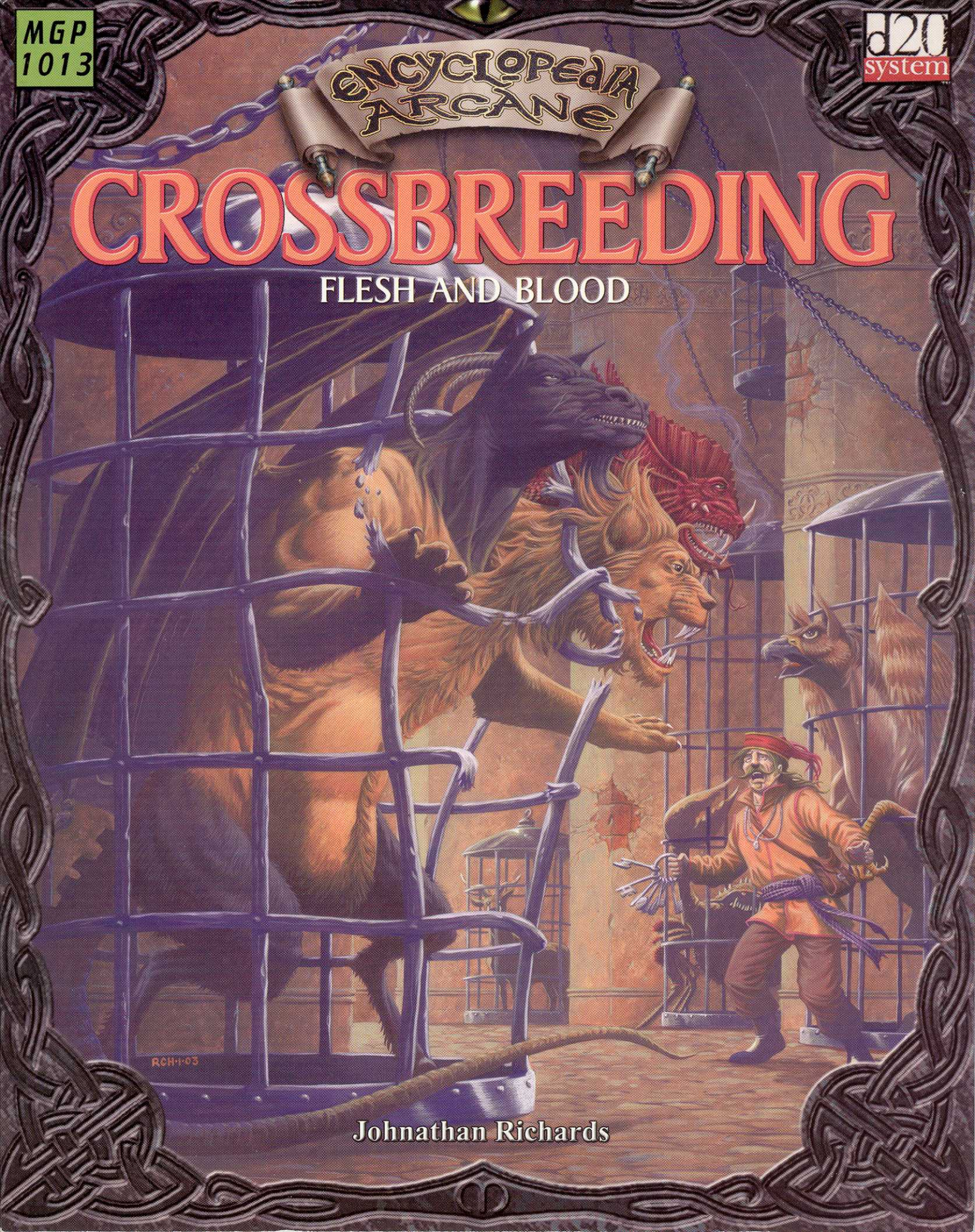# ENCYCLOPEDIA ARCANE

CROSSBREEDING

FLESH AND BLOOD

RCH-1-03

Johnathan Richards

RULES SUMMARY

Resultant Creature Types

	AB	AN	B	D	E	F	G	H	MB	MH	OO	OU	P	S	V
AB	AB	AB	AB	AB	OU	AB	AB	AB	AB	AB	AB	OU	P	S	AB
AN	AB	B	B	AB	OU	F	MH	MH	MB	MH	AB	OU	P	S	B
B	AB	B	B	AB	OU	F	MH	MH	MB	MH	AB	OU	P	S	AB
D	AB	AB	AB	D	OU	F	AB	MH	AB	MH	AB	OU	P	S	AB
E	OU	OU	OU	OU	E	OU	OU	OU	OU	OU	OU	OU	OU	OU	OU
F	AB	F	F	F	OU	F	F	F	F	F	AB	OU	P	S	F
G	AB	MH	MH	AB	OU	F	G	G	MH	MH	AB	OU	P	S	AB
H	AB	MH	MH	MH	OU	F	G	H	MH	MH	AB	OU	P	S	AB
MB	AB	MB	MB	AB	OU	F	MH	MH	MB	MB	AB	OU	P	S	AB
MH	AB	MH	MH	MH	OU	F	MH	MH	MB	MH	AB	OU	P	S	AB
OO	AB	AB	AB	AB	OU	AB	AB	AB	AB	AB	OO	AB	P	AB	AB
OU	OU	OU	OU	OU	OU	OU	OU	OU	OU	OU	AB	OU	P	OU	OU
P	P	P	P	P	OU	P	P	P	P	P	P	P	P	P	P
S	S	S	S	S	OU	S	S	S	S	S	AB	OU	P	S	S
V	AB	B	AB	AB	OU	F	AB	AB	AB	AB	AB	OU	P	S	V

Creature Type Modifier

	AB	AN	B	D	E	F	G	H	MB	MH	OO	OU	P	S	V
AB	+10	+5	+5	+5	+10	+5	+5	+5	+5	+5	+10	+15	+15	+10	+5
AN	+5	+0	+0	+2	+10	+2	+2	+2	+0	+1	+10	+10	+15	+5	+2
B	+5	+0	+0	+2	+10	+2	+2	+2	+0	+1	+10	+10	+15	+5	+2
D	+5	+2	+2	+0	+10	+5	+4	+4	+3	+3	+10	+10	+15	+5	+3
E	+10	+10	+10	+10	+0	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
F	+5	+2	+2	+5	+10	+0	+1	+0	+1	+2	+10	+10	+15	+5	+2
G	+5	+2	+2	+4	+10	+1	+0	+0	+2	+1	+10	+10	+15	+5	+3
H	+5	+2	+2	+4	+10	+0	+0	+0	+3	+1	+10	+10	+15	+5	+3
MB	+5	+0	+0	+3	+10	+1	+2	+3	+0	+2	+10	+10	+15	+5	+2
MH	+5	+1	+1	+3	+10	+2	+1	+1	+2	+0	+10	+10	+15	+5	+2
OO	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10	+0	+15	+15	+10	+10
OU	+15	+10	+10	+10	+10	+10	+10	+10	+10	+10	+15	+0	+15	+10	+10
P	+15	+15	+15	+15	+10	+15	+15	+15	+15	+15	+15	+15	+0	+15	+15
S	+10	+5	+5	+5	+10	+5	+5	+5	+5	+5	+10	+10	+15	+0	+5
V	+5	+2	+2	+3	+10	+2	+3	+3	+2	+2	+10	+10	+15	+5	+0

Abbreviation Key

AB: Aberration; **AN:** Animal; **B:** Beast; **D:** Dragon; **E:** Elemental; **F:** Fey; **G:** Giant; **H:** Humanoid; **MB:** Magical Beast; **MH:** Monstrous Humanoid; **OO:** Ooze; **OU:** Outsider; **P:** Plant; **S:** Shapechanger; **V:** Vermin.

Base Size Modifier

Size Disparity	DC Modifier
Same size	+0
One size category different	+1
Two size categories different	+2
Three size categories different	+4
Four size categories different	+8
Five size categories different	+16
Six size categories different	+32
Seven size categories different	+64
Eight size categories different	+128

Hybrid Adjustment Modifiers

Adjustment	DC Modifier
Each bumped ability score	+1
Each special attack added	+1
Each special quality added	+1
Each change in size category from the baseline average of the progenitors	+1
Each extra Hit Die above the baseline average of the progenitors	+1

Preparation Bonus

Length of Preparation	Bonus
Less than one month	+0
One month	+1
Three months	+2
Six months	+3
Ten months	+4
Fifteen months	+5

Tranquilliser Compounds

Compound	Effect	DC
Dark naga poison	Unconscious for 2d4 minutes	16
Drow sleep venom	Unconscious for 2d4 hours	17
Glandular extracts from a carrion crawler	Paralysed for 2d6 minutes	13
Mohrg ichor	Paralysed for 1d4 minutes	17
Oil of taggit	Unconscious for 1d3 hours	15
Pseudodragon poison	Unconscious for 1d3 days	12
Spider eater venom	Paralysed for 1d8+5 weeks	17
Xill venom	Paralysed for 1d4 hours	14

Encyclopaedia Arcane Crossbreeding

Johnathan Richards

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INTRODUCTION

An owlbear screeches out in the night, a warning against any intruders that might encroach upon its meagre territory. It paces round and round the dry moat encircling the wizard's castle, seeking any creature foolish enough to have entered the moat willingly or unfortunate enough to have been thrown there by the wizard's minions. Either case invariably ends the same – the owlbear ripping gobbets of warm flesh from its victim and swallowing them whole. The presence of numerous clean-picked skeletons in the dry moat gives silent testimony to many such incidents in the past. Up in the wizard's stables a pair of night-black pegasi nicker nervously, as they always do when they hear the owlbear's hungry cries. Their oversized ravens' wings are as dark as their equine coats, the feathers shining in the scant moonlight filtering in from the open stable door. From the tallest tower of the wizard's castle spills light of a different sort, magical flames burning eternally in their iron sconces, illuminating the wizard's workroom and those within it. The wizard runs his hand through the fur at the top of his cat's head and it purrs its contentment, rubbing up against him for more, folding its dragon-like wings out of the way and carefully keeping the tip of its envenomed scorpion-tail from scratching its master. The wizard looks out of his window, petting his patchwork familiar, listening to the sounds of the owlbear's hungry screeches in the moat and the soft whinnying of his pegasi in the stable, and smiles. Their sounds are music to his ears. He loves these creatures of his, loves them enough to have created them, one by one, in his hidden laboratory beneath the castle, after many painstaking hours of sweat and toil poring over dusty tomes and centuries-old hand-written notes, piecing together the knowledge to create magical fusions of flesh and bone.

The merging of disparate forms of life into a fusion is a difficult, and often expensive, undertaking. Discovering the rituals needed to create such life can be the work of a lifetime, for many of the rituals have all but passed from the minds of men, their details hidden away in forgotten manuscripts or buried in collapsed ruins. The methods that allow the merging of two beings into one are as treasured to a wizard seeking such knowledge as the spellbooks of a vanquished enemy. However, even once such notes are found there is much work to be done mastering the various techniques, and would-be crossbreeders are responsible for many of the wretched monstrosities loose upon the world, before they finally gain some expertise in the arcane science and master the intricacies of the field. When a wizard first successfully merges together a new creature, and it emerges from the ritual the same as the way it was first conceived in the wizard's imagination, it is a cause for great joy.

Even after mastering the techniques of magical crossbreeding, the creation of a crossbreed is the work of many long hours of study and preparation. The crossbreeder must be ready to devote great lengths of time to the task, time spent in the laboratory for weeks and months on end, ensuring every detail is correct before initiating the cascade of eldritch energy that fuels the transmutation ritual. If the transmutation goes poorly, the wizard must often fight to the death against the very being he brought to life, slaying his creation before it has the chance to do the same to him. Still, when everything goes according to plan and all of the wizard's time and preparation have brought fruition, the creation of a new form of life can be the highlight of a wizard's long career in the arcane arts.

Encyclopaedia Arcane

This is the 13th book of the Encyclopaedia Arcane series from Mongoose Publishing. Designed to be seamlessly integrated into any fantasy-based d20 games system, these sourcebooks enhance and expand arcane spellcasting abilities, adding a whole new dimension to campaigns. Each book of the Encyclopaedia Arcane is not just intended for Games Masters to use in conjunction with their non-player characters, however. Players themselves will find full details on how to use the magic systems with new or existing characters, greatly increasing the wealth of options they are presented with in the core rulebooks.

Magical Crossbreeding – Flesh And Blood

The primary purpose of this sourcebook is to give players and Games Masters alike all the information they need to create magical hybrids of existing creatures within their campaign. Within these pages you will find chapters dedicated to those crossbreeders who create new forms of life, discover the intricate rituals needed to bring about such life and examine a number of such creatures. The game mechanics of magical crossbreeding are examined in detail, making it easy to determine the difficulty of creating a magical hybrid of virtually any creature that might find its way into a crossbreeder's laboratory. Several new magic items designed with the crossbreeder in mind are provided, making it that much easier for wizards wishing to explore this arcane science to bring into being those creatures that they can picture in their minds but have yet to be composed in flesh and bone.

The field of magical crossbreeding is not always an easy one and there are many mistakes that can be made along the way – mistakes that can, quite literally, come back to bite you! However, with enough practice, a new form of life can eventually be brought into existence and it is then, flush with the excitement of success, that the magical crossbreeder feels the true power of arcane spellcraft.

Would you feel such power yourself? Then pray continue on – the wonders of magical crossbreeding await!

'Bwahahaha! It lives… It lives!'

I've heard that before, thought Waldimar, as he trudged along the darkened hallway bearing the remains of another uneaten meal. Cook would not be pleased.

As ever, the suitably unsophisticated insides of Magistrate Timo's house were poorly lit. There was, after all, little tucked away in the coffers for luxuries such as candles. To the locals of the small town over which Timo presided in matters of law, this merely reinforced the fact that he was simply one of them. No rich pretensions for Magistrate Timo – a simple man without anything much to his name.

Not much, Waldimar chuckled to himself. *If only they knew*. Tucked away from the world atop his wooded hill, Magistrate Timo had a few more pretensions than might have been imagined. Well, if ruling the world could be considered a pretension, that is…

Nobody but Waldimar himself knew the eldritch capacities of the man accepted as the local lawgiver. If there had ever been a trickier illusionist, he had yet to meet him, and Waldimar was no mere neophyte of the arcane arts himself. That was why he had become Timo's valued assistant. That, and his complete lack of personal ambition. Waldimar had dedicated himself to his master's cause with a genuine selflessness that had caused even Timo to look twice on occasion. These days though, the magistrate's attention was fully taken up. Things were not going well.

Several years before, shortly after taking his new post, Timo had begun certain experiments – of a physical nature. He had become intrigued by change, fascinated by alteration and adjustment. Creatures had begun to arrive on the premises, never to depart, and the magistrate's collection of hacksaws had also expanded. Waldimar knew well his master's aims. The old fellow was completely barking, after all. Still, it was no skin off Waldimar's back. Timo allowed him to indulge his own hobby of narcotics with great latitude, so even when the kidnappings had started, Waldimar did not question his master. He was quite handy with a sap and, while it was a pain that Timo always wanted big, brawny men, Waldimar always managed to fit them in the cart.

The crash of shattering pottery from the direction of his master's workroom brought Waldimar instantly alert. He glanced towards the kitchen, hoping that it wouldn't attract cook's attention. She was relatively new here, a bright and capable widow, but quite unaware of her surroundings. Satisfied that she had not heard it, Waldimar trotted back to check on his master. A single command opened the door, and he stepped into the only well-lit room in the whole house. Just as well really, as it had no windows.

Feet.

Feet should not be at that angle. Toes should not point at ceilings. Heads should, by right, sit on shoulders, yet Timo's currently resided near his left knee. Waldimar dropped the tray in horror, looking around the room quickly. It was deceptively large – the many workbenches were covered with the dissected remains of giant rats and bats, as well as detailed anatomical charts. Nothing new there. Cook was strapped naked to the surgical table. Waldimar moved over to her side and was impressed that, at nearly fifty, she was still quite lovely. A thought crossed his mind but, seeing her terrified eyes moving towards the far, shadowed corner of the room, he let it go for now.

'Blood of hell!' exclaimed Waldimar involuntarily as it stepped out of the shadows. Not twenty feet from him stood a biped, nearly six feet in height, its naked body clearly that of a strong, male human. However, this was not what had grasped his attention. Atop the thickly muscled neck sat the head of a giant white rat, its beady red eyes staring at him like two bloody pinpricks in a field of fluffy snow. Then, from behind its back flapped out a pair of leathery wings, thrashing the air a few times before nestling back out of sight.

'So, the old devil actually did it…' mused Waldimar, half-addressing cook, who didn't appear to be as impressed as the former assistant. In fact, she looked as if she would have screamed, were it not for the ball of cotton jammed into her mouth. Unable to voice her fear, she settled for struggling fruitlessly against her bonds.

The thing looked at cook, and grunted. To Waldimar, it sounded almost appreciative. Then all the pieces came together at once. *This could pan out rather well*, he thought as he took a step back from the table.

'Do you want her?' he asked it calmly. It nodded and cook trembled. 'Will you serve me?' It nodded again. Waldimar gestured at the terrified woman. 'All yours then. See you later.'
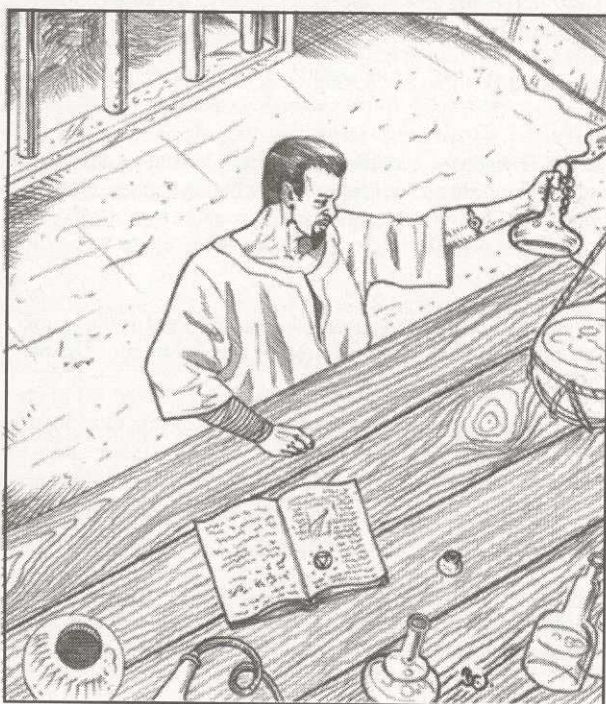
Magical door closed securely behind him, Waldimar fairly skipped down the corridor. There would be thousands soon, all of them his to command. 'Breed like rats', that is what Timo had said, and Waldimar was hoping he had been right. Master of the World…quite a nice title, once you thought about it. He would have to give his creature a name though. After all, it *was* about to sire him an army. He paused in thought. *Batrat…Ratbat…Ratman…Bat…* no, it was getting silly now. Plenty of time for that later.

MAGICAL CROSSBREEDING – AN OVERVIEW

Observe the owlbear in detail. It has the basic build of a grizzly bear, yet sports an avian head complete with a sharp beak. Its powerful body is covered with both fur and feathers, evidence of a dual heritage. While it lairs in forest caves and caverns like a bear, it lays eggs like an owl. Like a bear, it sharpens its curved claws on the rough bark of trees; like an owl, it rips off hunks of flesh from its slain prey with its beak and swallows the bloody gobbets whole. The owlbear's vocal range consists of bear-like grunts and growls as well as an owl's hoots and screeches. The creature is neither fully owl nor bear but rather a twisted perversion of both species.

Nature is not responsible for such a monstrosity; magic is.

Arcane energies produce many different results. Used one way, arcane magics fuel an explosive force of fiery energy; used another, they weave a web of illusion about a person, cloaking him to look like someone else. Arcane magic can conjure beings or objects into existence, bedazzle a person's mind, or tamper with the life energy inherent in all living things. It can also be used to trigger powerful transformations, transfiguring one object into another altogether. It is this latter type of eldritch energy that interests the wizard looking to merge disparate creatures into a fusion combining traits of each. In this way, magic is being used not to transform one creature into another, but to form new life from two different creatures, fusing them into a viable whole.

Magical crossbreeding is the use of arcane rituals to create a new form of life from the living bodies of two or more existing creatures. Its practitioners are responsible for the creations of dozens of new races; the owlbear is perhaps the most obvious example. Magical crossbreeding allows a wizard to 'pick and choose' the desired traits of pre-existing species and rework them into a new form of life of his own design. Such a task is not easy; the arcane rituals are difficult to master and many burgeoning crossbreeders are responsible for more than a few hideous, pain-crazed monstrosities before mastering a new creation's form. Magical crossbreeding is time-consuming, often requiring months or even years before any hope of success is possible. It can also be expensive, as many of the items needed to prepare for such a ritual are costly. Furthermore, it is frequently difficult to capture and restrain the test subjects needed to create new life in the laboratory and such creatures often have other thoughts about being shaped into a new species. However, with patience, determination and perhaps a little luck, the magical crossbreeder may find himself father to an entirely new breed of creature, one ripped from his own imagination and given form through his own arcane expertise and dedication to the ordeal despite the incessant complications inherent in such endeavours.

Throughout this work, different terminology is used to describe the various aspects of the subject at hand. The act of fusing different creatures into a unified whole is referred to as magical crossbreeding, hybridisation or magical fusion and at its heart is the transmutation ritual. The creatures used as 'stock' for the hybridisation project are referred to as progenitors or test subjects. The resulting creature – often the first of its kind – is referred to as a magical crossbreed, a hybrid or a fusion. Those wizards that engage in such practices are usually referred to as magical crossbreeders, or simply crossbreeders.

But why, one might ask, would someone wish to create a hybrid of two disparate creatures in the first place? The reasons are diverse.

Creating New Species

Magical crossbreeding allows a mortal to tamper with something most often left to the gods themselves – the creation of entire species. Many flourishing species familiar to adventurers today were originally created by wizards after years of study, practice and perhaps even a bit of good fortune. Take the owlbear, for example. Its presence in the world is more or less taken for granted, but at one point the creature existed only in the fevered imagination of a wizard willing to undergo the expense and effort to bring his creation to life. Many other creatures are suspected to have crossbreeding-based origins: the griffon, composed of equal parts lion and eagle; the hippogriff, a horse/eagle hybrid; the dragonne, part brass dragon and part lion; the noble pegasus, obviously made of horse stock fused with some large bird; the sea lion, part fish and part lion; the chimera, an unnatural fusion of goat, lion and dragon. Some races might even partly derive from humanoid stock – just look at centaurs, grigs, harpies, lamia, lammasu, merfolk, minotaurs, satyrs, androsphinxes and gynosphinxes, treants and yuan-ti. Imagine how easily magical crossbreeding might explain their existence.

The creation of a new species can be an exhilarating thing for a wizard. Bringing about a new life that would not have existed but for your own effort and dedication – what wizard would not like to make such a long-lasting contribution to the world? There is a sort of immortality involved here (and more than a little arrogance) as, long after the wizard has gone on to his just rewards in the next life, his creations will live on, breeding in greater numbers and becoming an established race on the face of the planet. Hybrids created through magical crossbreeding are not generally sterile, as few wizards would wish to create such a 'flawed' creature. Indeed, many who pursue this field of study do so in order to be 'father' to a whole species of propagating creatures, not a single, finite creature that will bring the wizard no legacy.

Naturally, not everyone who investigates the field of magical crossbreeding has such long-term goals. Many just want to design a specific creature for a particular purpose and have little or no thought about establishing entire new races. The wizard who fuses his warhorse with a rhinoceros might only be concerned with having a tougher combat mount on the battlefield. Similarly, many wizards and sorcerers see the field of magical crossbreeding as a way to increase the power and utility of their familiars, or even themselves. The reasons for creating new forms of life are numerous – there may well be as many different reasons to enter the field as there are practitioners.

Recreating Existing Species

Magical crossbreeding need not always be about creating never-before-seen races, however. In some cases, the practice is used to create copies of a pre-existing species. This can be done for many reasons; most often, it is merely an attempt to 'prove' a specific world-view.

There are few that doubt the existence of the gods; after all, the gods themselves grant divine spells to their clerics, druids and high-level paladins and rangers. Occasionally, the gods may have even appeared on the face of the world, walking among the sentient races and interacting with them for good or ill. However, despite the frequently overwhelming evidence that the gods do in fact exist, there are still those mortals who deny their existence as divine beings. To these individuals, the gods are nothing more than extremely powerful entities. Those of this view hold that any being, were he to gain as much power as that wielded by the self-proclaimed gods, would become a god himself. The field of magical crossbreeding is often used as a type of proof, showing that the act of creation is something that is not inherently capable only through godlike power. 'So the Sea God claims to have created the merfolk race?' asks the wizard sceptic. 'Well watch this, I can magically merge a human and a fish to create a merfolk myself! Does this make me a god?'

Many arcane spellcasters who pursue this path hold similar beliefs about the nature of the beings that call themselves gods. Perhaps this is because their own brand of magic is drawn from the direct manipulation of mystical energies, rather than that provided by someone or something else. It is easy to see how these arcane spellcasters might look down upon divine spellcraft: the arcane spellcaster wields his magical power through his own efforts – it is not being handed down to him in exchange for worship. These arcane spellcasters often go so far as to believe divine magic to be a subcategory of arcane magic, a type of eldritch magic that can be passed down from a powerful being to one less powerful. By creating creatures that were allegedly created by the gods, these arcane spellcasters seek to take the gods down a peg or two and demonstrate that one need not be a 'god' to create new life.

Magical crossbreeding is also frequently used to recreate existing races as an exercise to demonstrate the possible origins of the race in question. While centaurs might have their own origin myths, believing their race to have been created by a powerful centaur god, sceptical wizards might attempt to create a centaur 'from scratch', using transmutation rituals to fuse together an elf and a horse, to demonstrate how the centaur race was *really* created. Whether there is any truth to these suppositions remains
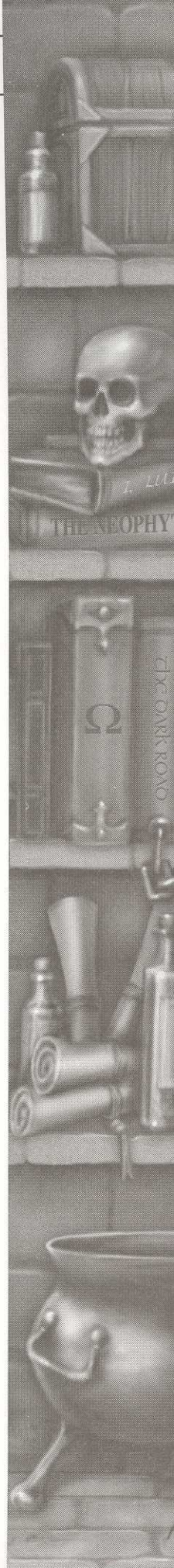
uncertain, but there are quite a few common monsters whose origins could easily be explained by magical crossbreeding.

One need not dismiss the gods completely to view magical crossbreeding as the origins of other species. Some people believe that the gods originally created the humanoids and animals and that further species from that point on have largely been the result of magical hybridisation. It should be noted that this view often leads inexorably to racial bigotry – if one considers the origins of the merfolk race to be nothing more than the magical merging of human and fish, then it is no great step to view merfolk as being somehow 'lesser' than humans. The creation of a human took the workings of a god, after all, while 'any old wizard' can whip up a merfolk. Needless to say, these are not popular views among those races whose origins are suspected by some to stem from magical crossbreeding. It is perhaps telling that, of the humanoid races, this view is chiefly embraced by humans.

Finally, magical crossbreeding is occasionally used to mimic an existing species so that a humanoid can easily infiltrate a society of such creatures, although for these endeavours the *polymorph other* spell is usually more cost effective. A human might be fused with a fish the better to penetrate merfolk society, for example.

Differences from Polymorph Spells

Although both magical crossbreeding and the various *polymorph* spells involve the use of transmuting magic, it should be pointed out that there are significant differences between the two. Polymorphing changes one creature or item into another creature or item and has several built-in limitations. An arcane spellcaster can only use *polymorph* spells to transform someone (or something) into a creature that already exists. Using the rhino/horse hybrid example mentioned earlier, a wizard could not simply cast *polymorph other* upon his warhorse and turn it into a part-horse, part-rhinoceros, unless such a creature already existed. After all, until such a creature exists in the natural world, there is no way to pattern the transformation. Polymorphing does not allow the spellcaster to shape body parts separately, thus he cannot turn his warhorse's head into a rhino's head and its skin into the thick skin of a rhino, but leave the rest of its body structure that of a horse. With polymorphing, it is an all-or-nothing affair. There is a great deal of study and research involved in the initial creation of a new creature made by the fusion of two existing species and the process cannot be duplicated by the simple casting of a *polymorph other* spell. (Fortunately for wizards seeking such powerful war mounts, the rhino/horse hybrid has already been perfected via the use of magical crossbreeding – details on this creature appear on page 57 of this guide. As a result of

such work, it is now possible to use *polymorph other* to transform an ordinary mount–or any other creature at least the size of a pony–into a rhinohorse.)

Another limitation to *polymorph* spells is the fact that a polymorphed creature retains its own creature type after the transformation. A human polymorphed into a toad retains the humanoid type and thus is still susceptible to spells that target humanoids, such as *charm person*. This also means that the polymorphed creature will have no effect on further generations – since the toad is still considered a humanoid, it cannot father offspring with other toads. Furthermore, while *polymorph other* is a permanent spell, a creature under its effect reverts to its original form when slain and any body parts revert to normal once removed. Thus, the human-turned-toad reverts to a human when slain and if it had a limb removed as a toad, the limb would revert to that of a human. The spell might last the natural span of the transformed creature's life, but every *polymorph other* spell is ultimately of limited duration.

Magical crossbreeding, on the other hand, is a permanent alteration of the constituent creatures. Again using the rhino/horse hybrid example, once the fusion has been successfully made, the creature type changes permanently as well (In this case, the two animal progenitors result in a beast). The creature is now permanently a rhinohorse and, if it mates with another rhinohorse, will produce rhinohorse offspring. If the creature is slain it remains a dead rhinohorse; it does not revert to the bodies of the rhinoceros and the horse that were used in its creation. Of course, magical crossbreeds are no more resistant to *polymorph* spells than their progenitors. A rhinohorse polymorphed into a toad becomes a toad, but retains the beast creature type of the rhinohorse and reverts to rhinohorse form if slain as a toad.

Finally, it takes much longer to prepare and perform the arcane rituals involved in magical crossbreeding than it does to prepare and cast a simple *polymorph other* spell. The spell can be readied after a single night and the casting process completed as a single action, whereas the ritual at the core of magical crossbreeding is an undertaking that can take days – and only after months of careful planning and preparation. Depending upon the desired result, *polymorph* spells may be more desirable than the rigors and expense of magical crossbreeding.

The Practitioners

The world of magical crossbreeding is not open to all practitioners of the arcane arts. Because the crossbreeding process requires a functional laboratory, untold volumes of notes, treatises and arcane formulae, as well as a great deal of time and effort making excruciatingly detailed and precise

preparations, wizards make up the ranks of magical crossbreeders. While sorcerers and bards often wield various individual spells of the Transmutation school, neither class is particularly well suited toward the magical crossbreeding process. Sorcerers, with their intuitive grasp of the workings of arcane magic, lack the expertise necessary to concoct and perform the elaborate and painstakingly precise rituals than enable hybridisation to work – to a sorcerer, arcane magic is an *art*, while to a wizard, it is more of a *science*. The field of magical crossbreeding is, without a doubt, well grounded in the 'science' end of the arcane magic spectrum. Bardic magic tends to be as intuitive as sorcery, without even a need for proper spellbooks, and most bards are as confounded by the arcane preparations inherent to the magical crossbreeding process as most sorcerers.

