the plantform still has half its normal bonus to grapple checks. The plantform can reabsorb its adhesive at will, but the substance does not break down after the creature dies (see *Aberrant Adhesive* in the Aberrant template for treasure possibilities). CR +0 to +1.

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 deals damage according to the Constrict damage chart above (minimum 1, maximum 1d8). Further, it sticks to the item that it touched, delivering damage for an additional round per 3 HD the plantform creature possesses (maximum 5 rounds). Strong alcohol dissolves the sap and stops the damage. (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.) CR +0 to +1.

Sap, Irritant (Ex): Any form of direct "skin-to-skin" contact with the plantform delivers an irritant agent. Any opponent making such contact must make a Fortitude saving throw (DC 10 + one-half of the plantform's HD + its Constitution modifier) suffer -1 to all rolls for 1d4 days (at least when using the affected member). CR +0.

Aroma (Ex): Any spore attacks (see below) may be duplicated by an aroma. Scents travel on the wind up to 100 ft. + 10 ft. per HD of the plantform delivering the aroma. Aromas do not produce any sort of obscuring cloud, but can be affected by wind direction, increasing in range downwind (up to double) and decreasing in range upwind (at least half).

Aroma or Pollen, Charming (Ex): Once per day per 2 HD 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 *charm person or animal* (Will save negates, DC 10 + one-half of the plantform's HD + its Charisma modifier). Plantforms with 7 or more HD may choose to use *charm monster* instead, once per day per 4 HD. 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. Both effects last 1 day/HD the plantform possesses. You may

want to pick a specific type of creature towards which the aroma is aimed; this may even include vermin (considering the scent to be a physical influence on a chemical level instead of actually mind-affecting). CR +0 to +1.

Aroma or Pollen, Dominating (Ex): Once per day per 7 HD 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 *dominate person* and *dominate animal* (Will save negates, DC 10 + one-half of the plantform's HD + its Charisma modifier). Plantforms with 20 or more HD may choose to use *dominate monster* instead, once per day per 15 HD. 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. Both effects last 1 day/HD the plantform possesses. You may want to pick a specific type of creature towards which the aroma is aimed. CR +1 to +2.

Spores or Pollen (Ex): Spores or thick pollen produce a cloud that spreads a distance from the plantform equal to the largest dimension of the creature's Face (creatures with a fighting space less than 5 ft. by 5 ft. create a cloud that fills only their own square). The spores obscure all sight, including darkvision, beyond 10 ft. A creature within 10 ft. has one-half concealment (attacks suffer a 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 HD 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.

Spores or Pollen, Blinding (Ex): Once per day, plus once per 3 HD, 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. CR +1.

Spores or Pollen, Hallucinogenic (Ex): Once per day, plus once per 4 HD, 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 HD, 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 as if disinterested. 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. CR +1 to +2.

Spores or Pollen, Infectious (Ex): Once per day, plus once per 5 HD, 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 does 1d3 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, and the disease is not magical in nature. CR +1.

Spores or Pollen, Noxious (Ex): Once per day, plus once per 2 HD 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), making them unable to attack, cast spells, concentrate on spells, and so on. The only action a nauseated character can take is a single move (or move-equivalent action) per turn. These effects last as long as the character is in the cloud and for 1d4+1 rounds after he or she leaves the cloud. (Roll separately for each nauseated character.) Those who succeed at their saves but remain in the cloud must continue to save each round. CR +1.

Thorns or Needles, Fixed (Ex): The arms, legs, and other appendages, as well as the body, of the plantform are covered in long, hooked thorns. Plantforms with thorns are always considered armed and their attacks always do actual (rather than subdual) damage. Fixed thorns grant the plantform a +2 circumstance bonus to grapple checks, and the thorns inflict extra damage according to the *Constrict* chart (minimum 1 point) when the creature holds or is in a hold in a grapple. The thorns add piercing damage to all unarmed or natural attacks of the plantform according to the same chart, using a size category three steps smaller than the plantform's actual size. CR +0 to +1.

Thorns or Needles, Projectile (Ex): The plantform can launch two volleys of thorns per day per HD it possesses. Each volley contains 2d4 thorns and has a range increment equal to the smallest dimension of the creature's Face. Each thorn does damage according to the *Constrict* chart above (Fine creatures do 1 point for every 2 thorns), using a size category three steps smaller than the plantform's actual size. Projectile thorns are too loose in the creature's body to inflict extra damage in melee combat. CR +0 to +1.

Vines (Ex): The plantform gains two vines per 5 HD (minimum 2) that literally function as other appendages, granting

the creature one additional slam attack each round per two vines (as secondary attacks if used in conjunction with other attacks), and may be used in place of other natural attacks (primary or secondary). This slam does damage according to the *Constrict* damage chart above (minimum 1 point), as if the creature were one size smaller.

Each vine that makes a successful grapple attack on a single opponent adds +2 to 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 suffers 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 can do thorn damage with its vines. Vines, thorns, and blood drain (see above) together allow a plantform to blood drain 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. CR +0 to +1.

Special Qualities: A plantform retains all special qualities of the base creature, and gains the following:

Camouflage (Ex): Plantforms in appropriate overgrown surroundings receive a +10 circumstance bonus to Hide. In vegetated areas that are more sparsely populated by plants, a plantform receives half of that bonus.

Low-light vision (Ex): Plantforms have can see twice as far as humans in poor lighting conditions, so long as they have visual capability. If the base creature has better low-light vision, it is retained.

Plant: As plants, plantforms are immune to poison, sleep, paralysis, stunning, and polymorphing. They are also not subject to critical hits or mind-influencing effects.

Tremorsense (Ex): A plantform creature can detect the location of any other creature or object in contact with the ground within a number of feet radius of itself equal to its reach x 10 ft.

Optional Special Qualities: Consider the following special qualities for a plantform:

Regeneration (Ex): The plantform regenerates at a rate equal to 3 plus one-quarter of the plantform's HD. 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. CR +1.

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. CR +0 to around +1 per 30 points of resistance or a single immunity.

Vulnerabilities (Ex): The plantform is vulnerable to some substance or energy form (your choice, usually fire). The creature takes double damage from the item in question. If the attack with the substance or energy allows a saving

TEMPLATES : PLANTFORM

throw, the plantform takes double damage on a failed save and normal damage on a successful save. CR –0 to –1 for multiple weaknesses.

Woody (Ex): The plantform has a woody hide and structure and therefore a DR of 5/— versus piercing damage. CR +0.

Saves: Saves are recalculated for the creature as if it were always of the Plant type.

Abilities: Modify from base creature as follows: Strength +2, Dexterity –2, Constitution +2, Wisdom +2.

Skills: Plantforms usually speak Sylvan instead of any other language.

CR: Base creature's CR +1. Add any modifications due to special attributes—three CR 0 abilities equals CR +1.

Alignment: Plantforms are often neutral.

Advancement: Plantforms advance via the Plant type, excepting skills (see above), with 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 11-14, or barbarian if Wisdom is 10 or less.

ECL: +1 to +3, depending on the number and nature of its special attacks and qualities.

Sample Plantform

This example uses a troll as the base creature.

Thornfell Giant (Plantform Troll)

Large Plant

Hit Dice: 6d8+42 (69 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 20 (–1 size, +1 Dex, +10 natural); 19 flat-footed, 10 touch

Attacks: 2 claws (or slams) +10 melee, bite +5 melee

Damage: Claw 1d6+7 plus 1d2 (thorns) or slam 1d8+7 plus 1d2 (thorns), bite 1d6+3 plus 1d2 (thorns)

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

Special Attacks: Rend 2d6+10 plus 1d2 (thorns), fixed thorns, entangle

Special Qualities: Camouflage, regeneration 5, scent, darkvision 90 ft., tremorsense, low-light vision

Saves: Fort +12, Ref +3, Will +4

Abilities: Str 25, Dex 12, Con 25, Int 6, Wis 11, Cha 6

Skills: Listen +5, Spot +5, Hide +1 (+11/+6)

Feats: Alertness, Iron Will

Climate/Terrain: Any land, aquatic, and underground

Organization: Solitary or gang (2-4)

CR: 7

Treasure: Standard

Alignment: Often neutral

Advancement: By character class

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 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.

Combat

Thornfell giants are less predatory than their monstrous cousins, but no less fearless. They entangle their foes before taking out one opponent at a time.

Entangle (Sp): 3/day the thornfell giant can animate plants around itself in a 40 ft spread. The spell otherwise functions as an *entangle* spell cast by a 6th-level druid (6-minute duration, Reflex save DC 11). The giant cannot be entangled.

Mohler: 2003

Thorns, Fixed (Ex): The arms, legs, and other appendages, as well as the body, of the thornfell giant are covered in long, hooked thorns. Fixed thorns grant the thornfell giant a +2 circumstance bonus to grapple checks, and the thorns inflict 1d6 points of damage when the creature holds or is in a hold in a grapple.

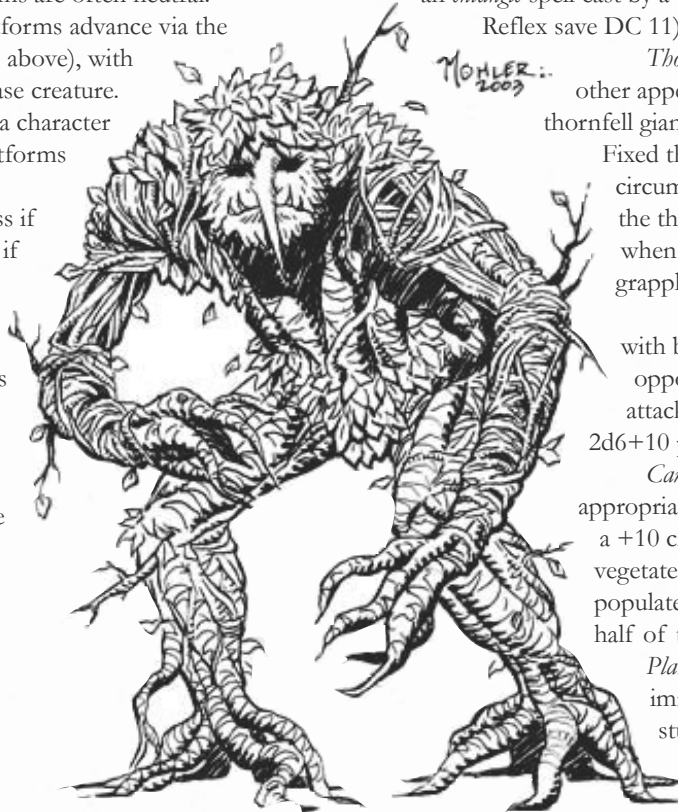
Rend (Ex): If a thornfell giant hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+10 plus 1d2 (thorns) points of damage.

Camouflage (Ex): Thornfell giants in appropriate overgrown surroundings receive a +10 circumstance bonus to Hide. In vegetated areas that are more sparsely populated by plants, a thornfell giant receives half of that bonus.

Plant: As plants, thornfell giants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are also not subject to critical hits or mind-influencing effects.

Tremorsense (Ex): A thornfell giant can detect the location of any other creature or object in contact with the ground within a 100-ft. radius of itself.

Regeneration (Ex): Fire and acid deal normal damage to a thornfell giant. 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.



PUPPETEER OOZE

Terrible is the puppeteer ooze. Whether by natural evolution, foul magicks, or some other method, these beings have the ability to bond to another creature permanently, 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

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"). The base creature's type and subtype do not change. Puppeteer oozes use the base creature's statistics and inherent special abilities except as noted below.

Speed: Add 10 ft. to all of the base creature's movement forms.

Special Attacks: A puppeteer ooze gains the following special attack in addition to its own:

Subsume Host (Ex): A puppeteer ooze may attempt to capture a host of its size, or one size larger or smaller, after a successful slam attack, by slowly engulfing its opponent over a period of several rounds. The opponent gets a Reflex save the first round (DC 10 + one-half of the ooze's HD + its Constitution modifier) to avoid this attack. If the save is successful, the opponent only suffers the normal damage of the slam attack. If unsuccessful, the slammed creature takes normal damage and is effectively grappled by the puppeteer ooze, losing 1d6 points of temporary Strength each round (Fortitude save each round negates, DC 10 + one-half of the ooze's HD + its Constitution modifier) unless pulled free or the puppeteer ooze is slain. Any damage done to the ooze while its prey is grappled in this manner inflicts half damage on the victim.

The puppeteer ooze may take only partial actions while subsuming its intended host, and only one creature may be targeted as a potential host. When the victim is drained to 0 Strength, the puppeteer ooze enters the host and drains Intelligence at a rate of 1d3 temporary points per minute. Once the opponent's Intelligence reaches 0, it gains the Puppeteer ooze host template—for all intents and purposes, the host of the puppeteer ooze is dead (its soul has departed). The new puppeteer ooze host has normal Intelligence for that creature (per the Puppeteer ooze host template) and recovers Strength at the rate of 1 point per minute—and the new creature may attempt to act the part of its former self using the puppeteer ooze host's *hide within* special ability.

Remove disease may expel the ooze from the victim's body while the Intelligence drain is going on, but only if the caster of that spell makes a level check that beats 10 + the puppeteer ooze's HD; *heal* or similar magic, expels the ooze immediately. After the puppeteer ooze has drained all of the victim's Intelligence, the new puppeteer ooze host is considered a complete creature, and healing magic cannot separate the host and the ooze (instead healing any damage the new organism may have suffered). A *wish* or *miracle* may do the trick.

Special Qualities: Puppeteer oozes have all of the qualities of the base creature and 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.

Strength Leech (Ex): For every point of Strength the puppeteer ooze drains 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, which fade in a day.

CR: Base creature's CR +2.

ECL: +2.

Sample Puppeteer Ooze

This example uses an ochre jelly as the base creature.

Puppeteer Ochre Jelly

Huge Ooze

Hit Dice: 10d10+60 (115 hp)

Initiative: -5 (Dex)

Speed: 20 ft., climb 20 ft.

AC: 3 (-2 size, -5 Dex); 3 flat-footed, 3 touch

Attacks: Slam +11 melee

Damage: Slam 2d4+9 and 1d4 acid

Face/Reach: 5 ft. by 20 ft./10 ft.

Special Attacks: Improved grab, acid, constrict (2d4+9 and 1d4 acid), subsume host

Special Qualities: Strength leech, acid immunity, blindsight, specialized reproduction, split, ooze

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

Abilities: Str 23, Dex 1, Con 19, Int —, Wis 1, Cha 1

Climate/Terrain: Any marsh and underground

Organization: Solitary

CR: 9

Treasure: None

Alignment: Always neutral

Advancement: 11-15 HD (Huge); 16-30 HD (Gargantuan)

Combat

Improved Grab (Ex): To use this ability, the puppeteer ochre jelly must hit with its slam attack. If it gets a hold, it can constrict or attempt to use its subsume host ability (below).

Acid (Ex): The puppeteer ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.

Constrict (Ex): A puppeteer ochre jelly deals automatic slam and acid damage with a successful grapple check.

Specialized Reproduction (Ex): Puppeteer ochre jellies can only reproduce while in symbiosis with another creature. See the Puppeteer ooze host template for details.

Split (Ex): Weapons and electricity attacks deal no damage to a puppeteer ochre jelly. Instead the creature splits into two identical puppeteer jellies, each with half the original's hit points (round down), and each free to seek out and obtain a host of its own. A puppeteer ochre jelly with only 1 hit point cannot be split further.

TEMPLATES : PUPPETEER OOZE

Subsume Host (Ex): A puppeteer ochre jelly may attempt to capture a host of its size, or one size larger or smaller, after a successful slam attack, by slowly engulfing its opponent over a period of several rounds. The opponent gets a Reflex save the first round (DC 19) to avoid this attack. If the save is successful, the opponent only suffers the normal damage of the slam attack. If unsuccessful, the slammed creature takes normal damage and is effectively grappled by the puppeteer ochre jelly, losing 1d6 points of temporary Strength each round (Fortitude save each round negates, DC 19) unless pulled free or the puppeteer ochre jelly is slain. Any damage done to the ochre jelly while its prey is grappled in this manner inflicts half damage on the victim.

The puppeteer ochre jelly may take only partial actions while subsuming its intended host, and only one creature may be targeted as a potential host. When the victim is drained to 0 Strength, the puppeteer ochre jelly enters the host and drains Intelligence at a rate of 1d3 temporary points per minute. Once the opponent's Intelligence reaches 0, it gains the Puppeteer ooze host template—for all intents and purposes, the host of the puppeteer ochre jelly is dead (its soul has departed). The new ochre jelly puppeteer ooze host has normal Intelligence for that creature (per the Puppeteer ooze host template) and recovers Strength at the rate of 1 point per minute—and the new creature may attempt to act the part of its former self using the puppeteer ooze host's *hide within* special ability.

Remove disease may expel the puppeteer ochre jelly from the victim's body while the Intelligence drain is going on, but only if the caster of that spell makes a level check that beats 20; *heal* or similar magic, expels the puppeteer ochre jelly immediately. After the puppeteer ochre jelly has drained all of the victim's Intelligence, the new ochre jelly puppeteer ooze host is considered a complete creature, and healing magic cannot separate the host and the ochre jelly (instead healing any damage the new organism may have suffered). A *wish* or *miracle* may do the trick.

Strength Leech (Ex): For every point of Strength the puppeteer ochre jelly drains from its victim, it gains 1d4+1 hit points. Any damage sustained by the puppeteer jelly can be healed in this manner and any hit points gained beyond its original total are treated as temporary hit points.

Blindsight (Ex): A puppeteer ochre jelly's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 ft.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

PUPPETEER OOZE HOST

Creatures that are subsumed by puppeteer ooze (see the Puppeteer Ooze template) become puppeteer ooze hosts. Through these grotesque pawns, puppeteer ooze 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 mucus-like substance. Therefore, puppeteer ooze hosts look wet and coated with some sort of slime appropriate to the ooze's appearance (black pudding ooze hosts are readily identifiable). The host feeds by excreting a pseudopod of ooze onto prey (usually through its mouth), dissolving the matter into the ooze.

Creating an Puppeteer Ooze Host

"Puppeteer Ooze Host" is a template that can be added to any living, corporeal creature (referred to hereafter as the "base creature"). The creature must be no more than one size category larger or two size categories smaller than the controlling puppeteer ooze. Further, the base creature may not have some physical feature that would be deadly to the controlling ooze (like a fiery body for a gelatinous cube host). After assuming the template, the base creature's base type doesn't change, but it gains the "Ooze" subtype. Puppeteer ooze hosts use the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Same as base creature *and* puppeteer ooze. See the *divided hit points* special quality below.

Speed: If the base creature can fly, the puppeteer ooze host retains that ability but its speed is halved and the maneuverability rating decreases by one category.

AC: A thick coat of ooze improves natural armor by +1.

Attacks: The puppeteer ooze host retains all of the base creature's attacks. If the base creature does not already have a better natural attack, it gains a slam attack at its normal attack bonus.

Damage: Creatures that gain slam attacks do damage according to their size and the Ooze type.

Special Attacks: All supernatural, spell, and spell-like abilities are lost if they would logically be lost or the puppeteer ooze host no longer has the mental ability score to use the attacks. For example, a cleric loses all spellcasting ability, domain abilities, and the ability to turn undead due to no connection with the former cleric's deity. A sorcerer puppeteer ooze host might retain some spellcasting ability if his or her Charisma remained high enough. A puppeteer ooze within its host cannot use its *subsume host* special attack. The creature gains the following in addition to its remaining special attacks:

Ooze Special Attacks (Ex): The puppeteer ooze host is completely enveloped by the puppeteer ooze and inherits special attacks depending on the type of puppeteer ooze. These attacks are provided here for clarity, but are really just the special attacks of the puppeteer ooze, and the only ones it can use while within its host, not additional abilities.

Gelatinous Cube

Paralysis (Ex): Puppeteer gelatinous cube hosts secrete an anesthetizing slime. A target hit by a puppeteer gelatinous cube

host's melee attack must succeed at a Fortitude save (DC 10 + one-half of the puppeteer ooze's HD + its Constitution score) or be paralyzed for 3d6 rounds. An attacker that strikes the puppeteer gelatinous cube host with an unprotected unarmed or natural attack is also subject to this slime.

Acid (Ex): A puppeteer gelatinous cube host's acid does not harm metal or stone. Any successful natural or unarmed attack deals acid damage (a maximum equal to the original damage of the attack, minus any Strength bonus, up to +1d6). An attacker striking the puppeteer gelatinous cube host with an unprotected natural or unarmed attack takes the same amount of damage. Organic items that strike the puppeteer gelatinous cube host may also be harmed, but only for normal acid damage, which is usually not significant enough to permanently harm the object.

Gray Ooze

Improved Grab (Ex): To use this ability, the puppeteer gray ooze host must hit an opponent at least one size category smaller than itself with a natural attack. If it gets a hold, it does slam and acid damage with each successful grapple check.

Acid (Ex): A puppeteer gray ooze host secretes a digestive acid that quickly dissolves organic material and metal. Any successful natural or unarmed attack deals acid damage (a maximum equal to the original damage of the attack, minus any Strength bonus, up to +1d6). An attacker striking the puppeteer gray ooze host with an unprotected natural or unarmed attack takes the same amount of damage—metal and organic materials may also be dissolved. The puppeteer gray ooze host's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 10 + one-half of the puppeteer ooze's HD + its Constitution score). The acid cannot harm stone. A metal or organic item that strikes a puppeteer gray ooze host also dissolves immediately unless it (or its wielder, whichever save is better) succeeds at a Reflex save (DC 10 + one-half of the puppeteer ooze's HD + its Constitution score).

Ochre Jelly

Improved Grab (Ex): To use this ability, the puppeteer ochre jelly host must hit an opponent at least one size category smaller than itself with a natural attack. If it gets a hold, it does slam and acid damage with each successful grapple check.

Acid (Ex): A puppeteer ochre jelly host secretes a digestive acid that dissolves only flesh. Any successful natural or unarmed attack deals acid damage (a maximum equal to the original damage of the attack, up to +1d4). An attacker striking the puppeteer ochre jelly host with an unprotected natural or unarmed attack takes the same amount of damage.

Black Pudding

Improved Grab (Ex): To use this ability, the puppeteer black pudding host must hit an opponent at least one size category smaller than itself with a natural attack. If it gets a hold, it does slam and acid damage with each successful grapple check.

Acid (Ex): The puppeteer black pudding secretes a digestive acid that dissolves organic material and metal quickly. Any melee hit deals acid damage (a maximum equal to the original damage of the attack, minus any Strength bonus, up to +2d6). An attacker striking the puppeteer black pudding host with an unprotected natural or unarmed attack takes the same amount of damage. The puppeteer black pudding host's acidic touch deals 50 points of damage per round to wood or metal objects. The opponent's armor and clothing dissolve and become useless immediately unless they (or their wearer, whichever is better) succeed at Reflex saves (DC 10 + one-half of the puppeteer ooze's HD + its Constitution score). The acid can dissolve stone, dealing 20 points of damage per round of contact. A metal or organic item that strikes a puppeteer black pudding host also dissolves immediately unless it (or its wielder, whichever is better) succeeds at a Reflex save (DC 10 + one-half of the puppeteer ooze's HD + its Constitution score).

Special Qualities: Any qualities of a purely mental or spiritual nature are lost if the puppeteer ooze host no longer possesses the mental ability scores to use them (as per *Special Attacks* above). Since the puppeteer ooze cannot subsume a host while within one, it effectively loses the *strength leech* special quality until it leaves its current host. In addition to the base creature's remaining special qualities, it gains the following:

Acid Immunity (Ex): All puppeteer ooze hosts are immune to acid.

Blindsight (Ex): All puppeteer ooze hosts have blindsight at 60 ft. like normal oozes.

Divided Hit Points (Ex): A puppeteer ooze host takes damage from any attack that harms the base creature (with its new immunities, see below), however the controlling puppeteer ooze does not. Whenever the controlled creature takes damage, the puppeteer ooze only takes half, if it is not normally immune. Further, the controlling ooze is immune to any attack against which the base creature is also immune.

The only exceptions to this rule are those attacks that directly affect the metabolism of a targeted creature (such as the spell *horrid willing*). The host creature's metabolism is one and the same as that of the puppeteer ooze. Attacks affecting the metabolism affect the ooze directly.

The relationship is tightly symbiotic. Thus, while both creatures live, the ooze must stay within its host. If the ooze somehow dies or is forced to leave before the host creature dies, both die. If the controlled creature dies before the controlling ooze, the puppeteer ooze may take a full round action to leave the dead host and seek a new one. Clever puppeteer oozes (by virtue of absorbed mental ability scores) may continue to hide in the host's body. Regardless, the puppeteer ooze reverts to its mindless state 2d6 rounds after the host dies, losing all attributes and skills of the host creature. Mindless puppeteer oozes always leave a dead host to seek another.

Hide Within (Ex): The puppeteer ooze inhabiting its host may choose to remove all exterior signs of its presence by withdrawing to the inside of the host's body. Doing so causes hosts smaller than the inhabiting ooze to bloat, while hosts of the same size or larger show no clear sign of the ooze. Of course, when the ooze withdraws in such a manner, the host

loses the natural armor bonus due to the ooze and relevant special attacks. Some puppeteer ooze hosts use this tactic to get close to potential prey or reproductive "fodder".

Ooze Qualities (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. The body of the puppeteer ooze host is affected normally by critical hits, but the enveloping puppeteer ooze is not.

Specialized Reproduction (Ex): A puppeteer ooze inhabiting a host may choose to take a full round to split, causing the ooze within the host to lose half of its hit points. Over the next full round, the host excretes another ooze with those hit points. This new ooze functions as a normal puppeteer ooze (besides its depleted hit points) of the same HD. Puppeteer ooze hosts desiring to reproduce always attempt to subdue or grapple their opponents to allow the new ooze an advantage in acquiring a host. Both oozes heal lost hit points normally until they are both at full strength once again.

Ooze Special Qualities: The puppeteer ooze host is completely enveloped by the puppeteer ooze and inherits special qualities depending on the type of puppeteer ooze. A puppeteer ooze cannot use its *strength leech* special quality while attached to a host. These qualities are provided here for clarity, but are really just the special qualities of the puppeteer ooze, and the only ones it can use while within its host, not additional abilities.

Gelatinous Cube

Electricity Immunity (Ex): Puppeteer gelatinous cube hosts are immune to electricity attacks.

Transparent (Ex): It takes a successful Spot check (DC 15) to recognize a puppeteer gelatinous cube host as more than just a wet example of the base creature.

Gray Ooze

Cold and Fire Immunity (Ex): Puppeteer gray ooze hosts are immune to cold and fire attacks.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize a puppeteer gray ooze host as more than just a wet example of the base creature.

Ochre Jelly

Split-based Immunities (Ex): The puppeteer ochre jelly does not split when hit with weapons or electricity while bonded with a host. However, the host creature is immune to electricity, and the puppeteer ochre jelly itself takes no damage from weapon or electrical attacks.

Black Pudding

Split-based Immunities (Ex): Puppeteer black puddings do not split when struck with weapons while bonded with a host. While the host creature's body takes damage from weapons normally, the puppeteer black pudding is simply immune to such damage.

Saves: The better of the puppeteer ooze's or base creature's saving throws, modified for new ability scores.

Abilities: The puppeteer ooze host has half of the Intelligence, Wisdom, and Charisma scores of the base creature (the puppeteer ooze effectively has those scores, until the host dies, see above). Further, the host gains the Constitution score of the puppeteer ooze. Otherwise, modify from base creature as follows: Str +2.

Skills: A puppeteer ooze host retains a measure of its skills and memories. Skills are the same as the base creature, retroactively reduced by the loss of Intelligence plus only half of the benefit normally gained by extra Hit Dice or class levels. That is, subtract all skill points lost due to loss of Intelligence from the creature's current skills and halve the skill points normally gained by advancement. The

TEMPLATES: PVPETEER OOZE HOST

host creature retains all skill bonuses due to physiology, but halves any gained due to culture at your discretion.

After the creature's initial allotment of skills is reorganized according to Intelligence and past advancement, puppeteer ooze hosts that advance further gain 1 skill point per 2 extra HD if they have Intelligence 3 or above. Otherwise, the creature cannot learn new skills.

Feats: Same as base creature, excepting the total loss of any feat for which the puppeteer ooze host no longer qualifies.

Organization: Often solitary, but sometimes the same as the base creature.

CR: The puppeteer ooze host has a CR equal to the Encounter Level of both the host creature and the ooze together. Subtract 20% from the CR of the host creature if it was primarily a spellcaster, and loses those abilities, yet had some formidable attacks (like a cleric). Subtract 40% from the CR of the host creature if it was only a spellcaster or relied primarily on supernatural abilities (a nymph, a sorcerer), and it loses those abilities.

Alignment: Always neutral.

ECL: N/A. The puppeteer ooze controls the host.

Sample Puppeteer Ooze Host

This example uses a worg as the base creature.

Welter Worg (Gelatinous Cube Host Worg)

Medium-size Magical Beast (Ooze)

Hit Dice: 4d10+8 (30 hp) worg/4d10+36 (58 hp) gelatinous cube

Initiative: +2 (Dex)

Speed: 50 ft.

AC: 15 (+2 Dex, +3 natural); 13 flat-footed, 12 touch

Attacks: Bite +8 melee

Damage: Bite 1d6+6 plus 1d6 acid plus paralysis

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

Special Attacks: Trip, paralysis, acid

Special Qualities: Scent, blindsight 60 ft., divided hit points, acid and electricity immunity, hide within, ooze qualities, specialized reproduction, transparent

Saves: Fort +8, Ref +6, Will +0

Abilities: Str 19, Dex 15, Con 19, Int 3, Wis 7, Cha 5

Skills: Hide +5, Move Silently +5, Listen +3, Spot +2, Wilderness Lore -2*

Feats: Alertness

Climates/Terrain: Any forest, hill, plains, and mountains

Organization: Solitary, pair, or pack (6-11)

CR: 4

Treasure: None

Alignment: Always neutral

Advancement: 5-6 HD (Medium-size); 7-12 HD (Large)

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.

Paralysis (Ex): Welter worgs secrete an anesthetizing slime. A target hit by the welter worg's melee attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. An attacker that strikes the welter worg with an unprotected unarmed or natural attack is also subject to this slime.

Acid (Ex): Organic items that strike the welter worg suffer 1d6 acid damage.

Trip (Ex): A welter worg that hits with a bite attack can attempt to trip the opponent 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 worg.

Blindsight (Ex): The puppeteer gelatinous cube grants its host the ability to ascertain the location of any prey by scent and vibration within 60 ft.

Divided Hit Points (Ex):

A welter worg takes damage from any attack that harms the base creature (with its new immunities, see below), however the controlling puppeteer gelatinous cube does not. Whenever the welter worg takes damage, the puppeteer gelatinous cube only takes half, if it is not normally immune.

The only exceptions to this rule are those attacks that directly affect the metabolism of a targeted creature (such as the spell *horrid wilting*). Welter worg's metabolism is one and the same as that of the puppeteer gelatinous cube. Attacks affecting the metabolism affect the puppeteer gelatinous cube directly.

The relationship is tightly symbiotic. Thus, while both creatures live, puppeteer gelatinous cube must stay within its host. If the ooze somehow dies or is forced to leave before the welter worg dies, both die. If the welter worg dies before the controlling ooze, the puppeteer gelatinous cube may take a full round action to leave the body of its host and seek a new one. Clever puppeteer gelatinous cubes (by virtue of absorbed mental ability scores) may continue to hide in the host's body. Regardless, the puppeteer gelatinous cube reverts to its mindless state 2d6 rounds after the welter worg dies, losing all attributes and skills of its host creature. Mindless puppeteer gelatinous cubes always leave a dead host to seek another.

Transparent (Ex): It takes a successful Spot check (DC 15) to recognize a welter worg as more than just a wet worg.

Limited Ooze Qualities (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. The body of the welter worg is affected normally by critical hits, but the puppeteer gelatinous cube is not.

Skills: A welter worg receives a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +1 racial bonus to Hide checks. * It has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Ooze Subtype?

The Ooze subtype allows those abilities usable against oozes to be useable against a puppeteer ooze host, without changing the creature's actual type. If this seems like a bad idea to you, don't use it.

Changes to the Oozes

While working on the puppeteer ooze host, we noticed the fact that an ooze's acid should affect creatures that make unarmed or natural attacks on an ooze. That ability was added to the ooze abilities of the template, and can be added to normal oozes and puppeteer oozes as well, if you like. Conversely, the ability can be removed from the template, so as to conform to the ooze rules in the *MM*.

Raising the Dead

A host whose ooze had died is also dead. The body 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 prior to 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.

QUICKENED

In nature, some members of a given species are faster than other members of their type. On rare occasions, certain members of a species are much faster than the norm for their kind. Other individuals are enhanced via magical means, and become quickened.

Appearance Changes

Other than being a bit thinner than normal, a quickened creature retains the same look as other members of its kind.

Creating a Quickened Creature

“Quickened” is a template that can be added to any creature (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type and subtype do not change. A quickened creature uses the base creature’s statistics and inherent racial special abilities except as noted below.

Speed: Increases by +50% in all modes.

Special Qualities: A quickened creature has all the special qualities of the base creature, plus the following:

Quickening (Ex): Once per day, plus once per 6 HD, a quickened creature moves and acts more quickly than normal for a number of rounds equal to the creature’s HD. On its turn, the creature may take an extra partial action, either before or after its regular action and gains a +4 haste bonus to AC, losing this bonus whenever it would lose a dodge bonus. The creature can jump one and a half times as far as normal (an enhancement bonus). 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 from the base creature as follows: Dexterity +8, Constitution +2.

Feats: The base creature gains the Weapon Finesse feat with its primary attack if its Dexterity is now higher than its Strength. If it meets the prerequisites, the base creature also gains the following feats: Combat Reflexes, Dodge, and Mobility.

CR: Base creature’s CR +1.

ECL: +2.

Sample Quickened Creatures

These examples use a hell hound and a treant for the base creatures.

Quickened Hell Hound

Medium-size Outsider (Evil, Fire, Lawful)

Hit Dice: 4d8+8 (26 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 60 ft.

AC: 20 (+5 Dex, +5 natural); 15 flat-footed, 15 touch

Attacks: Bite +9 melee

Damage: Bite 1d8+1

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

Special Attacks: Breath weapon

Special Qualities: Quickening, scent, fire subtype

Saves: Fort +6, Ref +9, Will +4

Abilities: Str 13, Dex 21, Con 15, Int 6, Wis 10, Cha 6

Skills: Hide +11, Listen +5, Move Silently +13, Spot +7*, Wilderness Lore +0*

Feats: Improved Initiative, Track, Weapon Finesse (bite), Combat Reflexes, Dodge, Mobility

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or pack (5-12)

CR: 4

Treasure: None

Alignment: Always lawful evil

Advancement: 5-8 HD (Large)

Combat

Quickened hell hounds are efficient hunters. A favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving it with their fiery breath toward the rest. If the prey doesn’t run, the pack closes in. Quickened hell hounds take advantage of their improved bite attack (using Weapon Finesse) and heightened speed to track fleeing prey relentlessly.

Breath Weapon (Su): Cone of fire, 30 ft., every 2d4 rounds; damage 1d4+1, Reflex half DC 13. The fiery breath also ignites any flammable materials within the cone. Quickened hell hounds can use their breath weapon while biting.

Quickening (Ex): Once per day a quickened hell hound moves and acts more quickly than normal for 4 rounds. On its turn, the quickened hell hound may take an extra partial action, either before or after its regular action and gains a +4 haste bonus to AC, losing this bonus whenever it would lose a dodge bonus. The quickened hell hound can jump one and a half times as far as normal (an enhancement bonus). After using the ability, the quickened hell hound is fatigued until it can rest for 40 minutes.

Fire Subtype (Ex): Immune to fire damage. It takes double damage from cold unless the cold attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Skills: Quickened hell hounds receive a +5 racial bonus to Hide and Move Silently checks. *They also receive a +8 racial bonus to Spot checks and Wilderness Lore checks when tracking by scent, due to their keen sense of smell.

Quickwood (Quickened Treant)

Huge Plant

Hit Dice: 7d8+42 (73 hp)

Initiative: +3 (Dex)

Speed: 45 ft.

AC: 24 (–2 size, +3 Dex, +13 natural); 21 flat-footed, 11 touch

Attacks: 2 slams +12 melee

Damage: Slam 2d6+9

Face/Reach: 10 ft. by 10 ft. / 15 ft.

Special Attacks: Animate trees, trample, double damage against objects

Special Qualities: Plant, fire vulnerability, half damage from piercing, quickening

Saves: Fort +11, Ref +5, Will +6

Abilities: Str 29, Dex 16, Con 23, Int 12, Wis 15, Cha 12

TEMPLATES : QUICKENED

Skills: Hide 13*, Intimidate +8, Knowledge (any one) +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9
Feats: Combat Reflexes, Dodge, Iron Will, Mobility, Power Attack
Climate/Terrain: Any forest
Organization: Solitary
CR: 9
Treasure: Standard
Alignment: Always neutral good
Advancement: 8-16 HD (Huge); 17-21 HD (Gargantuan)

Once every few generations of treants, an oddity occurs amongst 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 treants, and so are its leaves. Those leaves change color earlier in the season and fall out more often.

Quickwoods speaks 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 sooner 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. Animated tree allies have quickwood statistics.

Animate Trees (Sp): A quickwood can animate trees within 180 ft. at will, controlling up to two trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 25 ft. and fights as a quickwood in all respects. Animated trees lose their ability to move if the quickwood who animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* as cast by a 12th-level druid. *Trample (Ex):* A quickwood or animated tree can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the quickwood or animated tree can attempt a Reflex save (DC 20) to halve the damage.

Double Damage against Objects (Ex): A quickwood or animated tree that makes a full attack against an object or structure deals double damage.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Fire Vulnerability (Ex): A quickwood or animated tree takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to a quickwood, with a minimum of 1 point of damage.

Quickening (Ex): 2/day, a quickwood moves and acts more quickly than normal for up to 7 rounds. On its turn, a quickwood may take an extra partial action, either before or after its regular action, and gains a +4 haste bonus to AC, losing this bonus whenever it would lose a dodge bonus. The quickwood can jump one and a half times as far as normal (an enhancement bonus).

After using the ability, the quickwood is fatigued until it can rest for 10 minutes. Quickwoods may otherwise use this ability every 1d4+1 rounds after the last use expired, but suffers exhaustion the ability is used while the creature is fatigued.

Skills: Quickwoods gain skills as though it were fey.

*They have a +8 racial bonus to Hide checks made in forested areas.

RELENTLESS

Hellish abominations, agents of divine wrath, or merely lucky entities on the right end of a well-spoken *wish*, 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 history 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 amongst the greatest of slayers.

Appearance Changes

Relentless creatures look no different from their normal counterparts.

Creating a Relentless Creature

“Relentless” is a template that can be added to any living, corporeal creature (referred to hereafter as the “base creature”). Relentless creatures are usually advanced, sometimes even beyond what is normal for their kind. After assuming the template, the base creature's type and subtype do not change. A relentless creature uses the base creature's statistics and inherent racial special abilities except as noted below.

Special Qualities: A relentless creature has all the special qualities of the base creature, plus the following:

Critical Weakness (Ex): One artifact, material, or energy can harm a relentless creature—choose this item based upon the relentless creature's creation 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 does subdual 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 subdual damage.

Finding out this sort of knowledge is the stuff of desperate quests and legendary tales (Knowledge or bardic lore check 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.

Eternal (Ex): The body of a relentless creature does not age nor does it suffer the effects of aging. Though it may eat, breathe, and drink, it cannot be damaged by starvation, suffocation, or thirst.

Immunities (Ex): All relentless creatures are immune to poison, disease, fatigue, fear, and one other form of energy.

Regeneration (Ex): A relentless creature regenerates at a rate equal to 1 plus one-half of its HD (round up or down as appropriate). 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 living. They begin to sleep for long periods of time. The exact cycle of any relentless, and whether a relentless even has such a hibernation habit, is up to you, so as to fit the telling of a great tale.

Spell Resistance (Ex): Relentless creatures have Spell Resistance (SR) equal to 5 plus two-thirds of their HD or the base creature's SR, whichever is greater.

Organization: Usually unique

CR: Base creature's CR +2 + 35%. Round up or down judiciously in this case.

Treasure: Often much more than the base creature, up to quintuple.

ECL: +4.

Sample Relentless Creatures

These examples use a chuul and a kobold for the base creatures.

Gernanslacr, Relentless Chuul

Huge Aberration

Hit Dice: 33d8+198 (346 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft., swim 20 ft.

AC: 25 (–2 size, +3 Dex, +14 natural); 22 flat-footed, 11 touch

Attacks: 2 claws +39 melee

Damage: Claw 2d8+10

Face/Reach: 10 ft by 10 ft./15 ft.

Special Attacks: Improved grab, squeeze, paralysis

Special Qualities: Eternal, immunities, regeneration 17, SR 22

Saves: Fort +17, Ref +14, Will +21

Abilities: Str 30, Dex 16, Con 22, Int 18, Wis 16, Cha 12

Skills*: Hide +20, Jump +21, Knowledge (history) +20, Listen +18, Speak Language (Common), Spot +18

Feats: Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Power Attack, Skill Focus (Knowledge (history)), Sunder

Climate/Terrain: The Death Fens of Gernanslacr

CR: 18

Treasure: 50% coins, double goods, quadruple items

Alignment: Lawful evil

Advancement: —

* Gernanslacr is very old, but he started with a 15 Intelligence. Knowledge (history) is a cross-class skill.

Gernanslacr has a memory that endures as he does—only his hate is stronger. You can cheat the Sleeper in the Swamp when he grows heavy with his age, but best ye be gone 'fore he wakes.

