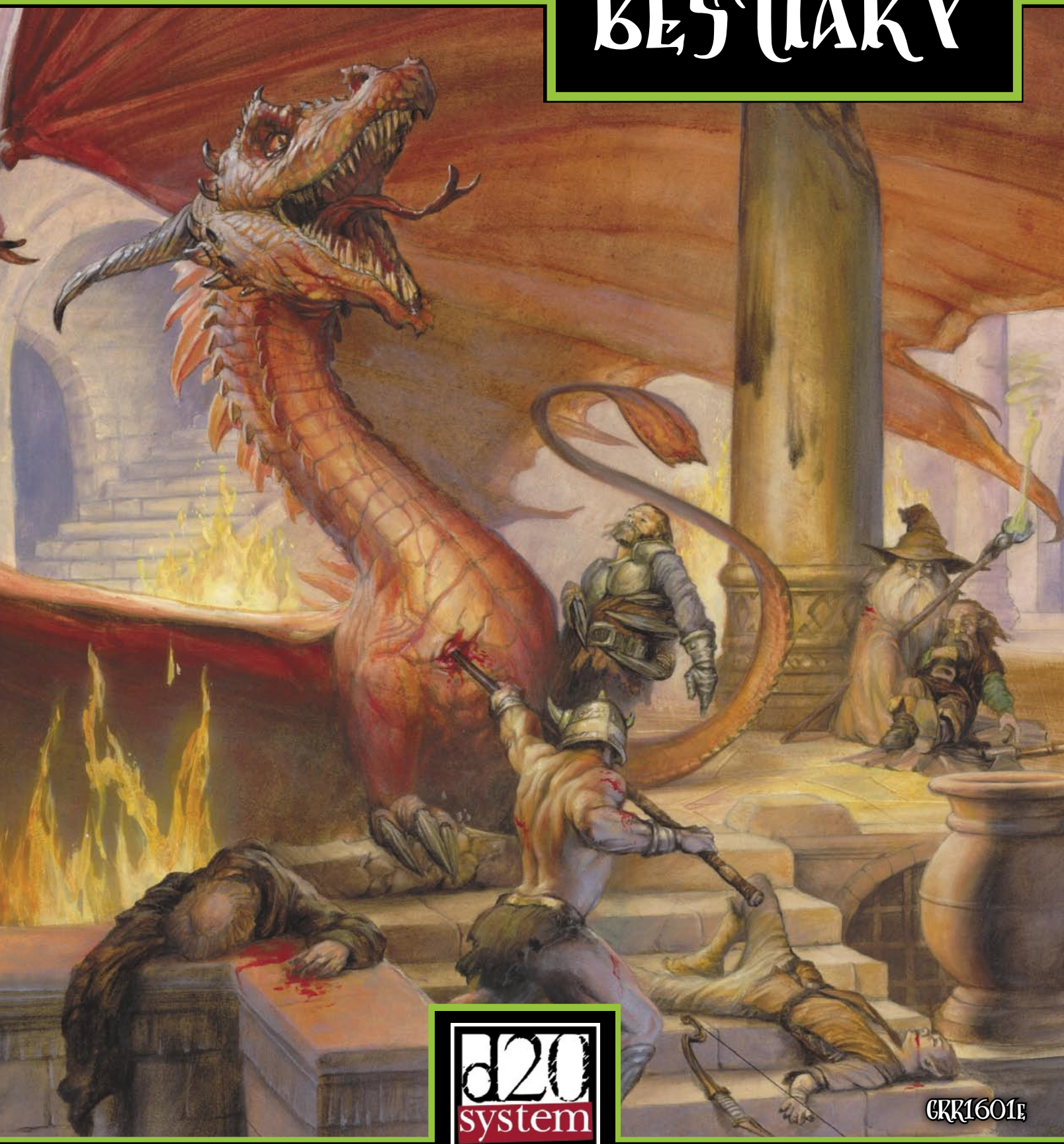
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By Matthew Sernett



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Section One: A Monstrous Toolkit

How Do I Use This Book?

The monster template is perhaps the most innovative game mechanic developed for the d20 system. It adds incredible flexibility to monster design and gives GMs and players alike the ability to combine creature characteristics in almost limitless variety.

Put simply, a template is a set of specific rules that can be applied to a creature designed for the d20 system. These rules are often accompanied by a concept that supplies the base creature with a different background and behavior—or even converts it into an entirely new monster. Because a template can be applied to many different kinds of creatures, each one provides hundreds—sometimes even thousands—of new options for encounters, characters, and campaigns.

That much variety can be a little overwhelming, but the possibilities are exciting too. Great campaign worlds and characters result from the use of imagination, and more options provide more grist for the creative mill.

As with any rulebook for a roleplaying game, it's unlikely that you'll use all the rules provided in the *Advanced Bestiary*. You shouldn't feel that you have to give every monster in your game (or every creature your characters summon) one of the templates described here. Instead, rely on this book to provide fantastic options and inspiration for adventures and events in your game.

You'll know that you're using templates well when you have fun making decisions about how they should be applied. Templates can even function as tools for building your campaign world. The advice provided in this chapter and the suggestions offered throughout the book should put you well on your way to making the kinds of decisions that will enrich your play experience.

How Can I Use These Templates?

The use of templates can add richness and depth to your game, and interest and fun. But choosing exactly how to include them in your campaign can be a daunting task. Below are some suggestions for systematic applications.

Templating by Type and Kind

In your campaign, all creatures of a certain type or kind might be altered by a particular template. Such an application changes the threat level of these creatures across the board. For instance, if all creatures of the undead type have the negative-energy-charged template (page 185), even weak undead become more threatening. Alternatively, you could choose to apply the jotunblood template (page 155) to all giants in your campaign—or perhaps only to storm giants, making them much more powerful than other giants and giantkin. Perhaps all elves have either the seelie or the unseelie template (pages 218 and 246), all trolls have both the cave and the icy templates (pages 26 and 150), or all griffins are clockwork creatures (page 42). Applying a template in this way can make a fundamental change to the typical campaign world, setting it apart as something new and different.

Magically Granted Templates

This option makes a particular template accessible only via a spell or magic item. Alternatively, this means of access could coexist with the "normal" means. For example, a creature might be able to gain the dread vampire template (page 97) either through combat with a dread vampire or by possession of an evil artifact that grants the dread vampire template to its owner.

Combined Templates

A certain template might exist only in combination with another one. The combination could be hereditary (that is, one or both templates are inherited), or it could be the result of some unnatural influence, such as magic or the will of a god.

Unique Events

Some catastrophic event or powerful ritual might apply a template to all the creatures of a certain type in a given area. For example, an experiment gone wrong might awaken the intelligence of all the constructs created by a certain powerful wizard, granting them the lifespark template (page 159). Or the completion of a powerful ritual or the impact of a strange meteor might transform all of a city's citizens into dread zombies (page 105).

Planar Leaks

A connection between the Material Plane and an Outer or Inner Plane might alter the land and environment locally, causing the creatures in the affected area to take on a template appropriate to the connecting plane. For instance, a gate to the Elemental Plane of Fire might cause nearby animals to gain the fire-infused template (page 111).

Region or Allegiance

Creatures native to a certain country or continent might all have a particular template. For example, perhaps all creatures of the Underdark have the cave template (page 26), or all the creatures of a lost valley have the primitive template (page 200). Long-time residency in a certain region, or even political allegiance, might produce a similar effect.

Templates and Prestige Classes

A character might automatically gain a template after progressing for several levels in a prestige class. Alternatively, the prestige class might slowly grant the same abilities as a template. A character who gained all the abilities associated with a template would gain the template when the last ability was acquired.

Templates and New Character Classes

Once you decide what creature can have a particular template, you could create a class that grants the associated abilities along with the creature's monster levels (if any). Thus, a player who wants to play a muck dwarf (see the muck template, page 183) can do so at first level, but he must progress through several muck dwarf levels instead of class levels before gaining all the abilities of the template.

Limited Availability

If you don't want to make all the templates in this book available, just choose a few and use only those in your campaign. Such a tactic

can further define and personalize your fantasy world by eliminating certain classic creatures and introducing new ones that are typical for your campaign. Your world might lack corporeal undead, for example, but have dozens of new kinds of lycanthropes.

Templates as the Norm

This option means that normal monsters and animals have no place in your game world. Instead, every ecological niche is occupied by a templated creature. For example, your world might feature amphibious bears, aquatic bulettes, and avian krakens.

Increasing Effective Level

If you prefer to introduce new PCs at a lower level than the rest of the party, a template provides a great way to put the new character on par with his fellows after a few sessions. Most templates described in this book include a level adjustment—a number that denotes how many effective levels the template is worth to a character (see the *MM* for more information). Advice is also provided on applying each template to a PC and playing a creature that has it.

Template Categories

Each template in this book falls into one of three categories: acquired, created, or inherited. The distinctions among these three types of templates are important because they help determine which creatures can have a given template, and in what order multiple templates can be applied (see **Applying Multiple Templates,** page 9).

Acquired Template: A template in this category can be gained by an existing adult creature via some means outlined in the template description.

Created Template: The created template is a new category introduced in this book. It is similar to an inherited template, except that a creature with a created template must somehow be constructed by another creature.

Inherited Template: A creature with an inherited template gains it at birth. Thus, created creatures and those that do not breed or give birth to offspring in some manner (such as constructs) cannot have such a template.

Applying a Template

The process of adding a template to a creature is similar to (and often easier than) adding class levels to a monster. Depending upon how you approach it, the task can be an entertaining exercise that sparks your imagination or a laborious chore. The advice provided below should make applying any template an easy process. To gain an even stronger grasp of the technique, read the **Creating a Template** section on page 10 and the **Altering Templates** section on page 14.

The Six Basic Rules

The following general rules govern the application of templates.

1. Type Changes

If the template changes a creature's type, the creature gains the immunities, vulnerabilities, and unusual sensory capabilities of its new type, but its basic mechanics (including base attack bonus, base save bonuses, and skill point allotments for racial Hit Dice) remain the same. See the next section for more information on type changes.

Although this partial application of the new type results in monsters that do not completely follow the monster creation guidelines, it often greatly simplifies the template application process and shouldn't affect the creature's playability. The descriptions of the most complicated templates in this book attempt to take all such anomalies into account.

2. "Invisible" Changes

If the template changes any attribute (other than type) from which other information is derived, the change is reflected wherever it applies, except in a few special cases (see **3. Minimum Ability Scores and Nonabilities**). For example, a template that changes the base creature's Constitution also changes its hit points, Fortitude save, Concentration modifier, and the saving throw DCs of any special attacks that are based on Constitution. An inherited or created template that alters a creature's Intelligence score changes the number of skill points it gains with each racial Hit Die. For an acquired template that alters Intelligence, the change in skill points applies to each level (or Hit Die) gained after the template is applied, just as if it were an Intelligence increase gained for advancing levels.

In a similar manner, when a change would deprive a creature of a prerequisite for a feat, class feature, or other ability, the creature still has the ability but can no longer use it unless otherwise noted.

Such secondary changes are often "invisible" because they are not detailed in the affected sections of the template description, but they apply unless otherwise noted. Thus, it's a good idea to review the information in the *MM* before applying a template so as not to forget how one facet of a creature's statistics affects others.

3. Minimum Ability Scores and Nonabilities

As noted above, a change in an ability score typically alters all the quantities derived from that score. But the application of this rule can become tricky when an indicated change affects a nonability (one the base creature lacks entirely) or would reduce an already low ability score to 0 or below.

When the base creature has a nonability (such as Constitution for constructs or undead), any alteration to that ability score is simply ignored unless the template changes the creature's type to one that normally has the score in question. A template that grants a normally mindless creature (such as most vermin, oozes, and plants, and some constructs and undead) a bonus to Intelligence is a little trickier. In most cases, you can assume the creature remains mindless and ignore the bonus, but some templates specify otherwise. If you wish, however, you can give the new creature an Intelligence score equal to the bonus, but you must then make a few additional decisions. For example, a mindless creature's immunity to mind-affecting effects usually stems from the fact that it has no Intelligence, so you must decide whether it retains that ability. You must also decide whether it gains skill points for its new Intelligence score, whether it speaks any languages, and how having intelligence might affect its actions in combat (and thus its CR).

Most templates that reduce ability scores specify a minimum (usually 1 or 0). Unless otherwise specified, if a template reduces

an ability score to 0, the creature suffers the incapacity associated with a 0 in that ability.

4. Omitted Information

If the template description doesn't mention a particular piece of information (other than those noted in the preceding sections), it doesn't change. For instance, if the template description calls for a reduction in land speed but says nothing about climb, swim, burrow, or fly speeds, the other speeds remain the same as for the base creature. Likewise, if the template description omits an entire category of information (such as feats), then the template does not directly affect that category.

5. Don't Count Class Levels

When applying a template to a creature that has class levels, change the creature as though the class levels did not exist unless otherwise indicated. Do not change the Hit Die type of class levels unless the description calls for a change to "all current and future HD." Do not count class skills stemming from character classes as class skills when assigning skill points gained for racial HD. Likewise, do not count Hit Dice gained from class levels when granting monster abilities based on HD unless the description specifies character level (racial HD plus class levels) rather than Hit Dice as the parameter to use.

6. Don't Sweat It

What you've read so far might make the process of applying a template seem daunting, but don't be put off. The most complicated parts of the process are often the least important ones. A forgotten skill bonus or a lost modifier is unlikely to affect your game too much, and such mistakes are invisible to your players. Creating a fun encounter that surprises and intrigues your players is the most important consideration, and simply describing a new monster that confronts the characters puts you halfway there.

Order of Application

The application of a template should generally proceed in the following order because it's often best to apply the changes that precipitate many other changes first. If any of these categories are omitted from the template description, you can skip those steps.

Order of Application

1. Type
2. Hit Dice
3. Base attack bonus
4. Base save bonuses
5. Abilities
6. Size
7. Armor Class
8. Grapple
9. Attack/Full Attack
10. Saves
11. Skills
12. Feats
13. Initiative
14. Speed
15. Space/Reach
16. Special Attacks and Special Attack DCs
17. Special Qualities
18. Everything else

The next sections take you through the presentation of a template step by step. References to the base creature mean the monster to which the template is applied. Do not confuse this term with others such as "base save" or "base attack bonus." In all these other terms, the word "base" refers to a number similar ones from the monster's type and Hit Dice (or class levels). For a complete explanation of these terms, see the *MM*.

Template Components

The following sections describe the various sections of a template description.

Difficulty Level

Each template presented in this book has a button somewhere in its description that gives its difficulty level. This value describes how difficult the template is to apply to a monster. The three levels of difficulty are defined as follows.

Easy



An easy template can be applied swiftly because it makes only a few changes to the base creature. You generally don't have to recalculate base attack bonus or base saves, or perform any complicated mathematics. You might need to do some simple addition or subtraction to account for changes to ability scores or for new racial bonuses or penalties to skill modifiers. You can even apply easy templates during play, although you might need to step away from the table for a minute or two to avoid distractions while doing so.

Moderate



Templates of moderate difficulty require the kind of changes mentioned above and some more complicated ones, such as alterations to base attack bonus or base saves. Such a template might also grant a new ability that requires some extra thought before it is used in play. A template of moderate difficulty may make only simple changes, but so many of them that applying it requires several minutes of work. Templates in this category should be applied before the game session begins, unless you don't mind taking a 15- or 20-minute break on game day to do so.

Difficult



Templates in this category make all the changes mentioned above, plus a few more drastic alterations. Such a template might also grant abilities that are new to the game and thus require some thought and planning to use. Any template that adds Hit Dice or changes the base creature's size category should be considered difficult because such alterations precipitate a cascade of other changes to the monster. Although they are somewhat time-consuming to apply, difficult templates can add a great deal of fun to your game because they often result in unique monsters that provide new play experiences. Difficult templates should be applied while you are preparing the adventure, and the process might take as much as half an hour.

Racial Hit Dice, Character Level, and Class Levels

The term Hit Dice is not exact when it comes to template application, since many template effects differentiate between Hit Dice from a creature's race and those gained from class levels. In this book, these terms are defined as follows.

Racial Hit Dice: This term refers to a creature's Hit Dice not including any class levels. Thus, a blink dog has 4 racial Hit Dice, and a human warrior 1 has none.

Class Levels: This term encompasses all the Hit Dice a creature has gained from adding levels of character classes. Thus, a blink dog has no class levels, a human warrior 1 has 1 class level, and a frost giant sorcerer 3/fighter 4 has 7 class levels.

Character Level: This term includes all of a creature's Hit Dice, from both its race and its classes. Thus, a blink dog has 4 character levels, a human warrior 1 has 1, and a frost giant sorcerer 3/fighter 4 has 21.

Introduction

The introduction provides the background and flavor of the template. This information is not vital to the application process, but it might inspire you to think about how to use the template in your game.

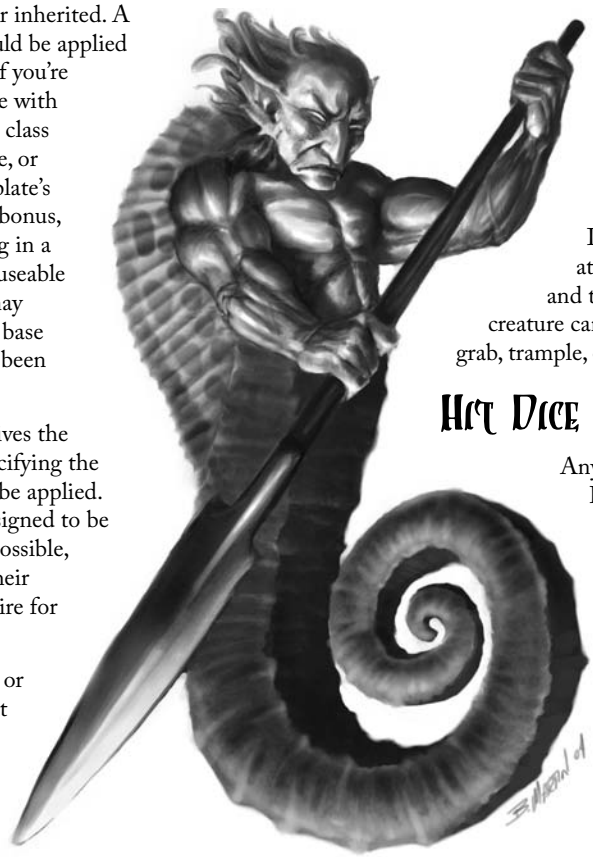
Creating a Templated Creature

Each template description begins by defining the template type: acquired, created, or inherited. A created or inherited template should be applied before any class levels are added. If you're applying the template to a creature with class levels, you can strip away the class levels before applying the template, or you can choose to ignore the template's changes to base saves, base attack bonus, and skill point allocation (resulting in a technically inaccurate but wholly useable creature). An acquired template may be applied after some or all of the base creature's class levels (if any) have been acquired.

This part of the description also gives the prerequisites for the template, specifying the kinds of creatures to which it can be applied. The templates in this book are designed to be available to as many creatures as possible, but you should feel free to limit their application in any fashion you desire for your campaign.

The prerequisites often specify one or more creature types, but they might also include certain necessary traits, such as a minimum ability score or spellcasting ability. They might also use the terms "living creatures" or "intelligent creatures." Any template that specifies living creatures is available only to a creature with a Constitution score, whereas one that specifies intelligent creatures is available only to a creature with an Intelligence score.

When applying a template, first check to see whether the creature you've chosen meets the prerequisites. If not, you might consider changing the template (see **Altering Templates,** page 14) or using a different one.



Size and Type

This entry appears in the description only if the template changes the creature's size or type, or grants it a new subtype. If you are unfamiliar with the type or subtype indicated, consult the glossary in the *MM*. Anytime a template changes the type, the creature automatically gains the "augmented" subtype corresponding to its former type.

The *Advanced Bestiary* presents a few new subtypes. The full descriptions of these subtypes appear in the type entry of each template that grants them.

Any changes to the base creature's size category also appear in this entry. A size change necessitates numerous other changes, some of which are "invisible." In particular, a size change alters the attack bonus, Hide modifier, Armor Class, and the size of opponent against which the creature can use special attacks such as improved grab, trample, or swallow whole.

Hit Dice

Any change a template makes to a creature's Hit Dice is indicated in this entry. Changes to the number of Hit Dice are uncommon, but they create a cascade of other changes when they do occur.

Initiative

This entry appears in the description only when the template grants an unusual bonus or penalty to initiative rolls.

Speed

This entry details any changes to the base creature's speeds for all five standard modes of movement, including land, climb, swim, burrow, and fly. These speeds and their effects are described in the three Core Rulebooks.

The land speed is the only one that has no descriptor in the creature's statistics block. A change to land speed affects a creature's Jump modifier.