Chaos wizards cannot perform magical crossbreeding using their own inherent channelling of the raw power of chaos, as wild sorcery cannot be used to create a permanent effect and the fusion of flesh and bone accomplished through magical hybridisation is permanent.

Specialist wizards are a special case. Naturally, those wizards concentrating on the Transmutation school of magic tend to make excellent crossbreeders. For reasons just as obvious, specialist wizards that have Transmutation as a prohibited school cannot perform the rituals necessary to fuel the hybridisation of two beings into one.

Clerics and druids avoid magical crossbreeding, tending to view it as either the domain of the gods or a perversion against nature. Indeed, most clerics and druids will actively oppose a wizard they discover to be practising magical crossbreeding, even going as far as to use violence if all else fails.

Note that not all wizards who try their hand at magical crossbreeding necessarily devote their lives to the task. On the contrary, for every wizard who has made magical crossbreeding his life's work, there are numerous others who investigate the field of study for a specific purpose and then disregard such endeavours once that goal has been achieved. The reasons for creating a magical hybrid are almost as diverse as the number of creatures it is possible to create by such a process. Perhaps it is the desire for a riding mount with movement abilities not possessed by the common riding horse or draft mule that drives a wizard to explore the paths of magical crossbreeding, or the need for a fearsome creature to guard his treasure vault. Others might be in it strictly for the money – after all, once the processes for creating a specific creature is perfected, there is often a great deal of coin to be made providing such creatures to those willing to pay the costs for their creation. Many magical crossbreeders are merely curious about the nature of

anatomy and see their hybrid experiments as a way to learn more about the fundamental structure of living things. Others of a more evil bent might use magical crossbreeding as a terrible punishment to inflict upon their captured enemies.

Regardless of the reasons for entering such a field, most magical crossbreeders have several traits in common. First, they are focused – they must be, for the magical hybridisation of members of two entirely different species requires many long hours of devoted study and practice. They tend to be detail-oriented (or at least the successful ones do), for magical crossbreeding is an exacting science, where the slightest miscalculation can have catastrophic effects on the resulting hybrid creature. Given the length of time and expenditure of resources often required to create such a new life form, most crossbreeders prefer to err on the side of caution; meticulousness is a shared trait among many who adopt this field of study. Finally, while many wizards learn the basics of this field of study during their initial training in the arts of the arcane spellcaster, those who put their knowledge to actual practice are more frequently of higher level. A neophyte wizard can attempt to create a magical crossbreed of his own, but more often the attempt is made after he has had a few years' experience under his belt and has amassed enough money and equipment to make the attempt worthwhile.

DESIGNING MAGICAL CROSSBREEDS

Creating a magical crossbreed might seem like a daunting task, especially considering all of the possible creatures available as potential test subjects. While magical crossbreeding is indeed a difficult task, it need not be an impossible one, especially if the wizard takes it one step at a time and maintains a methodical approach to his endeavours. Naturally, before a hybrid can be created it must first be fully conceptualised in the mind of its creator. What will it look like? What will it be able to do? These answers must be determined before the crossbreeder begins any actual preparation of the transmutation ritual itself.
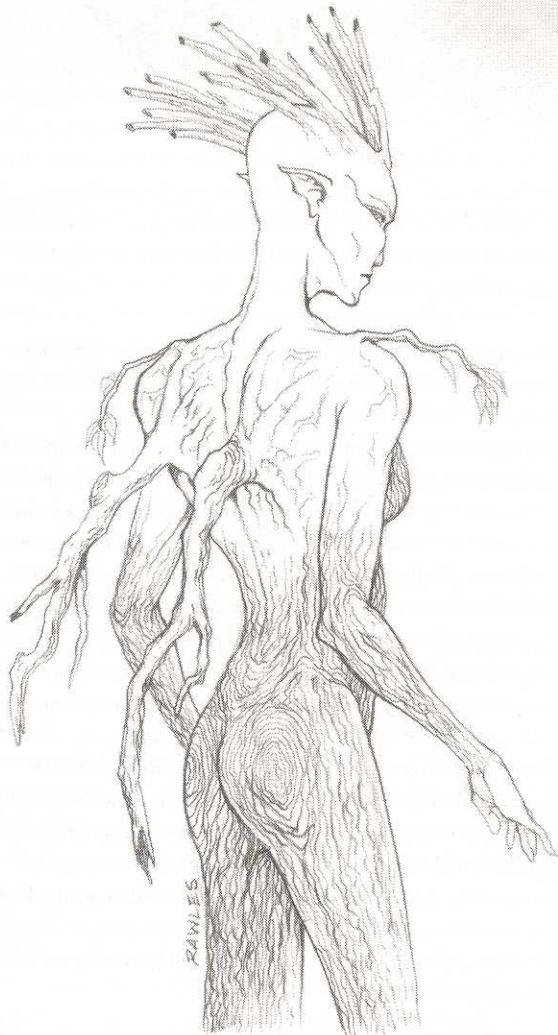
When a player decides that his wizard character will attempt to create a magical hybrid, the player must write up the proposed statistics of what his creation should look like, if all goes successfully in the transmutation ritual. This is not necessarily what the hybrid *will* look like, merely the target for which the crossbreeder is shooting. The hybrid's statistics should mirror the format of those used in *Core Rulebook III* and the Sample Hybrids chapter of this guide. There is no particular order in which these statistics must be filled out, but it is usually best to decide upon the hybrid's overall desired traits and ability scores first, so we will examine these things initially and then work our way down the standard creature statistics block.

The 'Reading the Entries' section of *Core Rulebook III* is an invaluable aid when working on a proposed hybrid's statistic block.

Determining Desired Traits

The first thing to consider when designing a magical crossbreed is which traits you wish to take from each of the progenitors, which is best accomplished by comparing the two creatures to be used in the hybridisation process. Any traits that are shared by both creatures will automatically be present in the hybrid; owlbears have low-light vision because both owls and bears have low-light vision. Any properties based purely on creature type, such as a beast's darkvision, are also gained automatically. See *Core Rulebook III* for the descriptions of creature types and their default properties.

It is best to determine what you wish your hybrid to look like, as this may have an impact on which traits you wish to carry over in the case of traits not shared by both progenitors. In the case of the owlbear, if flight is desired it had better be designed to have wings. The 'default' owlbear does not sport wings, but this need not stop an enterprising crossbreeder from creating a winged owlbear if he is willing to bear the added difficulty and expense.

It is not possible to give a hybrid a characteristic not shared by at least one of its progenitors; an owlbear made from a giant owl and a brown bear cannot be fashioned to breathe underwater, because neither owls nor bears can do so. Note however that the owlbear could later be fused with a fish to provide the ability to breathe underwater – see Multistage Crossbreeding on page 32 of this guide.

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Determining Ability Scores

When two creatures are magically fused during a transmutation ritual, the eldritch energies normally default to creating the simplest hybrid possible. This conservation of complexity, as it is known, results in a hybrid with only those traits shared by both progenitors and ability scores that are averaged between those of the test subjects (rounding down if necessary and treating a non-ability, such as a vermin's Intelligence, as zero). Thus, an owlbear merged from a brown bear and a giant owl would have the following ability scores as its initial default:

Progenitor	Str	Dex	Con	Int	Wis	Cha
Brown Bear	27	13	19	2	12	6
Giant Owl	18	17	12	10	14	10
Average	Str	Dex	Con	Int	Wis	Cha
Owl/bear	22	15	15	6	13	8
Desired	Str	Dex	Con	Int	Wis	Cha
Owlbear	21	12	19	5	12	10

(From *Core Rulebook III*)

Note that this initial default does not accurately reflect the standard owlbear's ability scores as listed in *Core Rulebook III*. This is because the crossbreeder is not constrained by this initial default and is free to modify it as he sees fit. There are two ways to do so: bumping and shuffling.

Bumping allows the crossbreeder to focus an ability score on one of the progenitors and draw all of its power from that source. In other words, he could channel the eldritch energy powering his fusion to draw all the owlbear's Constitution from the brown bear progenitor. Bumping grants the hybrid the higher value of the two progenitors ability scores. Bumping an ability score in this fashion increases the Difficulty Class of the transmutation ritual by +1 for each ability score being bumped. Thus, if we wish to bump our default owlbear's Constitution to 19 (that of the brown bear) and its Charisma to 10 (that of the giant owl), the overall adjustment to the Difficulty Class is +2.

Shuffling, on the other hand, is a way of manipulating the eldritch energy of the transmutation ritual to draw power from one ability score and add it to another. This 'fine-tuning' operates on a direct one-for-one ratio: for each point that one ability score is lowered, one point can be applied to another ability score. An ability score can be lowered below the lower of the progenitors scores, but cannot be raised above the higher of the two. Thus, the owlbear can have a Dexterity of 12, despite the fact that both progenitors have

higher Dexterity values, but it cannot be granted a Strength of 28, no matter how many points we draw from other ability scores, as that would place it above the highest of the two progenitors Strength scores (the brown bear's 27).

If you examine the owlbear's statistics as they appear in *Core Rulebook III* you will discover that the standard owlbear hybrid, if made using giant owl and brown bear progenitors, was probably created using the shuffling technique. The creature's Strength, Constitution and Intelligence were each lowered by one point from the initial default scores and its Dexterity lowered by three, resulting in an overall six-point deficit. These six points were then applied to the owlbear's Constitution (four points) and Charisma (two points).
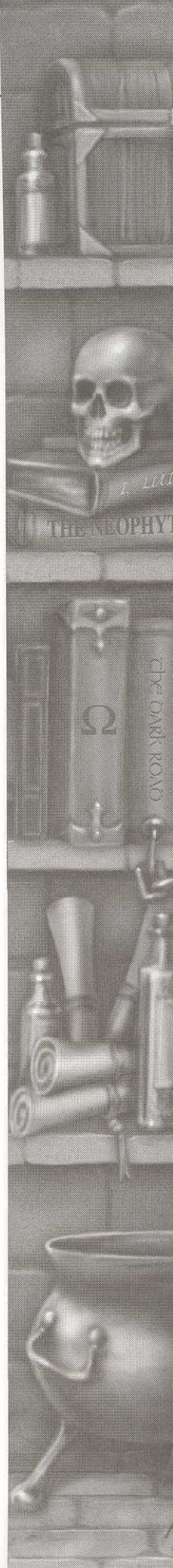
The advantage of shuffling is that it carries a far lower adjustment to the transmutation ritual. So long as there is no net loss or gain in the hybrid's ability scores, shuffling a hybrid's ability scores increases the DC by +1 for every five full points moved.

In many crossbreeding attempts both bumping and shuffling are employed, however, a single ability score cannot be both bumped and shuffled. That is, you cannot bump an ability score to its racial maximum and then shuffle those excess points to other ability scores.

Determining Size

If both progenitors are the same size category, then the hybrid will naturally follow suit. Otherwise, the hybrid's size is determined by averaging the sizes of the two progenitors. This is easiest to do by determining each progenitor's size in feet, finding the average and using the information on creature sizes in *Core Rulebook III* to determine which size category the hybrid falls under.

This natural inclination to average the size of the hybrid is another manifestation of the conservation of complexity. It is possible for the crossbreeder to manipulate the size of his hybrid anywhere within the range of the progenitors, but each change in size category from the baseline average size increases the Difficulty Class of the transmutation ritual by +1. Note that this is in addition to the size DC modifier(detailed on page 24) which is based on the size difference between the two progenitors. Thus, an owlbear made with a brown bear (Large, 12 feet) and an owl (Tiny, two feet) would result in a Medium-size owlbear some seven feet long and a base size DC adjustment of +4. Creating a Large owlbear using these progenitors would increase the Difficulty Class by a further +1 (for a total of +5), as it is one 'step' from Medium-size to Large.

RESULTANT CREATURE TYPES

	AB	AN	B	D	E	F	G	H	MB	MH	OO	OU	P	S	V
AB	AB	AB	AB	AB	OU	AB	AB	AB	AB	AB	AB	OU	P	S	AB
AN	AB	B	B	AB	OU	F	MH	MH	MB	MH	AB	OU	P	S	B
B	AB	B	B	AB	OU	F	MH	MH	MB	MH	AB	OU	P	S	AB
D	AB	AB	AB	D	OU	F	AB	MH	AB	MH	AB	OU	P	S	AB
E	OU	OU	OU	OU	E	OU	OU	OU	OU	OU	OU	OU	OU	OU	OU
F	AB	F	F	F	OU	F	F	F	F	F	AB	OU	P	S	F
G	AB	MH	MH	AB	OU	F	G	G	MH	MH	AB	OU	P	S	AB
H	AB	MH	MH	MH	OU	F	G	H	MH	MH	AB	OU	P	S	AB
MB	AB	MB	MB	AB	OU	F	MH	MH	MB	MB	AB	OU	P	S	AB
MH	AB	MH	MH	MH	OU	F	MH	MH	MB	MH	AB	OU	P	S	AB
OO	AB	AB	AB	AB	OU	AB	AB	AB	AB	AB	OO	AB	P	AB	AB
OU	OU	OU	OU	OU	OU	OU	OU	OU	OU	OU	AB	OU	P	OU	OU
P	P	P	P	P	OU	P	P	P	P	P	P	P	P	P	P
S	S	S	S	S	OU	S	S	S	S	S	AB	OU	P	S	S
V	AB	B	AB	AB	OU	F	AB	AB	AB	AB	AB	OU	P	S	V

Abbreviation Key

AB: Aberration; **AN:** Animal; **B:** Beast; **D:** Dragon; **E:** Elemental; **F:** Fey; **G:** Giant; **H:** Humanoid; **MB:** Magical Beast; **MH:** Monstrous Humanoid; **OO:** Ooze; **OU:** Outsider; **P:** Plant; **S:** Shapechanger; **V:** Vermin.

Determining Creature Type

The table on the next page shows the creature type of the hybrid resulting from creatures of different types. As an example, the merging of a human (humanoid) and a dire rat (animal) would result in a monstrous humanoid. Similarly, the hybrid resulting from a dragon and a giant is an aberration. Most creatures, when bred with a member of their same type, result in a hybrid of the same type. The only exception to this rule is the hybridisation of animals with animals of differing species (avian, canine, equine, feline, etc.), which by definition produces a beast (a dog crossed with a wolf, for example, does not create a beast, whereas crossing an owl and a brown bear would).

Note the exclusion of Constructs and Undead from the table. Neither of these creature types are suitable for magical crossbreeding, as they are not alive. Certain other creature types bring their own sets of difficulties to the hybridisation process, as detailed below.

Aberrations

By their very nature, aberrations are difficult to use as test subjects in a hybridisation experiment. Most aberrations have an unusual physiology, making it problematical to merge them with a creature possessing a completely different anatomy. Aberrations break the common crossbreeding rule that it is generally easier to fuse creatures of the same type together; it is even more difficult merging two aberrations together than it is an aberration and nearly any other creature type. On the other hand, many hybridisations result in aberrations, as the transmutation ritual creates a creature one would not normally find in nature.

Animals

Animals are one of the most popular creature types to be used in hybridisation experiments. They have the advantages of being easily found (for the most part), possessing standard anatomies and often being far less dangerous to capture alive than other creature types. Depending on the species involved, a crossbreeder might be able to simply purchase an animal for use as one of his progenitors and most wizards see this as preferable to hunting down a suitable test subject. Note that it is not possible to have a fusion result in a creature of the animal type, except when crossing two animals of the same species (canine, feline, etc.).

Beasts

Beasts possess most of the advantages of animals, despite being slightly less common. A beast's anatomy is still fairly straightforward and a crossbreeder capable of fusing animals together should have no problems with beasts. A hybridisation can only result in a creature of the beast type if the progenitors were either animals or beasts.

Dragons

There is no way around it – dragons are dangerous creatures. Those used as test subjects are most often of the wyrmling through juvenile age groups, where they are at their least dangerous. Special precautions must be taken to account for the dragon's breath weapon in the laboratory. The crossbreeder also runs the risk of being hunted down

by the full-grown parents of any young dragon he captures for use in his hybridisation experiments. Note that the only way a hybrid will retain the dragon type is if both progenitors are dragons.

Elementals

Elementals have bodies composed entirely of the elements from which they derive (a fire elemental, for example, has a body composed of living flame) and thus true crossbreeding is not possible. However, the elemental force can be drawn from an elemental and infused into a creature with a more natural form, creating a hybrid that has the build of the non-elemental 'parent' but many aspects of the elemental progenitor. Elementals are often as dangerous as dragons when it comes to confining them in the laboratory, even more so when one considers that they are immune to paralysis and poison and thus are difficult to restrain. An elemental fused with any non-elemental creature becomes an outsider.

Fey

Many people consider fey to possess a 'standard' physiology, as most appear to be vaguely humanoid, but their physical nature is often steeped in magic. As a result, they are slightly more difficult to work with than humanoids. A fey hybrid can be created using a fey and any creature with a basic humanoid build as progenitors. Many fey have insectoid body parts (such as a pixie's dragonfly wings), so hybrids of fey and vermin also maintain the fey creature type.

Giants

The biggest problem with working with giants as progenitors is their size and special doors must often be constructed in the crossbreeder's laboratory just to get the giant inside. Other than size giants pose no real complexities, as their bodies are humanoid in structure. A hybrid of the giant type can only be fused from giants and humanoids.

Humanoids

The humanoid body is usually one of those most familiar to the crossbreeder, although there are bound to be slight differences in anatomy among mammalian and reptilian humanoids. Hybrids only retain the humanoid type if both progenitors are humanoid themselves.

Magical Beasts

From an anatomical point of view, magical beasts are usually no more complex than beasts. Their magical abilities often cause complications when it comes to keeping them caged in the laboratory, however. Many magical beasts result in aberration hybrids.

Monstrous Humanoids

Monstrous humanoids usually possess the standard humanoid framework, although certain features are more bestial. Even taking these bestial features into account, most monstrous humanoids have anatomies similar to those of regular humanoids. They are easiest to fuse with creatures possessing a basic humanoid structure or those shaped like animals.

Oozes

Since oozes do not have discernible anatomies, hybrids created with an ooze progenitor are not 'half-ooze', but instead tend to mirror the build of the non-ooze progenitor with various ooze traits. Such creatures often have slimy skins that carry the ooze's particular properties. Working with oozes is inherently difficult and many crossbreeders prefer not to use them in their hybridisation experiments. Most ooze hybrids result in aberrations.

Outsiders

Outsiders are difficult to classify together, for they come in all shapes and sizes. A nightmare, for example, is built like a horse, while an avoral has a generally humanoid build. However, all outsiders' bodies are infused with planar energies, making it difficult to work with them in hybridisation experiments. On the other hand, fusing two different outsiders together is no more difficult than fusing most other creatures of the same creature type together. Most hybridisations with an outsider progenitor result in another outsider.

Plants

Plants are easy to fuse with other plants. However, it is exceptionally difficult to fuse a plant with any creature of the animal kingdom. Most crossbreeders do not even bother with the attempt until late in their hybridisation careers, when they have successfully completed many other fusions and amassed enough experience in the field that they might possibly have some chance at success. Almost all plant hybridisation experiments result in creatures of the plant type.

Shapechangers

It is difficult to work with shapechangers as a progenitor species because their bodies are constructed in such a fashion as to allow rapid change. Merging a shapechanger with a creature of a different type runs the risk of the hybrid losing its shapechanging ability due to a significant reworking of the internal anatomy. *Most* successful
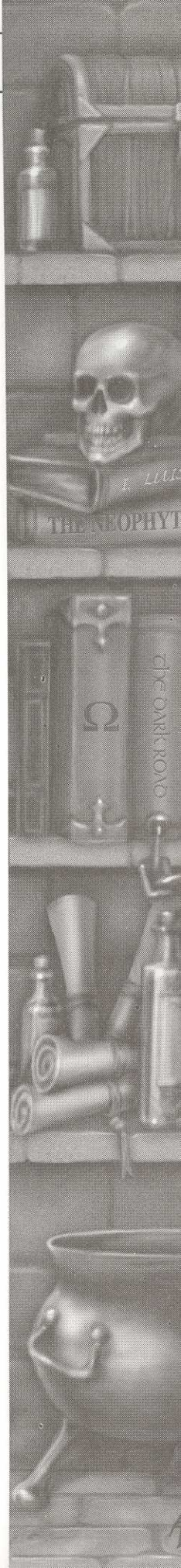
shapechanger fusions, however, result in another shapechanger.

Vermin

Vermin share most of the advantages of working with animals, although they are frequently more dangerous and the crossbreeder must take precautions to prevent being poisoned during his work. Vermin hybrids are always the result of two vermin as progenitors, with most other hybridisations involving vermin resulting in aberrations.

A Note on Templates

Progenitors with a template, such as a celestial badger, are treated as a separate species from their non-templated cousins. Thus, a badger is different from a celestial badger. Averages and resultant creature types are taken exclusively from the progenitor. Effectively, templates have no special effect on magical crossbreeding, except for allowing a wider range of progenitor creatures.

Determining Hit Dice

The hybrid's Hit Dice are, most often, the average of those of the two progenitors. The crossbreeder can increase the hybrid's Hit Dice to the higher of the two progenitors' Hit Dice, but each additional Hit Die above the average increases the Difficulty Class of the transmutation ritual by +1. Note that the hybrid's creature type (as determined above) may require Hit Dice of a different size than that of either of the progenitors. For example, both owls and bears (animals) use a d8 for determining their hit points but owlbears (beasts) use a d10.

Familiars are an exception to this general policy, as they gain their Hit Dice as a result of the magical bond that they share with their masters. A familiar used as a test subject in a transmutation ritual retains its own Hit Dice. If the other test subject has more Hit Dice than the familiar, the crossbreeder can opt to increase his now-hybrid familiar's Hit Dice up to the number of Hit Dice possessed by the other progenitor. Note that while a familiar starts as a magical beast, after hybridisation it might gain a different creature type and thus a different type of die associated with its Hit Dice.

It is possible to decrease a hybrid's Hit Dice but there is generally no reason to do so, as lowering the Hit Dice of the hybrid below the average of the two progenitors does not decrease the Difficulty Class of the transmutation ritual.

Determining Initiative

A hybrid's initiative is determined directly from its Dexterity bonus and whether it has the Improved Initiative feat. The transmutation ritual cannot affect it.

Determining Speed

The hybrid's speed is based entirely upon that of its progenitors. Note that this is rarely a mere average of the progenitor's speeds. More often it is taken directly from whichever progenitor provided the portion of the body providing locomotion. A rhinohorse, for example, has the legs of a heavy warhorse and thus moves at the same speed as a heavy warhorse. Hybrids that have locomotive limbs from both progenitors (a griffon possesses the legs of both an eagle and a lion, for example) may have their speed fall somewhere in the middle of the range of their progenitors' speeds.

For example; an owlbear moves at a speed of 30 feet, while a brown bear moves faster (at 40 feet) and a giant owl moves slower (10 feet on the ground). Note that the owl's flying speed of 70 feet is not a factor unless the owlbear is given wings.

Determining Armour Class

Several things can affect a hybrid's armour class, including its size, Dexterity modifier and any natural armour the creature might have. This last modifier can usually be determined by examining the natural armour bonuses (if any) present in the progenitor creatures. An owlbear has a +5 natural armour bonus, the same as a brown bear. This makes perfect sense when you consider that the owlbear gets its general build from its bear progenitor rather than its owl or giant owl progenitor.

Since a hybrid's armour class is derived from various sources rather than determined separately, there is little the crossbreeder can do to adjust its armour class short of altering the creature's Dexterity, size or which progenitor provides the bulk of the creature's natural outer layer of skin, fur or scales. A hybrid's natural armour bonus cannot be increased as part of the transmutation ritual beyond that of its progenitor creatures – an owlbear cannot be created with a +6 natural armour bonus, for example.

Determining Attacks and Damage

A hybrid normally uses the attack forms of its progenitors. Giant owls and brown bears both attack with claws and a bite, so an owlbear derived from their stock attacks using these methods as well. Standard attacks can be given to a
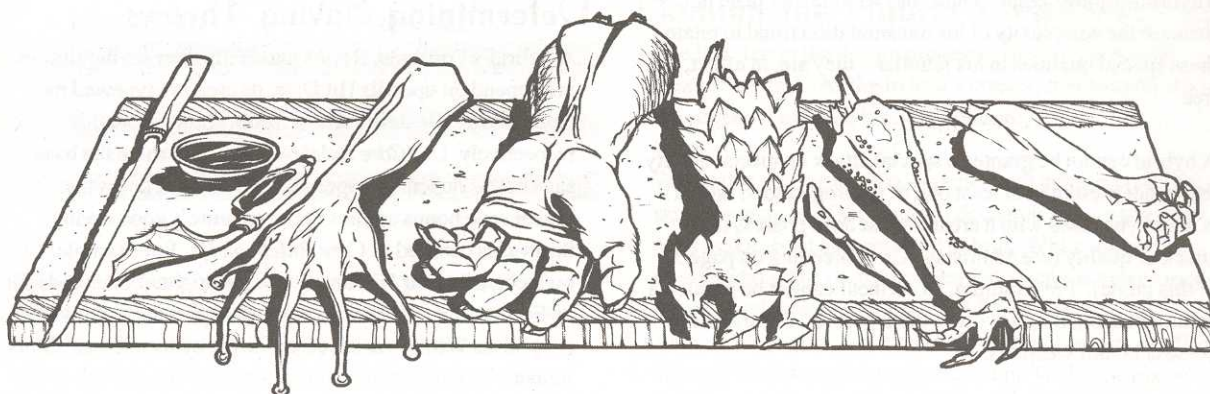
hybrid without increasing the Difficulty Class of the transmutation ritual so long as at least one of the progenitors has that attack form. For example, despite the fact that orcs do not have a claw or bite attack form, gulors – magical hybrids of orcs and wolverines – use their claws and teeth in battle because their wolverine progenitor does. They can also opt to use a weapon, because orcs use weapons.

The hybrid's Base Attack Bonus is a combination of its size, Strength, Hit Dice and creature type. The hybrid's attack bonus by creature type can be found in *Core Rulebooks I* and *III*. For example, owlbears, as beasts, use the cleric's base attack bonus progression. Use the hybrid's Hit Dice in place of a character's class level for determining the value of its base attack bonus (thus, a four HD owlbear would have a base attack bonus of +3). Modifiers due to the hybrid's Strength and size must also be added. Owlbears, for example, receive a -1 penalty due to being Large creatures but a +5 bonus for having a Strength of 21. Remember that secondary attacks are at a -5 penalty from the primary attack bonus, unless the creature has the Multiattack feat; thus, an owlbear's claw attacks are at +7 and its bite attack is at +2.

Damage is often different between a hybrid and its progenitors. The amount of damage that the hybrid's attacks deal is based on its size and type. It is possible to increase the damage to that of a creature one size larger than the hybrid's size, but this increases the DC of the transmutation ritual by +2. The hybrid's Strength modifier is applied to its damage rolls as detailed in *Core Rulebook III*.

A hybrid's Intelligence may affect whether it can wield weapons in battle. Despite its humanoid build, if a gulor was created with the wolverine's Intelligence rather than the orc's, it would possess the physical ability to grip a weapon but not the intellectual capacity to use it properly in battle. An Intelligence of three or higher is necessary to make proper use of weapons.

A hybrid cannot be given an increased or decreased attack bonus through manipulation of the transmutation ritual, as these values are wholly derived from the relevant aspects of the hybrid's physical form.

Determining Face and Reach

The hybrid's face and reach are determined by its size and body structure. The face and reach cannot be altered via manipulation of the transmutation ritual, short of altering the hybrid's size.

Determining Special Attacks and Qualities

Special attacks and qualities are the areas where the conservation of complexity rule kicks in the hardest. When eldritch energies fuse two creatures together, the natural tendency is to create the simplest creature possible. This means that without further input on the part of the crossbreeder, a hybrid will not have any of the special attacks or qualities of either of the progenitor creatures, unless the same special attack or quality is shared by both progenitors.

Fortunately for the crossbreeder, these special traits are not too difficult to add back into the hybrid. Adding a special attack or a special quality present in either of the progenitors increases the Difficulty Class of the transmutation ritual by +1 for *each* attack or quality given to the hybrid, with the exception of those that are an inherent part of the hybrid's creature type. For example, a pseudoslab is a hybrid of the ooze type, so it automatically receives the ooze special qualities.

The special qualities a familiar gains (or passes to its master) as its master increases in level are an inherent part of the familiar/master link. These qualities carry over to the hybrid's new form if the familiar is used as a test subject in

a hybridisation attempt. Thus, the crossbreeder need not increase the complexity of his transmutation ritual to retain these special qualities in his familiar – they are, in effect, free.

A hybrid cannot be granted a special attack or special quality that is not present in at least one of its progenitors, unless it is later hybridised with a creature that does possess that attack or quality (see Multistage Crossbreeding on page 32 of this guide). For example, an owlbear cannot be granted a breath weapon, because owls, giant owls and bears do not possess breath weapons.

Hybrids with special attacks that have Strength damage bonuses may have a higher or lower damage bonus if its Strength bonus is different than that of the progenitor possessing the special attack.

The Difficulty Class of saving throws against a hybrid's special attacks is based on its Hit Dice and the relevant ability score. The formula for determining the save DC is generally 10 + ½ HD + Ability Modifier. However, if the Difficulty Class of the relevant progenitor's special attack was based on a diffierent formula (it is suggested that you check the DC against the above formula), use that formula instead. The relevent ability score is determined by the type of effect the attack uses, as shown in the table below:

Ability Score	Types of Effect
Strength	Any application of force, crushing, binding or constriction.
Dexterity	Movement, movement restrictions, hitting with a missile, entanglement or webs.
Constitution	Almost anything that comes from the creature's body: poison, breath weapons.
Intelligence	Illusion effects.
Wisdom	Mental or perception effects except *charms* and compulsions.
Charisma	Anything pitting the creature's will against an opponent: gaze attacks, *charms,* compulsions, energy drain. Also use Charisma for any DC that normally would be based on an ability score the creature does not have. Spell-like abilities are usually based on Charisma.

Determining Saving Throws

A hybrid's Fortitude, Reflex and Willpower saving throws are dependent upon its Hit Dice, its creature type and its Constitution, Dexterity and Wisdom ability scores, respectively. Use *Core Rulebooks I* to determine the base save bonus dependent upon the hybrid's Hit Dice; the higher save bonus applies to the creature's good saving throws, as detailed in *Core Rulebook III*. For example, an owlbear, as a four HD beast, uses the higher bonus (+4) for its Fortitude and Reflex saving throws and the lower value (+1) for its Willpower saves, modified by its relevant ability scores.

A hybrid cannot be given saving throw bonuses or penalties through manipulation of the transmutation ritual, although altering the hybrid's ability scores or Hit Dice will have the same effect.

Determining Skills and Feats

A hybrid's skills are usually those of its progenitors, although a hybrid does not always have exactly the same skills as both of the test subjects or even necessarily the same number of ranks in the skills that are shared by progenitor and hybrid. Rather, the skills are determined based upon the hybrid's creature type, Hit Dice and Intelligence score. The Skills section of *Core Rulebook III* has the relevant information on skills and details on each skill are provided in *Core Rulebook I*.