—Local proverb in the Death Fens area

Gernanslavr is an awful monster, arthropodal in form with six legs, huge claws, and mandibles surrounded by meaty, red tentacles. Just above those tentacles is a set of six eyes, like polished onyx. The entire creature is encased a sickly brownish-black carapace.

Gernanslavr (“Iron-backed Devourer”) does not call itself by that name, but knows that the natives in the area have dubbed it that. It is older than the oldest settlement in the region, and probably responsible for the area’s lack of continual habitation. The great chuul demands tribute from any who dare live within a day’s travel of its swamp. Failure to do so brings swift death.

Knowledgeable in all the lore of many ages, the Iron-backed Devourer is sought by some bold (or foolish) creatures for its teachings. That wisdom always comes with a terrible price that had best be paid. Gernanslavr keeps to its word, but wreaks awful vengeance on those that cross it.

When Gernanslavr 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

Gernanslavr is cunning and patient. It has no honor when it fights unless it has made some promise to his quarry. Thus, its tactics may resemble those of a lesser chuul. However, the old beast is full of hubris and ennui, and is thus foolhardy. It rushes in where it might have been better served by an ambush.

Improved Grab (Ex): To use this ability, Gernanslavr must hit with a claw attack.

Squeeze (Ex): If Gernanslavr gets a hold, it automatically deals claw damage, with an additional 1d6 points of bludgeoning damage from the crushing force, each round the hold is maintained.

Paralysis (Ex): Gernanslavr can transfer grabbed victims from a claw to its tentacles as a partial action. The tentacles grapple with the same strength as the claw, but deal no damage. However, they exude a paralytic secretion. Those held in the tentacles must succeed at a Fortitude save (DC 32) or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, the victim automatically takes 1d8+7 points of damage each round from Gernanslavr’s mandibles.

Eternal (Ex): The body of Gernanslavr 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.

Critical Weakness (Ex): Gernanslavr can be killed by adamantine, blessed via *magic weapon* cast by a cleric. The substance only does subdual damage on a successful attack, however the Iron-backed Devourer is automatically killed irrevocably, if it is struck for 23 or more points of damage with an item fitting this description, while it is unconscious due to subdual damage.

Immunities (Ex): Gernanslavr is immune to acid, disease, fatigue, fear, paralysis, and poison.

Regeneration (Ex): No form of damage from weapons or energy deals normal damage to a Gernanslavr. The creature regrows severed limbs in 1d6 minutes or can reattach the member instantly by holding it to the stump.

Sleep of Ages (Ex): Gernanslavr 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, also, that while Gernanslavr sleeps it can be awakened with the proper rite or by unwisely disturbing its den. Regardless, once it stirs, Gernanslavr’s wakefulness lasts at least 3d10 years.



The Dalo'ahzul Tribe, Relentless Kobolds
Small Humanoid (Reptilian)
Hit Dice: 1/2 1d8 (2 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+1 size, +1 Dex, +1 natural, +2 leather); 14 flat-footed, 12 touch

Attacks: Halfspear –1 melee; or sling +2 ranged

Damage: Halfspear 1d6-2/crit x3; or sling 1d4-1

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

Special Qualities: Darkvision 60 ft., eternal, immunities, light sensitivity, regeneration 4, SR 5

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10

Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2

Feats: Alertness

Climate/Terrain: The desert lair of Pravikyahzul

Organization: As a specific tribe, the Dalo'ahzuls currently number as follows: 123 (+ 48 non-combatants), 12 3rd-level kobolds (Sor or War), 4 4th-level kobolds (Rog or Sor), 2 5th-level kobolds (Clr or Ftr), 1 8th-level kobold leader (female, Ftr/Sor)

CR: 2

Treasure: Standard

Alignment: Lawful evil

Advancement: By character class

The Dalo'ahzuls' unique situation is the result of a series of wishes made by its former leader, the azure great wrym Pravikyahzul, through a deal with an efreeti. The kobold warriors of the Dalo'ahzul are practically undying, though their weakness was "built-in" by their draconic master. However, since the dragon left the material world on a personal quest long ago and has not been seen since, the Dalo'ahzuls ("Claws of Azure") guard her lair, along with the drake's two young daughters. Like all other kobolds, this tribe breeds, but it seems the relentless nature of the Dalo'ahzul is being passed on to their children. The danger to human-dominated lands may be intolerable soon as the kobolds become bolder, more arrogant, and of a mind that their mistress will not return.

Dalo'ahzul kobolds speak a very pure form of Draconic with voices that sound like yapping dogs. They paint themselves with paints made of lapis lazuli so they resemble tiny, blue dragons. Many of the Dalo'ahzul are 1st-level warriors, but they tend to have fine weapons and armor. Clerics and adepts of the tribe worship the deity revered by Pravikyahzul, with access to domains of Air, Earth, Evil, and Trickery. The kobolds themselves are unaware of their weakness, though the great wrym's daughters know it.

Akusi, the kobold leader of the tribe, has begun pondering the mixing of Dalo'ahzul blood with that of a dragon. A half-dragon with Dalo'ahzul heritage would certainly prove to be a great leader in the tribe. If that pup were one of Akusi's own, well, all the better.

Combat

Dalo'ahzuls bear down on foes with brazen ferocity for a kobold group. They drive opponents into traps in which the kobolds themselves take damage, knowing their own immortal status.

Critical Weakness (Ex): Like the desert whence they come, the Dalo'ahzuls are a waterless race. A Dalo'ahzul is killed if its mouth is filled with water, or it is dowsed completely in water, while it is unconscious due to subdual damage.

Eternal (Ex): The body of a Dalo'ahzul kobold does not age nor does it suffer the effects of aging. It cannot be damaged by starvation, suffocation, or thirst.

Immunities (Ex): Dalo'ahzul kobolds are immune to fire, disease, fatigue, fear, paralysis, and poison.

Light Sensitivity (Ex): Dalo'ahzul kobolds suffer a –1 circumstance penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Regeneration (Ex): No form of damage from weapons or energy deals normal damage to a Dalo'ahzul kobold. The creature regrows severed limbs in an hour or can reattach the member instantly by holding it to the stump.

Skills: Dalo'ahzul kobolds receive a +2 racial bonus to Craft (trapmaking), Profession (mining), and Search checks.

Variant Relentless

There are times when you may want an extremely tough opponent without unleashing a full-fledged relentless creature. This template provides a scaled-down version of the Relentless template and serves as an unusual challenge to any group of heroes.

Resilient

Some creatures are remarkably hard to injure or kill for any number of reasons. This template may be added to any living, corporeal creature, hereinafter called "the base creature". To create a resilient creature, modify the base creature as follows:

AC: Natural armor improves by +4.

Special Qualities: Resilient creatures have all of the special qualities of the base creature and gain the following:

Damage Reduction (Ex): A resilient creature has DR 5/—. Existing DR, which can be overcome by some type of attack or damage, is unchanged or superceded (if 5 or less). DR that cannot be overcome by any form of damage, such as that granted by the barbarian class ability, stacks with this DR.

Regeneration (Ex): A resilient creature regenerates at a rate equal to 1 plus one-half of its HD (round up or down as appropriate). One form of damage (your choice of energy, material, or attack form) overcomes this regeneration and deals actual 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.

CR: Base creature's CR +1 + 20% (maximum +3).

SAVAGE

Among virtually every race and species a wilder, more feral variety exists. Canines, felines, and other common, domesticated animals have their wild counterparts. So do humans, elves, dwarves, halflings, gnomes, and many other humanoid races. Indeed, to the keen observer, this phenomenon can be noticed among almost all the creatures of the world. Is it evidence of a long-past, more primitive state of being or an indication of the future? Either way, it can be seen that 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, fangs and claws are longer, the fur is denser, and there is a sense of power and danger centered on the savage individual. In all cases, there is an unmistakable glint in the eye and an almost spiritual connection to the natural forces of the world present in savage beings.

Creating a Savage Creature

“Savage” is a template that can be added to any animal, beast, dragon, humanoid, magical beast, monstrous humanoid, or vermin (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type and subtype do not change. A savage creature uses the base creature’s statistics and inherent racial special abilities except as noted below.

Speed: +10 ft. to all forms of movement.

AC: Natural armor improves by +1.

Damage: Fierce and remorseless, and with larger natural weapons, a savage creature’s damage with its natural attacks improves as if it gained one size category. Creatures without natural weapons gain special feats instead (see below).

Special Attacks: A savage creature retains any special attack for which it still qualifies.

Special Qualities: A savage creature retains any special quality for which it still qualifies, and gains:

Scent (Ex): A savage creature gains the scent ability, if it does not already possess it.

Abilities: Modify the base creature as follows: Strength +2, Dexterity +2, Constitution +2, Intelligence –4, Wisdom +2, and Charisma –2. A savage creature’s minimum Intelligence is 2, or the base creature’s, whichever is lower.

Skills: Climb becomes a class skill for the creature. Those creatures with an Intelligence of 3 or higher may access Knowledge (nature) and Wilderness Lore as class skills as well. All savage creatures get +2 to Climb, Jump, Swim, and Wilderness Lore checks, but lose any racial bonuses to skills that come from its original culture (perhaps retaining those that could be considered “genetic”). Savage creatures seldom know any language (other than their own), but sometimes speak Sylvan.

Feats: A savage creature gains Alertness, if the base creature does not already possess the feat. Creatures with no natural attack gain the feats Improved Unarmed Strike and Superior Unarmed Strike (see *New Feat* below).

Climate/Terrain: Wilderness appropriate to the base creature’s preferred climate.

Organization: Often solitary or paired, but sometimes the same as base creature.

CR: Base creature’s CR +1 +10% (maximum +3).

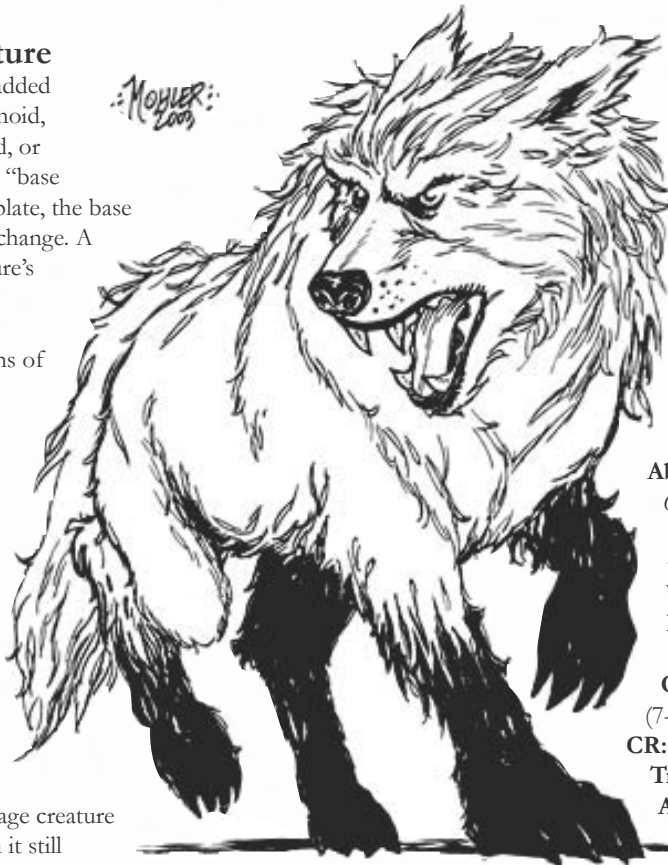
Alignment: A savage creature’s alignment moves one step toward true neutral from that of the base creature.

Advancement: Those savage creatures that favor a character class now favor barbarian or druid (pick one), instead of any other.

ECL: +2.

Sample Savage Creatures

These examples use a blink dog and a gnome as the base creatures.



Savage Blink Dog

Medium-size Magical Beast

Hit Dice: 4d10+4 (26 hp)

Initiative: +4 (Dex)

Speed: 40 ft.

AC: 18 (+4 Dex, +4 natural); 14

flat-footed, 14 touch

Attacks: Bite +5 melee

Damage: Bite 1d8+1

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

Special Qualities: Blink, dimension door, scent

Saves: Fort +5, Ref +8, Will +5

Abilities: Str 12, Dex 19, Con 12, Int 6, Wis 15, Cha 9

Skills: Climb +1, Hide +9, Listen +12, Sense Motive +7, Spot +12, Wilderness Lore +3

Feats: Alertness, Iron Will

Climate/Terrain: Temperate plains

Organization: Solitary, pair, or pack (7-16)

CR: 3

Treasure: None

Alignment: Always neutral good

Advancement: 5-7 HD

(Medium-size); 8-12 HD (Large)

Combat

Savage blink dogs hunt in packs, teleporting in a seemingly random fashion until they surround their prey, allowing some of them to make flank attacks.

Blink (Su): A savage blink dog can *blink* as the spell cast by an 8th-level sorcerer, and can evoke or end the effect as a free action.

Dimension Door (Su): A savage blink dog can teleport as *dimension door* cast by an 8th-level sorcerer, once per round as a free action. The ability affects only the savage blink dog, which never appears within a solid object and can act immediately after teleporting.

Savage Gnome

Small Humanoid (Gnome)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 30 ft.

AC: 14 (+1 size, +1 natural, +2 leather); 14 flat-footed, 11 touch

Attacks: Halfspear +1 melee or +2 ranged; or unarmed +2 melee

Damage: half spear 1d6/crit x3, unarmed 1d3

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

Special Attacks: Savage gnome traits

Special Qualities: Savage gnome traits

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

Abilities: Str 10, Dex 12, Con 14, Int 7, Wis 13, Cha 9

Skills: Climb +3, Jump +3, Hide +6, Listen +4, Move Silently +2, Spot +3, Swim +2, Wilderness Lore +4

Feats: Alertness, Improved Unarmed Strike, Superior Unarmed Strike, Weapon Finesse (unarmed)

Climate/Terrain: Any remote forest, hill, and underground

Organization: Hunting party (2-4), war party (11-20 plus 1 leader of 3rd-6th level and 2 3rd-level elders), or tribe (30-50 plus 1 3rd-level elder per 10 adults, 2 5th-level elders (at least one of which is an adept or shaman), 1 7th-level chieftain, and 2-5 dire badgers)

CR: 1

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Whether a throwback to primitive gnomes, or a modern anomaly, savage gnomes show the heavy build and animalistic tendencies of wild things. These creatures have no affinity with illusion, unlike their modern counterparts. They speak their own language.

Combat

Savage gnomes are practiced in the art of pack tactics. They attack from ambush when they can.

Savage Gnome Traits: See below.

Savage Gnome Racial Traits

As a PC race, savage gnomes have the following characteristics:

- +2 Dexterity, +4 Constitution, -4 Intelligence, +2 Wisdom, -2 Charisma.
- Small: Savage gnomes gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Savage gnome base speed is 30 feet.
- *Low-light Vision:* Savage gnomes can see twice as far as humans in poor lighting conditions.
- *Natural Armor:* Savage gnomes have a +1 natural armor bonus.
- *Speak with Animals (Sp):* Once per day a savage gnome can use *Speak with Animals* as a 1st-level druid to communicate with a burrowing mammal (badger, fox, rabbit, etc.).
- *Scent:* This ability allows a savage gnome to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Savage gnomes can detect opponents within 30 ft. by sense of smell. If the opponent is upwind, the range increases to 60 ft.; if downwind, it drops to 15 ft. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When a savage gnome detects a scent, the exact location is not revealed—only its presence somewhere within range. The savage gnome can take a move or attack action to note the direction of the scent. If it moves within 5 ft. of the source, the savage gnome can pinpoint that source.

Savage gnomes can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

- +2 racial bonus to Climb, Jump, Listen, Swim, and Wilderness Lore
- All savage gnomes have the feats Alertness, Improved Unarmed Strike, and Superior Unarmed Strike.
- *Automatic Languages:* Gnome.
- *Bonus Languages:* Sylvan and any other language the DM allows.
- *Favored Class:* Barbarian.
- *ECL:* +1

New Feat

Superior Unarmed Strike [General]

You know how to deliver real punishment with your unarmed attacks.

Prerequisite: Improved Unarmed Strike.

Benefit: When attacking with unarmed strikes or grappling, you may elect to do normal damage without penalty. Your damage for unarmed strikes goes up by one die type from what is normal for your size and type. A Medium-size humanoid with this feat does 1d4 points of damage with an unarmed strike, while a Small humanoid does 1d3.

Normal: With Improved Unarmed Strike, you may elect to do normal damage with an unarmed strike, but must take a -4 penalty to your attack roll to do so.

Special: You can take this feat multiple times, gaining +1 to attack rolls when unarmed and grappling. Further, your damage with unarmed strikes goes up by one die type from the initial increase this feat offers. A human with Superior Unarmed Strike (x3) has +2 to attack rolls with unarmed attacks and grapples, and hits for 1d8 points of damage.

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 occurrences in the world; they become the eyes and ears of persons or beings unknown, monitoring the world's events for their own purposes—whatever those may be. Scrylings are created when spellcasters, of either divine or arcane focus, imbue certain animals, plants, or objects with the ability to transmit all that happens around them to their creator. These creatures are the ultimate spies, for their appearance is so ordinary and unassuming that few give them more than a passing thought.

Appearance Changes

The scryling template does not alter appearance in any way.

Creating a Scryling

“Scryling” is a template that can be added to any animal, beast, construct, magical beast, non-intelligent animated undead, plant, or vermin (referred to hereinafter as the “base creature”). The base creature's type and subtype remain unchanged. Scrylings use the base creature's statistics and inherent racial special abilities except as noted below.

Special Qualities: The base creature gains the following special qualities:

Disjunctive Vulnerability (Su): Scrylings subjected to the spell *disjunction* must make a Will saving throw or lose all scryling abilities permanently. If the creature is within 25 ft. + 5 ft. per 2 of its master's spellcaster levels, it may instead use its master's Will save bonus.

Distant Focus (Su): Scrylings are foci for their masters' divinations and spells that allow communication (such as *message* or *sending*). (If it's important, the scryling is considered a willing participant in the spellcasting, and therefore gets no saving throw or SR.) As such, wherever a scryling is, its master may make a Scry check (DC 15 + 1 per 10 miles) to cast a divination or communication spell through the scryling (including *clairvoyance/clairaudience* to see the its location as if the place were a known area). The area or range of any spell so cast 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. Such information (such as the auras seen with *detect magic*) is transferred to the master of the scryling as a mental description instead of actual sights, sounds or smells.

For example, a scryling rat sneaks into a distant vault for its master. The master is looking for a specific item, so he casts locate object through the scryling. From the scryling's location, the spell can locate the object if it is within the distance specified by *locate object* and the master's caster level. The master receives the information from the spell as if he were at the scryling's location.

With *detect magic*, conversely, the master would be aware of magic auras in the area in relation to the scryling, and even 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.

Mental Link (Su): Scrylings have a mental link with their creators, 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 Scry check (DC 15 + 1 per 10 miles). Through the link, the master can determine the scryling's health, emotional state, what it is doing (in general, such as “waiting”), and its general location and distance. The link allows no sort of communication or clear sensory input, though certain spells might, per *distant focus* above.

Misdirection (Su): Scrylings always register as non-magical creatures of neutral alignment. 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 versus 11 + the caster level of the scryling's master (typically 15th or better).

Damage Reduction (Ex): (Optional) Scrylings can have DR 10/+2, or the base creature's DR, whichever is better.

Spell Resistance (Ex): (Optional) Scrylings can have SR 21 (or more, due to the adding of the spell resistance spell to the creation ritual). The base creature's SR is retained, if it's better.

Endure Death (Su): So long as a scryling's body is not completely disintegrated, it can be raised from the dead by any means normally allowed for the base creature. A scryling so raised retains its scryling abilities.

CR: Base creature's CR +20% (maximum +2).

ECL: +2.

Sample Scryling

This example uses a cat as the base creature.

Scryling Cat

Tiny Animal

Hit Dice: 1/2d8 (2 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 14 (+2 size, +2 Dex); 12 flat-footed, 12 touch

Attacks: 2 claws +4 melee, bite -1 melee

Damage: Claws 1d2-4, bite 1d3-4

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Qualities: Disjunctive vulnerability, distant focus, endure death, mental link, misdirection, nondetection, DR 10/+2, SR 21

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7

Skills: Balance +10, Climb +5, Hide +17*, Listen +4, Move Silently +9, Spot +4

Feats: Weapon Finesse (claw, bite)

Climate/Terrain: Any land

Organization: Solitary

CR: 1/2

Treasure: None

Alignment: Always neutral

Advancement: —

Combat

Scryling cats do not enter battle, but rather prowl about the land relaying visual and audible information to their master. If confronted, they flee.

Disjunctive Vulnerability (Su): Scryling cats subjected to the spell *disjunction* must make a Will saving throw or lose all scryling abilities permanently. If the creature is within 25 ft. + 5 ft. per 2 of its master's spellcaster levels, it may instead use its master's Will save bonus.

Distant Focus (Su): Scryling cats are foci for their masters' divinations and spells that allow communication (such as *message* or *sending*). As such, wherever a scryling is, its master may make a Scry check (DC 15 + 1 per 10 miles) to cast a divination or communication spell through the scryling cat (including *clairvoyance/clairaudience* to see the its location as if the place were a known area). The area or range of any spell so cast 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. Such 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 sights, sounds or smells.

Mental Link (Su): Scryling cats have a mental link with their creators, 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 Scry check (DC 15 + 1 per 10 miles). Through the link, the master can determine the scryling cat's health, emotional state, what it is doing (in general, such as "waiting"), and its general location and distance. The link allows no sort of communication or clear sensory input, though certain spells might, per "Distant Focus" above.

Misdirection (Su): Scryling cats always register as non-magical creatures of neutral alignment.

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 versus DC 26.

Endure Death (Su): So long as a scryling cat's body is not completely disintegrated, it can be raised from the dead by any means normally allowed for the base creature. A scryling cat so raised retains its scryling abilities.

Becoming a Scryling

Any spellcaster, who desires to, can attempt to construct a scryling creature using this ritual.

Enchant Scryling

Transmutation (Ritual)

Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4

Components: V, S, M, XP

Casting Time: 1 day per HD of the target creatures

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature or creatures within range

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Ritual DC: 10 (diviner) or 12 (all others) + 1 per HD of the scryling

Wizards (particularly diviners), and sometimes other spellcasters, use this ritual to enchant various creatures as scrylings. Including the leader, the ritual group must have one level of spellcaster per HD of the target creature. Each day of the ritual, the group must cast *scrying*, *misdirection*, *nondetection*, and *sending*. The scryling can be given DR by the addition of *stoneskin* and it can be given spell resistance with a casting of *spell resistance* in each day's spell regimen—each addition raises the ritual DC by one.

The target of the ceremony must be willing, or it gets to make a Will save against the spell. Constructs, mindless undead, and all friendly animals or beasts are considered willing. The target must make a single Fortitude save (DC 15 – the amount by which the ritual check succeeded) or it suffers 2d4 points of temporary Wisdom and 1d4 points of temporary Constitution damage from the magical energies of the ritual. When, and if, it recovers, the creature is still a scryling if the ritual succeeded.

The created scryling is loyal to the ritual leader, who must give 4 temporary Constitution points to the scryling at the end of the rite. If the scryling is ever killed, its master takes 1d2 temporary Constitution damage and loses 1 point of Constitution permanently if he fails a Fortitude saving throw (DC 15).

Material Components: The focus for the spell is an orb of perfect crystal worth 100 gp per HD of target creature, which is burned out during the final part of the ceremony. Other materials include amethyst dust and mundane materials worth 50 gp per HD of the target creature. The materials for *stoneskin* (250 gp worth of diamond dust) are part of the ritual, if that spell is used.

XP Cost: 35 XP per HD of the scryling.

Failure: The participants in the ritual suffer 1 point of temporary Intelligence damage, while the leader suffers 1d4. The target creature can have the ritual performed on it again.

Botch: All participants in the ritual take 1d4 points of temporary Intelligence and Wisdom damage. The target creature must save (DC 10 + the amount by which the ritual failed) or take 2d4 points of temporary Constitution damage. A similar save is required, or one of the points is a permanent loss. The same creature cannot be the focus of the ritual again.

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, shadowborne creatures 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 that are inexorably linked to the very essence of shadow itself.

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 Creature

“Shadowborne” is a template that can be added to any living, corporeal creature except for outsiders (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type changes to “Outsider”, but its subtype is unchanged. A shadowborne creature uses the base creature’s statistics and inherent racial special abilities except as noted below.

Hit Dice: Die type changes to d8.

Special Attacks: A shadowborne creature retains its special attacks and gains the following:

Creeping Shadow (Su): If a shadowborne creature succeeds with a shadow strike attack (see below), the target must make a Fortitude save (DC 10 + one-half of the shadowborne HD + its Charisma modifier) or suffer 1 point of temporary Constitution drain. A critical strike with this ability does 1d3 points of temporary Constitution damage.

Shadow Strike (Ex): With one attack per HD per day, the shadowborne can treat a natural attack as a touch attack, thus ignoring armor and natural armor bonuses to AC.

Special Qualities: A shadowborne creature has the following special abilities in addition to its own:

Shadow Evocation (Sp): Once per day per 3 HD (minimum 0), as a standard action, a shadowborne creature with a Charisma of 11 or higher can tap into energy from the Plane of Shadow to cast a quasi-real, illusory version of a wizard or sorcerer evocation of a level equal to or less than its one-third of the creature’s HD (maximum 4th). The victim of the spell gets an initial Will saving throw (DC 10 + spell level + the shadowborne creature’s Charisma modifier). If an opponent makes the save, he or she recognizes the magic as illusory, and the spell does one-fifth of its normal damage. Regardless, the victims of the evocation get another normal saving throw according to the spell so duplicated. Non-damaging spells do nothing if recognized as illusory. Caster level is equal to a wizard of the shadowborne creature’s Hit Dice.

Shadow Shift (Su): Shadowborne may enter and leave the Plane of Shadow at will as a move-equivalent action, so long as it is in a shadowy or dark area. (Light the equivalent of a *daylight* spell or better 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 spell 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.

Shadow Blend (Su): During any conditions other than full daylight, a shadowborne creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, although a *daylight* spell does. This ability is always active unless the shadowborne creature willingly suppresses it.

Darkvision (Ex): Shadowborne can see in non-magical darkness up to a range of 120 ft., or the base creature’s range, whichever is better.

Light Sensitivity (Ex): Shadowborne detest direct sunlight and suffer a –2 circumstance penalty to 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).

Skills: Shadowborne gain a +10 racial bonus to all Move Silently checks and an equal racial bonus to any Hide checks in dark or shadowy areas.

CR: Base creature’s CR +1 + 20%.

ECL: +3.

Sample Shadowborne Creature

This example uses a phase spider as the base creature.

Darkjaunt Crawler (Shadowborne Phase Spider)

Large Outsider

Hit Dice: 5d8+15 (37 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft., climb 20 ft.

AC: 15 (–1 size, +3 Dex, +3 natural); 12 flat-footed, 12 touch

Attacks: Bite +7 melee

Damage: Bite 1d6+4 and poison

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

Special Attacks: Creeping shadow, ethereal jaunt, poison, shadow strike

Special Qualities: Darkvision 60 ft., shadow shift, shadow blend, light sensitivity

Saves: Fort +9, Ref +9, Will +4

Abilities: Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10

Skills: Climb +12, Hide +13 (in shadows), Move Silently +21, Spot +9

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary or cluster (2-5)

CR: 7

Treasure: None

Alignment: Always neutral

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

Combat

Darkjaunt crawlers dwell and hunt on the Material Plane. Once the spider locates prey, however, 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.

Creeping Shadow (Su): If a darkjaunt crawler succeeds with a shadow strike attack (see below), the target must make a Fortitude save (DC 12) or suffer 1 point of temporary Constitution drain. A critical strike with this ability does 1d3 points of temporary Constitution damage.

Ethereal Jaunt (Su): A darkjaunt crawler can shift from the Ethereal to the Shadow or Material Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical with *ethereal jaunt* cast by a 15th-level sorcerer.

Poison (Ex): Bite, Fortitude save (DC 15); initial and secondary damage 2d6 temporary Constitution.

Shadow Strike (Ex): With 5 attacks per day, the darkjaunt crawler can treat a natural attack as a touch attack, thus ignoring armor and natural armor bonuses to AC.

Shadow Shift (Su): Darkjaunt crawlers may enter and leave the Plane of Shadow at will as a move-equivalent action, so long as it is in a shadowy or dark area. (Light the equivalent of a *daylight* spell or better 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 spell 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.

Shadow Blend (Su): During any conditions other than full daylight, a darkjaunt crawler can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, although a *daylight* spell does. This ability is always active unless the darkjaunt crawler willingly suppresses it.

Light Sensitivity (Ex): Darkjaunt crawlers detest direct sunlight and suffer a -2 circumstance penalty to 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).

SIPHON BEAST

The siphon beast is capable of absorbing energy of various types and then discharging that energy in a powerful attack of its own—co-opting, if you will, the attack of another. They are particularly dangerous in hand-to-hand combat, where they feed off the kinetic energy of melee attacks and add it to their own strength. Siphon beasts (also known as siphons), can adapt quite well to a wide variety of tactics and weaponry that is used against them and are also able to adjust to a staggering number of external environments and atmospheric conditions.

Appearance Changes

Siphon beasts look exactly like the base creature when not “charged” with a particular type of energy. When they have absorbed a specific type of 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 Beast

“Siphon Beast” or “Siphon” is a template that can be added to any living creature (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type and subtype do not change. Siphon beasts use the base creature’s statistics and inherent racial special abilities except as noted below.

Special Attacks: In addition to the special attacks of the base creature, a siphon beast has the following:

Energy Release (Su): As a standard action, a siphon beast may release one type of stored energy as a ranged touch attack against one foe. The range increment is equal to twice the creature’s smallest Face dimension, 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, it can no longer use that energy to attack, nor is it immune to that energy any longer. See *absorption* and *immunities* below.

Spell Release (Su): The siphon beast can release spells it has stored as if it had cast the spell itself (save DC 10 + spell level + the siphon beast’s Charisma modifier). Spell release never requires a Concentration check, nor does it provoke an attack of opportunity. However, the resultant spell has a caster level equal to the siphon beast’s HD or the level of the original caster (whichever is lower), and it is subject to spell resistance (the check made with the same caster level the spell has). Once the siphon beast casts the spell, it is no longer immune to it (see *immunities* below).

Special Qualities: In addition to the special qualities of the base creature, a siphon beast has the following:

Absorption (Su): As a free action siphon beast can absorb energy attacks directed against it. Absorbable energy types include: acid, cold, fire, force, electricity, and sonic. The creature may store any type of energy, but only one form per 4 HD (minimum 1). The energy may come from a passive (bonfire) or aggressive (*fireball*) source, although the siphon can only hold a number of dice of damage from any one energy source equal to its HD. Energies so stored dissipate harmlessly, along with associated immunities, in a number of minutes equal to the siphon beast’s Constitution bonus +3 (minimum 3 minutes). At its option, the creature may release the energy harmlessly at any time.

Normally, the siphon beast 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 siphon attempts to absorb the new energy, it must completely disperse one type of energy already being stored. The exchange is difficult, and the siphon beast 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 beast. A successful save indicates the beast 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. Siphon beasts 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 beast is immune to that form of energy or that *specific* spell. Immunity never applies to *kinetic absorption*.

Kinetic Absorption (Su): A siphon beast 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 the base creature’s original Strength. The enhanced Strength is available only on the creature’s next turn to augment attack and damage rolls. Physical attacks still do damage to the creature normally.

Spell Absorption (Su): A siphon beast can also absorb spells as a free action, so long as the spell does not involve energy. (If it does, the energy is absorbed, not the actual spell.) The creature can absorb any spell (or spells) whose total levels do not exceed the siphon beast’s HD (less than 1 equals 0-level spells), so long as the spell’s individual level does not exceed the one-third of the siphon’s HD (1 0-level spell minimum). Absorbed spells do not affect the siphon beast. Stored spells dissipate harmlessly, along with associated immunities, in a number of minutes equal to the siphon beast’s Charisma bonus +3 (minimum 3 minutes). Rules for exchanging stored spells for incoming spells works as per “Absorption” above, excepting that the siphon beast 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. Siphon beasts with an Intelligence of 2 or less cannot exchange one spell for another in this manner.

CR: Base creature’s CR +1 + 20% (maximum +4).

ECL: +4.

Sample Siphon Beast

The following example uses a lamia as the base creature.

Lamia Siphon Beast

Medium-size Magical Beast

Hit Dice: 9d10+9 (58 hp)

Initiative: +2 (Dex)

Speed: 60 ft.

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

Attacks: Touch +9 melee; or dagger +11/+6 melee; or energy release +11 ranged touch

Damage: Touch, 1 permanent Wisdom drain; or dagger 1d4/crit 19-20; or energy release (variable)

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

Special Attacks: Spell-like abilities, Wisdom drain, energy release, spell release

Special Qualities: Absorption, kinetic absorption, spell absorption, immunities

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

Abilities: Str 10, Dex 15, Con 12, Int 13, Wis 15, Cha 12

Skills: Bluff +13, Concentration +11, Hide +14

Feats: Dodge, Iron Will, Mobility, Weapon Finesse (dagger)

Climate/Terrain: Any desert, hill, and underground

Organization: Solitary, pair, or gang (2-4)

CR: 9

Treasure: Standard

Alignment: Usually chaotic evil

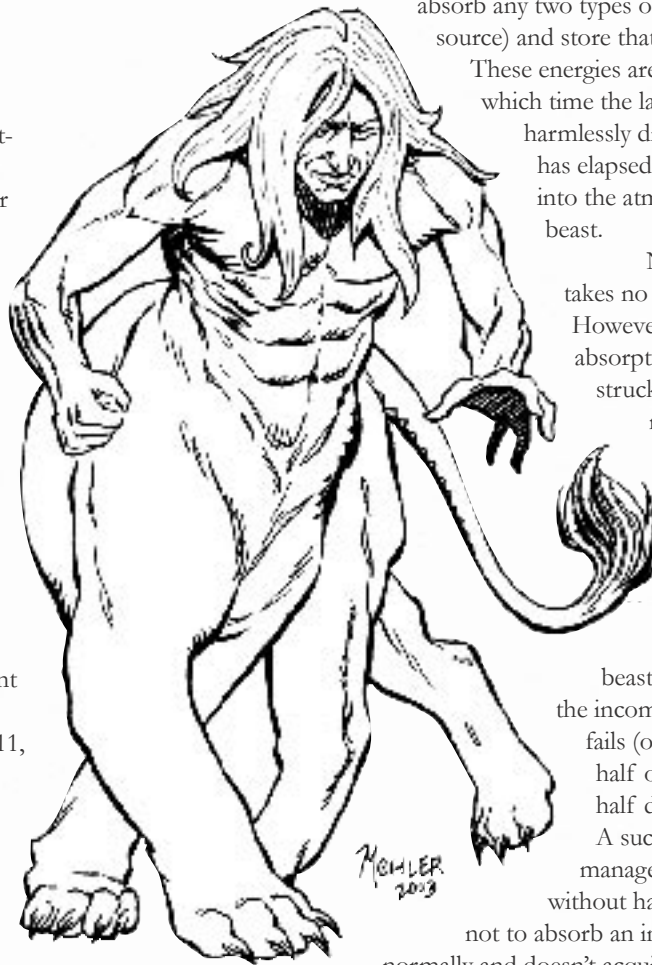
Advancement: 10-13 HD (Large); 14-27 HD (Huge)

Combat

Lamia siphon beasts aware of impending combat often bathe themselves in some form of energy they can use against approaching foes.

Energy Release (Su): As a standard action, a lamia siphon beast may release one type of stored energy as a ranged touch attack against one foe. The range increment is 10 ft., and the energy does any number of dice up to the amount of damage that was stored. Once the lamia siphon beast uses up all the damage stored, it can no longer use that energy to attack, nor is it immune to that energy any longer.

Spell Release (Su): The lamia siphon beast can release spells it has stored as if it had cast the spell itself (save DC 10 + spell level + 1). This ability is strange mix of supernatural and spell-like ability. Spell release never requires a Concentration check, nor does it provoke an attack of opportunity. However, the resultant spell has a caster level equal to lamia siphon beast's HD (9) or the level of the original caster (whichever is lower), and it is subject to spell resistance (the check made with the same caster level the spell has). Once the lamia siphon beast has cast the stored spell, it is no longer immune to it.



Absorption (Su): As a free action, the siphon beast lamia can absorb any two types of energy (up 9 dice of damage per source) and store that energy to be used as it chooses. These energies are stored for 4 minutes, during which time the lamia siphon beast may willingly and harmlessly disperse the energy. After this time has elapsed, the energy dissipates harmlessly into the atmosphere around the lamia siphon beast.

Normally, the lamia siphon beast 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 lamia siphon beast attempts to absorb the new energy, it must completely disperse one type of energy already being stored. The exchange is difficult, and the siphon

beast 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 lamia siphon beast.

A successful save indicates the beast managed to absorb the incoming energy without harm. Whenever the creature elects not to absorb an incoming energy, it takes damage normally and doesn't acquire a new form of attack.

Kinetic Absorption (Su): A lamia siphon beast absorbs kinetic energy differently than other forms, but still as a free action. For every 5 points of damage from physical attacks, the lamia siphon beast 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 attack and damage rolls. Physical attacks still do damage to lamia siphon beast normally.

Immunities (Su): While an energy type or spell is stored, the lamia siphon beast is immune to its effects.

Spell Absorption (Su): A lamia siphon beast can also absorb spells as a free action, so long as the spell does not involve energy. (If it does, the energy is absorbed, not the actual spell.) The lamia siphon beast can absorb any 3rd-level or lower spell, up to 9 levels worth. Absorbed spells do not affect the lamia siphon beast. Stored spells dissipate harmlessly in 4 minutes, though the lamia siphon beast may choose to release the spell harmlessly before then. Rules for exchanging stored spells for incoming spells works as per *absorption* above, excepting that the lamia siphon beast 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.

Spell-Like Abilities: 1/day—*charm person*, *major image*, *mirror image*, and *suggestion*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 11 + spell level).

Wisdom Drain (Su): By making a successful touch attack, a lamia siphon beast permanently drains 1 point of Wisdom. Lamia siphon beasts try to use this power early in an encounter to make foes more susceptible to *charm person* and *suggestion*.

SKELETON, GREATER

Skeletons are the tainted creations of the dark necromantic arts—exhumed remains of living beings, condemned to walk the earth and serve their new masters. These undead are usually nothing more than the mindless puppets and come in a wide variety of shapes and sizes, reflecting the unique skeletal structure that the creature had during life.

Yet, there is even another step to walking bones; a creature with free will and many of the abilities it had in life. Through rituals enacted before or after a creature's death, or simply a strong will, a greater skeleton is bone mingled with mind and spirit. The result is both horrifying and grotesque.

Appearance Changes

Greater skeletons are the magically animated, interconnected bone structure of a creature. Many greater skeletons attempt to hide this fact through clothing or magic.

Creating a Greater Skeleton

“Greater Skeleton” is a template that can be added to any living creature with a definite skeletal structure (referred to hereafter as the “base creature”). After assuming the template, the base creature's type changes to “Undead”. All other subtype information for the base creature remains unchanged. The character level and associated class abilities of the base creature (if any) are maintained. Greater skeletons use the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Die type changes to d12.

Speed: If the base creature can fly, the skeleton version loses that ability unless the flight was magical in origin.

AC: A skeleton's natural armor bonus to AC changes to a value based on its size:

Size	Natural Armor Bonus
Tiny	+0
Small	+1
Medium-size	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+10

Attacks: A greater skeleton retains all the natural attacks and weapon proficiencies of the base creature, except for attacks that can't work without flesh. A creature with appropriate appendages gains one claw attack per “hand”; the skeleton can strike with all of them at its full attack bonus—unless it already has a primary natural attack that is not claws. In this latter case, the claws are secondary. (If the base creature already had claw attacks, it can use the skeleton claw attack and damage, if better.)

Damage: A claw attack deals damage depending on the skeleton's size and the Undead type. Use the base creature's claw damage, if it's greater.

Special Attacks: Any attack that relies upon flesh (such as *scent*) or metabolism (such as a *poison*) is lost. Supernatural and spell-like attacks are almost always maintained, using Charisma in place of Constitution to calculate save DCs.

Special Qualities: A greater skeleton has all the special qualities of the base creature, besides ones like those prohibited in *Special Attacks* above, plus the following:

Darkvision (Ex): Greater skeletons can see in non-magical darkness up to a range of 60 ft., or the base creature's range, whichever is better.

Immunities (Ex): Greater skeletons have cold immunity. Because they lack flesh or internal organs, greater skeletons take only half damage from piercing or slashing weapons.

Turn Resistance (Ex): Base creature gains turn resistance equal to one-third of its HD (including character levels, minimum +1).

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Abilities: Modify from the base creature as follows: Dexterity +2. As an undead creature, the greater skeleton does not have a Constitution score.

Feats: A greater skeleton is unhampered by flesh, gaining Improved Initiative as a bonus feat.

Alignment: Greater skeletons can be of any alignment, though they are usually evil.

CR: Base creature's CR +1.

ECL: +1 (assuming the creature somehow has an Intelligence score).

Sample Greater Skeleton

The following sample uses a winter wolf as the base creature.

Greater Skeleton Winter Wolf

Large Undead (Cold)

Hit Dice: 6d12 (39 hp)

Initiative: +10 (+2 Dex, +8 Improved Initiative)

Speed: 50 ft.