Armor Class

This section describes any changes the template mandates to Armor Class. Most templates that have this entry simply increase the base creature's natural armor bonus, but many other types of changes are possible. Any size changes also have an effect on the creature's final AC, and some changes affect the touch and flat-footed AC as well.

Base Attack Bonus

This section appears only if the template grants more Hit Dice, or if it changes the base creature's base attack bonus for some other reason.

Grapple

Any change in the creature's base attack bonus, size, Strength, or Hit Dice may result in a change to its grapple bonus as well. Any special racial bonus granted by the template is also noted in this section, but in most cases, only the attributes noted above affect the grapple bonus.



Attack

This entry details any changes to the creature's attack modes. A new base attack bonus, new size modifier, new Strength score, new Dexterity score, additional Hit Dice, or other alterations granted by the template usually change the creature's modifiers on attack rolls, but these changes are usually invisible. For more information on attacks and how they are modified, see the *MM*.

Unless otherwise specified, a creature fighting without weapons can use any primary natural attack when making an attack action. If it has more than one kind of primary attack, it can choose either. When it has a weapon, it usually makes a single attack with that instead.

Full Attack

This entry details any changes to the creature's full attack routine. Unless otherwise specified, a creature fighting without weapons uses all its natural attacks when making a full attack. A creature with more than one kind of primary natural attack (such as a touch attack and four claw attacks) must choose one kind to use during a full attack but can combine that with any or all of its secondary attacks, as desired.

If armed with a weapon, the creature usually uses that as its primary attack and all its natural attacks that do not depend on the limbs wielding the weapon (usually two arms) as secondary attacks. (Thus, primary natural attacks become secondary for a creature fighting with a weapon.) The creature gains multiple attacks per round with its weapon if its base attack bonus is high enough, just as a character does. A creature wielding weapons in multiple limbs must obey all the normal rules for fighting with multiple weapons (see the *PHB*).

Damage

This entry specifies any changes to the base damage dealt by the creature's attacks, plus the base damage for any new attacks gained. Changes to the damage modifier stemming from a new Strength score are not ordinarily noted, so you must treat them like any other invisible change.

Space/Reach

Most template descriptions lack this entry. It appears only when a size change necessitates a new space and reach, or when a melee attack has a longer reach than normal.

Special Attacks

This section explains what happens to the base creature's special attacks when the template is applied and details any new special attacks it gains. Most of the templates in this book allow a creature to retain its special attacks, since taking them away can have unpredictable results on its CR. Feel free to take a special attack away if it doesn't make sense for the creature to retain it.

Changes to ability scores can change the DCs for saving throws against special attacks that are based on those scores. A change to the creature's HD can also change the save DCs. Such changes are invisible, so you must check for them whenever those quantities change.

The calculation for a save DC specifies either racial HD (the creature's racial Hit Dice without class levels) or character level (the creature's total Hit Dice, including racial Hit Dice and all class levels). If the save DC for a special attack would normally be based on an ability the creature does not have, use its Charisma modifier instead of the one for the nonability.

Special Qualities

This section details which of the base creature's special qualities (including racial traits) are retained, and whether it gains any new ones.

Resolving Conflicts

In certain cases, the creature may end up with conflicting special qualities, especially when the template description specifies that the base creature retains its special qualities. For example, suppose the base creature is immune to fire, but the template imposes a vulnerability to fire. If the template description does not resolve such a conflict for you, you can assume the conflicting qualities either cancel one another out or give the creature whichever one is more beneficial.

Damage Reduction and Regeneration

When a template grants damage reduction to a creature that already has it, it retains both kinds of damage reduction unless otherwise indicated. When the creature takes damage, use whichever damage reduction provides the greater benefit for the kind of damage taken. A few templates, however, specify a method of combining the new damage reduction with the existing one. In such cases, follow those instructions. If a template grants regeneration and the base creature already has that quality, the templated creature retains the better number and adds the new kind of damage that negates the regeneration to the previous kinds.

Tough Combinations

Be wary of special quality combinations that effectively make a creature invulnerable. Imagine, for instance, an undead creature that is already invulnerable to fire gaining regeneration that requires fire to deal normal damage. Such a combination is unfair and unreasonable. Thus, if you want to apply that template to such a creature, you should make sure it is vulnerable to something. When a creature with regeneration becomes undead via application of a template, you may want to replace its regeneration with fast healing.

Saves

This section appears only when the creature's base saves must be recalculated, or when some unusual modifier applies to the creature's saves. Feats, special qualities, increased HD, and changes to ability scores can also change base saves and modifiers on saves, but such changes are invisible.

Abilities

The template application process is often easier if it begins here. Changes to ability scores can alter nearly every part of a creature's statistics, including hit points, initiative, AC, grapple modifier, attack modifiers, damage modifiers, saving throw DCs for special attacks, saving throw modifiers, skill modifiers, and skill points. Nearly all these changes are the invisible kind, but doing them all at once saves time.

As noted above, ability score changes become tricky when they involve nonabilities. See **Rule 3** in **The Six Basic Rules** section on page 5 for additional information on dealing with minimum ability scores and nonabilities.

Skills

This entry describes any changes to skills. If you need to recalculate skill points for some reason, the text offers instructions on how to do so. Any new racial bonuses or penalties that the template grants are detailed here.

Some invisible changes also apply here. Any changes to ability scores may change the ability modifiers for certain skills. If the template grants or eliminates a climb or swim speed, the racial bonuses that those modes of movement grant must be applied to or deleted from the appropriate skill modifiers. Likewise, a change to speed changes a creature's Jump modifier, and a change in size changes its Hide modifier.

Feats

This section details any bonus feats the creature gains and provides instructions for choosing new feats gained from additional HD, if applicable.

Environment

This entry explains any alteration to the environment the base creature lives in.

Organization

Any changes to the base creature's organization are detailed here.

Challenge Rating

This section explains how to set the templated creature's CR. In most cases, an adjustment of +1 or +2 is applied to the base creature's CR.

Be careful when applying a template with a high CR adjustment to a creature with only a few Hit Dice. In such a case, the player characters' ability to damage the creature might easily outstrip its ability to resist damage. Also, be wary of applying a template with a low CR adjustment to a base creature with a low CR if the template grants significant immunities. Such a combination can result in a creature that is too tough to defeat unless the PCs know its weakness. Such "glass-jaw" monsters often make for anticlimactic battles.

Significant overlap between the template's special qualities and those of the base creature can also make a template's standard CR adjustment inappropriate for a particular monster. You can try to adjust the CR differently in such a case, but often the best thing to do is replace the template's overlapping ability with another that you deem equally powerful. Then, once you've finished applying the template, check the creature against others of the same CR to see whether it seems fair. If it doesn't, simply adjust the monster and/or the CR accordingly.

Advancement

This section describes how the templated creature advances.

Level Adjustment

This section provides a level adjustment for creatures that have the template in question. This value equals the number of character levels the template is worth. When you apply the template to a player character, add the template's level adjustment to that of the base creature to obtain the total level adjustment.

As with the Challenge Rating, a level adjustment can be inappropriate if the template grants many abilities that the base creature already possesses. Use your instincts when determining a creature's level adjustment for player characters. A level adjustment entry of "—" indicates that the template is poorly suited for player use.

Applying Multiple Templates

You can apply multiple templates to the same base creature, but you must do so one at a time. Inherited templates should be applied first, acquired templates second, and created templates

last. In most cases, only one inherited template should be used for a given creature, since these templates indicate something about its parentage. If you choose to give a creature multiple inherited templates, you probably need to do some thinking to rationalize how it came to have the qualities of so many parents.

Acquired templates can be applied to a creature with class levels before, after, or during its level progression. If the template raises the creature's Intelligence score, you must decide at what level the template was applied, since it may affect the creature's skill points at all levels gained thereafter.

Created templates are applied last because the resulting creature is a construct created to work just like the base creature with all its other templates applied. If the acquired template you have in mind can be applied to a construct, however, you can choose to apply the created template after any inherited template and before the acquired template.

Layering templates on a monster can have strange effects on its CR. If the templates do not add Hit Dice but do change CR, you could easily end up with a glass-jawed monster. It might be very deadly but still be a pushover to kill. Secondly, multiple templates can add many special abilities. While this certainly makes a creature more fun to play, the fact is a monster can typically use no more than three or four special abilities in a single combat. Thus, enormous versatility means very little in the end, and the combined CR adjustment from all the templates may very well be inappropriate.

Creating a Template

Creating templates is a great way to introduce unique elements into your campaign. Doing so, however, requires a firm grasp of all the rules of monster creation and an understanding of all the rules elements that affect the process.

How to Design Your Own Template

The information below takes you through the parts of a template with an eye toward designing your own.

Introduction

The first part of a template description is its introductory text. This material sets the tone for the template and introduces the concept. Such introductions can be florid or utilitarian. Florid introductions give a template a lot of flavor and interest, but assigning a very particular concept to a template can make it more difficult for GMs to find a place for it in their games. Utilitarian introductions tend to be brief. They're most appropriate for simple ideas or concepts that many GMs might want to use. Sometimes, however, a utilitarian introduction doesn't go far enough in adding zest and interest to a template.

Creating a Templated Creature

The next section defines what kind of template the template is. See **Template Categories** on page 5 and **Applying Multiple Templates** on page 9 for more information about the three types of template.

The next important piece of information in this section is the kind of creatures to which the template can be applied. Think in terms of limits when assigning these prerequisites. After all, templates that are not properly limited can lead to ridiculous combinations with monsters and other templates. Limits can also be too restrictive—vampires were once limited to humanoids only. But you can always relax limits later to allow for creative ideas, such as the ghost of a fiendish animated sword or a vampire storm giant. Keep an open mind in assigning prerequisites, but try to err on the side of caution.

The templates in this book do not necessarily follow this bit of advice, and that extra latitude is intentional. A half-black dragon/half-animated table might be ridiculous, but a half-black dragon/half-animated spellbook or the ghost of a fiendish animated sword could be really cool.

Size and Type

If your template changes the creature's type or subtype, note the new information in this section. Think carefully before mandating a type change, though, since such alterations may produce cascading changes. Not all templates change the base creature's type, and it's often best to retain the original type where possible.

Creatures that hail from other planes or are influenced by other planes do not have to be outsiders or elementals; they could simply have the extraplanar subtype. Templates granting the extraplanar subtype should indicate what plane the creature comes from for the purpose of *banishment* spells and other effects that affect natives of other planes.

Be wary about using aberration as a catch-all type because it tends to be overused. A template that gives a humanoid a snake head could change its type to aberration, but it's probably more appropriate to make it a monstrous humanoid instead.

Make sure your template doesn't change the creature's type in a way that doesn't make sense. If your template changes the base creature's type to giant but it can be applied to a phantom fungus, you could end up with a giant that has no arms—and giants are defined as humanoid in shape. In such a case, you need to limit the template's application or ensure it grants the appropriate limbs to creatures that don't have them.

Subtypes are much less tricky, since most of them don't depend on creature type and can work well with just about any other subtypes. But if conflicting subtypes could occur, be prepared to explain which trumps which. For instance, a fire elemental can't really have both the fire and the cold subtype. In such a case, you could specify either that the creature loses the fire subtype or that it does not gain the cold subtype. Most of the time the new subtype should trump the old, since the new one is presumably an integral part of the template design. Alternatively, you could define a new subtype that cherry-picks from both of the conflicting ones. In any case, limiting both the type and the subtypes of creatures that can gain the template resolves most such anomalies.

Changing the base creature's size immediately makes a template more complicated, since a size change can alter a creature's natural armor bonus, base damage, AC, attack bonuses, grapple bonus, Hide modifier, Strength, Dexterity, and Constitution. It may also be appropriate to alter the range and areas of the creature's special attacks and special qualities. A dramatic change in size may also argue for additional Hit Dice. See the jotunblood, gigantean, and miniature templates (pages 155, 135, and 173 respectively) for examples of how to handle the various aspects of size changes.

Hit Dice

If the template changes the creature's type, it may also change its HD type, particularly if the creature becomes undead.

Adding Hit Dice complicates the template and makes its application more time-consuming, since it requires changing the creature's base attack bonus, saving throw modifiers, skill points, and feats, plus the save DCs for its special abilities. Even so, a change to HD might be appropriate, especially if the template greatly increases the creature's size. See the *MM* for guidelines about adding Hit Dice to each creature type. The gigantean and jotunblood templates in this book are good examples of how to construct a template that changes HD.

Initiative

This entry is rarely needed. Use it only when you want your template to grant a special bonus on initiative rolls. Such a change may also be categorized as a special quality.

Speed

Use this entry to detail any changes to the base creature's movement. A change to speed can precipitate an invisible change to the creature's Jump modifier, and the addition of a swim or climb speed grants a racial bonus on Swim or Climb checks, respectively. If the template grants a fly speed, you must specify a maneuverability class, and if it grants a burrow speed, you must specify what materials the creature can burrow through.

Armor Class

Use this section to describe any modifications to AC that are not conditional. If you want the template to grant a bonus to AC, pay attention to what kinds of bonuses stack. If you want it to make the base creature's natural armor bonus higher, note the change as an increase. Be careful if you decide to take away a creature's natural armor bonus or ability to wear armor and replace it with a different bonus. Such a tactic can lead to trouble later with base creatures that do not benefit as much as others from the kind of AC bonus the template provides.

Base Attack Bonus

In general, a template shouldn't change a creature's base attack bonus unless its Hit Dice have increased. In the case of an inherited or created template, a change to the base creature's base attack bonus might be appropriate, though it complicates the template and can affect the creature's CR in ways that are hard to predict.

Grapple

You can usually leave this entry out. If your template changes a creature's size, the grapple bonus changes as well, but such a change is normally invisible. Any special modifiers the template grants on grapple checks could be noted here, but they should also be fully described in the Special Attacks section.

Attack and Full Attack

Note any changes to the creature's number or type of attacks in this section. When adding new natural attacks, be sure to specify whether they are primary or secondary. You can allow the GM to choose for each creature if desired, but it usually makes sense to set the standard.

In general, a template should not add more than two or three attack modes. A large number of melee or ranged attacks can make a creature very dangerous and unpredictable. While these sound like fine qualities for a monster, they mean that it may be able to kill an entire party in combat.



Damage

This section should reference any special damage described in the Special Attacks section and detail the damage that each new attack deals. See **Table 5: Creature Size, Ability Scores, and Damage** in the *MM* for how much damage a creature should deal based on its size and type. You can vary this amount by giving the creature the Improved Natural Attack feat.

Space/Reach

For maximum ease of use, your template should use the standard space and reach values from the *MM*. Thus, it should not alter the base creature's space or reach unless it implements one of the following changes.

- Changes the creature's size,
- Grants a long-distance melee attack,
- Changes a tall creature of humanoid shape into a long creature with at least four legs.
- Changes a long, many-legged creature into a creature of humanoid shape.

If the creature changes size, its space and reach should change accordingly. If the creature has a long-range melee attack, that attack should generally have a reach 10 feet greater than the creature's normal reach. If the creature becomes humanoid in shape, its reach should shorten accordingly. It's often best to specify what a creature's reach is as a function of its size.

Special Attacks

Keep the following guidelines in mind when designing the special attacks that a template grants.

Limit the Number

Don't give the creature too many special attacks to choose from. A creature with too many special attacks probably won't get to use

them all in combat anyway, and choosing among them can take up extra time needlessly.

Limit the Damage

Damage for any single special attack should probably not exceed 1d8 per HD. It's fine to grant a breath weapon that deals 1d6 points of damage per HD the creature possesses, but one that deals 1d10 per HD is probably too much.

An attack that deals significant damage should not be available to the creature more than once every 1d4 rounds. Thus, a template shouldn't grant a creature the ability to use *fireball* at will. A damaging special attack that is always active should not deal more than 4d6 points of damage per round, and probably a lot less.

The above guidelines are not unbreakable template creation rules. A special attack that provides for a saving throw to halve or avoid the damage can soften a damaging effect, as can confining the damage to an energy type from which adventurers are likely to protect themselves.

Use Other Effects with Care

Some special attacks cause ability damage, petrification, death, or one of the conditions described in the *DMG.* Such effects are often impossible for low-level characters to remedy, so be sure to consider that point when the template is applied to a weak creature with a low CR.

Caster Level

If the template grants spell-like abilities or supernatural effects that mimic spells, the caster level should equal the creature's character level (minimum 1st) unless there is a good reason to set it higher. This tactic allows you to give a 1-HD creature the ability to use *lightning bolt* but deal only 1d6 points of electricity damage with it. For spells that deal a set amount of damage (such as *meteor swarm*) or have other specific effects (such as *finger of death*), consider the effects of the ability when used by the many different kinds of creatures that can have the template.

Consider CR

More than any other part of a template, special attacks can affect a creature's CR and level adjustment. So if you want to keep those values at a reasonable level, consider the special attacks the template grants with care.

Special Qualities

When choosing the special qualities for a template, be aware of the creatures that cannot benefit from the ones you choose or create so that you can design around any problems that may crop up. For instance, a special quality that doubles the duration of all the spells a creature casts might be worth a +1 CR adjustment to a spellcasting creature, but it is worthless to a non-spellcaster. You can address this problem by making the template available only to spellcasters, by limiting the double-duration effect to a specific spell school (such as divination spells), or by diminishing the strength of the ability (adding only 1 round to the duration of all spells instead of doubling it).

Damage Reduction and Regeneration

Be sure to specify what happens when a template grants damage reduction to a creature that already has it. Normally both apply normally, but you can decide otherwise. Likewise, if the template grants regeneration, you need to detail how it interacts with any regeneration ability that the base creature has.

Consider CR

Special qualities can have a powerful an effect on a creature's CR. A creature with several resistances or invulnerability to numerous effects becomes a significant threat to PCs. So if you want to keep those values at a reasonable level, consider the special qualities the template grants with care.

Saves

This entry is rarely needed, since templates don't often change saving throw modifiers. If your template changes the base creature's Hit Dice, however, the base saves change accordingly.

Don't feel you have to change the creature's base saves just because the template changed its type. Although doing so might seem more accurate according to the monster design guidelines, it usually complicates the template's application unnecessarily. Any other modifiers to saves can usually be applied with special qualities or bonus feats.

Abilities

Changing ability scores can have strange effects on a creature. In addition to all the usual invisible changes that cascade from such alterations, changing an ability score can also increase or decrease the save DCs for special attacks. So carefully consider any change greater than +6 or –6. If your template changes a creature's size, however, commensurate changes to ability scores are appropriate and should be noted. See the *MM* for details about ability score changes based on size change.

Skills

Use this section to note any changes to skill points or skill modifiers.

In general, a template shouldn't require recalculation and reallocation of the base creature's skill points, even if it is inherited and changes the creature's type. Although this technique may result in technically inaccurate monsters according to the design guidelines for each type in the *MM,* it saves time and makes the template less complicated.

Even so, however, certain circumstances do require recalculation and reallocation of skill points. A change in Intelligence for an inherited template does change the number of skill points available for each Hit Die, and an Intelligence change for an acquired or created template does the same for all levels or racial Hit Dice acquired after the template is applied. Likewise, adding Hit Dice adds skill points to the base creature. And in some cases, a template's concept may require different skills.

When granting a racial bonus on checks with a certain skill, make sure you know what effect reliable use of that skill has on combat. In addition, figure out what would happen if the creature could take 10 or 20 on the skill all the time. Although a creature probably won't be able to concentrate on skill use in combat, this method can help you to decide whether the skill bonus you plan to apply is unbalancing.

Feats

This section should indicate any bonus feats the template grants. Treat such feats like special attacks or special qualities when considering the template's CR adjustment. In addition, you may also wish to note good choices for additional feats if the template increases the creature's Hit Dice.

Environment

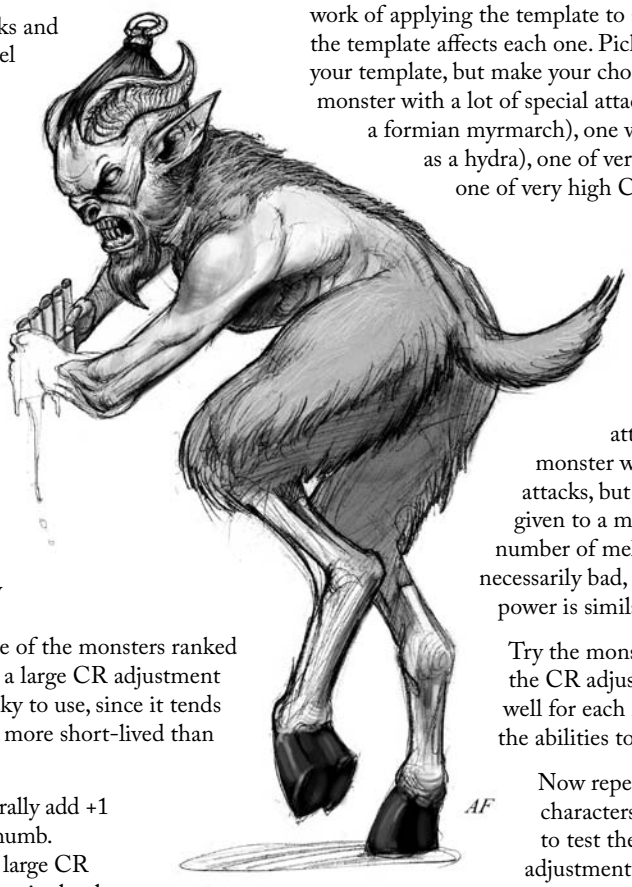
If the template changes the creature's natural environment, note the new information here. The change might specify an environment, or it might add to or alter the base creature's environment options. Usually stick to the environments specified in the *MM;* otherwise, feel free to make up your own.