The feats available to a hybrid are usually among those possessed by its progenitors. The number of feats available to the hybrid depends upon its creature type and Hit Dice. Not all creature types get feats; use the table below to determine how many feats a hybrid should receive:

Creature Type	Number of Feats
Aberration, Elemental	Intelligence modifier (+1/4 extra Hit Dice)
Dragon, Giant, Humanoid, Outsider	1 (+1/4 extra Hit Dice)
Fey, Magical Beast, Monstrous Humanoid, Shapechanger	1 + Intelligence modifier (+1/4 extra Hit Dice)
Animal, Beast, Ooze, Plant, Vermin	None

When determining the number of feats the hybrid receives based on extra Hit Dice, subtract a number from its listed Hit Dice based on its size:

Creature Size	Subtract...
Medium-size or smaller	1
Large	2
Huge	4
Gargantuan	16
Colossal	32

Skills and feats are determined by factors other than the hybrid's build and thus the number of skills available to a hybrid and the ranks it has in each cannot be manipulated during the transmutation ritual, nor can the crossbreeder influence the number of feats his hybrid will possess. Since some hybrids may receive more skills or feats than their progenitors, it is possible for a hybrid to gain a skill or feat not possessed by either of its progenitors.

Determining the Secondary Statistics Block

A hybrid's climate and terrain will be that of its progenitors, either those of one progenitor or an amalgamation of the two. Its organisation, alignment, propensity for treasure and advancement ability are all likewise based upon that of its progenitors. Assigning an appropriate Challenge Rating is frequently more art than science, but the Challenge Ratings of the hybrid's progenitors can often be used as a guide. In any case, the transmutation ritual cannot affect the entries in the secondary statistic block.

Determining the Hybrid's Personality

The personality of the hybrid will generally be an amalgamation of those of the progenitors. Int he case of two intelligent races being merged, the personality may be a combination of the two, one may be dominant over the other, the creature may have a completely different personality or the creature may switch between the two (Games Master's discretion).

Naming the Hybrid Creature

The last step in the design process is to give the hybrid creature a name. As the hybrid's creator, it falls upon the crossbreeder to name his new creation.

Whilst this section has dealt mainly with game mechanics, it is representative of the kinds of decisions the crossbreeder must make about his projected hybrid. While the player worries about Hit Dice, his wizard character is determining the physical structure of his hybrid: how the combined anatomy will work, whether there is any necessary shuffling about of the internal organs, and so on. While the player decides whether or not to shuffle around the hybrid's ability scores, the wizard is determining how best to overlay the hybrid's musculature upon its new skeletal configuration and whether an altered brain size will have any effect on the hybrid's intellectual and reasoning abilities.

Once all of these decisions have been made, and the crossbreeder has the design of his creature all worked out, it is only a matter of performing the necessary preparation and then performing the transmutation ritual he has chosen to create his hybrid. Whether the hybrid will be a success has yet to be determined.
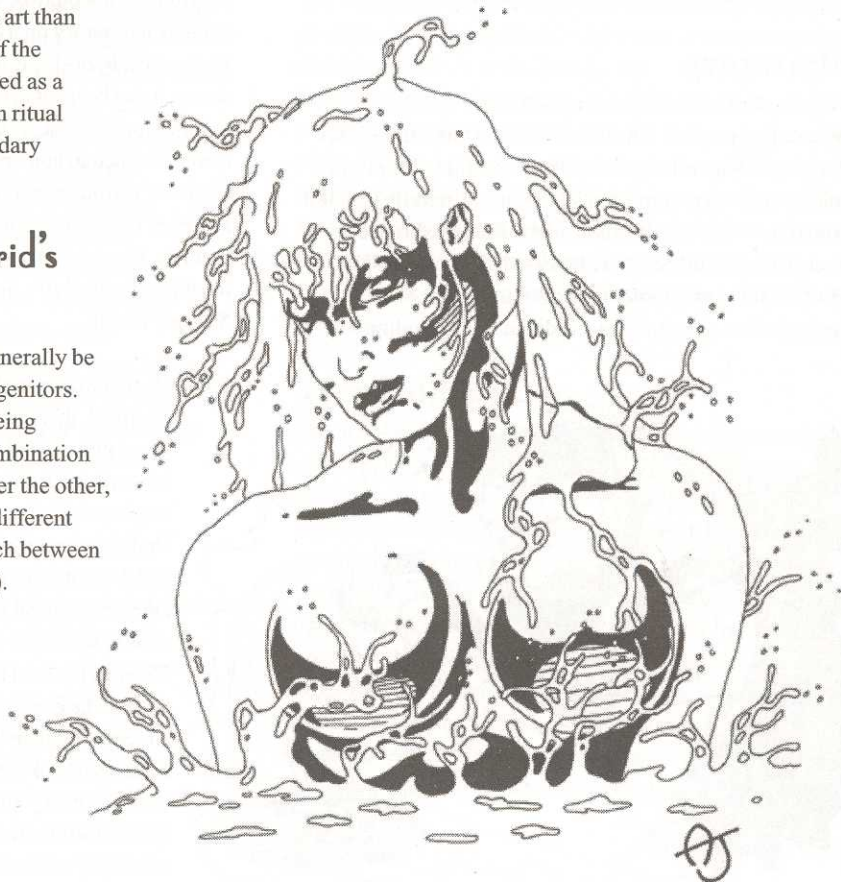
TRANSMUTATION RITUALS

There is no one single way to create a magical crossbreed. Just as individual wizards create their own magical languages and notations when transcribing spells into their spellbooks, there are many different methods of harnessing the transmutation power needed to fuse two disparate creatures into a unified whole. Several specific magical crossbreeding rituals are detailed in this chapter and there is no right or wrong way for the process to work – any or all of these methods can be used, or they might inspire the Games Master to create his own transmutation rituals in his campaign.

Necessary Equipment

Magical crossbreeding is not something a wizard decides to do on a whim. The process requires a significant expenditure of time, money and resources, as well as the capture of the two (or more) progenitors. Regardless of the style of how the actual transmutation ritual works, the equipment listed below will be necessary if the crossbreeder hopes to have any success at his endeavour.

Laboratory

A well-stocked laboratory is a must for any magical crossbreeding project. The location of the laboratory is up to the wizard but, as he must work uninterrupted for days on end once the actual ritual is begun, it is generally best if it is in an out-of-the-way location where the crossbreeder is unlikely to be disturbed. A well-secluded laboratory also works best if the progenitor creatures are exotic or dangerous, as many cities have ordinances precluding the

wizard from bringing such creatures within their walls and possibly endangering their inhabitants.

The laboratory should ideally have several different rooms. Of prime importance is the room where the actual transmutation ritual will be performed and this is most likely where any cages will be kept. Depending upon the actual hybrid being created, the laboratory may also require an aquarium for one or more of the progenitor creatures. The wizard may also prefer to have a separate study area where he can keep his notes, tomes and guidance on the ritual to be performed, as well as any reference works on the anatomy of the creatures involved. Once the ritual is begun, the crossbreeder must remain in the general area for days at a time, so there should be an area where he can sleep, even if it is nothing more than a simple cot in the corner of a room somewhere. Food, water and sanitation facilities must be provided, not only for the crossbreeder but his subjects as well – a wizard about to attempt the creation of an owlbear will need the appropriate foodstuffs to keep both his owl and his bear alive until the magical hybridisation ritual is complete.

An appropriately stocked laboratory should cost the wizard no less than 500 gp. Depending upon the size of the city and the dictums of any wizard colleges therein, it might be possible for a would-be crossbreeder to rent space in a campus laboratory on a day-by-day basis as he prepares for his magical hybridisation ritual. Once a laboratory has been set up, it can be used in recurring hybridisation experiments without further cost, as the initial 500 gp expenditure goes toward the actual construction of the laboratory. However, since the various materials and equipment used in various stages of the preparation for a ritual have a tendency to lose potency, break or otherwise become unusable, the wizard must pay for the lab's upkeep. This costs the wizard 1d10 x 5 gp per month.

Depending upon the nature of the transmutation ritual involved, there will be various pieces of magical apparatus needed to stock the laboratory. This might be anything from powdered silver or gold for the construction of magical circles, to different coloured chalks for inscribing magical symbols, to gemstones of different sizes and types (depending upon their inherent magical properties), to beakers, flasks and vials to measure out specific quantities of liquids. These items tend to be expensive and represent the bulk of the expenditure of any hybridisation process. At least 1,000 gp in equipment – regardless of the actual types of equipment used – must be spent for each and every transmutation ritual. For complex hybridisations, the cost of the material components can easily reach twenty times that sum or more. This

equipment is usually consumed during the ritual, regardless of the ultimate success or failure of the attempt.

Notes

Few crossbreeders attempting the creation of a new hybrid just 'wing it' and hope for the best. If he hopes for the slightest chance of success, the crossbreeder will have studied volumes of the comparative anatomies of the creatures involved in his attempted hybridisation. He will have written down copious notes on the process he plans to use to create his crossbreed and will have checked over them numerous times, seeking to find and eradicate any flaws in his plans. He will probably have studied the notes taken on similar transmutation rituals, should any exist. It is likely that there will be various existing texts on the progenitor creatures as well, detailing their eating habits, life cycles, growth rates, reproductive cycles, activity cycles, mutation rate – one never knows exactly what aspect of a progenitor creature will come into play when it is used to create a magical crossbreed. When making the first owlbear, there was more to the process than simply deciding to slap an owl's head and feathers on to a bear's body – the fact that the creature would reproduce by laying eggs had a significant impact on the creature's overall build and internal anatomical structure.

The notes of previous crossbreeding experiments are likely to be found in any wizards college or guild, making investigating such organisations a reasonable first step when preparing to create a magical hybrid. Of course, not all wizards are willing to part with their notes, so those who are not affiliated with such organisations might require significant persuasion or cash donations to allow the crossbreeder access to their work. Tracking down crossbreeding notes might make for an adventure all to itself, should the Games Master decide to play out this aspect of the ritual to its full extent. Alternatively, crossbreeding notes can be placed as treasure items in the abodes of enemy wizards and those wishing to try their hand at the science of hybridisation might be as excited to find them among the loot as most wizards are when unearthing a rival's spellbook.

Test Subjects

Naturally, all of the planning in the world is useless until the appropriate progenitor creatures are available for the transmutation ritual, for without them there will be no magical hybrid. Obtaining the specimens might be an adventure in itself, especially if the creatures are rare, valuable or dangerous. Again, depending upon the location of the crossbreeder's laboratory, getting the creatures there might be problematical, as most cities do not appreciate dangerous creatures being brought into their confines.

Teleport or extradimensional spaces might be necessary if the wizard must sneak his test subjects into an area where they would not normally be allowed.

The health of the progenitor creatures is important, for it is quite a shock to the system to suddenly be wrenched from one form and merged with that of another. It would be a shame for all of the crossbreeder's time and effort to be for naught simply because he skimped and bought a sickly test subject for a cheap price. If the subjects are to be confined in the laboratory for a significant period of time, long-term plans for their care must be made lest their health deteriorate in captivity.

It should be noted that actual creatures of the appropriate type must be used to create a magical crossbreed. In other words, if you wish to create an owlbear 'from scratch' as it were, you require a real bear and either a real owl or a real giant owl. One of the limitations of the *polymorph other* spell is that the transformed creature retains its original type. A wizard thinking to save some time and effort by polymorphing a couple of old mules into a bear and owl to provide his owlbear's progenitors, for example, is merely deceiving himself. Such a scheme is doomed to failure from the outset as his progenitor creatures, despite their outward appearances at the time of the ritual, are still a pair of mules. The wizard is welcome to attempt the ritual anyway, but he should not be surprised when the result of his transmutation ritual is a single, normal-looking mule. Because of this factor, those crossbreeders looking to purchase their progenitor subjects would be wise to remove an innocuous portion of their bodies – a snip of hair, fur or the tip of a scale, for example – to ensure that they are purchasing the real thing and not a *polymorphed* replica. If the removed body parts suddenly transform into something else, the crossbreeder would do well to look elsewhere for his test subjects.

Tranquillisers

The act of merging two creatures into one can be a traumatic experience for the participants involved. There are many different ways a transmutation ritual can be performed but, regardless of the specifics, things go much smoother when the progenitors are unable to thrash about, attempt escape, distract the crossbreeder with voiced growls or threats, or otherwise do anything to prevent the fusion from being successfully accomplished. For this reason, most crossbreeders prefer to render the progenitors unconscious immediately prior to the transmutation ritual's commencement. There are several popular compounds capable of rendering the test subjects quiescent; examples include:

Compound	Effect	DC
Dark naga poison	Unconscious for 2d4 minutes	16
Drow sleep venom	Unconscious for 2d4 hours	17
Glandular extracts from a carrion crawler	Paralysed for 2d6 minutes	13
Mohrg ichor	Paralysed for 1d4 minutes	17
Oil of taggit	Unconscious for 1d3 hours	15
Pseudodragon poison	Unconscious for 1d3 days	12
Spider eater venom	Paralysed for 1d8+5 weeks	17
Xill venom	Paralysed for 1d4 hours	14

Note that many of these substances are not for sale on the open market and may require a considerable expenditure on the part of the crossbreeder, above and beyond that of the specific material components necessary for the transmutation ritual itself.

It is usually worth having one or more assistants on hand whose primary duty is to ensure the progenitors remain unconscious or immobile until the transmutation ritual has been completed, especially in the case of those substances that only affect the subject for minutes at a time.

Certain spells can take the place of tranquillising compounds to ensure the progenitors' quiescence. *Sleep* works well against creatures with few Hit Dice, especially when cast by a high-level arcane spellcaster. *Charm person*, *charm monster*, *dominate person*, *dominate monster*, *hold person* and *hold monster* spells can be used to keep the test subjects calm (or at least quiet) and prevent their struggles to escape from disturbing the crossbreeder's concentration as he toils at his task. Mind-affecting spells, such as *hypnotism* and *hypnotic pattern*, can also be used but their limited duration leaves them best relegated to capable assistants who concentrate their efforts on keeping the test subjects calm while the crossbreeder performs the transmutation ritual.

Other Useful Items

The specifics of the transmutation ritual being performed determine what other materials must be present in the laboratory for the successful fusion of two beings into one. Details on different transmutation rituals are discussed in the next section but regardless of the specifics, any of the following items might be useful, if not absolutely necessary, to have available in the laboratory:

† One or more clear spindle *ioun stones* – Since these sustain the user without food or water, these items make caring for the progenitor creatures much easier during the time between their capture and the transmutation ritual. They can also keep the crossbreeder himself free from the distractions of hunger and thirst while he prepares for and performs the transmutation ritual.

† Wands of *flesh to stone* and *stone to flesh* – As another 'storage' possibility, transforming the test subjects to unfeeling stone until the moment of the transmutation ritual makes caring for them virtually trouble-free. On the down side, there is always the possibility that one or more of the creatures fails their Fortitude save during the process of being returned to living flesh, forcing the crossbreeder to procure another test subject.

† Wands of *charm monster*, *dominate monster* or *hold monster* – These items are useful not only in dealing with the progenitor creatures before the transmutation ritual, but also with the resulting hybrid. It is better to rely upon the power of a wand, which can hold numerous charges, than prepare the above-named spells, if only because of the possibility that the creature will shrug off the effects of the spell the first several times it is cast. Most crossbreeders feel safer having up to 50 chances to prevent their hybrids from running amok than hoping their prepared spells take effect before they run out of them. Those with laboratory assistants might have several such wands, allowing multiple attempts to subdue the hybrid creature each round.

Sample Transmutation Rituals

There are numerous ways that the transmutation process can be performed. The following are just a few ideas to get the Games Master's imagination started. Each ritual presented below consists of a description of the necessary preparation and the resulting ritual, the required skills, feats or spells necessary to perform the ritual and the advantages and disadvantages inherent in that particular method. As each ritual is methodical in its own fashion, it is assumed that the crossbreeder is 'taking 20' on all necessary skill checks, so a minimum skill rank is provided as a qualifier rather than a skill check Difficulty Class. This also better represents the intense research and high level of training that the crossbreeder must possess, rather than the raw talent represented by the characters' ability modifier to skill checks.

Having knowledge of multiple transmutation rituals makes it possible for an aspiring magical crossbreeder to choose the ritual best suited to his capabilities. Optionally, the crossbreeder might find the notes on how to perform a specific type of transmutation ritual and then devote himself to learning the skills needed to master that particular technique.

The 'Three Circles' Method

Three magic circles are carved into the stone floor of the laboratory. The central circle is the largest, with two smaller circles appearing on opposite sides, each touching the edge of the central circle. The two progenitor creatures are each placed inside one of the smaller circles (in cages, if necessary) and intricately carved magical runes along the edges of these circles focus which features from the creature stationed within are transferred to the hybrid. For example, the magic circle around the owl in an owlbear fusion would have runes that specify the head structure, the location of feathers on the body and the reproductive system, while the runes around the bear would specify its size, strength, skeletal structure and so forth. These runes are extremely intricate and require the grooves of the circles and runes be filled with expensive or exotic components, such as crushed diamonds, melted silver, platinum dust, powdered rubies or the mingled blood of appropriate creatures. The majority of the preparation for the 'three circles' ritual consists of carving the runes in the exact positions necessary for a successful fusion and filling them with the appropriate materials. When the progenitor creatures are placed into their respective circles and the transmutation ritual performed, they gradually fade away. At the same time, the ghostly image of the hybrid begins to materialise in the central magic circle. At the end of the ritual (assuming all is in order), the magical hybrid appears, whole and healthy, in the central circle. If the crossbreeder deems it necessary, a

large cage can be placed inside the central circle beforehand so the hybrid materialises behind bars.

Requirements: Craft (stonemasonry) 4 ranks, Knowledge (arcana) 4 ranks.

Advantages: It is easy to double-check the positions of each magical rune ahead of time. This is also a handy method to use if the crossbreeder wishes to make more than one of a given hybrid, as the ritual consumes the material filling the carved runes but leaves the runes themselves intact. Thus, most of the preparation has already been done for the second and subsequent hybridisation attempts – all the crossbreeder must do is refill the circles and runes with the appropriate substances (and acquire the appropriate new test subjects) and the ritual is ready to be performed again. Using cages also diminishes the risks of the hybrid running amok if the transmutation ritual does not go as planned.

Disadvantages: After the transmutation ritual, the laboratory floor must be reworked (perhaps with a *stone shape* spell) before it can be used again in a different 'three circles' ritual, as different runes must be carved for different transmutation rituals.

The 'Tattooed Runes' Method

Instead of dealing with runes inscribed along magical circles, certain glyphs are tattooed on the appropriate locations of the subject creatures themselves. Again using the owlbear fusion as an example, corresponding runes are tattooed on the bodies of both owl and bear (a process unlikely to be popular with either creature unless some manner of magical compulsion is employed) showing which body parts on one animal will line up with the body parts of the other. Once this time-consuming process is completed, the transmutation ritual is begun. At its conclusion, the tattoos give a burst of blinding light and the two progenitor creatures are fused into hybrid form. The tattoos are not present in the hybrid, having been consumed during the transmutation ritual along with the unused portions of the progenitors' bodies. Much of the expense associated with this method is in the creation of the special inks used in the tattooing process.

Requirements: Craft (tattooing) 4 ranks, Knowledge (arcana) 4 ranks.

Advantages: The laboratory need not be large to perform this transmutation ritual, as the bodies of the progenitor creatures hold the results of all the preparation work. In fact, the 'laboratory' in this case might be little more than a small room with several storage cages. However, the base cost of the laboratory (500 gp) is not reduced for those wishing to pursue this method to the exclusion of the others,
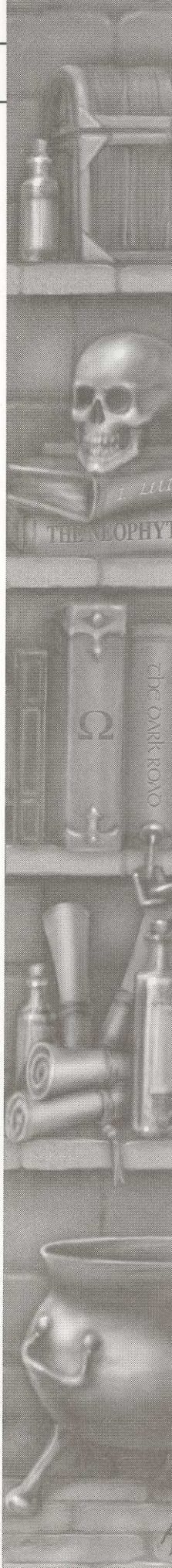
as the equipment to perform the tattooing is highly specialised.

Disadvantages: Most creatures, especially those who are unwilling participants in the hybridisation process, will not want to be tattooed. The crossbreeder may have to restrain his test subjects or keep them unconscious during the lengthy tattooing process. Intelligent, unwilling test subjects may try to sabotage the process by damaging their tattoos, while even those with only an animal-level intelligence may unintentionally damage their tattoos while gnawing at them in irritation. For this technique to work either the test subjects must be willing to undergo the transmutation ritual or they must be constantly restrained once the tattooing process begins. Furthermore, if either progenitor dies before the transmutation ritual is ready to begin, the wizard must start the process all over again with two new subjects.

The 'Pinned Shadows' Method

The progenitor creatures are each immobilised in the laboratory next to each other. Two magical lanterns (one for each of the test subjects) are situated such that the shadows of the two creatures are projected, overlapping, on to the wall. The appropriate magical symbols are inscribed on the wall in the area where the shadows overlap, using rare, magical inks. These symbols alter the shape of the shadow to that of the proposed hybrid and fix it to the wall. At the end of the ritual, the two creatures dissolve into shadowstuff, flow into the shadow pinned to the wall and disappear. Shortly thereafter, the shadow extends itself into an ebon-black body, which gradually solidifies, and the hybrid is born. At that point, its shadow becomes non-magical.

Requirements: Craft (calligraphy) 4 ranks, Knowledge (arcana) 8 ranks, Craft Wondrous Item.

Advantages: Since the magical symbols are painted on to the wall of the laboratory and are magically erased during the transmutation ritual, the laboratory is returned to its normal configuration at the end of the ritual. Also, much of the preparation work consists of creating the magical lanterns, which can be done without any involvement on the part of the progenitor creatures. The lanterns can be reused.

Disadvantages: The biggest problem with this method is the need for the progenitors to remain absolutely still for the duration of the ritual. Invariably, some method to ensure such stillness must be employed, whether it is a series of *hold monster* spells or the application of spider eater venom to the test subjects.

The 'Strand-Weaving' Method

A specialised, airtight chamber is constructed in the laboratory, allowing the composition of the air inside to be altered by the release of certain magical vapours and eldritch fumes. The crossbreeder, sealed inside the chamber along with his test subjects, manipulates the air composition until it achieves a rarefied state whereby the characteristics of the creatures within can be visually seen using special optical lenses. To such a viewer, each creature has numerous strands of various shades and hues emanating in all directions from its body, waving in unseen breezes. The transmutation ritual consists of joining the appropriate strands from each creature (a process only possible inside the confines of the rarefied atmosphere of the airtight chamber, where such strands can be seen). Care must be taken not only to ensure the correct strands from the test subjects are used, but also not to accidentally get one's own strands tangled up into the intricate tapestry woven using the magical strands. Once the airtight seal is broken, the strands are no longer visible and the two progenitor creatures merge into a hybrid fusion according to the way the strands were configured.

Requirements: Alchemy 8 ranks, Craft (weaving) 4 ranks, Knowledge (arcana) 4 ranks.

Advantages: The strands are long enough to allow the crossbreeder to manipulate them without getting too close to the progenitor creatures and both test subjects can be kept in separate cages on the opposite sides of the laboratory without affecting the crossbreeder's ability to weave the strands together. In addition, these strands are immaterial and cannot be manipulated without knowing the eldritch lore inherent in this transmutation ritual, so they cannot be affected by the creatures during the ritual. The special optical lenses can be reused for multiple transmutation rituals. In fact, if there is sufficient room in the laboratory for more cages, the crossbreeder can perform more than one hybridisation before breaking the seal and completing the ritual.

Disadvantages: The construction of an airtight laboratory is twice as expensive as a normal one, having a base cost of 1,000 gp. This is also a slow process, as creating the exact balance in the rarefied atmosphere is a delicate, and exacting, procedure.

The 'Primordial Ooze' Method

A pair of rune-covered cauldrons are the focus of this ritual, each containing one of the progenitors. During the transmutation process, purple-white flames burst into existence underneath each cauldron, causing the body cohesion of the progenitor creatures to break down and

'melt' into a gooey paste. Despite the fearsome appearance of such an occurrence, the process is not painful to the test subjects, although it certainly might be the cause of significant mental anguish. When both subjects are sufficiently 'melted' into primordial ooze, the cauldrons are emptied on to the floor of the laboratory and their contents allowed to intermingle. Gradually, the combined substance takes the shape of the desired hybrid, its form specified by the specific glyphs and runes etched into the cauldrons, which shatter at the end of the ritual, when the hybrid stands forth in full physical form.

Requirements: Alchemy 6 ranks, Craft (metalworking) 4 ranks, Knowledge (arcana) 4 ranks, Craft Wondrous Item.

Advantages: This transmutation ritual does not require active participation of the test subjects during any of the initial preparation. This makes it a popular method when using progenitors that are particularly dangerous or difficult to control.

Disadvantages: This technique works only for test subjects of size Large or smaller. The cauldrons are destroyed at the end of the ritual and thus cannot be reused. Furthermore, the cauldrons are expensive to make and this ritual is often the most expensive of those described here.

The 'Carved Effigy' Method

A life-size replica of the desired hybrid is carved from clay or stone and placed in the centre of the laboratory along with the two test subjects. A separate magical dagger created especially for the transmutation ritual is used to slay each of the test subjects in turn and transfer a portion of their life essences into the effigy at a touch from the dagger. Once both progenitors have been slain in this fashion, the ritual is completed with the breaking of the effigy with a specialised hammer; when the replica shatters, the bodies of both test subjects disappear and in place of the effigy stands the hybrid.

Requirements: Craft (sculpture) 8 ranks, Knowledge (arcana) 4 ranks, Craft Magic Arms and Armour.

Advantages: This is another transmutation ritual that does not require active participation of the test subjects during any of the preparation. The crossbreeder can have another individual carve the effigy for him if he is not sufficiently skilled in sculpture himself, although the sculptor must meet the eight-rank requirement. The daggers can be reused in
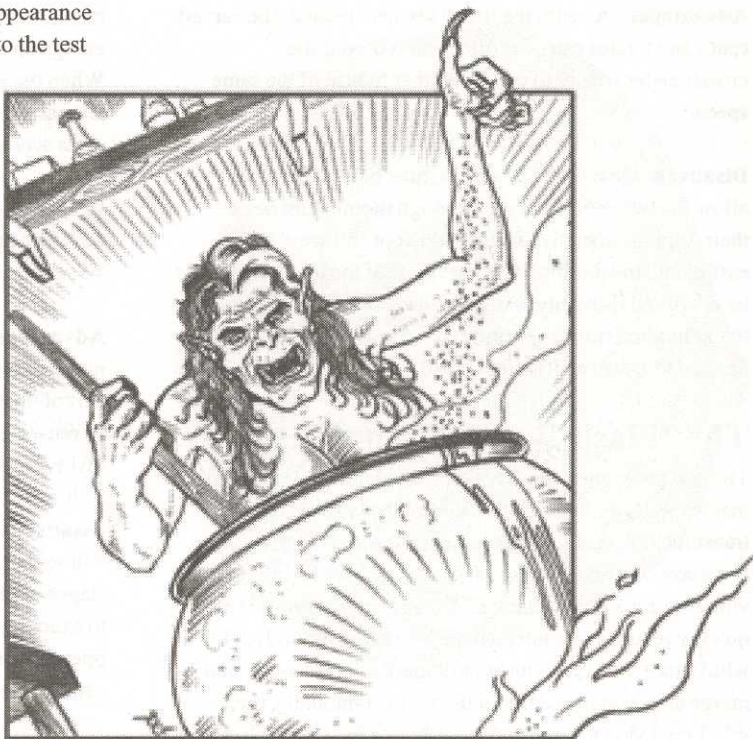
further rituals that create the same hybrid, as each dagger is keyed to absorbing specific traits of the target creature, while the hammer can be used in further transmutation rituals of any kind.

Disadvantages: The effigy must be carved from a solid block of stone or slab of clay, so it might be difficult getting the appropriate material into the laboratory. If a clay sculpture is used, it must be fired in a kiln before it can be used in the transmutation ritual and so the availability of an appropriate size kiln is something to take into consideration. It is also necessary to slay the test subjects with one stroke of the appropriate dagger, so they must be made helpless during the ritual. Finally, the ritualistic slaying of the test subjects in this way is an evil act and may have alignment repercussions for the crossbreeder.

The 'Hurtling Globes' Method

Each of the test subjects is imprisoned within a magical globe of energy hovering several inches above the laboratory floor, directly above a magical circle etched with filled runes similar to those in the 'three circles' ritual. At the end of the ritual, the two spheres are hurled at each other with blinding speed. When they strike, they merge in a flash of bright light, forming a single sphere holding the hybrid. The sphere lowers gently on to the magical circle and dissipates, releasing the hybrid into the world.

Requirements: Craft (stonemasonry) 4 ranks, Knowledge (arcana) 4 ranks, *telekinetic sphere*.

Advantages: As with the 'three circles' method, the carved runes and circles can be refilled and reused if the crossbreeder wishes to create another hybrid of the same species.

Disadvantages: The laboratory must be large enough to allow the two spheres to gain enough momentum before their joining. Usually, about a 100-foot 'runway' is sufficient. In addition, the stone floor of the laboratory must be reworked (possibly using the *stone shape* spell) after the transmutation ritual is performed if the same laboratory is to be used to create a different hybrid.

The 'Flash-Burn' Method

The two progenitor creatures are placed into their respective magic circles etched into the floor of the laboratory. The transmutation ritual, once started, flash-burns each creature in a blaze of white-hot fire as the magical circles spring forth with blazing, eldritch flames. As the creatures' bodies are quickly reduced to cinders, their ashes spin around as if in a whirlwind. The two whirlwinds approach each other and merge as one in the centre of the room. Gradually, the whirlwind slows down and the ashes of the two progenitors recombine into the form of the desired magical crossbreed.

Requirements: Craft (stonemasonry) 4 ranks, Knowledge (arcana) 6 ranks, any Evocation spell of 3rd level or higher with the fire descriptor.

Advantages: If the crossbreeder wishes to reuse the same magic circles to perform an identical hybridisation, most of the preparation work remains completed; all he need do is refill the carved circles and runes with the appropriate materials.

Disadvantages: The intense heat of the flash-burning used in this ritual deals 6d6 points of damage to anyone within 50 feet of either of the progenitor creatures at the climax of the transmutation ritual. (The crossbreeder must be within this area of effect during the ritual's enactment, so fire protection of some sort is recommended.) The progenitors themselves are not affected by this heat damage. In addition, the stone floor of the laboratory must be reworked (perhaps with the application of a *stone shape* spell) if a different hybridisation is to be attempted there.

The 'Focusing Mirrors' Method

The two progenitors are immobilised and placed near each other in the laboratory. A myriad of magical mirrors of differing sizes are arranged around the creatures, each painstakingly adjusted to reflect a particular portion of the progenitor's anatomy on to a projecting screen of white glass. When each mirror projects the correct image on to the glass, the ritual is finished with a burst of transmutation energy and the glass is shattered with a silver hammer. When the glass shatters it disappears, as do the bodies of the test subjects, replaced by the completed hybrid where the glass screen once stood.

Requirements: Intuit Direction 4 ranks, Knowledge (arcana) 4 ranks, Craft Magic Arms and Armour, Craft Wondrous Item.