AC: 14 (–1 size, +2 Dex, +3 natural); 12 flat-footed, 11 touch

Attacks: Bite +9 melee, 2 claws +4 melee

Damage: Bite 1d8+4, claws 1d6+2

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

Special Attacks: Breath weapon, trip

Special Qualities: Darkvision 60 ft., cold subtype, immunities, +2 turn resistance

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 18, Dex 15, Con —, Int 9, Wis 13, Cha 10

Skills: Hide +7*, Listen +9, Move Silently +8, Spot +9, Wilderness Lore +1

Feats: Alertness, Improved Initiative (x2)

Climate/Terrain: Any cold land and underground

Organization: Solitary, pair, or pack (2-5)

CR: 6

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

Alignment: Always neutral evil

Advancement: 7-9 HD (Large); 10-18 HD (Huge)

These greater skeletons are obviously canine, with bluish-white bones. Frost giant witches often create them as guardians and intelligent companions. Greater skeleton winter wolves can still speak Giant and Common.

Combat

Greater skeleton winter wolves hunt in packs. Their size, cunning, formidable breath weapon, and tireless undead forms allow them to hunt and kill creatures much larger than themselves. A pack circles an opponent, each skeleton attacking in turn or aiding its stronger fellows with a distraction.

Breath Weapon (Su): Cone of cold, 15 ft., every 1d4 rounds; damage 4d6, Reflex half DC 13. Greater skeleton winter wolves can use their breath weapon while biting.

Trip (Ex): A greater skeleton winter wolf that hits with a bite attack can attempt to trip the opponent 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 greater skeleton winter wolf.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Immunities (Ex): Because they lack flesh or internal organs, greater skeleton winter wolves take only half damage from piercing or slashing weapons.

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: Greater skeleton winter wolves receive a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to Hide checks. *Their natural coloration grants greater skeleton winter wolves a +7 racial bonus to Hide checks in areas of snow and ice.

Becoming a Greater Skeleton

A greater skeleton can be raised by the *create undead* and *create greater undead* spells as well as the *ritual of dark calling* as shown in the Desiccated template. It is debatable whether or not skeletons animated with these aforementioned spells actually possess the souls of the deceased, though they certainly possess the skills, memories, and abilities. Necromancers not only have techniques to raise sentient skeletons, but also have a means to turn themselves into such. Immortality comes at a price, but is easier to accomplish than the transformation into a lich. The ritual that follows does bind the actual soul of the deceased to the skeleton, no matter what the state of other spells that create such monsters.

Form of Eternal Bone

Necromancy (Ritual) [Evil]

Level: Clr 5, Sor/Wiz 6

Casting Time: 1 day per 2 HD of the target

Ritual DC: 15 (17 for an arcane caster) + 1 per HD affected

This rite allows a spellcaster to transform any still-living target (usually himself) into a greater skeleton. It functions like the *form of the withering sands* ritual, except as

follows:

The ritual must be performed at night. A group of divine spellcasters must cast *animate dead*, *create undead*, and *raise dead* each night during the rite. An arcane spellcasting group must cast *animate dead*, *planar binding*, and *enervation* instead.

Material Components: The ritual requires a burial shroud of black silk, incense, jet gems and black diamond dust, and mundane material components worth 400 gp per final HD of the creature transformed.

XP Cost: 70 XP per HD of creature raised.

Failure: If the ritual fails, a willing target must make a Fortitude saving throw (DC 10 + the number by which the ritual check failed) or die. Further, the ritual participants are all affected as if by the spell *enervation*. In addition to this, the ritual leader takes 1d6 points of temporary Wisdom and Constitution damage, while everyone else takes 1 point of temporary damage to each of these abilities.

Botch: A botched ritual results in a greater skeleton with the wrong soul—the original target dies. A randomly generated soul of the same type of creature enters the skeleton, with its class and supernatural abilities. This should always be dangerous or detrimental to the priests involved in the casting—like a very weak soul or one hostile to its creators. All of the ritual participants suffer 1d4 points of temporary Wisdom and Constitution damage, while the ritual leader suffers 2d6 and must make a Will saving throw (DC 25) or suffer 1d4 negative levels (Will save DC 20 to remove them).

Skeleton Variants

The following microplate allows the creation of mindless undead skeletons, like those found in the MM and created via *animate dead*, but ones that more closely resemble the base creature.

Lesser Skeletons

Animated, mindless skeletons differ from greater skeletons in the following ways:

HD: Remove all HD (and abilities) from character classes.

Attacks: The base attack progression of a lesser skeleton is calculated as if the creature's type was always Undead.

Special Attacks and Qualities: The lesser skeleton loses all abilities from the base creature besides immunity or resistance to a specific energy type. It has no turn resistance and always has darkvision at 60ft.

Saves: The saving throws of a lesser skeleton are calculated as if the creature's type was always Undead.

Abilities: A lesser skeleton has no Intelligence or Constitution score, a Wisdom of 10, and a Charisma of 1.

Skills: A lesser skeleton has no skills.

Feats: Lesser skeletons only retain feats that confer weapon and armor proficiency. They still get Improved Initiative as a bonus feat.

Treasure: Lesser skeletons rarely have treasure of their own, although they may be guarding their creator's treasure and may have valuable equipment.

Alignment: Lesser skeletons are typically neutral, leaning towards the morality of their creator, which is usually evil.

CR: A lesser skeleton's Challenge Rating depends on its size: Tiny or smaller 1/10, Small 1/6, Medium-size 1/3, Large 2,

Huge 5, Gargantuan 9, Colossal 12.

Two templates appear below for adding other unique twists to basic and greater skeletons or other skeletal undead. There is little reason why the Energy-Infused template couldn't be used on other corporeal undead.

Calcified

Calcified skeletons are skeletal undead that possess an unusually high number of calcium deposits on their bodies. This template may be added to any skeletal undead (hereafter called "the base creature").

To create a calcified skeleton, modify the base creature as follows:

AC: Natural armor improves by +4.

Special Qualities: Calcified skeletons have all the special qualities of the base creature, and gain:

Damage Reduction (Ex): Calcified skeletons have DR 5/—, which stacks with any other form of DR that cannot be overcome (like the DR from the barbarian class). Other DR is unaffected, but remains in place.

Energy-Infused

Some skeletons or other skeletal undead (hereinafter referred to as the "base creature") can be mystically charged with one type of energy (acid, cold, electricity, fire, or sonic). To create an energy-infused skeleton, modify the base creature as follows:

Damage: The energy-infused skeleton's natural weapons deal extra energy damage (in the form of an additional die, or additional dice) equal to the weapon's normal damage, with no added Strength bonus. Minimum damage is 1 point. For example, a Medium-size humanoid skeleton (10 Strength) deals 1d4 points of damage plus 1d4 points of energy damage with a claw.

Special Attacks: The energy-infused skeleton has all the special attacks of the base creature. In addition, it gains:

Energy Burst (Su): A critical strike from an energy-infused skeleton causes an explosion of the energy within the creature, tripling the energy damage from the strike.

Special Qualities: Energy-infused skeletons have all the special qualities of the base creature, and gain:

Immunities (Ex): An energy-infused skeleton is immune to the energy with which it is infused. All energy-infused skeletons are immune to cold.

CR: Base creature's CR +1.

SKINHUSK

An idea born of the vilest necromantic depravation, the skinhusk is the hollow shell of a creature's skin, animated to undeath by forbidden rituals of unspeakable evil. Created from the flayed outer skin of a creature or humanoid, skinhusks are an abhorrent blight upon the earth that bear a strong, but chilling and twisted, resemblance to their former, living incarnations. Since a skinhusk only requires a skin and muscle, cunning necromancers have been able to animate both the skin and the skeletal structure of a creature, creating both a skinhusk and a skeleton from the same raw material.

Appearance Changes

A skinhusk looks nearly identical to the living version of the same creature or humanoid that it was made from. Its features are slightly distorted, however, and it has prominent stitches where the flayed 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.

Creating a Skinhusk

"Skinhusk" is a template that can be added to any living, corporeal animal, beast, giant, humanoid, magical beast, monstrous humanoid, or vermin (referred to hereafter as the "base creature"). After assuming the template, the base creature's type changes to "Undead". All other subtype information for the base creature remains unchanged. Skinhusks use the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Remove all dice (and abilities) due to character levels, and the remaining dice become d12s. Creatures with only character levels (that is, no monster HD) retain the minimum number HD for their original size and type, but those dice are d12s.

Speed: If the base creature can fly, the skinhusk retains that ability but its maneuverability rating decreases by one category.

Attacks: The skinhusk retains the natural attacks of the base creature, but calculates its base attack bonus according to the Undead type. If the base creature does not already have a better natural attack, it gains a slam attack.

Damage: Those creatures that gain a slam attack do damage according to their size and the Undead type.

Special Attacks: A skinhusk has none of the special attacks of the base creature, except extraordinary ones that come from natural weapons (such as *constrict* or *improved grab*), but not from a metabolism, organs, or a skeletal structure (like *poison*). Skinhusks also have the following:

Level Drain (Su): Skinhusks inflict 1 negative level with a successful natural attack. The saving throw for getting rid of the negative level is Fortitude (DC 10 + one-half of the skinhusk's HD + its Charisma modifier).

Filled Core (Ex): Skinhusks are hollow and their necromantic masters fill them with various substances that damage those who strike the skinhusk in melee. Options include (but are not limited to):

Brown Mold: A skinhusk filled with brown mold radiates cold. The skin of the husk shields the creature's opponents from the full brunt of the mold, and thus those within 5 ft. take only

1d6 points of cold damage per round. Further, fire does not cause the mold to grow unless the skinhusk is directly attacked with the fire. Cold damage that does more than half of the skinhusk's hit points in damage in a single attack destroys the mold. If the skinhusk is destroyed while the mold still lives, the skinhusk breaks open, filling its fighting space with brown mold. Those within 5 ft. of this space take 3d6 points of damage, and fire within 5 ft. causes the size of all nearby mold to double. Cold damage destroys exposed brown mold.

Caustic or Flammable Substance: The inside of the skinhusk is filled with bladders of acids, bases, alchemist's fire, or similar substances (like caustic gas), and the stuff erupts from the skinhusk each time it is struck with a piercing or slashing weapon. The pressurized surge hits the attacker (if he is within 5 ft.), unless he makes a Reflex save (DC 10 + one-half of the skinhusk's HD + its Dexterity modifier). If the attack was a missile weapon, the eruption still occurs into the same square, possibly hitting anyone there. A single gush does hit point damage equal to that of the skinhusk's slam, except it treats the skinhusk as one size smaller, and the maximum damage is 1d8. Further, the skinhusk explodes when it is destroyed, doing one-half of its HD in dice of damage in a burst radius equal to the smallest dimension of the creature's Face, centered on the destroyed skinhusk. (The die type is the same as that of a single eruption.) A Reflex save (DC 10 + one-half of the skinhusk's HD + its Dexterity modifier) halves the damage.

Disease: The skinhusk is filled with a contagion. Anyone who damages the creature with a piercing or slashing attack must save versus the disease if he is within 5 ft. A successful attack with a missile or reach weapon endangers the square, possibly infecting anyone there. Appropriate diseases are inhaled, like cackle fever and mindfire (see *DMG*, Chapter 3, Special Abilities, Disease).

Poison: The skinhusk is filled with bladders of inhaled or contact poison (see *DMG*, Chapter 3, Special Abilities, Poison). Each time it is successfully damaged with a slashing or piercing attack, the poison spurts out of the creature into the attacker's space if he is within 5 ft. If the attack was a missile or reach weapon, the eruption still occurs into the same square, possibly hitting anyone there. That opponent must make a Reflex save (DC 10 + one-half of the skinhusk's HD + its Dexterity modifier) or be affected by the poison (which has its own DC to resist). Further, the skinhusk explodes when it dies, bringing all within a radius equal to the smallest dimension of its Face into contact with the poison.

Yellow Mold: The skinhusk is filled with virulent yellow mold. The mold bursts forth with a cloud of poisonous spores whenever the skinhusk is slashed open or pierced. The nature of the wound aims the spores directly at the attacker (if he is within 5 ft.), who must succeed at a Reflex save (DC 10 + one-half of the skinhusk's HD + its Dexterity modifier) or be struck with a cloud of spores, requiring a Fortitude save (DC 15) to avoid taking 1d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later—even by those who succeeded at the first save—to avoid taking 2d6 points of temporary Constitution damage. If the attack was a missile or reach weapon, the eruption still occurs into the skinhusk's square, possibly hitting anyone there. 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 mold is not destroyed, it erupts into a cloud of spores with a 10 ft. radius centered on the dead skinhusk's body. All within the cloud must save versus the poison as above.

Special Qualities: A skinhusk has none of the special qualities of the base creature, besides ones like those allowed in *Special Attacks* above. It gains the following:

Blindsight (Ex): Skinhusks no longer possess visual organs but can ascertain all foes within 60 ft. via a mystical awareness. Beyond this range, the creature is considered blind.

Immunities (Ex): Skinhusks are immune to fire, acid, cold. They take half damage from bludgeoning weapons.

Turn Resistance (Ex): Skinhusks have a turn resistance equal to one-third of their HD.

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Saves: Recalculate the creature's saves as if it was always of the Undead type.

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 scores.

Skills: None, though all skinhusks have a +4 racial bonus on Move Silently checks.

Feats: None.

Climate/Terrain: Any land or underground.

Organization: Small or smaller: Solitary, Pair, Gang (2-5), Squad (6-10) or mob (11-20); Medium-size: Solitary, Pair, Gang (2-5), squad (6-10), or mob (11-20); Large and larger: Solitary, pair, or gang (2-5).

Treasure: None.

CR: Base creature's CR +1 + 20% (maximum +4).

Alignment: Usually neutral evil.

ECL: +3 (assuming the creature somehow has Intelligence score).

Sample Skinhusk

This example uses a dire bear as the base creature.

Dire Bear Skinhusk

Large Undead

Hit Dice: 12d12 (78 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 17 (-1 size, +1 Dex, +7 natural); 16 flat-footed, 10 touch

Attacks: 2 claws +15 melee, bite +10 melee

Damage: Claw 2d4+10, bite 2d8+5

Face/Reach: 10ft. by 20 ft./10 ft.

Special Attacks: Improved grab

Special Qualities: Blindsight 60 ft., scent, undead, immunities, turn resistance +4

Saves: Fort +4, Ref +5, Will +8

Abilities: Str 31, Dex 13, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land or underground

Organization: Solitary or pair

CR: 9

Treasure: None

Alignment: Neutral evil

Advancement: 13-16 HD (Large); 17-36 HD (Huge)

Combat

If set on guard duty by their creator, dire bear skinhusks have much the same tactics in undeath as they did during life—wading into the thick of the melee inflicting negative levels with their formidable claws and teeth. If they are controlled by necromantic magicks, they follow the tactical commands of their creator.

Improved Grab (Ex): To use this ability, the dire bear skinhusk must hit with a claw attack.

Level Drain (Su): The dire bear skinhusk inflicts 1 negative level on opponents with any successful natural attack.

The saving throw for a negative level is Fortitude (DC 13).

Filled Core (Ex):

The inside of the dire bear skinhusk is filled with bladders of acids, and the stuff erupts from the creature each time it is struck with a piercing slashing weapon.

The surge is under pressure as hits the attacker, if he is within 5 ft., unless that opponent makes a Reflex save (DC 17). If the attack was a missile weapon, the eruption

still occurs into the same square,

possibly hitting anyone there. A single eruption does 1d6 points of damage. Further, the dire bear skinhusk explodes when it is destroyed, 6d6 damage in a 10 ft. radius burst centered on the creature. A Reflex save (DC 17) halves the damage.

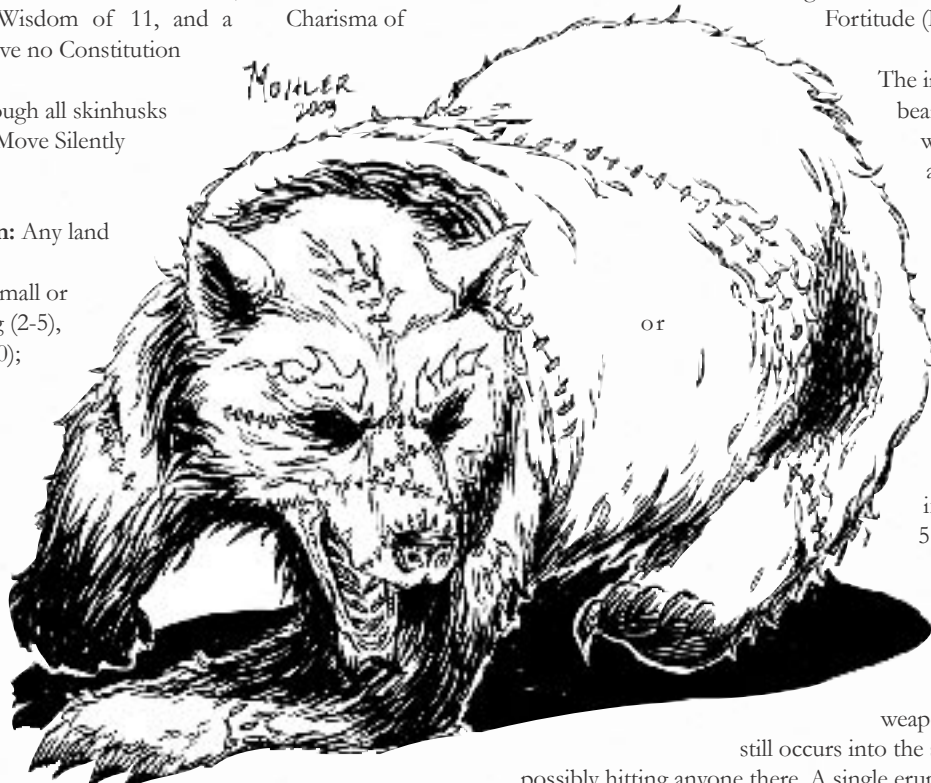
Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): The dire bear skinhusk is immune to fire, acid, and cold. It takes half damage from bludgeoning weapons.

Skills: Dire bear skinhusks gain a +4 bonus to Move Silently checks, for a total untrained skill of +5.

Becoming a Skinhusk

Skinhusks can be created via *create undead*, *create greater undead*, or the *ritual of dark calling* as detailed in the Desiccated template. The process for creating a skinhusk requires the procurement of the skin and the required materials for the creature's Filled Core ability. A Craft (embalming) check (DC 25) is required for crafting the husk and its filling. If the roll fails by 10 or more, the creator has exposed himself to the materials inside the husk. The only exception to this rule is the diseased skinhusk, which merely requires an application of the *contagion* spell during its creation.



SPIRIT

Animistic cultures believe nature is alive with non-material 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 dwell 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 races that are all the same, or differing creatures of the same apparent type. It is also an opportunity to introduce monsters to your world that normally do not appear there, as some sort of otherworldly beings. If the spirit world is actually a part of your game's cosmology, then a spirit should manifest from there, instead of the Ethereal Plane.

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 other than an outsider (referred to hereafter as the “base creature”). After assuming the template, the base creature's type does not change, but it gains the “Spirit” and “Incorporeal” subtypes. (Spirits are not undead.) All other subtype information for the base creature remains unchanged. Spirits use the base creature's statistics and inherent racial special abilities except as noted below.

AC: The creature's natural armor bonus stays the same, but is only applicable to other spirits and ethereal beings. When the creature manifests (see Special Attacks below), it gains a deflection bonus to AC equal to its Charisma bonus, or +1, whichever is better. Spirits capable of materialization have their normal natural armor bonus to AC when materialized instead of the deflection bonus.

Attacks: Spirits retain the attacks of the base creature, but those attacks may only affect other ethereal beings unless the spirit manifests or materializes (see *Special Attacks* below).

Damage: Spirits retain the damage of the base creature, but may only affect other ethereal beings unless the spirit manifests or materializes (see *Special Attacks*).

Special Attacks: Spirits retain the special attacks of the base creature, but may only affect other ethereal beings unless the spirit manifests or materializes. Saving throws against a spirit's special attacks have a save DC of 10 plus one-half of the spirit's HD + its Charisma modifier, unless otherwise noted. All spirits have the *manifestation* ability and 1d4 of the other abilities listed below:

Manifestation (Su): As ethereal creatures, spirits cannot affect or be affected by anything in the material world. When they manifest, spirits become visible, but remain incorporeal. However, a manifested spirit can strike with any touch attack or *ghost touch* weapon it possesses. A manifested spirit remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting spirit 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 material targets.

Materialization (Su): By taking a full round action, the spirit can become fully corporeal (losing the benefits of being incorporeal) like a normal creature on the Material Plane. 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): As a full-round action, an ethereal or manifested spirit can merge its body with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a sorcerer of the spirit's HD, except that it does not require a receptacle. If the attack succeeds, the spirit's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 10 + one-half of the spirit's HD + its Charisma modifier). A creature that successfully saves is immune to that spirit's possession for one day.

Spell-like Abilities: The spirit has one or more spell-like abilities it can use a number of times per day you deem appropriate. The spells are cast at a divine caster level equal to the spirit's HD, and a spirit cannot cast a spell of a level that exceeds this caster level (that is, a 3 HD spirit can cast 0-, 1st-, and 2nd-level spells). What these spells may affect depends on whether the spirit is ethereal, manifested, or materialized (see above).

Common spells for spirits include: *animate objects*, *bestow curse*, *bleed*, *curse*, *cause fear*, *confusion*, *contagion*, *dancing lights*, *deathwatch*, *dream*, *emotion*, *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, adding its Dexterity bonus to the attack roll, and rolling normal damage, replacing its Strength modifier with its Charisma modifier. A spirit with this ability may also use its touch spells against material beings while incorporeal.

Ethereal Spellcaster (Su): One (or more, at your discretion) 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 HD, and casting time is always doubled. Less harmful spells are most appropriate for this ability (*dancing lights*, *ghost sound*, *open/close*, and so on).

Special Qualities: Spirits retain all of the special qualities of the base creature in addition to those listed below (rejuvenation is optional):

Detect Spirits (Su): At will, as a move-equivalent action, a materialized spirit can choose to see other spirits in an area (including incorporeal or ethereal undead, despite invisibility)—up to its line of sight. The spirit cannot see other creatures under *invisibility* spells or similar effects, only spirits.

Incorporeal (Ex): Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids. Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect. The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force or has the ghost touch ability.

Incorporeal creatures move in any direction (including up or down) at will—they do not need to walk on the ground and can pass through solid objects at will, although they cannot see when their eyes are within solid matter. They pass through and operate in water as easily as they do in air, cannot fall or suffer falling damage, and have no weight in a material sense. Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they do so intentionally. Corporeal creatures cannot trip or grapple incorporeal creatures.

Rejuvenation (Su): (Optional) It's difficult to destroy a spirit through simple combat. The "destroyed" 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): The default assumption is that clerics cannot turn spirits (unless the spirit is undead), while shamans can. Perhaps druids and/or adepts can turn spirits as well (or instead), making them slightly more powerful. If clerics or non-shaman characters are allowed to turn any spirit, the spirit should have turn resistance of up to one-half of its HD (your discretion). Consider allowing clerics (and other characters capable of turning) to turn evil spirits with positive energy, and good spirits with negative energy, without adding turn resistance if the idea fits your campaign.

Abilities: Modify the base creature as follows: Charisma +4.

Skills: Spirits receive a +4 racial bonus to Listen, Search, and Spot. They get +8 to Hide when manifested or ethereal.

Organization: Often the same as the base creature, but otherwise solitary, pair, group (3-6), or horde (7-12).

CR: Base creature's CR +1 + 20 %.

Treasure: Usually none.

Alignment: Often the same as the base creature, but disparate individuals may be found.

ECL: +3.

Sample Spirit

This example uses an otyugh as the base creature.

Spirit Otyugh

Large Aberration (Spirit, Incorporeal)

Hit Dice: 6d8+6 (33 hp)

Initiative: +0

Speed: 20 ft.

AC: 17 (–1 size, +8 natural) to ethereal, 10 (–1 size, +1 deflection) to material opponents when manifested

Flat-footed: 18/10

Touch: 9/10

Attacks: 2 tentacle rakes +3 melee, bite –2 melee

Damage: Tentacle rake 1d6, bite 1d4

Face/Reach: 5 ft. by 5 ft./10 ft. (15 ft. with tentacle)

Special Attacks: Improved grab, contagion, constrict 1d6, disease, manifestation, spirit touch

Special Qualities: Scent

Saves: Fort +3, Ref +2, Will +6

Abilities: Str 11, Dex 10, Con 13, Int 5,

Wis 12, Cha 10

Skills: Hide +13*, Listen +10, Spot +13, Search +1

Feats: Alertness

Climate/Terrain: Any underground

Organization: Solitary, pair, or cluster (2-4)

CR: 6

The 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. All spirits need not be incorporeal, and can include outsiders, elementals, naturally incorporeal or ethereal creatures, undead, non-outsider creatures native to another plane, 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 the same creature with the Spirit template applied, creating a distinction between fey from the mortal realm and those from another world.

Outsiders and the Spirit Templates

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 (and this book). Sky's the limit!

Spirit Turning

If there are characters that 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.

Whatever the case, someone with the ability to influence spirits thusly may attempt to turn or rebuke them a number of times per day equal to three plus his Charisma modifier (but not in addition to undead turning, if clerics are allowed to turn spirits without any extra requirements or sacrifices, such as a feat or sacrifice of the normal turn undead ability). As a feat, such an individual may take Extra Turning. This feat allows the character to turn spirits four more times per day than normal and may be taken multiple times.

Treasure: None

Alignment: Always neutral

Advancement: 7-8 HD (Large); 9-15 HD (Huge)

These spirits inhabit areas used for refuse and trash for centuries, eating the spiritual manifestations of the garbage. It's not uncommon for material ottyughs to occupy the same area. Spirit ottyughs speak Common, though it may be an archaic form.

Combat

Spirit ottyughs are not very aggressive, but wield disease as a brutal weapon.

Improved Grab (Ex): To use this ability, the spirit ottyugh must hit a Medium-size or smaller opponent with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A spirit ottyugh deals automatic tentacle damage to a Medium-size or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever, bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

Manifestation (Su): As ethereal creatures, spirit ottyughs cannot affect or be affected by anything in the material world. When they manifest, spirit ottyughs become visible but remain incorporeal. However, a manifested spirit ottyugh can strike with its Spirit Touch ability (see below). A manifested spirit ottyugh remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting spirit ottyugh 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 ottyugh manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally (due to "Spirit Touch" below).

Contagion (Sp): A spirit ottyugh may cast *contagion* 3/day as a 6th-level cleric (Fortitude negates, DC 13) by touching an opponent.

Spirit Touch (Su): The spirit ottyugh can attack material beings while incorporeal (not ethereal), adding its Dexterity bonus to the attack roll, and rolling normal damage, replacing its Strength modifier to damage with its Charisma modifier. Those hit with the spirit ottyugh's bite are subject to its *disease* ability—the spirit ottyugh may also use its *contagion* ability while incorporeal.

Skills: *A spirit ottyugh receives a +8 racial bonus to Hide checks when in its lair, due to its natural coloration, and an additional +8 to Hide when manifested or ethereal. Spirit ottyughs receive a +4 racial bonus to Listen, Search, and Spot.

Calling Spirits, Becoming a Spirit

Spirits can be summoned with any *summon monster* spell—the type of spell determines the power of the spirit. Compare the spirit version of the creature to the regular version. It's just as easy to say that summoned monsters (including those summoned with *summon nature's ally*) are spirits that are forced to manifest for the duration of the spell. Other Conjunction (calling) spells, like *lesser planar ally*, can be used to summon spirit creatures as well.

It's unusual, because spirits are usually part of the metaphysics and cosmology in a setting, but there are ways to craft spiritual energies into actual spirits. Those who have no wish to enslave or compel free spirits learn to create such creatures as guardians. *Lesser planar binding* and *planar binding* can be considered cleric, druid, and/or shaman spells for the purpose of calling spirits, if you don't like the idea of "creating" such creatures. Or, the spells below simply call spirits similar to the focus creature into the presence of the caster from some other realm—the spells are then Conjunction (Calling). Perhaps, in this latter case, there need be no focus creature, nor any expenditure of temporary Wisdom and Constitution. Here are some possibilities:

Fabricate Spirit

Conjunction (Creation)

Level: Drd 6, Sha 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

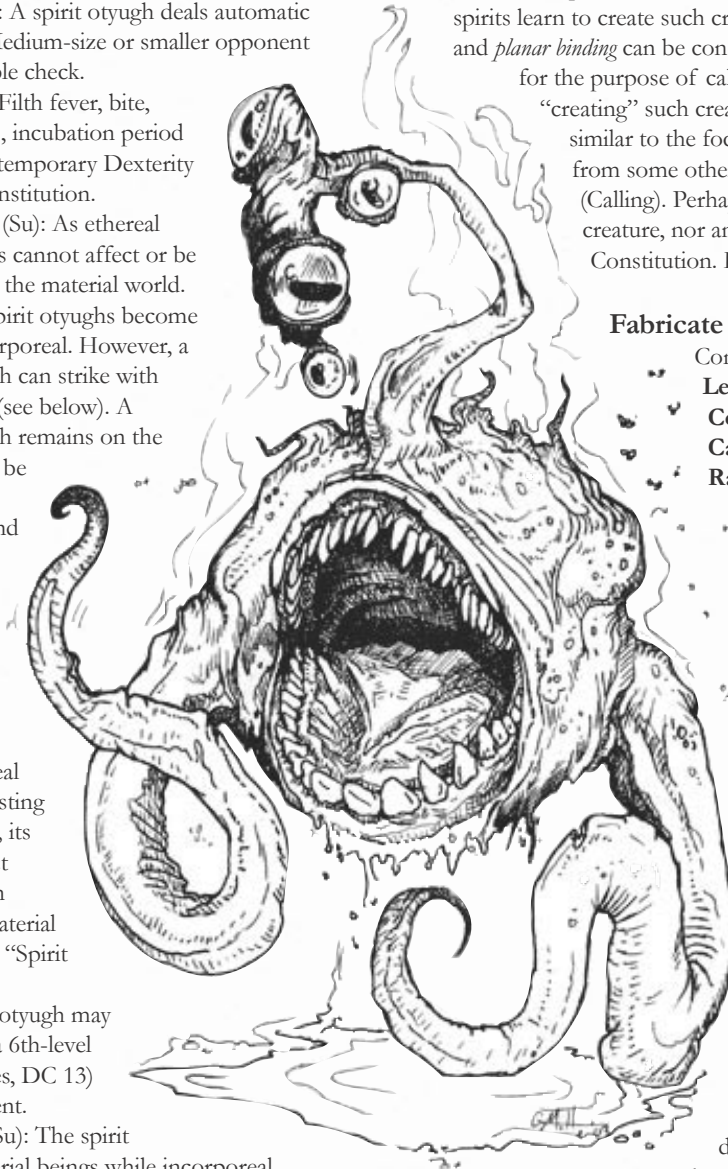
Saving Throw: Will negates (see text)

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 HD +1 HD per level you are above 10th level, and the created spirits are limited to the same level of HD. Thus, a 12th-level character could raise any spirit that has 4 HD or less. This means he could raise 8 spirits of a 1/2 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 must be cast 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 Animal Empathy as appropriate. The spirits are initially Indifferent towards you and usually require some exchange 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 unable to resist 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 done by this spell cannot be healed via magic (besides a *small miracle* spell).

Material Component: The short ceremony requires incense and mundane prepared herbs, something attractive to the created spirit, and crystals worth 25 gp per HD of the created spirit.

XP: You must pay 20 XP per HD of the created spirit.

Fabricate Greater Spirit

Conjuration (Creation)

Level: Drd 8, Sha 7

Components: V, S, M, F, M, XP

Casting Time: 3 hours

Range: Close (25 ft. + 5 ft./2 levels)

Target: One 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 HD +2 HD per level you are over 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.

Birth of Spirit

Conjuration (Creation, Ritual)

Level: Clr 6, Drd 6, Sha 5

Components: V, S, M, F, XP

Casting Time: 1 day per 5 HD of the final creature

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature or creatures within range

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: No

Ritual DC: 14 + 1 per final HD of target creature(s)

This ritual allows the creation of any sort of spirit, allowed by the *fabricate spirit* and *fabricate greater spirit* spells, through a long ritual. There is no limit to the number of HD of spirits that can be raised in this way. The ritual must be performed at dusk or dawn each day. Including the leader, the ritual group must have three levels of spellcaster per HD of the spirit creature or creatures. The assembly must cast the spell *fabricate spirit* each day during the rite.

A creature must serve as the focus for the spiritual crafting. If unwilling, the focus creature must be bound and unable to resist. It gets a Will saving throw against the ritual. That creature is drained of 1d4 points of temporary Constitution and 2d4 temporary Wisdom to manifest the spirit. This damage cannot be healed by any spell short of a *wish*. The creature must make a Fortitude saving throw (DC 15) or a permanent Constitution point is lost, and Will save (DC 15) or a permanent point of Wisdom is lost. A willing proxy in the ritual group may opt to take this permanent damage instead.

At the end of the rite, the spirits are called into being if the ritual check is successful. The ritual does not grant any control over newly formed creatures, though a *limited wish* or *small miracle* spell grants

control HD equal to the caster's level, while *wish* or *miracle* control three times the caster's level in HD. A successful turning check to command the spirit also grants control. The spirit usually has the same attitude towards the ritual group as the focus creature.

Material Components: The ritual requires the incense, crystals and gems, and mundane material components worth 400 gp per final HD of the creature(s) raised.

XP Cost: 75 XP per HD of the creature(s) raised.

Failure: If the ritual fails, the focus creature is unaffected and the ritual may be performed on the same creature again, but at +1 to the ritual DC each time. Further, the ritual participants are all affected as if they were the focus of the spell, taking half that damage. The ritual leader takes full damage as if he or she were the focus of the ritual. None of the participants take permanent damage, however.

Botch: A botched ritual results in the same thing as failure, except hostile spirits come to the calling, attracted by the creation magic. As many HD of hostile spirits are called in this way as would have been created. The ritual leader takes all ability damage as d8s (1d8 temporary Constitution, 2d8 temporary Wisdom), and must succeed at a Will save (DC 15) or lose a point of Wisdom permanently.

Guardian Spirit (Vorthr)

A special form of *birth of spirit*, called *raise vorthr*, can be cast using a willing, living creature as the focus. 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 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, becoming unmanifest forever.

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.

TWO-HEADED MUTANT

Whether arising from intentional experimentation by mages or accidental creation by strange magical fields, two-headed mutants may pop up almost anywhere. Assuming its parents don't kill it outright, a two-headed mutant is tougher, more adept in combat, and more resistant to some magic than a normal creature of its kind. Creatures such as the ettin, amphisbaena (venomous snake with a head on each end), and even the hydra may be end products of this sort of mutation.

Some accidental two-headed mutants born of humanoid parents are left to die in the wilderness after they are born but end up being rescued by evil creatures, mad wizards, or strange cultists, where they may be raised with the intention of being sacrificed upon reaching adulthood. The lucky ones either escape their captors, to live in remote places, or somehow prove their worth, earning a place for themselves in a new group or family.

Appearance Changes

A two-headed mutant looks like a regular version of its kind of creature, except that it has a second head, normally attached in the same general area as the head of a normal creature (for example, the two-headed mutant of a humanoid would have two necks sprouting from its upper torso, each with its own head). In some cases (such as for creatures with more symmetric or unusual bodies) the head may appear elsewhere, such as on the end of the tail (as is the case with the amphisbaena). In some two-headed mutants the second head is noticeably different from the first one (smaller, discolored, and so on).

Creating a Two-Headed Mutant

"Two-headed Mutant" is a template that can be added to any creature with a discernable anatomy and an obvious head or head-like part of its body (referred to hereafter as the "base creature"). Elementals and most plants cannot become two-headed mutants, nor can phasms (which lack a true head in their natural form). Creatures that are little more than a head with small limbs (such as a vargouille) cannot use this template. The base creature's type and subtype do not change. A two-headed mutant uses the base creature's statistics and inherent racial special abilities except as noted below.

AC: Natural armor improves by +1.

Attacks: Same as the base creature. If the creature has a bite attack or 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.

Special Attacks: Same as base creature. 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 that originate from elsewhere within the body and are deployed through the head. Breath weapons fall into a special category, usually facilitated by some other organ(s) in the body. Thus, they may only be used as is normal for the creature—for

example, once every 1d4 rounds for dragons.

Special Qualities: A two-headed mutant retains all of the special qualities of the base creature and also gains the following:

Dual Mind (Ex): The mutant has two brains, so for all mind-affecting attacks the mutant counts as two separate creatures. 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 head takes control of the entire body. The spell affects the targeted head normally, and the creature temporarily loses its *dual reflexes* ability. The affected head won't attack its own body or counterpart any more than a charmed person would kill himself. In effect, mind-affecting attacks must affect both heads in order to achieve the normal result (casting two successful *charm monster* spells on a two-headed mutant brings it fully under the control of the caster and allows it to use all of its abilities).

Dual Reflexes (Ex): The creature's two heads each control half of its limbs. This means that the creature acts as two creatures for the purposes of making attacks and attacks of opportunity. This has three effects.

First (assuming a creature with two hands that use weapons), the creature may attack with a weapon in each hand, and does not suffer attack or damage roll penalties for doing so. In effect, the left and right hands each attack at the creature's normal base attack bonus (without any penalties for fighting with two weapons). If the creature's base attack bonus would allow it iterative attacks with its first limb, the second limb does as well.

Second, the creature may make one more attack of opportunity per round than normal, but this extra attack must be with a different limb than any previous attacks of opportunity. For example, a two-headed mutant ogre could make an attack of opportunity with its left club, and if another attack of opportunity was provoked later that round, the ogre could use the weapon in its right hand to make another attack of opportunity. If the creature has the Combat Reflexes feat, the additional attacks of opportunity from that feat may be taken with either limb in any combination, and the creature still gains its extra attack of opportunity from this ability (so a creature with a 16 Dexterity could make up to 5 attacks of opportunity per round—1 normally, 1 from this ability, and 3 from the Combat Reflexes feat).

Third, if the creature has the ability to cast spells or use spell-like abilities, it may use one head and one arm (for somatic components) to cast spells and still make a single attack with its other arm (coordinated by the other head) in the same round. The creature must make a Concentration check (DC 10 + spell level) to successfully use the spell or spell-like ability in this fashion.

Using a two-handed weapon effectively eliminates the entire advantage, however, as both heads work to control the single weapon. Some monsters in the *MM* and other monster tomes are listed with weapons that are a size category larger than the creature, and thus necessarily two-handed. Consider giving the monster another set of smaller weapons.

CR: Base creature's CR +1.

ECL: +2.

Sample Two-headed Mutants

These examples use an ogre (ability scores for a unique individual, the template doesn't modify any ability score) and a Huge viper snake as the base creatures.

Drona, two-headed mutant ogre Bbn 1

Large Giant

Hit Dice: 4d8+20 plus 1d12+5 (49 hp)

Initiative: +0

Speed: 40 ft.

AC: 18 (−1 size, −1 Dex, +6 natural, +4 chain shirt); 18 flat-footed, 8 touch

Attacks: 2 masterwork greatclubs +10 melee; or 2 masterwork longspears +3 ranged

Damage: Masterwork greatclubs 1d10+5; or masterwork longspears 1d8+5/crit x3

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

Special Attacks: Rage 1/day

Special Qualities: Darkvision 60 ft., dual mind, dual reflexes, fast movement (+10 ft.)

Saves: Fort +8, Reflex +1, Will +0

Abilities: Str 21, Dex 11, Con 20, Int 6, Wis 9, Cha 6

Skills: Climb +3, Listen +2, Spot +2, Swim −13, Wilderness Lore +1

Feats: Weapon Focus (greatclub)

CR: 4

Alignment: Chaotic evil

Drona's mother abandoned him in the deep forest as a child, and he has never forgiven her—venting his hatred on everything around him that seems a threat. At 10 ft. of height (and 947 pounds), he would be easily mistaken for a small ettin, if not for his stooped appearance and overlong arms. He is ugly and rapacious, reveling in the destruction of anything weaker than himself. His two heads argue with one another over the pettiest of issues, though the brute lacks the insight and intelligence to talk about anything truly interesting. Drona is surprisingly well dressed for an ogre, for he has a loose alliance with a nearby hobgoblin legion. Their gifts buy Drona's loyalty for a time.

Possessions: chainmail shirt (hobgoblin), fur cloak, 2 greatclubs (hobgoblin masterwork), 2 longspears (hobgoblin masterwork), 2 electrum torcs (hobgoblin, 500 gp each), *potion of swimming*, belt of skulls (various humanoids and animals), backpack, sleeping furs, 121 gp (Included in skills: armor check penalty −2; 91 lbs./−18 Swim).

Combat

Drona approaches combat in a straightforward fashion, wading into melee to bludgeon his opponents with two greatclubs.

Dual Mind (Ex): Drona has two brains, so for all mind-affecting attacks he counts as two separate creatures. If a spell or effect can only affect one of Drona's heads (such as a *charm monster* spell, which affects a single target), the unaffected head takes control of the entire body. The spell affects the targeted head normally, and Drona temporarily loses his *dual reflexes* ability. The affected head won't attack its own body or counterpart any more than a charmed person would kill himself. In effect, mind-affecting attacks must affect both heads in order to achieve the normal result.

Dual Reflexes (Ex): Drona's two heads each control half of its limbs. This means that Drona acts as two creatures for the purposes of making attacks and attacks of opportunity. Drona may attack with a weapon in each hand, and does not suffer an attack or damage penalty for doing so. If Drona's base attack bonus allows him to make iterative attacks with its first limb, the second limb does as well. Drona may

make one more attack of opportunity per round than normal, but this extra attack must be with a different limb than any previous attacks of opportunity.

Rage (Ex): 1/day for 10 rounds (see the Barbarian class in the *PHB*).