Organization

Note any changes to the base creature's organization in this section. Usually, the new or altered organization should follow the structures given in the *MM.* Avoid the use of the word swarm, since this is a specific game term with its own meanings.

Challenge Rating

A template overlays a set of new attacks and defenses on any creature from a squirrel to the tarrasque. Thus, determining its CR adjustment requires evaluating its effect on the challenge ratings of all creatures that can possess it.



To set the CR adjustment for your template, start by reviewing the advice in the *MM* about assigning challenge ratings to monsters. If your template does not add Hit Dice, the CR adjustment should not be very high—generally +1 or +2 is sufficient. Compare your template to those in the *MM* and this book to get a feel for what kind of adjustment might be appropriate. A template might have the same CR adjustment as another template that gives half as many abilities simply because of the variance in how those abilities affect CR and the power range of the monsters ranked at a particular CR. Any template with a large CR adjustment that does not add HD can be very tricky to use, since it tends to make a creature very dangerous but more short-lived than its CR would indicate.

If the template adds HD, you can generally add +1 CR per 2 HD of increase as a rule of thumb. Spell resistance also tends to produce a large CR adjustment. In most cases, spell resistance is closely tied to a base creature's CR, and if your template does not increase spell resistance appropriately, a templated creature's CR might end up being too low.

Once you have determined a CR adjustment for your template, evaluate some test monsters in play to be sure of its accuracy.

Treasure

Detail any changes to the creature's treasure in this section. A template should not make a change to this aspect of the base creature's statistics unless it is vital to the concept or the template dramatically changes the creature's intelligence and tool-using capability.

Alignment

If your template changes the base creature's alignment, note the details here, using the conventions from the *MM.*

Level Adjustment

When comparing the power of abilities granted to a character by a template, think about them in terms of how much a magic item that grants such a power would cost. It would be time-consuming to price each quality of a template in this manner, but if you know the price of a magic item that gives a particular ability, you'll have a rough idea of how powerful the attack is in the hands of a character. Alternatively, if you use Green Ronin's *Aasimar & Tiefling: A Guidebook to the Planetouched* there are extensive rules for adjudicating level adjustment for player character races.

Test Your Template

After you've finished the basic design for your template, test it on at least four monsters. You don't need to actually go through the work of applying the template to all four, but do think about how the template affects each one. Pick only monsters that qualify for your template, but make your choices as different as possible. Try a monster with a lot of special attacks or spell-like abilities (such as a formian myrmarch), one with a lot of melee attacks (such as a hydra), one of very low CR (such as a kobold), and one of very high CR (such as a titan).

Now compare the results. Check to see whether the template affects all the monsters in a similar way. It shouldn't make one creature unusually powerful or weak. You may find that a special attack is weak when given to a monster with a high CR or many special attacks, but immensely powerful when given to a monster with a low CR or a large number of melee attacks. Such a situation isn't necessarily bad, as long as the relative increase in power is similar for each monster.

Try the monsters out in play to see whether the CR adjustment you decided on works out well for each monster. Check the wording of the abilities to make sure that they are clear.

Now repeat this same process with characters of 1st, 5th, 15th, and 20th level to test the fairness of the template's level adjustment. Often you'll find that abilities that make a low-level character very powerful are worth very little at high levels. That situation isn't necessarily a problem; it's just part of the strangeness of the level adjustment system.

Apply the Template

Once you've checked the template, apply it to the example monster you've chosen or to whatever monster you want to use in your game. If you're preparing the template for publication or to show others, pick a monster that you think will be intriguing or exciting when templated. You could choose an especially powerful combination, try to improve a dull monster, create a typical example, or come up with a strange example that most people wouldn't think of. If you're designing the template for publication, it's often best to pick a typical creature—one that a lot of GMs are likely to use—as the base creature. When you apply the template, look for problems, conflicts, or confusing rules and fix the template if you need to.

Altering Templates

Changing a template to better suit your game can be fun and is easy to do. As long as you begin the process with a target CR adjustment or level adjustment in mind, changing the template is merely a matter of scaling it up or down.

The Process

The following information should help to guide you through the trickiest parts of altering templates.

Introduction

If you're just altering a template for use in your game, you don't need to write a new introduction. You should, however, think about how the changes you make might alter the appearance and tactics of templated creatures. Make a note about any new descriptive details you want to tell your players.

Altering a Templated Creature

Before you alter the kinds of creatures that can have the template, consider the reasons for the original limitations. Certain creature types can interact strangely with certain templates, resulting in a templated creature that is illogical or difficult to play. For instance, the monstrous lycanthrope template presented in this book makes major alterations to the lycanthrope template provided in the *MM*. The relatively simple idea of allowing lycanthropes to turn into creatures other than animals has many repercussions.

Since this book errs toward allowing as many creatures as possible to have each template, it's safe to assume that any creature excluded from the template is disallowed for one of two reasons—either the template would alter it in a strange or unbalancing manner, or the concept of the template makes its use on that creature seem odd. These factors might influence how you change other aspects of a template's application, so be sure to consider them first.

Hit Dice

Changing how a template grants HD has many repercussions. If a template does not already grant additional Hit Dice, you're probably better off putting a creature through it and then taking away HD or advancing the finished creature—whichever you prefer.

Size and Type

Before changing the type a template imposes on the base creature, be sure to look at all aspects of the template and consider how the change you have in mind would affect them. Pay special attention to HD type, base attack bonus, and base save bonuses, any or all of which may be changing to accommodate the original type change. The creature's type also affects how its special qualities and special attacks function. For example, a construct that gains regeneration becomes immune to most damage, since nonlethal damage does not affect it.

You may change the subtypes a template grants without worrying too much about strange game effects. Just think about how the lack of a particular subtype might change the monster before taking it away. A succubus without the extraplanar subtype, for example, is by necessity native to the Material Plane.

The Templates

This book presents templates for use with any creature in the d20 system. Refer to the **Glossary** in the *MM* for definitions of the common features and abilities conferred by these templates.

If you want to alter how a template affects the creature's size, try applying it to a creature first, then change its size using the information provided in the *MM* to see what alterations should occur and how they affect the creature. Altering the template while applying it to a creature tends to complicate matters too much.

Armor Class

When altering how a template affects Armor Class, think about CR. You don't want it to be too easy or too difficult for PCs of the appropriate level to hit the templated creature.

Attack, Special Attacks, and Special Qualities

Be careful when changing the special attacks, special qualities, and attacks a template grants. These factors influence not only the creature's CR, but also how it functions in play. Making certain kinds of lycanthropes vulnerable to good-aligned weapons rather than silver ones might seem like a small change, but doing so can affect the creatures' CR and confuse your players. Changing a template is not as tricky as creating one, but a lot of the same issues are involved.

Challenge Rating

If you have a target CR adjustment, you can look at the template's modifications and upgrade them, downgrade them, or add or remove some to achieve the desired result. By comparing the template you're working with to others that have the target CR adjustment, you can easily find ways to make it fair.

If you don't have a target CR adjustment and simply want to modify a template to your taste, make the modifications you desire, keeping the tips provided here and in the **Creating a Template** section (page 10) in mind. Once you've finished, compare the result to the original and to other templates that have similar CR adjustments. Small changes may not affect the CR adjustment at all, and even significant changes may raise or lower it by only 1 point.

Alignment

An alignment change is simple enough to impose, but keep in mind all the game elements that it affects. For instance, changing alignment can negate class abilities, and some spells can be cast only by characters of a certain alignment. A template that grants an alignment-based subtype might grant a different subtype or no subtype at all if you decide to change the alignment of the resulting creature.

Level Adjustment

The advice given for adjusting the Challenge Rating also applies here, but even small changes in a template can alter the level adjustment. An ability that doesn't mean much in a single encounter with a creature can wreak havoc on a long-term campaign. Comparisons with other templates may help you determine an appropriate adjustment.

Section Two: Templates A to Z



Amalgam

An amalgam is two different monsters brought together into one being by either magic or selective breeding. The amalgam template can be used to create a new race to replace a standard one, or new creatures resulting from a crossbreeding experiment, or a series of monsters influenced by a god or demon, or even a unique creature created by a magical accident.

Creating an Amalgam Creature

"Amalgam" is an acquired or inherited template (your choice) that combines two creatures (referred to hereafter as base creatures).

An amalgam uses all the statistics and special abilities of the two base creatures except as noted here.



Size and Type: Find the amalgam's type by cross-referencing the two base creatures' types on the Size & Type table. The creature retains the subtypes of both base creatures unless those subtypes directly conflict (fire and cold, for example). In case of such a conflict, the creature loses both subtypes. The amalgam is the same size as the larger of the two base creatures.

Shape: The amalgam's appearance is determined by several factors.

Body Form: The amalgam has the general body form of whichever base creature has a higher character level (racial and class Hit Dice). In case of a tie, the DM may choose which base creature's form the amalgam has.

Limbs: The amalgam has the same kinds of limbs and attacking appendages as both base creatures do. If both base creatures have a particular kind of limb, the amalgam has the same number of such limbs as does the base creature with the higher character level or Hit Dice. If both base creatures have the same character level or Hit Dice, the amalgam has the greater number of limbs. The amalgam can attack with any appendage that either base creature can, even if the other base creature has no attack with that limb. All limbs are sized appropriately for the amalgam. For example, a Huge monstrous scorpion combined with a stirge has the general body form, legs, claws, and tail of the scorpion, plus stirgelike wings and a stirge's proboscis—both sized to fit its new body. A hill giant combined with a heavy warhorse has the body form, legs, and arms of a hill giant, plus a horselike face and hooflike feet to deliver the warhorse's hoof and bite attacks.

Appearance: The amalgam looks like a combination of both base creatures, even if its features do not retain the same functions. The GM may freely assign any appropriate physical characteristics to the creature within those parameters. In the example of the hill giant and horse amalgam above, the resulting creature might be hairy like a horse.

Hit Dice: The amalgam has the same number of racial Hit Dice as the base creature with the greatest number of racial HD. If the two base creatures have the same number of racial HD, the amalgam also has that number. Hit Dice gained through class levels do not count for this purpose. The amalgam's racial Hit Dice are of a size appropriate to its new type, as given on the following table.

Hit Dice

Amalgam Type	Hit Die Type
Aberration	d8
Animal	d8
Construct	d10*
Dragon	d12
Elemental	d8
Fey	d6
Giant	d8
Humanoid	d8
Magical Beast	d10
Monstrous Humanoid	d8
Ooze	d10
Outsider	d8
Plant	d8
Undead	d12**
Vermin	d8

*Constructs receive bonus hit points based on size; see the *MM* for details. Constructs do not have Constitution scores, so they do not gain bonus hit points for each HD based on high Constitution.

Using the Amalgam Template

When you think about creatures to combine with the amalgam template, keep the following tips in mind.

Go Crazy: The amalgam template was created to let you mix and match any two monsters. So don't ignore a combination just because it seems silly or contradictory at first glance. Once you've put the monsters through the template, you might be surprised by the result. Look for compromises between conflicting abilities so that the monster can keep as many pieces of the base creatures as possible.

Examine the Result: An amalgam need not be simply a combination of the two base creatures. Think of it as a wholly new monster. Examining its abilities and how they interact might suggest a new culture, psychology, ecology, and tactics.

More Than Once: With multiple applications of this template, you can add a third, fourth, or fifth creature to the mix. Such combinations can be a lot of fun to create and play, but continual addition of special attacks and special qualities makes the resulting monsters both more complicated and less balanced.

Amalgam Size & Type

Base Creature	Base Creature 2														
	Aber	**Ani**	**Con**	**Drag**	**Ele**	**Fey**	**Gia**	**Hum**	**MagB**	**MonH**	**Ooze**	**Out**	**Pla**	**Und**	**Ver**
Aber	Aber	Aber	Con	Drag	Ele	Aber	Aber	Aber	MagB	Aber	Aber	Out	Pla	Und	Aber
Ani	Aber	Ani	Con	Drag	Ele	Fey	MonH	MonH	MagB	MonH	Aber	Out	Pla	Und	Ver
Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con
Drag	Drag	Drag	Con	Drag	Ele	Drag	Drag	Drag	Drag	Drag	Aber	Out	Pla	Und	Drag
Ele	Ele	Ele	Con	Ele	Ele	Ele	Ele	Ele	MagB	Ele	Aber	Out	Ele	Und	Ele
Fey	Aber	Fey	Con	Drag	Fey	Fey	Fey	Fey	MagB	Fey	Aber	Out	Fey	Und	Aber
Gia	Aber	MonH	Con	Drag	Ele	Fey	Gia	Gia	Aber	MonH	Aber	Out	Pla	Und	Aber
Hum	Aber	MonH	Con	Drag	Ele	Fey	Gia	Hum	Aber	MonH	Aber	Out	Pla	Und	Aber
MagB	MagB	MagB	Con	Drag	MagB	MagB	Aber	Aber	MagB	Aber	MagB	Out	Pla	Und	MagB
MonH	Aber	MonH	Con	Drag	Ele	Fey	MonH	MonH	Aber	MonH	Aber	Out	Pla	Und	Aber
Ooze	Aber	Aber	Con	Aber	Aber	Aber	Aber	Aber	MagB	Aber	Ooze	Aber	Aber	Und	Aber
Out	Out	Out	Con	Out	Out	Out	Out	Out	Out	Out	Aber	Out	Pla	Und	Out
Pla	Pla	Pla	Con	Pla	Ele	Fey	Pla	Pla	Pla	Pla	Aber	Pla	Pla	Und	Pla
Und	Und	Und	Con	Und	Und	Und	Und	Und	Und	Und	Und	Und	Und	Und	Und
Ver	Aber	Ver	Con	Drag	Ele	Aber	Aber	Aber	MagB	Aber	Aber	Out	Pla	Und	Ver

**Undead do not have Constitution scores, so they do not gain bonus hit points for each HD based on high Constitution.

Speed: The amalgam possesses the speeds and movement modes of both base creatures. If both have a particular mode of movement, the amalgam's speed for that mode is the higher of the two. If both base creatures have fly speeds, the amalgam has the better maneuverability rating. For example, combining a centaur and a cloaker, the resulting amalgam would have the land speed of the centaur (50 ft.) and the fly speed of the cloaker (40 ft. with average manueverability).

Armor Class: If the base creatures are the same size, simply average their natural armor bonuses and round down to determine the natural armor bonus of the amalgam. (A creature with no natural armor bonus has an effective natural armor bonus of +0.) Otherwise, adjust the natural armor bonus of the smaller creature according to the following table before averaging. Apply the modifiers stepwise to account for the size difference between the smaller base creature and the amalgam.



Armor Class

Size Change	Natural Armor Bonus Increase for Averaging
Fine to Diminutive	+0
Diminutive to Tiny	+0
Tiny to Small	+0
Small to Medium	+0
Medium to Large	+2
Large to Huge	+3
Huge to Gargantuan	+4
Gargantuan to Colossal	+5

For example, if the amalgam is Huge and the smaller of the two base creatures is Small, you would add +0 (for Small to Medium), +2 (for Medium to Large), and +3 (for Large to Huge), for a total of +5, to the smaller creature's natural armor bonus before averaging it with that of the larger creature.

The amalgam's size also determines its size modifier to AC, as normal.

Why is this Template So Complicated?

Amalgam is the most complicated template in this book (and thus the most difficult one to apply) because it gives the mechanics for taking any two monsters and mashing them together into a single creature. The amalgam template exists to provide a game mechanic for GMs who want to make creatures similar to owlbears, but it can also be used to create tojanida-succubi, bodak-stone golems, and other odd combinations. The result is often a strange and unique creature that might deserve its own place in your world.

The template is complicated because it has to encompass all the variables. The manimal and lycanthrope templates combine different creatures, and they do so in very different ways, but neither is expansive enough to account for literally any combination of monsters.

This template might be more than you need to create the monster combination you have in mind. If you want to create a human with a grick's tentacle attacks, for example, you can always just give a human those characteristics. But if you'd like a formal structure for combining any two monsters according to the rules, this template does the job.

As you apply the template, you can make minor alterations based on how you want your two monsters to combine. For instance, if you were hoping that the combination of an ogre and a bear would make a giant, centaurlike bear-ogre rather than an ogre with bearlike features, you can alter how the template works to ensure the creature takes the right form.

Ultimately, this template provides a fun new way to think about monsters and make up new creatures. With it, you can create interesting encounters and adventures without designing a new monster from scratch—just as you can with any other template in this book.

Base Attack Bonus: Recalculate the amalgam's base attack bonus for its racial Hit Dice based on its creature type and number of racial HD, according to the following table. Add to this value the base attack bonus for any class Hit Dice it has.

Base Attack Bonus

Base Attack Bonus	Creature Type
HD x 3/4 (as cleric)	Aberration, animal, construct, elemental, giant, humanoid, ooze, plant, vermin
HD (as fighter)	Dragon, magical beast, monstrous humanoid, outsider
HD x 1/2 (as wizard)	Fey, undead

Grapple: The amalgam's size modifier for grapple checks is given on the following table.

Grapple

Amalgam's Size	Size Modifier for Grapple Checks
Fine	–16
Diminutive	–12
Tiny	–8
Small	–4
Medium	+0
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16

Attack: The amalgam retains all the attacks of the base creature with the greater racial Hit Dice. It also gains any attacks the other base creature has that are associated with limbs it gained from that creature, and it retains the weapon and armor proficiencies of both base creatures.

Weapon attacks are always primary attacks, and natural attacks gained from the creature with fewer racial HD are always secondary attacks. Natural attacks gained from the base creature with more racial Hit Dice are either primary or secondary, as they were for that creature. If the base creatures have the same number of racial HD, the amalgam gains all the attacks of both, subject to the number of appropriate limbs it actually has. The GM chooses one kind of natural attack to be the primary one if more than one option exists.

For example, a naga combined with a goblin would possess the goblin's arms, so it could wield weapons and make attacks with those limbs.

The standard size modifier applies to the amalgam's attack rolls, according to the following table.

Attacks

Amalgam Size	Size Modifier for Attacks
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8

Damage: If the base creatures are both the same size as the amalgam, the base damage for its attacks remains the same as it was for the base creatures. Otherwise, keep the damage for the larger base creature's attacks the same and adjust the base damage for each of the smaller creature's attacks according to the following table. Scale the damage once for each size category of difference between the smaller base creature and the amalgam. Ability score damage or drain and energy damage also scale up in the same manner, but negative levels bestowed via attacks do not increase.

Damage

Old Damage	New Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8
4d6	6d6
4d8	6d8

For example, if the amalgam is Huge and the smaller of the two base creatures is Small, an attack from the smaller one that originally dealt 1d4 points of damage would scale up three times. Thus, 1d4 becomes 1d6 (for Small to Medium), 1d6 becomes 1d8 (for Medium to Large), and 1d8 becomes 2d6 (for Large to Huge).

Space/Reach: The amalgam has a space and reach appropriate for its size, as given in the following table. If the reach for a natural attack that the amalgam receives from one of the base creatures is greater than indicated for its size in the chart below, extend the reach of that attack by the same amount that it is extended from the original creature. For instance, an amalgam formed from a choker and an ogre mage would possess tentacle attacks with a reach of 15 feet.

Space/Reach

Size	Space/Reach (Tall)	Space/Reach (Long)
Fine	1/2 ft./0 ft.	—
Diminutive	1 ft./0 ft.	—
Tiny	2 1/2 ft/0 ft.	—
Small	5 ft/5 ft.	—
Medium	5 ft./5 ft.	5 ft./5 ft.
Large	10 ft./10 ft.	10 ft./5 ft.
Huge	15 ft./15 ft.	15 ft./10 ft.
Gargantuan	20 ft./20 ft.	20 ft./15 ft.
Colossal	30 ft./30 ft.	30 ft./20 ft.