Advantages: The creation of the hammer and the mirrors may be done ahead of time without any involvement on the part of the test subjects. The mirrors and the hammer may be reused in subsequent transmutation rituals, even those involving a different hybridisation.

Disadvantages: This is another ritual requiring absolute stillness on the part of the test subjects during the final stages of preparation, when each mirror is properly aligned to exacting standards. Extreme methods to ensure co-operation, such as a series of *hold monster* spells or the venom of a pseudodragon, may be necessary.

The Games Master is encouraged to invent other transmutation rituals. Regardless of how the transmutation ritual works, it should follow the basic guidelines below:

† First, it should have some aspect that is painstakingly exact in detail, whether it be tracing hundreds of intricate runes or spacing numerous gemstones at exact intervals along a magical circle. This part of the ritual should require a significant investiture of both time and money. Material costs should be at least 1,000 gp, depending upon the complexity of the intended fusion, although the Difficulty Class of the crossbreeding check determines the exact cost of a particular ritual.

† Second, the material results of this elaborate preparation should usually be consumed during the ritual – if not literally consumed then at least rendered unusable. On the other hand, some rituals allow for the reuse of these materials, especially if there are a number of disadvantages to that particular ritual. A failed transmutation ritual should require a second, and nearly equal, expenditure of time and money before the process is ready for the crossbreeder to try again.

† Third, the test subjects should be unable to interfere with the magical apparatus – if magical circles are being constructed with overlapping layers of coloured sands, there is no point in allowing an unwilling progenitor to ruin the transmutation ritual with a quick scuff of his foot. Once the ritual has begun, the progenitors should have no impact on its success or failure.

CREATING MAGICAL CROSSBREEDS

Determining Difficulty Class

It does not matter which transmutation ritual is used to create a magical crossbreed; each attempted hybridisation follows the same formula to determine its success or failure. The crossbreeder makes a crossbreeding check agaisnt a DC set by totalling all of the relevent modifiers, as shown in the following formula:

Crossbreeding DC = 20 + creature type modifier + size modifier + hybrid adjustment modifiers.

Creature Type

Whatever the specifics of the transmutation ritual used, some creatures are inherently easier to merge into magical hybrids than others. In many cases, the difficulty lies not in which creature is being used so much as what other creature it is being merged with. The table on this page shows the hybrid adjustments that modify the Difficulty Class depending upon the classification of the two progenitors.

Using the ubiquitous owlbear example, both owls and bears are classified as animals, so there is no adjustment to the initial DC for their hybridisation. This is true of all creature types with the exception of aberrations, whose anatomies are strange enough to begin with before adding the complications of magical fusion. In general, creatures with a similar build (humanoids and giants, for example) are much easier to merge together than creatures with greatly differing anatomies. Elementals and oozes are difficult to

Creature Type Modifier

	AB	AN	B	D	E	F	G	H	MB	MH	OO	OU	P	S	V
AB	+10	+5	+5	+5	+10	+5	+5	+5	+5	+5	+10	+15	+15	+10	+5
AN	+5	+0	+0	+2	+10	+2	+2	+2	+0	+1	+10	+10	+15	+5	+2
B	+5	+0	+0	+2	+10	+2	+2	+2	+0	+1	+10	+10	+15	+5	+2
D	+5	+2	+2	+0	+10	+5	+4	+4	+3	+3	+10	+10	+15	+5	+3
E	+10	+10	+10	+10	+0	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10
F	+5	+2	+2	+5	+10	+0	+1	+0	+1	+2	+10	+10	+15	+5	+2
G	+5	+2	+2	+4	+10	+1	+0	+0	+2	+1	+10	+10	+15	+5	+3
H	+5	+2	+2	+4	+10	+0	+0	+0	+3	+1	+10	+10	+15	+5	+3
MB	+5	+0	+0	+3	+10	+1	+2	+3	+0	+2	+10	+10	+15	+5	+2
MH	+5	+1	+1	+3	+10	+2	+1	+1	+2	+0	+10	+10	+15	+5	+2
OO	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10	+0	+15	+15	+10	+10
OU	+15	+10	+10	+10	+10	+10	+10	+10	+10	+10	+15	+0	+15	+10	+10
P	+15	+15	+15	+15	+10	+15	+15	+15	+15	+15	+15	+15	+0	+15	+15
S	+10	+5	+5	+5	+10	+5	+5	+5	+5	+5	+10	+10	+15	+0	+5
V	+5	+2	+2	+3	+10	+2	+3	+3	+2	+2	+10	+10	+15	+5	+0

Abbreviation Key

AB: Aberration; **AN:** Animal; **B:** Beast; **D:** Dragon; **E:** Elemental; **F:** Fey; **G:** Giant; **H:** Humanoid; **MB:** Magical Beast; **MH:** Monstrous Humanoid; **OO:** Ooze; **OU:** Outsider; **P:** Plant; **S:** Shapechanger; **V:** Vermin.

merge with creatures of other types because their hybridisation is handled much differently than the normal process – such crossbreeding is perhaps better described as an infusion of the elemental or ooze into the other progenitor. Plants are difficult to merge with anything but other plants, as such hybrids cross the normally separate boundaries of the animal and vegetable kingdoms.

Size Adjustment

The differences in size of the progenitor creatures in a transmutation ritual can have an effect on the difficulty of the hybridisation process. Naturally, creatures of the same size are easier to fuse into hybrid form than creatures of differing sizes. Using the standard size scale (Fine, Diminutive, Tiny, Small, Medium-size, Large, Huge, Gargantuan, Colossal), the following adjustments are made to the Difficulty Class of the crossbreeding roll based on the difference in size of the progenitor creatures:

Size Disparity	DC Modifier
Same size	+0
One size category different	+1
Two size categories different	+2
Three size categories different	+4
Four size categories different	+8
Five size categories different	+16
Six size categories different	+32
Seven size categories different	+64
Eight size categories different	+128

Note that this makes the hybridisation of progenitor creatures at opposite ends of the size scale (say, a housefly and a great wyrm) extremely unlikely. One option available to wizards of at least ninth level is to cast *enlarge* and *permanency* on the smaller creature to help close the size gap before performing the transmutation ritual. Depending upon the differences in scale between the creatures in question, two or more applications of each spell might be in order. Note that permanently increasing a progenitor's size may have an effect on its Strength, Dexterity and Constitution scores, natural armour bonus, size modifier and damage ratings, as detailed in *Core Rulebook III*.

Hybrid Adjustment

Most of the various fine-tunings that go into a transmutation ritual to alter the hybrid make the ritual that much more difficult to correctly perform. After all, the more factors there are to consider in any given transmutation ritual, the more chances there are that something will be overlooked, be slightly off or simply go wrong. The conservation of complexity is also a factor here: hybridisation inherently

seeks to create the simplest crossbreed possible and the wizard must pay a price for each new level of complexity he brings to his creation. The following hybrid adjustment modifiers will affect the Difficulty Class of a transmutation ritual:

Adjustment	DC Modifier
Each bumped ability score	+1
Each 5 ability score points shuffled	+1
Each special attack added	+1
Each special quality added	+1
Each change in size category from the baseline average of the progenitors	+1
Each extra Hit Die above the baseline average of the progenitors	+1
Damage increased by one size category	+2

The Crossbreeding Check

To determine the success or failure of a transmutation ritual, the crossbreeder rolls 1d20, adds the appropriate modifiers and compares the result against the Difficulty Class of the attempted hybridisation. The formula used to determine the result of a hybridisation is as follows:

Crossbreeding check = 1d20 + wizard level + Intelligence modifier + preparation bonus + practice bonus.

Before even rolling for the crossbreeding check, the crossbreeder must first overcome the Spell Resistance of any of the test subjects involved in his hybridisation attempt. The progenitors do not get a saving throw against being magically merged at the end of the transmutation ritual but a separate roll must be made against the Spell Resistance of each progenitor possessing it. Should either of these checks fail, the transmutation ritual automatically fails, ruining the material components involved in the attempt. For this reason, crossbreeders seldom involve creatures with Spell Resistance in their experiments – or at least get them to willingly lower their Spell Resistance for the duration of the procedure. If the crossbreeder beats the creatures' Spell Resistance, he then makes his crossbreeding check as normal – defeating a progenitor's Spell Resistance is still not an automatic guarantee of success.

A crossbreeding check must always be rolled; the wizard cannot choose to 'take 10' or 'take 20' on it.

Wizard Level

The crossbreeder adds his wizard level to the die roll when making his crossbreeder check. This represents the fact that the higher up in level one becomes, the more is learnt about all manners of eldritch lore, magical crossbreeding included. A tenth-level wizard has the advantage of many years of experience over a fledgling first-level wizard just starting out on the path of the arcane spellcaster. On the other hand, a multiclass tenth-level fighter, first-level wizard may have much more experience than a simple first-level wizard, but it is only his wizard level that counts toward magical crossbreeding.

Transmuters – those wizards that have chosen to specialise in the Transmutation school of magic – gain an additional +1 bonus to their crossbreeding check as a result of their concentrated field of study.

Intelligence Modifier

Regardless of the specifics of the transmutation ritual, a crossbreeder must often spend weeks in study before beginning the actual preparation of the materials needed to effect such a transformation of his test subjects. The crossbreeder adds his Intelligence modifier to the crossbreeding check. This represents the fact that those wizards of higher intellectual capacity tend to do better in their hybridisation attempts than those lacking such intellectual acumen.

Preparation Bonus

There is no doubt about it; magical crossbreeding is a difficult process. Even if the potential crossbreeder is lucky enough to stumble across a complete set of notes detailing the transmutation ritual for the creation of a specific hybrid, he must still study it intensely over the course of many weeks to ensure that he understands every facet of the intricate process. After all, the slightest mistake can ruin all of his efforts and result in a non-viable hybrid that dies in the very moment of its creation. The longer a wizard spends preparing the key components and studying the specifics involved in a specific hybridisation, the greater the preparation bonus that is applied to his crossbreeding check, as shown in the following table:

Length of Preparation	Bonus
Less than 1 month	+0
1 month	+1
3 months	+2
6 months	+3
10 months	+4
15 months	+5

The preparation period is not entirely spent reading one's notes over and over again; it is also spent preparing the various instruments needed in the transmutation ritual, assembling the necessary material components, carving any appropriate runes, inscribing magical tattoos and studying the anatomy and behaviour of the two progenitor creatures. For example, while it might take only a week to carve the necessary runes involved in the 'three circles' method described above, it takes time to calculate which of the runes must be placed in which locations in conjunction with all of the others to achieve the desired effect. An overly-hasty attempt might result in failure even if each rune was inscribed perfectly, merely because one pair of critical runes was accidentally transcribed in opposite order, or the distance between two corresponding runes was off by a fraction. Regardless of the transmutation ritual used, magical crossbreeding remains an exacting science.

Practice Bonus

In the field of magical crossbreeding, the aphorism 'practice makes perfect' holds true. Even if a particular transmutation ritual ends in failure, the crossbreeder will have learnt something about the process, even if it is only what specifically *not* to do. To reflect this, each failed attempt to create a specific hybrid gives the crossbreeder a +1 practice bonus to his next crossbreeding check made to create the exact same hybrid using the exact same ritual. Thus, though

it might take quite some time, even a low-level wizard can eventually learn enough about a transmutation ritual (through a string of repeated failures) to eventually get it right, so long as he has the requisite money for the materials used in each attempt.

Once a transmutation ritual has been successfully completed, the crossbreeder enjoys a +20 bonus to all future crossbreeding checks for that specific type of hybrid, using that specific transmutation ritual. This represents the fact that he has mastered the creation of that particular fusion. Note, however, that rolling a natural one on the crossbreeding check always results in failure, practice bonus notwithstanding – it is always possible to make a mistake in a process as detailed and intricate as the fusion of two disparate beings into a unified whole.

Cost of Materials

The Difficulty Class of the transmutation ritual not only determines how difficult it will be to successfully perform such a hybridisation, but it is also used to set the price of the material components needed to fuel the ritual. These material components vary from ritual to ritual, but can consist of such items as gemstones, silver, special magical tattooing inks, eldritch cauldrons, focusing mirrors and the like. The cost is 1,000 gp multiplied by the sum of the Difficulty Class adjustments, plus one. This can be written out as follows:

Cost = (1 + creature type adjustment + size adjustment + hybrid adjustments) × 1,000 gp.

The minimum cost of any hybridisation attempt is 1,000 gp, with particularly complex and difficult rituals becoming increasingly expensive – so much so, in fact, that it is often the potential expense of a particularly complex hybridisation that is the limiting factor. Note that this monetary expenditure is in addition to the 500 gp cost of the laboratory.

In most cases, if a hybridisation attempt fails the materials used during the transmutation ritual are consumed and an equal expenditure of money is necessary to prepare for a second attempt.

Success and Failure

In a process as complicated as hybridisation, there is lots of room for errors to creep up if the crossbreeder is not sufficiently diligent in his work. When the crossbreeding check is made, if the modified d20 result is equal to or greater than the crossbreeding DC, the magical fusion is a complete success and the hybrid is created with the specific traits envisioned by the wizard performing the transmutation ritual.

If, however, the crossbreeding check result is lower than the crossbreeding DC, all is not necessarily lost and the hybrid might still be considered a partial success. A crossbreeding check that failed by one point results in a viable hybrid with all of the desired traits, but a physical appearance somewhat different than that anticipated, one that makes the creature stand out from others of its kind. Perhaps the owlbear sports the ears of a bear or has a body entirely covered in feathers, or the pegasus gains the tail of a giant eagle along with its wings. This physical oddity never gives the hybrid

Physical Abnormalities

D20 Result	Abnormality
1-2	The hybrid's eyes are those of a different progenitor than intended. Note that this does not affect the hybrid's vision.
3-4	The hybrid's nose is that of the wrong progenitor. Note that this does not affect the hybrid's sense of smell.
5-6	The hybrid's mouth is that of the wrong progenitor.. Note that this does not affect the hybrid's bite attack, if present.
7-8	The hybrid's ears are those of the wrong progenitor. Note that this does not affect the hybrid's hearing.
9-10	The hybrid's tongue is that of the wrong progenitor. Note that this does not affect the hybrid's sense of taste.
11-12	One limb is from the wrong progenitor. Note that this does not affect the hybrid's claw or slam attacks, if present. Re-roll if a limb change would significantly hamper the hybrid, such as a bat's wing being replaced by a human arm, preventing the hybrid from flying.
13-14	The hybrid's tail is of the wrong progenitor.
15-16	The hybrid's skin is mottled, with different patches of skin taken from different progenitors.
17-18	The coloration of the hybrid's skin or other body covering is taken from the other progenitor.
19	A physical characteristic, such as feathers or scales, possessed by only one of the progenitors is either present or not present, whichever is contrary to the crossbreeder's intentions.
20	As a strange side effect of the transmutation ritual, the coloration of part of the hybrid is different from either progenitor.

an advantage, although it is not necessarily a hindrance either.

One way to determine this physical abnormality is to roll a d20 and compare the result to the Physical Abnormalities table. If the indicated abnormality is not possible for some reason (for example, if the roll indicates a difference in the hybrid's eyes when neither progenitor has eyes), or would show no discernible difference (such as the eyes of a lizard/dragon hybrid), re-roll the result.

If the crossbreeding check fails by between two and four points, you must start removing desired traits from the hybrid creature. Perhaps this attempt at an owlbear resulted in a creature without the Scent special quality, or one with a lower-than-desired Strength score. Decreases in effectiveness can be the removal of special attacks or special qualities, reduced Hit Dice or lowered ability scores.

To determine a hybrid's defects, roll on the Hybrid Defects table. A separate roll must be made for each number by which the crossbreeding check failed. For example, if the modified roll was a 19 and the Difficulty Class had been set at 22, you must make three separate rolls on the table. When rolling multiple times, ignore duplicate results unless otherwise indicated – if one roll indicates a reduction in the hybrid's Hit Dice, re-roll if an additional Hit Dice reduction is indicated on a subsequent roll. If a roll results in a defect that has no effect (such as rolling a 15 when the hybrid does not possess any special attack forms), re-roll the result.

In addition, the hybrid should have an unnatural appearance and it should be obvious even to an observer unfamiliar

with that type of creature (if the breed existed prior to the hybridisation) that the specimen before him is somehow 'wrong'. There might be slight deformities in the creature's limbs, an irregularity in overlapping areas of skin covering (such as a wavering feather/fur border on a not-quite-perfect owlbear), or other similar imperfections. You can determine these irregularities by rolling for them on the Physical

Hybrid Defects

D20 Result	Defect
1-2	The hybrid is not as strong as anticipated. Subtract 1d6 points from its Strength score.
3-4	The hybrid is not as dextrous as anticipated. Subtract 1d6 points from its Dexterity score.
5-6	The hybrid is not as hearty as anticipated. Subtract 1d6 points from its Constitution score.
7-8	The hybrid is not as intelligent as anticipated. Subtract 1d6 points from its Intelligence score.
9-10	The hybrid is not as naturally cunning as anticipated. Subtract 1d6 points from its Wisdom score.
11-12	The hybrid does not have as forceful a personality as anticipated. Subtract 1d6 points from its Charisma score.
13-14	The hybrid is not as powerful as anticipated. Subtract 1d3 Hit Dice.
15-16	The hybrid is lacking a special attack form. If the hybrid was intended to have more than one special attack form, then this result can occur multiple times. If the hybrid was to have more than one special attack form, determine randomly which one is lost.
17-18	The hybrid is lacking a special quality. If the hybrid was intended to have more than one special quality, then this result can occur multiple times. If the hybrid was to have more than one special quality, determine randomly which one was lost. Special qualities inherent to creature type cannot be lost in this fashion.
19	The hybrid is physically weaker than anticipated. Lower Strength, Dexterity and Constitution (in any combination) by 1d6 points. This result can stack with a die roll of 1-6, above.
20	The hybrid is mentally weaker than anticipated. Lower Intelligence, Wisdom and Charisma (in any combination) by 1d6 points. This result can stack with a die roll of 7-12, above.

Abnormalities table or simply deciding them yourself, as they should have no impact on the hybrid's abilities, merely its appearance.

If the crossbreeding check fails by exactly five points, the attempted fusion was a failure and the resulting hybrid is crazed with pain coursing through its mismatched body. Internal organs might be fused together or missing entirely; bones might likewise be imperfectly joined or piercing the creature's vital organs. The bad news is that, while in such a state, the hybrid creature lashes out at its creator in a desperate attempt to kill him and is immune to all *enchantments* and *charms* while filled with such all-encompassing hatred and pain. The good news (if one can call it that) is that the hybrid's body is non-viable – 10 rounds after being merged into its present form it drops lifelessly to the ground, regardless of its hit point total at that time. Thus, the crossbreeder need only avoid death at the hands of its pain-crazed hybrid attempt for one minute before the danger is past.

A crossbreeding check that fails by six or more points results in a horribly-fused abomination that does not survive the transmutation process. The good news here is that the hybrid dies too soon to attack its creator. The bad news is that the spirits of the progenitor creatures have been irreversibly entwined to such a degree that it is impossible to separate them and return them to their original forms via a *raise dead* or *resurrection* spell. Because the hybrid's body was incorrectly amalgamated, returning it to life in its current form is not possible via a *raise dead* spell – the damage to the body is such that it is unable to support life. Similarly, because of the improper fusing of the progenitors' bodies, a *resurrection* spell cannot restore life to either of them – the hybrid form was never viable and it is impossible to return life to a creature that did not possess it in the first place. The Games Master may wish to allow more powerful spells, such as *true resurrection*, *miracle* and *wish*, to restore the life of a single progenitor creature and return it to its original form. Crossbreeders must take this possibility into account before wantonly attempting to transform their friends, familiars or selves into different forms.

Nobody ever said magical crossbreeding was easy.

An Example: Designing A Hybrid, Step By Step

As an example of how the entire process works, let us go through step by step as we design a hybrid. We will begin with our crossbreeder and what he wishes to accomplish with his fusion. Let us suppose we have a seventh-level wizard, Bandorius, who wishes to 'upgrade' his toad familiar, Sprockle. Bandorius does not regret having chosen a toad as his familiar, he just wishes Sprockle was

	Toad Familiar	Monstrous Spider
	Diminutive Magical Beast	**Tiny Vermin**
Hit Dice:	7d8 (9 hp) (half of Bandorius' 19 hp)	½d8 (2 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+3 (Dex)
Speed:	5 ft.	20 ft., climb 10 ft.
AC:	19 (+4 size, +1 Dex, +4 natural)	15 (+2 size, +3 Dex)
Attacks:	—	Bite +5 melee
Damage:	—	Bite 1d3-4 and poison
Face/Reach:	1 ft. by 1 ft./0 ft.	2½ ft. by 2½ ft./0 ft.
Special Attacks:	—	Poison, web
Special Qualities:	Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with amphibians	Vermin
Saves:	Fort +4, Ref +3, Will +7	Fort +2, Ref +3, Will +0
Abilities:	Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4	Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2
Skills:	Hide +21, Listen +7, Spot +7	Climb +8, Hide +18, Jump -4, Spot +7
Feats:	Great Fortitude, Improved Initiative	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm lands and aquatic	Temperate and warm land
Organisation:	Swarm (10-100)	Colony (8-16)
Challenge Rating:	1/10	¼
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	As familiar	—

more useful as a scout. To this end, he has decided to fuse Sprockle with a monstrous spider. If everything goes as planned, Sprockle will be able to climb up walls and will gain the spider's poisonous bite – Bandorius seldom exposes his familiar to the rigors of combat, but it would not hurt to give him at least *one* attack form, as he currently has none.

To begin our determination of the hybrid's statistics, it is helpful to compare the two progenitors. We have placed their statistics side by side below and will use them to help decide the intended statistics of the fusion. Note that Sprockle, as a familiar, is a magical beast with one-half of his master's hit points. Also note that the smallest monstrous spider is Tiny, so already we will be incurring a size modifier to the Difficulty Class of the crossbreeding check.

Bandorius does not wish to change Sprockle's size or general shape, so he uses the toad familiar as the default physiology. He decides to add the spider's mandibles to the toad's mouth structure and adapts the bottoms of its feet to allow it to walk up walls like a spider. This will leave the speed at five feet but add a Climb speed of five feet as well. He adds a poisonous bite attack with the base attack bonus of an aberration, since the Resultant Creature Type table indicates that a fusion of magical beast and vermin results in an aberration. Because the average in size between a toad (six to 12 inches) and a Tiny monstrous spider (two feet) results in a Tiny creature, Bandorius pays the price to return Sprockle back to Diminutive size.

Applying the averaging of ability scores dictated by the conservation of complexity, Bandorius arrives at the following:

Progenitor	Str	Dex	Con	Int	Wis	Cha
Sprockle	1	12	11	9	14	4
Tiny spider	3	17	10	0	10	2

Average	Str	Dex	Con	Int	Wis	Cha
Spider/Toad	2	14	10	4	12	3

Bandorius decides he wants his familiar's Intelligence and Wisdom scores back up to their maximum values, so he bumps them back up to nine and 14, respectively. The other ability scores do not bother him, so he leaves them as they are. He carries over the Weapon Finesse feat, since neither

progenitor has a particularly high Strength score, but since his hybrid can only have two feats he chooses to drop Great Fortitude. Since Sprockle will remain a familiar (despite the transmutation to an aberration) he retains his normal Hit Dice. Sprockle's initiative, armour class, saving throws and skills change somewhat as a result of his modified ability scores. Also note that as Sprockle will be a hybrid of toad and spider, his familiar special ability to speak to creatures of his own kind will now include vermin as well as amphibians.

This, then, is what Bandorius hopes to accomplish with the hybridisation of toad familiar and monstrous spider:

Spidertoad Familiar
Diminutive Aberration
Hit Dice: 7d8 (9 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 5 ft., climb 5 ft.
AC: 20 (+4 size, +2 Dex), +4 natural)
Attacks: Bite +7 melee
Damage: Bite 1d3-4 and poison
Face/Reach: 1 ft. by 1 ft./0 ft.
Special Attacks: Poison
Special Qualities: Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with amphibians and vermin
Saves: Fort +2, Ref +4, Will +7
Abilities: Str 2, Dex 14, Con 10, Int 9, Wis 14, Cha 3
Skills: Climb +8, Hide +21, Jump -4*, Listen +9, Spot +10
Feats: Alertness, Weapon Finesse (bite)
Climate/Terrain: Temperate and warm lands and aquatic
Organisation: Solitary

Challenge Rating: ¼
Treasure: None
Alignment: Always neutral
Advancement: As familiar

The above, of course, only represents what Bandorius *intends* his modified familiar's statistics to look like at the end of the transmutation ritual. Whether he succeeds at his task or not is yet to be determined. First, he must set a Difficulty Class for the ritual. An attempted merging of a magical beast and a vermin results in a +2 creature type adjustment, the size disparity between Diminutive and Tiny (one step) adds +1 and bumping Sprockle back down to Diminutive size increases the DC by an additional +1. The bumping of Intelligence and Wisdom to their higher scores adds a +2 modifier and the poison special attack carries a +1 modifier as well, for a total Difficulty Class of 27. This also sets the cost for the transmutation ritual at 8,000 gp.

Bandorius's player knows that when he rolls a d20 for the crossbreeding check, he will add a +7 bonus to the result since his character is a seventh-level wizard. His 17 Intelligence also gains him a +3 bonus. This means he needs to roll a natural 17 or higher to be completely successful. Depending on how long Bandorius wishes to take to prepare for the transmutation ritual, he can gain up to an additional +5 preparation bonus. However, Bandorius is part of an adventuring party and does not wish to be out of

the action for an extended duration. He decides that even a month is too long to forgo adventuring and so declines to spend a full month in preparation for the ritual, resulting in a preparation bonus of +0. Since he has never attempted a hybridisation between a toad familiar and a monstrous spider, he does not gain a practice bonus. Bandorius's player rolls the die… a 15! Close, but not quite close enough for a full success.

Short the required Difficulty Class by two points, Bandorius's player must now roll twice on the Hydrid Defects table to see how bad the damage to his poor familiar is. His rolls are a four and a 14. The first roll indicates that Sprockle's Dexterity score is lowered by 1d6 points – the player rolls a four, leaving Sprockle with an 11 Dexterity. This also lowers his initiative, AC and Reflex saving throw. The second roll normally indicates a lowering of Hit Dice, but this time the player is in luck, for Sprockle remains a familiar and thus gains his Hit Dice as a result of the link to Bandorius. The player thus re-rolls, this time getting an 11, which lowers Sprockle's Charisma by 1d6 points. He rolls a five but, since Sprockle's Charisma at this point is only three, it is lowered to the minimum value of one.

Bandorius's player now rolls twice on the Physical Abnormalities table to see what Sprockle looks like as a result of his imperfect hybridisation. The results are a two and a 13. The first roll indicates that Sprockle now has the eyes of a spider in place of his own toad eyes and Bandorius' player further decides that Sprockle gains a total of eight eyes, like a spider. The second roll must be re-rolled, since neither progenitor has a tail; the re-roll is a 16, indicating that Sprockle receives an unexpected patch of skin covering. Since Bandorius had decided that the toad physiology would predominate, he decides that Sprockle's back sprouts the course, scratchy hairs of a tarantula.

Thus, after the transmutation ritual is complete, Bandorius is left with a furry-backed toad, possessing an odd mouth structure and spider-like eyes, that can walk up walls but has paid a price in both Dexterity and Charisma. In addition, Bandorius is out the 8,000 gp he spent on the materials for the transmutation ritual; in hindsight, he wishes he had simply invested in a set of four toad-sized *slippers of spider climbing* and saved both himself and his familiar some grief. Still, he looks on the bright side: had he rolled an 11 or less on his crossbreeding check, his beloved Sprockle would be no more.

ADVANCED PROCEDURES

O nce the basics of magical hybridisation have been mastered, many crossbreeders move on to more advanced procedures in this arcane field. Some seek to use themselves as progenitors in their own transmutation rituals, while others seek to use more than two progenitors in a single ritual, fusing together a hybrid with traits from each test subject. Others seek to undo the mistakes they have made in a hybridisation attempt and return a portion of the hybrid's anatomy to its original form using another test subject of the same type. This last desire is often more urgent if the hybrid requiring such physiological repair is the crossbreeder himself. We will examine each of these topics in turn.

Self-Hybridisation

It is possible for a crossbreeder to use himself as one of the progenitors in his own hybridisation attempt. Such a practice adds its own difficulties, however. Different transmutation rituals are set up in different ways but, in most cases, using oneself as a test subject necessitates at least one assistant to handle the aspects of the ritual that cannot be accomplished alone. As an example, the 'tattooed runes' method involves tattooing specific runes upon the bodies of the progenitors. It might be impossible for a crossbreeder to perform the tattoo work upon himself, if only for anatomical reasons – it is difficult to imagine how a crossbreeder could manage to tattoo his own back, for example. Some methods cannot be used in self-hybridisation: the 'carved effigy' method, for example, requires the progenitors to be slain before the ritual is complete and thus a wizard cannot use himself as one of the progenitors using this method. Likewise, a wizard cannot tip over the magical cauldrons used in the 'primordial ooze' method after he condenses himself down into a thick, gooey paste, nor can he perform the rest of the ritual using the 'flash-burn' method once he has burned his body to cinders. The 'focusing mirrors' and 'pinned shadows' methods are difficult to perform as a test subject, but perhaps not impossible if some sort of telekinetic magic is used.

There are several reasons one might wish to risk the dangers of self-hybridisation. Sadly, many involve simple greed or lust for power. Self-hybridisation allows the wizard to graft a pair of fully functional wings on to his back, allowing permanent flight abilities, or gain the medusa's ability to turn those she gazes upon to stone. Self-hybridisation allows the wizard to gain supernatural and spell-like abilities that no simple *polymorph self* spell can grant. Furthermore, the hybridisation is permanent once complete and not subject to *dispel magic* spells. To many wizards, the opportunity for such a permanent power increase is too irresistible to deny. However, a wizard that does not trust others might find it difficult to grant such control over him to another wizard, even a colleague, especially considering the near-helpless state of the test subjects in most transmutation rituals. Other wizards might wish to keep the fact of their hybridisation a secret, especially if the result of the magical fusion does not result in an obvious physical change (such as a wizard gaining the powers of two of a beholder's eyestalk rays resident in his own eyes).

A crossbreeder serving as one of the progenitors in his own hybridisation attempt automatically increases the Difficulty Class of the transmutation ritual +3. This increase represents only the difficulty of completing a ritual while your body is in a state of flux and so does not increase the cost of the ritual. In addition, the wizard must make a Concentration check against the same Difficulty Class as the transmutation ritual to be able to complete the ritual once his body begins to transform. If this Concentration check is failed, he suffers a -4 circumstance penalty to his crossbreeding check, which can have a catastrophic effect upon the overall success of the hybridisation attempt. For this reason alone, many crossbreeders wishing to 'upgrade' their own form do so by having a competent colleague perform the ritual in their stead (much for the same reason surgeons seldom perform operations upon themselves). To another crossbreeder, the wizard colleague serving as a progenitor is just another test subject and the Difficult Class for the hybridisation attempt suffers no self-hybridisation penalties.

Because of the risks involved in self-hybridisation attempts, many crossbreeders are slain during the transmutation ritual and many more suffer serious defects as a result of the inability to give the ritual their full attention as they feel their bodies being reshaped into different forms. However, a crossbreeder that survives an attempt has a way to restore himself to his original shape or to attempt to correct the deficiencies he picked up when he tried his initial transmutation – he can attempt to reverse all or part of the crossbreeding result with an additional transmutation ritual.