Amphisbaena (two-headed mutant Huge viper snake)

Huge Beast

Hit Dice: 4d8 (22 hp)

Initiative: +4 (Dex)

Speed: 20 ft., climb 20 ft., swim 20 ft.

AC: 16 (−2 size, +4 Dex, +4 natural); 12 flat-footed, 12 touch

Attacks: 2 bites +5 melee

Damage: Bite 1d4 and poison

Face/Reach: 15 ft. by 15 ft. (coiled)/10 ft.

Special Attacks: Poison (DC 13, initial and secondary damage 1d6 Con)

Special Qualities: Dual mind, dual reflexes, scent

Saves: Fort +5, Reflex +8, Will +2.

Abilities: Str 10, Dex 19, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +12, Climb +12, Hide +3, Listen +9, Spot +9.

Feats: Weapon Finesse (bite).

Climate/Terrain: Temperate and warm land and underground

Organization: Solitary

CR: 4

Treasure: None

Alignment: Neutral

Advancement: 5–6 HD (Huge); 7–12 HD (Gargantuan)

This snake has a head on either end of its body.

Combat

Two-headed mutant viper snakes have the same combat tactics as their one-headed counterparts.

Dual Mind (Ex): The two-headed mutant viper has two brains, so for all mind affecting attacks it counts as two separate creatures. If a spell or effect can only affect one of the heads (such as a *charm monster* spell, which affects a single target), the unaffected head takes control of the entire body. In these situations, the affected head becomes inert for combat purposes (losing its extra bite attack), and the two-headed mutant viper temporarily loses its *Dual Reflexes* ability. Even if one head is charmed or dominated, the two-headed mutant viper does not attack itself or split its attacks between its normal opponents and those chosen by its "controller". In effect, mind-affecting attacks must affect both heads in order to achieve the normal result.

Dual Reflexes (Ex): The two-headed mutant viper's two heads are autonomous. This means that the creature acts as two creatures for the purposes of making attacks and attacks of opportunity. This has the following two effects:

First, the two-headed mutant viper may attack with a bite attack for each head and does not suffer an attack or damage penalty for doing so. If the two-headed mutant viper's base attack bonus allows it to make iterative attacks with its first head, the second head does, as well.

Second, the two-headed mutant viper may make one more attack of opportunity per round than normal, but this extra attack must be with a different head than any previous attacks of opportunity.

VAMPIRE, CORPSE

Nosferatu, mullo, or 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 thus, 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 nonsequitur or meaningless.

Creating a Corpse Vampire

“Corpse Vampire” is a template that can be added to any living, corporeal creature besides oozes, outsiders, and plants (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type changes to “Undead”. All other subtype information for the base creature remains unchanged. Corpse vampires use the base creature’s statistics and inherent racial special abilities except as noted below.

Hit Dice: Remove all HD (and associated abilities) due to character classes and double the remaining HD. Creatures with only levels for HD get the minimum HD for their size and type (see *Appendix I: Creature Construction Charts*), which is then doubled. Die type is d12.

AC: Natural armor improves by +4.

Attacks: All corpse vampires have a primary claw attack and a secondary claw and 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 base attack bonus of these attacks is calculated based on the creature’s new HD and type. Even if the creature retains the ability to use weapons (see *Feats* below), it usually favors its natural attacks.

Damage: Claws and bite attacks do damage according to the base creature’s type. If the creature already had bite and/or claw attacks, instead treat the creature as one size larger and determine its damage. The teeth and claws of bestial corpse vampires grow larger upon their transformation.

Special Attacks: A corpse vampire has none of the special attacks of the base creature, except extraordinary ones that come from natural weapons (such as *improved grab*), but not from a metabolism (like *poison*). Corpse vampires also have the following:

Blood Drain (Ex): A corpse vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it gains a pin it can attempt a single bite

as a free action. Thereafter it drains blood, inflicting points of temporary Constitution damage each round the pin is maintained.

The amount of this damage is the same as the bite damage of a creature one size smaller, but of the same base type, as the base creature according to *Appendix I: Creature Construction Charts*. For example, an animal corpse vampire of Gargantuan size has a blood drain amount equal to the bite damage of a Huge animal, or 2d6 per round. A Fine animal corpse vampire drains 1 point of temporary Constitution every other round.

Corpse vampires require 1 point of Constitution per HD 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 HD temporarily. As the starvation progresses, the corpse vampire rots more and more. If the corpse vampire loses its final HD, it is destroyed and looks like a badly rotted corpse.

When the corpse vampire feeds adequately, in an amount equal to its normal requirement plus the number of HD previously lost, it immediately regains one lost HD and the other HD return at the rate of one per day.

Improved Grab (Ex): If the corpse vampire hits with both claws (or bite, if that’s the creature’s primary attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required, Tiny and Small creatures do not suffer a special size penalty, and the corpse vampire may use this ability against opponents of its size or smaller.

When the corpse vampire gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. Otherwise, the corpse vampire attempts to maintain a pin (and to drain blood), following normal rules for grappling. The corpse vampire can move (possibly carrying away the opponent), provided it can drag the opponent’s weight.

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 suffer a –6 penalty to the save, chaotic evil creatures suffer a –10. These new corpse vampires are not under the control of their “parent” in any way, though they sometimes willingly hunt in packs.

Special Qualities: A corpse vampire retains the special qualities of the base creature like those allowed in *Special Attacks* above. It also gains the following abilities:

Damage Reduction (Ex): A corpse vampire is tough and gets DR 2/—.

Darkvision (Ex): Corpse vampires can see in non-magical darkness up to a range of 60 ft., or the base creature’s range, whichever is better.

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 of its other damage has been healed, and even then only heals a number of points equal to the creature’s HD 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, there is a 5% chance that it 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 suffers a -2 morale penalty to all attacks directed at that opponent.

If actually faced with something (that it does not usually carry) or someone important from its life, like a loved one, a corpse vampire must make a Will saving throw (DC 15), 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 towards the object as it would have in life (speaking, showing affection or disdain, and so on)
8-9	Attacks the important person, object, 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. Dialog on the subject is almost always angry and accusatory, though it may have any basis you desire. This behavior is always disturbing.

Light Sensitivity (Ex): Corpse vampires take a -1 circumstance penalty on attack rolls in brightly lit areas.

Resistance (Ex): A corpse vampire has cold resistance 10.

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Saves: Recalculate as if the creature was always undead, but retain the “good” save categories of the base creature as well. Will is considered a good save for all corpse vampires, regardless of base creature.

Abilities: Modify the base creature as follows: Strength +4, Wisdom -2. The Charisma and Intelligence scores of the base creature are halved (minimum 3, or the base creature’s original score if already lower than 3). As undead creatures, corpse vampires have no Constitution score.

Skills: Recalculate skill points as if the creature was always undead. Skills the creature had in life are considered class skills for the corpse vampire. Corpse vampires receive a +8 racial bonus to Listen and Spot checks.

Feats: Assume the corpse vampire is proficient with whatever armor and weapons the corpse wears or carries. It may retain some of its class feats at your discretion, so long as it still qualifies for them. Corpse vampires gain Alertness, Improved Initiative, and Toughness as bonus feats.

Climate/Terrain: Any land and underground.

Organization: Solitary, pair, pack (2-5).

CR: A corpse vampire’s challenge rating depends on its size: Tiny or smaller 1/2, Small 1, Medium-size 2, Large 4, Huge 8, Gargantuan 13, Colossal 16. CR goes up if the vampire retains significant extraordinary abilities.

Alignment: Always chaotic evil.

Advancement: Corpse vampires might be found from all forms of advanced creatures (in HD, not class levels), but do not advance.

ECL: +2 (not including any bonus HD).

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 to attack rolls and skill 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 does 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, an opponent must use a full-round action to aim with a melee weapon or missile weapon at no more than one range increment, or 30 ft., whichever is less. Missile attacks made from further than adjacent to the corpse vampire suffer a -4 circumstance penalty to the attack roll. Spears (or similar weapons) with a non-silver blade may be used as well, but only at a similar penalty because of the extra force needed to push past the blade to the wooden haft.

Making a heart strike draws an attack of opportunity. The attacker then makes an attack roll at -4 (the penalty for using a missile weapon from range or non-silver spear stacks with this penalty). If the attack is a critical hit, the corpse vampire suffers normal (not multiplied) damage and must make a Fortitude save (DC 10 + damage dealt) or be destroyed instantly. Sneak attack damage may be applied to the damage, if appropriate, in this one instance (the corpse vampire is otherwise immune to critical hits and sneak attacks).

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 or concealment reduces the amount of damage by the amount of cover or concealment (so being exposed to sunlight for a full round through nine-tenths cover, such as an arrow slit, means the corpse vampire only loses one-tenth of its maximum hit points).

Sample Corpse Vampires

The first example uses a former 4th-level gnoll ranger (with an 18 Strength, 14 Dexterity and Wisdom, a 10 Intelligence, and a 13 Charisma) as the base creature. The new creature has 4 HD due to the elimination of its class levels and the doubling of its base HD. The other stat-block is for members of Volgr's pack of three other (average) gnoll corpse vampires, who follow their former leader due to life memories. The whole pack has an Encounter Level of 6.

Volgr, male gnoll corpse vampire

Medium-size Undead

Hit Dice: 4d12+6 (33 hp)

Initiative: +6 (Dex, Improved Initiative)

Speed: 30 ft.

AC: 20 (+2 Dex, +5 natural, +3 studded leather); 18 flat-footed, 12 touch

Attacks: Claw +8 melee, claw +3 melee, bite +3 melee; or masterwork mighty composite longbow +6 ranged

Damage: Claws 1d4+6, bite 1d4+3; masterwork mighty composite longbow 1d8+3/crit x3

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

Special Attacks: Blood drain, improved grab, create spawn, favored enemy (humans)

Special Qualities: Darkvision 60 ft., DR 2/—, fast healing, flashbacks, light sensitivity, resistance (cold 10), undead, corpse vampire weaknesses

Saves: Fort +3, Ref +0, Will +5

Abilities: Str 22, Dex 14, Con —, Int 5, Wis 12, Cha 6

Skills: Climb +9, Jump +9, Listen +12, Spot +12, Swim +4, Wilderness Lore +5

Feats: Alertness, Improved Initiative, Toughness (x2), Track

CR: 2

Alignment:

Chaotic evil



Volgr is a moldering, blood-swollen caricature of his former self. The rotten remnants of his masterwork studded leather hang from his putrid frame, and he still carries his once-prized bow and a quiver of gnoll war arrows. The animalistic thing Volgr has become still remembers a bit about tracking and survival. He can be a relentless enemy. Volgr speaks Gnoll, Goblin, and Common.

Possessions: studded leather (ruined masterwork, no bonus), composite longbow (mighty (+3), masterwork), quiver (9 masterwork arrows), jewelry (250 gp) (Included in skills: armor check penalty -1; 24 lbs./-5 Swim).

Combat

Volgr usually fights like a beast, with straightforward tactics and no mercy. Occasionally, he remembers himself enough to shoot at fleeing foes.

Blood Drain (Ex): Volgr can suck blood from a living victim with its fangs by making a successful grapple check. If Volgr gains a pin, he can attempt a single bite as a free action. Thereafter he drains blood, inflicting 1d3 points of temporary Constitution damage each round the pin is maintained.

Volgr requires 4 points of Constitution in the form of blood every day. Each day this quota is not met, he loses one HD temporarily. As the starvation progresses, Volgr rots more and more. If he loses its final HD, Volgr dies and looks like nothing more than a badly rotted corpse.

When Volgr feeds adequately, in an amount equal to its normal requirement plus the number of HD previously lost, it immediately regains one lost HD and the other HD return at the rate of one per day.

Favored Enemy (Ex): Volgr gets +1 to attack and damage rolls against humans, as well as Wilderness Lore checks to track them.

Improved Grab (Ex): If Volgr hits with both claws, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required, and he may use this ability on Medium-size or smaller creatures.

When Volgr gets a hold after an improved grab attack, he pulls the opponent into his space. This act does not provoke attacks of opportunity. Otherwise the Volgr attempts to maintain a pin (and to drain blood), following normal rules for grappling. Volgr can move (possibly carrying away the opponent), provided he can drag the opponent's weight.

Create Spawn (Ex): An appropriate creature slain by Volgr's blood drain attack rises as a corpse vampire 1d3 nights after its death if it fails a Will save (DC 10). Evil creatures suffer a -4 penalty to the save, chaotic evil creatures suffer a -6. These new corpse vampires are not under Volgr's control in any way.

Fast Healing (Ex): If harmed by blood loss, sunlight, or garlic, Volgr cannot heal that damage until all of his other damage has been healed, and even then he can only heal 4 hp per day.

Flashbacks (Ex): Volgr remembers his old hunting hounds, elves, and horses most vividly, along with his favorite wife and pups. Elvish knights and a female elf enchantress killed him. See the description above for the effects of Volgr being faced with such things.

Light Sensitivity (Ex): Corpse vampires take a -1 penalty on attack rolls in brightly lit areas.

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Gnoll Corpse Vampire Pack Member (3)

Medium-size Undead

Hit Dice: 4d12+3 (29 hp)

Initiative: +4 Improved Initiative

Speed: 20 ft. (scale mail), base 30 ft.

AC: 17 (+5 natural, +2 ruined studded leather); 17 flat-footed, 10 touch

Attacks: Claw +6 melee, claw +1 melee, bite +1 melee; or battleaxe +6 melee, bite +1 melee; or shortbow +2 ranged

Damage: Claws 1d4+4, bite 1d4+2; battleaxe 1d8+4/crit x3; shortbow 1d6/critx3

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

Special Attacks: Blood drain, improved grab, create spawn

Special Qualities: Darkvision 60 ft., DR 2/—, fast healing, flashbacks, light sensitivity, resistance (cold 10), undead, corpse vampire weaknesses

Saves: Fort +4, Ref +0, Will +3

Abilities: Str 19, Dex 10, Con —, Int 4, Wis 9, Cha 4

Skills: Climb +6, Jump +6, Listen +11, Spot +10, Swim +0

Feats: Alertness, Improved Initiative, Power Attack, Toughness

CR: 2

Alignment: Chaotic evil

These gnoll corpse vampires are rotted monstrosities, much like Volgr.

Possessions: studded leather (ruined), battleaxe, shortbow, quiver (2d10 arrows), jewelry (250 gp) (Included in skills: armor check penalty -1; 31 lbs./-6 Swim).

Combat

As vicious as Volgr, the pack occasionally uses its melee and ranged weapons and does not get a favored enemy bonus against humans. The save for their *create spawn* ability is DC 9. Otherwise, their powers are similar.

Becoming a Corpse Vampire

Corpse vampires can be created via *create undead*, *create greater undead*, or the *ritual of dark calling* as detailed in the Desiccated template. Usually, however, the foul things result from other corpse vampires, like a spreading plague. Optionally, a creature with less than 5 HD that is slain by a vampire comes back as a corpse vampire (instead of vampire spawn). This is especially appropriate for creatures not normally allowed the Vampire template, but allowed the Corpse Vampire template.

VAMPIRE, DREAD

Familiar are tales of vampires—how these ruthless barons of the undead world leech the very life-blood 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 dread vampire.

Appearance Changes

Dread 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 the true nature of these evil undead, such as a sickly pallor to the skin, hauntingly evil eyes, claw-like fingernails, or some other visible manifestation of the creatures' nature.

Creating a Dread Vampire

“Dread Vampire” is a template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the “base creature”). After assuming the template, the base creature's type changes to “Undead”. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. Dread vampires use the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Die type changes to d12.

AC: Natural armor improves by +4.

Attacks: A dread vampire retains all the attacks of the base creature and also gains a slam attack if it didn't already have one.

Damage: Dread vampires do damage with their slams according to the Undead type.

Special Attacks: A dread vampire has all the special attacks of the base creature, except those requiring an active metabolism (meaning Constitution). Supernatural and spell-like attacks are almost always maintained, using Charisma in place of Constitution to calculate save DCs. Dread vampires also have the following:

Aura of Fear (Su): A dread vampire generates a perpetual aura of fear (60-ft. radius, centered on the dread vampire, a mind-affecting, fear effect). All creatures entering this area must make a Will save or cower for 1d6 rounds. If a creature cowed by this ability is attacked, it stops cowering and becomes shaken for 2d6 rounds. Those who succeed the save are still shaken for 1d6 rounds. Creatures exiting the 60-ft. radius area remain shaken for 1d3 rounds. An opponent that is affected by the fear aura and recovers, or one having successfully saved against it, gains a cumulative +1 per exposure to save against further aura attacks from the same dread vampire. This bonus lasts 24 hours.

Absorb Fear (Ex): As a full-round action, the dread vampire may drain 1 temporary point of Wisdom per round from all creatures made to cower by its *aura of fear* ability. Creatures affected by the drain are entitled to another Will save each round (+1 to the roll per previous attempt) to overcome the *aura of fear* effect. Those that do are shaken for 1d6 rounds thereafter. Whatever the outcome, those that suffer any Wisdom drain must make another Will save when the final Wisdom point is to be regained or that one point is a permanent loss.

The dread vampire may also drain individual creatures that are suffering from any form of fear. To do so, the dread vampire must make a successful grapple check against the creature. If it gets a hold it may lock eyes with the opponent and drain 1d4 points of permanent Wisdom per round it maintains the hold.

Through the absorb fear ability, the dread vampire gains 5 hit points per ability point drained. Any hit points over the dread vampire's maximum are treated as temporary hit points that fade in 1d4+1 minutes. Alternatively, the dread vampire may add 1 point to its Strength for every 2 ability points drained. Any points added to abilities in this fashion are also temporary and fade after 1d4+1 minutes.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a dread vampire's energy drain attack rises as a dread vampire spawn 1d4 days after burial. A creature driven to 0 Wisdom and then killed in any manner returns as dread vampire spawn or, if 5 HD or higher, a new dread vampire. In any case, the new creature is under the control of the dread vampire that created it, and remains so until the master vampire's death.

Energy Drain (Su): The slam of a dread vampire delivers 2 negative levels.

Special Qualities: A dread vampire has all the special qualities of the base creature, besides ones like those prohibited in *Special Attacks* above, plus the following:

Damage Reduction (Ex): A dread vampire's undead body is tough, giving the creature damage reduction 10/holy or +2.

Darkvision (Ex): Dread vampires can see in non-magical darkness up to a range of 60 ft., or the base creature's range, whichever is better.

Fast Healing (Ex): A dread 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 lower, a dread vampire automatically assumes *shadow form* and attempts to escape. It must reach its lair within 3 hours or be utterly destroyed. (It can travel up to 13 miles in 3 hours.) Once at rest, it rises to 1 hit point after 1 hour, then resumes healing at the rate of 5 hit points per round.

Resistance (Ex): A dread vampire has electricity and cold resistance 20.

Shadow Form (Su): As a standard action, a dread vampire can take the form of a fearsome-looking shadow (not the undead creature, just a shadow). In this form, the dread vampire can move at its normal speed and is totally insubstantial—unable to interact with the physical world. It gets a +10 circumstance bonus to Hide 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 (like that of a *daylight* spell).

Turn Resistance (Ex): A dread vampire has +4 turn resistance.

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Abilities: Increase from base creature as follows: Strength +4, Dexterity +4, Intelligence +2, Wisdom +4, Charisma +6. As undead creatures, dread vampires have no Constitution score.

Skills: Dread vampires receive a +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Feats: Dread vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

CR: Base creature's CR +3.

Treasure: Double that of the base creature.

Alignment: Always chaotic evil.

Advancement: By character class

ECL: +5.

Dread Vampire Characters

Dread vampires are always chaotic evil, which causes characters of certain classes to lose their class abilities, or can no longer advance in that class. Clerics must choose a new deity (or spiritual path) and lose their ability to turn undead, but gain the ability to rebuke undead. This ability does not affect the dread vampire's controller or any other vampires that master controls. Dread vampire clerics have access to the Darkness, Emotion, Evil, and Trickery domains. If a character has a familiar (other than one of an undead nature or an appropriate monster), the link between them is broken, and the familiar shuns its former companion. The dread vampire can summon another familiar, but it must be undead or appropriate (like a demon).

Dread Vampire Weaknesses

Dread vampires recoil from a strongly presented holy symbol. A dread vampire cannot stand the sound of laughter or anything to do with love. These things don't harm the dread vampire—they merely keep it at bay.

Animals can detect the presence of a dread vampire, acting nervous and vocal when one is within 120 ft. Like normal vampires, dread 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 dread vampire's hit points to 0 or below incapacitates but doesn't destroy it. However, exposing a dread vampire to direct sunlight disorients it and instantly robs it of one-half of its hit points. It can take only partial actions and is destroyed utterly on the next round if it cannot escape. Driving a gold or gold-plated shaft through a dread vampire's heart instantly paralyzes the monster. However, it returns to life if the shaft is removed, unless the body is destroyed.

Sample Dread Vampire

This example uses a harpy as the base creature.

Dread Vampire Harpy

Medium-size Undead

Hit Dice: 7d12 (45 hp)

Initiative: +4 (Dex)

Speed: 20 ft., fly 80 ft. (average)

AC: 19 (+4 Dex, +5 natural); 15 flat-footed, 14 touch

Attacks: 2 claws +4 melee; or slam +9 melee

Damage: Claw 1d3+3, or slam 1d6+3

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

Special Attacks: Captivating song, aura of fear, absorb fear, energy drain, create spawn

Special Qualities: Darkvision 60 ft., shadow form, DR 10/holy or +2, fast healing 5, turn resistance +4, cold and electricity resistance 20, undead

Saves: Fort +2, Ref +9, Will +7

Abilities: Str 14, Dex 19, Con —, Int 9, Wis 14, Cha 21

Skills: Bluff +19, Listen +17, Perform (buffoonery, chant, epic, limericks, melody, ode, storytelling) +13, Spot +16, Hide +12, Move Silently +12, Search +7, Sense Motive +10

Feats: Dodge, Flyby Attack, Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes

Climate/Terrain: Temperate and warm land and underground

Organization: Solitary or pair

CR: 6

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Combat

When a dread vampire harpy engages in battle, it moves in close enough to affect multiple opponents with its aura of fear ability and weakens each of them through Wisdom drain. Then, when its foes are significantly weakened, it will use its Flyby Attack to strike in melee. The dread vampire harpy uses her captivating song to draw prey to her.

Aura of Fear (Su): A dread vampire harpy generates a perpetual aura of fear (60-ft. radius, centered on the dread vampire harpy, a mind-affecting, fear effect). All creatures entering this area must make a Will save (DC 18)

or cower for 1d6 rounds. If a creature cowed by this ability is attacked, it stops cowering and becomes shaken for 2d6 rounds. Those who succeed at the save are still shaken for 1d6 rounds. Creatures exiting the 60-ft. radius area remain shaken for 1d3 rounds. An opponent that is affected by the fear aura and recovers, or one having successfully saved against it, gains a cumulative +1 per exposure to save against further

attacks from the same dread vampire harpy. This bonus lasts 24 hours.

Absorb Fear (Su): As a full-round action, the dread vampire harpy may drain 1 temporary point of Wisdom per round from all creatures made to cower by its *aura of fear* ability. Creatures affected by the drain are entitled to another Will save each round (+1 to the roll per previous attempt) to overcome the *aura of fear* effect. Those that do are shaken for 1d6 rounds thereafter. Whatever the outcome, those that suffer any Wisdom drain from a dread vampire harpy must make a Will save when the final Wisdom point is to be regained, or that one point is permanently lost.

The dread vampire harpy may also drain individual creatures that are suffering from any form of fear. To do so, the dread vampire harpy must make a successful grapple check against the creature. If it gets a hold it may lock eyes with the opponent and drain 1d4 points of permanent Wisdom. Through the absorb fear ability, the dread vampire harpy gains 5 hit points per ability point drained. Any hit points over the dread



TEMPLATES: VAMPIRE, DREAD

vampire harpy's maximum are treated as temporary hit points that will fade in 1d4+1 minutes. Alternatively, the dread vampire harpy may add 1 point to its Strength for every 2 ability points drained. Any points added to abilities in this fashion are also temporary and fade after 1d4+1 minutes.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a dread vampire harpy's energy drain attack rises as a dread vampire spawn 1d4 days after burial. A creature driven to 0 Wisdom and then killed in any manner returns as dread vampire spawn or, if 5 HD or higher, a new dread vampire. In any case, the new creature is under the control of the dread vampire harpy that created it, and remains so until the master vampire's death.

Captivating Song (Su): When a dread vampire harpy sings, all creatures (other than harpies) within a 300-ft. spread must succeed at a Will save (DC 18) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by the same creature's song for one day. A captivated victim walks toward the dread vampire harpy, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 ft. of the dread vampire harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the dread vampire harpy sings. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Energy Drain (Su): The slam of a dread vampire harpy delivers 2 negative levels.

Shadow Form (Su): As a standard action, a dread vampire harpy can take the form of a fearsome-looking shadow (not the undead creature, just a shadow). In this form, the dread vampire harpy can move at its normal speed and is totally insubstantial—unable to interact with the physical world. It gets a +10 circumstance bonus to Hide 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. Unfortunately, the shadow form cannot enter any area lit by bright, pure light (like that of a *daylight* spell).

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Becoming a Dread Vampire

Dread vampires can be created via *create greater undead*, or the *ritual of dark calling*, as detailed under the Desiccated template. More likely, however, a new dread vampire is the offspring of another.

Variant Vampire Spawn

Two microplates are presented below to help make unique dread and normal vampire spawn. Alternatives to vampire spawn include the possibility of low-HD creatures slain by a vampire becoming corpse vampires or even fleshbound vampires. Only your imagination and the metaphysics of your game world are limits.

Dread Vampire Spawn

Dread vampire spawn can be of any HD. Such creatures do not get the dread vampire's aura of fear or shadow form abilities, and they deviate from the dread vampire template as follows:

AC: Natural armor improves by +2.

Special Attacks: Dread vampire spawn special attacks differ as follows:

Instill Fear (Su): The dread vampire spawn can direct its gaze at one opponent within 30 ft. That opponent must make a Will saving throw (DC 10 + one-half of the spawn's HD + its Charisma modifier) against the mind-affecting fear effect or cower in fear. Those who succeed at 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 the fear gaze and recovers, or one having successfully saved against it, gains a cumulative +1 per exposure to save against further gaze attacks from the same dread vampire spawn. This bonus lasts 24 hours.

Absorb Fear (Su): The dread 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 hold, it may lock eyes with the opponent and drain 1d3 points of permanent Wisdom. The creature gets only basic sustenance from this drain.

Energy Drain (Su): Dread vampire spawn inflict one energy level instead of two. The save DC formula is the same.

Special Qualities: Dread vampire spawn special qualities differ as follows:

Damage Reduction (Ex): Dread vampire spawn have damage reduction 5/blessed or +1.

Fast Healing (Ex): A dread vampire spawn heals 2 points of damage each round. Damage from sunlight and fire is healed at a rate of 1 every 2 rounds.

Resistances: Dread vampire spawn have electricity and cold resistance 10.

Turn Resistance (Ex): Dread vampire spawn have turn resistance +2.

Skills: Dread vampire spawn receive half of the dread vampire's normal skill bonuses (+4). Dread vampire spawn speak the same languages they did in life. Dread vampires often make spawn from creatures that can help them in daily activities, so such spawn are often NPC classed creatures.

Feats: Dread vampire spawn gain Alertness, Improved Initiative, Lightning Reflexes, in addition to the feats of the base creature.

Vulnerabilities: Dread vampire spawn are equally vulnerable to attacks that slay dread vampires.

CR: Base creature's CR +1.

Vampire Spawn

Creating unique vampire spawn is easy. Take a 4 HD or less base creature, to which the vampire template can apply. Spawn do not get the vampire's alternate form, domination, children of the night, or create spawn abilities, and they deviate from the vampire template as follows:

AC: Natural armor improves by +3

Special Attacks: Vampire spawn special attacks differ as follows:

A Note on Turn Resistance

Perhaps vampires should have turn resistance, since their spawn do. Consider giving all vampires the same turn resistance as a dread vampire (+4). Optionally, this value can be one-third of the vampire's total HD, round up. Vampire spawn may receive this variable ability as well.

Charm (Su): The vampire spawn gets this ability instead of the vampire's *domination* ability. The save DC is 10 + one-half of the creature's HD + its Charisma modifier, and the effect is similar to *charm person* as cast by a sorcerer of a level equal to the spawn's HD + 1. A charmed subject allows the vampire spawn to drain his or her blood (see below).

Energy Drain (Su): Vampire spawn drain one energy level instead of two. The save DC formula is the same.

Special Qualities: Vampire spawn special qualities differ as follows:

Damage Reduction (Ex): Vampire spawn have damage reduction 10/silver.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round.

Resistances: Vampire spawn have electricity and cold resistance 10.

Turn Resistance (Ex): Vampire spawn have turn resistance +2.

Skills: Vampire spawn receive half of the vampire's normal skill bonuses (+4). Spawn speak the same languages they did in life. Vampires make servants much like dread vampires.

Feats: Vampire spawn gain Alertness, Improved Initiative, Lightning Reflexes, in addition to the feats of the base creature.

Vulnerabilities: Vampire spawn are equally vulnerable to attacks that slay vampires.

CR: Base creature's CR +1.

New Domains and Spells

The dread vampire, due to its spiritual tendencies, has access to two new domains. An "*" indicates a new spell.

Darkness Domain

Granted Power: You can see in any form of darkness, no matter what is normally allowed, for a number of rounds per day equal to your cleric level. These rounds need not be used consecutively.

Darkness Domain Spells

- 1 Gloomlight*
- 2 Darkness
- 3 Deeper Darkness
- 4 Shadow Path*
- 5 Utterdark*
- 6 Shadow Evocation
- 7 Shadow Walk
- 8 Voidburst*
- 9 Shadow Well*

Gloomlight

Illusion (Shadow)

Level: Clr 2, Sor/Wiz 2, Darkness 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Object Touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

The touched object sheds bright light in a 60-ft. 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.

Shadow Path

Transmutation (Teleportation)

Level: Sor/Wiz 3, Darkness 4

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: You and touched objects or touched willing creatures weighing up to 50 lbs./level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You instantly transport yourself and any allowed, touch 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 ft. with a safe surface and suitable darkness. If there is no space within 50 ft., make a Will save each minute to arrive in an appropriate area within 200 ft. of the intended destination. If there is no such place, you are trapped on the Plane of Shadow until rescued (or you leave by means of another spell that allows such things).

Shadow Well

Conjuration (Calling, Creation)

Level: Sor/Wiz 9, Darkness 9

Components: V, S

Casting Time: 1 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 ft. 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 location 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.

So long as you remain within range of the gate, you may (as a move-equivalent 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.

Utterdark

Evocation [Darkness]

Level: Sor/Wiz 6, Darkness 5

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: 40 ft. radius circle/level

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. Clerics with the Darkness domain may prepare this spell at any level above 5th as well, allowing the magic to negate light spells of even higher levels.

Voidburst

Evocation [Cold, Darkness, Negative Energy]

Level: Sor/Wiz 8, Darkness 8

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 10 ft./level-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

Voidburst evokes a chilling globe of inky blackness infused with negative energy to burst forth from the spot you designate. The burst 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 3d6 points of cold damage. A successful save negates the deafness and negative levels and reduces damage by half. The negative levels heal in one hour each and, therefore, have no chance of being permanent. Undead creatures caught within the globe are not damaged in any way, but are instead healed 1d8 points of damage per 2 caster levels (maximum 10d8).

Emotion Domain

Granted Power: You can summon great strength of personality, gaining and enhancement bonus of 1d4+1 to your Charisma for 1 round plus 1 round per 5 cleric levels you possess. These rounds need not be used consecutively, but each time the power is activated, the Charisma bonus is determined with a new roll.

Emotion Domain Spells

- 1 Cause Fear
- 2 Calm Emotions
- 3 Hideous Laughter
- 4 Emotion
- 5 True Seeing
- 6 Phantasmal Aspect*
- 7 Insanity
- 8 Antipathy/Sympathy
- 9 Foresight

Phantasmal Aspect

Illusion (Phantasm) [Fear, Mind-Affecting, see text]

Level: Sor/Wiz 6, Emotion 6

Components: V, S

Casting Time: 1 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 merely 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 to 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 those who see you experience a terrifying vision of a nightmare humanoid from their own subconscious. The illusion is perfect as per the pleasant effect above. Any creature with the same fewer HD than your own must make a Will saving throw. Those who fail are affected depending on how many fewer HD 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

VAMPIRE, FLESHBOUND

Fleshbound vampires are bloodsucking undead possessing superior physical abilities. Although they are undead, they can breed with each other (or suitable humanoid) 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 more pale 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 a template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the "base creature"). After assuming the template, the base creature's type changes to "Undead". All other subtype information for the base creature remains unchanged. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. Fleshbound vampires use the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Die type changes to d12.

AC: Natural armor improves by +2.

Special Attacks: A fleshbound vampire has all the special attacks of the base creature, including those requiring an active metabolism (meaning Constitution)—they can even reproduce biologically. Use Charisma in place of Constitution to calculate save DCs. Fleshbound vampires also have the following:

Blood Drain (Ex): A fleshbound vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained.

Fleshbound vampires require 1 point of Constitution per size category (Fine counts as 1) in the form of blood every day (+1 point per 5 HD, excluding character levels). Each day this quota is not met, the fleshbound vampire loses one HD temporarily. As the starvation progresses, the fleshbound vampire looks more gaunt, corpse-like, and animalistic, until it resembles the undead thing it really is. For example, a Large, 10 HD monstrous humanoid requires 8 Constitution points of blood per day (6 for Large size, 2 for 10 HD).

When the starving fleshbound vampire feeds adequately, in an amount equal to its normal requirement plus the number of HD previously lost, it immediately regains one lost HD and the other HD return at the rate of one per day. If the fleshbound vampire loses its final HD, it dies and looks like a shriveled corpse.

Create Spawn (Ex): A humanoid or monstrous humanoid 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: A fleshbound vampire retains all the special qualities of the base creature and those listed below:

Damage Reduction (Ex): A fleshbound vampire's undead body is tough, giving the creature DR 10/silver.

Darkvision (Ex): Fleshbound vampires can see in non-magical darkness up to a range of 60 ft., or the base creature's range, whichever is better.

Turn Resistance (Ex): A fleshbound vampire retains much of its mortal nature and thus has turn resistance equal to 4 plus one-quarter of the fleshbound vampire's HD.

Resistance (Ex): A fleshbound vampire has cold and electricity resistance 10.

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, sunlight, silver, or magic weapons cannot heal that damage until all of its other damage has been healed, and even then only heals at a rate of 1 point of damage per hour. A fleshbound vampire can only heal a number of hit points of sunlight damage per day equal to its own HD.

Slow Regeneration (Ex): Fleshbound vampires can slowly regenerate lost limbs over the course of several days, but cannot reattach severed limbs.

Infectious Blood (Ex): Fleshbound vampire blood has infectious qualities (see *Drinking Fleshbound Vampire Blood* below).

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Abilities: Modify the base creature as follows: Strength +4, Dexterity +4, Charisma +2. As undead, fleshbound vampires have no Constitution score.

Skills: Fleshbound vampires receive a +6 racial bonus to Listen and Spot checks.

Feats: Fleshbound vampires gain Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, and Toughness as bonus feats.

Climate/Terrain: Any land and underground.

Organization: Solitary, pair, gang (2-5), or troop (2-5 plus 2-5 vampiric thralls).

CR: Base creature's CR +1.

Alignment: Any evil.

Advancement: By character class.

ECL: +2.

Fleshbound Vampire Characters

Like other vampires, the alignment change to evil prevents the use of certain abilities and advancement in certain classes. A fleshbound cleric must dedicate himself to another god, if his current god will not accept an evil and undead cleric. The character then rebukes undead instead of turning them. Characters with familiars lose those creatures if alignment changes from good to evil, but may regain another in a year and a day. Animals do not shun fleshbound vampires.

Fleshbound Vampire Weaknesses

Like supernatural vampires, fleshbound vampires have a number of weaknesses. These weaknesses are exactly like those of a corpse vampire, except as follows:

Heart Vulnerability: A wooden or silver piercing weapon must be used to pierce the heart of a fleshbound vampire.

Stopping 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-equivalent action that does not draw an attack of opportunity, and it must be made each round, or the bleeding resumes (unless the wound causing the bleeding has healed).

Sample Fleshbound Vampire

This example uses a 2nd-level human fighter as the base creature.

Pavil, human male fleshbound vampire Ftr 4

Medium-size Undead

Hit Dice: 4d12+6 (32 hp)

Initiative: +8 (Dex, Improved Initiative)

Speed: 20 ft.

AC: 22 (+3 Dex, +5 armor, +2 shield, +2 natural); 19 flat-footed, 13 touch

Attacks: +1 *broadsword* +10 melee; or masterwork mighty composite longbow +10 ranged

Damage: +1 *broadsword* 1d8+7/crit 19-20, masterwork (mighty +4) composite longbow 1d8+4/crit x3

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

Special Attacks: Blood drain, create spawn

Special Qualities: Darkvision 60 ft., damage reduction 10/silver, fast healing 5, resistance (cold and electricity 10), slow regeneration, +5 turn resistance, fleshbound vampire weaknesses

Saves: Fort +4, Reflex +7, Will +1

Abilities: Str 19, Dex 18, Con —, Int 10, Wis 10, Cha 12

Skills: Appraise +2, Climb +8, Handle Animal +6, Jump +8, Listen +8, Ride (horse) +12, Spot +8, Swim -3

Feats: Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Quick Draw, Toughness (x2), Weapon Focus (broadsword), Weapon Focus (composite longbow), Weapon Specialization (longsword).

CR: 5

Alignment: Neutral evil

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 those of his old clan.

Pavil looks human—blonde and robust, with ice eyes, and long, braided locks. He still sports a wide mustache and dresses in fine furs and jewels.

Possessions: breastplate (masterwork), large steel shield (masterwork), +1 *broadsword*, composite longbow (mighty +4), masterwork), quiver (20 arrows), potions (*inflict moderate wounds*, *bull's strength*), jewelry and furs (500 gp). (Included in skills: armor check penalty -3; 60 lbs./-12 Swim)

Combat

Pavil is very aggressive, relying on his superior quickness and resilience to give him the edge in melee combat.

Blood Drain (Ex): Pavil can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained. He requires 5 points of Constitution in blood every day, or he begins to starve (see the template for the effects).

Create Spawn (Ex): A humanoid or monstrous humanoid slain by Pavil's blood drain attack rises as a fleshbound vampire 1d3 days after its death. These new fleshbound vampires are not under Pavil's control.

Fast Healing (Ex): Pavil heals 5 points of damage each round so long as it has at least 1 hit point. If he's harmed by blood loss, garlic, sunlight, silver, or magic weapons, he cannot heal that damage until all of his other damage has been healed, and even then only heals at a rate of 1 point of damage per hour.

Slow Regeneration (Ex): Pavil can slowly regenerate lost limbs over the course of several days, but cannot reattach severed limbs.

Infectious Blood (Ex): Pavil's blood has infectious qualities (see *Drinking Fleshbound Vampire Blood* below).

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Becoming a Fleshbound Vampire

Fleshbound vampires can be created via *create greater undead*, or the *ritual of dark calling*, as detailed under the Desiccated template. More likely, however, a new vampire is the offspring of another.

Drinking Fleshbound Vampire Blood

Fleshbound vampires have infectious blood. There are a few alternatives 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. The blood of non-fleshbound vampires may have similar effects. Most persons of good heart consider knowingly drinking vampire blood a vile act.

Blood Pawn: An appropriate creature that drinks 1 hit point per size category up to Small + 4 hit points per size category above Small of the fleshbound vampire's blood gains the Vampiric Thrall template. It must make a saving throw according to that

template's *addicted* special quality or become addicted to fleshbound vampire blood. Consider the option that a fleshbound vampire may not addict any blood pawn with more HD than the vampire itself possesses. An alternate version of this option could grant the Vampiric Thrall template without the accompanying addiction or *charm*—a simpler, but less interesting choice.

Corpse Vampire. Any appropriate creature that drinks, or otherwise ingests, the blood (and perhaps other fluids) of a fleshbound vampire comes back as a corpse vampire when it dies. The time between ingestion and death might be limited, so those who live past the limit do not come back as corpse vampires.

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.

Half-vampire. 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 Half-vampire (fleshbound variant) template. It is a half-vampire-like creature, not a real half-vampire. (Optionally, the new half-vampire creature may be addicted to blood like a vampiric thrall.)

A half-vampire who is created in this way, and subsequently loses the Half-vampire template, immediately suffers aging effects as normal for its species. If such a creature has lived past its racial maximum, it dies and withers. In addition, you might rule the creature goes through withdrawal like a vampiric thrall when the Half-Vampire template is removed (see Vampiric Thrall template, *blood of power* special quality).

Unlike a normal half-vampire, the infected creature can be turned as if it were undead, but has turning resistance equal to one-half of its HD. The afflicted begins to hunger for blood, and must make a Will saving throw (DC as above) against drinking the blood of any sentient creature it sees bleeding (wounded in combat, and so on). If the afflicted 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 half-vampire to die and transform into a full fleshbound vampire (losing the Half-vampire template abilities altogether) after the next day has passed into night.

The only way to redeem the half-vampire is to kill the fleshbound vampire from which the original blood came, thereby cutting the metaphysical tie. Doing so allows the half-vampire 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. Paladins (and clerics of deities offended by the undead) that become a half-vampire, and are later cured, must have *atonement* cast on their behalf or lose their powers.

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, or a container with that enchantment, can preserve the blood for the spell's duration (or so long as the container remains magical). This option works well if combined with a less attractive option.

VAMPIRE, HALF-

It is whispered some undead can mate with the living—this is especially true of vampires of all sorts. The mullo, a form of corpse vampire, is noted in legend for seeking out its former mate. With the *veil of life* spell (see below), this ability can be granted even to those without it normally. Still, most half-vampires are the product of the union between lusty fleshbound vampires and mortals. They are semi-damned creatures caught between the world of the living and the underworld of the undead, and many become great slayers of undead.