Special Attacks: An amalgam retains all the special attacks of both base creatures that do not depend on a limb or body form the amalgam does not possess. If two special attacks are similar, the amalgam has the better of the two. For example, if both base creatures deals extra fire damage with their melee attacks, but one deals +1 point and the other deals +1d6 points, the amalgam deals +1d6 points of fire damage with each of its melee attacks. Recalculate the save DCs for all special attacks based on the amalgam creature's racial HD or character level, as applicable, and its ability scores.

Now evaluate your monster's special attacks, realizing it may get to use only two or three of them in a single combat. If it seems as if your amalgam has too many special attacks, pare them down until you are satisfied.

Special Qualities: An amalgam retains all the special qualities of both base creatures that do not depend on a limb or body form that the amalgam does not possess. If two special qualities are similar, the amalgam has the better of the two. For example, if one base creature has fire resistance 20 and the other has fire immunity, the amalgam has fire immunity.

Saves: The amalgam's base saves depend on its type, as given on the following table. Any saves not noted as good for a particular type are poor. See Chapter 1 of the *PHB* for the progression of good and poor saves. Add to each of these values the corresponding base save bonuses for any class Hit Dice the amalgam has.

Saves

Creature Type	Good Saves
Aberration	Will
Animal	Fortitude and Reflex (and sometimes Will)
Construct	—
Dragon	Fortitude, Reflex, Will
Elemental	Fortitude (Earth or Water) or Reflex (Air or Fire)
Fey	Reflex and Will
Giant	Fortitude
Humanoid	Fortitude or Reflex or Will
Magical beast	Fortitude, Reflex
Monstrous humanoid	Reflex, Will
Ooze	—
Outsider	Fortitude, Reflex, Will
Plant	Fortitude
Undead	Will
Vermin	Fortitude

Abilities: For each mental ability score, take the average for the two base creatures, rounding down if the result is 10 or higher or up if it is below 10. If the base creatures are the same size, follow the same procedure for each physical ability score. Otherwise, adjust the ability score of the smaller creature according to the following table before averaging. Apply the modifiers stepwise to account for the size difference between the smaller base creature and the amalgam.

Abilities

Size Change	Strength	Dexterity	Constitution
Fine to Diminutive	+0	–2 (minimum 1)	+0
Diminutive to Tiny	+2	–2 (minimum 1)	+0
Tiny to Small	+4	–2 (minimum 1)	+0
Small to Medium	+4	–2 (minimum 1)	+2
Medium to Large	+8	–2 (minimum 1)	+4
Large to Huge	+8	–2 (minimum 1)	+4
Huge to Gargantuan	+8	+0	+4
Gargantuan to Colossal	+8	+0	+4

Skills: The amalgam retains the racial skill bonuses described in the Skills section of the creature descriptions for both base creatures, but it loses all skill ranks the base creatures possessed. Recalculate skill points for the amalgam's racial Hit Dice according to its type, as given on the following table, then purchase its skills afresh, treating both base creatures' skills as class skills and all others as cross-class skills. The amalgam retains any skill points gained from class levels.

Skills

Creature Type	Skill Points
Aberration	(2 + Int modifier, minimum 1) x (HD +3)
Animal	(2 + Int modifier, minimum 1) x (HD +3)
Construct	(2 + Int modifier, minimum 1) x (HD +3)
Dragon	(6 + Int modifier, minimum 1) x (HD +3)

Skills

Creature Type	Skill Points
Elemental	(2 + Int modifier, minimum 1) x (HD +3)
Fey	(6 + Int modifier, minimum 1) x (HD +3)
Giant	(2 + Int modifier, minimum 1) x (HD +3)
Humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Magical beast	(2 + Int modifier, minimum 1) x (HD +3)
Monstrous humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Ooze	(2 + Int modifier, minimum 1) x (HD +3)
Outsider	(8 + Int modifier, minimum 1) x (HD +3)
Plant	(2 + Int modifier, minimum 1) x (HD +3)
Undead	(4 + Int modifier, minimum 1) x (HD +3)
Vermin	(2 + Int modifier, minimum 1) x (HD +3)

Languages: If the amalgam can speak, it speaks a number of languages appropriate for its Intelligence score, chosen from the languages the base creatures speak.

Feats: The amalgam retains the bonus feats of both base creatures, but it loses all other feats that the base creatures had. Recalculate the number of feat slots the amalgam has based on its character level (racial and class HD) and assign feats as desired, giving preference to the feats that the base creatures possessed. The amalgam must still meet any prerequisites for feats chosen to fill vacant feat slots.

Environment: The amalgam can exist in any environment that either base creature could.

Organization: An amalgam is often a wholly new and strange being, so you can assign whatever organization you wish. A typical amalgam, however, is organized in the same manner as one of its base creatures.

Challenge Rating: Compare the amalgam to both base creatures and select a challenge rating based on theirs. Then compare the amalgam to creatures with Challenge Ratings up to 3 higher to determine whether the CR you have assigned is reasonable.

Treasure: Standard if both base creatures have standard treasure, or as the base creature with the most treasure, if both have poorer than standard, or as the base creature with the least treasure if they both have better than standard.

Alignment: The amalgam's alignment includes elements of both base creatures' alignments. For example, an amalgam created from a chaotic neutral and a lawful evil base creature could be chaotic evil or lawful neutral, at your option.

Advancement: By HD, or by character class if the amalgam has an Intelligence score of 3 or higher. If advancement is by HD, the amalgam can gain twice its standard HD and retain the same size category, and up to three times its standard HD with each additional size category.

Level Adjustment: In general, the level adjustment of an amalgam should be slightly lower than the combined level adjustments of both base creatures.

Amalgam Characters

First, choose a favored class for the amalgam based on its abilities and skills. Then use that information to design its culture.

– Sample Creature: Arrowtaur –

(Minotaur-Adult Arrowhawk Amalgam)
Large Outsider (Air, Extraplanar)

Hit Dice: 7d8+14 (45 hp)
Initiative: +2
Speed: 30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class: 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple: +7/+16
Attack: Greataxe +11 melee (3d6+7/x3) or bite +11 melee (2d6+5) or electricity ray +8 ranged touch (4d6)
Full Attack: Greataxe +11/+6 melee (3d6+7/x3) and bite +6 melee (2d6+5) and gore +6 melee (1d8+2) or bite +11 melee (2d6+5) and gore +6 melee (1d8+2) or electricity ray +8 ranged touch (4d6)
Space/Reach: 10 ft./10 ft.
Special Attacks: Electricity ray, powerful charge 4d6+7
Special Qualities: Darkvision 60 ft., immune to acid, electricity, and poison, natural cunning, outsider traits, resistance to cold 10 and fire 10, scent
Saves: Fort +7, Ref +7, Will +5
Abilities: Str 20, Dex 14, Con 15, Int 9, Wis 11, Cha 11
Skills: Diplomacy +2, Intimidate +10, Listen +14, Move Silently +12, Search +13, Sense Motive +10, Spot +14, Survival +10 (+12 following tracks)
Feats: Dodge, Flyby Attack, Track

Environment: Elemental Plane of Air and underground
Organization: Solitary, pair, or gang (3–4)
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral evil



Advancement: By character class
Level Adjustment: +8

Here is an example of an amalgam using a minotaur and an adult arrowhawk as the base creatures.

Uneducated folk sometimes mistake this cruel, 12-foot-tall, winged humanoid for a vrock. Its long neck is topped by a birdlike head composed mostly of jagged beak and deadly, bull-like horns. The arrowtaur's four black wings give it great maneuverability in flight, and it can lash out at its foes with lightning from its feathered tail. Its two legs end in hooves, and its arms in humanlike hands.

Arrowtaurs inhabit many of the blocks of elemental earth that soar through the Elemental Plane of Air. There they dig out rookeries and build labyrinthine nests in which to raise their young and plan assaults on the strongholds of other air creatures.

Arrowtaurs speak Auran.

Combat

Arrowtaurs are fearsome fighters that enjoy melee. With their greataxe, bite, and gore attacks, they can easily devastate most foes. When confronted by an enemy too dangerous to engage in melee, an arrowtaur relies on its electricity rays and fly-by attacks.

Electricity Ray (Su): An arrowtaur can fire an electricity ray from its tail once per round to a range of 50 feet.

Powerful Charge (Ex): When an arrowtaur charges a foe, it lowers its head for a gore attack. In addition to the normal benefits and hazards of a charge, it gains a single gore attack (+6 melee) that deals 4d6+7 points of damage.

Natural Cunning (Ex): Arrowtaurs are immune to *maze* spells and never become lost. Furthermore, they are never caught flat-footed.

Skills: An arrowtaur has a +4 racial bonus on Listen, Search, and Spot checks.

Amphibious Creature

Amphibious creatures belong to neither air nor water and are native to neither land nor sea. Bogs, swamps, and mires—whether hot, mild, or frozen—are their homes.

An amphibious creature breathes both air and water and is comfortable in both. It has slick-looking, smooth skin and large eyes that gather light, granting it clear vision even in the murk of muddy waters. It also possesses fins or webbed appendages serving it well in water and legs allowing it to move about on land.

Creating an Amphibious Creature

"Amphibious creature" is an inherited template that can be added to any living, corporeal creature that breathes air and lacks a swim speed or that breathes water and lacks a land speed (referred to hereafter as the base creature).

An amphibious creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the aquatic subtype if the base creature did not already have it.

Speed: If the base creature has a land speed but lacks a swim speed, the amphibious creature gains a swim speed equal to the base creature's highest other speed. Its land, climb, fly, and burrow speeds each decrease by 10 feet (to a minimum of 5 feet) from the base creature's values. The amphibious creature's body shape is similar to that of the base creature but smoother to facilitate swimming, and its digits (if any) are webbed. It also gains fins in appropriate locations.

If the base creature has a swim speed but lacks a land speed, the amphibious version gains a land speed 10 feet slower (to a minimum of 5 feet) than the base creature's swim speed. If the base creature lacked strong legs to walk on, the amphibious creature gains two or four such appendages, whichever is most appropriate for its body form. These legs are not capable of gripping weapons and are not useful for attacking foes, but they can be used for locomotion, including climbing and jumping.

Armor Class: The skin of an amphibious creature aids its breathing both in and out of water. But because its body covering must be moist and supple to achieve this purpose, any natural armor the base creature had becomes less effective. Thus, the amphibious creature's natural armor bonus is equal to the base creature's natural armor bonus –2. If the base creature had no natural armor bonus, this feature of the amphibious template causes no change.

Using the Amphibious Creature Template

Some amphibious creatures are created by magic; others are the evolutionary results of natural selection and adaptation. In either case, amphibious creatures can find homes nearly anywhere in your world. Consider using an amphibious version of a typical d20 monster or character race to give your game a unique feel.

Special Qualities: An amphibious creature retains all the base creature's special qualities and gains those described here.

Amphibious (Ex): An amphibious creature can breathe both air and water with equal ease.

Breathing Skin (Ex): Because an amphibious creature's skin aids in its breathing, it takes a –2 penalty on Fortitude saving throws against gases, contact poisons, and inhaled poisons and effects.

Low-Light Vision (Ex): An amphibious creature can see twice as far as a human in starlight, torchlight, moonlight, and other low-light conditions.

Abilities: Change from the base creature's as follows: Dex –2 (minimum 1), Con +2.

Skills: If the amphibious creature gained a swim speed from the application of this template, it has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Languages: If the amphibious creature can speak, it gains the ability to speak Aquan in addition to any other languages the base creature knows.

Environment: If the amphibious creature gained a swim speed, it also gains the aquatic and marsh terrains in its environment description. If it gained a land speed, it also gains a land terrain that would normally be found near the base creature's normal watery habitat or the marsh terrain.

Amphibious Characters

An amphibious character favors whichever class the base creature does. If none is given, the amphibious creature favors either the druid class or the ranger class (GM's choice) if it is intelligent.

Sample Creature: Amphibious Giant Praying Mantis

Large Vermin (Aquatic)

Hit Dice: 4d8+12 (30 hp)
Initiative: –2
Speed: 10 ft. (2 squares), swim 40 ft., fly 30 ft. (poor)
Armor Class: 11 (–1 size, –2 Dex, +4 natural), touch 7, flat-footed 11
Base Attack/Grapple: +3/+11
Attack: Claws +6 melee (1d8+4)
Full Attack: Claws +6 melee (1d8+4) and bite +1 melee (1d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Amphibious, breathing skin, darkvision 60 ft., low-light vision, vermin traits
Saves: Fort +7, Ref –1, Will +3
Abilities: Str 19, Dex 6, Con 17, Int —, Wis 14, Cha 11
Skills: Hide –2*, Spot +6, Swim +12
Feats: —

Environment: Temperate forests, marshes, and aquatic
Organization: Solitary
Challenge Rating: 3
Treasure: None
Advancement: 5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment: —



Here is an example of an amphibious creature using a giant praying mantis as the base creature.

The amphibious giant praying mantis has slick, smooth, froglike skin stretched over a mantis form. Ragged and spiny fish fins protrude from various places on its thorax, and it breathes via gills. A terror of temperate swamps and marshes, the amphibious giant praying mantis sometimes travels along rivers to populated areas in search of prey.

Combat

An amphibious giant praying mantis uses both of its spiny claws as a single attack. It is a patient carnivore that can remain completely still below murky water for hours waiting for prey to come near. It attacks by grabbing smaller prey in its claws and biting viciously.

Improved Grab (Ex): If the amphibious giant praying mantis hits an opponent that is at least one size category smaller than itself with a claws attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it makes a bite attack at its full attack bonus (+6 melee).

Amphibious (Ex): See the amphibious creature template.

Breathing Skin (Ex): See the amphibious creature template.

Skills: An amphibious giant praying mantis receives a +4 racial bonus on Hide and Spot checks. *Because of its camouflage, the Hide bonus increases to +12 when the mantis is surrounded by foliage.

Apocalypse Swarm

Deities show their wrath in many ways—storms, floods, earthquakes, volcanic eruptions, disease—but few means are as viscerally terrifying as a plague. Locusts that devour a nation's crops, clouds of flies that clog people's mouths, hordes of rats that spread contagion—these are the so-called apocalypse swarms, the deadly messengers of angry gods.

An apocalypse swarm looks like a normal swarm of creatures until it engages in combat. Other creatures watching such a battle obtain a better understanding of what apocalypse really means—in the death of another being, they clearly see their own nearness to oblivion. Few can witness another creature's death by such a means and not find it chilling. Even creatures that were initially willing to stand firm and fight the swarm soon regret their bravery, for damaging such swarms only makes more of them. Thus, an apocalypse swarm grows in destructive capability even as foes succeed in diminishing its strength.

Creating an Apocalypse Swarm

"Apocalypse swarm" is an inherited template that can be added to any swarm (referred to hereafter as the base creature).

An apocalypse swarm uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: An apocalypse swarm gains 5 Hit Dice beyond the base creature's total. Recalculate the swarm's base saves, hit points, feat slots, and skill points (if applicable), plus the save DCs for its special attacks.



Speed: Each of an apocalypse swarm's speeds is double the corresponding speed of the base creature.

Damage: If an apocalypse swarm has fewer than 26 HD, the damage dealt by its swarm attack increases by +1d6 over that of the base creature.

Special Attacks: An apocalypse swarm retains all the base creature's special attacks and gains those described here.

Fear (Su): Each creature within 100 feet of an apocalypse swarm that witnesses it bringing down another creature must succeed on a Will save (DC 10 + 1/2 apocalypse swarm's racial HD + apocalypse swarm's Cha modifier) or be frightened for 1 minute. Success leaves the creature shaken for 1 minute but does not negate the need to make a new saving throw for each such incident. Fear is a mind-affecting fear effect.

Greater Distraction (Ex): A creature that fails its save against an apocalypse swarm's distraction special attack is nauseated for 1d4 rounds.

Special Qualities: An apocalypse swarm retains all the base creature's special qualities and gains those described here.

Fast Healing (Ex): The base creature gains fast healing 10.

Spell Resistance (Ex): The base creature gains spell resistance equal to 11 + 1/2 the base creature's racial HD.

Splitting (Ex): When an apocalypse swarm takes more than 10 points of damage from a single attack, it splits into two identical apocalypse swarms, each with one-half the hit points that the original swarm had when it split (rounded down). An apocalypse swarm with 1 hit point cannot be split, and one with 0 hit points is dispersed as normal.

Each piece of a split apocalypse swarm can heal damage normally, up to the number of hit points it had upon formation. Healing damage does not allow the swarms to recombine. For example, an apocalypse swarm with 50 hit points that takes 15 points of damage would split into two apocalypse swarms with 17 hit points each (one-half of the original swarm's remaining 35 hp, rounded down). Each of these two apocalypse swarms can heal 10 points of damage per round with fast healing, but it cannot exceed 17 hit points.

Abilities: Increase from the base creature as follows: Dex +4, Con +2.

Skills: If the base creature has an Intelligence score, it gains skill points for its 5 new HD as appropriate for its type. Assign these skill points as desired, treating skills on the base creature's list as class skills and all others as cross-class skills.

Feats: An apocalypse swarm gains Ability Focus (distraction) as a bonus feat. In addition, it gains additional feat slots according to its new Hit Dice. Alertness, Lightning Reflexes, Toughness, and Dodge are good choices for an apocalypse swarm.

Challenge Rating: Same as the base creature +3.

Level Adjustment: —

– Sample Creature: Apocalypse Hellwasp Swarm –

Diminutive Magical Beast (Evil, Extraplanar, Swarm)

Hit Dice: 17d10+54 (147 hp)
Initiative: +12
Speed: 10 ft. (2 squares), fly 80 ft. (good)
Armor Class: 22 (+4 size, +8 Dex), touch 22, flat-footed 14
Base Attack/Grapple: +17/—
Attack: Swarm (4d6 plus poison)
Full Attack: Swarm (4d6 plus poison)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, fear, greater distraction, inhabit, poison
Special Qualities: Damage reduction 10/magic, darkvision 60 ft., fast healing 10, hive mind, immunity to weapon damage, resistance to fire 10, low-light vision, spell resistance 19, splitting, swarm traits
Saves: Fort +13, Ref +20, Will +8
Abilities: Str 1, Dex 26, Con 16, Int 6, Wis 13, Cha 9
Skills: Hide +22, Listen +12, Spot +12
Feats: Ability Focus (distraction), Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Environment: Any evil-aligned plane
Organization: Solitary, pair, fright (3–4 swarms), or terror (5–8 swarms)
Challenge Rating: 11
Treasure: None
Alignment: Always lawful evil
Advancement: None
Level Adjustment: —

Here is an example of an apocalypse swarm using a hellwasp swarm as the base creature.

A single hellwasp resembles a thumb-sized normal wasp, except that its carapace is gleaming black with ruby-red stripes, and its compound eyes shine an iridescent green color. In an apocalypse swarm, hellwasps form a collective hive mind marked by infernal cunning and bloodlust.



Combat

An apocalypse hellwasp swarm seeks to surround and attack any living prey it encounters. The swarm deals 4d6 points of damage to any creature whose space it occupies at the end of its move. The swarm can take over the body of its prey and infest both the living and the dead, using them as puppets to accomplish acts of wickedness that an ordinary swarm of insects could never attempt.

An apocalypse hellwasp swarm's attack is treated as an evil-aligned weapon and a magic weapon for the purpose of overcoming damage reduction.

Distraction (Ex): Fortitude DC 21; see the apocalypse swarm template.

Fear (Su): Will DC 17; see the apocalypse swarm template.

Greater Distraction (Ex): See the apocalypse swarm template.

Inhabit (Ex): An apocalypse hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. This process requires 1 minute to complete. A single apocalypse hellwasp swarm can inhabit a Small, Medium, or Large creature, and four swarms working together can inhabit a Huge creature. The swarm can abandon the body at any time, but doing so requires a full-round action.

Any attack against the inhabited host deals half damage to the apocalypse hellwasp swarm as well, although its resistances and immunities may negate some or all of this damage. If an apocalypse hellwasp swarm is forced to split while it is inhabiting the body of a creature, both parts of the swarm exit immediately without needing a full-round action.

An apocalypse hellwasp swarm inhabiting a dead body can animate it and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If an apocalypse hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movements and actions as if using *dominate monster*. The hellwasps soon slay a living victim, however, dealing 2d4 points of Constitution damage per hour that they inhabit its body. A body reduced to 0 Constitution is dead.

A creature inhabited by an apocalypse hellwasp swarm is relatively easy to spot, since its skin crawls with the forms of the insects inside. The swarm is intelligent enough to hide beneath loose clothing or a large cloak whenever possible so as to remain undetected. It can attempt a Disguise check to conceal its presence within of a host, taking a –4 penalty on the check if the host is Small.

A *remove disease* or *heal* spell cast on an inhabited victim forces the apocalypse hellwasp swarm to abandon its host.