Reverse Crossbreeding

The term reverse crossbreeding is used to describe an attempt to correct the deficiencies of a transmutation ritual. As an example, let us assume that the wizard Martaglio attempted to merge himself with a giant eagle to gain a pair of wings. Unfortunately, Martaglio was distracted during the ritual and, in addition to the wings, he accidentally
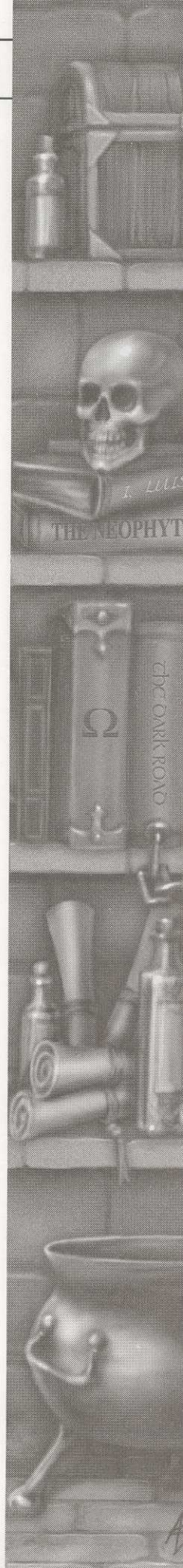
gained an eagle's talon in place of his left hand and a series of feathers along the right side of his face. Not wishing to spend the rest of his life with these physical deformities, Martaglio determines to set things right. Since he wishes to return his left hand and face to their normally human form, the wizard will have to perform a second transmutation ritual, this time using another human as the second progenitor.

Since the reverse crossbreeding attempt uses a different set of test subjects, it is not a simple repeat of the previous ritual. Depending upon the specific method employed, expenditure of new components may be required. On the plus side, since a reverse crossbreeding is actually returning the hybrid to a previous configuration, the study time is minimised, as the configuration is obviously viable. Using the example above, Martaglio already knows how a human hand can be merged on to a human wrist and how human skin will look being grafted on to a human face. In this case, he is already dealing with known facts.

A reverse crossbreeding ritual can be either a normal hybridisation attempt or an act of self-hybridisation. If the wizard chooses the latter, however, the normal penalties for self-hybridisation apply. In either case, since the fusion seeks only to return a portion of the hybrid's anatomy to its original configuration (using 'raw materials' from a new test subject of the appropriate type), the Difficulty Class of the

transmutation ritual is decreased by -2. This change to the Difficulty Class does not alter the cost of the transmutation ritual.

Multistage Crossbreeding

Occasionally, a crossbreeder desires to create a hybrid having the traits of more than two creatures. For example, creating a chimera 'from scratch' would require three separate progenitors: a dragon, a goat and a lion. The addition of a third progenitor makes an already complex procedure that much more difficult. Magical crossbreeders throughout the ages have all come to the same conclusion: When attempting to create a fusion of more than two creatures, it is best to take the process one step at a time and create the desired hybrid in stages. Using the chimera example, the crossbreeder would probably first merge a lion with a goat and then fuse the resulting creature with a dragon. In addition to reducing the length of time the dragon must be dealt with, the crossbreeder makes the first stage easier on himself because he is initially merging an animal with another animal and thus not accruing a higher creature type adjustment to his crossbreeding check.

Using the chimera example above, the wizard first chooses to combine a lion and a goat (+0 modifier), resulting in a beast, and then cross the lion/goat hybrid with a dragon (+2 modifier), resulting in an aberration. The total creature type adjustment is +2. Had the dragon been one of the initial progenitors, the result would have been a total creature type adjustment of +7 (a dragon and an animal (+2), resulting in an aberration, aberration and an animal (+5), resulting in an aberration).

There is theoretically no limit to how many times a creature can be fused with other beings, although each further hybridisation runs the risk of something going wrong and destroying all of the progress that has occurred up to that point. Few crossbreeders are willing to risk their successful hybrids in further attempts of magical fusion with other creatures, especially after such a significant outpouring of time, money and effort. Still, there is nothing preventing a crossbreeder from seeing how far he can go with the process. It is worth noting, however, that a minimum of one breeding pair of the same type of hybrid is necessary to establish a new race, so anyone with plans for multistage crossbreeding must realise that he will have to successfully perform the same string of fusions at least twice, creating members of the opposite sex.

Crossbreeding With More Than Two Progenitors

If, for whatever reason, a crossbreeder attempts the simultaneous fusion of three or more progenitor creatures, add the hybrid adjustments for every possible pairing of the creatures together and then square the result. For the chimera, whose constituent progenitors consist of two animals and a dragon, this means:

Possible Progenitor Pairings	DC Modifier
Lion (animal) + goat (animal)	+0
Lion (animal) + dragon	+2
Goat (animal) + dragon	+2
Subtotal	+4
Total creature type adjustment	+16

If we wished to also merge another creature into our chimera, for example to add the body and head of a poisonous viper to the creature in place of its tail (as the monster is often depicted in legend), we complicate matters even further:

Possible Progenitor Pairings	DC Modifier
Lion (animal) + goat (animal)	+0
Lion (animal) + dragon	+2
Lion (animal) + viper (animal)	+0
Goat (animal) + dragon	+2
Goat (animal) + viper (animal)	+0
Viper (animal) + dragon	+2
Subtotal	+6
Total creature type adjustment	+36

This will no doubt make the transmutation ritual far too difficult to attempt in one step and demonstrates the advantage of taking a complex hybridisation like this one step at a time.

Sasha let the robe slip from her shoulders and stepped, naked, into the magical circle. It was but one of three interlocked circles she had spent weeks building to exact specifications, painstakingly carving each rune in sequence to give the desired result at the end of the transmutation ritual. The middle circle was the largest and would not be inhabited until the ritual's completion, at which time she herself would occupy the centre ring. However, it would be a different Sasha, one with powers undreamed of by her contemporaries.

Across the laboratory, occupying the third circle, was a full-grown gorgon. Sasha had drugged the beast, then *teleported* it to her specially prepared laboratory where it had spent the past month in a deep pit. She had spent that time preparing for the ritual she would finally complete tonight.

Drugging the beast again was not difficult, nor was climbing down into the pit with it and *teleporting* it into its designated circle. The dose she had given it would keep it unconscious for another hour or so. Still, best not to wait too long. She took a deep breath and began the words to the ritual.

Immediately, she became aware of a tingling sensation and dancing motes of silver light, which flitted across her body and that of the gorgon, blurred her vision. As she spoke each magical syllable in a language older than human civilisation, she kept a mental image of the gorgon's lungs focused in her mind and pictured how these organs would replace her own, granting her the gorgon's ability to breathe out a vaporous cloud of petrifying gas. She had studied the gorgon's lung structure for weeks, aided by the notes of arcane vivisectionists who had performed their investigative intrusions upon the bodies of slain gorgons to discover the working of the creatures' breath weapon. Now, Sasha would put their efforts to good use.

The tingling sensation increased and Sasha became aware of a shortness of breath. Her lungs were changing, she could feel it, but while they were in such a state of flux she could not breathe! She fought back waves of panic and did her best to concentrate only on the proper words to the ritual, to ignore the torturous need for air. It was no good; the need for oxygen was dominant over all and Sasha felt herself stumbling over the arcane words as she lost concentration.

There were only a few words left to go! Sasha spit them out in a rush, feeling the world go dizzy around her, desperate to complete the ritual before she suffocated. She vocalised the final words as she fell to the ground, unconscious.

Later, Sasha woke up, disoriented. It took her a few moments to remember what had happened and then it all came to her in a rush. She sat up in the central circle and looked around, feeling weak. It was an effort even to hold her head upright. She looked around for the body of the gorgon but it was gone, apparently dissipated by the eldritch energies that powered the transmutation ritual. The ritual had succeeded! She gave a cry of triumph, but it came out only as a low moan. Startled, Sasha raised her hand to her mouth – and became painfully aware of her black-plated muzzle. The thick plates covered her head, neck and the space between her breasts. Looking down, the weight of her heavy horns tipped her head violently forward, cracking the back of her neck painfully. Sasha tried to scream in horror but her vocal cords were no longer human, and the bellow that reverberated back and forth in the laboratory sounded strange to her bovine ears.
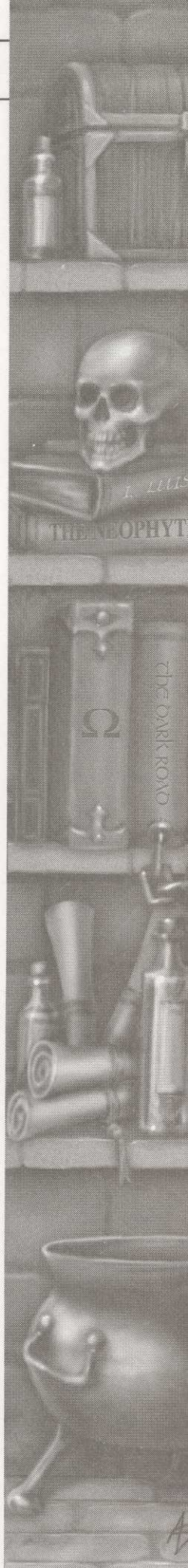
MAGIC ITEMS

As the field of magical crossbreeding can be a difficult and dangerous one, those who would tread its path do all they can to facilitate their journey. Many magic items exist that can make a crossbreeder's life easier, either by making the progenitors easier to capture and deal with once they have been taken, or by making himself less vulnerable to attack. Other items have been developed to make the magical crossbreeding process easier, whether through enhancing the abilities of the crossbreeder or providing equipment for use in the transmutation ritual. In any case, the following items would be a desired enhancement to the laboratory of any wizard seeking to create a magical fusion of his own. Some are specifically designed for use with a particular transmutation ritual, while others are of equal use to a crossbreeder no matter which method he employs.

Cauldron of Essences

A *cauldron of essences* is required for each test subject in a transmutation ritual employing the 'primordial ooze' method. The *cauldron* is made of solid iron and must be custom-made for each test subject, as the greater part of the *cauldron's* magic is focused on the numerous magical runes carved into its sides. These runes detail which traits of the test subject will be retained and transferred to the hybrid after the test subject's body is transformed into shapeless ooze. A *cauldron of essences* can only be made to hold a creature of Large or smaller size. Once the test subject is placed into the *cauldron*, a magical effect similar to a *hold monster* spell keeps him from moving, attempting escape or otherwise disrupting the transmutation ritual.
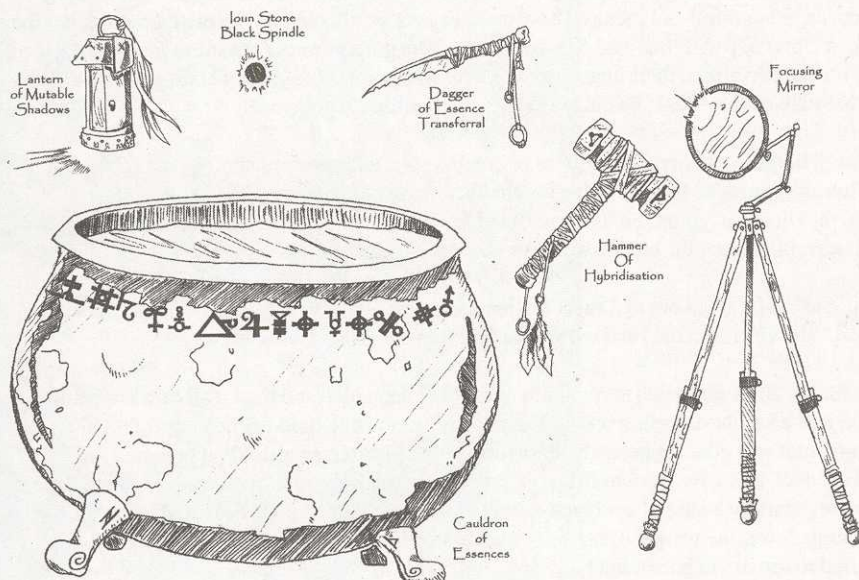
Note that the cost to create a *cauldron of essences* is a minimum value. Particularly difficult hybridisations will require more intricate runes and this increases the cost of the *cauldron*.

Caster Level: 11th; *Prerequisites:* Brew Potion, Craft Wondrous Item, *disintegrate*, *hold monster*; *Market Value:* 6,600 gp; *Cost to Create:* 3,300 gp plus 264 XP; *Weight:* 10 lb. (Fine or Diminutive), 20 lb. (Tiny), 40 lb. (Small), 80 lb. (Medium-size) or 160 lb. (Large)

Dagger of Essence Transferral

A *dagger of essence transferral* is an integral component in the 'carved effigy' transmutation ritual. A separate *dagger* is needed for each test subject, but the *daggers* can be reused in further rituals used to create the same type of hybrid. A *dagger of essence transferral* absorbs the life essence of the test subject and then transfers specific traits into the effigy of the hybrid. During a transmutation ritual, the test subject is usually drugged and helpless against the *dagger's* power. If used in melee, the dagger acts as a +1 *dagger* against all creatures except those of the same race as the test subject for which it was created. If used against a creature of the race for which it was created (for example, against a giant owl if the *dagger* was created to transfer the essence of a giant owl for an owlbear hybridisation), the victim gets a Fortitude save to avoid being slain upon a successful hit. A *dagger of essence transferral* can only hold the essence of one individual at a time. In the example above, if the *dagger* was used to slay a giant owl, it would act as a +1 *dagger* against another giant owl, or any other creature, until the stored essence had been removed from the *dagger*.

Note that, while the cost to create a *dagger of essence transferral* may exceed the cost of a particular transmutation ritual, this is balanced out in the long run by the *dagger's* ability to be reused.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armour, *finger of death*; *Market Value:* 19,302 gp; *Cost to Create:* 9,802 gp plus 772 XP; *Weight:* 1 lb.

Focusing Mirror

A *focusing mirror* is a circular mirror, four to 12 inches in diameter, mounted upon a tripod of adjustable height. Several fasteners can be loosened or tightened as needed to reposition

Ioun Stone
Black Spindle

Lantern
of Mutable
Shadows

Dagger
of Essence
Transferral

Hammer
Of
Hybridisation

Focusing
Mirror

Cauldron
of
Essences

the mirror's face to stand at any given angle. *Focusing mirrors* are an integral part of the transmutation ritual of the same name and, while these devices are individually rather inexpensive, a great number of them may be required depending upon the size and complexity of the hybrid creature being created via the procedure. *Focusing mirrors* must be used in conjunction with a *hammer of hybridisation* to achieve a successful magical crossbreeding result.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *mirror image*; *Market Value:* 1,000 gp; *Cost to Create:* 500 gp plus 40 XP; *Weight:* 10 lb.

Hammer of Hybridisation

This *+1 light hammer* can be used as a melee weapon, but it is designed for use in transmutation rituals, playing an integral part in both the 'carved effigy' and 'focusing mirrors' methods of magical hybridisation. The *hammer* is infused with powerful transmutation energy and acts as the final trigger in completing the ritual. Best of all, the *hammer* is not consumed in the course of the ritual and is not keyed to any particular test subjects and thus can be used over and over again.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armour, *polymorph other*; *Market Value:* 11,901 gp; *Cost to Create:* 6,131 gp plus 476 XP; *Weight:* 2 lb.

Hoop of Holding

This item is a large metal ring, much the same size and shape as a modern-day hula hoop. Arcane runes cover nearly every square inch of the device, etched into the surface of the metal. When flung over an opponent (an action requiring a ranged touch attack roll), the victim must make a successful Will save (DC 18) or suffer the effects of a *hold monster* spell. A *hoop of holding* initially holds 50 charges and each use of the *hoop* uses a single charge, whether or not the victim was successfully *held*.

Because of the size of the *hoop of holding*, it can only be used against creatures of Large or smaller size. Because the potential victim's body must be 'captured' within the confines of the hoop, the smaller the victim, the easier it is to 'hit' the target. As a result, the following circumstance modifiers apply to the character's attack roll when using a *hoop of holding*:

Size of Victim	Attack Modifier
Fine	+4
Diminutive	+3
Tiny	+2
Small	+1
Medium-size	+0
Large	-1

Additionally, if the *hoop of holding* is placed flat upon the ground, anyone stepping into its centre is affected by the *hoop's* power. Victims who fail their Will saves are magically *held* for nine rounds, which is usually enough time for the crossbreeder to take more permanent steps to ensure the quiescence of his victim, whether it be a spell, poison or an old-fashioned 'blow to the head with a blunt instrument'.

A *hoop of holding* has no effect if it only encompasses part of a victim's body (it could not immobilise a horse, for example, if the *hoop* was placed over its head and around its neck). It does affect creatures whose bodies pass entirely through the *hoop*, however – a flying pixie can be captured in this way if the *hoop* passes entirely around its body or if the pixie foolishly flies through the *hoop*.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *hold monster*; *Market Value:* 18,000 gp; *Cost to Create:* 9,000 gp plus 720 XP; *Weight:* 1 lb.

Black Spindle Ioun Stone

The *black spindle ioun stone* is a specialised type of these magic crystals useful only in the field of magical crossbreeding. It works like other *ioun stones*, insofar as the user tosses it into the air and it orbits rapidly around his head. When used by an intelligent being willingly undergoing a transmutation ritual as one of the progenitor creatures, the *ioun stone* allows the user to aid in the transformation process, helping to align the two bodies into one. This has the effect of granting the magical crossbreeder performing the ritual (who may or may not be the actual user of the *ioun stone*) a +2 circumstance bonus to the crossbreeding check. As the transformation occurs, the user of the *ioun stone* helps smooth over any 'rough spots,' making for a much easier hybridisation. If a crossbreeder uses a *black spindle ioun stone* in a self-hybridisation attempt, the stone also grants him a +2 circumstance bonus to his Concentration check.

Black spindle ioun stones can only be used once. At the end of the transmutation ritual – whether ultimately successful or not – the stone burns out, becoming grey and powerless (although it still circles the head of the newly-formed hybrid).

Multiple *black spindle ioun stones* can be used in a single transmutation ritual, but each progenitor can only use one, and only if he meets the requirements – he must have the intelligence to wield it and the willingness to undergo the ritual. As an example, in the case of a human merged with a lizardfolk the crossbreeder performing the ritual would gain a +4 circumstance bonus to his crossbreeding check if each progenitor had a *black spindle ioun stone* and each wished

the hybridisation to be a success. On the other hand, if the lizardfolk did not wish to be merged with a human, the circumstance bonus would only be +2 (for the human's *ioun stone*), whether the lizardfolk had an *ioun stone* or not. Furthermore, if the human progenitor was using two or more *black spindle ioun stones* the circumstance bonus would still only be +2 and only one of the stones would burn out at the end of the ritual.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *polymorph self*; *Market Value:* 2,800 gp; *Cost to Create:* 1,400 gp plus 112 XP.

Lantern of Mutable Shadows

Lanterns of mutable shadows are integral components to the 'pinned shadows' transmutation ritual. Each *lantern* uses its magical light to make a creature's shadow subject to alteration through various arcane methods. They are useless unless these particular alteration methods are known, although they can be used as normal lanterns. A separate *lantern of mutable shadows* is required for each test subject in a transmutation ritual, but the *lanterns* can be reused in further rituals.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *continual flame, polymorph other*; *Market Value:* 50,400 gp; *Cost to Create:* 25,200 gp plus 2,016 XP; *Weight:* 3 lb.
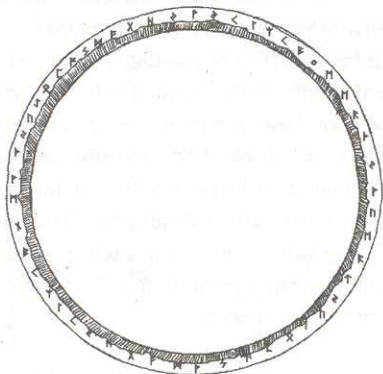
Hoop of Holding
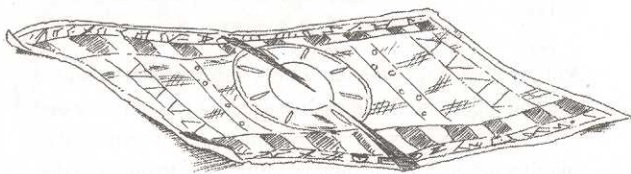
Stasis Rug

Stasis Rug

A *stasis rug* appears to be a normal rug, often with intricate patterns woven into its fibres – the command word is often hidden among these elaborate patterns. When the command word is spoken aloud, the *stasis rug* is triggered. From that point on, anyone standing on the rug becomes frozen in time as if under the effects of a *temporal stasis* spell. If no one is standing on a *stasis rug* when the command word is spoken, it remains 'primed' and affects the next creature (or creatures, if they step on to the *rug* simultaneously) to step on to it. This effect lasts until the command word is spoken while touching the victim, at which time the effect ends. *Dispel magic* can also be used to end the effect. While under the effects of the *stasis rug* time does not pass for the victim – he neither ages nor suffers the effects of hunger or thirst.

Stasis rugs are six feet wide and nine feet long. Under normal circumstances, one Large (or larger), two Medium-size, four Small, eight Tiny, 16 Diminutive or 32 Fine creatures can be affected by a *stasis rug* at one time, provided that they are all standing on the *rug* at the time of its activation. A *stasis rug* can only be used once before its magic is expended, but it can capture as many creatures as are touching on the *rug* at the time of its activation, or as many that simultaneously step on to a 'primed' *rug*. A *stasis rug* can be deactivated before it captures a victim if the command word is spoken a second time and doing so causes it to become safe to stand on. A *stasis rug* can be 'primed' an unlimited number of times before its magic is triggered, but once it captures a victim its magic is drained.

Many crossbreeders use one or more *stasis rugs* to keep their progenitors absolutely still while they prepare for, and sometimes while they perform, the transmutation ritual that transfers them into a hybrid form. *Stasis rugs* are most useful for those practitioners using the 'pinned shadows' or 'focusing mirrors' techniques.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Item, *temporal stasis*; *Market Value:* 20,300 gp; *Cost to Create:* 12,650 gp plus 812 XP; *Weight:* 15 lb.

SAMPLE HYBRIDS

This chapter contains details on a selection of various crossbreeds that have come into being using the magical hybridisation techniques described earlier. In addition to the standard statistic block format, three additional entries have been added:

† **Progenitors:** This shows the size and type of the two test subjects.

† **Transmutation Ritual DC:** This provides the Difficulty Class of the crossbreeding check to create such a hybrid and shows the breakdown of creature type, size and hybrid adjustment modifiers.

† **Material Costs:** This lists the total cost of the specialised materials needed for the transmutation ritual.

These examples are only a few of the near-infinite possibilities available through the use of magical crossbreeding. Each creature was made using only two progenitors taken from *Core Rulebook III*. There are many more magical fusions awaiting a wizard with the vision and resources to bring such creations to life.

Arachnomorph

Large Shapechanger
Hit Dice: 6d8+12 (39 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 40 ft., climb 20 ft.
AC: 15 (-1 size, +2 Dex, +4 natural)
Attacks: Longsword +4 melee, bite +0 melee; or shortbow +5 ranged; or web +5 ranged
Damage: Longsword 1d8+1; bite 1d4 and poison; shortbow 1d6
Face/Reach: 10 ft. by 10 ft./5 ft.
Special Attacks: Spells, spell-like abilities, poison, web
Special Qualities: Alternate form
Saves: Fort +7, Ref +7, Will +7
Abilities: Str 13, Dex 15, Con 15, Int 14, Wis 14, Cha 15
Skills: Climb +9, Concentration +10, Craft (weaving) +6, Listen +9, Move Silently +8*, Spot +9
Feats: Alertness, Combat Casting, Improved Initiative, Weapon Finesse (bite)
Climate/Terrain: Temperate and warm forest and underground
Organisation: Solitary or colony (3-6)
Challenge Rating: 6
Treasure: Double standard
Alignment: Often neutral evil
Advancement: By character class

Progenitors: Aranea (Medium-size shapechanger), drider (Large aberration)
Transmutation Ritual DC: 36 (+10 creature type modifier, +1 size modifier, +5 hybrid adjustments for spell-like abilities, alternate form, web and 2 extra Hit Dice; note that poison and spells are 'free' as both progenitors possess them)
Material Costs: 17,000 gp

As the name suggests, arachnomorphs are spider-bodied creatures, intelligent shapeshifters capable of assuming several different forms. These creatures are magical fusions of a drider and an aranea.

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Most of the creature's abilities derive from its aranea progenitor, although its hybrid form is taken directly from the drider's normal physiology.

In their normal forms, arachnomorphs are virtually indistinguishable from monstrous spiders. One clue to their nature is the distinctive markings upon the arachnomorph's abdomen: two thin white stripes against a dark grey or black body. The spider-like legs are long and thin, rather like those of a black widow. This morphology carries over to the creature's drider form as well.

Arachnomorphs are found in small colonies of their own race, although there are frequently monstrous spiders living with them. Occasionally arachnomorphs can be found intermingled with araneas, drow or driders, although in the case of the latter two this is extremely rare. Every once in a great while an arachnomorph is discovered living in secret among humanoids of its own kind, as in the case of an arachnomorph whose humanoid form is that of a dwarf living among dwarves. In such instances, the humanoids are almost never aware of the arachnomorph's true nature.

Combat

Arachnomorphs are more aggressive than araneas and often instigate combat. They prefer the longsword and shortbow in their humanoid and drider forms, but can also employ a variety of combat spells in either form and can deliver a poisonous bite as a spider or drider.

Spells: Arachnomorphs cast spells as 3rd-level sorcerers (base save DC 12 + spell level). They avoid fire spells.

Spell-like Abilities: 1/day—*dancing lights*, *darkness*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*. These abilities are as the spells cast by a 6th-level sorcerer (save Difficulty Class 12 + spell level).

Web (Ex): In drider or spider form, an arachnomorph can cast a web from its abdomen up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet and is effective against targets of up to Huge size (see *Core Rulebook I* 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 six hit points and takes double damage from fire.

Poison (Ex): Bite, Fortitude DC 15; initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Alternate Form (Su): An arachnomorph's natural form is that of a Large monstrous spider. It can assume two other forms. The first is a Small or Medium-size humanoid (the exact form is fixed at birth). The second is a Large drider-like form whose humanoid features are the same as its humanoid form. In humanoid form, the arachnomorph gains all of the abilities of the form (for example, an arachnomorph in elven form has elf qualities). The arachnomorph keeps its ability scores and can cast spells, but it cannot use webs or poison in humanoid form.

An arachnomorph remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the arachnomorph revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in its humanoid or drider form.

Skills: An arachnomorph receives a +4 racial bonus to Move Silently checks.

Barbazaur

Large Outsider
Hit Dice: 6d8+12 (39 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 40 ft., fly 90 ft. (good)
AC: 23 (-1 size, +1 Dex, +13 natural)
Attacks: Glaive +9/+4 melee, 2 hooves +4 melee; or claws +9 melee, beard (see text)
Damage: Glaive 1d10+4 and wounding; hoof 1d8+2 and 1d4 fire; claw 1d4+2; beard 1d8+2 and disease
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Flaming hooves, wounding, beard, battle frenzy, summon baatezu
Special Qualities: Damage reduction 10/+1, SR 23, baatezu qualities, astral projection, etherealness
Saves: Fort +7, Ref +6, Will +6
Abilities: Str 18, Dex 13, Con 14, Int 13, Wis 12, Cha 10
Skills: Concentration +8, Intuit Direction +10, Listen +7, Move Silently +10, Search +10, Sense Motive +7, Spot +10
Feats: Cleave, Improved Initiative
Climate/Terrain: Any land and underground
Organisation: Solitary
Challenge Rating: 8
Treasure: Standard
Alignment: Always lawful evil
Advancement: 7-10 HD (Large), 11-18 HD (Huge)

Progenitors: Barbazu (Medium-size outsider (evil, lawful)), nightmare (Large outsider (evil))

Transmutational Ritual DC: 33 (+1 size modifier, +0 creature type modifier, +12 hybrid adjustment modifiers for flaming hooves, wounding, beard, battle frenzy, summon baatezu, Damage Resistance 10/+1, Spell Resistance 23, baatezu special qualities, astral projection, etherealness and bumping Strength and Intelligence to their maximum values; note that the creature's Wisdom and Charisma scores were shuffled at no cost)

Material Costs: 14,000 gp

Found mainly on the Outer Planes, barbazaurs are devils of tauric build – the magical fusion of barbazu and nightmare. From the waist up the barbazaur has the barbazu's build, including its wickedly sharp claws, scaly skin and snaky beard. The nightmare portion of the barbazaur's body is night-black with flaming hooves. The creature's tail is long and thin like that of its barbazu progenitor, rather than the horse-like tail of the nightmare. Barbazaurs can fly despite a lack of wings, their flaming hooves carrying them even faster through the air than they do on solid ground.

Barbazaurs serve much the same role as barbazu, leading hordes of lemures into battle against their common foes.

Combat

Barbazaurs carry the saw-toothed glaive common among barbazu and revel in melee even more than their humanoid progenitors. They often use their flight ability to bypass the lesser foes in the front ranks and close with the more powerful enemies in the rear of a formation.

Spell-Like Abilities: At will – *animate dead*, *charm person*, *command*, *desecrate*, *magic weapon*, *major image*, *produce flame* and *suggestion*. Barbazaurs can induce *fear* by touch as the spell, except it affects only the creature touched. These abilities are as cast by an 8th-level sorcerer (base save DC 10 + spell level).

At will a barbazaur can *teleport without error* (self plus 50 pounds of objects only), as the spell cast by a 12th-level sorcerer.

Wound (Su): A hit from a barbazaur's glaive causes a bleeding wound. The injured creature loses two additional hit points each round until the wound is bound (Heal DC 10 or any *cure* spell) or the creature dies. This is an ability of the barbazaur, not the weapon.

Beard (Ex): If a barbazaur hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature must succeed at a Fortitude save (DC 14) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). Damage is dealt each day until the afflicted creature succeeds at three consecutive Fortitude saves, the disease is cured magically or the creature dies.

Battle Frenzy (Ex): Once per day a barbazaur can work itself into a battle frenzy similar to the barbarian's rage ability, gaining a +2 morale bonus to attacks and damage and 12 extra hit points. The frenzy lasts six rounds and the barbazaur suffers no ill effects afterward.

Summon Baatezu (Sp): Once per day a barbazaur can attempt to summon 2d10 lemures with a 50% chance of success or another barbazaur with a 35% chance of success.

Flaming Hooves (Su): A blow from a barbazaur's hooves sets combustible materials alight.

Astral Projection and Etherealness (Su): These function just like the spells of the same names as cast by a 20th-level sorcerer.

Carrying Capacity: A light load for a barbazaur is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Drakkanel

Tiny Dragon (Fire)
Hit Dice: 4d12+8 (34 hp)
Initiative: +0
Speed: 15 ft., fly 60 ft. (good)
AC: 18 (+2 size, +6 natural)
Attacks: Sting +8 melee, bite +3 melee
Damage: Sting 1d3+1 and poison, bite 1d4
Face/Reach: 2½ ft. by 2½ ft./0 ft. (5 ft. with tail)
Special Attacks: Breath weapon, poison
Special Qualities: See invisibility, telepathy,

immunities, SR 15, fire subtype
Saves: Fort +6, Ref +4, Will +5
Abilities: Str 14, Dex 10, Con 14, Int 10, Wis 11, Cha 10
Skills: Hide +12*, Intuit Direction +4, Jump +6*, Listen +7, Search +2, Spot +7
Feats: Alertness
Climate/Terrain: Temperate and warm hills, mountains, forest and underground
Organisation: Solitary, pair or clutch (3-5)
Challenge Rating: 2
Treasure: Double standard
Alignment: Often chaotic neutral
Advancement: 5-6 HD (Tiny), 7-8 HD (Small)

Progenitors: Pseudodragon (Tiny dragon), red dragon wyrmling (Medium-size dragon (fire))
Transmutational Ritual DC: 25 (+1 size modifier, +0 creature type modifier, +3 hybrid adjustment modifiers for *see invisibility*, poison and telepathy; note that dragon immunities and Spell Resistance are 'free' as both progenitors possess them)
Material Costs: 6,000 gp

A drakkanel is almost completely indistinguishable from a normal pseudodragon, as the physical changes are mostly internal and pseudodragon physiology is very similar to red dragon physiology in any case. Scale coloration, while still a reddish-brown, is more often closer to the red side of the spectrum. The changes are more obvious in the creature's behaviour, for drakkanels are not playful and carefree like pseudodragons; rather, they are as covetous of treasure as any true dragon and always keep a sharp eye out for anything to add to their personal hoards.