Appearance Changes

A half-vampire usually looks like a particularly vital, but pale, specimen of its species. There are variations, however, noted in *Half-vampire Variants* below.

Creating a Half-vampire

“Half-vampire” is a template that can be added to any humanoid or monstrous humanoid (hereafter referred to as the “base creature”). The half-corpse-vampire is the exception to this rule (see “*Half-vampire Variants*”). The base creature’s type and subtypes remain the same. Unless otherwise noted, in this template HD stands for Hit Dice plus any character levels the creature possesses. A half-vampire uses all the base creature’s statistics and special abilities except as noted here.

AC: Natural armor improves by +2.

Special Attacks: The half-vampire retains all of the special attacks of the base creature, and gains the following:

Charm (Sp): A half-vampire, with a Charisma of 11 or better, can cast the spell *charm person* once per day, plus once per 5 HD. The spell is cast as if by a sorcerer of a level equal to the half-vampire’s HD.

Spell Affinity (Ex): Half-vampires get +1 effective caster level when casting the spells *gaseous form*, *spider climb*, *energy drain*, *enervation*, and any spell that changes their form into that of a rat, bat, or wolf. The creature also gains a +1 racial bonus to the save DCs of such spells.

Special Qualities: The half-vampire retains any special qualities not due to a character class and gains the following:

Darkvision (Ex): Half-vampires can see in non-magical darkness up to a range of 60 ft., or the base creature’s range, whichever is better.

Damage Reduction (Ex): Half-vampires have DR 3/silver.

Detect Undead (Sp): Three times per day, a half-vampire can *detect undead* as if the spell were cast by a cleric of its HD.

Fast Healing (Ex): Half-vampires have fast healing 2.

Light Sensitivity (Ex): Half-vampires suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Long-lived (Ex): Half-vampires live twice as long as normal members of their species. Multiply the numbers in the age categories found in the *PHB* by two to find when the

creature enters middle age, old, and venerable if needed.

Resistances (Ex): Half-vampires have electricity and cold resistance 5.

Saves: A half-vampire gets a +4 racial bonus to save against disease, poison, sleep, stunning, and paralysis. It gets a +2 racial bonus versus all mind-affecting abilities and a +4 racial bonus versus any necromantic effect such as energy drain or any special ability of an undead creature.

Abilities: Modify from the base creature as follows: Strength +2, Dexterity +2, Constitution +2, and Charisma +2.

Skills: Half-vampires are calculating and subtle. They get a +2 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Further, a half-vampire gets a +4 racial bonus to Climb and any Animal Empathy check with any rat, bat, or wolf.

Feats: All half-vampires receive Toughness as a bonus feat.

CR: Base creature’s CR +1.

Alignment: Tends toward evil.

ECL: +2.

Sample Half-vampire

This example uses an elf as the base creature.

Henrade, female caraigh-alfar Brd 1

Medium-size Humanoid (Elf)

Hit Dice: 1d6+3 (9 hp)

Initiative: +5 (Dex)

Speed: 30 ft.

AC: 19 (+5 Dex, +2 natural, +2 leather); 14 flat-footed, 15 touch

Attacks: Masterwork shortsword +6 melee; or longbow +5 ranged

Damage: Masterwork shortsword 1d8/crit 19-20; or longbow 1d8/crit x3

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

Special Attacks: Caraigh-alfar traits, charm, bardic music

Special Qualities: Caraigh-alfar traits, detect undead, bardic lore

Saves: Fort +0, Ref +7, Will +3

Abilities: Str 11, Dex 20, Con 10, Int 12, Wis 12, Cha 17

Skills: Bluff +6, Climb +5, Diplomacy +4, Forgery +3, Hide +9, Knowledge (arcana) +3, Listen +5, Move Silently +9, Perform +7, Search +5, Sense Motive +3, Spot +5, Tumble +7, Use Magic Device +3

Feats: Toughness, Weapon Finesse (shortsword)

CR: 2

Alignment: Chaotic neutral

Henrade is a mercurial young elf maid, prone to great rage and great mirth. She left her home in the southern elven kingdoms when her behavior became too much for her fellow villagers. Now she seeks to experience all life has to offer with great gusto and is not above duping the unwary or superstitious. One of her favorite ploys is to come into a small town with a declaration from an aristocrat with authority over, but also far removed from, the local area. The declaration invariably has something to do with invisible undead, which Henrade is to hunt. As she does so, the locals are to give her everything she needs. Of course, sometimes Henrade just performs for her supper—taking every advantage her positive traits offer. Unknown to most, Henrade is afraid of deep water. She

speaks Elven, Sylvan, and Common.

Henrade is a beautiful girl with a childlike face and big, violet eyes. Her skin is like alabaster. She has straight hair that is blue-black and almost habitually worn in a bun. The young bard loves the finest of everything, overspending on jewelry and nice clothes.

Possessions: leather armor, shortsword (elven masterwork), composite longbow, quiver (20 elven arrows), *potion of cure light wounds*, lap harp, backpack, scribe's kit, fine clothing, jewelry (250 gp) (27 lbs/–5 Swim).

Combat

Henrade is a dancer in combat. She moves with grace and style, but has the disturbing habit of toying with her opponents.

Caraigh-alfar Traits (Ex): *Charm* and *detect undead* abilities clarified for Henrade below. See the PC race for other abilities.

Bard Spells Known (4, save DC 13 + spell level): 0—*dancing lights*, *detect magic*, *ghost sound*, *prestidigitation*.

Bardic Music: (1/day) inspire courage (Su), countersong (Su), and fascinate (Sp).

Bardic Knowledge: +2 to the lore check.

Charm (Sp): Henrade can cast the spell *charm person* once per day as a 1st-level sorcerer.

Detect Undead (Sp): 3/day, Henrade can *detect undead* as a 1st-level cleric.

Caraigh-alfar Traits

As a PC race, caraigh-alfar (kay-rah-eeg shee, blood elves) have the following characteristics:

- +2 Strength, +4 Dexterity, +2 Charisma.
- Medium size.
- Caraigh-alfar base speed is 30 feet.
- *Darkvision:* Caraigh-alfar can see in the dark up to 60 ft. This vision is black and white.
- *Low-light Vision:* Caraigh-alfar can see twice as far as humans in poor lighting conditions.
- *Natural Armor:* Caraigh-alfar have a +2 natural armor bonus.
- *Damage Reduction (Ex):* Caraigh-alfar have DR 3/silver.
- *Fast Healing (Ex):* Caraigh-alfar have fast healing 2.
- *Long-lived (Ex):* Caraigh-alfar live twice as long as elves. They are middle-aged at 350 years, old at 526 years, and venerable at 700.
- *Resistances (Ex):* Caraigh-alfar have electricity and cold resistance 5.
- *Light Sensitivity (Ex):* Caraigh-alfar suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.
- *Spell Affinity (Ex):* Caraigh-alfar get +1 effective caster levels when casting the spells *gaseous form*, *spider climb*, *energy drain*, *enervation*, and any spell that changes their form into that of a rat, bat, or wolf. The caraigh-alfar also gains a +1 racial bonus to the save DCs of such spells.
- *Charm (Sp):* A caraigh-alfar, with a Charisma of 11 or better, can cast the spell *charm person* once per day, plus once per 5 character levels. The spell is cast as if by a sorcerer of a level equal to caraigh-alfar's character level.
- *Detect Undead (Sp):* 3/day, a caraigh-alfar can *detect*

undead as if the spell were cast by a cleric of his character level.

- A caraigh-alfar gets a +4 racial bonus to save against disease, poison, sleep, stunning, and paralysis. It gets a +2 racial bonus versus all mind-affecting abilities and to Will saves against enchantment spells or effects. Finally, the caraigh-alfar get a +4 racial bonus versus any necromantic effect such as energy drain or any special ability of an undead creature.
- Proficient with longsword or rapier, longbow, composite longbow, shortbow, and composite shortbow, regardless of character class.
- +2 racial bonus to Bluff, Hide, Move Silently, Sense Motive checks. +4 racial bonus to Search, Spot, and Listen checks. Further, a caraigh-alfar gets a +4 racial bonus to Climb and any Animal Empathy check with any rat, bat, or wolf. A caraigh-alfar who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check as though actively looking for it.
- All caraigh-alfar receive Toughness as a free feat.
- *Automatic Languages:* Elven and Common.
- *Bonus Languages:* Draconic, Gnoll, Gnome, Goblin, Orc, Sylvan.
- *Favored Class:* Wizard.
- *ECL:* +2.

Half-vampire Variants

Three microplates appear below for the differing vampires in this book and how to make them half-vampires. Where no change is given, use the factors from the Half-vampire template.

Corpse

Half-corpse-vampires are animalistic and usually ugly. They differ from the half-vampire above in the following ways:

Type: The Half-corpse-vampire microplate can be applied to any living, corporeal creature besides an ooze, outsider, or plant.

Attacks and Damage: Half-corpse-vampires have natural attacks with claws and a bite. Any of these attacks may be used with the character's normal attack progression, and the vampire is always considered armed. The claws and bite do damage according to the base creature's type and size, but as if the creature were one size category smaller than it really is.

Special Attacks: The half-corpse-vampire has none of the special attacks of a normal half-vampire.

Special Qualities: The half-corpse-vampire has all of the qualities of a normal half-vampire, but some are changed. It has DR 1/—, fast healing 1, and only cold resistance 2.

Abilities: Instead of the normal lot of racial ability modifiers, a half-corpse-vampire gets: Strength +2, Constitution +4, Intelligence –2, Wisdom –2, and Charisma –4.

Skills: Instead of the normal lot of racial skill bonuses, corpse vampires have +4 to Listen and Spot checks.

ECL: +1.

Dread

Half-dread-vampires are a lot like normal half-vampires, besides the following:

Special Attacks: The half-dread-vampire retains most of the half-vampire traits, besides *charm*, and gains the following changes:

Fear Mastery (Sp): A half-dread-vampire with a Charisma of 11 or better can cast *cause fear* once per day, plus once per day per 5 HD or character levels. At 3 HD or levels, a half-dread-vampire with a Charisma of 12 or better gains the ability to cast *scare* once per day, plus once per 10 HD or levels. At 7 HD or levels, the half-dread-vampire can cast *emotion* (fear only) once per day. Even good half-dread-vampires get a rush out of instilling fear in their enemies.

Spell Affinity (Ex): Half-dread-vampires get +1 effective caster levels when casting the spells *energy drain*, *enervation*, and any spell that creates darkness or utilizes shadow. The creature also gains a +1 racial bonus to the save DCs of such spells.

Special Qualities: Half-dread-vampires have the same qualities as normal half-vampires, but some are changed. They have DR 2/silver, cold and electricity resistance 5.

Abilities: A half-dread-vampire also gets Wisdom +2.

Skills: Half-dread-vampires get no bonus to Climb. Further, they have no bonus to Animal Empathy, instead earning a -4 racial penalty to such checks.

Fleshbound

Half-fleshbound-vampires look the most human. They differ from the half-vampire above in the following ways:

AC: Natural armor improves only by +1.

Special Attacks: A half-fleshbound-vampire has only the *detect undead* special quality of a normal half-vampire.

Special Qualities: Half-fleshbound-vampires have the same qualities as normal half-vampires, but some are changed. They have DR 2/silver, and cold and electricity resistance 5.

Skills: Half-fleshbound-vampires get only +2 to Listen and Spot checks.

ECL: +0 (+1 with anesthetic and wounding).

VAMPIRIC

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. 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” is a template that can be added to any creature (referred to hereafter as the “base creature”). After assuming the template, the base creature’s type and subtype do not change. A vampiric creature uses the base creature’s statistics and inherent racial special abilities except as noted below.

Special Attacks: A vampiric creature has all the special attacks of the base creature, plus the following:

Anesthetic (Ex): (Optional) Some natural vampires 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 cause 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 vampire’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 vampire can drain blood (see “Blood Drain” below). 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 uses its powerful jaws to latch onto the opponent’s body and 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 drain the victim’s blood in the form of temporary Constitution damage. The creature can drain a number of points per round equal to the amount of claw damage it could do for its size and type, as if the creature were one size category smaller than it is. An amount of zero (“—”) means the creature drains one point of temporary Constitution every other round, +2 rounds per zero result above the indicated size. Natural vampires usually drain blood only until

they’re full (about 1.5 Constitution points per HD), but this suggestion may be ignored in favor of more heroic battles or gluttonous monsters.

For example, a small vampire bat (Fine animal, treated as one size smaller than Fine for two “zero” results) drains 1 temporary Constitution point every four rounds (but probably stops eating before then), while a Medium-size humanoid drains 1d3 temporary Constitution per round.

Undead creatures (and perhaps constructs and outsiders) with this ability optionally drain permanent Constitution.

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 half the amount of temporary Constitution damage the vampiric creature would normally drain. The bleeding lasts until the wounded creature can make 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.

CR: Base creature’s CR +1. Anesthetic adds about 10% to a creature’s CR, while a paralytic poison adds +20%. Wounding ability adds another +20% to the CR. Maximum CR increase +3.

Sample Vampiric Creature

This example uses a shocker lizard for the base creature. The lizard can drain blood faster than a normal vampiric creature of their size, and it has an optional attack and drawback.

Vampiric Shocker Lizard

Small Magical Beast

Hit Dice: 2d10+2 (13 hp)

Initiative: +2 (Dex)

Speed: 40 ft., climb 20 ft., swim 20 ft.

AC: 16 (+1 size, +2 Dex, +3 natural)

Attacks: Bite +3 melee

Damage: Bite 1d4

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

Special Attacks: Stunning shock, lethal shock, attach, blood drain, wounding

Special Qualities: Electricity sense, electricity immunity, glutton lethargy

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

Abilities: Str 10, Dex 15, Con 13, Int 5, Wis 12, Cha 6

Skills: Climb +12, Hide +11, Jump +4, Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Warm aquatic, marsh, and underground

Organization: Solitary, pair, clutch (3-5), or colony (6-11)

CR: 3

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

Alignment: Usually neutral

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

Combat

A vampiric shocker lizard 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 vampiric shocker lizard 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 vampiric shocker lizard succeeds with an attach, it can immediately drain the victim's blood in the form of 1d3 points of temporary Constitution damage per round. The vampiric shocker lizards usually drain blood only until they're full (3 Con), or gluttoned (6 Con) if there is relative safety.

Stunning Shock (Su): Once per round, a vampiric shocker lizard can deliver an electrical shock to a single opponent within 5 ft. This attack deals 2d8 points of subdual damage to living opponents (Reflex half DC 12). If the vampiric shocker lizard is attached to an opponent, there is no save versus this damage.

Lethal Shock (Su): Whenever two or more vampiric shocker lizards are within 25 ft. of each other, they can work together to create a lethal shock. This effect has a radius of 25 ft., centered on any one contributing vampiric shocker lizard. The shock deals 2d8 points of damage for each vampiric shocker lizard contributing to it (Reflex half DC 10 + number of vampiric shocker lizard contributing).

Wounding (Ex): The saliva of a vampiric shocker lizard causes a wound to bleed freely. Wounds left by such creatures bleed for 1 temporary Constitution point 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): Vampiric shocker lizards automatically detect any electrical discharges within 100 ft.

Gluttoned Lethargy (Ex): When the vampiric shocker lizard has consumed 6 or more Constitution points of blood, it is so gorged it enters a state of lassitude for a number of hours equal to half the number of Constitution points consumed (minimum one). During this time, the creature wishes only to sleep, and is at -4 to all attack rolls, ability checks, and skill checks if forced to do anything.

Skills: Vampiric shocker lizards receive a +4 racial bonus to Hide checks due to their coloration.

Undead Vampires

The Vampire template's (in the *MM*) rules for creatures to which it can be applied can be broken, even allowing its application to other undead. In this latter case, you may want to halve the bonuses of the template (or use the Vampire Spawn microplate or Half-Vampire template). Applying the template to any creature is simple, and follows normal rules, though limiting its application to sentient creatures is probably easiest. Use the scaling blood drain found in the *blood drain* ability of this template for larger and smaller creatures. (You may even want to do this for larger and smaller humanoid and monstrous humanoid vampires.)

Blood Drain and Healing

Some vampires 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 1-5 hit points) per point of Constitution drained, up to its starting total hit points. Some vampires can retain extra hit points, beyond their natural maximum, as temporary hit points that usually fade in 1d4+1 minutes.

More Blood Drain

A creature may be allowed to drain more blood, doing temporary Constitution damage as if it were its actual size, or even larger. This option should be used carefully—Constitution damage is deadly. If this alternative is used, consider giving the creature the following limitation:

Gluttoned Lethargy (Ex): When the vampiric creature has consumed a number of Constitution points in a day equal to thrice its own HD, it is not only satiated, but it is so gorged it enters a state of lassitude for a number of hours equal to half the number of Constitution points consumed (minimum one). During this time, the creature wishes only to sleep, and is at -4 to all attack rolls, ability checks, and skill checks if forced to do anything. 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 CR) of a vampiric beast, for few would drink so heavily when faced with multiple foes.

VAMPIRIC THRALL

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

Appearance Changes

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

Creating a Vampiric Thrall

“Vampiric Thrall” is a template that can be added to any aberration, animal, beast, giant, humanoid, magical beast, monstrous humanoid, or vermin who drinks the blood of a fleshbound vampire (hereafter referred to as the “base creature”). The amount of blood consumed must be 1 hit point per size category up to Small + 4 hit points per size category above Small. The base creature’s type and subtypes remain the same. A vampiric thrall uses all the base creature’s statistics and special abilities except as noted here.

AC: Natural armor improves by +1.

Special Qualities: The vampiric thrall retains the qualities of the base creature and gains the following:

Ageless (Ex): While the blood of a vampire is in its veins, the vampiric thrall does not lose physical ability points due to age, but does gain mental ability points as normal. If the vampiric thrall loses its *blood of power* ability, its age immediately catches up with it—vampiric thralls who have aged beyond the lifespan for their species die and rot.

Blood of Power (Ex): Blood consumed by a vampiric thrall empowers and addicts it at the same time. The creature must consume the same amount of vampire blood that made it a vampiric thrall (1 hit point per size category up to Small + 4 hit points per size category above Small) every week to retain this template.

Each week an addicted (see below) vampiric thrall goes without the required blood, it takes 1d6 points of temporary damage to each ability score if it fails a Fortitude saving throw (DC 20, one save per ability score). The ability damage cannot be healed normally until the pawn gets enough blood, or the withdrawal ends. Magic can heal the damage. If the creature survives five weeks of withdrawal, it shakes the addiction. Unfortunately, with the addiction goes any benefit or drawback (including *charmed* below) of the Vampiric Thrall template. Non-addicted vampiric thralls do not suffer withdrawal, but lose the template five weeks after their last drink of blood.

Addicted (Ex): When the vampiric thrall drinks the proper amount of blood from a vampire (per *blood of power* above), and it fails a Fortitude or Will saving throw (whichever is better for the victim, DC 10 + half the vampire’s HD + its Charisma modifier +1 per each previous drink of blood), it becomes addicted to vampire blood. If that vampire is still “alive”, the victim reacts to it as if under the effects of a *charm person* spell (but the effect is non-magical, and can effect vermin). This saving throw may be willingly failed, and usually is by non-sentient beings (Intelligence 2 or less) that seek the pleasure of the blood consumption as often as possible. Addicted creatures get no save against the *domination* (or *charm*) ability of the vampire to which they are addicted. A vampiric thrall may only be addicted to one specific vampire at a time, always defaulting to the vampire with the highest HD.

Darkvision (Ex): Vampiric thralls can see in non-magical darkness up to a range of 30 ft., or the base creature’s range, whichever is better.

Damage Reduction (Ex): Vampiric thralls have DR 1/silver.

Fast Healing (Ex): Vampiric thralls have fast healing 1.

Immunities (Ex): A vampiric thrall does not need to eat and need only consume half the water a creature of its type normally needs.

Resistances (Ex): Vampiric thralls have electricity and cold resistance 2.

Turning Vulnerability (Ex): Vampiric thralls can be turned as if they were undead, but they have turning resistance equal to their HD and/or character level.

Saves: A vampiric thrall gets +4 to saves against disease, poison, sleep, stunning, and paralysis. It gets +2 versus all mind-affecting abilities.

Abilities: Modify from the base creature as follows: Strength +2, Constitution +2.

Feats: All vampiric thralls gain Improved Initiative as a bonus feat.

Alignment: Any, though usually neutral or evil.

ECL: +1

Sample Vampiric Thrall

This example uses a grick as the base creature.

Vampiric Thrall Grick

Medium-size Aberration

Hit Dice: 2d8+2 (11 hp)

Initiative: +6 (Dex, Improved Initiative)

Speed: 30 ft., climb 20 ft.

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

Attacks: 4 tentacle rakes +4 melee, bite –1 melee

Damage: Tentacle rake 1d4+3, bite 1d3+1

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

Special Qualities: Addicted, ageless, blood of power, darkvision 60 ft., fast healing 1, immunities, resistances, scent, DR 15/+1, saving throw bonuses, turning vulnerability, +2 turn resistance

Saves: Fort +1, Ref +2, Will +5

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

Skills: Climb +11, Hide +4*, Listen +7, Spot +7

Feats: Alertness, Improved Initiative

Climate/Terrain: Underground

Organization: Solitary or cluster (2-4)

CR: 3

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

Alignment: Usually neutral

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

Combat

These blood-glutted monstrosities are usually holed up in hidden lairs, guarding the entrance to the lair of their vampiric master. They attack from hiding and attempt to drag prey away.

Blood of Power (Ex): Blood consumed by a vampiric thrall grick empowers and addicts it at the same time. The creature must consume 8 hit points worth of vampire blood every week to retain this template. Each week an addicted vampiric thrall grick goes without the required blood, it takes 1d6 points of temporary damage to each ability score if it fails a Fortitude saving throw (DC 20). The ability damage cannot be healed normally until the creature gets enough blood, or the withdrawal ends. Magic can heal the damage. If the vampiric thrall grick survives five weeks of withdrawal, it shakes the addiction. Unfortunately, with the addiction goes any benefit or

TEMPLATES: VAMPIRIC THRALL

drawback of the Vampiric Thrall template. Non-addicted vampiric thralls do not suffer withdrawal, but lose the template five weeks after their last drink of blood.

Addicted (Ex): Vampiric thrall gricks are treated as if under the effects of a *charm monster* spell when dealing with the vampire that provided the blood that made the gricks vampiric thralls. Addicted gricks get no save against the *domination* (or *charm*) ability of the vampire to which they are addicted. A vampiric

thrall grick may only be addicted to one specific vampire at a time, always defaulting to the vampire with the highest HD.

Ageless (Ex): While the blood of a vampire is in its veins, the vampiric thrall grick does not lose physical ability points due to age, but does gain mental ability points as normal. If the vampiric thrall grick loses its *blood of power* ability, its age immediately catches up with it. Vampiric thrall gricks that have aged beyond the lifespan for gricks die and rot.

Immunities (Ex): A

vampiric thrall grick does not need to eat (but still does, out of habit) and need only consume half the water a creature of its type normally needs.

Resistances (Ex): Vampiric thrall gricks have electricity and cold resistance 2.

Turning Vulnerability (Ex): Vampiric thrall gricks can be turned as if they were undead.

Skills: *Their coloration affords gricks a +8 racial bonus to Hide checks when in natural rocky areas.

Half-vampire Vampiric Thrall and Vampire?

The half-vampire's abilities do indeed stack with those from the Vampiric Thrall template and any Vampire template, unless the *Half-vampire* option from the fleshbound vampire's *infectious blood* ability is used. That sort of half-vampire is a temporary change as described in that section.

New Spells

A vampiric thrall spellcaster might learn the following spells to insure a long and happy life.

Conjure Vampire Blood

Necromancy

Level: Clr 4, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 action

Range: Close 25 ft. + 5 ft./2 levels

Effect: 1 hit point of vampire blood per level

Duration: 1 day

Saving throw: None

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 continue to have the Vampiric Thrall template, but it is too weak to grant the template in turn.

Focus: A dehydrated vampire heart. One such focus is good for 13 castings of this spell, and then it withers to dust.

Create Vampire Blood

Necromancy

Level: Clr 6, Sor/Wiz 6

Components: V, S, M

This spell works exactly like and has the same parameters as *conjure vampire blood*, but it can grant the Vampiric Thrall template as well. To gain (and maintain) that template, the drinker must consume the appropriate amount of blood. See the Vampiric Thrall template itself, for more information.

Material Component: A dehydrated vampire heart and a vampire fang—both consumed by the spell.

Vampire Hunting

Many vampiric thralls 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 half-vampire, will do as well, leading to the hunting of half-vampires by vampiric thralls. The blood of a slain vampire must be drunk fresh (within 1 hour). The *gentle repose* spell preserves vampire blood for one day per caster level. Containers permanently enchanted with the *gentle repose* spell can store the blood indefinitely.

No Addiction or Charm

Optionally, you can make it so a vampiric thrall 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 Vampiric Thrall template, as well as some of its story potential.

Staving Off Withdrawal

Another option is to allow the vampiric thrall to stave off withdrawal and loss of the Vampiric Thrall template by drinking the blood of normal creatures. The blood drunk must be the same number as the hit points required of vampire blood in Constitution points per week.

A Will saving throw (DC 10 + the amount of blood needed that week) must be made each time the vampiric thrall drinks, or it must drink all it needs. Vampiric thralls need not kill their victims, but creatures with large blood requirements often do. A vampiric thrall with a natural bite attack may drain blood by pinning an opponent in a grapple and biting. Vampiric thralls without such an attack may drain blood only by pinning an opponent and cutting with a Tiny or smaller slashing or piercing weapon. Most vampiric thralls subdue or kill their victims before drinking.

Curing a Vampiric Thrall

Remove curse or *remove disease* can cure a vampiric thrall's charmed condition if the spell's caster succeeds at a caster level check versus 11 + the master vampire's HD. Another casting (same level check) saves the vampiric thrall from withdrawal and removes the template immediately. *Heal* removes both conditions immediately. A vampiric thrall that is unwilling to have its addiction ended (all non-sentient creatures are treated as unwilling) gets a Fortitude or Will save against such spells, whichever is better for the creature. These methods can be effective for freeing vampiric thrall slaves, but only works to end the addiction and not existing loyalties.

VOIDSPAWN

According to the sages of old, certain individuals and 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 things. Somehow, in very rare instances, living beings have become suffused with a minute amount of the energy of ultimate annihilation, making them carriers of the void and harbingers of doom to those that encounter them.

Appearance Changes

A voidspawn looks like the base creature, but is shrouded by a semi-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 a template that can be added to any creature (referred to hereafter as the “base creature”). Voidspawn result from a personal encounter with a being or source of pure disruptive energy (usually an outsider). After assuming the template, the base creature’s type does not change. However, “Chaotic” is added to the base creature’s subtypes. A voidspawn uses the base creature’s statistics and inherent racial special abilities except as noted below.

AC: Voidspawn have a swirling field of protective energy that grant them a deflection bonus of +4 to Armor Class.

Special Attacks: A voidspawn has the following abilities, in addition to those of the base creature:

Energy of Annihilation (Su): A voidspawn’s natural attacks automatically inflict an extra amount of chaos damage that cannot exceed the original attack’s die type. Creatures warded against chaos take half of this damage (round down, minimum 0). The die type is determined by the creature’s size (with the restriction above):

Size	Void Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small and	1d4
Medium-size	1d6
Large +	1d8

Aura of Fear (Su): The voidspawn constantly radiates energies that cause fear in normal beings. Creatures within a 30-ft. radius of a voidspawn must succeed at a Will save (DC 10 + one-half of the voidspawn’s HD + its Charisma modifier) or become frightened for 1d4 rounds. Opponents with more HD than the voidspawn are unaffected.

Strike of Annihilation (Su): Whenever a voidspawn makes a successful critical hit with an unarmed or 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 that make the save suffer the normal damage from the critical hit (including double chaos damage).

Touch of Annihilation (Su): Once per day plus once per 5 HD, voidspawn can disintegrate non-sentient objects due to its field of chaos energy. The voidspawn must touch the object or magic item, or make a touch attack against a carried or worn item. Carried or magic items are entitled to a saving throw (Fortitude negates, DC 10 + one-half of the voidspawn’s HD + its Charisma modifier). Up to a 10-ft. cube of non-sentient 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 HD 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 target object of the touch is destroyed, that target does no damage to the voidspawn.

The 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 ft. of matter, but makes it impossible for a voidspawn to keep items for long.

Special Qualities: A voidspawn has the special qualities of the base creature, in addition to the following:

Resistances (Ex): Entropy protects the voidspawn granting it resistance to acid, cold, fire, electricity, and sonic damage equal to their HD.

Self-Annihilation (Su): The voidspawn runs a cumulative 1 percent 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 from base creature as follows: Charisma +2

Organization: Usually solitary, occasionally in small groups (the smallest the base creature offers).

CR: Base creature’s CR +1 + 30%, round according to your best judgment (maximum +4).

Alignment: Always chaotic, never good

ECL: +2.

Sample Voidspawn

These examples use a rast and a cachalot whale as the base creatures.

Voidspawn Rast

Medium-size Outsider (Fire, Chaotic)

Hit Dice: 4d8+4 (22 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: Fly 50 ft. (good)

AC: 19 (+1 Dex, +4 natural, +4 deflection); 18 flat-footed, 15 touch

Attacks: 4 claws, +6 melee or bite, +6 melee

Damage: Claw 1d4+2 and 1d4 chaos; or bite 1d8+3 and 1d6 chaos

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

Special Attacks: Aura of fear, paralyzing gaze, improved grab, blood drain, strike of annihilation, touch of annihilation

Special Qualities: Self-annihilation, flight, fire subtype, resistances (acid, cold, fire, electricity, and sonic 4)

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

Abilities: Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 14

Skills: Hide +5, Listen +7, Move Silently +7

Feats: Dodge, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary or pair

CR: 7

Treasure: None

Alignment: Always chaotic neutral

Advancement: 5-6 HD (Medium); 7-12 HD (Large)

Combat

Voidspawn rasts attack with a frightening, brutal cunning. The creatures paralyze as many of their foes as possible, then attack any that are still moving, trying to destroy them with their strike of annihilation ability. A voidspawn rast can claw or bite, but cannot do both during the same round.

Strike of Annihilation (Su): Whenever a voidspawn rast makes a successful critical hit with its bite attack, the struck opponent must make a Fortitude save (DC 14) or have its body disintegrated by the powerful energy of utter annihilation manifested by the strike. Those that make the save suffer the normal damage from the critical hit (including double chaos damage).

Aura of Fear (Su): The voidspawn rast constantly radiates energies that cause fear in normal beings. Creatures within a 30-ft. radius of a voidspawn rast must succeed at a Will save (DC 14) or become frightened for 1d4 rounds. Opponents with more than 4 HD are unaffected.

Touch of Annihilation (Su): 1/day a voidspawn rast can disintegrate non-sentient objects due to its field of chaos energy. The voidspawn rast must touch the object or magic item, or make a touch attack against a carried or worn item. Carried or magic items are entitled to a saving throw (Fortitude negates, DC 14). Up to a 10-ft. cube of non-sentient matter is affected, so the ability disintegrates only part of any very large object or structure. Objects that make the save still take 3d6 points of damage.

The voidspawn rast may use this ability as a free action (still limited in uses per day) against an object that strikes it. If the target object of the touch is destroyed, that target does no damage to the voidspawn rast.

The 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 rast never knows when the discharge is about to occur. When the field spontaneously discharges, everything touching or touched by the voidspawn rast must make a save as indicated above. This includes the floor of a room, water surrounding a swimming voidspawn rast, and so on. The ability still only affects 10 cubic ft. of matter, but makes it impossible for a voidspawn rast to keep items for long.

Self-Annihilation (Su): The voidspawn rast has a cumulative 1 percent 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.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 ft., Fortitude save (DC 13).

Improved Grab (Ex): To use this ability, the voidspawn rast must hit with its bite attack.

Blood Drain (Ex): A voidspawn rast “drains” blood from a grabbed opponent (actually, obliterating the blood as it makes contact with the creature’s chaotic energy), dealing 1 point of temporary Constitution damage and 1d6 points of chaotic energy damage each round it maintains the hold.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Flight (Su): A voidspawn rast can *fly* as the spell cast by an 11th-level sorcerer, as a free action. A voidspawn rast that loses this ability falls and can perform only partial actions.

Voidspawn Whale (Cachalot)

Gargantuan Animal (Aquatic, Chaotic)

Hit Dice: 12d8+84 (138 hp)

Initiative: +1 (Dex)

Speed: Swim 40 ft.

AC: 20 (–4 size, +1 Dex, +9 natural, +4 deflection); 19 flat-footed, 11 touch

Attacks: Bite +17 melee, tail slap +12 melee

Damage: Bite 4d6+12 plus 1d8 chaos, tail slap 1d8+6 plus 1d8 chaos

Face/Reach: 20 ft. by 40 ft./10 ft.

Special Attacks: Aura of fear, strike of annihilation, touch of annihilation, resistances (acid, cold, fire, electricity, and sonic 12)

Special Qualities: Blindsight, self-annihilation

Saves: Fort +15, Ref +9, Will +6

Abilities: Str 35, Dex 13, Con 24, Int 2, Wis 14, Cha 8

Skills: Listen +11*, Spot +12*

Climate/Terrain: Any aquatic

Organization: Solitary

CR: 9

Treasure: None

Alignment: Always chaotic neutral

Advancement: 13-18 HD (Gargantuan); 19-36 HD (Colossal)

This voidspawn cachalot whale is surrounded by black energy and streaked with white on its hide.

Combat

Voidspawn cachalots are wantonly destructive. They attack with little provocation, seeking the annihilation of all they encounter.

Strike of Annihilation (Su): Whenever a voidspawn whale makes a successful critical hit with a natural attack, the struck opponent must make a Fortitude save (DC 15) or have its body disintegrated by the powerful energy of utter annihilation manifested by the strike. Those that make the save suffer the normal damage from the critical hit (including double chaos damage).

Aura of Fear (Su): The voidspawn whale constantly radiates energies that cause fear in normal beings. Creatures within a 30-ft. radius of a cachalot must succeed at a Will save (DC 15) or become frightened for 1d4 rounds. Opponents with more than 12 HD are unaffected.

Touch of Annihilation (Su): 3/day a voidspawn whale can disintegrate non-sentient objects due to its field of chaos energy. The cachalot must touch the object or magic item, or make a touch attack against a carried or worn item. Carried or magic items are entitled to a saving throw (Fortitude negates, DC 15). Up to a 10-ft. cube of non-sentient 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 voidspawn whale may use this ability as a free action (still limited in uses per day) against an object that strikes it. If the target object of the touch is destroyed, that target does no damage to the cachalot.

The 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 whale never knows when the discharge is about to occur. When the field spontaneously discharges, everything touching or touched by the cachalot must make a save as indicated above. This includes the floor of a room, water surrounding a swimming voidspawn whale, and so on. The ability still only affects 10 cubic ft. of matter, but makes it impossible for a voidspawn whale to keep items for long.

Self-Annihilation (Su): The voidspawn whale has a cumulative 1 percent 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.

Blindsight (Ex): Voidspawn whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 ft. A silence spell negates this and forces the cachalot to rely on its vision, which is approximately as good as a human’s.

Skills: Voidspawn whales gain a +4 racial bonus to Spot and Listen checks. *These bonuses are lost if Blindsight is negated.

WIGHT

Wights are monstrosities of the foulest sort—bodies of the once-living animated by hatred and the dark energies of undeath. Within them is the seed of their making, which is a link to death that allows them to slay and create new wights. They are a plague found in crypts and other dark places. There they wait to befoul any who dare invade.

Appearance Changes

Wights look much like zombies, except the body of the creature is corpse thin and never rotted. Cold fire burns in a wight's eyes, and their aspect is predatory.

Creating a Wight

“Wight” is a template that can be added to any living, corporeal creature that has sentience (Intelligence 3+) besides an ooze, outsider, or plant (referred to hereafter as the “base creature”). After assuming the template, the base creature's type changes to “Undead”, while subtypes remain unchanged. A wight uses the base creature's statistics and inherent racial special abilities except as noted below.

HD: Remove all HD due to character class and add 3 dice to the remaining total. Hit die type changes to d12.

AC: Natural armor improves by +4.

Attacks: Recalculate the wight's base attack bonus as if the base creature had always been undead. Creatures with no other natural attack gain a slam attack.

Damage: The wight's slam does damage according to the Undead type and the base creature's size.

Special Attacks: A wight loses all special attacks that are due to a character class, but retains all other abilities of the base creature besides those that require a metabolism (like *poison*). Supernatural and spell-like attacks are almost always maintained, using Charisma in place of Constitution to calculate save DCs. A wight gains the following:

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. A Fortitude save (DC 10 + one-half of the wight's HD + its Charisma modifier) 24 hours later prevents the negative level from becoming permanent.

Create Spawn (Su): Any appropriate creature slain by a wight becomes a wight (gaining this template) in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until the master's death.

Wights and Spawn

The spawn of a wight can quickly become a multitude if the power is left unchecked. Thus, it may be best that the spawn so created follow rules similar to those restricting a mohrg. First, the wight can only spawn another wight from a creature that has the same number HD (including the character levels of the victim) as it has, or less. Further, the wight can only control a number of spawn equal to its own HD. On both counts, the wight's character levels (if any) apply as HD. A wight can choose which spawn to release from control, should this become necessary.

Special Qualities: A wight retains special qualities, restricted as per *Special Attacks* above. It gains the following:

Darkvision (Ex): Wights can see in non-magical darkness up to a range of 60 ft., or the base creature's range, whichever is better.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Saves: Recalculate the wight's saves as if it was always of the Undead type.

Abilities: Modify from base creature as follows: Strength +2, Dexterity +2, Wisdom +2, Charisma +4. As an undead creature, a wight has no Constitution score.

Skills: Recalculate skills as if the creature was always undead, using the base creature's skills as class skills. Hide, Listen, Move Silently, and Spot are always class skills for a wight. Wights gain a +8 racial bonus to Move Silently checks.

Feats: Recalculate feats as if the creature was always of the Undead type, favoring the base creature's feats and the Blind Fight feat.

Climate/Terrain: Any land and underground, favoring the base creature's terrain.

Organization: Solitary, gang (2-5), or pack (6-11)—usually no more than the base creature.

CR: Base creature's CR +2 + 20% (maximum +4). Those creatures that lose class abilities have their CR reduced by 40% (a 10th-level character is reduced to CR 6).

Treasure: Often none, but can be the same as the base creature.

Alignment: Any evil, favoring lawful evil

Advancement: Equal to the base creature's +3 HD to each end of each advancement range. For example, a gynosphinx has 8 base HD and an advancement of 9-12 HD (Large), 13-24 (Huge). As a wight, the gynosphinx has 11 base HD and an advancement of 12-15 (Large), 16-27 (Huge).

If the base creature didn't have advancement by HD, it gains one allowing it to double the HD it starts with as a wight. No size change is granted. Thus, a human wight starts with 4d12 HD and an advancement of 5-8 HD (Medium-size).

If the base creature could acquire a character class, so can the wight.

ECL: +6 (including 3 base HD).

Sample Wight

This example uses a gynosphinx as the base creature.

Gynosphinx Wight

Large Undead

Hit Dice: 11d12 (71 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft., fly 60 ft. (poor)

AC: 26 (–1 size, +2 Dex, +15 natural); 23 flat-footed, 11 touch

Attacks: 2 claws +9 melee

Damage: Claw 1d6+5

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

Special Attacks: Energy drain, create spawn, pounce, rake 1d6+2, spell-like abilities

Special Qualities: Darkvision 60 ft., undead

Saves: Fort +3, Ref +7, Will +14

Abilities: Str 21, Dex 14, Con —, Int 18, Wis 21, Cha 23

Skills: Concentration +17, Hide +12*, Intimidate +16, Listen +19, Move Silently +22, Spot +19

Feats: Alertness, Blind-Fight, Combat Casting, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes

Climate/Terrain: Any warm land or underground

Organization: Solitary or covey (2-4)

CR: 11

Treasure: Double standard

Alignment: Always neutral evil

Advancement: 11-15 HD (Large); 16-27 HD (Huge)

A gnosphinx wight is a shrunken, corpse-like creature with a terrible and beautiful countenance. These monsters lust after knowledge, but they hate the living and cannot be trusted. Legends hold that a goddess of secrets, pain, and betrayal created the first gnosphinx wights. Whether that story is apocryphal or not, these undead are horrifying foes.

Combat

The gnosphinx wight is less potent than her living counterpart in direct melee, but the creature prefers attacks from ambush. It uses *clairaudience/clairvoyance* to locate foes and its *symbol* spells to defeat persistent enemies.

Energy Drain (Su): Living creatures hit by a gnosphinx wight's claw or rake attack receive one negative level. A Fortitude save (DC 21) 24 hours later prevents the negative level from becoming permanent.

Create Spawn (Su): Any appropriate creature slain by a gnosphinx wight becomes a wight (gaining the Wight template) in 1d4 rounds. Spawn are under the command of the gnosphinx wight that created them and remain enslaved until the mistress's death.

Pounce (Ex): If a sphinx leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A sphinx that pounces onto a creature can make two rake attacks with its hind legs.

Spell-Like Abilities: 3/day—*clairaudience/clairvoyance*, *detect magic*, *read magic*, and *see invisibility*; 1/day—*comprehend languages*, *locate object*, *dispel magic*, *remove curse*, and *legend lore*. These abilities are as the spells cast by a 14th-level sorcerer (save DC 16 + spell level).