Poison (Ex): Injury, Fortitude DC 23, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Hive Mind (Ex): Any apocalypse hellwasp swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard swarm) forms a hive mind, giving it an Intelligence score of 6. When an apocalypse hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

Splitting (Ex): See the apocalypse swarm template.

Arboreal Creature

Arboreal creatures live in the canopies of forests and jungles. They conduct their lives entirely above-ground, swinging from bough to bough, climbing through the branches, and balancing on tree limbs as they move from place to place.

The coloration of an arboreal creature aids its ability to hide in the high boughs of trees. Its skin may be green, gray, or brown, depending on its environment, and its hair color may change with the seasons. A typical arboreal creature has long climbing limbs that are awkward to walk on, but occasionally one may climb primarily with two limbs and have stunted hind legs.

Creating an Arboreal Creature

"Arboreal creature" is an inherited template that can be added to any living, nonaquatic, corporeal creature with grasping limbs (referred to hereafter as the base creature).



An arboreal creature uses all the base creature's statistics and special abilities except as noted here.

Speed: An arboreal creature gains a climb speed equal to the base creature's highest speed and loses any fly speed the base creature has. Each of the base creature's other speeds decreases by 10 feet (to a minimum of 5 feet). If the base creature's climb speed is already its highest speed, it increases by +10 feet, and its other speeds decrease as described above.

Attack: The arboreal creature retains all the base creature's attacks and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature.

When an arboreal creature is brachiating (swinging from tree to tree; see **Brachiation** on this page), it can attack with any one limb that it is not using to brachiate. If the base creature has a leg or hind leg attack, the arboreal creature retains that attack and deals normal damage with it. If the base creature lacks such an attack, the arboreal creature gains a slam attack with an appropriate limb that it can use only while brachiating. The slam is a primary attack if the base creature has no other natural attacks, or a secondary attack otherwise.

Damage: If the base creature gained a slam attack from the application of this template, its base damage is as given on the following table.

Damage

Size	Slam Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Qualities: An arboreal creature retains all the base creature's special qualities and gains those described here.

Brachiation (Ex): By hanging beneath or within a canopy of trees (or similar structures with many limbs), an arboreal creature can swing hand over hand and move at a speed equal to its climb speed. It follows the rules for climbing while moving in this fashion, but the base Climb DC for brachiation is 10. The trees that the creature uses for this movement must have numerous limbs that can support its weight. Any tree that the arboreal creature can climb without causing it to bend is suitable for brachiation.

Tree Leap (Ex): A brachiating arboreal creature can move easily to the next tree so long as its branches are within reach. When the distance between trees exceeds twice its reach, however, the creature must make a leap of faith.

When climbing or using the Balance skill, an arboreal creature can make a Jump check to leap to another location. If it can move at least 20 feet before leaping (without doubling back), set the DC as though it had a 20-foot running start (don't double the DC). If the arboreal creature fails its Jump check by 5 or more, it falls as normal. If it fails by less than 5, it can attempt a DC 15 Reflex save to grab a ledge, branch, or wall 5 feet below its target location, so long as some protrusion exists there.

An arboreal creature that succeeds on any Jump check (not just a tree leap) must immediately attempt a Balance or Climb check, as appropriate, to land in a climbing or balancing position. The DC for this check is +5 higher than normal. A failure gives the same results as a failure on the Jump check.

Abilities: Increase from the base creature as follows: Str +2, Dex +2.

Skills: An arboreal creature gains a +15 racial bonus on Balance and Jump checks and a +4 racial bonus on Listen and Spot checks. An arboreal creature receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. An arboreal creature also gains a +4 bonus on Hide and Survival checks in forested or jungle environments.

Environment: Any forest.

Level Adjustment: Same as the base creature +1.

Arboreal Characters

An arboreal character favors whichever class the base creature does.

– Sample Creature: Arboreal Halfling Warrior –

Small Humanoid (Halfling)

Hit Dice: 1d8+1 (5 hp)
Initiative: +2
Speed: 10 ft. (2 squares), brachiate 20 ft., climb 20 ft.
Armor Class: 16 (+1 size, +2 Dex, +3 studded leather), touch 13, flat-footed 14
Base Attack/Grapple: +1/–2
Attack: Small longsword +4 melee (1d6+1/19–20) or small javelin +5 ranged (1d4+1) or slam +3 melee (1d4+1, brachiating only)
Full Attack: Small longsword +4 melee (1d6+1/19–20) or small javelin +5 ranged (1d4+1) or slam +3 melee (1d4+1, brachiating only)
Space/Reach: 5 ft./5 ft.
Special Qualities: Brachiation, halfling traits, tree leap
Saves: Fort +4, Ref +3, Will +0
Abilities: Str 13, Dex 15, Con 12, Int 10, Wis 9, Cha 8
Skills: Balance +16, Climb +14, Hide +5*, Jump +17, Listen +7, Move Silently +3, Spot +3, Survival –1*
Feats: Weapon Focus (longsword)

Environment: Any forest
Organization: Solitary, pair, company (3–4), squad (11–20 plus 2 3rd-level sergeants and 1 3rd–6th level leader), or band (30–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +1

Here is an example of an arboreal creature using a 1st-level halfling warrior as the base creature.

Arboreal halflings are innovative and resourceful tree-dwellers. Like some kinds of monkeys, they live most of their lives in the canopy of the forest. Many subsist as hunters and gatherers, eating nuts, fruits, and other tree-dwelling creatures. But despite the apparent simplicity of their lives, arboreal halflings are as capable of sophistication as their cousins on the ground, though they are somewhat less given to wanderlust. In fact, they sometimes develop whole treetop cities with stable populations. Understandably, arboreal halflings are very protective of the forests and jungles in which they live and ally themselves with other forest dwellers such as treants, elves, and fey creatures whenever possible.

An arboreal halfling looks superficially similar to other halflings, standing about 3 feet tall and usually weighing between 30 and 35 pounds. Both males and females have longer arms and hands and shorter legs than their landbound cousins, and they are even more likely to go about barefoot. Most have brown or gray skin and green hair that turns white not with age, but with the coming of each winter.

Arboreal halflings speak Halfling and Common.

Combat

Arboreal halflings make full use of their mobility in the treetops to stay out of melee range. They prefer to hurl javelins or sling stones at their foes—even other creatures that can climb. But their predilection for ranged weaponry does not leave them defenseless in melee. On the ground, arboreal halfling warriors draw longswords made in treetop forges, and in the trees, they fight with vicious kicks.

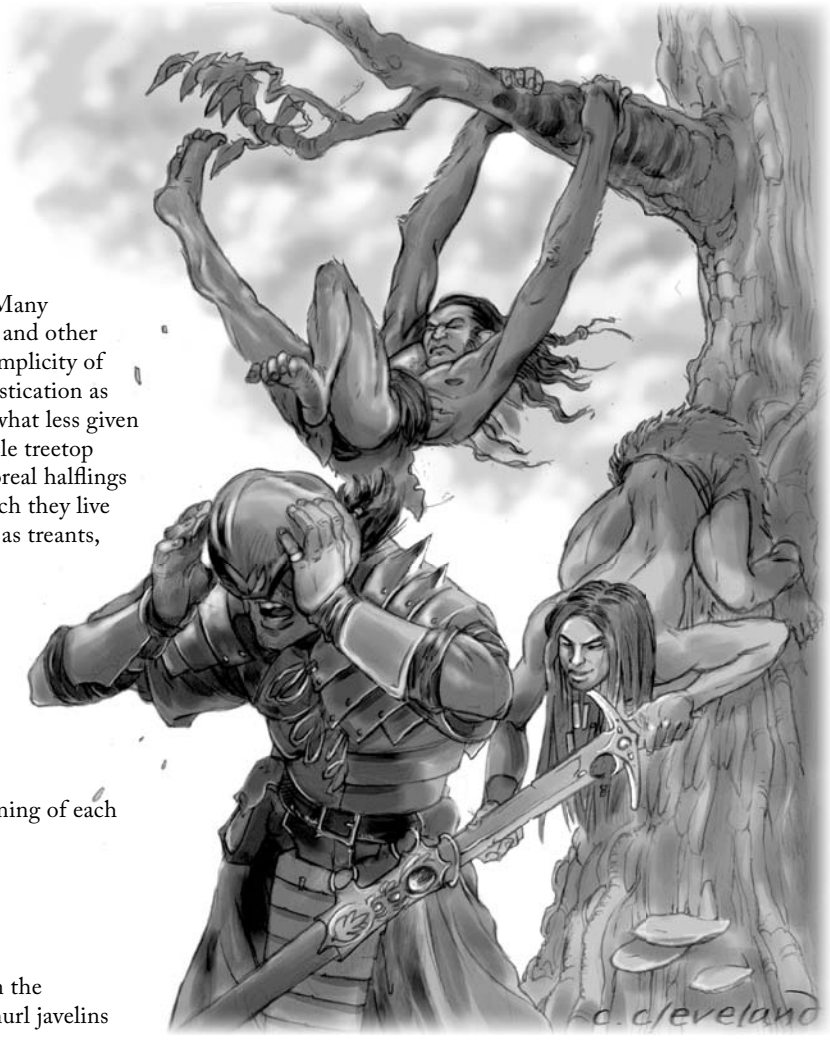
Brachiation (Ex): See the arboreal creature template.

Halfling Traits (Ex): An arboreal halfling has a +2 morale bonus on saving throws against fear, a +1 racial bonus on all saving throws, a +1 racial bonus on attack rolls with a thrown weapon or sling, and a +2 racial bonus on Climb, Jump, Listen, and Move Silently checks (already figured into the statistics given above).

Tree Leap (Ex): See the arboreal creature template.

Skills: An arboreal creature gains a +15 racial bonus on Balance and Jump checks and a +4 racial bonus on Listen and Spot checks. An arboreal creature receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. An arboreal creature also gains a +4 racial bonus on Hide and Survival checks in forested or jungle environments.

The arboreal halfling character presented here had the following ability scores before racial and template adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.



Bipedal Creature

A bipedal creature possesses the body of a humanoid and the features of some other creature. It has two legs and at least two arms that are capable of wielding weapons and manipulating tools, and it stands either erect or hunched like an ape. Bipedal races often form stable societies, cultures, and nations, even if the multilegged or legless creatures they resemble are solitary beings or simple hunter-gatherers.

Creating a Bipedal Creature

"Bipedal creature" is an inherited or created template that can be added to any living creature that does not have a generally humanoid form (referred to hereafter as the base creature).

A bipedal creature uses all the base creature's statistics and special abilities except as noted here.



Shape: Two of the base creature's limbs (usually the last pair) become legs, and any other limb except a head that has a natural attack becomes an arm capable of either wielding a weapon or making a natural attack, as the creature chooses. Arms need not be jointed limbs in the typical sense; tentacles or other limbs could also be capable of wielding weapons and objects. If these transformations do not grant the bipedal creature at least two arms and two legs, it either converts limbs that do not have natural attacks or grows limbs until it meets these minimum numbers.

If the base creature has wings or a tail that do not make natural attacks, these limbs remain as they were, adjusting in size to fit the bipedal creature's body without dragging. Any of the base creature's limbs not accounted for in this process become vestigial.

Speed: If the base creature has a land speed, it changes to the speed given on the following table. If the base creature lacks a land speed, the bipedal creature's land speed is one-half the speed indicated on the table (minimum 5 feet).

Speed

Size	Land Speed
Fine	5 ft.
Diminutive	10 ft.
Tiny	20 ft.
Small	20 ft.
Medium	30 ft.
Large	40 ft.
Huge	50 ft.
Gargantuan	60 ft.
Colossal	60 ft.

Attack: The bipedal creature retains all the base creature's natural attacks except those employing limbs that have become legs. If its Intelligence score is 3 or higher, it can also wield weapons normally with its arms, and it retains all the base creature's weapon and armor proficiencies. Any natural attacks it has retain the same primary or secondary status they had for the base creature.

Space/Reach: The base creature's face and reach change according to the following table. If the base creature has a longer reach than normal for its size, however, the bipedal creature retains that reach.

Space/Reach

Size	Space/Reach
Fine	1/2 ft./0 ft.
Diminutive	1 ft./0 ft.
Tiny	2-1/2 ft./0 ft.
Small	5 ft./5 ft.
Medium	5 ft./5 ft.
Large	10 ft./10 ft.
Huge	15 ft./15 ft.
Gargantuan	20 ft./20 ft.
Colossal	30 ft./30 ft.

Special Attacks: A bipedal creature retains all of the base creature's special attacks except rake.

Advancement: Same as the base creature, or by class if it has an Intelligence score of 3 or higher.

Bipedal Characters

Though the bipedal creature template has no level adjustment, it can be used to make normally unplayable monsters more feasible as characters. A bipedal creature favors whichever class the base creature does.

Using the Bipedal Creature Template

The bipedal creature template can radically change how monsters fit into your game world. With it, you could make a race of bipedal deer that live like monkeys, or build whole nations of magical beasts that are normally relegated to random encounters in the wilderness. Good dragons could walk the land as giants do, while evil dragons might move on all fours like animals. The possibilities are endless.

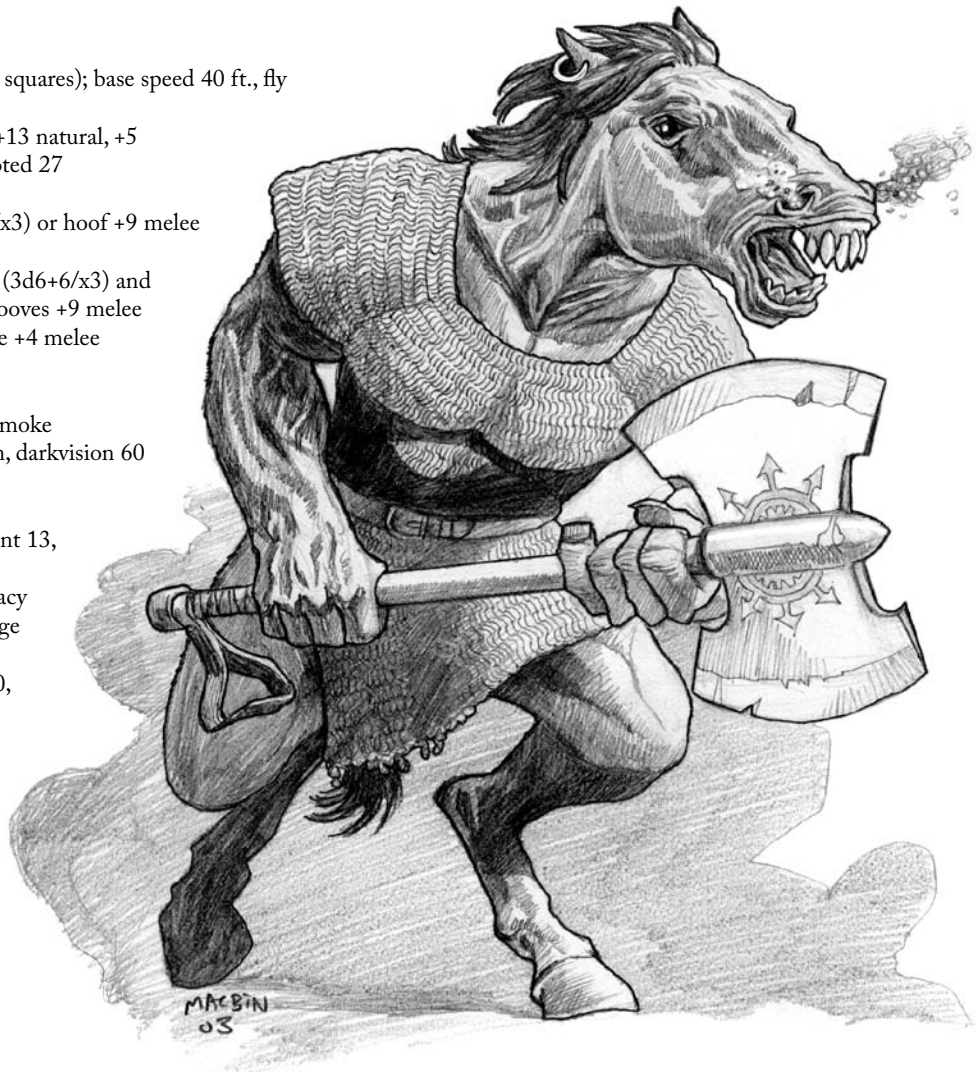
The bipedal template is also useful for making monsters suitable for other templates. For instance, by using the bipedal template, you can turn nearly any creature into a candidate for the lycanthrope, quadrupedal, or half-giant template.

– Sample Creature: Bipedal Nightmare –

Large Outsider (Evil, Extraplanar)

Hit Dice: 6d8+18 (45 hp)
Initiative: +6
Speed: 30 ft. in chainmail armor (6 squares); base speed 40 ft., fly 90 ft. (good)
Armor Class: 29 (–1 size, +2 Dex, +13 natural, +5 chainmail), touch 11, flat-footed 27
Base Attack/Grapple: +6/+14
Attack: Greataxe +9 melee (3d6+6/x3) or hoof +9 melee (1d8+4 plus 1d4 fire)
Full Attack: Greataxe +9/+4 melee (3d6+6/x3) and bite +4 melee (1d8+2) or 2 hooves +9 melee (1d8+4 plus 1d4 fire) and bite +4 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Flaming hooves, smoke
Special Qualities: Astral projection, darkvision 60 ft., etherealness
Saves: Fort +8, Ref +7, Will +6
Abilities: Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12
Skills: Concentration +12, Diplomacy +3, Intimidate +10, Knowledge (the planes) +10, Listen +12, Move Silently +6, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks)
Feats: Alertness, Improved Initiative, Run

Environment: Gray Waste of Hades
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: +4



Bipedal nightmares can strike terror into the ranks of the most stalwart army and the hearts of the greatest heroes. Although they present no greater threat in melee than trolls do, their ability to slip through the defenses of foes and seemingly return from the dead time and time again are legendary.

With the body of a midnight-black giant and the head of a demonic horse, a bipedal nightmare would be worthy of its name for its appearance alone. Its flaring nostrils spew sparks and smoke, and its huge, hooflike hands strike fire with each blow.

Combat

A bipedal nightmare prefers to attack foes while astrally projecting itself from another plane. Whenever possible, it first uses *etherealness* to slip through defenses and perform reconnaissance so it can concentrate its attacks on the most vulnerable foes. A bipedal nightmare prefers to attack spellcasters first to minimize the chances of having its astral form dispelled. While projecting an astral form, the creature fights fearlessly, knowing that it cannot truly be killed. But it does not take danger to its true form lightly. When it encounters a foe in its real form, it most often flees by flying away or becoming ethereal, even if the foe seems to present little threat.

A bipedal nightmare's natural weapons, and any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Flaming Hooves (Su): A blow from a bipedal nightmare's hooflike hands sets combustible materials alight.

Smoke (Su): During the excitement of battle, a bipedal nightmare snorts and neighs with rage, filling a 15-foot cone with hot, sulfurous smoke that chokes and blinds opponents. Anyone in this area must succeed on a DC 16 Fortitude save or take a –2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The bipedal nightmare can use this attack once per round as a free action during its turn, and the smoke lasts for 1 round. The smoke does not obscure the bipedal nightmare's vision at all, but it does grant the creature concealment against opponents 5 feet away and total concealment against opponents 10 feet or farther away. The save DC is Constitution-based.

Astral Projection (Su): A bipedal nightmare can produce an *astral projection* effect as the spell (caster level 20th) at will.

Etherealness (Su): A bipedal nightmare can produce an *etherealness* effect as the spell (caster level 20th) at will.

Blood Knight

Blood knights are the damned souls of fierce warriors who died in a particularly bloody manner. Cursed to walk the earth until their warlike ways lead to their destruction, blood knights seek always to fight and conquer.

A blood knight wears the armor it died in, but its body is gone, wholly replaced by blood. This blood leaks from the armor in endless drips, runnels, and rivulets, cascading to the ground in a torrent that puddles around the creature's feet. The blood knight's blows leave wounds that do not close, and its own blood is poisonous. Most horrific of all, it can spray its blood out of its armor in great gouts that soak opponents in the poisonous fluid.

Creating a Blood Knight

"Blood knight" is an acquired template that can be applied to any living creature that is proficient with light, medium, and heavy armor, wears full plate armor, and has blood (hereafter referred to as the base creature).

A blood knight uses all of the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A blood knight gains an armor bonus to Armor Class based on the kind of full plate armor it wears. It loses any natural armor bonus the base creature had and instead gains a deflection bonus equal to 1 + the base creature's original natural armor bonus (the bonus is +0 if it has none).

Attack: The blood knight retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The blood knight gains a primary slam attack if it has no other natural attacks.