Combat

A drakkanel uses the venom of its tail stinger to put potential enemies out of action and also delivers a wicked bite with its numerous needle-sharp teeth. In addition, its partial red dragon heritage grants it a fiery breath weapon that it often uses on its sleeping victims.

Poison (Ex): Sting, Fortitude DC 14; initial damage *sleep* for one minute, secondary damage *sleep* for 1d6 minutes. A drakkanel's venom is not as long-lasting as that of a pseudodragon but anyone succumbing to the venom's initial effects will probably not live long enough to
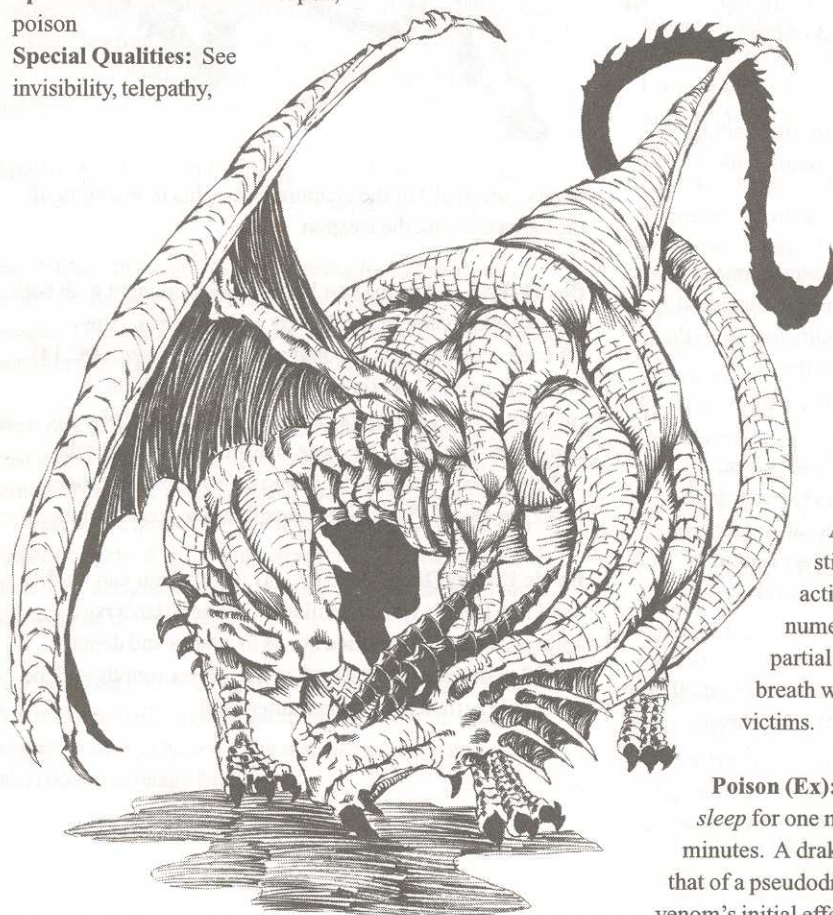
notice. Drakkanels often grab items of treasure from their sleeping victims then use their breath weapon to set their victims' bodies aflame.

Breath Weapon (Su): A drakkanel has one type of breath weapon, a cone of fire 15 feet long which deals 1d10 points of damage, usable once every 1d4 rounds. A successful Reflex save (DC 13) halves the damage.

Fire Subtype (Ex): Immune to fire damage, double damage from cold except on a successful save.

See Invisibility (Ex): Drakkanels continuously *see invisibility* as the spell, with a range of 60 feet.

Immunities (Ex): Drakkanels are immune to sleep and paralysis effects.

Skills: Like pseudodragons, drakkanels have a chameleon-like ability that grants them a +4 racial bonus to Hide checks, improving to +8 in forests or overgrown areas. Drakkanels receive a +4 racial bonus to Jump checks.

Electrohydra

	5-Headed Huge Magical Beast (Electricity)	6-Headed Huge Magical Beast (Electricity)	7-Headed Huge Magical Beast (Electricity)
Hit Dice:	5d10+25 (52 hp)	6d10+30 (63 hp)	7d10+35 (73 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	20 ft., swim 20 ft.	20 ft., swim 20 ft.	20 ft., swim 20 ft.
AC:	16 (-2 size, +1 Dex, +7 natural)	16 (-2 size, +1 Dex, +7 natural)	16 (-2 size, +1 Dex, +7 natural)
Attacks:	5 bites +8 melee	6 bites +9 melee	7 bites +11 melee
Damage:	Bite 1d10+5	Bite 1d10+5	Bite 1d10+6
Face/Reach:	20 ft. by 20 ft./10 ft.	20 ft. by 20 ft./10 ft.	20 ft. by 20 ft./10 ft.
Special Attacks:	Breath weapon	Breath weapon	Breath weapon
Special Qualities:	Electricity immunity, scent, cannot be tripped	Electricity immunity, scent, cannot be tripped	Electricity immunity, scent, cannot be tripped
Saves:	Fort +9, Ref +5, Will +2	Fort +10, Ref +6, Will +3	Fort +10, Ref +6, Will +3
Abilities:	Str 21, Dex 12, Con 20, Int 5, Wis 12, Cha 10	Str 21, Dex 12, Con 20, Int 5, Wis 12, Cha 10	Str 22, Dex 12, Con 20, Int 5, Wis 12, Cha 10
Skills:	Listen +8, Spot +9	Listen +9, Spot +9	Listen +9, Spot +10
Feats:	Combat Reflexes, Power Attack	Combat Reflexes, Power Attack	Combat Reflexes, Power Attack

	8-Headed Huge Magical Beast (Electricity)	9-Headed Huge Magical Beast (Electricity)	10-Headed Huge Magical Beast (Electricity)
Hit Dice:	8d10+40 (84 hp)	9d10+45 (94 hp)	10d10+50 (105 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	20 ft., swim 20 ft.	20 ft., swim 20 ft.	20 ft., swim 20 ft.
AC:	16 (-2 size, +1 Dex, +7 natural)	16 (-2 size, +1 Dex, +7 natural)	16 (-2 size, +1 Dex, +7 natural)
Attacks:	8 bites +12 melee	9 bites +13 melee	10 bites +14 melee
Damage:	Bite 1d10+5	Bite 1d10+6	Bite 1d10+6
Face/Reach:	20 ft. by 20 ft./10 ft.	20 ft. by 20 ft./10 ft.	20 ft. by 20 ft./10 ft.
Special Attacks:	Breath weapon	Breath weapon	Breath weapon
Special Qualities:	Electricity immunity, scent, cannot be tripped	Electricity immunity, scent, cannot be tripped	Electricity immunity, scent, cannot be tripped
Saves:	Fort +11, Ref +7, Will +3	Fort +11, Ref +7, Will +4	Fort +12, Ref +8, Will +4
Abilities:	Str 22, Dex 12, Con 20, Int 5, Wis 12, Cha 10	Str 23, Dex 12, Con 20, Int 5, Wis 12, Cha 10	Str 23, Dex 12, Con 20, Int 5, Wis 12, Cha 10
Skills:	Listen +10, Spot +10	Listen +12, Spot +13	Listen +13, Spot +13
Feats:	Combat Reflexes, Power Attack	Alertness, Combat Reflexes, Power Attack	Alertness, Combat Reflexes, Power Attack

	11-Headed Huge Magical Beast (Electricity)	12-Headed Huge Magical Beast (Electricity)
Hit Dice:	11d10+55 (115 hp)	12d10+60 (126 hp)
Initiative:	+1 (Dex)	+1 (Dex)
Speed:	20 ft., swim 20 ft.	20 ft., swim 20 ft.
AC:	16 (-2 size, +1 Dex, +7 natural)	16 (-2 size, +1 Dex, +7 natural)
Attacks:	11 bites +16 melee	12 bites +17 melee
Damage:	Bite 1d10+7	Bite 1d10+7
Face/Reach:	20 ft. by 20 ft./10 ft.	20 ft. by 20 ft./10 ft.
Special Attacks:	Breath weapon	Breath weapon
Special Qualities:	Electricity immunity, scent, cannot be tripped	Electricity immunity, scent, cannot be tripped
Saves:	Fort +12, Ref +8, Will +4	Fort +13, Ref +9, Will +5
Abilities:	Str 24, Dex 12, Con 20, Int 5, Wis 12, Cha 10	Str 24, Dex 12, Con 20, Int 5, Wis 12, Cha 10
Skills:	Listen +13, Spot +14	Listen +14, Spot +14
Feats:	Alertness, Combat Reflexes, Power Attack	Alertness, Combat Reflexes, Power Attack

Climate/Terrain: Any land and underground
Organisation: Solitary
Challenge Rating: Five-headed 6; six-headed 7; seven-headed 8; eight-headed 9; nine-headed 10; 10-headed 11; 11-headed 12; 12-headed 13
Treasure: Standard
Alignment: Usually neutral
Advancement: —

Progenitors: Behir (Huge magical beast (electricity)), hydra (Huge beast)
Transmutational Ritual DC: 23 (+0 size modifier, +0 creature type modifier, +3 hybrid adjustment modifier for breath weapon, electricity immunity and inability to be tripped; note that scent is 'free' as both progenitors possess it and that the Hit Dice were lowered at no cost to keep the standard hydra 'one Hit Die per head' rule intact)
Material Costs: 4,000 gp
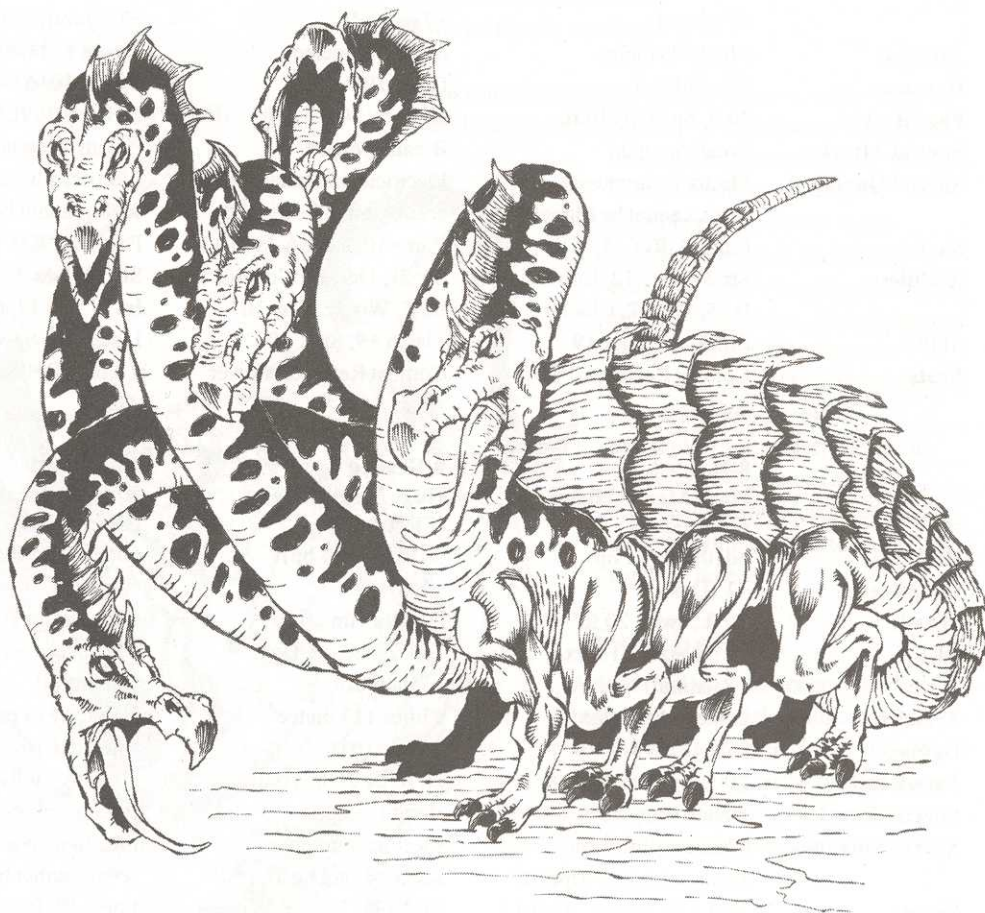
Occasionally referred to as a behydra, the electrohydra is a magical crossbreed combining traits of hydras and behirs. An electrohydra has as many heads as its hydra progenitor, while from its behir progenitor it gains a total of eight legs and the ability to generate the electrical breath weapon that gives the creature its name. Electrohydra scale coloration tends toward the ultramarines and deep blues commonly found in behirs, while the creature's eyes retain the amber colour associated with hydras. Like other hydras, electrohydras are about 20 feet long and weigh about 4,000 pounds.

Combat

Electrohydras can attack with all of their heads at no penalty, even if they move or charge during the round.

An electrohydra can be killed either by severing all of its heads, or by slaying its body. To sever a head, an opponent must hit the monster's neck with a slashing weapon and deal damage equal to the electrohydra's original hit point total, divided by its original number of heads, in one blow. Any excess damage is lost. A severed head dies and a natural reflex seals the neck shut to prevent further blood loss. The electrohydra can no longer attack with the severed head but suffers no other penalties. A severed head regrows in about a month.

Breath Weapon (Su): Line of lightning five-feet wide, five-feet high and 20-feet long. All heads breathe once every minute. Each line deals 3d6 damage per head. A successful Reflex save halves the damage. The save DC is 10 + ½ the electrohydra's Hit Dice + the electrohydra's Constitution modifier.

Skills: Electrohydras receive a +2 racial bonus to Listen and Spot checks as a result of their multiple heads.

Feats: An electrohydra's Combat Reflexes feat allows it to use all of its heads for attacks of opportunity each round.

Fisher Tree

Huge Plant
Hit Dice: 9d8+36 (76 hp)
Initiative: +4 (Improved Initiative)
Speed: 10 ft.
AC: 21 (-2 size, +13 natural)
Attacks: 6 strands +4 ranged, bite +6 melee, 2 slams +6 melee
Damage: Strand (see text), bite 2d8+3, slam 2d6+3
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Strands, attach, weakness
Special Qualities: Plant, fire vulnerability, half damage from piercing
Saves: Fort +10, Ref +3, Will +7
Abilities: Str 24, Dex 10, Con 19, Int 12, Wis 15, Cha 12
Skills: Hide -5*, Intimidate +9, Listen +10, Spot +10, Wilderness Lore +9
Feats: Improved Initiative, Iron Will
Climate/Terrain: Any forest
Organisation: Solitary or grove (4-7)
Challenge Rating: 8
Treasure: Standard
Alignment: Usually neutral
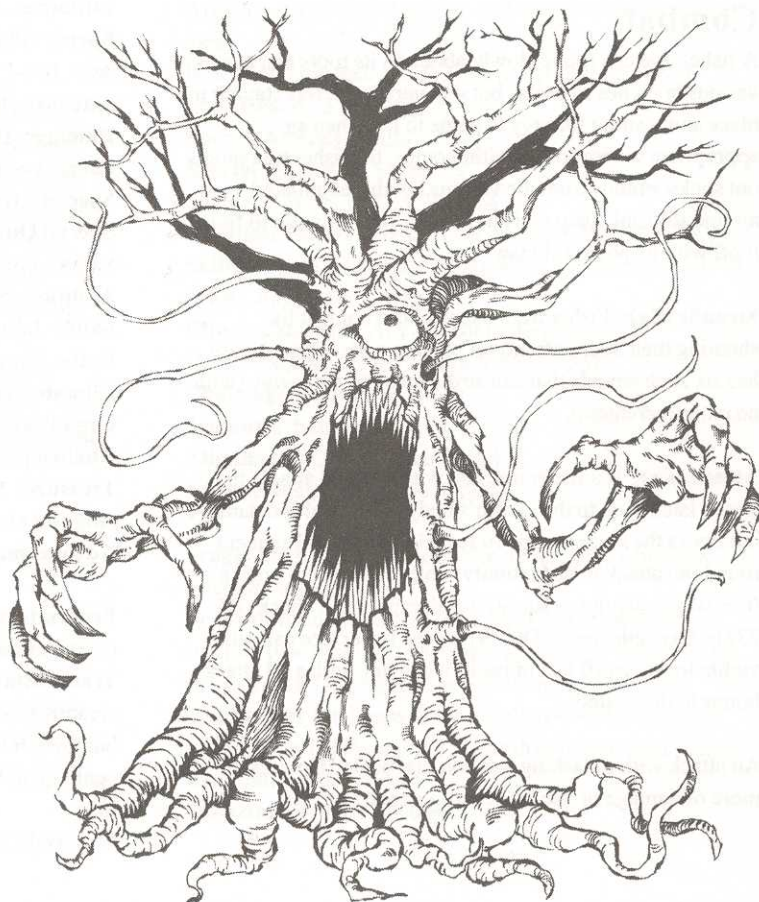
Advancement: 10-20 HD (Huge), 21-27 HD (Gargantuan)

Progenitors: Roper (Large magical beast), treant (Huge plant)

Transmutational Ritual DC: 41 (+1 size modifier, +15 creature type modifier, +5 hybrid adjustment modifiers for one extra Hit Die, strands, attach, weakness and half damage from piercing; note that the plant special quality is 'free' due to the hybrid's creature type and that fire vulnerability is also free as both progenitors possess it)

Material Costs: 22,000 gp

An unnatural fusion of treant and roper, the fisher tree has the general build of the former and the hunger and hunting ability of the latter. Built like a tree, upon closer examination a fisher tree has a single eye centred over a mouth that opens to reveal rows of overlapping thorny spines in place of teeth. A series of what, at first glance, appear to be knotholes are the orifices from which the creature shoots its sticky strands used to reel in prey.

Fisher trees often serve as guardians of remote, forested areas whose inhabitants prefer that the location of their dwelling-area remains secret from the outside world.

Combat

A fisher tree can move slowly about on its roots and use its various branches as limbs, but it generally prefers staying in place and waiting for prey to come to it. When an appropriate victim comes within range, the fisher tree shoots out sticky strands from the various knotholes situated around its trunk, then reels its prey in close enough to finish it off with its powerful maw.

Strands (Ex): Fisher trees usually start combat by shooting their sticky strands at passing prey. The creature has six such strands that can strike up to 50 feet away (with no range increment).

Attach (Ex): If a fisher tree hits with a strand attack, the strand latches on to the victim's body. This deals no damage but draws the stuck victim 10 feet closer each subsequent round (no attack of opportunity) unless the victim breaks free, which requires a successful Escape Artist check (DC 23) or Strength check (DC 19). If the fisher tree can pull a victim to within 10 feet of itself, it can bite with a +4 attack bonus in that round.

An attack with a slashing weapon that deals 10 points or more of damage in one hit severs a strand (AC 20).

Weakness (Ex): A fisher tree's strands sap a victim's strength. Those caught by a strand must succeed at a Fortitude save (DC 18) or take 2d8 points of temporary Strength damage.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and polymorphing. Not subject to critical hits.

Fire Vulnerability (Ex): A fisher tree 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.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to fisher trees, with a minimum of 1 point of damage.

Skills: Fisher trees receive skills as though they were aberrations. They have a +16 racial bonus to Hide checks made in forested areas.

Gorgotaur

Large Magical Beast
Hit Dice: 7d10 + 21 (59 hp)
Initiative: +4 (Improved Initiative)
Speed: 30 ft.
AC: 16 (-1 size, +7 natural)
Attacks: Huge greataxe +11/+6 melee, gore +6 melee
Damage: Huge greataxe 2d8+7, gore 1d8+2
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Breath weapon, charge 4d6+7
Special Qualities: Scent, natural cunning
Saves: Fort +10, Ref +5, Will +2
Abilities: Str 20, Dex 10, Con 16, Int 7, Wis 11, Cha 8
Skills: Intimidate +6, Listen +8*, Search +6*, Spot +8*
Feats: Great Fortitude, Improved Initiative
Climate/Terrain: Any underground
Organisation: Solitary or gang (2-4)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

Progenitors: Gorgon (Large magical beast), minotaur (Large monstrous humanoid)

Transmutational Ritual DC: 26 (+0 size modifier, +2 creature type modifier, +4 hybrid adjustment modifier for bumping Intelligence, breath weapon, charge and natural cunning; note that scent is 'free' as both progenitors possess it)

Material Costs: 7,000 gp

Gorgotaurs are favoured hybrids for those crossbreeders seeking powerful guardians, for these creatures combine physical strength, combat prowess, magical attacks and a human-like intelligence. Built like a minotaur, a gorgotaur's powerful body is covered in metallic black scales. Twin silver horns jut out from the creatures head, powerful weapons in and of themselves, although most gorgotaurs also wield Huge greataxes with deadly accuracy. A gorgotaur is often found in the company of minotaurs, always serving in a leadership role in such instances. They tower over their minotaur minions – most gorgotaurs stand nearly eight feet tall.

Gorgotaurs speak Giant.

Combat

Gorgotaurs prefer melee combat, deriving a savage pleasure from hacking apart enemies with their greataxes. They are not afraid of using their petrifying breath weapon against powerful foes, however, nor do they shrink from using the threat of petrification to keep their minotaur underlings in line.

Breath Weapon (Su): Turn to stone permanently, 60-foot cone, every 1d4 rounds (but no more than 5/day); Fortitude save negates (DC 16).

Charge (Ex): A gorgotaur often begins combat by charging at an opponent and lowering its head to bring its sharp-tipped horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack dealing 4d6+7 points of damage.

Natural Cunning: Gorgotaurs possess innate cunning and logical capability, making them immune to *maze* spells, preventing them from ever becoming lost and enabling them to track enemies. Gorgotaurs are never caught flat-footed.

Skills: Gorgotaurs receive a +4 racial bonus to Listen, Search and Spot checks.

Gulor

Medium-size Monstrous Humanoid
Hit Dice: 3d8+12 (25 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft, (scale mail); base 30 ft., burrow 10 ft., climb 10 ft.
AC: 18 (+2 Dex, +2 natural, +4 scale mail)
Attacks: Greataxe +5 melee; or 2 claws +5 melee, bite +0 melee
Damage: Greataxe 1d12+3; claw 1d4+2; bite 1d6+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Rage
Special Qualities: Scent
Saves: Fort +5, Ref +5, Will +4
Abilities: Str 14, Dex 15, Con 19, Int 9, Wis 12, Cha 9
Skills: Climb +4, Listen +7, Spot +7, Wilderness Lore +5
Feats: Improved Initiative
Climate/Terrain: Any land or underground
Organisation: Gang (2-4) or tribe (12-36)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

Progenitors: Orc (Medium-size humanoid), wolverine (Medium-size animal)
Transmutational Ritual DC: 30 (+0 size modifier, +2 creature type modifier, +8 hybrid adjustment modifiers for two extra Hit Die, rage, scent and bumping Dexterity, Constitution, Intelligence and Wisdom to their maximum values; note that the gulor's Strength and Charisma scores were shuffled at no cost)
Material Costs: 11,000 gp

wielding greataxes but often drop their weapons in favour of rending their enemies with teeth and claws, especially once their famed battle rage overcomes their sensibilities.

Rage (Ex): A gulor that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. An enraged gulor gains +4 Strength, +4 Constitution and -2 AC. Gulors cannot end their rage voluntarily; this also holds true for the rage ability gained by gulor barbarians as a class feature.

Haemovorid

Tiny Fey
Hit Dice: 1d6 (3 hp)
Initiative: +4 (Dex)
Speed: 20 ft., fly 40 ft. (average)
AC: 17 (+2 size, +4 Dex, +1 natural)
Attacks: Touch +6 melee; or Small composite shortbow +7 ranged
Damage: Touch 1d3-4; or composite shortbow 1d4-2
Face/Reach: 2½ ft. by 2½ ft./0 ft.
Special Attacks: Attach, blood drain, special arrows, spell-like abilities
Special Qualities: Natural invisibility
Saves: Fort +0, Ref +6, Will +3
Abilities: Str 7, Dex 18, Con 10, Int 16, Wis 13, Cha 11
Skills: Concentration +4, Craft (any one) +7, Escape Artist +8, Heal +5, Hide +16, Listen +5, Move Silently +8, Ride +8, Search +7, Sense Motive +5, Spot +5, Wilderness Lore +5
Feats: Dodge, Mobility, Point Blank Shot, Rapid Shot
Climate/Terrain: Temperate and warm forest and underground
Organisation: Clutch (2-4), swarm (5-8) or flock (9-13)
Challenge Rating: 3
Treasure: No coins; 50% goods; 50% items
Alignment: Often neutral evil
Advancement: 2-3 HD (Tiny)

Progenitors: Pixie (Small fey), stirge (Tiny beast)
Transmutational Ritual DC: 30 (+1 size modifier, +2 creature type modifier, +7 hybrid adjustments for attach, blood drain, special arrows, spell-like abilities, natural invisibility and bumping Strength and Intelligence to their maximum values)
Material Costs: 11,000 gp

A gulor combines the worst features of its two progenitors, savage orc and bestial wolverine. Standing upright like an orc, the gulor possesses the claws and nasty disposition of the wolverine. Orcish skin coloration and facial features struggle for supremacy with an animalistic muzzle filled with sharp teeth and the dark brown fur that covers its head, lower arms and shins. Observing these creatures in battle, it is often difficult to determine which of the two creatures it favours most.

Gulor tribes are most often found living by themselves, but occasionally work with orcs. They speak a guttural form of the Orc tongue. Many gulors have levels as warriors, fighters, rangers or barbarians; their favoured class is barbarian. Gulor clerics can choose two of the following domains: Animal, Strength or War. Most gulor spellcasters are adepts.

Combat

Despite their bestial appearance, gulors are adept at weapon use and often wear scale mail armour. They enter battle

Haemovorids are a horrid fusion of a stirge and a pixie. The stirge progenitor provides the head structure, wings and appetite for blood, as well as a modification to the pixie's

hands and feet, allowing the haemovorid to latch on to its victims yet still have enough manual dexterity to accurately wield bows. As might be expected, this horrible transformation makes it difficult for the haemovorid to maintain the pixie's neutral good outlook. Forced to feed on the blood of living victims while maintaining its own normal intelligence, many haemovorids turn toward evil.

Since the haemovorids lost their vocal abilities during the transmutation ritual, they have developed a crude sign language that allows them to express simple ideas to one another. Haemovorids still understand all languages they knew as pixies.

It is most often evil crossbreeders who create haemovorids, usually because they desire easy-to-control creatures capable of spying on their enemies – a function the haemovorid, with its natural invisibility, performs with exceptional ease.

Pixies and other sprites view haemovorids as unnatural abominations to be killed on sight. This hatred is matched in full by the haemovorids, although in their case it is because the pixie represents everything that they have lost. Stirges, on the other hand, accept haemovorids amongst their ranks, failing to differentiate between themselves and the hybrid race. Haemovorids are often found lairing with stirges, seeking additional safety in numbers.

Combat

A haemovorid attacks by landing on a victim, finding a vulnerable spot and plunging its sharp proboscis into the flesh. This is a touch attack and can target only Small or larger creatures. Haemovorids often first render their victims immobile with their special *sleep arrows*, counting on their natural invisibility to grant them a surprise attack.

Natural Invisibility (Su): A haemovorid remains invisible even when it attacks. This ability is constant, although the haemovorid can suppress or resume it at will.

Spell-Like Abilities: 1/day – *confusion* (the haemovorid must touch the target), *detect chaos*, *detect good*, *detect law*, *detect thoughts* and *dispel magic*. These abilities are as the spells cast by an 8th-level sorcerer (base save DC 13 + spell level).
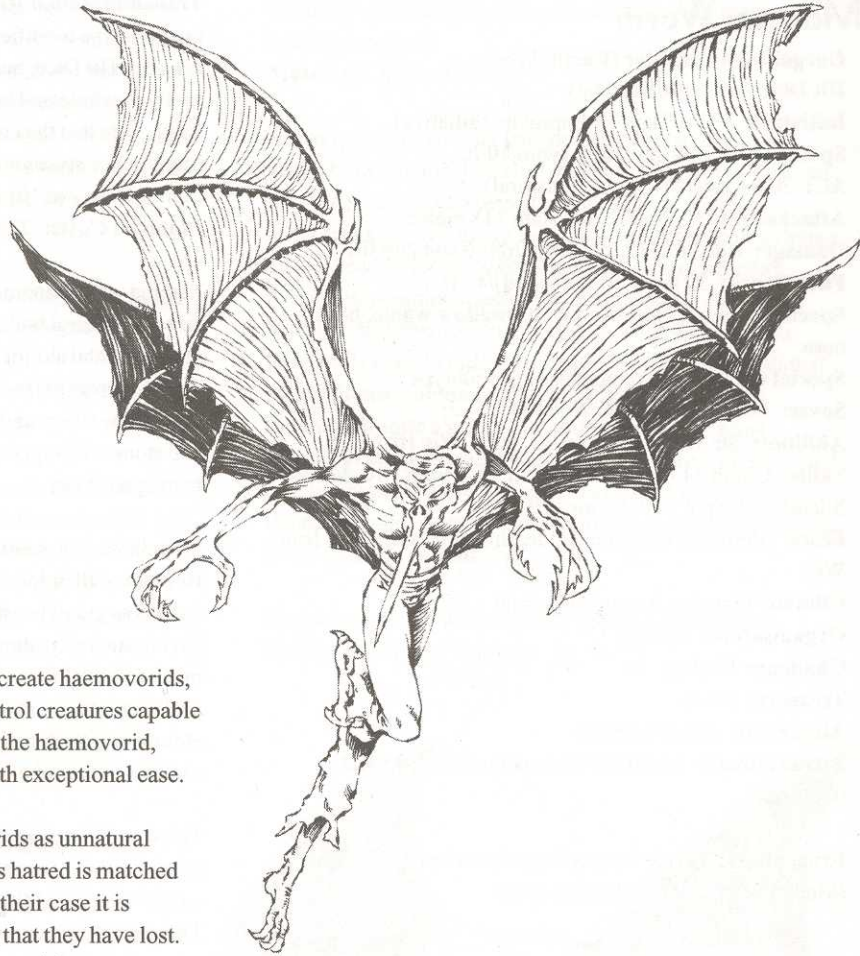
Special Arrows (Ex): Haemovorids sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by the arrow must succeed at a Will save (DC 15) or lose their memory. The subject retains skills, languages and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish*, *wish* or *miracle*.

Sleep: An opponent struck by the arrow, regardless of Hit Dice, must succeed at a Fortitude save (DC 15) or be affected as though by a *sleep* spell.

Attach (Ex): If a haemovorid hits with a touch attack, it uses its sharp pincers to latch on to the opponent's body. An attached haemovorid has an Armour Class of 13.

Blood Drain (Ex): A haemovorid drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has dealt four points of Constitution damage, it detaches and flies off to digest its meal.