Once per week a gnosphinx wight can create a *symbol of death*, *discord*, *insanity*, *pain*, *persuasion*, *sleep*, and *stunning* (one of each) as the spell cast by an 18th-level sorcerer (save DC 24).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: A wight gains a +8 racial bonus to Move Silently. *Hide includes a size penalty of -4.

Becoming a Wight

A wight is created via *create undead* and the *ritual of dark calling* (see the Desiccated template). A created wight must comply with the rules of this template.

A being might return to life as a wight to wreak havoc, pursue vengeance, or finish some purpose it had in life. Evil creatures are usually the only ones that can pull off such an act of will. A wight of this type is probably a greater wight, as described in the variant below.

Variant Wight

The following microplate can be used to create a wight that retains class abilities:

A Greater Wight

The wight template can be altered in simple ways to allow the creation of a wight that retains the base creature's memories, character levels, and class abilities. Instead of losing all character levels, the base creature keeps them, gains 3 HD, and all dice become d12s. Greater wights get turn resistance equal to one-third of their HD (including character levels, minimum +1). The creature's saves, skill, and feat calculations remain the same as the base creature, according to class. CR is that of the base creature +2 + 20% (maximum +4). A greater wight with the *animate dead* spell, the ability to command undead as a cleric, or both, adds the number of controlled undead granted by these abilities to its wight spawn limit (from the sidebar). A greater wight has an ECL of +6 (not including any base HD).

An evil spellcaster might turn himself into a greater wight with this ritual:

Form of Cold Death

Necromancy (Ritual) [Evil]

Level: Clr 5, Sor/Wiz 6

Casting Time: 1 day per HD of the target

Ritual DC: 16 (18 for an arcane caster) + 1 per HD affected

This ritual allows a spellcaster to transform any still-living target (usually himself) into a greater wight. It functions like the *form of the remorseless* ritual, except as follows:

The ritual must be performed at night. A divine group must cast the spell *animate dead*, *create undead*, *raise dead*, and *unhallow* each night during the rite. An arcane group must cast *animate dead*, *planar binding*, and *enervation* instead.

Material Components: The ritual requires a burial shroud of humanoid skin, incense, jet gems, two hearts (each from humanoid lovers), and black diamond dust, and mundane material components worth 500 gp per final HD of the creature transformed.

XP Cost: 90 XP per HD of the creature raised.

Botch: A botched ritual results in a normal wight, which attacks the ritualists—the original target dies. All of the ritual participants suffer 1d4 points of temporary Wisdom and Constitution damage, while the ritual leader suffers 2d6.

WRETCHED

Mad wizards, conducting foul experiments in their laboratories, are the stuff of many a gruesome tale. Their legendary efforts to combine the best features of one creature with those of another have gone on for centuries, with precious few successes. The question is, 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 from their original state, 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, wretched will gain extra body parts (eyes, limbs, a wing, etc.) 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 of leg.

Creating a Wretched Creature

“Wretched” is a template that can be added to any living, corporeal creature besides outsiders and plants (referred to hereafter as the “base creature”). After assuming the template, the base creature's type changes to “Aberration”, while its subtypes are unchanged. Wretched use the base creature's statistics and inherent racial special abilities except as noted below.

Speed: The creature's base speed in all modes decreases by 10 ft. 75% of all changed creatures permanently lose flight abilities when they become wretched. If the creature can fly, subtract 75% from the speed and two levels of maneuverability.

Special Attacks: A wretched may lose special attacks that rely on specific anatomy. Use logic here.

Special Qualities: A wretched has the special qualities of the base creature (except those logically lost as indicated above) and gains the following additional abilities:

Bonus Hit Points (Ex): By virtue of becoming an ooze (at least in part), the base creature gains bonus hit points (in addition to those from Hit Dice and Constitution scores) according to size, as shown on the table below:

Size	Bonus Hit Points
Fine	—
Diminutive	—
Tiny	—
Small	5
Medium-size	10
Large	15
Huge	20
Gigantic	30
Colossal	40

Limited Ooze Qualities (Ex): Wretched creatures are immune to paralysis, stunning, and polymorphing. They no longer have a clear front or back and are therefore not subject to critical hits or flanking. Most wretched are able to see normally (as the base creature).

No Armor: Due to their unique body structure, the base creature typically loses its ability to wear any type of armor or shield. There is a 10 % chance that any given wretched is still able to use armor and shields, provided it could do so before its creation.

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

Feats: Those wretched that lose their eyes or are blinded by the transformation process gain the Blind-Fight feat, if they did not already possess it.

CR: Base creature's CR +1. This CR may be lowered by loss of significant abilities.

Alignment: Sometimes the same as the base creature. Often, however, the creature is driven mad, becoming chaotic neutral at best.

ECL: +0.

Sample Wretched Creatures

These examples use a choker and a lammasu as the base creatures. The lammasu is included to show how a wretched might lose abilities and CR—it loses its pounce and rake abilities due to the wretched physiology. Note that the lammasu had Blind-fight before his change.

Strangle Jelly (Wretched Choker)

Small Aberration

Hit Dice: 3d8+23 (36 hp)

Initiative: +4 (Improved Initiative)

Speed: 10 ft., climb 10 ft.

AC: 13 (+1 size, –3 Dex +5 natural); 13 flat-footed, 8 touch

Attacks: 2 tentacle slaps +6 melee

Damage: Tentacle slap 1d3+3

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

Special Attacks: Haste, improved grab, constrict 1d3+3,

Special Qualities: Bonus hit points, darkvision 60 ft., limited ooze qualities, no armor

Saves: Fort +7, Ref +1, Will +4

Abilities: Str 16, Dex 4, Con 23, Int 4, Wis 13, Cha 3

Skills: Climb +16, Hide +7, Move Silently +4

Feats: Improved Initiative

Climate/Terrain: Any underground

Organization: Solitary

CR: 3

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

Alignment: Usually chaotic evil

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

The wretched choker resembles a fleshy puddle of tentacled, slithering horror.

Combat

A strangle jelly, much like an unaltered choker, likes to perch near the ceiling, often at intersections, archways, wells, or staircases, and reach down to attack its prey. This particular wretched takes full advantage of its rending abilities to tear its victims to bits.

Haste (Su): Although not particularly dexterous, a strangle jelly is supernaturally quick. It can take an extra partial action each round.

Improved Grab (Ex): To use this ability, the strangle jelly must hit an opponent of up to Large size with a tentacle attack. If it gets a hold, it can constrict.

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

Limited Ooze Qualities (Ex): The strangle jelly is immune to paralysis, stunning, and polymorphing. It is not subject to critical hits or flanking.

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

Sikruki, the Gate Guardian (Wretched Lammasu)

Large Aberration

Hit Dice: 7d10+50 (88 hp)

Initiative: +0

Speed: 20 ft., fly 15 ft. (clumsy)

AC: 12 (-1 size, -3 Dex, +5 natural); 12 flat-footed, 7 touch

Attacks: 2 claws +12 melee

Damage: Claw 1d6+6

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

Special Attacks: Spells

Special Qualities: Magic circle against evil, spell-like abilities, bonus hit points, limited ooze qualities, no armor

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

Abilities: Str 23, Dex 4, Con 21, Int 16, Wis 18, Cha 12

Skills: Concentration +12, Knowledge (arcana) +12, Listen +8, Sense Motive +12, Spot +8*

Feats: Blind-Fight, Combat Casting, Flyby Attack, Iron Will, Lightning Reflexes

Climate/Terrain: Any warm land and underground

Organization: Solitary

CR: 8

Treasure: Standard

Alignment: Always lawful good

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

A writhing mass of four clawed limbs, fur, feathers, and two wings, this cursed lammasu still retains his goodness. He guards the gate of an ancient temple wherein he was originally transformed by an ancient malediction. Perched upon the temple's roof, Sikruki allows only the worthy to pass in or out. He speaks Draconic, Giant, and Celestial.

Combat

The wretched lammasu attacks primarily with spells. It can still attack those who get close with its four appendages.

Spells: Sikruki casts spells as a 7th-level cleric, with the domains Knowledge and Law (domain spells are not italicized below).

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1, base save DC 14 + spell level): 0—*create water* (x2), *detect magic* (x2), *detect poison, resistance*; 1st— *bless water* (x2), *comprehend languages, detect evil, cure light wounds, protection from chaos*; 2nd—*cure moderate wounds, detect thoughts, enthrall, hold person, zone of truth*; 3rd—*clairaudience/clairvoyance, create food and water, cure serious wounds, searing light*; 4th—*divination, cure critical wounds, sending*.

Magic Circle against Evil (Su): Sikruki has a continuous magic circle against evil that affects a 20-foot radius. The aura can be dispelled, but the wretched lammasu can create it again as a free action on its next turn.

Spell-Like Abilities: 2/day—*improved invisibility*; 1/day—*dimension door*. These abilities are as the spells cast by a 7th-level sorcerer.

Limited Ooze Qualities (Ex): Sikruki is immune to paralysis, stunning, and polymorphing. He is not subject to critical hits or flanking and sees normally for a lammasu (darkvision 60 ft.).

No Armor: Sikruki cannot use items that require a lammasu's normal physiology.

Skills: *Sikruki has a +2 racial bonus to Spot checks during daylight hours.



ZOMBIE, GREATER

Zombies, like skeletons, are the tainted creations of dark necromantic arts—shambling undead condemned to walk the earth until their utter destruction comes. Some corpses, however, are possessed by the spirits of their former incarnations, whether through dark magic or darker will. This foul creature keeps many of the abilities of the base creature through its transformation to undeath.

Appearance Changes

Unlike normal zombies, greater zombies do not continue to decay, although they do dry if in a suitable environment. While the animated corpse is hardly attractive, it's not as gruesome as its constantly rotting, non-intelligent counterpart. Many greater zombies were fresh when created, and they look like they did in life excepting obvious pallor of death and milky eyes.

Creating a Greater Zombie

“Greater Zombie” is a template that can be added to any living creature besides an ooze or outsider (referred to hereafter as the “base creature”). After assuming the template, the base creature's type changes to “Undead”. Subtype information does not change. The character level and associated class abilities of the base creature (if any) are maintained. Greater zombies use the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Meaty and undead, zombies are just hard to kill. Double any HD not acquired from a character class. Creatures with only character levels for HD get the minimum HD for their size and type (see *Appendix I: Creature Construction Charts*), which is then doubled. As an exception, humanoids of Small or Medium size are always treated as 1 HD creatures, which then doubles to 2 HD. If the creature has a character class, it loses one of those extra HD to the 1st level of the class. Die type increases to d12.

Speed: Winged greater zombies lose 10 ft. of speed and one maneuverability rating—severely decomposed greater zombies may lose such flight.

AC: The creature's natural armor bonus stays the same or increases to the number listed below (if that number is higher):

Size	Natural Armor Bonus
Tiny	+0
Small	+1
Medium-size	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Attacks: Greater zombies always gain the attack progression of undead for their base HD. Any attack bonuses gained from character classes do not change. A greater zombie gains a slam if the base creature does not already have a natural attack.

Damage: Greater zombies do Slam damage according to the Undead type.

Special Attacks: A greater zombie loses any attack that requires an active metabolism (like *web*), at your discretion. Supernatural and spell-like attacks are almost always maintained, using Charisma in place of Constitution to calculate save DCs.

Special Qualities: A greater zombie has all the special qualities of the base creature, besides ones like those prohibited in *Special Attacks* above, plus the following:

Darkvision (Ex): Greater zombies can see in non-magical darkness up to a range of 60 ft., or the base creature's range, whichever is better.

Turn Resistance (Ex): Base creature gains turn resistance equal to one-third of its HD (including character levels, minimum +1).

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Saves: Save progression is that of the Undead type (good Will) from HD not of a character class. Class progressions stay the same.

Abilities: Modify from the base creature as follows: Strength +2, Dexterity –2. . As undead creatures, greater zombies do not have Constitution scores.

Skills: The skills of the base creature do not change based on the HD increase from this template. HD from advancement grants skills points as normal.

Feats: All greater zombies get Toughness as a bonus feat. The feats of the base creature do not change based on the HD increase from this template. Hit Dice from monster advancement or character classes grant feats as normal.

Organization: Usually solitary.

CR: Base creature's CR +1 + 10% of non-classed skeleton's HD. Add CR due to class levels normally on top of this.

Alignment: Greater zombies can be of any alignment, though they are usually evil.

Advancement: Multiply HD ranges by 2. Character advancement does not change.

ECL: +1.

Sample Greater Zombies

These examples use an owlbear and a 15th-level gnome necromancer as the base creatures.

Hunter Corpse Owlbear (Greater Zombie)

Large Undead

Hit Dice: 10d12+3 (68 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 14 (-1 size, +5 natural); 14 flat-footed, 9 touch

Attacks: 2 claws +11 melee, bite +6 melee

Damage: Claw 1d8+6, bite 1d8+3

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

Special Attacks: Improved grab

Special Qualities: Darkvision 60 ft., scent, undead, turn resistance +2

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

Abilities: Str 23, Dex 10, Con —, Int 5, Wis 12, Cha 10

Skills: Listen +8, Spot +7

Feats: Toughness

Climate/Terrain: Any land or underground.

Organization: Solitary, pair, or pack (5-8)

CR: 6

Treasure: None

Alignment: Usually chaotic evil

Advancement: 11-16 HD (Large); 17-30 HD (Huge)

Combat

Hunter corpse owlbeards are usually created as shock troopers for necromantic armies. Undead nature mixed with the cunning of this voracious hunter makes for a deadly combination. The horrible things stop to eat (even though they don't need to), and packs cannot be trusted not to turn on one another.

Improved Grab (Ex): To use this ability, the hunter corpse owlbear must hit with a claw or slam attack.

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Azideena the Hidden

Female gnome greater zombie Nec 15

Small Undead

Hit Dice: 16d12+3 (107 hp)

Initiative: +0

Speed: 20 ft.

AC: 17/18 w/Dodge (+1 size, +3 armor, +2 deflection, +1 natural); 17 flat-footed, 13 touch

Attacks: Shillelagh (club) +12/+7 melee; or Slam +9/+4 melee

Damage: Shillelagh 1d6+4; or slam 1d4+1

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

Special Attacks: Gnome traits, spell-like abilities, spells

Special Qualities: Gnome traits, darkvision 60 ft., undead, turn

resistance +5

Saves: Fort +5, Reflex +5, Will +12 (+2 vs. illusions)

Abilities: Str 12, Dex 10, Con —, Int 18, Wis 13, Cha 15

Skills: Alchemy +16, Concentration +14, Craft (metalsmithing) +10, Craft (gemcutting) +10, Hide +10, Knowledge (arcana) +22, Listen +3, Move Silently +9, Scry +12, Spellcraft +22, Swim +0

Feats: Craft Wondrous Item, Craft Ring, Dodge, Forge Ring, [Scribe Scroll], Silent Spell, Spell Focus (Necromancy), Stealthy (+2 to Hide and Move Silently), Still Spell, Toughness

CR: 16

Alignment: Chaotic evil



Azideena (or Azi) is a gnome gone mad. In her youth she aspired to be a great magician, but was too easily swayed by power and greed. When the chance came, early in her career, to become immortal in the form of a greater zombie, Azi took it. She is murderous, duplicitous, conniving, and takes special glee in betrayal.

Vanity and hedonism drove Azi to veil herself in the form of the fair gnome maid she once was—she cast *form of life* upon herself long ago.

Like a dry corpse, Azi's actual face and body (when revealed) are drawn and pale, but not moldering—it's obvious she was once beautiful. Her hair turned from blonde to white in the years since her transformation and she's always dressed in finery, oiled and perfumed. Only her eyes retain a semblance of life, with pale green irises.

Possessions: +3 shillelagh, +3 robe of armor, +2 circlet of deflection (as ring of protection), ring of the hidden, ring of soul sucking, potions (clairvoyance (2), improved invisibility, inflict serious wounds (3), invisibility (2), tongues), scrolls (arcane, 15th-level: polymorph self, scrying; arcane 15th-level: flesh to stone), jewelry (5000 gp) (Included in skills: 9 lbs./ -1 Swim).

Combat

Azideena prefers ambush to an honest fight. She toys with those weaker than herself and attempts to incapacitate as many of her foes as possible before dealing with the stronger opponents. She also favors suppressing the magic of an opposing force just before battle.

Gnome Traits (Ex): Those not listed in the stats above include +4 dodge bonus vs. giants, +1 to all attack rolls vs. goblinoids and kobolds, and low-light vision.

Spell-like Abilities: 1/day—*dancing lights, ghost sound, and prestidigitation* as a 16th-level wizard; 1/day—*speak with animals* (burrowing mammals) as a 1st-level caster.

Wizard Spells Prepared (4+1/5+1/5+1/5+1/5+1/4+1/3+1/2+1/1+1, base save DC 14 (16 with Necromancy) + spell level, prohibited school: Illusion): 0—*detect magic* (x2), *disrupt undead, read magic* (x2); 1st—*cause fear, chill touch, detect undead, ray of enfeeblement, stench*; 2nd—*alter self, bull's strength, detect thoughts, exhaust, ghoul touch, scare*; 3rd—*dispel magic, fly, gaseous form, stinking cloud, vampiric touch*; 4th—*burrowing bony digits, enervation* (x2), *fear, scrying, stoneskin*; 5th—*animate dead* (x2), *cloudkill, dominate person, feeblemind*; 6th—*greater dispelling, circle of death, mass suggestion, true seeing*; 7th—*control undead, death knife, ethereal jaunt*; 8th—*dark channeling, horrid wilting*.

Undead (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Becoming a Greater Zombie

Greater zombies can be created via *create greater undead*, or the *ritual of dark calling*, as detailed under the Desiccated template. A spellcaster can use this ritual as well:

Form of Eternal Flesh

Necromancy (Ritual) [Evil]

Level: Clr 5, Sor/Wiz 6

Casting Time: 1 day per 3 HD of final greater zombie

This rite allows a spellcaster to transform any still-living target (usually himself) into a greater zombie. It functions like the *form of eternal bone* ritual exactly, except for as above.

Revenants

In some myths, those unjustly slain or highly motivated by some goal could return from the dead in their bodies. Such creatures have also been called aptrgangers, gegangers, and a variety of other names. The greater zombie template is perfect for this idea.

Zombie Variants

The following microplate allows the creation of mindless undead zombies, like those found in the MM and created via *animate dead*, but ones that more closely resemble the base creatures.

Lesser Zombie

Animated, mindless zombies differ from greater zombies in the following ways:

HD: Remove all HD (and abilities) from character classes, double those that remain.

Attacks: The base attack progression of a lesser zombie is calculated as if the creature's type was always Undead.

Special Attacks and Qualities: The lesser zombie loses all abilities from the base creature except immunity or resistance to a specific energy type and extraordinary abilities, such as a

troglydte's stench, that do not require a metabolism. It has no turn resistance and the following drawback:

Move or Attack Action Only (Ex): A lesser zombie has poor reflexes and can perform only a single move action or attack action on its turn. It can only move and attack if it charges.

Saves: The saving throws of a lesser zombie are calculated as if the creature's type was always Undead.

Abilities: A lesser zombie has no Intelligence or Constitution score, a Wisdom of 10, and a Charisma of 1.

Skills: A lesser zombie has no skills.

Feats: Lesser zombies only retain feats that confer weapon and armor proficiency. They still get Toughness as a bonus feat.

Treasure: Lesser zombies rarely have treasure of their own, although they may be guarding their creator's treasure and may have valuable equipment.

Alignment: Lesser zombies are typically neutral with a leaning towards the morality of their creator, which is usually evil.

CR: A lesser zombie's challenge rating depends on its size: Tiny or smaller 1/8, Small 1/4, Medium-size 1/2, Large 3, Huge 6, Gargantuan 10, Colossal 13.

New Spells

Burrowing Bones

Necromancy

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Up to 5 creatures (see text)

Duration: 1 round/3 levels (see text)

Saving throw: None

Spell Resistance: Yes

You launch 1 bone plus 1 bone per 3 levels (maximum 5) at a target or group of targets, no two of which can be more than 15 ft. apart. Each bone must strike with a ranged touch attack, hitting for 1d6 points of damage. The digits then burrow into the victim's flesh for 1 round for every 3 levels you possess, doing 1d3 points of damage per round. A full round action allows a creature to remove as many of the bones from it flesh as it has free hands, doing 1 point of damage for each round that has elapsed since the bones struck. A successful Heal check can remove 1 bone without damage as a full-round action (before or after the burrowing stops).

Material Component: 1-5 humanoid digits, stripped of flesh and bound together with thread made of gut.

Dark Channeling

Necromancy [Evil]

Level: Clr 7, Sor/Wiz 8

Components: V, S, M, F

Casting Time: 1 minute

Range: Long (400 ft. + 40 ft./level)

Target: 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 in to 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 abilities. Spells available to the possessed creature may be cast as if they were your own, as well as 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.

Arcane Focus: A lit brazier of black iron, a large chunk of pure crystal, and a cap made from the skin of a sentient creature.

Death Knife

Necromancy [Death]

Level: Clr 7, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One small piercing weapon

Duration: 1 round/5 levels

Saving throw: Will partial

Spell Resistance: Yes

You charge a knife (the focus of the spell) with vile death energies. Upon being hit with a successful melee attack from the weapon, an opponent must make its save or die. If the save is successful, the struck creature still takes 1d6 points of temporary Constitution damage. If the knife leaves your hand, the spell ends.

Exhaust

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20 ft. radius spread

Duration: Instantaneous

Saving throw: Fortitude negates

Spell Resistance: Yes

Targets of this spell become weak and tired, as if they had not slept in days. Each takes 1d6 subdual damage, becomes exhausted (per the condition *DMG*, Chapter 3, Condition Summary), and loses its next action. Creatures that do not suffer from fatigue (such as constructs and undead) are immune to this spell.

Material Component: A handful of sand.

Stench

Evocation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area: 10-ft. radius in a sphere centered on you

Duration: 1 round/level (D)

Saving throw: Fortitude negates

Spell Resistance: Yes

You create a zone of carrion stench that affects everyone but you in the area. Those who fail their saving throw become nauseated (*DMG*, Chapter 3, Condition Summary) while they remain in the area, and for one round after leaving it. The effect is not mobile, but remains effective until the duration runs out, even if you subsequently leave the area.

Material Component: A bit of rotten meat.

New Items

Ring of the Hidden: A copper ring, this item appears innocuous and of little value. It cannot be detected via *detect magic* and renders the second part of any wearer's alignment as neutral to any divination magic. The wearer is immune to all divination spells. A person casting an *identify* spell on this item is allowed a Will saving throw (DC 15) to see through the false aura.

Caster Level: 5th; *Prerequisites:* Forge Ring, *misdirection*, *nondetection*, *nystul's undetectable aura*; *Market Price:* 18,000 gp; *Weight:* —.

Ring of Soul Sucking: Made of the carved bone of an unknown fiend and warm to the touch, this ring allows its wearer to bestow a negative level with a successful melee touch attack. Negative levels fade from the victim after 12 hours and never cause permanent drain, though a victim drained to 0 levels still dies. The wearer gains 1d3+1 temporary hit points for each negative level so bestowed. These hit points last for 12 hours. The ring may only be used once every 1d4 rounds.

Caster Level: 7th; *Prerequisites:* Forge Ring, *enervation*; *Market Price:* 28,000 gp; *Weight:* —.

APPENDIX I: CREATURE CONSTRUCTION CHARTS

Table 1-1: Creature Size Factors

Size	AC/ Attack Modifier	Grapple Modifier	Hide Modifier	Dimension ¹	Weight ²	Typical Face/Reach ³
Fine	+8	-16	+16	≤ 6 in.	≤ 1/8 lb.	.5 ft. x .5 ft./0 ft.
Diminutive	+4	-12	+12	to 1 ft.	to 1 lb.	1 ft. x 1 ft./0 ft.
Tiny	+2	-8	+8	to 2 ft.	to 8 lb.	2.5 ft. x 2.5 ft./0 ft.
Small	+1	-4	+4	to 4 ft.	to 60 lb.	5 ft. x 5 ft./5 ft.
Medium-size	+0	+0	+0	to 8 ft.	to 500 lb.	5 ft. x 5 ft./5 ft.
Large	-1	+4	-4	to 16 ft.	to 4,000 lb.	5 ft. x 5 ft./10 ft. (tall) 5 ft. x 10 ft./5 ft. (long)
Huge	-2	+8	-8	to 32 ft.	to 32,000 lb.	10 ft. x 10 ft./15 ft. (tall) 10 ft. x 20 ft./10 ft. (long)
Gargantuan	-4	+12	-12	to 64 ft.	to 250,000 lb.	20 ft. x 20 ft./20 ft. (tall) 20 ft. x 40 ft./10-15 ft. (long)
Colossal	-8	+16	-16	≥ 64 ft.	≥ 250,000 lb.	40 ft. x 40 ft./25 ft. (tall) 40 ft. x 80 ft./15 ft. (long)

¹ Biped's height, quadruped'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 Listed width x length. Tall creatures have their longest dimension in upright height, while long creatures have their longest dimension in horizontal length.

These charts are placed here for utility; many of them come from the *d20 Modern*, and they don't match exactly those found in some newer official fantasy roleplaying monster compendiums. They still work very well, without actually contradicting some of the monsters found in those same tomes. Use them as guides for advancement and changes, especially with reference to how larger and larger monsters increase in damage with their attacks and the average range for their ability scores.

Table 1-2: Creature Changes by Size

Old Size ¹	New Size	Str	Dex	Con	Natural Armor	AC/ Attack
Fine	Diminutive	Same	-2	Same	Same	-4
Diminutive	Tiny	+2	-2	Same	Same	-2
Tiny	Small	+4	-2	Same	Same	-1
Small	Medium-size	+4	-2	+2	Same	-1
Medium-size	Large	+8	-2	+4	+2	-1
Large	Huge	+8	-2	+4	+3	-1
Huge	Gargantuan	+8	Same	+4	+4	-2
Gargantuan	Colossal	+8	Same	+4	+5	-4

¹ The adjustments stack if the creature moves up more than one size.

Creature Size

Monsters change as they gain size. *Table 1-1* is for reference of basic creature sizes and the effect of that size. The following chart is to alter a creature's basic attributes as they change size. Reference the creature's type table to check for increase in damage and to see if the new attributes fall within suggested ranges.

Creature Types

A creature's type determines many of its characteristics and abilities: average physical ability scores, Hit Die type, base attack bonus, saving throw bonuses, skill points, feats, and special qualities. Mental ability scores (Intelligence, Wisdom, and Charisma) can vary widely among creatures of a type. Unless a type description specifies a particular score for one of these abilities, the DM can assign values as he or she deems appropriate.

Each creature belongs to one of the types described below. A single creature cannot have more than one type, except in very rare circumstances. Even then, one type takes precedence over the other.

Here are some explanations about the type entries:

Hit Die: Multiply the indicated number by the creature's HD to get its base attack bonus.

Good Saving Throws: A creature's "good" saves get their bonuses in a progression equal to one-half of the creature's HD +2. All saves not listed as good are "bad" and have a progression equal to one-third of the creature's HD.

Skill Points: The creature's initial skill allotment is given, and then the amount it gains per extra HD (EHD).

Extra Hit Die (or Dice—also called EHD): To calculate EHD for a creature, subtract 1 from the creature's total Hit Dice if it is Medium-size or smaller; 2 if Large; 4 if Huge; 16 if Gargantuan; and 32 if Colossal. Treat results less than 0 as 0.

Feats: The creature's initial allotment of feats is shown, along with those it gains by advancement.

Additional Traits: Traits that creatures of a type share are listed here.

Table 1-3: Aberrations

Size	Str	Dex	Con	Min. HD	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d8	2d6	4d8	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d8	1d8	4d6	2d6	2d8
Huge	26–27	10–11	20–21	8d8	1d6	2d8	2d4	2d6
Large	18–19	12–13	16–17	2d8	1d4	2d6	1d6	1d8
Medium-size	10–11	14–15	12–13	1d8	1d3	2d4	1d4	1d6
Small	6–7	16–17	10–11	1/2 d8	1d2	1d6	1d3	1d4
Tiny	2–3	18–19	10–11	1/4 d8	1	1d4	1d2	1d3
Diminutive	1	20–21	10–11	1/8 d8	—	1d3	1	1d2

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. *Table 1-3* shows the average ability scores, recommended HD, and damage for aberrations by size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice.

Good Saving Throws: Will.

Skill Points: 2 x Int score, plus 2 per EHD.

Feats: Int modifier (minimum +0), plus 1 feat per 4 EHD.

Additional Traits: Aberrations are proficient with their natural weapons and any weapon mentioned in their entries. Aberrations noted for wearing armor gain the Armor Proficiency bonus feat for whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types. Most aberrations have darkvision with a range of 60 ft. as an extraordinary ability.

Animal

An animal is a non-humanoid creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. See *Table 1-4* for physical ability scores, recommended HD, and damage based on size.

Hit Die: d8

Base Attack Bonus: 3/4 of total Hit Dice.

Good Saving Throws: Fortitude and Reflex (some animals have different good saves).

Skill Points: 10–15.

Feats: None.

Additional Traits: Animals are proficient with their natural weapons only. They are not proficient with armor. Animals have Intelligence scores of 1 or 2 (predatory animals tend to have Intelligence scores of 2). No creature with an Intelligence score of 3 or higher can be an animal. Most animals have low-light vision as an extraordinary ability.

Table 1-4: Animals and Beasts

Size	Str	Dex	Con	Min. HD ¹	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d8	2d6	4d6	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d8	1d8	2d8	2d6	2d8
Huge	26–27	10–11	20–21	4d8	1d6	2d6	2d4	2d6
Large	18–19	12–13	16–17	2d8	1d4	1d8	1d6	1d8
Medium-size	10–11	14–15	12–13	1d8	1d3	1d6	1d4	1d6
Small	6–7	16–17	10–11	1/2 d8	1d2	1d4	1d3	1d4
Tiny	2–3	18–19	10–11	1/4 d8	1	1d3	1d2	1d3
Diminutive	1	20–21	10–11	1/8 d8	—	1d2	1	1d2
Fine	1	22–23	10–11	1/16 d8	—	1	—	1

¹ Beasts use d10s for their HD

Beast

A beast is a non-historical, vertebrate creature with a reasonably normal anatomy and no magical or unusual abilities. Beasts have Intelligence scores of 1 or 2. See *Table 1-4* for physical ability scores, recommended HD, and damage based on size.

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice.

Good Saving Throws: Fortitude and Reflex (some have different good saves).

Skill Points: 10–15.

Feats: None.

Additional Traits: Beasts are proficient with their natural weapons only. They are not proficient with armor. Beasts have Intelligence scores of 1 or 2. Beasts have Intelligence scores of 1 or 2. No creature with an Intelligence score of 3 or higher can be a beast. Most beasts have darkvision with a range of 60 ft and low-light vision as extraordinary abilities.

Construct

A construct is an animated object or artificially constructed creature. See *Table 1-5* for physical ability scores, minimum HD, and damage based on size.

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice.

Good Saving Throws: None.

Skill Points: None.

Feats: None.

Additional Traits: Constructs are proficient with their natural weapons only. They are not proficient with armor. They have no Constitution score and usually no Intelligence score. Most constructs have darkvision with a range of 60 ft. Constructs are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect

Table 1-5: Constructs

Size	Str	Dex	Con	Min. HD	Slam	Bite	Claw	Gore
Colossal	44–47	6–7	—	32d10	4d6	2d6	2d8	4d6
Gargantuan	36–39	6–7	—	16d10	2d8	1d8	2d6	2d8
Huge	28–31	6–7	—	8d10	1d6	2d4	2d6	—
Large	20–23	8–9	—	2d10	1d8	1d4	1d6	1d8
Medium-size	12–15	10–11	—	1d10	1d6	1d3	1d4	1d6
Small	8–11	12–13	—	1/2 d10	1d4	1d2	1d3	1d4
Tiny	4–7	14–15	—	1/4 d10	1d3	1	1d2	1d3
Diminutive	2–5	16–17	—	1/8 d10	1d2	—	1	1d2

that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or the effects of massive damage. A construct reduced to 0 hit points or less is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected.

Constructs cannot heal damage on their own, though they can be healed. Constructs can be repaired in the same way an object can. A construct that has the regeneration and fast healing special qualities still benefits from those qualities.

Dragon

A dragon is a reptilian creature, usually winged, with magical or unusual abilities. *Table 1-6* shows the average ability scores, recommended HD, and damage by size.

Hit Die: d12.

Base Attack Bonus: Total Hit Dice.

Good Saving Throws: Fortitude, Reflex, Will.

Skill Points: 6 + Int modifier per Hit Die.

Feats: 1, plus 1 feat per 4 EHD.

Additional Traits: Dragons are proficient with their natural

weapons only. They are not proficient with armor. Most dragons have darkvision with a range of 60 ft. and low-light vision as extraordinary abilities. They are immune to sleep, hold, and paralysis.

Elemental

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water. *Table 1-7* shows the average ability scores, recommended HD, and damage by size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice.

Good Saving Throws: Varies by element: Fortitude (earth, water) or Reflex (air, fire).

Skill Points: 2 x Int score, plus 2 per EHD.

Feats: Int modifier (minimum 0), plus 1 feat per 4 EHD.

Additional Traits: Elementals are proficient with their natural weapons only. They are not proficient with armor. Most elementals have darkvision with a range of 60 ft. They are immune to poison, sleep, paralysis, and stunning, and they are not subject to critical hits, flanking, or the effects of massive damage. Elementals cannot be raised from the dead, but a *wish* or *miracle* can bring them back.

Table 1-6: Dragons

Size	Str	Dex	Con	Min. HD	Slam	Bite	Claw	Gore
Colossal	46–47	6–7	30–31	38d12	2d8	4d8	4d6	4d6
Gargantuan	38–39	6–7	26–27	27d12	2d6	4d6	2d8	2d8
Huge	30–31	6–7	22–23	19d12	1d8	2d8	2d6	2d6
Large	22–23	8–9	18–19	10d12	1d6	2d6	1d8	1d8
Medium-size	14–15	10–11	14–15	7d12	1d4	1d8	1d6	1d6
Small	10–11	12–13	12–13	4d12	—	1d6	1d4	1d4
Tiny	6–7	14–15	12–13	3d12	—	1d4	1d3	1d3
Diminutive	4–5	16–17	12–13	1d12	—	1d3	1d2	1d2
Fine	4–5	18–19	12–13	1/2 d12	—	1d2	1	1

Table 1-7: Elementals

Size	Str	Dex	Con	Min. HD	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	28–29	32d8	4d6	4d6	2d8	2d6
Gargantuan	36–37	6–7	24–25	16d8	2d8	2d8	2d6	1d8
Huge	28–29	6–7	20–21	8d8	2d6	2d6	2d4	1d6
Large	20–21	8–9	16–17	4d8	1d8	1d8	1d6	1d4
Medium-size	12–13	10–11	12–13	2d8	1d6	1d6	1d4	1d3
Small	8–9	12–13	10–11	1d8	1d4	1d4	1d3	1d2
Tiny	6–7	14–15	10–11	1/2 d8	1d3	1d3	1d2	1
Diminutive	4–5	16–17	10–11	1/4 d8	1d2	1d2	1	—
Fine	4–5	18–19	10–11	1/8 d8	1	1	—	—

Table 1-8: Fey

Size	Str	Dex	Con	Min. HD	Slam	Bite	Claw	Gore
Colossal	42–43	8–9	26–27	32d6	2d6	2d8	2d8	4d6
Gargantuan	34–35	8–9	22–23	16d6	1d8	2d6	2d6	2d8
Huge	26–27	8–9	18–19	8d6	1d6	1d8	2d4	2d6
Large	18–19	10–11	14–15	2d6	1d4	1d6	1d6	1d8
Medium-size	10–11	12–13	10–11	1d6	1d3	1d4	1d4	1d6
Small	6–7	14–16	8–9	1/2 d6	1d2	1d3	1d3	1d4
Tiny	2–3	16–17	8–9	1/4 d6	1	1d2	1d2	1d3
Diminutive	1	18–19	8–9	1/8 d6	—	1	1	1d2

Fey

A fey is a creature with supernatural abilities and connections to nature or some other force or place. Fey are usually human-shaped. *Table 1-8* shows the average ability scores, recommended HD, and damage by size.

Hit Die: d6.

Base Attack Bonus: 1/2 of total Hit Dice.

Good Saving Throws: Will.

Skill Points: 3 x Int score, plus 2 per EHD.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 EHD.

Additional Traits: A fey is proficient with simple weapons and with any weapon mentioned in their entries. Fey noted for wearing armor gain the bonus feat of Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types. Most fey have low-light vision as an extraordinary ability.

Giant

A giant is a humanoid creature of Large size or larger. Giants are known for their great strength. *Table 1-9* shows the average ability scores, recommended HD, and damage by size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice.

Good Saving Throws: Fortitude.

Skill Points: 6 + Int modifier (minimum +1), plus 1 per EHD.

Feats: 1, plus 1 feat per 4 EHD.

Additional Traits: Giants must be Large or larger. They are proficient with their natural weapons, all simple weapons, and any

weapon mentioned in their entries. Giants noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types. Most giants have low-light vision as an extraordinary ability.

Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. A humanoid has few or no supernatural or extraordinary abilities and is Medium-size or smaller (a Large humanoid is a Giant). Every humanoid creature also has a sub-type modifier based on its race. *Table 1-10* shows the average ability scores, recommended HD, and damage by size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice.

Good Saving Throws: Choose one (usually Reflex).

Skill Points: 6 + Int modifier, plus 1 per EHD.

Feats: 1, plus 1 feat per 4 EHD.

Additional Traits: Humanoids must be Medium-size or smaller. Humanoids are usually proficient with all simple weapons and whatever weapon appears in their entry. Those noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types. Humanoids accustomed to living underground may have darkvision with a range of 60 ft., low-light vision, or both (as noted in their entries).

Table 1-9: Giants

Size	Str	Dex	Con	Min. HD	Slam	Bite	Claw	Gore
Colossal	46–47	6–7	28–31	32d8	2d6	2d8	2d8	4d6
Gargantuan	38–39	6–7	24–27	16d8	1d8	2d6	2d6	2d8
Huge	30–31	6–7	20–23	8d8	1d6	1d8	2d4	2d6
Large	22–23	8–9	16–19	2d8	1d4	1d6	1d6	1d8

Table 1-10: Humanoids

Size	Str	Dex	Con	Min. HD	Slam ¹	Bite	Claw	Gore
Medium-size	10–15	10–13	10–11	1d8	1d3	1d4	1d4	1d6
Small	6–11	12–15	8–9	1/2 d8	1d2	1d3	1d3	1d4
Tiny	2–7	14–17	8–9	1/4 d8	1	1d2	1d2	1d3
Diminutive	1	16–19	8–9	1/8 d8	—	1	1	1d2
Fine	1	18–21	8–9	1/16 d8	—	—	—	1

¹ Unarmed attacks qualify as slam attacks that deal subdual damage.

Table 1-11: Magical Beasts

Size	Str	Dex	Con	Min. HD	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d10	2d6	4d6	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d10	1d8	2d8	2d6	2d8
Huge	26–27	10–11	20–21	8d10	1d6	2d6	2d4	2d6
Large	18–19	12–13	16–17	2d10	1d4	1d8	1d6	1d8
Medium-size	10–11	14–15	12–13	1d10	1d3	1d6	1d4	1d6
Small	6–7	16–17	10–11	1/2 d10	1d2	1d4	1d3	1d4
Tiny	2–3	18–19	10–11	1/4 d10	1	1d3	1d2	1d3
Diminutive	1	20–21	10–11	1/8 d10	—	1d2	1	1d2

Magical Beast

A magical beast is similar to an animal but can have an Intelligence score higher than 2. A magical beast might possess supernatural or extraordinary abilities, or it might be bizarre in appearance and habits. *Table 1-11* shows the average ability scores, recommended HD, and damage by size.

Hit Die: d10.

Base Attack Bonus: Total Hit Dice.

Good Saving Throws: Fortitude, Reflex.

Skill Points: 2 x Int score, plus 1 per EHD, or 10–15 points if Int score is 1 or 2.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 EHD.

Additional Traits: Magical beasts are proficient with their natural weapons only and are not proficient with armor. They have darkvision with a range of 60 ft. and low-light vision as extraordinary abilities.

Monstrous Humanoid

A monstrous humanoid is a humanoid creature with monstrous or animalistic features. A monstrous humanoid often possesses supernatural abilities as well. *Table 1-12* shows the average ability scores, recommended HD, and damage for aberrations by size.

Hit Die: d8.

Base Attack Bonus: Total Hit Dice.

Good Saving Throws: Reflex, Will.

Skill Points: 2 x Int score, plus 2 per EHD.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 EHD.

Additional Traits: Monstrous humanoids are proficient with their natural attacks, simple weapons, and any weapon mentioned in their entries. Monstrous humanoids noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing

(light, medium, heavy), as well as all lighter types. Most monstrous humanoids have darkvision (60 ft.) as an extraordinary ability.

Ooze

An ooze is an amorphous or mutable creature. *Table 1-13* shows the average ability scores, recommended HD, and damage by size.

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice.

Good Saving Throws: None.

Skill Points: None.

Feats: None.

Additional Traits: Oozes are proficient with their natural weapons only, but not with armor. They have no Intelligence score. An ooze has no natural armor rating, but is difficult to kill because of its protoplasmic body. It gains extra hit points (in addition to those from its Hit Dice and Constitution score) according to size, as shown on *Table 1-13*. Oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage. Most oozes have blindsight with a range of 60 ft. as an extraordinary ability.

Outsider

An outsider is a non-elemental creature originating from some other dimension, reality, or plane. *Table 1-14* shows the average ability scores, recommended HD, and damage by size.

Hit Die: d8.

Base Attack Bonus: Total Hit Dice.