Damage: Each of the blood knight's natural attacks delivers its blood drain special attack in addition to normal damage, and its attacks with weapons cause bleeding wounds (see **Bleeding Wounds** on this page). If the blood knight gained a slam attack from the application of this template, its base damage is as given on the following table.

Damage

Size	Slam Base Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A blood knight retains all the base creature's special attacks and gains those described here.

Bleeding Wounds (Ex): Each time a blood knight damages a living foe with a piercing or slashing attack, whether with a natural or a manufactured weapon, the resulting wound continues to bleed. The bleeding deals 2 points of damage each round until the victim either heals at least 1 point of damage or receives a successful DC 20 Heal check. Multiple blows result in cumulative damage from blood loss.

Blood Drain (Ex): Any living creature damaged by a blood knight's natural attack takes 1 point of Constitution damage in addition to the normal damage. This Constitution damage is subject to the multiplier for a critical hit, just as normal damage would be. In a grapple, a blood knight deals 1d4 points of Constitution damage to a living foe each round that the grapple is maintained. On each such successful attack, the blood knight gains 5 temporary hit points.

Using the Blood Knight Template

You can alter the blood knight template in many ways to make it suit your campaign. Below are a few ideas.

- Ignore the required proficiency with armor and change the name of the template to the blood gaunt. In this form, the template could be applied to the temple guardians of a god of murder. Alternatively, blood knights could result from a curse that animates great quantities of spilled blood into a strange new form.
- The blood knights could be unique. Perhaps a group of paladins that unwittingly participated in a highly evil act were cursed to become blood knights.
- Make the template self-propagating. Creatures killed by Constitution damage from a blood knight's attacks rise as blood knights in 1d4 rounds.

Blood Slick (Ex): A blood knight constantly drips slippery blood in a 10-foot-radius spread around itself. Any creature that is in this area at the start of its turn must succeed on a Reflex save (DC 10 + 1/2 blood knight's character level + blood knight's Cha modifier) or fall prone. Furthermore, a creature moving through the area at more than half its normal speed falls prone. To move at half normal speed, the creature must succeed on a DC 10 Balance check. A creature that fails this check by 5 or more falls prone; one that fails by less than 5 makes no progress that round. Blood knights are immune to the slipperiness of any blood knight's blood slick.

Fountain of Blood (Ex): As a full-round action, a blood knight can spray blood from its armor in a great cascade. Each creature within a 15-foot radius is covered in blood and must succeed on a Fortitude save as though it had ingested the blood knight's poisonous blood. The blood fills the area until the blood knight's next turn. Creatures entering the spray while it persists are subject to its effects, but a creature can be affected only once per round.

The area covered by the blood spray becomes coated as though by a blood slick and remains slippery for 1 round per two character levels the blood knight possesses, or until the blood is washed away with at least 5 gallons of water or other liquid, or burned away with normal or magical fire as a full-round action. Creatures and objects within the area that do not have total cover are coated with the blood, and a creature wishing to use, pick up, or cling to an item coated in the blood must succeed on a Reflex save (DC 10 + 1/2 blood knight's character level + blood knight's Cha modifier) to do so. Failure means the item is immediately dropped. A creature coated in blood gains a +10 bonus on Escape Artist checks.

Once the blood knight has used its fountain of blood attack, it must wait 1d4 rounds before it can do so again. Blood knights are immune to the slipperiness of any blood knight's fountain of blood.

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

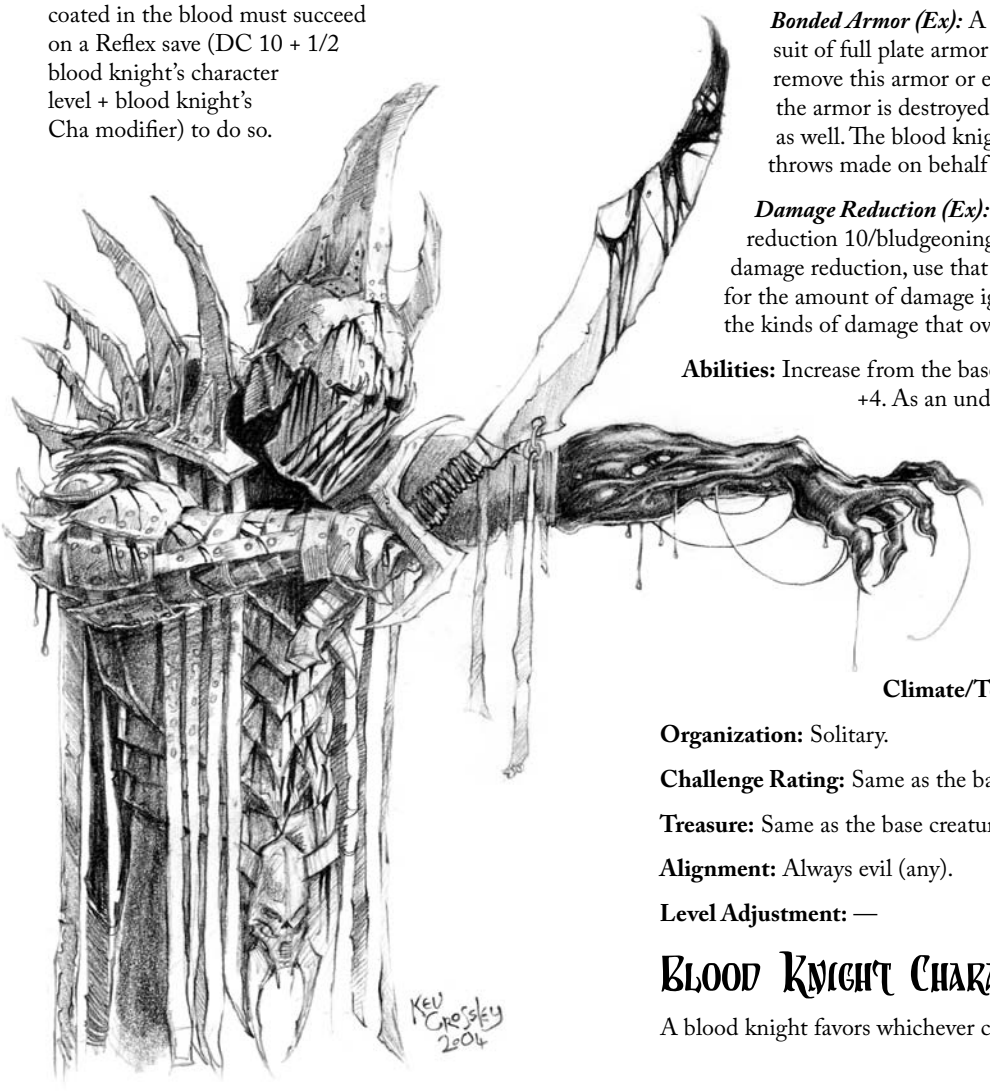
Poison Blood (Ex): Ingested, Fortitude DC 10 + 1/2 blood knight's character level + blood knight's Cha modifier, initial damage 1d6 Con, secondary damage nausea for 1 minute. Any opponent that strikes a blood knight with a bite attack is subject to this attack, as is any creature in the area of the fountain of blood attack.

Special Qualities: A blood knight retains all the base creature's special qualities and gains those described here.

Blood Body (Ex): Because its body is entirely composed of blood, a blood knight can store items within its form. It can retrieve any item stored in its body as a move action or as a free action that is part of a move. An item to be stored must be of a size and shape that fits within whatever portion of the blood knight's armor it is placed. For example, an orc blood knight could store potion vials, crossbow quarrels, or daggers in its arm, but it could not store a longsword there.

Bonded Armor (Ex): A blood knight always wears the suit of full plate armor in which it died. It cannot remove this armor or exchange it for another suit. If the armor is destroyed, the blood knight is destroyed as well. The blood knight has a +5 bonus on saving throws made on behalf of its armor.

Damage Reduction (Ex): The blood knight gains damage reduction 10/bludgeoning. If the base creature already has damage reduction, use that value or 10, whichever is higher, for the amount of damage ignored and add bludgeoning to the kinds of damage that overcome its damage reduction.



Abilities: Increase from the base creature as follows: Str +6, Dex +4. As an undead creature, a blood knight has no Constitution score.

Skills: A blood knight gains a +10 racial bonus on Escape Artist checks. It loses any racial bonuses to Hide checks that the base creature may have due to coloration.

Climate/Terrain: Any.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Treasure: Same as the base creature, including armor.

Alignment: Always evil (any).

Level Adjustment: —

Blood Knight Characters

A blood knight favors whichever class the base creature does.

Creating a Dread Blood Knight

Other templates in this book describe dread versions of undead. To create a dread version of the blood knight template, make the following changes.

Speed: The dread blood knight's land speed increases by +10 feet over that of the base creature. If the base creature has no land speed, it gains a land speed of 40 feet.

Armor Class: The dread blood knight loses any natural armor bonus the base creature has and gains a deflection bonus equal to 3 + the base creature's natural armor bonus (+0 if it has none).

Special Attacks: The dread blood knight's bleeding wounds attack deals 2d4 points of damage per round. Its blood drain deals 2 points of Constitution damage. Its fountain of blood attack has a 30-foot radius.

Special Qualities: The dread blood knight gains turn resistance +4, immunity to sonic effects, and spell resistance equal to 12 + the base creature's CR.

Abilities: Change from the base creature as follows: Str +6, Dex +6, Wis +2, Cha +4. As an undead creature, a dread blood knight has no Constitution score.

Feats: The dread blood knight gains Ability Focus (poison blood) and Toughness twice as bonus feats.

Challenge Rating: Same as the base creature +3.

– Sample Creature: Morden Thrallhammerer –

Male Blood Knight Dwarf Fighter 5/Medium Undead (Augmented Humanoid, Dwarf)

Hit Dice: 5d12 (32 hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 21 (+1 Dex, +1 deflection, +9 *+1 full plate*), touch 12, flat-footed 20
Base Attack/Grapple: +5/+11
Attack: *+1 bastard sword* +13 melee (1d10+12/19–20 plus bleeding wounds) or slam +11 melee (1d6+9 plus blood drain) or throwing axe +7 ranged (1d6+6)
Full Attack: *+1 bastard sword* +13 melee (1d10+9/19–20 plus bleeding wounds) and slam +6 melee (1d6+3 plus blood drain) or slam +11 melee (1d6+9 plus blood drain) or throwing axe +7 ranged (1d6+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Bleeding wounds, blood drain, blood slick, fountain of blood, improved grab, poison blood
Special Qualities: Blood body, bonded armor, damage reduction 10/bludgeoning, darkvision 60 ft., dwarf traits, undead traits
Saves: Fort +4, Ref +3, Will +1
Abilities: Str 23, Dex 15, Con —, Int 10, Wis 11, Cha 8
Skills: Climb +6, Craft (metalworking) +2, Craft (stoneworking) +2, Escape Artist +7, Intimidate +5, Jump +6
Feats: Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Challenge Rating: 7
Treasure: See **Possessions** on page 32
Alignment: Lawful evil
Advancement: By character class
Level Adjustment: —

Here is an example of a blood knight using a 5th-level dwarf fighter as the base creature.

Morden Thrallhammerer was once a dwarf hero of some fame. Loyal to his clan and a staunch defender of its sovereignty, he was ruthless to the point of sadism in combat with its enemies. When some giants took up residence near his clan's territory, Morden provoked conflict with them, beginning a long and unnecessary feud that resulted in the deaths of hundreds of his kin. In the final days of the war, Morden led a vicious attack on wounded and noncombatant giants while a decoy force of dwarves distracter their warriors. When Morden dealt the killing blow to a mother protecting her child, he could not get out of the way of her falling body fast enough. The rest of Morden's force retreated, leaving him trapped beneath the she-giant's body. By the time the giant warriors returned, Morden had drowned in his foe's blood. The giants cast his body off the mountain, cursing his name and praying to their gods to punish him. Thus, he returned to haunt the world as a blood knight, wearing the ornate, dwarf-made armor in which he died.

Morden's first act upon returning was to slay his kin for their failure to save him. Now their angry spirits, which have returned in the form of shadows, are his only company. Currently, Morden Thrallhammerer guards the mountain home of his long-dead clan, challenging anyone who approaches to a battle to the death. He resembles a fully armored dwarf with blood dripping from the holes in his helm and pooling around his feet. He wields a bastard sword in two hands.

Morden Thrallhammerer speaks Common and Dwarven.

Combat

Morden Thrallhammerer prefers to fight one foe at a time in single combat, and he might promise access to his clan's holdings if an interloper accepts the conditions of his challenge. Of course, he says nothing about the shadows of his clan that haunt the place. Should a group evade him, he uses his knowledge of the clanhold's tunnels and traps to divide his foes and kill them one by one.

Morden Thrallhammerer uses his bastard sword as a two-handed weapon most of the time. When he can take a full attack action, however, he attacks once with the sword and once with a slam. When badly wounded, Morden attacks almost exclusively with his slam.

Bleeding Wounds (Ex): See the blood knight template.

Blood Drain (Ex): See the blood knight template.

Blood Slick (Ex): Reflex DC 11; see the blood knight template.

Fountain of Blood (Ex): Fortitude DC 11 if ingested; Reflex DC 11 to pick up object; see the blood knight template.

Improved Grab (Ex): See the blood knight template.

Poison Blood (Ex): Fortitude DC 11; see the blood knight template.

Blood Body (Ex): See the blood knight template.

Bonded Armor (Ex): See the blood knight template.

Dwarf Traits (Ex): Morden has a +1 racial bonus on attack rolls against orcs and goblinoids, a +2 racial bonus on saves against spells and spell-like abilities, a +2 racial bonus on Fortitude saves against all poisons, and a +4 dodge bonus against giants. He also has a +2 racial bonus on Appraise checks and Craft or Profession checks related to stone or metal (already figured into the statistics above). In addition, Morden has stability, which grants him a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground). His stonecunning ability grants him a +2 racial bonus on checks to notice unusual stonework and allows him to make a check for unusual stonework as though actively searching when within 10 feet. He can also intuit depth and use the Search skill to find stonework traps as a rogue can. Morden has darkvision to a 60-foot range.

Undead Traits: Morden is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be *raised*, and *resurrection* works only if he is willing. Darkvision 60 ft.

Possessions: *+1 bastard sword, necklace of fireballs* (type I), *potion of blur, potion of jump*.

Bramble

These wicked watchers of the woodlands haunt dark thickets in forests and fields, stalking the unwary. Most dangerous in the tangled briar patches and thorny copses they call home, brambles often make clear trails through their domains that turn into winding mazes designed to confuse and entrap victims.

A bramble's body is covered with barklike skin and wrapped in tangled, thorny vines. Its face is wizened and cruel, and yellow eyes peer out from beneath its prickly brows.

Creating a Bramble

"Bramble" is an inherited template that can be added to any living, corporeal creature that breathes air (referred to hereafter as the base creature).

A bramble uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to plant with the appropriate augmented subtype. Size is unchanged.



Hit Dice: Change all racial Hit Dice to d8s.

Armor Class: If the base creature has a +1 or lower natural armor bonus, it improves by +2.

Base Attack Bonus: A bramble's base attack bonus for its racial Hit Dice is 3/4 x racial HD (as cleric). Its base attack bonus increases normally for any class Hit Dice it has.

Attack: The bramble retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature.

The bramble gains a gore attack if it did not already have one. If it has other natural attacks, it must choose upon creation whether the gore is a primary or a secondary attack. It cannot thereafter change that decision.

Damage: A bramble has a gore attack. If the base creature does not have this attack form, use the base damage value given for its size on the following table. Otherwise, use the value from the table or the base creature's damage value for its gore attack, whichever is greater.

Damage

Size	Gore Base Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A bramble retains all the special attacks of the base creature and gains those described here.

Entangle (Sp): A bramble can use *entangle* (caster level equals bramble's character level) once per day, plus one additional time per day for each 5 character levels the bramble possesses. This ability functions like the spell of the same name, except that it affects only thorns and burr-bearing plants. A bramble is immune to the effects of its own *entangle.*

Improved Grab (Ex): To use this ability, a bramble must hit with any one of its natural attacks. It can then attempt to

start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its thorny grasp ability.

Prickle Whip (Ex): Once per day, a bramble can unravel and detach one of the tangled strands that form its body. Doing so requires the same kind of action as drawing a melee weapon. This strand then functions as a whip sized for the bramble (see the *PHB* for a description of the whip), except that the damage it deals is lethal and is not negated by armor or natural armor of any value. The whip becomes stiff, brittle, and useless after 1 hour.

Thorn Dart (Ex): Twice per day per character level, a bramble can pull a long thorn from its body. Doing so requires the same kind of action as drawing a dart. This thorn functions like a dart in all ways, and the bramble is automatically proficient with it.

Thorny Grasp (Ex): A bramble deals automatic gore damage with a successful grapple check against another creature. In addition, any creature that attempts an opposed grapple check to pin, constrict, swallow, or damage the bramble takes damage equal to the base damage for the bramble's gore attack (unmodified by Strength).

Special Qualities: A bramble retains all the special qualities of the base creature and gains those described here.

Fire Vulnerability (Ex): A bramble takes double damage from fire unless a save for half damage is allowed, in which case the bramble takes double damage on a failed save and half damage on a successful save. If the base creature has immunity to fire, the bramble retains that quality and does not gain fire vulnerability. If the base creature has fire resistance, the bramble retains that quality, but fire vulnerability applies to any damage in excess of that resisted.

Thorn Walk (Sp): This ability works like the *tree stride* spell (caster level equals bramble's character level), except that the bramble can travel only through trees that produce thorns or burrs. In addition, a bramble can move through a *wall of thorns* or any similar thorn-related effect without taking damage or suffering any impairment. *Thorn walk* is usable once per day, plus one additional time per day for each 5 character levels the bramble possesses.

Woodland Stride (Ex): A bramble can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, or similar terrain) at its normal speed without taking damage or suffering other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion (except via its own *entangle* ability) still affect the bramble.

Saves: Fortitude is a bramble's good save; Reflex and Will are poor. Recalculate the portion of each of the base creature's save bonuses derived from racial HD. The portion of the base save bonus derived from class levels remains the same. See **Chapter 3: Classes** of the *PHB* for the progression of good and poor saves. New ability scores and new feats may also alter save bonuses.

Abilities: Change from the base creature as follows: Str –2 (minimum 1), Dex +4.

Skills: A bramble gains a +8 circumstance bonus on Hide and Move Silently checks in forested areas and thickets.

Languages: If the bramble can speak, it gains the ability to speak Sylvan in addition to any other languages the base creature knows.

Feats: The bramble gains Exotic Weapon Proficiency (whip), Simple Weapon Proficiency, and Quick Draw as bonus feats.

Environment: Warm and temperate forests, or cold forests if the base creature lives in a cold environment.

Organization: Solitary, pair, or coven (3–8).

Challenge Rating: Same as the base creature +1.

Alignment: Often neutral evil.

Level Adjustment: Same as the base creature +2.

Bramble Characters

A bramble favors whichever class the base creature does. Although most brambles are evil, many are not.

Sample Creature: Bramble Wild Elf

(1st-Level Warrior), Medium Plant (Augmented Humanoid, Elf)

Hit Dice: 1d8 (4 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +1/+2
Attack: Gore +3 melee (1d6+1) or club +2 melee (1d6+1) or prickle whip +2 melee (1d3+1) or thorn dart +4 ranged (1d4+1)
Full Attack: Gore +3 melee (1d6+1) or club +2 melee (1d6+1) and gore –2 melee (1d6) or prickle whip +2 melee (1d3+1) or thorn dart +4 ranged (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Entangle,* improved grab, prickle whip, thorn dart, thorny grasp
Special Qualities: Fire vulnerability, low-light vision, *thorn walk,* wild elf traits, woodland stride
Saves: Fort +2, Ref +3, Will –1
Abilities: Str 13, Dex 17, Con 10, Int 8, Wis 9, Cha 8
Skills: Hide +5*, Listen +1, Move Silently +3*, Search +1, Spot +1
Feats: Exotic Weapon Proficiency (whip), Simple Weapon Proficiency, Quick Draw, Weapon Focus (gore)

Environment: Temperate and warm forest
Organization: Solitary, pair, or coven (3–8)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +2

Bramble wild elves often attempt to lure or frighten travelers into briar patches to ambush them. Although brambles are plants, they enjoy feasting on the flesh of those they entrap. Because they fear fire, however, they prefer to eat that flesh raw.

A bramble wild elf has a tall, willowy body covered with barklike skin. Its joints bristle with thorns and brambles, and its face is an imperious mask of hunger and hatred. Instead of hair, it has a few thorny spikes on its head.

Bramble wild elves speak Elven and Sylvan.

Combat

Bramble wild elves prefer to confront foes in an area where thorny vegetation is plentiful—especially large, thorn-bearing trees. If they can, they hide, lying in wait for their prey and using their *entangle* ability to immobilize opponents.