Magma Worm

Gargantuan Outsider (Earth, Fire)
Hit Dice: 15d8+90 (157 hp)
Initiative: +3 (-1 Dex, +4 Improved Initiative)
Speed: 20 ft., burrow 20 ft, swim 10 ft.
AC: 20 (-4 size, -1 Dex, +15 natural)
Attacks: Bite +23 melee, tail slam +18 melee
Damage: Bite 2d8+12, tail slam 2d8+6 and 2d6 fire
Face/Reach: 30 ft. by 30 ft. (coiled)/15 ft.
Special Attacks: Improved grab, swallow whole, heat, burn
Special Qualities: Tremorsense, fire subtype
Saves: Fort +17, Ref +8, Will +11
Abilities: Str 35, Dex 8, Con 22, Int 1, Wis 10, Cha 9
Skills: Climb +17, Intuit Direction +8, Listen +10, Move Silently +7, Spot +10, Swim +20
Feats: Alertness, Great Fortitude, Improved Initiative, Iron Will
Climate/Terrain: Any underground
Organisation: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Always neutral
Advancement: 16-30 HD (Gargantuan); 31-45 HD (Colossal)

Progenitors: Purple worm (Gargantuan beast), thoqqua (Medium-size elemental (earth, fire))

Transmutational Ritual DC: 46 (+4 size modifier, +10 creature type modifier, +12 hybrid adjustment modifiers for six extra Hit Dice, heat, burn, fire subtype, improved grab, swallow whole and bumping Strength to its maximum value; note that the creature's Dexterity, Constitution and Intelligence scores are shuffled at no cost and that tremorsense was 'free' since both progenitors possess it)
Material Costs: 27,000 gp

Magma worms are impressive creatures, amalgamating the size and general build of a purple worm with the coloration and elemental abilities of a thoqqua (although they lack the purple worms poisonous tail-spike). Magma worms make their homes deep underground, burrowing through earth and stone with equal ease and can often be seen swimming in magma flows.

Magma worms are often created as opportunistic guardians. Because of their low intelligence they cannot actually be trained as guard beasts, but many wizards find that simply having such a creature living in their general vicinity does much to keep unwanted trespassers away. Others find them useful creatures to take control of (using a *dominate monster* spell) during a battle. A *dominated* magma worm can be a powerful enemy to throw at a subterranean foe.

The size of the progenitor creatures involved in the hybridisation of a magma worm – specifically of the purple worm – causes additional difficulties to the crossbreeder. This particular fusion is most often performed deep underground, in a specially modified cavern equipped as a laboratory. After all, it is often much easier building a laboratory deep underground where the purple worm and thoqqua are most often found than finding a way to safely (and probably secretly as well) capture and transport such creatures to a laboratory on the surface world. Some crossbreeders even take this one step farther and build their laboratories in air-filled pockets upon the Elemental Plane of Earth.

Combat

Magma worms often form into a coil 15 feet across while in battle, striking out to bite with their teeth and slamming enemies with their tails.

Improved Grab (Ex): To use this ability, the magma worm must hit with its bite attack. If it gets a hold, it can attempt to swallow the foe whole.

Swallow Whole (Ex): A magma worm can try to swallow a grabbed opponent of Huge or smaller size by making a
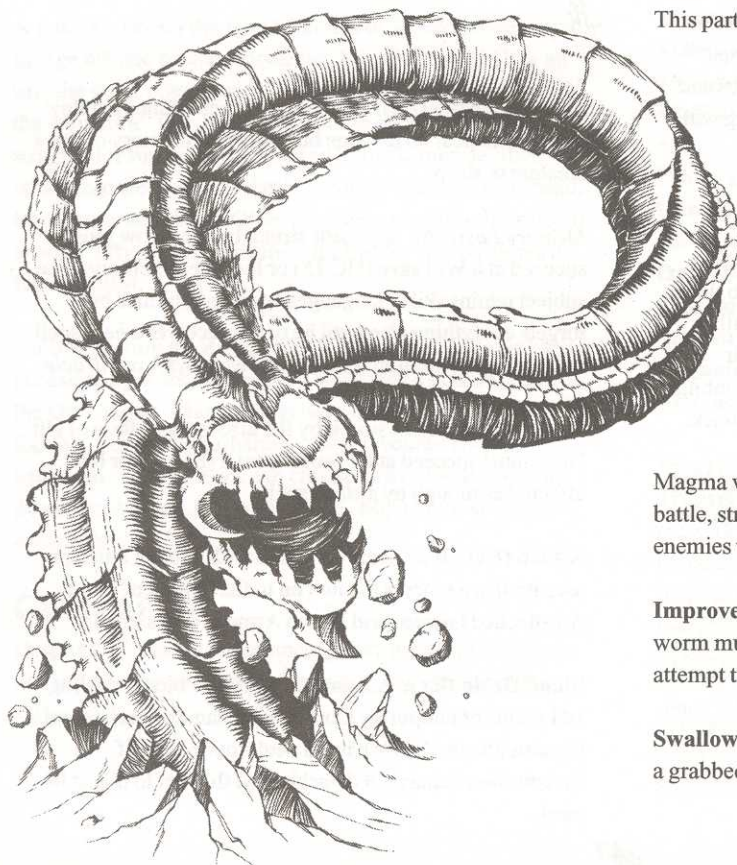
successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus eight points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The magma worm's interior can hold one Huge, four Large, 16 Medium-size or 64 Small or smaller opponents.

Heat (Ex): Merely touching or being touched by a magma worm automatically deals 2d6 fire damage.

Burn (Ex): When a magma worm hits with its tail slam attack, the opponent must succeed at a Reflex save (DC 13) or catch fire. The flame burns for 1d4 rounds if not extinguished sooner. The burning creature can use a full-round action to put out the flame. (See *Core Rulebook II* for more information on catching on fire.)

Tremorsense (Ex): A magma worm can automatically sense the location of anything within 60 feet that is in contact with the ground.

Fire Subtype (Ex): Immune to fire damage, double damage from cold except on a successful save.

Megachiroptequine
Large Beast
Hit Dice: 3d10+9 (25 hp)
Initiative: +6 (Dex)
Speed: 60 ft., fly 30 ft. (good)
AC: 19 (-1 size, +6 Dex, +4 natural)
Attacks: Bite +4 melee, 2 hooves -1 melee
Damage: Bite 1d8+3, hoof 1d4+1
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Qualities: Blindsight
Saves: Fort +6, Ref +9, Will +2
Abilities: Str 17, Dex 22, Con 16, Int 2, Wis 13, Cha 6
Skills: Listen +9*, Move Silently +6**, Spot +6*
Climate/Terrain: Any land
Organisation: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: —

Progenitors: Dire bat (Large animal), light horse (Large animal)
Transmutational Ritual DC: 23 (+0 size modifier, +0 creature type modifier, +3 hybrid adjustment modifiers for

blindsight and bumping Strength and Dexterity to their maximum values)
Material Costs: 4,000 gp

A magical fusion of dire bat and riding horse, the megachiroptequine (literally 'greater bat horse') is built and functions much like a pegasus, with several notable differences. Its wings are those of a bat rather than an avian and its head is distinctly bat-like in shape and structure. Megachiroptequines possess the echolocation abilities of bats, granting them a sonic-based blindsight that allows them to fly even in pitch-blackness. It is this latter trait that makes these creatures much sought after aerial riding mounts. Despite a rather fearsome appearance, most megachiroptequines are vegetarians, subsisting on fruits and grains. Some of these creatures are created with a vampiric thirst for blood, however, and supplement their diet with the blood of bitten victims.

Megachiroptequines have dark coats of a solid colour, usually black, grey or brown.

Combat

Megachiroptequines bite with their sharp teeth and can also kick with their front hooves. They are almost always created for use as riding mounts, so a combat with a megachiroptequine usually involves battle with its rider as well.

Blindsight: Megachiroptequines can 'see' by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this ability.

Skills: Megachiroptequines receive a +4 racial modifier to Listen and Spot checks. These bonuses are lost if blindsight is negated. They also receive a +6 modifier to Move Silently checks, but only during flight when their hooves are off the ground.

Climate/Terrain:	Any land and underground
Organisation:	Solitary
Challenge Rating:	Small 1; Medium-size 3; Large 5; Huge 7; Greater 9; Elder 11
Treasure:	None

Mud Elemental

	Mud Elemental, Small Small Elemental (Earth, Water)	Mud Elemental, Medium-size Medium-Size Elemental (Earth, Water)	Mud Elemental, Large Large Elemental (Earth, Water)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	-1 (Dex)	+0 (Dex)	+0 (Dex)
Speed:	20 ft.	20 ft.	20 ft.
AC:	16 (+1 size, -1 Dex, +6 natural)	17 (+7 natural)	18 (-1 size, +9 natural)
Attacks:	Slam +4 melee	Slam +7 melee	Slam +11/+6 melee
Damage:	Slam 1d6+3	Slam 1d8+6	Slam 2d8+9
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Earth mastery, drench, smother	Earth mastery, drench, smother	Earth mastery, drench, smother
Special Qualities:	Elemental	Elemental	Elemental, damage reduction 10/+1
Saves:	Fort +4, Ref -1, Will +0	Fort +7, Ref +1, Will +1	Fort +10, Ref +2, Will +2
Abilities:	Str 15, Dex 9, Con 13, Int 4, Wis 11, Cha 11	Str 18, Dex 10, Con 17, Int 4, Wis 11, Cha 11	Str 22, Dex 11, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	—	—	Power Attack

	Mud Elemental, Huge Huge Elemental (Earth, Water)	Mud Elemental, Greater Huge Elemental (Earth, Water)	Mud Elemental, Elder Huge Elemental (Earth, Water)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+1 (Dex)	+2 (Dex)	+2 (Dex)
AC:	19 (-2 size, +1 Dex, +10 natural)	21 (-2 size, +2 Dex, +11 natural)	22 (-2 size, +2 Dex, +12 natural)
Attacks:	Slam +18/+13/+8 melee	Slam +22/+17/+12 melee	Slam +26/+21/+16/+11 melee
Damage:	Slam 2d10+12	Slam 2d10+13	Slam 2d10+15
Face/Reach:	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Qualities:	Elemental, damage reduction 10/+2, fire immunity	Elemental, damage reduction 10/+2, fire immunity	Elemental, damage reduction 15/+3, fire immunity
Saves:	Fort +15, Ref +6, Will +5	Fort +17, Ref +9, Will +7	Fort +19, Ref +10, Will +8
Abilities:	Str 26, Dex 13, Con 21, Int 6, Wis 11, Cha 11	Str 28, Dex 14, Con 21, Int 6, Wis 11, Cha 11	Str 30, Dex 15, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Cleave, Great Cleave, Power Attack	Cleave, Great Cleave, Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder

Alignment: Usually neutral
Advancement: —

Progenitors: Earth elemental (Small elemental), water elemental (Small elemental)
Transmutational Ritual DC: 23 (+0 size modifier, +0 creature type modifier, +3 hybrid adjustment modifiers for earth mastery, drench and smother; note that the elemental special quality is 'free' as both progenitors possess it)
Material Costs: 4,000 gp

Mud elementals are a fusion of earth and water elementals. Their roughly humanoid bodies are composed of thick, slimy mud that leaves traces behind when the creature walks. Mud elementals speak both Aquan and Terran but rarely choose to do so. When they speak, their voices are accompanied by the sounds of bubbles of mud popping.

Combat

Though a mud elemental moves slowly and ponderously, it is a ruthless opponent. It can travel through solid ground or stone as easily a humans walk on the earth's surface, but cannot swim. Mud elementals must either walk around a body of water or go through the ground underneath it, as immersion in water dissolves their muddy bodies.

Earth Mastery (Ex): A mud 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 blocks.

Drench (Ex): The mucky touch of a mud elemental puts out torches, campfires, exposed lanterns and other open flames of non-magical origin if these are of Large size or smaller. It can also coat a magical source of light (such as an *everburning torch* or glowing magic weapon) with mud from its touch, which does not dispel the light but prevents it from shining until the mud is wiped off.

Smother (Ex): A mud elemental can make a touch attack against a living opponent and shoot globs of mud into its nostrils and mouth, cutting off the opponent's oxygen. The victim suffers a -2 circumstance penalty to Armour Class and attack rolls and begins to suffocate. A successful Fortitude save (DC 10 + ½ HD + Con modifier) is required to expel the muck from the breathing passages and a victim of a mud elemental's smother attack can make a new save each round.
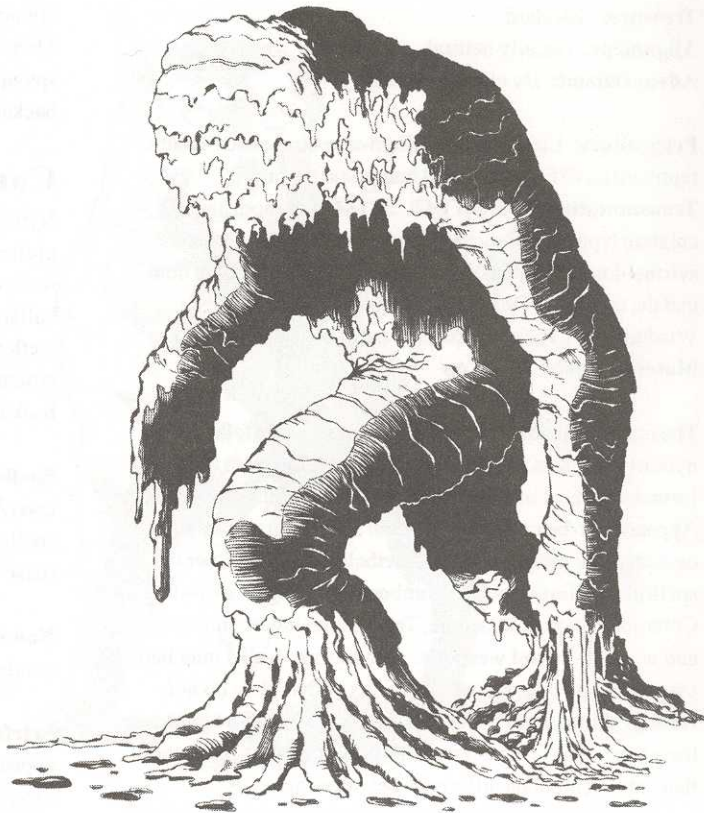
Nymorryx

Small Humanoid (Reptilian)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1 (Dex)
Speed: 20 ft.
AC: 17 (+1 size, +1 Dex, +5 natural)
Attacks: 2 claws +1 melee (or halfspear +1 melee), bite -1 melee; or light crossbow +1 ranged
Damage: Claw 1d3, bite 1d4, halfspear 1d6, light crossbow 1d8
Face/Reach: 5 ft. by 5 ft./ 5 ft.
Special Qualities: Svirfneblin traits, spell-like abilities, nondetection
Saves: Fort +5, Ref +3, Will +2
Abilities: Str 10, Dex 12, Con 12, Int 10, Wis 10, Cha 6
Skills: Balance +5*, Hide +7*, Jump +5*, Listen +3, Spot +2, Swim +6*
Feats: Multiattack
Climate/Terrain: Temperate and warm marsh and underground
Organisation: Gang (2-3), band (6-10 plus 50% noncombatants plus 1 leader of 2nd-5th level) or tribe (30-60 plus 2 lieutenants of 2nd-5th level and 1 leader of 3rd-8th level)
Challenge Rating: 1

Treasure: Standard
Alignment: Usually neutral
Advancement: By character class

Progenitors: Lizardfolk (Medium-size humanoid (aquatic, reptilian)), svirfneblin (Small humanoid (gnome))
Transmutational Ritual DC: 24 (+1 size modifier, +0 creature type modifier, +3 hybrid adjustment modifier for svirfneblin traits, spell-like abilities and nondetection; note that the creature's Dexterity, Constitution, Intelligence, Wisdom and Charisma scores were shuffled at no cost)
Material Costs: 5,000 gp

The magical fusion of a svirfneblin and a lizardfolk, the nymorryx gets its size, stealth and coloration from the former and most of its physiology from the latter. Appearing to be nothing more than a small, grey-scaled dinosaur, the nymorryx can nonetheless use a number of spell-like abilities, speak a number of languages (including Common, Gnome, Draconic, Terran and Undercommon) and wield tools and weapons. A nymorryx walks hunched over, using its long tail to balance its body. They do not wear clothing of any type, save perhaps a harness to hold their weapons and a backpack. Due to their reptilian nature, there are no obvious difference between the sexes.

Nymorryx were created as a servitor race by mind flayers. Their Small size and *nondetection* makes them well suited to spy upon other subterranean races and report their findings back to their mind flayer masters.

Combat

Nymorryx were designed primarily for stealth and they prefer to avoid combat when possible. If forced into battle, however, they are quite capable warriors, often wielding a halfspear or light crossbow but striking out with claws and teeth if necessary. Often several nymorryx will fight defensively, allowing one of their number to escape to report back to their mind flayer masters.

Spell-Like Abilities: Nymorryx can use *blindness*, *blur* and *change self* each once per day. These abilities are as the spells cast by a wizard of the nymorryx's character level (base save DC 10 + spell level).

Nondetection (Su): Nymorryx have a continuous *nondetection* ability as the spell.

Svirfneblin Traits (Ex): Despite their lizard-like appearance, all nymorryx have the following racial traits, carryovers from their svirfneblin heritage:

† 120-ft. darkvision.

† Spell Resistance of 11 + character level.

† +2 racial bonus to all saving throws.

† +4 dodge bonus to AC.

Skills: Nymorryx receive a +2 racial bonus to Hide checks, which improves to +4 in darkened areas underground. Their tails grant them a +4 racial bonus to Jump, Swim and Balance checks.
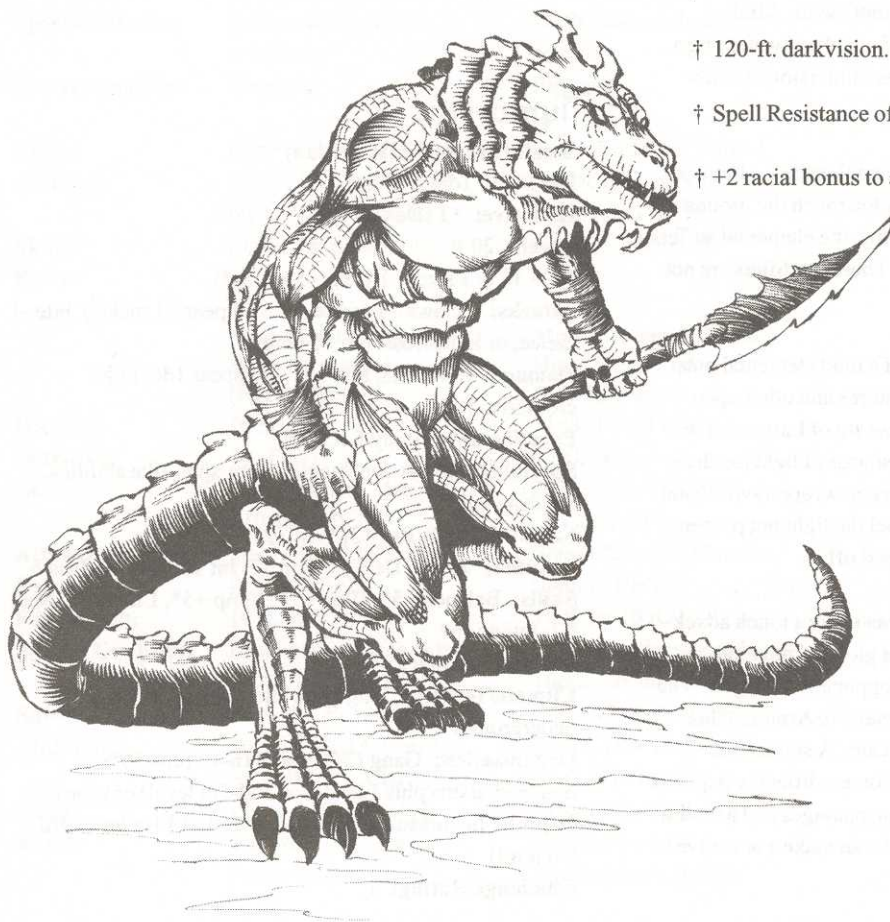
Ooze Hound

Medium-Size Aberration
Hit Dice: 3d86 (19 hp)
Initiative: +2 (Dex)
Speed: 40 ft.
AC: 14 (+2 Dex, +2 natural)
Attacks: Bite +4 melee
Damage: Bite 1d6+3 plus 1d6 acid
Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Acid, corrosion
Special Qualities: Cold and fire immunity, scent
Saves: Fort +3, Ref +3, Will +4
Abilities: Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills: Listen +5, Spot +5, Wilderness Lore +1*
Climate/Terrain: Any land
Organisation: Solitary or pack (2-6)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: —

Progenitors: Riding dog (Medium-size animal), grey ooze (Medium-size ooze)
Transmutational Ritual DC: 32 (+0 size modifier, +10 creature type modifier, +12 hybrid adjustment modifiers for one extra Hit Dice, acid, corrosion, cold immunity, fire immunity, scent and bumping each ability score to its maximum value)
Material Costs: 12,000 gp

Ooze hounds are war dogs infused with the essence of a grey ooze. Because of the difficulty and expense involved in merging an ooze with any creature possessing a more standard anatomy, few ooze hounds are created via a transmutation ritual any more – most ooze hounds alive today were raised from birth in kennels specialising in the breed. Most ooze hounds are trained to fight at their master's side and, raised properly, these creatures demonstrate a fierce loyalty to their owners.

Ooze hounds are built like oversized, hairless bulldogs. Their skin is always moist; touching an ooze hound's bare flesh is never a good idea due to the caustic properties of the creature's glandular secretions.

Combat

Ooze hounds are easily trained for battle. Revelling in combat, they attack their prey with reckless abandon. Anyone attacked by an ooze hound must not only contend with the creature's sharp teeth but also with the acidic properties of the creature's flesh.

Acid (Ex): An ooze hound secretes a digestive acid from its pores that quickly dissolves other organic material and metal. Any bite also deals acid damage. Ooze hounds are immune to acid.

The ooze hound's acidic touch deals 20 points of damage per round to wood or metal objects. Armour or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes an ooze

hound also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Skills: Ooze hounds receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Plesiogigan

Huge Monstrous Humanoid
Hit Dice: 19d8+95 (180 hp)
Initiative: +2 (Dex)
Speed: 20 ft., swim 50 ft.
AC: 22 (-2 size, +2 Dex, +12 natural)
Attacks: Gargantuan trident +31/+26/+21/+16 melee, bite +26 melee
Damage: Gargantuan trident 4d6+21, bite 2d8+7
Face/Reach: 10 ft. by 20 ft./15 ft.
Special Attacks: Spell-like abilities
Special Qualities: Electricity immunity, freedom of movement, water breathing
Saves: Fort +11, Ref +13, Will +12
Abilities: Str 39, Dex 14, Con 21, Int 11, Wis 13, Cha 11
Skills: Concentration +13, Intimidate +11, Intuit Direction +10, Listen +13, Spot +13
Feats: Cleave, Combat Reflexes, Great Cleave, Power Attack, Sunder
Climate/Terrain: Warm aquatic
Organisation: Solitary or family (2-4)
Challenge Rating: 13

Treasure: Standard
Alignment: Usually neutral
Advancement: By character class

Progenitors: Elasmosaurus (Huge beast (aquatic)), storm giant (Huge giant (electricity))
Transmutational Ritual DC: 34 (+0 size modifier, +2 creature type modifier, +12 hybrid adjustment modifiers for seven extra Hit Dice, spell-like abilities, electricity immunity, freedom of movement, water breathing and bumping Strength to its maximum value; note that the creature's Intelligence, Wisdom and Charisma scores were shuffled at no cost)
Material Costs: 15,000 gp

A plesiogigan is a magical merging of a storm giant and an elasmosaurus. The creature has a centaur-like build, with a humanoid upper torso grafted on to the body of a beast, in this case an aquatic predator. Some elasmosaurus traits have crept over on to the storm giant half of the plesiogigan as well, notably the sharp, pointed teeth and the greyish-green skin coloration. Plesiogigans have long, flowing grey or green hair and beards are common on the males.

The first plesiogigans were self-created by storm giant wizards dabbling in crossbreeding experiments, seeking to explore the limits of transmutation magic. The results speak for themselves and plesiogigans enjoy a mastery of the oceans rivalled only by storm giants and their fierce enemies, the sea giants. (See *Seas of Blood* by Mongoose Publishing for details on sea giants.)

Plesiogigans frequently make their lairs in deep aquatic trenches, often many miles below the ocean's surface. They are generally on good terms with storm giants and attack sea giants on sight.

Plesiogigans speak the Giant language. Many of them choose to become clerics or barbarians.

Combat

Plesiogigans wield Gargantuan tridents in battle but prefer using them as melee weapons. They tend toward savageness in battle, often ripping into enemies with their sharp teeth. On the ocean's surface, plesiogigans use their spell-like abilities to good use, especially against enemy surface ships.

Spell-Like Abilities: Once per day a plesiogigan can *call lightning* as a 15th-level druid and use *chain lightning* as a 15th-level sorcerer. Twice per day a plesiogigan can *control weather* as a 20th-level druid.

Freedom of Movement (Su): Plesiogigans have continuous *freedom of movement*, as the spell.

Water Breathing (Ex): Plesiogigans can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Pseudoslab

Huge Ooze
Hit Dice: 4d10+36 (58 hp)
Initiative: -5 (Dex)
Speed: 15 ft.
AC: 3 (-2 size, -5 Dex)
Attacks: Slam +2 melee
Damage: Slam 1d6+1 and 1d6 acid
Face/Reach: 10 ft. by 10 ft./10 ft.
Special Attacks: Engulf, paralysis, acid, corrosion
Special Qualities: Blindsight, camouflage, cold and fire immunity, ooze
Saves: Fort +5, Ref -4, Will -4

Abilities: Str 12, Dex 1, Con 19, Int –, Wis 1, Cha 1
Climate/Terrain: Any underground
Organisation: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Huge); 9-12 HD (Gargantuan)

Progenitors: Grey ooze (Medium-size ooze), gelatinous cube (Huge ooze)
Transmutational Ritual DC: 30 (+2 size modifier, +0 creature type modifier, +8 hybrid adjustment modifiers for engulf, paralysis, corrosion, camouflage, cold and fire immunities and bumping Strength and Constitution to their maximum values; note that acid, blindsight and ooze special qualities are all 'free' as both progenitors possess them)
Material Costs: 11,000 gp

Pseudoslabs are a magical merging of a gelatinous cube and a grey ooze. From the former progenitor the pseudoslab gains its basic shape; from the latter, its corrosive acid attack and its coloration. Pseudoslabs look like nothing more than roughly hewn, damp, grey stone blocks. Crossbreeders often create pseudoslabs as inconspicuous guard-beasts for their homes or treasure vaults.

Combat

Pseudoslabs often strike from a position of surprise as many opponents fail to recognise the cubic ooze as a living creature until it lashes out at them with an extended pseudopod or attempts to engulf them with its massive bulk.

Engulf (Ex): Although it moves slowly, a pseudoslab can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The pseudoslab merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the pseudoslab, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed at a Reflex save (DC 13) or be engulfed. Engulfed creatures are subject to the pseudoslab's paralysis and acid, are considered to be grappled and are trapped within its body.

Paralysis (Ex): Pseudoslabs secrete an anaesthetising slime. A target hit by a pseudoslab's melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralysed for 3d6 rounds. The pseudoslab can automatically engulf a paralysed opponent.

Acid (Ex): A pseudoslab's acid does not harm stone, but quickly dissolves organic

material and metal. Any melee hit deals acid damage. The pseudoslab's acidic touch deals 40 points of damage per round to wood or metal objects. Armour or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). A metal or wooden weapon that strikes a pseudoslab also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Blindsight (Ex): A pseudoslab's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognise a motionless pseudoslab as a living creature. The Difficulty Class increases to 20 if the pseudoslab is in a specially-carved niche, allowing it to appear as part of a wall or floor.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and polymorphing. Not subject to critical hits.
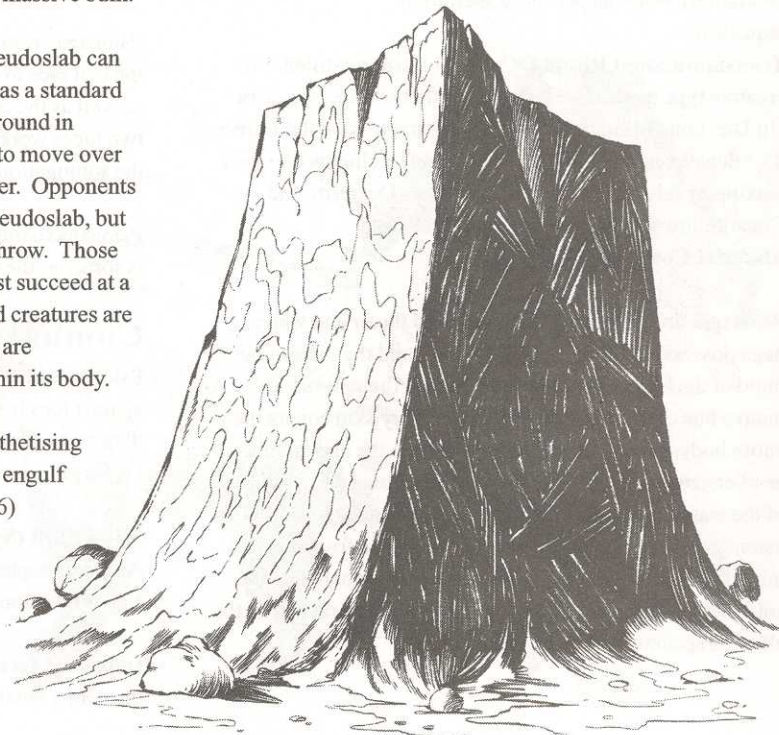
Psionaga

Large Aberration

Hit Dice: 8d8+16 (52 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., swim 50 ft.

AC: 16 (-1 size, +2 Dex, +5 natural)

Attacks: 4 tentacles +8 melee

Damage: Tentacle 1d4+3

Face/Reach: 5 ft. by 5 ft. (coiled)/10 ft.

Special Attacks: Mind blast, improved grab, extract, spells

Special Qualities: SR 25, telepathy

Saves: Fort +4, Ref +6, Will +9

Abilities: Str 16, Dex 14, Con 14, Int 19, Wis 17, Cha 16

Skills: Bluff +8, Concentration +12, Hide +8, Intimidate +7, Listen +12, Move Silently +7, Spellcraft +8, Spot +12

Feats: Alertness, Combat Casting, Dodge, Improved Initiative, Lightning Reflexes

Climate/Terrain: Temperate and warm aquatic and underground

Organisation: Solitary or nest (3-6)

Challenge Rating: 8

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

Progenitors: Mind flayer (Medium-size aberration), water naga (Large aberration (aquatic))

Transmutational Ritual DC: 39 (+1 size modifier, +10 creature type modifier, +8 hybrid adjustment for one extra Hit Die, mind blast, improved grab, extract, Spell Resistance 25, telepathy and bumping Strength and Intelligence to their maximum values; note that the creature's Dexterity and Constitution scores were shuffled at no cost)

Material Costs: 20,000 gp

Psionagas are a hideous fusion of mind flayer and water naga possessing the head of the former and the serpentine build of the latter. The skin coloration is the same sickly mauve hue of the mind flayer; this rubbery skin covers the entire body, giving the long, sinuous form the appearance of an oversized tentacle, although the red-orange dorsal spines of the water naga run the length of the psionaga's back. The psionaga's head is virtually indistinguishable from that of a mind flayer, right down to the lamprey-like mouth and the cold, dead, white eyes that glare with an unnatural hatred for all other species.