Good Saving Throws: Fortitude, Reflex, Will.

Skill Points: 8 + Int modifier per Hit Die.

Feats: 1, plus 1 feat per 4 Hit Dice.

Additional Traits: Outsiders are proficient with their natural weapons, simple weapons, and any weapon mentioned in their

Table 1-12: Monstrous Humanoids

Size	Str	Dex	Con	Min. HD	Slam	Bite	Claw	Gore
Colossal	42–43	8–9	26–27	32d8	2d6	2d8	2d8	4d6
Gargantuan	34–35	8–9	22–23	16d8	1d8	2d6	2d6	2d8
Huge	26–27	8–9	18–19	8d8	1d6	1d8	2d4	2d6
Large	18–19	10–11	14–15	2d8	1d4	1d6	1d6	1d8
Medium-size	10–11	12–13	10–11	1d8	1d3	1d4	1d4	1d6
Small	6–7	14–15	8–9	1/2 d8	1d2	1d3	1d3	1d4
Tiny	2–3	16–17	8–9	1/4 d8	1	1d2	1d2	1d3
Diminutive	1	18–19	8–9	1/8 d8	—	1	1	1d2
Fine	1	20–21	8–9	1/16 d8	—	—	—	1

Table 1-13: Oozes

Size	Str	Dex	Con	Min. HD	Extra Hit Points	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	26–29	32d10	40	4d6	4d6	2d8	2d6
Gargantuan	36–37	6–7	22–25	16d10	30	2d8	2d8	2d6	1d8
Huge	28–29	6–7	18–21	8d10	20	2d6	2d6	2d4	1d6
Large	20–21	8–9	14–17	2d10	15	1d8	1d8	1d6	1d4
Medium-size	12–13	10–11	10–13	1d10	10	1d6	1d6	1d4	1d3
Small	8–9	12–13	8–9	1/2 d10	5	1d4	1d4	1d3	1d2
Tiny	4–5	14–15	8–9	1/4 d10	—	1d3	1d3	1d2	1
Diminutive	2–3	16–17	8–9	1/8 d10	—	1d2	1d2	1	—
Fine	2–3	18–19	8–9	1/16 d10	—	1	1	—	—

entries. Outsiders noted for wearing armor gain the bonus feat *Armor Proficiency* with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types. Most outsiders have *darkvision* with a range of 60 ft. as an extraordinary ability. They cannot be raised from the dead, but a *wish* or *miracle* can bring one back.

Plant

A plant is a vegetable creature. *Table 1-15* shows the average ability scores, recommended HD, and damage by size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice.

Good Saving Throws: Fortitude.

Skill Points: None.

Feats: None.

Additional Traits: Plants are proficient with their natural weapons only. They are not proficient with armor. All plants are immune to sleep, paralysis, stunning, and mind-affecting effects. They are not subject to critical hits or the effects of massive damage. Most plants with a visual sense have low-light vision, while those without visual sensory organs have blindsight (60 ft.) as an extraordinary ability.

Shapechanger

A shapechanger has a stable body but can assume other forms. Shapechangers use the chart in this section appropriate to the creature the monster most resembles. An aranea could use *Table 1-11: Magical Beasts*, a doppelganger might use *Table 1-12: Monstrous Humanoids*, and a lycanthrope uses a table closest to its base creature type (usually Humanoid).

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice.

Good Saving Throws: Fortitude, Reflex, Will.

Skill Points: 2 x Int score, plus 1 per EHD.

Feats: Generally, the same as the creature’s most closely associated type.

Additional Traits: A shapechanger is proficient with its natural weapons, simple weapons, and any weapon mentioned in its entry. One noted for wearing armor gain the bonus feat *Armor Proficiency* with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well. Most shapechangers have *darkvision* with a range of 60 ft. as an extraordinary ability.

Table 1-14: Outsiders

Size	Str	Dex	Con	Min. HD	Slam	Bite	Claw	Gore
Colossal	44–47	6–7	28–29	32d8	4d6	4d6	2d8	2d6
Gargantuan	36–39	6–7	24–25	16d8	2d8	2d8	2d6	1d8
Huge	28–31	6–7	20–21	8d8	2d6	2d6	2d4	1d6
Large	20–23	8–9	16–17	2d8	1d8	1d8	1d6	1d4
Medium-size	12–15	10–11	12–13	1d8	1d6	1d6	1d4	1d3
Small	8–11	12–13	10–11	1/2 d8	1d4	1d4	1d3	1d2
Tiny	4–7	14–15	10–11	1/4 d8	1d3	1d3	1d2	1
Diminutive	2–3	16–17	10–11	1/8 d8	1d2	1d2	1	—
Fine	2–3	18–19	10–11	1/16 d8	1	1	—	—

Table 1-15: Plants

Size	Str	Dex	Con	Min. HD	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	28–29	32d8	4d6	2d6	2d8	4d6
Gargantuan	36–37	6–7	24–25	16d8	2d8	1d8	2d6	2d8
Huge	28–29	6–7	20–21	4d8	2d6	1d6	2d4	2d6
Large	20–21	8–9	16–17	2d8	1d8	1d4	1d6	1d8
Medium-size	12–13	10–11	12–13	1d8	1d6	1d3	1d4	1d6
Small	8–9	12–13	10–11	1/2 d8	1d4	1d2	1d3	1d4
Tiny	4–5	14–15	10–11	1/4 d8	1d3	1	1d2	1d3
Diminutive	2–3	16–17	10–11	1/8 d8	1d2	—	1	1d2
Fine	2–3	18–19	10–11	1/16 d8	1	—	—	1

Table 1-16: Undead

Size	Str	Dex	Con	Min. HD	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	—	32d12	4d6	4d6	2d8	2d6
Gargantuan	36–37	6–7	—	21d12	2d8	2d8	2d6	1d8
Huge	28–29	6–7	—	10d12	2d6	2d6	2d4	1d6
Large	20–21	8–9	—	4d12	1d8	1d8	1d6	1d4
Medium-size	12–13	10–11	—	1d12	1d6	1d6	1d4	1d3
Small	8–9	12–13	—	1/2 d12	1d4	1d4	1d3	1d2
Tiny	4–5	14–15	—	1/4 d12	1d3	1d3	1d2	1
Diminutive	2–3	16–17	—	1/8 d12	1d2	1d2	1	—
Fine	2–3	18–19	—	1/16 d12	1	1	—	—

Table 1-17: Vermin

Size	Str	Dex	Con	Min. HD	Slam	Bite	Claw	Gore
Colossal	42–43	6–7	26–27	32d8	2d6	4d6	2d8	4d6
Gargantuan	34–35	6–7	22–23	16d8	1d8	2d8	2d6	2d8
Huge	26–27	6–7	18–19	8d8	1d6	2d6	2d4	2d6
Large	18–19	8–9	14–15	2d8	1d4	1d8	1d6	1d8
Medium-size	10–11	10–11	10–11	1d8	1d3	1d6	1d4	1d6
Small	6–7	12–13	8–9	1/2 d8	1d2	1d4	1d3	1d4
Tiny	2–3	14–15	8–9	1/4 d8	1	1d3	1d2	1d3
Diminutive	1	16–17	8–9	1/8 d8	—	1d2	1	1d2
Fine	1	18–19	8–9	1/16 d8	—	1	—	1

Undead

An undead is a once-living creature animated by spiritual or supernatural forces. *Table 1-16* shows the average ability scores, recommended HD, and damage by size.

Hit Die: d12.

Base Attack Bonus: 1/2 of total Hit Dice.

Good Saving Throws: Will.

Skill Points: 3 x Int score, plus 2 per EHD.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 EHD.

Additional Traits: An undead is proficient with its natural weapons, simple weapons, and any weapon mentioned in its entry. Undead noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types. Undead have no Constitution scores. It uses its Charisma modifier for Concentration checks. They are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are

not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless. Most undead have darkvision with a range of 60 ft. as an extraordinary ability.

Undead cannot heal damage on their own if they have no Intelligence score. Undead can be healed with negative energy (usually only available through the use of magic). Most undead are destroyed immediately if reduced to 0 hit points or less. Undead cannot be raised from the dead. *Resurrection* can affect them, but since undead creatures are usually unwilling to return to life, these attempts often fail.

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. *Table 1-17* shows the average ability scores, recommended HD, and damage by size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice.

Good Saving Throws: Fortitude.

Skill Points: 10–15.

Feats: None.

Additional Traits: Vermin are proficient with their natural weapons only. They are not proficient with armor. They have no Intelligence score, and are thus immune to mind-affecting effects. Most vermin with visual sensory organs have darkvision with a range of 60 ft., while those without such organs have blindsight with a range of 60 ft. Both are extraordinary abilities.

Vermin have more potent venom than other creatures. Medium-size or larger poisonous vermin get a bonus to the save DC of their poison based on their size, as follows: Medium-size +2, Large +4, Huge +6, Gargantuan +8, Colossal +10.

Quick and Dirty Weapon Size and Damage

Weapon damage can be increased or decreased the same way monster damage is. Take a weapon at its current size and damage, checking the damage on this scale: 1, 1d2, 1d3, 1d4, 1d6, 1d8, 1d10, 2d6, 2d8, 4d6, 4d8, 6d6*. Treat 2d4 as 1d10 and 1d12 as 2d6. If you increase the weapon's size, move up a step—if you shrink it, move down. (*6d6 is for weapons that are two-handed for a Colossal creature.)

Thus, if you take a greataxe (1d12) as a Large weapon, and increase it to a Huge greataxe, it does 2d8 points of damage at that size. A Huge weapon requires two hands for a Large creature to wield. Conversely, if you take a longsword and decrease it to Tiny (2 steps from Medium-size to Tiny), what you get is basically a dagger (1d4 points of damage).

APPENDIX II: STACKING TEMPLATES

With so many great options, sometime down the road (if not immediately) you'll want to create a *truly* unique threat to the party. Something they'd never expect. To aid you in your quest for creating the ultimate in bizarre and unusual encounters, this appendix provides some suggestions and general guidelines for stacking multiple templates.

The first thing one must consider when stacking any templates is whether or not the templates create any mutually exclusive paradoxes. You can't create a creature with both the half-fiend and half-dragon templates, in the same way you wouldn't create a half-orc using the half-human and half-orc templates together. It's either a half-fiendish dragon or a half-dragon fiend, or simply half-orc in the latter case. "Half-" templates all work this way.

However, there's nothing *really* stopping you, however, from creating a half-fiend from a good-aligned creature, even though the rules say otherwise, or a celestial form of an evil creature. There's certainly no reason why you couldn't use this book to create, say, a Savage Aberrant Elf. It's your campaign after all.

When stacking appropriately stackable templates use the guidelines below. These rules do not apply to the base creature's statistics, which are usually used in their entirety, except where denoted in the *How to Use This Book* section and specific templates.

Getting the Picture

The first step in creating a creature with multiple templates is to have a general concept or guiding archetype for the creature in mind, just like a character. What purpose within the adventure or campaign does such a creature fulfill? Is this an archenemy type of being or a simple one-encounter creature? What background story or rationale best justifies such a thing's existence? Is it a creature of legend, known throughout the lands with peasants praying it never returns, or an obscure abomination cowering in darkness and mystery for eons? How powerful should this particular creature be?

These and other preliminary questions are not vital, of course, but they will assist you in making some decisions about the direction the new creature should take. They can help form a sort of outline or pattern that can guide the creative process toward the best result for your particular game.

Creature Attributes and Stacking

Special considerations exist for some monster attributes when stacking templates as detailed below:

Type: Some creature types take precedence over others. For example, if you combine an elf with the Ebon Servitor template and the Vampire template from the *MM* or *d20 Modern*, the Undead type takes precedent over the Humanoid type. The resulting creature is undead.

If you added the Half-fiend template atop these others, the Outsider type *seems* to take precedence over Undead, yet it's important to note when two types like this stack for game effects. In this case, the creature can remain both Undead and Outsider, with Undead becoming a subtype of the Outsider type, creating unique strengths and weaknesses. Thus, the monster becomes a Medium-size Outsider (Undead) and is vulnerable to those spells and abilities that affect undead *and* those that work on outsiders. On the other

hand, you may simply decide that the Outsider type takes precedence, and the creature is merely of that type.

Other examples include Outsider (Construct) and Outsider (Ooze). The Outsider type seems to be the top of the pile, while Undead, Construct, and Ooze look like the top of the chain for most non-outsider creatures.

You can fudge the rules with templates in this way by deciding on which templates to add to a creature first. The ebon servitor, vampire elf wouldn't be allowed if the elf in question were already a vampire *before* you tried to add the Ebon Servitor template. So, the elf in question was an ebon servitor before becoming a vampire. Thus, what you want to create and the restrictions of each template usually set up an obvious sequence for applying templates.

Subtype: Subtypes are easily stackable, so long as they aren't opposites. It is possible to have a creature that's Humanoid (aquatic, cold, earth, goblinoid, incorporeal). You couldn't have a creature with both the cold and fire subtypes, though. (If you absolutely must do so, the opposite subtypes should eliminate one another.)

Some stacking simply eliminates other types and subtypes, while sometimes other stacking creates a subtype. Suppose you took a hobgoblin and made it blue half-dragon for the Dragon (Earth) type and subtype, then added the Fiendish template, and finally the Elemental template (Fire). That hobgoblin could have a type of Outsider (Earth, Evil, Fire, Lawful); all other types and subtypes are lost. It's important to note alignments in the case of our "magma-goblin", because the creature is an outsider.

Hit Dice: After all of the templates are chosen, the highest Hit Die type among them should be used. Any other modification to HD should be averaged, or the one most advantageous to the creature should be used.

Speed: The creature gains all modes of movement indicated by multiple templates, but not necessarily all rates of movement. The highest speed for any single movement type provided by any template takes primacy over the others, while considering any templates that add a static factor to speed as also applicable. Finally, the worst maneuverability rating for flight is utilized, unless there's a compelling reason to ignore it.

If a creature received templates that provided a speed of 30 ft. (ground), 40 ft. (ground), fly 60 ft. (average), climb 15 ft., and +10 ft. to all movement, the final creature's Speed category looks like: 50 ft., climb 25 ft., fly 70 ft. (average). It's still important to note the climb speed, even though the creature can fly, should it be rendered unable to take flight for some reason. Finally, if some physical change alters the creature making it illogical for the fastest speed to be used, use the one that makes sense to you.

Armor Class: Armor bonuses stack according to the language of the templates in question. For example, "natural armor improves by +3", means the bonus stacks with existing natural armor or gives a natural armor bonus where none existed before. Otherwise, for the most part, bonuses of the same name do not stack; instead the highest bonus applies. Alternatively, you might average the bonuses. If it makes sense

APPENDIX II: STACKING TEMPLATES

for two bonuses of the same name to stack, do so, but avoid weighting the AC too highly.

Attacks, Damage, Special Attacks, and Special Qualities:

The creature gains all attacks and qualities indicated. In the case of a template providing the same type of attack or quality, such as duplicate claw and bite attacks, only the most advantageous of the duplicates is kept. The others are superceded. Occasionally the language of the template overrides this general admonition (such as the *fast healing* ability of a Woundmender, which stacks with existing *fast healing*).

Abilities: Ability bonuses can stack, but use keen judgment here. If it seems to make little sense for the ability bonuses or penalties of one template to stack with another, they shouldn't. Instead the highest value from any one template or an average of the ability bonuses from each template may be used.

The most common occurrence of this is when two or more templates don't change the creature's type at all. Stacking three templates on a humanoid resulting in that humanoid having a 36 Strength is generally the wrong way to go. Using the template with the highest Strength bonus (or averaging the bonuses) is more appropriate.

When each stacked template changes the creature's type, ability changes are more appropriate. The same humanoid changed to a giant, via the Gigantic template, and then into a Greater Zombie gets all of the associated bonuses and penalties.

Skills and Feats: The creature receives skill points and feat totals according to the language of the templates applied. If there are no rules for changing skills, then the creature advances according to its base creature type. If any of the templates change the creature's monster type, that type applies normally. In the case of conflicting templates, favor the last template added to the creature that changes advancement. Creatures with multiple types (like and undead, outsider) usually favor the most restrictive type.

Challenge Rating: Challenge ratings are the most demanding of the monster features to adjust. As a creature increases in power, there is frequently a diminishing of returns on that power compared with existing abilities. That is, the more powerful a creature is to begin with, the less important any one increase in power becomes. The percentages described in *How to Use This Book* in this book can be useful for this, as can the CR advice there.

Other Features: In all other categories, the creature should adhere to the most logical (typically the most restrictive) of the elements imposed by the templates and base creatures used. The ghost of a celestial elf would have no treasure (ghost), the organization of a ghost, would usually be of chaotic good alignment (elf), and most likely appear in a temperate forest (elf). Of course, any or all of these are alterable for the needs of the world and whatever stories you're weaving.

Sample Multi-Templated Creatures

Kaavaak, the beast lord of tigers, is an example of a stacked template. Here is another example of a creature built with stacked templates and adjusted to fit a concept. In this case, the concept is a giant plant creature that is the immortal representative of a good nature deity. The base creature is an ogre and the statistics are annotated in brackets to show calculations and changes.

Ogre

Large Giant

Hit Dice: 4d8+8 (26 hp)

Initiative: -1 (Dex)

Speed: 40 ft.

AC: 13 (-1 size, -1 Dex, +5 natural)

Attacks: By weapon (BAB = 3/4 HD)

Damage: By weapon

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

Saves: Fort +6, Ref +0, Will +1

Abilities: Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +8, Listen +2, Spot +2 [4 base + 4 extra for HD + ability mods]

Feats: Weapon Focus (greatclub)

Climate/Terrain: Any land, aquatic, and underground

Organization: Solitary, pair, gang (2-4), or band (5-8)

CR: 2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Step One

To get the plant creature, the Plantform template is added and the ability scores fudged toward the concept:

Plantform Ogre

Large Plant

Hit Dice: 4d8+12 (30 hp) [Increase from improved Constitution]

Initiative: -2 (Dex)

Speed: 40 ft.

AC: 15 (-1 size, -2 Dex, +8 natural) [natural armor Ogre +5, +3 plantform]

Attacks: Slam +9 melee [+3 BAB +6 Str + 1 feat - 1 size], Vine slam +4 melee [secondary]

Damage: Slam 1d8+6, vine 1d6+6

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

Special Attacks: Constrict*, improved grab*, vines*

Special Qualities: Camouflage*, low-light vision*, tremorsense*, plant*, darkvision 60 ft. [* plantform abilities]

Saves: Fort +7, Ref -1, Will +2 [Dex lower, Con higher]

Abilities: Str 23, Dex 6, Con 17, Int 12, Wis 15, Cha 12

Skills: Climb +10, Listen +5, Spot +5 [ability modifiers + 3 for Int]

Feats: Weapon Focus (slam)

Climate/Terrain: Special

Organization: Solitary

CR: 4 [+1 template, +1 constrict & grab]

Treasure: Standard

Alignment: Neutral good [plantform and concept]

Advancement: By character class

APPENDIX II: STACKING TEMPLATES

The plantform ogre speaks Sylvan.

Step Two

The plantform is then advanced to a 17th-level druid:

Plantform Ogre

Large Plant Drd 17

Hit Dice: 4d8+12 plus 17d8+51 (157 hp)

Initiative: -2 (Dex)

Speed: 40 ft.

AC: 15 (-1 size, -2 Dex, +8 natural)

Attacks: Slam +21/+16/+11/+6 melee, vine +16 melee [+3 BAB ogre + 12 BAB druid + 6 Str + 1 feat - 1 size]

Damage: Slam 1d8+6 melee, vine 1d4+6 vine

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

Special Attacks: Awaken, constrict, improved grab, vines

Special Qualities: Camouflage, low-light vision, nature sense*, resist nature's lure*, trackless step*, tremorsense, woodland stride*, venom immunity*, a thousand faces*, timeless body*, wild shape*, plant, darkvision 60 ft. [* druid abilities; *venom immunity* is unnecessary when combined with plant]

Saves: Fort +17, Ref +4, Will +14 [+10 Fort and Will from druid, +2 Will from Wis, +5 Ref from druid]

Abilities: Str 23, Dex 6, Con 17, Int 12, Wis 19, Cha 12 [+4 to Wis from druid]

Skills: Animal Empathy +20, Climb +10, Concentration +10, Heal +15, Knowledge (nature) +20, Listen +9, Scry +8, Spellcraft +10, Spot +9, Wilderness Lore +20 [+85 skill points from druid, ability modifiers]

Feats: Alertness, Cleave, Brew Potion, Power Attack, Track, Weapon Focus (slam) [+5 feats from druid]

Climate/Terrain: Special

Organization: Solitary

CR: 21 [17 levels of druid]

Treasure: Standard

Alignment: Neutral good

Advancement: By character class

The plantform ogre druid speaks Sylvan and Druidic. Spells delineated in final creature.

Step Three

Now, the plantform is given the Argent Servitor template:

Argent Servitor Plantform Ogre Drd 17

Large Plant

Hit Dice: 4d10+16 plus 17d10+68 (199 hp) [die type from Argent Servitor + Con modifier]

Initiative: -2 (Dex)

Speed: 40 ft. [+10 ft. from Argent servitor ignored in this case]

AC: 15 (19 vs. evil) (-1 size, -2 Dex, +8 natural) [+4 divine vs. evil]

Attacks: Slam +22/+17/+12, vine +17 melee [+1 Str]

Damage: Slam 1d8+7 melee, vine 1d4+7 (plus 1d10 holy damage vs. evil) [holy damage added]

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

Special Attacks: Constrict, *detect evil**, divine energy feedback*, improved grab, vanquishing blow*, vines

Special Qualities: Camouflage, darkvision 60 ft., divine health*, DR 11/unholy, low-light vision, nature sense, plant, resist nature's lure, resistances*, sacrificial healing*, a thousand faces, timeless body, trackless step, tremorsense, woodland stride, wild shape [* argent

servitor abilities]

Saves: Fort +18, Ref +4, Will +15 (+2 additional vs. fear)

[servitor fear bonus, +1 Fort & Will from abilities]

Abilities: Str 25, Dex 6, Con 19, Int 12, Wis 21, Cha 14 [+2 Str, Con, Wis, Cha]

Skills: Animal Empathy +21, Climb +11, Concentration +11, Heal +16, Knowledge (nature) +20, Listen +10, Scry +8, Spellcraft +10, Spot +10, Wilderness Lore +21 [ability modifiers]

Feats: Alertness, Cleave, Brew Potion, Power Attack, Track, Weapon Focus (slam)

Climate/Terrain: Special

Organization: Solitary

CR: 24 [getting a bit high]

Treasure: Standard

Alignment: Neutral good

Advancement: By character class

Step Four

Finally, being a divine herald, this creature is given the Relentless template and rendered into final form:

Lughnerg the Green Man,

Father of the Long Wood

Large Plant Drd 17

Hit Dice: 21d10+84 (210 hp) [hp slightly better than average]

Initiative: -2 (Dex)

Speed: 40 ft. (+10 ft.)

AC: 20/24 vs. evil (-1 size, -2 Dex, +5 deflection, +8 natural, +4 divine vs. evil); 20/24 flat-footed, 12/16 touch

Attacks: Slam +22/+17/+12, vine +17 melee

Damage: Slam 1d8+7 melee, vine 1d4+7 (1d8+8 or 1d6+8 plus 1d10 holy damage vs. evil)

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

Saves: Fort +16, Ref +4, Will +14 (+2 additional vs. fear)

Special Attacks: Constrict, *detect evil*, divine energy feedback, improved grab, vanquishing blow, vines

Special Qualities: Camouflage, critical weakness*, darkvision 60 ft., DR 11/unholy, eternal*, immunities, low-light vision, nature sense, plant, resist nature's lure, resistances, sacrificial healing, SR 19*, a thousand faces, trackless step, tremorsense, woodland stride, wild shape [* relentless abilities, eliminates need for divine health and timeless body]

Abilities: Str 25, Dex 6, Con 19, Int 12, Wis 21, Cha 16 [2 added to Charisma for desired effect]

Skills: Animal Empathy +21, Climb +10, Concentration +10, Heal +15, Knowledge (nature) +20, Listen +9, Scry +8, Spellcraft +10, Spot +9, Wilderness Lore +20 [Charisma modifier to Animal Empathy]

Feats: Alertness, Cleave, Brew Potion, Power Attack, Track, Weapon Focus (slam) (+5 from druid)

Climate/Terrain: The Long Wood

Organization: Unique

CR: 24 [left lower to prevent ridiculous inflation, even this may be high]

Treasure: Standard

Alignment: Neutral good

Advancement: By character class

APPENDIX II: STACKING TEMPLATES

The verdant and impassable Long Wood is said to be home to many strange and fey creatures. Lights dance on the eaves of the forest at dusk and dawn, and sounds of things not of this world escape the shade of the ancient trees from time to time. Ancient tales speak of a day long ago when the land was barren and a grand being from the forests of the heavens was sent to plant trees. Whispered yarns during spring festivals reveal the name Lughnerg as the protector of the enchanted place. A few hunters claim to have seen an immense creature like a living portion of the forest floor moving in the leafy twilight. Few have gotten close enough to see his grey eyes and eternal grin, and though he and his forested home are feared in this age, there are no tales of evil fates in the Long Wood.

Lughnerg is semi-divine and is allied with every creature in this wood. From the tiniest insect to the most powerful nymph sorceress, all pay homage to the one who breathed life into the green. They'll defend him with their lives. Lughnerg speaks Sylvan, Druidic, and Celestial.

Druid Spells Prepared (6/7/6/6/6/5/4/3/2/1, base save DC 15 + spell level): 0—*create water, detect magic* x2, *know direction, light, resistance*; 1st—*cure light wounds* x2, *entangle* x2, *faerie fire, goodberry, obscuring mist*; 2nd—*barkskin, lesser restoration, resistance, soften earth and stone, speak with animals, tree form*; 3rd—*cure moderate wounds, meld into stone, plant growth, speak with plants* x2, *spike growth*, 4th—*cure serious wounds, control plants, dispel magic* x2, *quench, scrying*; 5th—*animal growth, commune with nature, control winds, tree stride, wall of thorns*; 6th—*greater dispelling, liveoak* x2, *transport via plants*, 7th—*creeping doom, greater scrying, transmute metal to wood*; 8th—*command plants, repel metal or stone*; 9th—*shambler*.

Possessions: staff of the woodlands, periapt of the green man

Combat

Lughnerg avoids combat when he can. He uses spells and ample allies to defend himself if need be. Toe-to-toe melee is reserved for foolishly persistent or wantonly destructive foes.

Camouflage (Ex): In appropriate overgrown surroundings Lughnerg receives a +10 circumstance bonus to Hide. In vegetated areas that are more sparsely populated by plants, he receives half of that bonus.

Constrict (Ex): Via vine-like appendages, Lughnerg can constrict with a successful grapple attack against creatures Medium-size or smaller. Constriction does 1d6+10 points of damage.

Critical Weakness (Ex): Lughnerg is killed instantly and irrevocably if he is struck with cold-forged iron coated with fiend blood while he is unconscious due to subdual damage. The substance does not affect Lughnerg in this way while he is conscious.

Detect Evil (Su): Lughnerg 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. He uses this ability as a 21st-level cleric.

Divine Energy Feedback (Ex): Any evil creature that strikes an Lughnerg with a melee attack suffers points of damage equal to his HD, with a maximum of one-half of the physical damage that was inflicted with the original blow.

Lughnerg takes the damage from such strikes normally.

Eternal (Ex): Lughnerg does not age nor does he suffer the effects of aging. Though he may eat, breathe, and drink, he cannot be damaged by starvation, suffocation, or thirst.

Immunities (Ex): Lughnerg is immune to poison, disease, fatigue, fear, and sonic attacks. As a plant, he is immune to sleep, paralysis, stunning, and polymorphing. He is not subject to critical hits or mind-influencing effects.

Improved Grab (Ex): To use this ability, Lughnerg must hit with a slam.

Nature Sense (Ex): Lughnerg can identify plants and animals (their species and special traits) with perfect accuracy. He can determine whether water is safe to drink or dangerous.

Regeneration (Ex): Lughnerg regenerates 15 hit points per round. No form of damage overcomes this regeneration. If he loses a limb or body part, the lost portion regrows in 1d6 minutes. Lughnerg can reattach the severed member instantly by holding it to the stump.

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

Resistances (Su): Lughnerg has fire, cold, and electrical resistance 15.

Sacrificial Healing (Su): Lughnerg may sacrifice some of his own life-essence to heal another. For each hit point sacrificed, the recipient of the healing gains 2 hit points (up to the creature's normal maximum). Lughnerg may sacrifice all but 10 of his own hit points to heal one or more other creatures.

Lughnerg 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 and it has no effect on actual wounds.

Sleep of Ages (Ex): Lughnerg sleeps much of the time, awakening in undetermined intervals to handle the needs of his warded forest or those who come to talk to him. Strangely, no one ever finds the creature asleep.

A Thousand Faces (Su): Lughnerg can change his appearance at will, as if using the spell *alter self*.

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

Tremorsense (Ex): Lughnerg can detect the location of any other creature or object in contact with the ground within 100ft.

Vanquishing Blow (Su): When dealt a successful critical hit, evil-aligned opponents must immediately make a Fortitude save (DC 23) or die. Those not subject to Fortitude saving throws (like undead) must make a Will saving throw instead. Vanquishing blow cannot affect opponents with more than 21 HD.

Woodland Stride (Ex): Lughnerg may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the Green Man.

Wild Shape (Sp): Lughnerg may *polymorph self* into an animal 5/day limited to Tiny to Huge size and Dire versions. As stated in the spell description, he regains hit points as if he had rested for a day. Lughnerg does not risk the standard penalty for being disoriented while in the wild shape. 1/day Lughnerg may take the shape of a Medium-size to Huge elemental, gaining all the elemental's special abilities. [size extrapolated from the usual ability

and Lughnerg's size.]

Vines (Ex): Lughnerg has two vine-like appendages in addition to his arms. He may use them to slam or grapple. Each vine that makes a successful grapple attack on a single opponent adds +2 to subsequent grapple checks against the same opponent. Further, vines allow Lughnerg to grapple and pin opponents, while keeping his other appendages free to attack and threaten his area. The creature still suffers a -1 circumstance penalty to AC for each grappled opponent.

The vines can take 20 hit points before being severed (of course, they regenerate).

New Minor Artifact

Periapt of the Green Man: This amulet is actually embedded in Lughnerg's flesh, though he can remove it. It grants the giant plantform (or any other user with a neutral aspect to his or her alignment) a +5 deflection bonus to AC as well as the *improved evasion* ability (like a rogue) versus fire attacks. Further, any druid or ranger that meets the aforementioned alignment restriction may use the talisman to trade prepared spells for extended (as the metamagic feat) *summon nature's ally* spells one level lower. For the periapt to function, the wearer may sport no item of artificed metal.

Caster Level: 18th; *Weight:* —.

Sidhe

Sidhe are half-elves with the Celestial, Enchanted, and Spirit templates, but some liberties were taken with the templates to get the desired effect. The sidhe are outsiders, even though no template applied here gives them that type. They also have 4 HD just because they are descendants of gods. Finally, the Spirit template is only used to give the creatures the materialization power and a few other bonuses—unlike normal spirits, sidhe do not manifest, they materialize or are ethereal. Some abilities, like acid and electricity resistance, were removed. The sidhe also have a few powers added to them here and there, such as +2 to all ability scores and some additional spell-like abilities.

Sidhe (celestial, enchanted, spirit half-elves)

Medium-size Outsider (Elf, Incorporeal, Spirit)

Hit Dice: 4d8+7 (25 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15/16 with Dodge (+1 Dex, +4 chain shirt); 14 flat-footed, 11/12 touch

Attacks: Masterwork shortspear +6 melee; or javelin +5 ranged

Damage: Masterwork shortspear 1d8+1/crit x3; javelin 1d6+1

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

Special Attacks: Materialization, spell-like abilities

Special Qualities: Darkvision 60 ft., low-light vision, +8 turn resistance, cold resistance 10, DR 5/+1, SR 14

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

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

Skills: Bluff +5, Climb +7, Hide +7, Jump +7, Knowledge (planes) +5, Listen +5, Move Silently +7, Spot +5, Search +5, Swim +7

Feats: Alertness, Dodge, Toughness

Climate/Terrain: Temperate or cold land and underground

Organization: Solitary, pair, fianna (war party, 3-6), or clan (7-12)

CR: 6

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Sidhe are the otherworldly descendants of a mating between the elvish lord of the forest, and the human goddess of rivers and earth, Tanu. They inhabit their own plane, called Tanuinaire or more simply the Land of Spring. The sidhe use their ability to enter and leave the Ethereal Plane to travel to the Material Plane at will from the Land of Spring.

Fair and vigorous, the sidhe look like extremely attractive human males and females, perhaps with slightly pointed ears. They are powerfully built, quick, and tough. Males often sport facial hair, while both sexes have wild hairstyles. There's always an otherworldly aspect about them, however, and the sharp eye and mind can tell that one is dealing with a being not of the Material (Knowledge (arcana), Sense Motive, or Wisdom check, DC 20).

The sidhe are an advanced and enchanted tribal culture based around small family bands. They fight monsters and one another with equal vigor, and are given to extreme emotion. Brave, quick to anger, honorable and fierce are the sidhe. Their forays into the material world are usually for fun, which inevitably results in trouble for nearby mortals, whom the sidhe often challenge to games of skill and chance. Sidhe never forget a wrong, and always repay favors—sometimes more than threefold.

They dress in fine clothing and usually carry masterwork or better items. Sidhe love music, art, and revelry (*sic* debauchery), and kidnap attractive mortals to Tanuinaire from time to time. These stays are usually pleasant for the mortal involved, unless the sidhe in question is evil. Honoring another's right to personal choice is a golden rule among the sidhe. (Those returning from the sidhe world may acquire the Fey-kissed template).

The sidhe revere their ancient mother, but actively worship no god. Their hatred of evil giants and goblinoids is unmatched, but the capriciousness of the sidhe makes mortals wary of them nonetheless. They speak an ancient form of Elven and Celestial.

Combat

Sidhe are courageous and overbold in combat. Each jockeys for the right to fight the bravest and most powerful foe.

Sidhe Traits: See below.

Sidhe Characters

Sidhe favor the sorcerer class, for the magic *is* their blood. Very few have familiars however, instead taking Spell Focus as a replacement feat. Otherwise, sidhe are usually fighters or barbarians. Sidhe clerics are rare, but those that exist usually take from the Animal, Earth, Magic and Plant domains, but are by no means restricted to these. Most divine spellcasters among the sidhe are druids.

Sidhe Traits

As a PC race, sidhe have the following characteristics:

- **High HD:** A sidhe starts play with 4d8 HD, of which the first is maximized for a PC. The sidhe's base attack bonus, saves, initial skill points, and feats all come from the Outsider type.
- +2 to all ability scores, except Charisma, which gets +6.
- Medium-size. (Use human height and weight.)
- Sidhe base speed is 30 feet.
- **Darkvision:** Sidhe can see 60 ft. in darkness. This vision is black and white.
- **Low-light Vision:** Sidhe see four times as far in poor lighting conditions as do humans.
- **Materialization (Su):** By taking a full round action, a sidhe can become fully corporeal (losing the benefits of incorporeality and etherealness) like a normal creature on the Material Plane. When it materializes, the sidhe has all of its normal physical attributes and interacts with the Material Plane and its contents like a normal denizen of that plane. The sidhe also interacts with the Ethereal Plane as if the sidhe were a material being (ethereal beings are invisible and incorporeal). A sidhe can dematerialize, going back to ethereal, as a standard action.
- **Etherealness (Ex):** Unlike normal spirits, sidhe are either material or ethereal, gaining the properties of etherealness while on the Ethereal Plane. A sidhe is invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane (the normal world) while traveling on the Ethereal Plane. Most magical attacks have no effect on them. *See invisibility* and *true seeing* can reveal an ethereal sidhe. An ethereal sidhe can pass through and operate in water as easily as air and it does not fall or suffer falling damage. Ethereal sidhe can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (A sidhe can't see through a material wall, for instance.) Things on the Material Plane look gray, indistinct, and ghostly. An ethereal sidhe can't affect the Material Plane, not even magically. It can, however, interact with other ethereal creatures and objects the way a material creature interacts with other material creatures and objects. Ethereal sidhe can move in any direction (including up or down) at will. It does not need to walk on the ground, and material objects don't block it (though it can't see while its eyes are within solid material). Force effects, gaze effects, and abjurations affect ethereal sidhe normally, since these all extend onto the Ethereal Plane. However, none of these effects extend from the Ethereal Plane to the Material Plane.
- **Spell-like Abilities:** At will—*detect magic*, *read magic*, *light*; 2/day—*bull's strength*, *expeditious retreat*, *invisibility*, *mage armor*; 1/day—*true strike*, *see invisibility*. Each of these abilities is cast as if by a sorcerer of a level equal to 4 + character level (save DC 13 + spell level). At 13th-level, a sidhe can use the spell *etherealness* 1/day.
- **Detect Spirits (Su):** At will, as a move-equivalent action, a materialized sidhe can choose to see other spirits in an area (including incorporeal or ethereal undead, despite *invisibility*). The sidhe cannot see other creatures under *invisibility* spells or similar effects, only spirits.
- **Spell Resistance (Ex):** A sidhe's spell resistance starts at 14 and improves by +1 every two character levels.
- **Turn Resistance (Ex):** A sidhe has turn resistance equal to 8 + character level
- **Skills:** Sidhe receive a +4 racial bonus to Listen, Search, and Spot. They get +8 to Hide when ethereal.
- **Automatic Languages:** Elven.
- **Bonus Languages:** Common, Giant, Gnome, Goblin, Sylvan.
- **Favored Class:** Sorcerer
- **ECL:** +7 (including 4d8 base HD)

APPENDIX III: TEMPLATE INDICES

Templates by Name

Template	CR	ECL	Page
Aberrant	+1 (varies)	Varies	12
Abyssal	+1 to +3	+2	18
Amorphous	+1 (+20%)	+3	20
Angel, Fallen	+0	+0 to +1	24
Angel, War	+1 (+20%)	+4	26
Apocalyptic	+15 (+10%)	N/A	28
Arcane Servitor	+1 to +5	+4	31
Argent Servitor	+1 to +3	+3	32
Beast, Elder	+1	+0 or +1	35
Beast Lord	+10 (+20%)	N/A	38
Bladed Horror	+2	+4	41
Blighted Thrall	+0 (-40% special)	+2	44
Blind Oracle	+1	+2	46
Construct, Ablative	-20%	By type	48
Construct, Kith	Varies	Varies	52
Construct, Necromantic	+1	+3	57
Construct, Skinrug Guardian	+1	+2	59
Construct, Verminshell	+0	+2	61
Construct, Woundmender	+1 to +3	+2	63
Demi-Gorgon	+1 to +3	+3	64
Denizen of the Deep	+2 to +4	+2 (+4)	66
Desiccated	+1 (+20%)	+6	68
Dragon-Blooded	+1/2	+1	72
Dreadnaught	+2 (+20%)	+5	77
Drider	+1	+2	80
Ebon Servitor	+1 to +3	+3	84
Elemental	+0 to +3	+3	88
Elemental, Thermic	+1	+1	91
Enchanted	+1 to +2	+2	92
Ethereal	+1 to +3	+3	93
Exoskeleton	+0	+2	95
Fey-kissed	+1	+1	96
Fiend, Redeemed	+0	+0 or +1	98
Ghoul	+1	+3	100
Gigantic	Varies	Varies	102
Half-drow	+1	+1	104
Half-genie	+1 to +4	+2	106
Half-gnome	+0	+0	108
Half-humanoid	+0	+0	111
Half-kobold	+0	+0	122
Half-medusa	+2	+2	123
Half-nymph	+1	+2	125
Half-orc	+0	+0	127
Half-sidhe	+1	+2	129
Half-troll	+3	+3	131
Heightened	+1 (varies)	+2	133
Hiveling	+10% (special)	+0 or +1	135
Hypermitotic	+1 to +3	+1	137
Immortal	+2	+3	140
Lekassi	+0	+1	142
Lycanthrope, Wereworg	+3	+3	144
Mephit Lord	9	+12	146
Metallivore	+1 to +4	+2	149

APPENDIX III: TEMPLATE INDICES

Templates by Name (continued)

Template	CR	ECL	Page
Miniature	Special	Varies	151
Mohrg	+2	+8	153
Moon Wildling	+2	+2	155
Mummy, True	+2	+5	157
Necrovore	+1 to +4	+2	160
Nettlecloud Spider	+0	+0	162
Non-Euclidean	+1 to +4	N/A	163
Paleoskeleton	+1 to +3	+3	166
Phantasmal	+1 to +3	N/A	168
Plantform	+1 (varies)	+1 to +3	171
Puppeteer Ooze Host	Special	Special	175
Puppeteer Ooze	+2	+2	177
Quickened	+1	+2	180
Relentless	+1 + 35%	+4	182
Savage	+1 to +3	+2	185
Scryling	+20%(max +2)	+2	187
Shadowborne	+1 (+20%)	+3	189
Siphon Beast	+1 to +4	+4	191
Skeleton, Greater	+1	+1	193
Skinhusk	+1 (+30%)	+3	196
Spirit	+1 (+20%)	+3	198
Two-Headed Mutant	+1	+2	202
Vampire, Corpse	Varies	+2	204
Vampire, Dread	+3	+5	208
Vampire, Fleshbound	+1	+2	213
Vampire, Half-	+1	+2	216
Vampiric Thrall	+0	+1	219
Vampiric	+1 to +3	+0 or +1	221
Voidspawn	+1 to +4	+2	223
Wight	+2 to +4	+6	226
Wretched	+1	+0	228
Zombie, Greater	+1 or more	+1	230