Entangle (Sp): Once per day; see the bramble template.

Improved Grab (Ex): See the bramble template.

Prickle Whip (Ex): Once per day; see the bramble template.

Thorn Dart (Ex): Twice per day; see the bramble template.

Thorny Grasp (Ex): See the bramble template.

Fire Vulnerability (Ex): A bramble wild elf takes double damage from fire unless a save for half damage is allowed, in which case it takes double damage on a failed save and half damage on a successful save.

***Thorn Walk* (Sp):** Once per day, up to 1 hour; see the bramble template.

Wild Elf Traits (Ex): A bramble wild elf is immune to *sleep* spells and effects and has a +2 racial bonus on saving throws against enchantment spells or effects. It also gains a +2 racial bonus on Listen, Search, and Spot checks (already figured into the statistics above). In addition, a bramble wild elf that passes within 5 feet of a secret door is entitled to a Search check as though actively looking for it. Bramble wild elves are automatically proficient with the longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow, but they rarely craft such weapons themselves. Instead, they rely on weapons taken from victims.

Woodland Stride (Ex): See the bramble template.



Skills: *A bramble wild elf gains a +8 circumstance bonus on Hide and Move Silently checks in forested areas and thickets (not represented in the figures above).

The bramble wild elf character presented here had the following ability scores before racial and template adjustments: Str 13, Dex 15, Con 12, Int 8, Wis 9, Cha 8.

Broken Soul

Agony given physical form, a broken soul is the remains of a creature tortured to madness and beyond. The horrifying and heinous treatment he endured lend him unimaginable toughness and grants the power to cause pain and invoke fear in others. Most broken souls are completely mad creatures that hate themselves and all who look upon them.

A broken soul is a horrifying sight. Its twisted and broken body is a mass of bruises, scars, and infected, oozing sores. Its face is a mask of madness and pain.

The exact circumstances that create a broken soul are unknown, but they invariably form from creatures severely physically and mentally tortured and yet allowed to live. Some believe a broken soul is blessed with power by some god of pain or vengeance, but others say it is the result of a dark bargain between the tortured creature and some infernal being. Whatever their origins, most broken souls seek out their torturers and do all they can to bring upon them even worse pain and fear than they inflicted upon their helpless victims.

Creating a Broken Soul

"Broken soul" is an acquired template that can be added to any living creature that has an Intelligence score (referred to hereafter as the base creature).

A broken soul uses all the base creature's statistics and special abilities except as noted here.

Speed: Because a broken soul is in constant agony, each of its speeds is slower by 10 feet than the corresponding speed of the base creature (minimum 5 feet).

Armor Class: A mass of scar tissue covers every inch of the broken soul's body. This thickening of the hide improves the creature's natural armor bonus by +4 over that of the base creature.

Special Attacks: A broken soul retains all the special attacks of the base creature and gains those described here.

Agonized Wail (Ex): As a standard action, a broken soul can emit an agonized wail that inspires terror in every creature

within 120 feet that has fewer character levels than itself. Each potentially affected opponent must succeed on a Will save (DC 10 + 1/2 broken soul's character level + broken soul's Cha modifier) or become shaken (see the *DMG* for a description of the shaken condition). This condition lasts until the affected opponent is out of range. A successful saving throw renders an opponent immune to that broken soul's agonized wail for 1 minute.



Baleful Gaze (Su): Any creature within 60 feet that meets a broken soul's gaze must succeed on a Fortitude save (DC 10 + 1/2 broken soul's character level + broken soul's Cha modifier) or take 1d4 points of Strength drain, 1d4 points of Constitution drain, and 1d4 points of Charisma drain. Whatever the result of the saving throw, the creature cannot be affected by the same broken soul's baleful gaze again for 1 minute.

Torturous Touch (Su): A broken soul can deliver a torturous touch by making a successful melee touch attack against a target. Any creature struck by this attack must succeed on a Fortitude save (DC 10 + 1/2 broken soul's character level + broken soul's Cha modifier) or take 2d6 points of slashing damage and 1d6 points of Dexterity damage. Furthermore, the affected creature immediately falls prone and lies convulsing and helpless for 1d4 rounds.

Special Qualities: A broken soul retains all the special qualities of the base creature and gains those described here.

Damage Reduction: Because it has become so inured to pain and abuse, a broken soul has damage reduction 5/—.

Resistances (Ex): A broken soul has resistance 5 to acid, cold, electricity, fire and sonic. If the base creature has better resistance or immunity to one or more of these energy types, the broken soul retains the better quality.

Abilities: Change from the base creature as follows: Str +2, Dex –4 (minimum 1), Con +6, Wis –2 (minimum 1), Cha –6 (minimum 1).

Skills: Although the broken soul's sense of self has been greatly degraded, its very presence is unnerving to others, granting it a +8 racial bonus on Intimidate checks. However, it takes a –10 racial penalty on Concentration checks because of its constant pain.

Feats: A broken soul gains Diehard, Endurance, and Toughness as bonus feats if the base creature does not already have them.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Alignment: Usually chaotic evil.

Level Adjustment: Same as the base creature +4.

Broken Soul Characters

A broken soul favors whichever class the base creature does. Its terrible state can be cured with a *miracle* or *wish* spell if willing, but most broken souls harbor a lasting hatred of their torturers and a manic fear of capture or powerlessness. When these latent fears or hatreds resurface, the old scars return, and the template must be reapplied.

Sample Creature: Broken Soul Erinyes

Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 9d8+75 (115 hp)
Initiative: +3
Speed: 20 ft. (4 squares), fly 40 ft. (good)
Armor Class: 25 (+3 Dex, +12 natural), touch 13, flat-footed 22
Base Attack/Grapple: +9/+15
Attack: Longsword +15 melee (1d8+9/19–20) or *+1 flaming composite longbow* (+6 Str bonus) +13 ranged (1d8+7/x3 plus 1d6 fire) or rope +12 ranged (entangle)
Full Attack: Longsword +15/+10 melee (1d8+9/19–20) or *+1 flaming composite longbow* (+6 Str bonus) +13/+8 ranged (1d8+7/x3 plus 1d6 fire) or rope +12 ranged (entangle)
Space/Reach: 5 ft./5 ft.
Special Attacks: Agonized wail, baleful gaze, entangle, spell-like abilities, *summon devil,* torturous touch
Special Qualities: Devil traits, damage reduction 5/—, darkvision 60 ft., immunities (fire, poison), outsider traits, resistances (acid 10, cold 10, electricity 5, sonic 5), see in darkness, spell resistance 20, telepathy 100 ft., true seeing
Saves: Fort +14, Ref +9, Will +9
Abilities: Str 23, Dex 17, Con 27, Int 14, Wis 16, Cha 14
Skills: Concentration +10, Diplomacy +4, Escape Artist +15, Hide +15, Intimidate +10, Knowledge (arcana) +14, Knowledge (the planes) +14, Listen +15, Move Silently +15, Search +14, Sense Motive +15, Spot +15, Survival +3 (+5 when following tracks), Use Rope +3 (+5 with bindings)
Feats: Dodge[B], Diehard[B], Endurance[B], Mobility[B], Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Toughness[B]



Environment: Hell
Organization: Solitary
Challenge Rating: 10
Treasure: Standard, plus rope and *+1 flaming composite longbow*
Alignment: Always lawful evil
Advancement: 10–18 HD (Medium)
Level Adjustment: +11

Here is an example of a broken soul using an erinyes devil as the base creature.

Erinyes devils live in Hell and are accustomed to torture—in fact, many enjoy both giving and receiving it. Thus, the torture that can break the soul of an erinyes must be vile indeed.

A broken soul erinyes displays few vestiges of its former beauty; in fact, its hideous scars and twisted limbs disgust most viewers. The creature's baleful gaze ensures that most creatures look just once before fleeing. It typically wields a sword or a bow with a flaming arrow.

Combat

A broken soul erinyes often attempts to surprise foes by loosing its agonized wail when it gets close enough to affect opponents with its baleful gaze. It then attempts to render dangerous-looking opponents helpless with its torturous touch and charm weak-willed creatures using *charm monster*.

The natural weapons of a broken soul erinyes, and any weapon it wields, are treated as lawful-aligned and evil-aligned for the purpose of overcoming damage reduction.

Agonized Wail (Ex): DC 16 Will save; see the broken soul template.

Baleful Gaze (Su): DC 16 Fortitude save; see the broken soul template.

Entangle (Ex): Each broken soul erinyes carries a stout rope some 50 feet long that can entangle opponents of any size as an *animate rope* spell (caster level 16th). The broken soul erinyes can hurl the rope 30 feet with no range penalty.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 17), *minor image* (DC 15), *unholy blight* (DC 17). Caster level 12th. The save DCs are Charisma-based.

***Summon Devil* (Sp):** Once per day, a broken soul erinyes can attempt to summon 2d10 lemures or 1d4 barbed devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

Devil Traits: A broken soul erinyes is immune to fire and poison. It has resistance 10 to acid and cold. As supernatural abilities, a broken soul erinyes can see perfectly in even magical darkness and communicate telepathically with any creature within 100 feet that has a language. It can also summon other devil as a spell-like ability (see ***Summon Devil,*** above).

Torturous Touch (Su): DC 16 Fortitude save; see the broken soul template.

True Seeing (Su): A broken soul erinyes continuously uses *true seeing,* as the spell (caster level 14th).

Cave Creature

Cave creatures are degenerate beings that have adapted to life in the everdark realms beneath the earth. Strong and hale, they rely on their thick skins and natural weapons to protect them while they hunt for sustenance underground. Although they can be quite intelligent, cave creatures often lack the quicker wits of the surface-dwelling creatures they resemble.

Creating a Cave Creature

"Cave creature" is an inherited template that can be added to any living, corporeal creature that has a Dexterity score, is not an ooze, and is normally active on the surface (referred to hereafter as the base creature).

A cave creature uses all the base creature's statistics and special abilities except as noted here.

Armor Class: The cave creature's natural armor bonus improves by +1 over that of the base creature.



Speed: A cave creature gains a climb speed equal to one-half the base creature's land speed. If the base creature lacks a land speed, the cave creature gains a climb speed of 10 feet and a land speed of 10 feet. If the base creature already has a climb speed, it retains that speed.

Attack: The cave creature retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The cave creature gains one or more primary claw attacks if it has no other natural attacks. A claw grows on each of its arms, wings, fins, or other such appendages.

Damage: If the cave creature gained a claw attack, it deals damage according to its size, as given on the following table.

Damage

Size	Claw Base Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Qualities: A cave creature retains all the base creature's special qualities and gains those described here.

Blindsight (Ex): A cave creature can discern objects and creatures within 60 feet regardless of concealment. It usually does not need to make Spot or Listen checks to

notice creatures within range of its blindsight. A *silence* spell negates this ability and forces the cave creature to rely on the base creature's senses.

Light Blindness (Ex): When abruptly exposed to bright light (such a *lightning bolt* in a dark room), a cave creature is blinded for 1 round. When operating in an area of continual bright light (such as daylight or a *daylight* spell), the cave creature takes a –1 circumstance penalty on all attack rolls, saves, and checks.

Abilities: Change from the base creature as follows: Str +2, Dex –2 (minimum 1), Con +2, Int –2 (minimum 1).

Skills: The cave creature retains the racial skill bonuses described in the Skills section of the creature descriptions for the base creature, but it loses all skill ranks the base creature possessed. Recalculate skill points for the cave creature's racial Hit Dice according to its type, as given on the following table, then purchase its skills afresh, treating the base creature's skills as class skills and all others as cross-class skills. The cave creature retains any skill points gained from class levels.

Skills

Creature Type	Skill Points
Aberration	(2 + Int modifier, minimum 1) x (HD +3)
Animal	(2 + Int modifier, minimum 1) x (HD +3)
Construct	(2 + Int modifier, minimum 1) x (HD +3)
Dragon	(6 + Int modifier, minimum 1) x (HD +3)
Elemental	(2 + Int modifier, minimum 1) x (HD +3)
Fey	(6 + Int modifier, minimum 1) x (HD +3)
Giant	(2 + Int modifier, minimum 1) x (HD +3)
Humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Magical beast	(2 + Int modifier, minimum 1) x (HD +3)
Monstrous humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Ooze	(2 + Int modifier, minimum 1) x (HD +3)
Outsider	(8 + Int modifier, minimum 1) x (HD +3)
Plant	(2 + Int modifier, minimum 1) x (HD +3)
Undead	(4 + Int modifier, minimum 1) x (HD +3)
Vermin	(2 + Int modifier, minimum 1) x (HD +3)

A cave creature receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

*Since cave creatures tend to be colored much like the caves in which they live, a cave creature in an area of natural stone gains a +4 circumstance bonus on Hide checks.

Environment: Same as the base creature plus underground.

Level Adjustment: Same as the base creature +1.

Cave Creature Characters

A cave creature favors whichever class the base creature does. Most cave creatures prefer to remain underground and travel on the surface only when it's dark. Some cave creatures exit their homes at night to explore, only to become bewildered at a sunrise they were didn't expect.

Sample Creature: Cave Squid

Medium Animal (Aquatic)

Hit Dice: 3d8+3 (16 hp)
Initiative: +2
Speed: 10 ft. (2 squares), climb 10 ft., swim 60 ft.
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +2/+9*
Attack: Arms +5 melee (0)
Full Attack: Arms +5 melee (0) and bite +0 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Blindsight 60 ft., ink cloud, jet, light blindness, low-light vision
Saves: Fort +4, Ref +5, Will +2
Abilities: Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills: Climb +11, Hide +2*, Listen +6, Spot +6, Swim +11
Feats: Alertness, Endurance

Environment: Temperate aquatic and underground
Organization: Solitary or school (6–11)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Medium); 7–11 HD (Large)
Level Adjustment: —

Here is an example of a cave creature using a squid as the base creature.

Surface dwellers rarely see the odd creatures known as cave squids. They hunt the blind fish that live in cavern pools and underground waterways and creatures that come to drink of such waters.



Although they cannot breathe air, cave squids sometimes leave the water for short periods, most often to crawl from one pool to another or to climb a cave wall to escape a predator.

A cave squid has a body much like that of an ocean-dwelling squid, but its skin can be albino white, coal black, or any shade in between. The typical cave squid has a mottled hide and rough skin that help it hide in the water and blend in when crawling across a cavern floor.

Combat

A cave squid moves quickly to strike whenever it senses prey. When encountered out of the water or when its prey turns out to be more formidable than anticipated, the cave squid uses its ink cloud to blind its foe, then continues to press the attack. If its prey still proves troublesome, the creature uses the cloud to cover its escape.

Improved Grab (Ex): To use this ability, a cave squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. *A squid has a +4 racial bonus on grapple checks.

Blindsight (Ex): See the cave creature template.

Ink Cloud (Ex): Once per minute as a free action, whether it is in or out of water, a cave squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long. The cloud provides total concealment, and all vision within it is obscured.

Jet (Ex): When in the water, a cave squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but it does not provoke attacks of opportunity while jetting.

Light Blindness (Ex): See the cave creature template.

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

*A cave squid in an area of natural stone gains a +4 circumstance bonus on Hide checks.

Celestial-Blessed Creature

A prophet imbued with miraculous power, a child protected by angels, or a paladin willing to endure capture by fiends—any of these beings could be celestial-blessed. A celestial-blessed creature is inhabited by a celestial that has willingly given up its form and its powers to imbue a fortunate mortal with divine grace. Gods or more powerful celestials sometimes command celestials to grant this boon, but some do so of their own free will.

A celestial can merge with a chosen mortal only if both are willing (that is, not compelled by magic or force) and of good alignment. The process requires that both remain conscious and in physical contact for one hour. Otherwise, the merging fails and cannot be attempted again that day.

A celestial might choose to give up its form and free will for any of several reasons. Imbuing a mortal creature with its essence allows great deeds of heroism to be accomplished without obvious celestial interference in mortal affairs. A god might wish to make a mortal its messenger but provide it with celestial protection. A celestial might use this technique to go where it otherwise could not, since it is undetectable by all but the most powerful magic when inhabiting another creature. It might also use this technique to evade pursuers.

Once it has occupied a creature, a celestial can neither leave of its own volition nor make its presence known. Only the host's death or a special ritual involving powerful magic of the abjuration school can release it. A celestial often insists anyone it intends to bless agree to a limited term of service, after which the blessed creature will undergo the Ritual of Release. But the celestial has no power to enforce such an agreement once it has merged with a mortal, and some celestial-blessed creatures enjoy their powers so much that they refuse the ritual when the time comes. A few even succumb to the temptation to use their divine abilities for unwholesome ends. The possibility of inhabiting a creature that has turned evil makes many celestials loath to merge with mortal creatures.

A celestial's presence can have physical effects on the mortal creature with which it merges. A creature inhabited by a lantern archon, for example, often loses pigmentation in its hair, skin, and eyes, and its whole body becomes paler. A hound-archon-blessed creature grows more hair, and the limbs of a creature joined with an avoral grow longer. If a leonal agreed to inhabit a mortal, its hair might grow into a mane. A ghaele-blessed creature's eyes are usually opalescent white, while the hair of a bralani-blessed creature always seems tousled by a light breeze. Small patches of feathers often grow from the back of a creature inhabited by a trumpet archon. Creatures that merge with astral devas usually have unblemished skin, planetar-blessed creatures typically become bald, and solar-blessed creatures generally have topaz eyes.

Creating a Celestial-Blessed Creature

"Celestial-blessed" is an acquired template that can be added to any creature of good alignment (referred to hereafter as the base creature).

A celestial-blessed creature uses all the base creature's statistics and special abilities except as noted here. Although the template can be applied only to creatures of good alignment, all its changes remain in effect even if the celestial-blessed creature thereafter changes alignment.

Size and Type: Size and type are unchanged, but the creature gains the good subtype if the base creature did not already have it.

Special Attacks: A celestial-blessed creature retains all the base creature's special attacks and gains those described here.

Sacredness (Su): Each of a celestial-blessed creature's melee attacks with a natural or manufactured weapon deals 1d6 points of extra damage to a creature of evil alignment. All of its natural and manufactured weapons are treated as magic and good-aligned for the purpose of overcoming damage reduction.

Celestial Attack: The exact celestial attack bestowed depends on the kind of celestial that blessed the base creature with its power, as follows.



Astral Deva: *Stunning Strike (Su):* Five times per day as a free action, an astral-deva-blessed creature can imbue a single melee attack with stunning power. The player must declare the use of this ability before making the attack roll. A creature damaged by such an attack must succeed on a Fortitude saving throw (DC 10 + 1/2 celestial-blessed creature's character level + celestial-blessed creature's Con modifier) or be stunned for 1d6 rounds. If the attack misses or the astral-deva-blessed creature does not make the attack within 1 round of imbuing the melee weapon with power, that daily use of the ability is wasted.

Avoral: *Lightning Bolt (Sp):* Three times per day, an avoral-blessed creature can use *lighting bolt,* as the spell (caster level equals celestial-blessed creature's character level).

Bralani: *Wind Wall (Sp):* At will, a bralani-blessed creature can use *wind wall,* as the spell (caster level equals celestial-blessed creature's character level).

Ghaele: *Fear (Sp):* Three times per day, a ghaele-blessed creature can use *fear,* as the spell (caster level equals celestial-blessed creature's character level).

Hound Archon: *Faithful Hound (Sp):* Once per day, a hound-archon-blessed creature can use *faithful watchdog,* as the spell (caster level equals celestial-blessed creature's character level).

Lantern Archon: *Searing Light (Sp):* Three times per day, a lantern-archon-blessed creature can use *searing light* (caster level equals celestial-blessed creature's character level [minimum 2nd]).

Leonal: *Pounce (Ex):* If a leonal-blessed creature charges a foe, it may make a full attack even though it has moved, so long as it attacks with only natural weapons or unarmed strikes.

Planetar: *Flame Strike (Sp):* Once per day, a planetar-blessed creature can use *flame strike,* as the spell (caster level equals celestial-blessed creature's character level).

Solar: *Slaying Shot (Su):* Once per day as a free action, a solar-blessed creature can imbue a single ranged attack with the power to slay the creature it strikes instantly. The player must declare the use of this ability before making the attack roll. A creature damaged by such an attack must succeed on a Fortitude save (DC 10 + 1/2 celestial-blessed creature's character level + celestial-blessed creature's Cha modifier) or die (or be destroyed, if it is an undead or a construct). If used against a living creature, this attack is considered a death effect. If the attack misses or the solar-blessed creature does not make the attack within 1 round of imbuing the ranged weapon with power, that daily use of the ability is wasted.