Psionagas were created by mind flayer wizards, allowing the evil race to expand into the depths of the world's oceans as well as the sunless deep of the subterranean realms. The two races work in harmony toward their mutual goals, with the subjugation of all other species rating high on their list.

Psionagas communicate telepathically. Their favoured class is sorcerer, the result of their partial water naga heritage.

Combat

Psionagas share the mind flayer's preference for striking out against foes from a distance. In melee combat, they use their tentacles to try to extract the living brains of their victims for immediate consumption.

Mind Blast (Sp): This attack is a cone 60 feet long. Anyone caught in this cone must succeed at a Will save (DC 17) or be stunned for 3d4 rounds.

Improved Grab (Ex): To use this ability, the psionaga must hit a Small to Large creature with its tentacle attack. If

it gets a hold, it attaches the tentacle to the victim's head. A psionaga can grab a Huge or larger creature, but only if it can reach the foe's head.

After a successful grab, the psionaga can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the psionaga gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex): A psionaga that begins its turn with all four tentacles attached and successfully maintains its hold automatically extracts the opponent's brain, instantly killing that creature.

Telepathy (Su): Psionagas can communicate telepathically with any creature within 100 feet that has a language.

Spells: Psionagas cast spells as 7th-level sorcerers but never use fire spells.

Rhinohorse

Large Beast
Hit Dice: 6d10+24 (57 hp)
Initiative: +1 (Dex)
Speed: 50 ft.
AC: 16 (-1 size, +1 Dex, +6 natural)
Attacks: Gore +9 melee or 2 hooves +9 melee, bite +4 melee
Damage: Gore 2d6+9, hoof 1d6+6, bite 1d4+3
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Qualities: Scent
Saves: Fort +9, Ref +6, Will +3
Abilities: Str 22, Dex 13, Con 19, Int 2, Wis 13, Cha 4
Skills: Listen +9, Spot +2
Climate/Terrain: Any land
Organisation: Domesticated
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: —

Progenitors: Heavy warhorse (Large animal), rhinoceros (Large animal)
Transmutational Ritual DC: 22 (+0 size modifier, +0 creature type modifier, +2 hybrid adjustment modifiers for scent and bumping

Dexterity to its maximum value)
Material Costs: 3,000 gp

As evidenced by the creature's name, a rhinohorse is a fusion of rhinoceros and heavy warhorse. Designed for combat, the rhinohorse has the natural thick skin of the rhinoceros, providing built-in barding of a sort. In addition, the creature's head is patterned more after the rhino than the horse and it can gore enemies with the large horn perched at the tip of its nose. In general build it still resembles its equine progenitor, granting the rhinohorse a speed and dexterity comparable to that of a heavy warhorse. A rhinohorse's coloration is usually a drab grey or occasionally a pale white. Their tails are short, resembling those of their rhinoceros progenitors.

Combat

Rhinohorses often charge their enemies, goring them with their horn. If forgoing the gore attack, a rhinohorse can strike out with its two front hooves and bite at an opponent.

Skyshark

Large Beast
Hit Dice: 6d10+12 (45 hp)
Initiative: +4 (Dex)
Speed: Swim 60 ft., fly 40 ft. (good)
AC: 18 (-1 size, +4 Dex, +5 natural)
Attacks: Bite +6 melee
Damage: Bite 1d8+4
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Qualities: Blindsight, keen scent
Saves: Fort +7, Ref +9, Will +3
Abilities: Str 17, Dex 19, Con 15, Int 1, Wis 12, Cha 4
Skills: Listen +6*, Move Silently +8, Spot +6*
Climate/Terrain: Any aquatic or any land
Organisation: Solitary, school (2-5) or pack (6-11)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: —

Progenitors: Dire bat (Large animal), shark (Large animal)
Transmutational Ritual DC: 23 (+0 size modifier, +0 creature type modifier, +3 hybrid adjustment modifier for blindsight, keen scent and one extra Hit Die; note that the creature's Dexterity and Wisdom scores were shuffled at no cost)
Material Costs: 4,000 gp

Skysharks are similar in appearance to normal sharks, with the addition of large, bat-like wings granting them a flight ability. From their dire bat progenitors they also gain blindsight and the ability to breathe air, although the shark's gills are still in place allowing the skyshark to exist both in and out of water. Skysharks use their wings as flippers when swimming. Like their aquatic progenitors, skysharks are in constant motion. They are aggressive and fearless predators, attacking any prey regardless of size. It is believed that skysharks were originally created as guardians, although their tendency to roam over vast areas in search of food makes them haphazard ones at best.

Combat

Skysharks attack with a bite made vicious with many overlapping layers of razor-sharp teeth. They have a sense of smell as keen as that of any shark and the scent of blood can have a pack of skysharks convening upon the wounded prey from miles away.

Blindsight: Skysharks can 'see' by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this ability.

Keen Scent: A skyshark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: Skysharks receive a +4 racial bonus to Spot and Listen checks. These bonuses are lost if blindsight is negated.
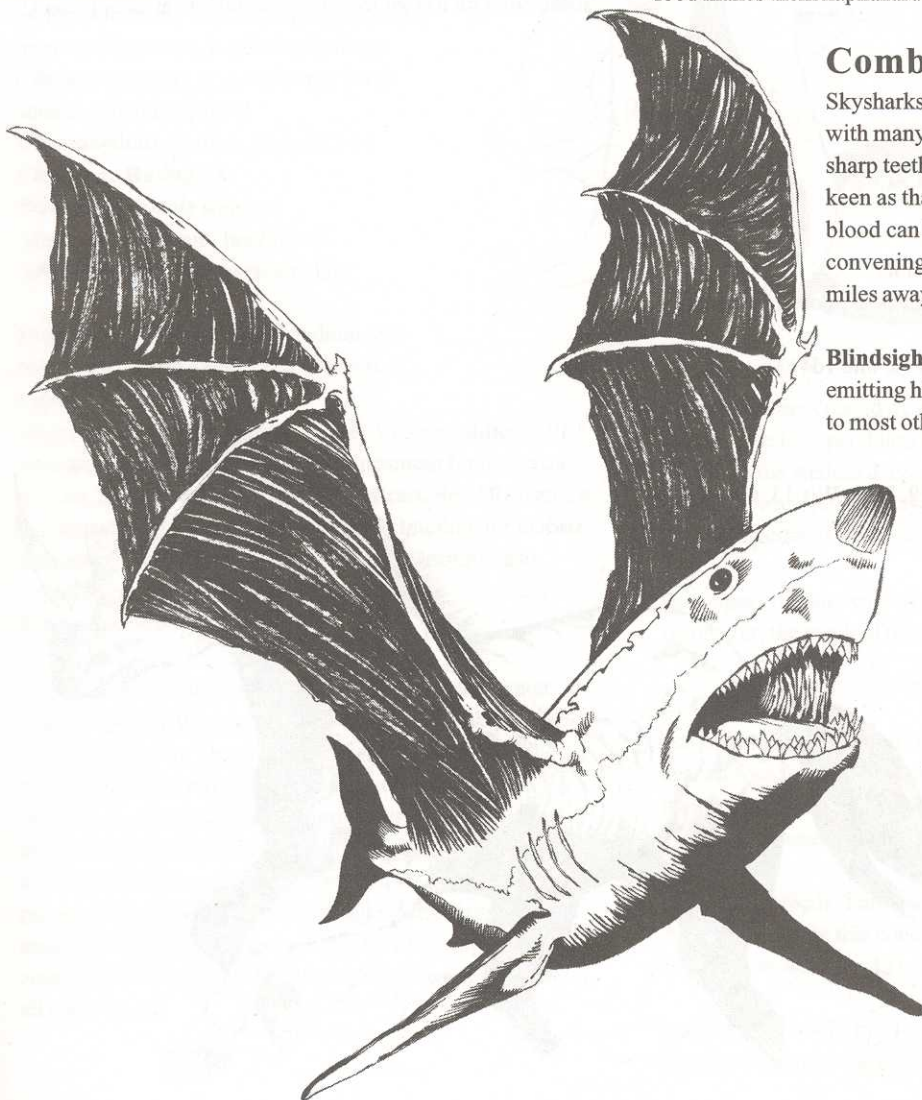
Slithertoad

Tiny Beast
Hit Dice: ¼d10 (2 hp)
Initiative: +3 (Dex)
Speed: 15 ft., climb 15 ft., swim 15 ft.
AC: 16 (+2 size, +3 Dex, +1 natural)
Face/Reach: 2½ ft. by 2½ ft. (coiled)/ 0 ft.
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 3, Dex 16, Con 11, Int 1, Wis 12, Cha 2
Skills: Balance +11*, Climb +5, Hide +15*, Listen +5*, Spot +5*
Climate/Terrain: Temperate and warm land, aquatic or underground
Organisation: Solitary
Challenge Rating: 1/10
Treasure: None
Alignment: Always neutral
Advancement Range: —

Progenitors: Snake (Tiny animal, using game statistics for a Tiny viper), toad (Diminutive animal)
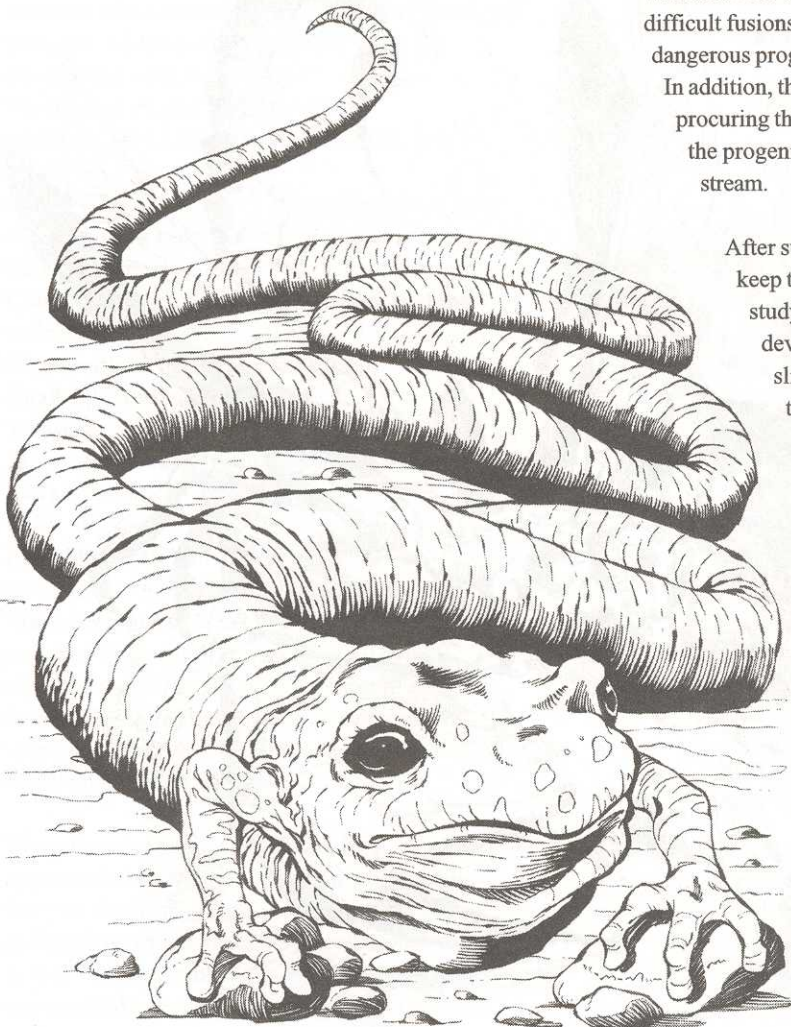
Transmutational Ritual DC: 21 (+1 size modifier, +0 creature type modifier, +0 hybrid adjustment modifier; note that Dexterity, Wisdom and Charisma scores were shuffled at no cost)
Material Costs: 2,000 gp

Slithertoads are a simple merging of a common, non-poisonous snake and a toad. The toad morphology dominates the front half of the beast, with the snake's body beginning where the toad's hind legs would normally begin. Slithertoads are most often created as a simple experiment, usually early in a crossbreeder's career when he wishes to gain a taste for the possibilities inherent in the field of study. Slithertoads serve no real useful purpose other than allowing the crossbreeder to 'get his feet wet' on a relatively simple hybrid; in this capacity they excel, for the crossbreeder learns to magically fuse together two completely different body structures to make a viable whole from a reptile and an amphibian. Slithertoads are also popular first experiments because neither progenitor is inherently dangerous; it is much better to learn the basics with harmless test subjects before branching out to more difficult fusions like owlbears, where one must deal with dangerous progenitors like a giant owl and a grizzly bear. In addition, there is usually very little difficulty in procuring the test subjects for a slithertoad hybridisation; the progenitors can often be found near any pond or stream.

After successful hybridisation, some crossbreeders keep their slithertoads as laboratory animals, to study their growth patterns and see how they develop over the years. Others keep their slithertoads as pets, holding a warm place for them in their hearts as their first crossbreeding success. Many, however, simply release them into the wild after they have learned all they can from their hybridisation. Wild slithertoads do well for themselves, hunting down small insects, fish and worms. On land, they usually crawl on their snake-bellies, keeping the toad portion of their bodies elevated. In water, they are excellent swimmers, stroking with their webbed forelegs and undulating their serpentine bodies back and forth like an eel.

Combat

Slithertoads pose no threat to anyone larger than Diminutive size. Their only attack form is their bite, using their tongues to

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flip insects and other creatures into their mouths, where they are swallowed whole.

Skills: Slithertoads receive a +4 racial bonus to Hide, Listen and Spot checks and a +8 racial bonus to Balance checks. They use their Dexterity modifiers for Climb checks.

Vorpa

Large Vermin

Hit Dice: 5d8+10 (32 hp)

Initiative: +1 (Dex)

Speed: 50 ft., fly 60 ft. (good)

AC: 15 (-1 size, +1 Dex, +5 natural)

Attacks: 2 claws +6 melee, sting +1 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

Special Qualities: Vermin

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 18, Dex 12, Con 14, Int –, Wis 10, Cha 5

Skills: Climb +8*, Hide +5*, Intuit Direction +4, Spot +8*

Climate/Terrain: Temperate and warm land and underground

Organisation: Solitary, swarm (2-5) or nest (11-20)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

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

Progenitors: Giant wasp (Large vermin), monstrous scorpion (Large vermin)

Transmutational Ritual DC: 23 (+0 size modifier, +0 creature type modifier, +3 hybrid adjustment modifiers for one extra Hit Die, improved grab and squeeze; note that the creature's Strength, Dexterity, Wisdom and Charisma were shuffled at no cost.)

Material Costs: 4,000 gp

Vorpas are a hideous combination of scorpion and wasp. The body mostly retains the scorpion's physiology with the addition of the giant wasp's wing structure, coloration and hive mentality. The wasp coloration carries over to alternating stripes of yellow and brown along the segmented scorpion-like body.

Like scorpions, vorpas live in underground burrows. Unlike scorpions (and more like wasps), these lairs are communal in nature, housing the entire nest. Vorpas are aggressively territorial and overly protective of their lairs, attacking anyone or anything seen as a potential threat to the larvae kept deep inside their subterranean burrows.

Combat

These creatures attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young.
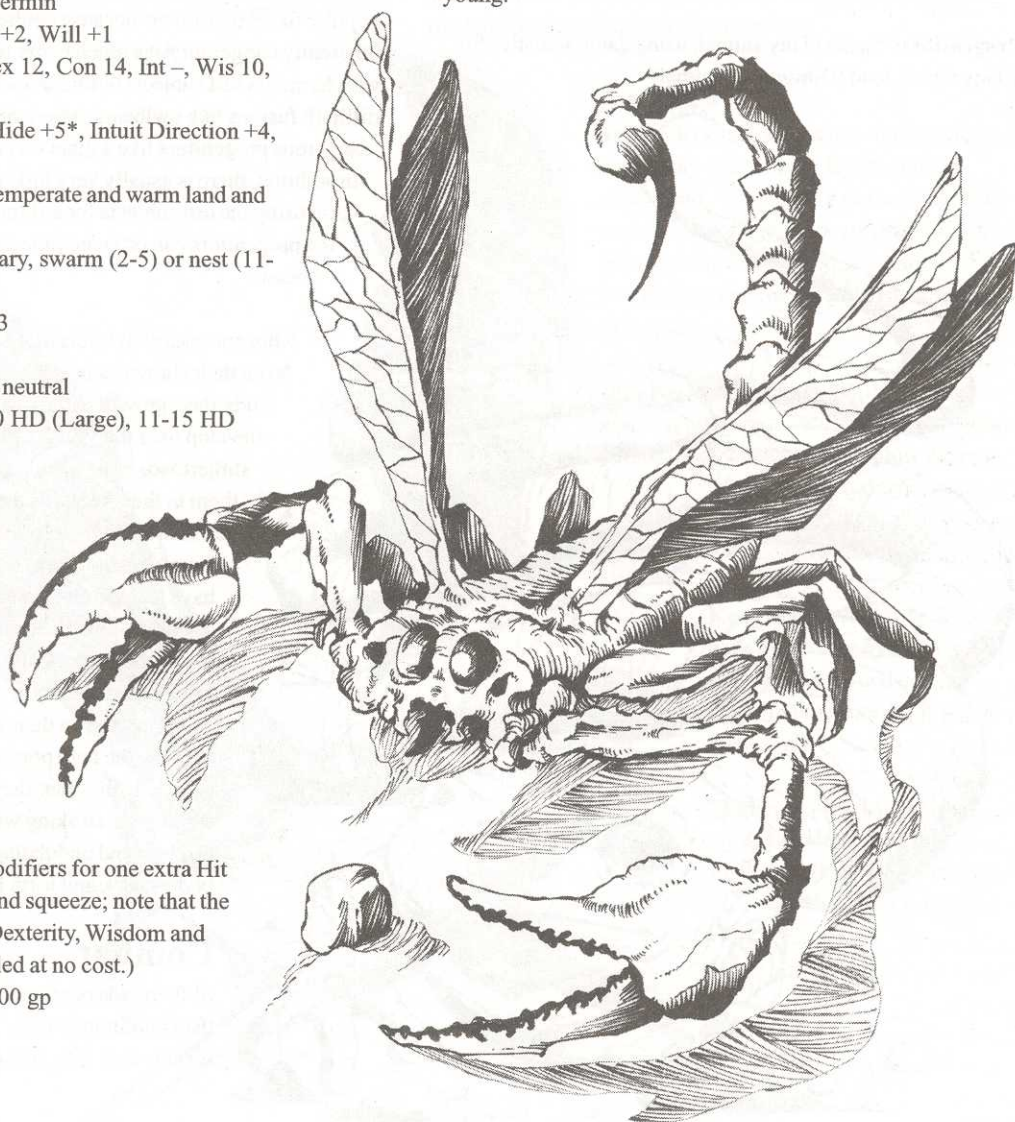
Improved Grab (Ex): To use this ability, the vorpa must hit with its claw attack. If it gets a hold, it hangs on and stings.

Squeeze (Ex): A vorpa that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, stinging at its full attack value.

Poison (Ex): Sting Fortitude DC 18; initial and secondary damage 1d6 temporary Dexterity damage. Vorpas are immune to their own poison and that of giant wasps.

Skills: A vorpa receives a +4 racial bonus to Climb, Hide and Spot checks.

Worgoblin

Medium-size Monstrous Humanoid
Hit Dice: 2d8+2 (11 hp)
Initiative: +2 (Dex)
Speed: 50 ft.
AC: 17 (+2 Dex, +2 natural, +3 studded leather)
Attacks: Morningstar +2 melee or javelin +4 ranged
Damage: Morningstar 1d8, javelin 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Saves: Fort +1, Ref +5, Will +3
Abilities: Str 11, Dex 15, Con 13, Int 10, Wis 11, Cha 8
Skills: Hide +4, Listen +7, Move Silently +6, Spot +7, Wilderness Lore +4
Feats: Alertness
Climate/Terrain: Temperate and warm land and underground
Organisation: Solitary or band (2-10)
Challenge Rating: ½
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class

Progenitors: Goblin (Small humanoid (goblinoid)), worg (Medium-size magical beast)
Transmutational Ritual DC: 24 (+1 size modifier, +3 creature type modifier, +0 hybrid adjustment modifier; note that the creature's Strength, Dexterity, Intelligence, Wisdom and Charisma scores were shuffled at no cost)
Material Costs: 5,000 gp

Worgoblins are centaur-like in build, with a goblin's upper torso fused into the front of a worg's body. They are frequently found among the ranks of goblin tribes, especially those who ride wolves, dire wolves or worgs into battle. The first worgoblins were created by evil wizards who counted goblins

among their henchmen, as a 'force enhancer' to empower their goblin minions even further.

Worgoblins speak both the Goblin and Worg languages. The more intelligent among them can also speak Common. Some worgoblins join the ranks of worg packs, often serving in positions of leadership.

A worgoblin's favoured class is fighter. Many worgoblin leaders are fighters or fighter/rogues. Worgoblin clerics can choose two of the following domains: Chaos, Evil or Trickery.

Combat

Not surprisingly, worgoblins often mirror goblin tactics in battle, although they are somewhat more fond of open melee than their diminutive cousins. Worgoblins favour the morningstar and javelin, often throwing their javelins from ambush and then racing into hand-to-hand combat with their foes.

DESIGNER'S NOTES

My fascination with magical crossbreeding dates back to 1996, when I submitted an article to *Dragon Magazine* on the subject. The article, one of the Dragon's Bestiary articles on new monsters for what was then the Second Edition of the Advanced Dungeons and Dragons game, featured seven magical fusions. I was still thinking small in those days, for each fusion was a simple hybrid of two common animals, such as the spider-horse and the dragonfly turtle. I even developed the crossbreeder's 'starter kit' as it were; a harmless little creature called the duckbunny, which, unfortunately, was not as well received as I had hoped. To this day, I still argue that magical crossbreeders need to start honing their craft on something simple and relatively harmless before moving on to more dangerous creatures. I eagerly wait to see what sort of reception the slithertoad will receive from the readers of this work.

With the advent of the *Encyclopaedia Arcane* line, I realised that I had an opportunity to expand upon the field of magical crossbreeding, to move on beyond merely animals and incorporate rules for fusions of all manners of creatures. The first step was determining exactly what could be crossbred with what; after eliminating constructs and undead, I then had to decide just how difficult it would be to merge creatures of one type with creatures of all the other types, and what creature types would result from such mergings. With the first two tables completed, I was actually finished with the core of the work and the rest was merely a matter of describing how magical crossbreeding worked, providing various modifiers to the DC and crossbreeding check and, most enjoyable of all, developing a host of sample creatures using the rules I had devised.

I had decided early on that I did not want to define the exact steps of any given transmutation ritual too closely, as there were many ways such a ritual could be set up. Rather, I thought it would be best to lay out a solid rule mechanic and allow the player or Games Master to decide upon the particulars. I have provided numerous examples of how transmutation rituals might be composed; hopefully, if none of these seem exactly what a Games Master had in mind for his campaign world, they will at least serve as a springboard for the creation of other possible rituals.

One thing I wanted to avoid was the creation of a Magical Crossbreeding skill, yet another skill that a wizard would have to throw points into if he wished to be successful in this portion of his magical repertoire. I realised that higher-level wizards should be better at crossbreeding than lower-level wizards, and knew I wanted to use their wizard level as part of the crossbreeding equation. Hopefully, the method I have concocted works well to allow any wizard a modicum of success in his crossbreeding efforts without having him waste valuable skill points on something that does him no good otherwise.

Magical Crossbreeding – Flesh and Blood is the largest gaming accessory I have ever created to date. I am eager to hear how it is received by the gaming community and most of all I look forward to hearing of the devious crossbreeds that have been brought to life through the use of the rules contained herein.

Johnathan Richards

CROSSBREEDING WORKSHEET

Ability Scores

	Str	Dex	Con	Int	Wis	Cha
Progenitor 1 Scores						
Progenitor 2 Scores						
Average Scores						
Desired Scores						
Bump or Shuffle						
DC Modifier						

Total Ability DC Modifier (A)

Size

	Category	Actual
Progenitor 1		ft. in.
Progenitor 2		ft. in.
Average		ft. in.
Desired		ft. in.
DC Modifier		

Size Disparity DC Modifier

Total Size DC Modifier (B)

Type

Progenitor 1	
Progenitor 2	
Hybrid	
DC Modifier (C)	

Hit Dice

Progenitor 1	
Progenitor 2	
Average	
Desired	
DC Modifier (D)	

Natural Attacks

Progenitor 1

Progenitor 2

Hybrid

Special Attacks/Qualities

Progenitor 1

Progenitor 2

Default

Desired

Miscellaneous Modifiers

Damage Increased 1 size	Y/N	(+2)
Caster is a Progenitor	Y/N	(+3)

Total Miscellaneous DC Modifier (F)

Final Crosscheck DC (A+B+C+D+E+F):

Ritual Used:

Final Cost: ___ gp

Crossbreeding Check Modifier:

Result of Crossbreeding Check:

Physical Abnormalities

Hybrid Defects

Special Attacks/Qualities DC Modifier (E)

LICENCES

Number of Feats by Creature Type

Creature Type	Number of Feats
Aberration, Elemental	Intelligence modifier (+1/4 extra Hit Dice)
Dragon, Giant, Humanoid, Outsider	1 (+1/4 extra Hit Dice)
Fey, Magical Beast, Monstrous Humanoid, Shapechanger	1 + Intelligence modifier (+1/4 extra Hit Dice)
Animal, Beast, Ooze, Plant, Vermin	None

Determining Extra Hit Dice

Creature Size	Subtract from Creature's Hit Dice
Medium-size or smaller	1
Large	2
Huge	4
Gargantuan	16
Colossal	32

Special Attack Relevant Ability Scores

Ability Score	Types of Effect
Strength	Any application of force, crushing, binding or constriction.
Dexterity	Movement, movement restrictions, hitting with a missile, entanglement or webs.
Constitution	Almost anything that comes from the creature's body: poison, breath weapons.
Intelligence	Illusion effects.
Wisdom	Mental or perception effects except *charms* and compulsions.
Charisma	Anything pitting the creature's will against an opponent: gaze attacks, *charms*, compulsions, energy drain. Also use Charisma for any DC that normally would be based on an ability score the creature does not have. Spell-like abilities are usually based on Charisma.

Physical Abnormalities

D20 Result	Abnormality
1-2	The hybrid's eyes are those of a different progenitor than intended. Note that this does not affect the hybrid's vision.
3-4	The hybrid's nose is that of the wrong progenitor. Note that this does not affect the hybrid's sense of smell.
5-6	The hybrid's mouth is that of the wrong progenitor.. Note that this does not affect the hybrid's bite attack, if present.
7-8	The hybrid's ears are those of the wrong progenitor. Note that this does not affect the hybrid's hearing.
9-10	The hybrid's tongue is that of the wrong progenitor. Note that this does not affect the hybrid's sense of taste.
11-12	One limb is from the wrong progenitor. Note that this does not affect the hybrid's claw or slam attacks, if present. Re-roll if a limb change would significantly hamper the hybrid, such as a bat's wing being replaced by a human arm, preventing the hybrid from flying.
13-14	The hybrid's tail is of the wrong progenitor.
15-16	The hybrid's skin is mottled, with different patches of skin taken from different progenitors.
17-18	The coloration of the hybrid's skin or other body covering is taken from the other progenitor.
19	A physical characteristic, such as feathers or scales, possessed by only one of the progenitors is either present or not present, whichever is contrary to the crossbreeder's intentions.
20	As a strange side effect of the transmutation ritual, the coloration of part of the hybrid is different from either progenitor.

modifier + hybrid adjustment modifiers.

Hybrid Defects

D20 Result	Defect
1-2	The hybrid is not as strong as anticipated. Subtract 1d6 points from its Strength score.
3-4	The hybrid is not as dextrous as anticipated. Subtract 1d6 points from its Dexterity score.
5-6	The hybrid is not as hearty as anticipated. Subtract 1d6 points from its Constitution score.
7-8	The hybrid is not as intelligent as anticipated. Subtract 1d6 points from its Intelligence score.
9-10	The hybrid is not as naturally cunning as anticipated. Subtract 1d6 points from its Wisdom score.
11-12	The hybrid does not have as forceful a personality as anticipated. Subtract 1d6 points from its Charisma score.
13-14	The hybrid is not as powerful as anticipated. Subtract 1d3 Hit Dice.
15-16	The hybrid is lacking a special attack form. If the hybrid was intended to have more than one special attack form, then this result can occur multiple times. If the hybrid was to have more than one special attack form, determine randomly which one is lost.
17-18	The hybrid is lacking a special quality. If the hybrid was intended to have more than one special quality, then this result can occur multiple times. If the hybrid was to have more than one special quality, determine randomly which one was lost. Special qualities inherent to creature type cannot be lost in this fashion.
19	The hybrid is physically weaker than anticipated. Lower Strength, Dexterity and Constitution (in any combination) by 1d6 points. This result can stack with a die roll of 1-6, above.
20	The hybrid is mentally weaker than anticipated. Lower Intelligence, Wisdom and Charisma (in any combination) by 1d6 points. This result can stack with a die roll of 7-12, above.

Crossbreeding DC: 20 + creature type modifier + size modifier + hybrid adjustments.

Crossbreeding check: 1d20 + wizard level + Intelligence modifier + preparation bonus + practice bonus.

Cost: (1 + creature type adjustment + size adjustment + hybrid adjustments) × 1,000 gp.

d20
system

ENCYCLOPEDIA ARCANE

CROSSBREEDING

FLESH AND BLOOD

An owlbear paces round and round the dry moat encircling the wizard's castle, seeking any creature foolish enough to have entered the moat willingly or unfortunate enough to have been thrown there by the wizard's minions. Up in the wizard's stables a pair of night-black pegasi nicker nervously, as they always do when they hear the owlbear's hungry cries. Their oversized ravens' wings are as dark as their equine coats, the feathers shining in the scant moonlight filtering in from the open stable door. From the tallest tower of the wizard's castle spills light of a different sort, magical flames burning eternally in their iron sconces, illuminating the wizard's workroom and those within it. The wizard runs his hand through the fur at the top of his cat's head and it purrs its contentment, rubbing up against him for more, folding its dragon-like wings out of the way and carefully keeping the tip of its envenomed scorpion-tail from scratching its master.

The field of magical crossbreeding is not always an easy one and there are many mistakes that can be made along the way – mistakes that can, quite literally, come back to bite you! However, with enough practice, a new form of life can eventually be brought into existence and it is then, flush with the excitement of success, that the magical crossbreeder feels the true power of arcane spellcraft.

Inside you will find:

Designing Magical Crossbreeds: A detailed look at what you need to consider when designing your new creation, and how they affect the difficulty of the crossbreeding attempt.

Transmutation Rituals: Details on what is needed to perform the transmutation ritual and examples of how a wizard might perform the crossbreeding.

Creating Magical Crossbreeds: A detailed look at the game mechanics of actually performing the ritual and creating a new species.

Advanced Procedures: Ever wanted your wizard character to be able to assume some of the characteristics of a dragon, without having to *polymorph* himself? Well, now he can! This chapter contains details on self-hybridisation, multistage crossbreeding and more.

Magic Items: A collection of magical items that are a must for any self-respecting crossbreeder.

Sample Hybrids: An exhaustive list of examples of what you could create, given time, money and patience. From arachnomorphs to worgoblins, Games Masters might just find an unpleasant surprise for their players in this chapter.

FOR GAMES MASTERS AND PLAYERS ALIKE

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