Templates by CR Adjustment

CR Adjustment	Template	Page
-20%	Construct, Ablative	48
+10% (special)	Hiveling	135
+20% (max +2)	Scryling	187
+0 (-40% special)	Blighted Thrall	44
+0	Angel, Fallen	24
	Construct, Verminshell	61
	Exoskeleton	95
	Fiend, Redeemed	98
	Half-gnome	108
	Half-humanoid	111
	Half-kobold	122
	Half-orc	127
	Lekassi	142
	Nettlecloud Spider	162
	Vampiric Thrall	219
+0 to +3	Elemental	88
+½	Dragon-blooded	72
+1	Beast, Elder	35
	Blind Oracle	46
	Construct, Necromantic	57

APPENDIX III: TEMPLATE INDICES

Templates by CR Adjustment (continued)

CR Adjustment	Template	Page	
+1	Construct, Skinrug Guardian	59	
	Drider	80	
	Elemental, Thermic	91	
	Fey-kissed	96	
	Ghoul	100	
	Half-drow	104	
	Half-nymph	125	
	Half-sidhe	129	
	Quickened	180	
	Skeleton, Greater	193	
	Two-Headed Mutant	202	
	Vampire, Fleshbound	213	
	Vampire, Half-	216	
	Wretched	228	
	+1 (+20%)	Amorphous	20
Angel, War		26	
Desiccated		68	
Shadowborne		189	
Spirit		198	
+1 (+30%)	Skinhusk	196	
+1 (+35%)	Relentless	182	
+1 (varies)	Aberrant	12	
	Heightened	133	
	Plantform	171	
	Zombie, Greater	230	
+1 to +2	Enchanted	92	
+1 to +3	Abyssal	18	
	Argent Servitor	32	
	Construct, Woundmender	63	
	Demi-Gorgon	64	
	Ebon Servitor	84	
	Ethereal	93	
	Hypermitotic	137	
	Paleoskeleton	166	
	Phantasmal	168	
	Savage	185	
	Vampiric	221	
	+1 to +4	Half-genie	106
		Metallivore	149
Necrovore		160	
Non-Euclidean		163	
Siphon Beast		191	
Voidspawn		223	
Arcane Servitor		31	
+2	Bladed Horror	41	
	Half-medusa	123	
	Immortal	140	
	Moon Wildling	155	
	Mummy, True	157	
	Ooze, Puppeteer	177	
	Dreadnaught	77	
	Mohrg	153	
+2 to +4	Denizen of the Deep	66	
	Wight	226	
+3	Half-troll	131	
	Lycanthrope, Wereworg	144	

APPENDIX III: TEMPLATE INDICES

Templates by CR Adjustment (continued)

CR Adjustment	Template	Page
+3	Vampire, Dread	208
+10 (+20%)	Beast Lord	38
+15 (+10%)	Apocalyptic	28
CR 9	Mephit Lord	146
Special	Puppeteer Ooze Host	175
Varies	Construct, Kith	52
	Gigantic	102
	Miniature	151
	Vampire, Corpse	204

Templates by ECL

Total ECL	Template	ECL (HD)	ECL (Lvl. Adj.)	Page
-1	Construct, Ablative	+0	-1	48
+0	Half-gnome	+0	+0	108
	Half-humanoid	+0	+0	111
	Half-kobold	+0	+0	122
	Half-orc	+0	+0	127
	Nettlecloud Spider	+0	+0	162
	Wretched	+0	+0	228
	+0 to +1	Angel, Fallen	+0	+1 (w/aura)
Beast, Elder		+0	+0 to +1	35
Fiend, Redeemed		+0	+1 (w/aura)	98
Hiveling		+0	+1 (in group)	135
Vampiric		+0	+1 (w/abilities)	221
+1	Dragon-blooded	+0	+1	72
	Elemental, Thermic	+0	+1	91
	Fey-kissed	+0	+1	96
	Half-drow	+0	+1	104
	Hypermitotic	+0	+1	137
	Lekassi	+0	+1	142
	Skeleton, Greater	+0	+1	193
	Vampiric Thrall	+0	+1	219
	Zombie, Greater	+0	+1	230
+1 to +3	Abyssal	+0	+2	18
	Argent Servitor	+0	+1 to +3	32
	Plantform	+0	+1 to +3	171
+1 to +5	Arcane Servitor	+0	+4	31
+2	Blighted Thrall	+0	+2	44
	Blind Oracle	+0	+2	46
	Construct, Skinrug Guardian	+0	+2	59
	Construct, Verminshell	+0	+2	61
	Construct, Woundmender	+0	+2	63
	Denizen of the Deep	+0	+2 (+4)	66
	Drider	+0	+2	80
	Enchanted	+0	+2	92
	Exoskeleton	+0	+2	95
	Half-genie	+0	+2	106
	Half-medusa	+0	+2	123
	Half-nymph	+0	+2	125
	Half-sidhe	+0	+2	129
	Heightened	+0	+2	133
	Metallivore	+0	+2	149
	Moon Wildling	+0	+2	155
	Necrovore	+0	+2	160
Quickened	+0	+2	180	
Savage	+0	+2	185	

APPENDIX III: TEMPLATE INDICES

Templates by ECL (continued)

Total ECL	Template	ECL (HD)	ECL (Lvl. Adj.)	Page
	Scrying	+0	+2	187
	Two-Headed Mutant	+0	+2	202
	Vampire, Corpse	+0	+2	204
	Vampire, Fleshbound	+0	+2	213
	Vampire, Half-	+0	+2	216
	Voidspawn	+0	+2	223
+3	Amorphous	+0	+3	20
	Construct, Necromantic	+0	+3	57
	Demi-Gorgon	+0	+3	64
	Ebon Servitor	+0	+3	84
	Elemental	+0	+3	88
	Ethereal	+0	+3	93
	Ghoul	+1	+2	100
	Half-troll	+0	+3	131
	Immortal	+0	+3	140
	Lycanthrope, Wereworg	+0	+3	144
	Shadowborne	+0	+3	189
	Spirit	+0	+3	198
+4	Angel, War	+0	+4	26
	Bladed Horror	+0	+4	41
	Relentless	+0	+4	182
	Siphon Beast	+0	+4	191
	Skinhusk	+0	+4	196
+5	Construct, Kith (Wood)	+0	+5	52
	Dreadnaught	+0	+5	77
	Mummy, True	+0	+5	157
	Vampire, Dread	+0	+5	208
+6	Construct, Kith (Glass)	+0	+6	52
	Desiccated	+2	+4	68
	Wight	+3	+3	226
+7	Construct, Kith (Clay)	+0	+7	52
+8	Construct, Kith (Stone)	+0	+8	52
	Mohrg	+4	+4	153
+9	Construct, Kith (Iron)	+0	+9	52
+12	Mephit Lord	+12	+0	146
N/A	Apocalyptic	N/A	N/A	28
	Beast Lord	N/A	N/A	38
	Non-Euclidean	N/A	N/A	163
Varies	Aberrant	+0	Varies	12
	Gigantic	+0	Varies	102
	Miniature	+0	Varies	151

APPENDIX IV: OTHER INDICES

Templates by Originator

While all of the templates in this book were edited (and even redone) for this volume, many of them originated with the authors listed below. The names of the originators in this chart are closed content—see *Appendix V: Licenses & Legal Information* for more information.

Originator	Template
Andy Collins	Lycanthrope (Wereworg), Wight
Chris S. Sims	Angel (Fallen), Dragon-blooded, Fiend (Redeemed), Gigantic, Glider, Half-humanoid, Half-sidhe, Half-vampire, Humanoid, Miniature, Mohrg, Moon Wildling, Oozoid, Vampire (Corpse), Vampiric Thrall Fey-kissed
Devon Apple	Mephit Lord, Paleoskeleton
Erica Balsley	Non-Euclidean
Gregory W. Ragland	Aberrant, Abyssal, Amorphous, Angel (War), Apocalyptic, Arcane Servitor, Argent Servitor, Bladed Horror, Blighted Thrall, Blind Oracle, Construct (Ablative), Construct (Kith), Construct (Woundmender), Demi-gorgon, Denizen of the Deep, Desiccated, Dreadnaught, Ebon Servitor, Elemental, Enchanted, Ethereal, Half-genie, Half-gnome, Half-human, Half-kobold, Half-nymph, Half-orc, Half-troll, Heightened, Hiveling, Hypermitotic, Immortal, Metallivore, Necrovore, Puppeteer Ooze Host, Puppeteer Ooze, Phantasmal, Plantform, Quickened, Relentless, Savage, Scrying, Shadowborne, Siphon Beast, Skeleton (Greater), Skinhusk, Vampire (Dread), Vampiric, Voidspawn, Wretched, Zombie (Greater)
M. Jason Parent	Construct (Necromantic), Exoskeleton, Ghoul, Lekassi, Mummy (True)
Matthew Sernett	Drider, Half-drow, Verminoid
Sean K Reynolds	Construct (Skinrug Guardian), Construct (Verminshell) (originally Spidershell), Elemental (Thermic), Half-medusa, Nettlecloud Spider, Two-headed Mutant, Vampire (Fleshbound)
Steve Kenson	Beast (Elder), Beast Lord, Spirit

Microplates and Simplates by Name

Microplate or Simplate (S)	CR Adj.	Page
Apocalyptic, Lesser	+5 (+20%)	30
Breath Weapon	Varies	73
Desiccated, Greater	+6	71
Elemental, Thermic (Air)	+1	91
Elemental, Thermic (Water)	+0	91
Ghoul, Greater	+1	101
Glider (S)	+0	117
Half-corpse-vampire	+1	217
Half-dragon Variants	Varies	73
Half-dread-vampire	+2	218
Half-fleshbound-vampire	+1	218
Half-human	+0	115
Humanoid	+0 to +1	115
Mohrg, Greater	+10	154
Mummy, Desecrated	Varies	159
Oozoid	Varies	116
Phantasmal, Greater Shadow	+2 to +4	170
Phantasmal, Shade	+2 to +5	170
Phantasmal, Shadow	+2 to +4	170
Resilient (S)	+2	185
Skeleton, Calcified (S)	+1	195
Skeleton, Energy-Infused (S)	+1	195
Skeleton, Lesser	Varies	194
Spirit, Guardian (Vorthr)	+1 (+20%)	201
Vampire Spawn	+1	210
Vampire Spawn, Dread	+1	210
Verminoid	+0	115
Wight, Greater	+2 (+20%)	227
Zombie, Lesser	Varies	232

New Monsters by Name

Monster	CR	Page
Achaierai, Clay Kith (Construct)	7	53
Ankheg, Necrovore	5	161
Ansikvol	1	115
Ant (Giant Soldier), Verminshell (Construct)	2	61
Argentate Alicorn	5	33
Athach, Desiccated	9	68
Baleful Bayer	14	103
Bear, Skinrug Guardian Grizzly (Construct)	4	60
Behemoth, Vein-Seeker	10	149
Behir, Iron Kith (Construct)	11	54
Black Half-orc	1/2	85
Blink Dog, Savage	3	185
Bugbear, Ethereal	4	93
Cachalot Whale, Voidspawn	9	224
Caraigh-alfar	1	216
Cat, Scrying	1/2	187
Daergrim	1/2	109
Darkjaunt Crawler	7	189
Darkmantle, Hiveling	1	135
Dire Bear Skinhusk	10	197
Drider Marilith	18	81
Elder Hart	1	36
Elemental, Thermic Earth	6	91
Equine, Flamewing	4	90

APPENDIX IV : OTHER INDICES

New Monsters by Name (continued)

Monster	CR	Page
Ettercap, Bladed Horror	5	42
Ettin, Foul-fin	8	66
Exoskeleton, Giant Wasp	3	95
Faewasse	1	96
Gargoyle, Glass Kith (Construct)	5	54
Ghoul, Heavy Warhorse	3	101
Giant, Gnarlfang	4	131
Giant, Slip-Shape	9	20
Giant, Thornfell (Plant)	7	174
Girallon, Wood Kith (Construct)	6	55
Gloma	1	120
Gnoll, Corpse Vampire	2	207
Gnome, Savage	1	186
Goblin Spider, Hunter	1	81
Goblin Spider, Monarch	3	82
Goblin Spider, Spinner	1	81
Golem, Woundmender Stone (Construct)	14	63
Gorgon Calf	2	152
Grick, Vampiric Thrall	3	221
Gynosphinx Wight	11	226
Halfling, Lekassi	1/2	143
Harpy, Dread Vampire	6	209
Hippogriff, Flesh (Construct)	3	58
Homunculus, Ablative (Construct)	1	49
Horned Fiddler	2	65
Iron Mindbender (Construct)	17	165
Ironback Bullman	6	64
Kava'at-zahal (Black) Orc	1	85
Kobold, Dalo'ahzul	2	184
Kobold, Ethereal	1	94
Kolmun	1/2	117
Kolmun, Dragon-Blooded	1	118
Kyampasa	1/2	119
Lillend, Arcane Servitor	8	31
Maelstrom Render	10	89
Moon Faun	6	155
Ooze, Puppeteer Ochre Jelly	9	175
Orgar	1	127
Otyugh, Spirit	6	199
Owlbear, Hunter Corpse	6	231
Owlbear, Stone Kith (Construct)	8	55
Padrafyte	2	123
Paleoskeleton, Triceratops	9	166
Puc (Half-nymph/half-pseudodragon)	3	125
Ragahd	10	86
Rast, Voidspawn	7	224
Ravid, Abyssal	7	18
Reaper Giant	2	119
Remorhaz, Enchanted	9	92
Resplendent Nightwing	7	33
Shield Guardian, Ablative (Construct)	6	48
Shocker Lizard, Vampiric	3	219
Sidhe	6	245
Skjoniss	1	126
Spider, Nettlecloud Monstrous Hunting	2	162
Stag Beetle (Giant), Verminshell (Construct)	8	63

New Monsters by Name (continued)

Monster	CR	Page
Strangle Jelly	3	228
Talock	1/2	114
Thunderhead Dwarf	4	152
Troger	4	103
Truagekin (Dragon-blooded Dwarf)	1	72
Tsaavyn	2	104
Ultramorph	5	21
Unkindled (Blighted Thrall Azer)	2	44
Wereworg, hobgoblin	3	145
Winter Wolf, Greater Skeleton	6	193
Worg, Welter	4	179
Wyrms of Teeth and Fire	15	163
Wyvern, Bone (Construct)	7	57
Yrthak, Phantasmal	11	169

New Monsters by CR

CR	Monster	Page
1/2	Black Half-orc	85
1/2	Cat, Scrying	187
1/2	Daergrim	109
1/2	Halfling Lekassi	143
1/2	Kolmun	117
1/2	Kyampasa	119
1/2	Talock	114
1	Ansikvol	115
1	Caraigh-alfar	216
1	Darkmantle, Hiveling	135
1	Elder Hart	36
1	Faewasse	96
1	Gloma	120
1	Gnome, Savage	186
1	Goblin Spider, Hunter	81
1	Goblin Spider, Spinner	81
1	Homunculus, Ablative (Construct)	49
1	Kava'at-zahal (Black) Orc	85
1	Kobold, Ethereal	94
1	Kolmun, Dragon-blooded	118
1	Orgar	127
1	Skjoniss	126
1	Truagekin (Dragon-blooded Dwarf)	72
2	Ant (Giant Soldier), Verminshell (Construct)	61
2	Gnoll, Corpse Vampire	207
2	Gorgon Calf	152
2	Horned Fiddler	65
2	Kobold, Dalo'ahzul	184
2	Padrafyte	123
2	Reaper Giant	119
2	Spider, Nettlecloud Monstrous Hunting	162
2	Tsaavyn	104
2	Unkindled (Blighted Thrall Azer)	44
3	Blink Dog, Savage	185
3	Exoskeleton, Giant Wasp	95
3	Ghoul, Heavy Warhorse	101
3	Goblin Spider, Monarch	82
3	Grick, Vampiric Thrall	221

APPENDIX IV : OTHER INDICES

New Monsters by CR (continued)

CR	Monster	Page
3	Hippogriff, Flesh (Construct)	58
3	Puc (Half-nymph/half-pseudodragon)	125
3	Shocker Lizard, Vampiric	219
3	Strangle Jelly	228
3	Wereworg, hobgoblin	145
4	Bear, Skinrug Guardian Grizzly (Construct)	60
4	Bugbear, Ethereal	93
4	Equine, Flamewing	90
4	Giant, Gnarlfang	131
4	Troger	103
4	Worg, Welter	179
5	Ankheg, Necrovore	161
5	Argentate Alicorn	33
5	Ettercap, Bladed Horror	42
5	Gargoyle, Glass Kith (Construct)	54
5	Ultramorph	21
6	Elemental, Thermic Earth	91
6	Girallon, Wood Kith (Construct)	55
6	Harpy, Dread Vampire	209
6	Ironback Bullman	64
6	Moon Faun	155
6	Otyugh, Spirit	199
6	Owlbear, Hunter Corpse	231
6	Shield Guardian, Ablative (Construct)	48
6	Sidhe	245
6	Winter Wolf, Greater Skeleton	193
7	Achaierai, Clay Kith (Construct)	53
7	Darkjaunt Crawler	189
7	Giant, Thornfell (Plant)	174
7	Rast, Voidspawn	224
7	Ravid, Abyssal	18
7	Resplendent Nightwing	33
7	Wyvern, Bone (Construct)	57
8	Ettin, Foul-fin	66
8	Owlbear, Stone Kith (Construct)	55
8	Stag Beetle, Verminshell (Construct)	63
9	Athach, Desiccated	68
9	Giant, Slip-shape	20
9	Lillend, Arcane Servitor	31
9	Ooze, Puppeteer Ochre Jelly	175
9	Paleoskeleton, Triceratops	166
9	Remorhaz, Enchanted	92
9	Cachalot Whale, Voidspawn	224
10	Behemoth, Vein-Seeker	149
10	Dire Bear Skinhusk	197
10	Maelstrom Render	89
10	Ragahd	86
11	Behir, Iron Kith (Construct)	54
11	Gynosphinx Wight	226
11	Yrthak, Phantasmal	169
14	Baleful Bayer	103
14	Golem, Woundmender Stone (Construct)	63
15	Wyrms of Teeth and Fire	163
17	Iron Mindbender (Construct)	165
18	Drider Marilith	81

New Player Character Races by Name

PC Race	ECL	Page
Adan-sidhe	+2	130
Ansikvol	+1	114
Black Half-orc	+1	85
Caraigh-alfar	+2	217
Daergrim	+0	111
Elder Hart	+2	36
Faewasse	+1	97
Gloma	+3	121
Gnome, Savage	+1	186
Goblin Spider, Hunter	+2	83
Goblin Spider, Monarch	+6	83
Goblin Spider, Spinner	+2	83
Halfling, Lekassi	+1	143
Kolmun	+0	119
Kolmun, Dragon-blooded	+1	119
Kyampasa	+0	121
Orgar	+1	128
Padrafyte	+2	124
Sidhe	+7	246
Skjoniss	+1	126
Talock	+1	113
Thunderhead Dwarf	+7	152
Truagekin	+1	72
Tsaavyn	+3	105

New Player Character Races by ECL

ECL	PC Race	Page
+0	Daergrim	111
+0	Kolmun	119
+0	Kyampasa	121
+1	Black Half-orc	85
+1	Ansikvol	114
+1	Gnome, Savage	186
+1	Halfling, Lekassi	143
+1	Faewasse	97
+1	Kolmun, Dragon-Blooded	119
+1	Orgar	128
+1	Skjoniss	126
+1	Talock	113
+1	Truagekin	72
+2	Adan-sidhe	130
+2	Caraigh-alfar	217
+2	Elder Hart	36
+2	Goblin Spider, Spinner	83
+2	Goblin Spider, Hunter	83
+2	Padrafyte	124
+3	Gloma	121
+3	Tsaavyn	105
+6	Goblin Spider, Monarch	83
+7	Sidhe	246
+7	Thunderhead Dwarf	152

Unique Creatures by Name

Name	CR	Page
Azideena the Hidden (gnome greater zombie Nec 15)	16	231
Barasnusana, the Jade Master (elder jade scorpion)	5	35
Charzol, the World Killer (apocalyptic titan)	56	28
Cockatrice, Aberrant	5	16
Dachnan ap Cuilach (adan-sidhe Sor 4, Bar 3)	8	129
Drona (two-headed mutant ogre Bbn 1)	4	203
Gargoyle Mohrg	10	153
Gernanslacr (relentless chuul)	18	182
Henrade (caraigh-alfar Brd 1)	2	216
Jeseba (skjoniss Drd 1/Sor 1)	3	126
Kaavaak, Lord of Noble Tigers (beast lord tiger)	25	38
Kaminheni the Traveler (true mummy Tra 10)	12	157
Kierjet (half-kobold drow Ftr 1)	2	123
Krykuswyn, Lady of the Ice Mephits	11	147
Kurnus, Hound of the End Time	22	29
Libran (centaur blind oracle Drd 10)	14	47
Lughnerg the Green Man	24	243
Mine (tsaavyn Bbn 1)	3	104
Mouth of Madness	11	140
Pavil (fleshbound vampire Ftr 4)	5	214
Pluggung (orgar Rgr 2/Rog 1)	3	127
Rausalyn (redeemed succubus)	9	99
Sikruki the Gate Guardian (wretched lammasu)	8	229
Smrtak (hobgoblin dreadnaught Ftr 10)	14	78
Sven Varian, Knight of the Bitter Chalice (halfling lekassi Ftr 1/Pal 3)	4	142
Vanhloda (truagekin Ftr 1/Sor 3)	4	73
Volgr (corpse vampire groll)	2	206
Vuncrozi the Skulking Sculptor (padrafyfe Rog 4)	6	123
Vushwiyael (war angel astral deva)	18	26
Xakazz, Lord of the Fire Mephits	9	147

Unique Creatures by CR

CR	Name	Page
2	Henrade (caraigh-alfar Brd 1)	216
2	Volgr (corpse vampire groll)	206
3	Jeseba (skjoniss Drd 1/Sor 1)	126
3	Mine (tsaavyn Bbn 1)	104
3	Pluggung (orgar Rgr 2/Rog 1)	127
4	Drona (two-headed mutant ogre Bbn 1)	203
4	Sven Varian, Knight of the Bitter Chalice (halfling lekassi Ftr 1/Pal 3)	142
4	Vanhloda (truagekin Ftr 1/Sor 3)	73
5	Barasnusana, the Jade Master (elder jade scorpion)	35
5	Cockatrice, Aberrant	16
5	Pavil (fleshbound vampire Ftr 4)	214
6	Vuncrozi the Skulking Sculptor (padrafyfe Rog 4)	123
8	Dachnan ap Cuilach (adan-sidhe Sor 4, Bar 3)	129
8	Sikruki the Gate Guardian (wretched lammasu)	229
9	Rausalyn (redeemed succubus)	99
9	Xakazz, Lord of the Fire Mephits	147
10	Gargoyle Mohrg	153
11	Krykuswyn, Lady of the Ice Mephits	147
11	Mouth of Madness	140
12	Kaminheni the Traveler (true mummy Tra 10)	157
14	Libran (centaur blind oracle Drd 10)	47
14	Smrtak (hobgoblin dreadnaught Ftr 10)	78

Unique Creatures by CR (continued)

CR	Name	Page
16	Azideena the Hidden (gnome greater zombie Nec 15)	231
18	Gernanslacr (relentless chuul)	182
18	Vushwiyael (war angel astral deva)	26
22	Kurnus, Hound of the End Time (apocalyptic hell hound)	29
24	Lughnerg the Green Man	243
25	Kaavaak, Lord of Noble Tigers (beast lord tiger)	38
56	Charzol, the World Killer (apocalyptic titan)	28

New Spells & Rituals by Name

Spell/Ritual Name	School	Caster/Level	Page
Animate Paleoskeleton	Necromancy	Animal 8, Drd 7, Sha 7	167
Anti-Construct Ward	Abjuration	Brd 2, Clr 2, Sor/Wiz 7	50
Appropriate Construct	Transmutation	Sor/Wiz 9	50
Bestial Aspect	Transmutation	Animal 2, Drd 2, Rgr 3	11
Bestial Aspect Other	Transmutation	Animal 3, Drd 3	11
Bind Construct	Transmutation	Sor/Wiz 4	50
Birth of Spirit (Ritual)	Conjuration (Creation, Ritual)	Clr 6, Drd 6, Sha 5	200
Blending	Transmutation (Ritual)	Sor/Wiz 5	132
Block Commands	Abjuration	Brd 2, Clr 2, Sor/Wiz 2	50
Burrowing Bones	Necromancy	Sor/Wiz 4	232
Conjure Vampire Blood	Necromancy	Clr 4, Sor/Wiz 4	222
Corpse Legion	Necromancy [Evil]	Clr 3, Sor/Wiz 5	70
Create Greater Undead	Necromancy [Evil]	Clr 7, Death 7, Sor/Wiz 9	69
Create Phantasmal (Ritual)	Illusion (Phantasm, Ritual)	Ill 5, Sor/Wiz 6, Trickery 6	170
Create Undead	Necromancy [Evil]	Clr 5, Death 5, Evil 5, Sor/Wiz 7	69
Create Vampire Blood	Necromancy	Clr 6, Sor/Wiz 6	222
Dark Channeling	Necromancy [Evil]	Clr 7, Sor/Wiz 8	233
Death Knife	Necromancy [Death]	Clr 7, Sor/Wiz 7	233
Detect Spirits	Divination	Clr 1, Sha 1, Sor/Wiz 2	130
Dreadnaught Ritual (Ritual)	Transmutation	Clr 7	78
Enchant Scrying (Ritual)	Transmutation	Brd 3, Clr 5, Drd 4, Sor/Wiz 4	188
Exchange Minds	Transmutation	Clr 7, Sor/Wiz 7	51
Exhaust	Transmutation	Sor/Wiz 2	233
Fabricate Greater Spirit	Conjuration (Creation)	Drd 8, Sha 7	200
Fabricate Spirit	Conjuration (Creation)	Drd 6, Sha 5	199
Form of Cold Death (Ritual)	Necromancy [Evil]	Clr 5, Sor/Wiz 6	227
Form of Eternal Bone (Ritual)	Necromancy [Evil]	Clr 5, Sor/Wiz 6	194
Form of Eternal Flesh (Ritual)	Necromancy [Evil]	Clr 5, Sor/Wiz 6	232
Form of the Flesh Eater (Ritual)	Necromancy [Evil]	Clr 5, Sor/Wiz 6	101
Form of the Remorseless (Ritual)	Necromancy [Evil]	Clr 5, Sor/Wiz 6	154
Form of the Withering Sands (Ritual)	Necromancy [Evil]	Clr 5, Sor/Wiz 6	71
Form of Life	Necromancy	Clr 5, Sor/Wiz 5	143
Gloomlight	Illusion (Shadow)	Clr 2, Sor/Wiz 2, Darkness 1	211
Grafting Ritual (Ritual)	Transmutation	Sor/Wiz 5	16
Greater Bestial Aspect	Transmutation	Animal 3, Drd 3	11
Greater Bestial Aspect Other	Transmutation	Animal 5, Drd 5	11
Hypermitosis Ritual (Ritual)	Transmutation	Drd 4, Sor/Wiz 5	138
Infuse Demi-Gorgon (Ritual)	Transmutation	Sor/Wiz 5	65
Mend Construct	Transmutation	Brd 6, Clr 6, Sor/Wiz 7	51
Phantasmal Aspect	Illusion (Phantasm) [Fear, Mind-Affecting]	Sor/Wiz 6, Emotion 6	212
Raise Paleoskeleton (Ritual)	Necromancy	Animal 5, Drd 4, Sha 4	166
Raise True Mummy (Ritual)	Necromancy	Clr 7	158
Rebuild	Conjuration (Healing)	Clr 7, Sor/Wiz 8	51
Reign Construct	Abjuration	Sor/Wiz 3	51

New Spells & Rituals by Name (continued)

Spell/Ritual Name	School	Caster/Level	Page
Rite of the Shapeless Form (Ritual)	Transmutation	Clr 5, Drd 4, Sor/Wiz 5	23
Ritual of Dark Calling (Ritual)	Necromancy [Evil]	Clr 4, Sor/Wiz 6	70
Shadow Path	Transmutation (Teleportation)	Sor/Wiz 3, Darkness 4	211
Shadow Well	Conjuration (Calling, Creation)	Sor/Wiz 9, Darkness 9	211
Small Miracle	Evocation	Clr 7, Drd 7	9
Stench	Evocation	Sor/Wiz 1	233
Usurp Construct	Conjuration (Summoning)	Sor/Wiz 6	51
Utterdark	Evocation [Darkness]	Sor/Wiz 6, Darkness 5	212
Veil of Life	Necromancy	Sor/Wiz 3	143
Voidburst	Evocation [Cold, Darkness, Negative Energy]	Sor/Wiz 8, Darkness 8	212

New Spells & Rituals by School of Magic

School	Spell/Ritual Name	Caster/Level	Page
<i>Abjuration</i>	Anti-Construct Ward	Brd 2, Clr 2, Sor/Wiz	50
	Block Commands	Brd 2, Clr 2, Sor/Wiz 2	50
	Reign Construct	Sor/Wiz 3	51
<i>Conjuration</i>	Birth of Spirit (Creation, Ritual)	Clr 6, Drd 6, Sha 5	200
	Fabricate Greater Spirit (Creation)	Drd 8, Sha 7	200
	Fabricate Spirit (Creation)	Drd 6, Sha 5	199
	Rebuild (Healing)	Clr 7, Sor/Wiz 8	51
	Shadow Well (Calling, Creation)	Sor/Wiz 9, Darkness 9	211
	Usurp Construct (Summoning)	Sor/Wiz 6	51
<i>Divination</i>	Detect Spirits	Clr 1, Sha 1, Sor/Wiz 2	130
<i>Evocation</i>	Small Miracle	Clr 7, Drd 7	9
	Stench	Sor/Wiz 1	233
	Utterdark [Darkness]	Sor/Wiz 6, Darkness 5	212
	Voidburst [Cold, Darkness, Negative Energy]	Sor/Wiz 8, Darkness 8	212
<i>Illusion</i>	Create Phantasmal (Phantasm, Ritual)	Ill 5, Sor/Wiz 6, Trickery 6	170
	Gloomlight (Shadow)	Clr 2, Sor/Wiz 2, Darkness 1	211
	Phantasmal Aspect [Fear, Mind-Affecting]	Sor/Wiz 6, Emotion 6	212
<i>Necromancy</i>	Animate Paleoskeleton	Animal 8, Drd 7, Sha 7	167
	Burrowing Bones	Sor/Wiz 4	232
	Conjure Vampire Blood	Clr 4, Sor/Wiz 4	222
	Corpse Legion [Evil]	Clr 3, Sor/Wiz 5	70
	Create Greater Undead [Death]	Clr 7, Death 7, Sor/Wiz 9	69
	Create Undead [Evil]	Clr 5, Death 5, Evil 5, Sor/Wiz 7	69
	Create Vampire Blood	Clr 6, Sor/Wiz 6	222
	Dark Channeling [Evil]	Clr 7, Sor/Wiz 8	233
	Death Knife [Death]	Clr 7, Sor/Wiz 7	233
	Form of Cold Death (Ritual) [Evil]	Clr 5, Sor/Wiz 6	227
	Form of Eternal Bone (Ritual) [Evil]	Clr 5, Sor/Wiz 6	194
	Form of Eternal Flesh (Ritual) [Evil]	Clr 5, Sor/Wiz 6	232
	Form of the Flesh Eater (Ritual) [Evil]	Clr 5, Sor/Wiz 6	101
	Form of the Remorseless (Ritual) [Evil]	Clr 5, Sor/Wiz 6	154
	Form of the Withering Sands (Ritual) [Evil]	Clr 5, Sor/Wiz 6	71
	Form of Life	Clr 5, Sor/Wiz 5	143
	Raise Paleoskeleton (Ritual)	Animal 5, Drd 4, Sha 4	166
	Raise True Mummy (Ritual)	Clr 7	158
	Ritual of Dark Calling [Evil] (Ritual)	Clr 4, Sor/Wiz 6	70
	Veil of Life	Sor/Wiz 3	143
<i>Transmutation</i>	Appropriate Construct	Sor/Wiz 9	50
	Bestial Aspect	Animal 2, Drd 2, Rgr 3	11
	Bestial Aspect Other	Animal 3, Drd 3	11
	Bind Construct	Sor/Wiz 4	50
	Blending (Ritual)	Sor/Wiz 5	132

New Spells & Rituals by School of Magic (continued)

School	Spell/Ritual Name	Caster/Level	Page
<i>Transmutation</i>	Dreadnaught Ritual (Ritual)	Clr 7	78
	Enchant Scryling (Ritual)	Brd 3, Clr 5, Drd 4, Sor/Wiz 4	188
	Exchange Minds	Clr 7, Sor/Wiz 7	51
	Exhaust	Sor/Wiz 2	233
	Grafting Ritual	Sor/Wiz 6	16
	Greater Bestial Aspect	Animal 3, Drd 3	11
	Greater Bestial Aspect Other	Animal 5, Drd 5	11
	Hypermitosis Ritual (Ritual)	Drd 4, Sor/Wiz 5	138
	Infuse Demi-Gorgon (Ritual)	Sor/Wiz 5	65
	Mend Construct	Brd 6, Clr 6, Sor/Wiz 7	51
	Rite of the Shapeless Form (Ritual)	Clr 6, Drd 5, Sor/Wiz 6	23
	Shadow Path (Teleportation)	Sor/Wiz 3, Darkness 4	211

New Diseases by Name

Disease	Infection	Incubation	Save DC	Damage	Page
Necrotic Rot	Injury	1 day	Varies	1d4 Wis and Con	161
Ooze Spore Plague	Injury/Ingestion	1d6 days	Fort 20	1d4 Str and Int + special	22
Vein Rot Fungus	Ingestion	1d2 days	Fort 20	1d6 Str and Con + special	150

New Domains by Name

Domain	Page
Darkness	211
Emotion	212

New Feats by Name

Feat	Page
Cleave Asunder [General, Fighter]	79
Cross-Class Learning [General]	79
Dragon Hide [Racial: Dragon-blooded, Half-dragon]	76
Dragon Weapons [Racial: Dragon-blooded, Half-dragon]	76
Dragon's Breath [Racial: Dragon-blooded, Half-dragon]	76
Ritual Magician [General]	10
Short Stature [Racial: Dwarf, Daergrim]	110
Spell Preparation [General]	10
Superior Unarmed Strike [General]	186

New Items by Name

Item	Page
Aberrant Adhesive	17
Kaavaak's Crown Ruby	40
Periapt of the Green Man	245
Razorback Amulet	79
Ring of Soul Sucking	233
Ring of the Hidden	233
Sacred Vessels	159

APPENDIX V: LICENSES & LEGAL INFORMATION

d20 License

“d20 System” and the “d20 System” logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 4.0. A copy of this License can be found at <www.wizards.com/d20>.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the *Copyright Notice* portion of this License to include the exact text of the *Copyright Notice* of any

Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the *Copyright Notice* of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You *must* include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 Copyright Notice

Open Game License v 1.0a, © 2000, Wizards of the Coast, Inc.
d20 System Reference Document, © 2000, Wizards of the Coast, Inc.;
Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.
Modern System Reference Document, © 2002, Wizards of the Coast, Inc.;
Authors: Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.
Creature Collection, © 2000, Clark Peterson.
Creature Collection 2: Dark Menagerie, © 2001, White Wolf Publishing, Inc.
Hollowfaust: City of the Necromancers, © 2001, White Wolf Publishing, Inc.
Mithril: City of the Golem, © 2001, White Wolf Publishing, Inc.
Relics & Rituals, © 2000, Clark Peterson.
The Divine and the Defeated, © 2001, White Wolf Publishing, Inc.
The Wise and the Wicked, © 2001, White Wolf Publishing, Inc.

15 Copyright Notice (cont'd)

Spells & Spellcraft, © 2002, Fantasy Flight Inc.
Mythic Races, © 2001, Fantasy Flight, Inc.
Magic, © 2002, Alderac Entertainment Group, Inc.
Rokugan, © 2001, Alderac Entertainment Group, Inc.
Magic of Rokugan, © 2002, Alderac Entertainment Group, Inc.
Undead, © 2001, Alderac Entertainment Group, Inc.; Authors: Noah Dudley, Andrew Getting, Travis Heerman, Mike Mearls, Jim Pinto, Ree Soesbee, Eric Steiger, Douglas Sun and Rich Wulf.
Dragons, © 2001, Alderac Entertainment Group, Inc.; Authors: A. A. Acevedo, J. Darby Douglas III, Peter Flanagan, Andrew Getting, Mike Leader, Mike Mearls, jim pinto, Ree Soesbee, Douglas Sun.
Spells & Magic, © 2002, Bastion Press, Inc.
Secret College of Necromancy, © 2002 Green Ronin Publishing, Authors: David "Zeb" Cook and Wolfgang Baur.
The Shaman's Handbook, © 2002, Green Ronin Publishing; Author, Steve Kenson.
Plot & Poison: A Guidebook to Drow, © 2002, Green Ronin Publishing; Author: Matthew Sernett.
Encyclopedia Arcane: Necromancy—Beyond the Grave, © 2001, Mongoose Publishing.
The Quintessential Cleric, © 2002, Mongoose Publishing.
The Quintessential Wizard, © 2002, Mongoose Publishing.
The Primal Codex, © 2001, Netherland Games Inc.
Librum Equitis, Volume 1, © 2001, Ambient Inc.; Author: Matthew Jason Parent.
The Compleat Librum on Gar'Udok's Necromantic Artes, © 2002, Ambient Inc.; Authors: M. Jason Parent, Denise Robinson, Chester Douglas II.
Necromancer's Legacy—The Compleat Librum on Gar'Udok's Necromantic Artes, © 2002, Mystic Eye Games & Ambient Inc.
Heroes of High Favor: Dwarves, © 2002 Benjamin R. Durbin; published by Bad Axe Games, LLC.
Everquest: Roleplaying Game Player's Handbook, © 2002, Sony Computer Entertainment America Inc.
Book of Templates, © 2002, Silverthorne Games; Author: Ian Johnston.
Cleave Asunder, © 2000, Michael J. Kletch
Cross-Class Learning, © 2000, Bradley H. Bemis, Jr.
Mephit Lord and *Paleoskeleton* templates, © 2002, Erica Balsley
Non-Euclidean template © 2003, Greg Ragland.
The templates: *Dragon-blooded*, *Gigantic*, *Half-humanoid*, *Half-sidhe*, *Humanoid*, and *Miniature*, domains *Darkness* and *Emotion*; spells *bestial aspect*, *bestial aspect other*, *birth of spirit*, *create undead* (revised), *create greater undead* (revised), *fabricate spirit*, *fabricate greater spirit*, *greater bestial aspect*, *greater bestial aspect other*, *corpse legion*, *ritual of dark calling*, *small miracle*, and *voidburst*; characters: *Kaavaak*, *Lughnery*, and *Sven Varian*; creatures: *Elder Hart*, *Gloma*, *Goblin Spiders*, *Kyampasas*, *Sidhe*, and *Truagekin*; items: *Kaavaak's Crown Ruby*, *Periapt of the Green Man*; and rules: *Breath Weapons for Everyone*, *Dragon-blooded feats*, *Half-dragon Variants*, *ritual rules and feats*, and *Vortbr* are all © 2003, Chris S. Sims.
Fleshbound Vampire, *Half-medusa*, *Nettlecloud Spider*, *Skinrug Guardian*, *Spidershell* (*Vermisbell*) *Construct*, *Thermic Elemental*, *Two-Headed Mutant*, and *Superior Unarmed Strike*, are Open Game Content from www.SeanKReynolds.com, © 2001, 2002, 2003 Sean K Reynolds.
Wereworg and *Wight* templates are Open Game Content from www.andycollins.net, © 2001-2003 Andy Collins.
Book of Templates: Deluxe Edition, © 2003, Silverthorne Games; Authors: Ian Johnston and Chris S. Sims.

Designation of Open Gaming Content

This edition of the *Book of Templates: Deluxe Edition* is produced under version 1.0, 1.0a, and/or draft versions of the Open Game License, the d20 System Trademark Logo Guide, and System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate final versions of the license, guide, and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Silverthorne Games logos and identifying marks and trade dress, including all Silverthorne Games product and product line names including but not limited to Realms of Evernor, Murk & Shadows, Darkling Realms, Races of Evernor, The Book of Templates and The Book of Templates: Deluxe Edition, The Kobold Hoard, Child of Destiny, Subjects of the Kingdom, the terms microplate, simplate, and ethersight; and all artwork, symbols, designs, depictions, trade dress, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs; except such elements that already appear in final or draft versions of the d20 System Reference Document or as Open Game Content below and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content. The names of the contributing authors, as well as the titles of works and the names of their associated game companies listed in Section 15 of the Open Game License, above, are Closed Content. *The Shaman's Handbook* is copyright © Green Ronin and is used with permission, but remains the product identity of Green Ronin Publishing.

Designation of Open Game Content: Subject to the Product Identity and Closed Content designation above, all prose and game mechanics in *Book of Templates: Deluxe Edition* is designated as Open Game Content.

Some portions of this book which are OGC originate from the System Reference Document and are ©1999, 2000, and 2001 Wizards of the Coast, Inc. The remainder of these OGC portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE "*Book of Templates: Deluxe Edition*, © 2003, Silverthorne Games." This material is protected under the copyright laws of the United States of America. Any reproduction, retransmission, or unauthorized use of the artwork or non-Open Game Content herein is prohibited without express written permission from Silverthorne Games, except for purposes of review or use of OGC consistent with the OGL. The original purchaser may print copies of the .PDF version of this work for his or her own personal use only. No reproduction of the print version of this work is permitted.

This document is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.