Trumpet Archon: *Clarion Call (Su):* A trumpet-archon-blessed creature can make a loud, trumpet like sound once per day. Every creature within 30 feet of it must succeed on a Fortitude save (DC 10 + 1/2 celestial-blessed creature's character level + celestial-blessed creature's Cha modifier) or be paralyzed for 1d4 rounds. Clarion call is a sonic, mind-affecting effect.

Special Qualities: A celestial-blessed creature retains all the base creature's special qualities and gains those described here.

Blessed (Su): A celestial-blessed creature has a +1 morale bonus on all attack rolls and saving throws.

Heavenly Health (Ex): A celestial-blessed creature gains a +2 resistance bonus on Fortitude saves against poison and petrification.

Inhabited (Ex): Each celestial-blessed creature is inhabited by a specific celestial. Although the celestial is aware of the actions and perceptions of the creature it inhabits, it can



take no actions on its own behalf, nor can it communicate with the creature. It can neither exit the creature nor rescind its blessing in whole or in part.

While merged with a celestial-blessed creature, the celestial cannot be located or detected by any means. It cannot be targeted by any spells or effects, except as noted in the description of the spell vulnerability special quality. Detection spells register only the celestial-blessed creature's alignment, location, aura, magic, or other qualities. A properly worded *wish* or *miracle* spell can reveal the presence of the celestial only if the caster knows its true name. If the celestial-blessed creature is killed while the celestial inhabits it, the latter is instantly returned to its home plane. For one year thereafter, it automatically returns to its native plane 1 round after it leaves—whether its departure was intentional or not.

Resistance to Electricity (Ex): A celestial-blessed creature gains electricity resistance 20.

Spell Vulnerability (Ex): Certain powerful spells have special additional effects against celestial-blessed creatures. These spells must first overcome the celestial's spell resistance (if any) to have any effect.

A celestial-blessed creature subjected to a *dismissal* or *dispel good* spell must succeed on a Will saving throw or lose all the modifications bestowed by the celestial-blessed template for a number of rounds equal to the opponent's caster level.

A celestial-blessed creature subjected to a *banishment* spell must succeed on a Will saving throw or lose the template until again blessed by a celestial creature. Failure returns the celestial to its normal form but leaves it lying helpless and unconscious adjacent to the creature with which it was previously merged. The amount of time that the celestial remains helpless and unconscious depends on the current alignment of the creature from which it was expelled. If that creature's alignment is the same as the celestial's, the latter is helpless and unconscious for 1 round. For each step by which the base creature's alignment differs from that of the celestial, the celestial remains unconscious and helpless for 1d4 rounds. Thus, a lawful good solar inhabiting a creature that has turned chaotic evil would lie unconscious and helpless for 4d4 rounds (two steps away on the lawful-chaotic axis and two steps away on the god-evil axis). If the same lawful good solar inhabited a neutral good creature, it would be unconscious and helpless for only 1d4 rounds after being expelled (one step away on the lawful-chaotic axis).

Celestial Quality (Su): The exact celestial quality bestowed depends on the kind of celestial that blessed the base creature with its power, as follows.

Astral Deva: *Improved Uncanny Dodge (Ex):* An astral-deva-blessed creature is never caught flat-footed and cannot be flanked.

Avoral: *Lay on Hands (Su):* An avoral-blessed creature can heal wounds (its own or those of others) by touch. Each day, it can heal a number of hit points of damage equal to its normal (undamaged) hit point total. An avoral-blessed creature may choose to divide its healing among multiple recipients, and it doesn't have to use it all at once. Alternatively, the avoral-blessed creature can use any or all of this healing power to deal damage to undead creatures or other creatures damaged by positive energy. Using lay on hands in his way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The avoral-blessed creature decides how many of its daily allotment of points to use as damage after successfully touching such a target.

Bralani: *Gust of Wind (Sp):* At will, a bralani-blessed creature can use *gust of wind,* as the spell (caster level equals celestial-blessed creature's character level).

Ghaele: *Cold Resistance (Ex):* A ghaele-blessed creature gains cold resistance 10.

Hound Archon: *Scent (Ex):* A hound-archon-blessed creature can detect approaching enemies and sniff out hidden foes by sense of smell alone. See the *MM* for details of this quality.

Lantern Archon: *Light (Sp):* At will, a lantern-archon-blessed creature can use *light,* as the spell (caster level equals celestial-blessed creature's character level).

Leonal: *Cure Serious Wounds (Sp):* Three times per day, a leonal-blessed creature can use *cure serious wounds,* as the spell (caster level equals celestial-blessed creature's character level).

Planetar: *Fast Healing (Ex):* A planetar-blessed creature has fast healing 2.

Solar: *Discern Lies (Sp):* Three times per day, a solar-blessed creature can use *discern lies,* as the spell, (caster level equals celestial-blessed creature's character level).

Trumpet Archon: *Message (Sp):* At will, a trumpet-archon-blessed creature can use *message,* as the spell (caster level equals celestial-blessed creature's character level).

Abilities: A celestial-blessed creature's ability scores change from the base creature according to the kind of celestial, as given in the following table.

Abilities

Celestial	Str	Dex	Con	Int	Wis	Cha
Astral deva	+2	+2	+2	+2	+2	+2
Avoral	+2	+2	+0	+2	+2	+2
Bralani	+2	+2	+2	+2	+2	+2
Ghaele	+4	+0	+2	+2	+2	+2
Hound archon	+2	+0	+2	+0	+2	+0
Lantern archon	–2*	+2	+0	–2*	+2	+0
Leonal	+4	+2	+2	+2	+2	+2
Planetar	+4	+2	+2	+2	+2	+2
Solar	+4	+2	+2	+2	+4	+4
Trumpet archon	+2	+2	+0	+2	+2	+2

*Minimum 1.

Challenge Rating: Same as the base creature +1.

Level Adjustment: The level adjustment depends on the kind of celestial, as follows: astral deva +2, avoral +3, bralani +2, ghaele +3, hound archon +2, lantern archon +2, leonal +3, planetar +3, solar +3, trumpet archon +2.

Celestial-Blessed Characters

A celestial-blessed creature favors whichever class the base creature does. Endowing a player character with the celestial-blessed template should be a major campaign event. No celestial enters this kind of bargain lightly, and full agreement as to the celestial's term of service must always be achieved before the joining occurs.

Sample Creature: Bryven Nightkirk

(Male Hound-Archon-Blessed Half-Elf Paladin 7/Blackguard 5)/ Medium Humanoid (Good, Half-Elf)

Hit Dice: 7d10+21 plus 5d10+15 (102 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 20 (+3 Dex, +6 armor +*2 improved silent moves mithral shirt,* +1 *ring of protection +1*), touch 14, flat-footed 17
Base Attack/Grapple: +12/+17
Attack: +*1 shock greatsword* +19 melee (2d6+8/19–20 plus 1d6 electricity) or +*1 flaming composite longbow* (+5 Str bonus) +17 ranged (1d8+6/x3 plus 1d6 fire)
Full Attack: +*1 shock greatsword* +19/+14/+9 melee (2d6+8/19–20 plus 1d6 electricity) or +*1 flaming composite longbow* (+5 Str bonus) +17/+12/+7 ranged (1d8+6/x3 plus 1d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Command undead 7/day, *faithful hound,* fiendish summoning, sacredness, smite good 3/day, sneak attack +2d6, spells
Special Qualities: Aura of despair, aura of evil, blessed, dark blessing, *detect good,* fiendish servant benefits, half-elf traits, heavenly health, inhabited, lay on hands, low-light vision, poison use, resistance (electricity 20), scent, spell vulnerability
Saves: Fort +17, Ref +11, Will +11
Abilities: Str 20, Dex 17, Con 16, Int 14, Wis 16, Cha 18
Skills: Bluff +8, Diplomacy +6, Gather Information +6, Hide +20, Knowledge (religion) +6, Listen +8, Move Silently +20, Ride +13, Search +3, Spot +8
Feats: Alertness, Cleave, Improved Sunder, Power Attack, Stealthy

Challenge Rating: 13
Treasure: See **Possessions** on page 42
Alignment: Lawful evil
Advancement: By character class

Here is an example of a celestial-blessed creature using a male half-elf paladin 7/blackguard 5 as the base creature.

Bryven Nightkirk met the hound archon that inhabits him while still a paladin. At the time, he was new to his order and filled with the desire to see evil vanquished. Bryven served as scout and squire for a troop of more experienced paladins, and during one mission, he met a hound archon and freed it from bondage. The grateful hound archon offered to bless Bryven with its presence if he agreed to release it after five years. But when the time came, Bryven Nightkirk fled from the Ritual of Release because he had grown accustomed to the power that the celestial granted him. Gradually, his selfishness drew him further and further from his ideals and he lost his paladin abilities. When he met a devil that offered to return his powers if he promised to turn from good, Bryven readily agreed. Since then, he has reveled in his powers as both a blackguard and a hound-archon-blessed creature. Bryven takes particular pleasure in committing evil acts because he knows that they cause the hound archon deep sorrow.

Bryven Nightkirk is a handsome half-elf with soft black hair and a well-manicured goatee. He wears light armor and carries both a composite longbow and a greatsword on his back. Polite and suave, Bryven has no quarrel with those who do not interfere with his plans, but he is ruthless with anyone who crosses him.

Bryven Nightkirk speaks Celestial, Common, Elven, and Dwarven.

Combat

Bryven Nightkirk prefers to strike from hiding. In melee, he attempts to flank with Gnarltooth, his fiendish servant, and any other creatures he summons using his fiendish summoning ability. Bryven doesn't hold back in fights, and he often combines sneak attack attempts with smite attempts to eliminate foes more quickly.

Command Undead (Su): Seven times per day, Bryven Nightkirk can command and rebuke undead as a 3rd-level evil cleric.

Faithful Hound **(Sp):** Once per day, Bryven Nightkirk can use *faithful watchdog,* as the spell (caster level 12th).

Fiendish Summoning **(Sp):** Once per day, Bryven Nightkirk can use *summon monster I,* as the spell (caster level 10th) to call forth an evil creature.

Sacredness (Su): See the celestial-blessed template.

Smite Good (Su): Three times per day, Bryven Nightkirk may attempt to smite good with one normal melee attack. He adds +3 to his attack roll and deals 5 extra points of damage. If Bryven accidentally smites a creature that is not good, the smite attempt has no effect but it is still used up.

Sneak Attack (Ex): Bryven deals 2d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage applies to point-blank ranged attacks as well. Creatures with concealment, creatures without discernable anatomies, and creatures immune to critical hits are all immune to sneak attacks. Bryven may choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Spells: Bryven Nightkirk casts divine spells like a cleric.

Typical Blackguard Spells Prepared (2/2/1, save DC 13 + spell level): 1st—*cure light wounds* (2); 2nd—*darkness, death knell;* 3rd—*cure serious wounds.*

Aura of Despair (Su): Bryven Nightkirk radiates a malign aura that causes each enemy within 10 feet of him to take a –2 penalty on all saving throws.

Aura of Evil (Ex): Bryven has a strong aura of evil (see the *detect evil* spell).

Blessed (Su): See the celestial-blessed template.

Dark Blessing (Su): Bryven gains a +3 bonus on all saving throws.

Detect Good **(Sp):** At will, Bryven Nightkirk can use *detect good,* as the spell.

Fiendish Servant Benefits: Bryven has a fiendish servant named Gnarltooth that grants him the following abilities.

Empathic Link (Su): Bryven Nightkirk has an empathic link with his servant, Gnarltooh, to a distance of up to 1 mile. Bryven Nightkirk cannot see through Gnarltooth's eyes, but he can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, curiosity) can be communicated.

Share Spells (Su): At Bryven Nightkirk's option, he may have any spell (but not any spell-like ability) he casts on himself also affect Gnarltooth if the latter is within 5 feet at the time of casting. If the spell has a duration other than instantaneous, it stops affecting Gnarltooth if he moves farther than 5 feet away and will not affect him again even if he returns to Bryven before the duration expires. Additionally, Bryven Nightkirk may cast a spell with a target of "You" on Gnarltooth (as a touch range spell) instead of on himself.

Bryven Nightkirk and Gnarltooth can share spells even if the spells normally do not affect magical beasts.

Half-Elf Traits: Bryven is immune to sleep spells and similar magical effects, and he has low-light vision. He also has a +2 racial bonus on saving throws against enchantment spells or effects, a +1 racial bonus on Listen, Search, and Spot checks, and a +2 racial bonus on Diplomacy and Gather Information checks. These bonuses on skills are included in his statistics.

Inhabited (Ex): See the celestial-blessed template.

Lay on Hands (Su): Once per day, Bryven can cure himself or his fiendish servant of damage equal to his Charisma bonus x5.

Poison Use: Bryven is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade.

Resistance to Electricity (Ex): See the celestial-blessed template.

Spell Vulnerability (Ex): See the celestial-blessed template. A successful use of the *banishment* spell on Bryven Nightkirk returns the hound archon to its rightful form but leaves it lying helpless and unconscious adjacent to him for 2d4 rounds.

Possessions: *+2 improved silent moves mithral shirt, +1 shocking greatsword, +1 flaming composite longbow, ring of protection +1,* 2 doses of black lotus poison.

Bryven Nightkirk's Fiendish Servant

Gnarltooth (Fiendish Dire Rat)

Small Magical Beast (Augmented Animal, Extraplanar)
Hit Dice: 3d8+3 (16 hp)
Initiative: +3
Speed: 40 ft. (8 squares), climb 20 ft.
Armor Class: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 12
Base Attack/Grapple: +2/–2
Attack: Bite +6 melee (1d4 plus disease)
Full Attack: Bite +6 melee (1d4 plus disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease, smite good 1/day
Special Qualities: Darkvision 60 ft., improved evasion, resistances (cold 5, fire 5), low-light vision, scent, shared saving throws, spell resistance 6
Saves: Fort +14, Ref +10, Will +8
Abilities: Str 11, Dex 17, Con 12, Int 6, Wis 12, Cha 4
Skills: Climb +11, Hide +10, Listen +4, Move Silently +8, Spot +4, Swim +11
Feats: Alertness, Stealthy, Weapon Finesse[B]

Challenge Rating: —
Treasure: None
Alignment: Lawful evil
Advancement: As fiendish servant

Gnarltooh is Bryven Nightkirk's fiendish servant. Bryven knows the fiendish dire rat is a blessing from the devil that recruited him to the cause of evil, but he suspects that the creature is actually the devil's spy. Thus, he views Gnarltooth as a bit of a nuisance at best.

Gnarltooh looks like a dog-sized rat. A fringe of stiff black bristles encircles his head and runs down his back in a line.

Gnarltooth understands Common but cannot speak.

Combat

Gnarltooth knows Bryven doesn't greatly value his assistance or his life, so he tries to stay out of harm's way. In combat, he typically flanks with Bryven Nightkirk and uses the total defense action.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Smite Good (Su): Once per day, Gnarltooth can make a normal melee attack to deal 1 point of extra damage against a good foe.

Improved Evasion (Ex): If Gnarltooth is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage on a successful saving throw and only half damage on a failed saving throw.

Share Saving Throws (Su): For each of his saving throws, Gnarltooth uses either his own base save bonus or Bryven Nightkirk's, whichever is higher. Gnarltooth applies his own ability modifiers to saves, and he doesn't share any other bonuses on saves that Bryven might have (such as from magic items or feats).

Skills: Gnarltooth gains a +8 racial bonus on Swim checks. The fiendish dire rat also has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Gnarltooth uses his Dexterity modifier instead of his Strength modifier for Climb and Swim checks.

Clockwork Creature

The clockwork creature whirs to life at the whim of its master. Made of various metals and granted the soul of a monster, this intelligent construct is designed to resemble a living creature in both form and function. A clockwork creature serves as an intelligent aide, guardian, or even friend to its creator, or to anyone its creator designates.

A clockwork creature's body is a complicated construction of gears, wires, chains, and struts, often covered with riveted metal plating to give it the form of the living creature it mimics. Magic and engineering give a clockwork creature access to the powers of the creature it resembles, thus enabling its creator to effectively gain the aid of any being desired.

Creating a Clockwork Creature

"Clockwork creature" is a created template that can be added to any living, corporeal creature that is not an ooze (referred to hereafter as the base creature).

A clockwork creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to construct with the appropriate augmented subtype. Do not recalculate base attack bonuses or saves. Size is unchanged.

Hit Dice: Change all racial Hit Dice to d10s. The creature gains bonus hit points as a construct of its size category. Since

it has no Constitution score, it does not gain bonus hit points based on high Constitution.

Armor Class: The clockwork creature's natural armor bonus improves by +5 over that of the base creature.

Special Qualities: The clockwork creature retains all the special qualities of the base creature and gains those described here.

Created Mind (Ex): Clockwork creatures know nothing when first created, but many are intelligent. On its first day, a clockwork creature functions like any mindless construct, but thereafter its native intelligence comes to the fore, allowing it to reason and improvise. Creators can thus give their clockwork constructs somewhat vague commands and allow them to interpret and act on them, secure in the knowledge that their servants will not act in a way contrary to their desires.

Despite a reasoning intelligence, the clockwork creature remains wholly under the control of its creator and does nothing against that individual's will. Because of a special bond formed during its first day, the clockwork creature can instinctively detect the location of its creator, regardless of magical and natural barriers, so long as the latter is within 100 feet. This ability prevents anyone from successfully impersonating the creator within that range. If someone resembling its creator issues an order from more than 100 feet away, the clockwork creature might or might not obey, depending on how suspicious it is of the command.



The creator can designate another creature or group of creatures for the clockwork creature to obey, but the creator's commands always take precedence over those of other designated commanders. If the clockwork creature has an Intelligence score of 3 or higher, it continuously watches designated commanders for signs that they are commanding it against its creator's intent. Should such a situation occur, the clockwork creature acts loyally instead. A clockwork creature with an Intelligence of 12 or higher automatically knows when its creator is being forced to act against his own wishes through mental control or other coercion, physical or mental. In such a case, the clockwork creature improvises a way to attain its creator's true goals without allowing harm to come to him. In the absence of any commands from its creator, a clockwork creature follows the last commands it received. If it knows its creator is dead, it attempts to achieve his goals to the best of its ability.

Hardness (Ex): A clockwork creature has a hardness of 10. This quality functions like object hardness, even though a clockwork creature is not an object.

Metal Body (Ex): Beneath its skin, a clockwork creature is largely composed of metal. It counts as a ferrous creature for the purpose of *rusting grasp* and other spells that have special effects on metal.

Resistances (Ex): A clockwork creature has resistance 10 to acid, cold, and fire.

Vulnerability to Electricity (Ex): Because the delicate interior mechanisms of a clockwork creature are particularly vulnerable to electricity damage, it takes double damage from electricity on a failed save and half damage on a successful save. If the base creature is immune to electricity, it takes no damage from electricity attacks but is dazed for 1 round on a failed save.

Windup Key (Ex): A clockwork creature must be wound up each day by placing a small key into a special orifice and turning it—an action that provokes attacks of opportunity. For each full round that the key is turned, the clockwork creature can be active for 4 hours (maximum 24 hours). In most cases, the creator either retains his construct's key or gives it to the clockwork creature so that it can keep itself running.

When the clockwork creature runs down, it becomes immobile, helpless, and unconscious, and it remains so until wound up again. Anyone can wind up a clockwork creature without the key by making a successful Open Locks check as a full-round action (DC based on the quality of lock the creator built into the clockwork creature). This technique allows the clockwork creature 4 hours of activity (maximum 24 hours) for each such successful check.

Abilities: Change from the base creature as follows: Str +4, Dex +4, Int –4 (minimum 0), Wis –4 (minimum 1), Cha –4 (minimum 1). As a construct, a clockwork creature does not have a Constitution score.

Skills: A clockwork creature gains skill points for its racial Hit Dice as a construct (2 + Int modifier) x (HD + 3), or 0 if its Intelligence score is 0. Recalculate its available skill points, then purchase its skills afresh, treating the base creature's skills and any skills in which the creator has 5 or more ranks as class skills and all others as cross-class skills. The clockwork creature retains any skill points gained from class levels and any racial bonuses the base creature has.

Due to its innate understanding of its own being, a clockwork creature gains a +5 racial bonus on Craft (armorsmithing), Craft (weaponsmithing), and Disable Device checks. It can use these skills as though trained, even if it has no ranks in them. However, the clockwork creature takes a –2 penalty on Move Silently checks because its internal mechanisms constantly click and whir while it functions.

Languages: A clockwork creature that is intelligent enough to speak languages speaks those that its creator teaches it. Orders from its creator are heeded regardless of language, but a clockwork creature must understand the language of another commander to follow her orders. If it does not, it simply obeys the last orders of its creator.

Environment: Same as creator.

Organization: Solitary, pair, or gang (3–4).

Challenge Rating: Same as the base creature +2.

Alignment: Always neutral.

Level Adjustment: Same as the base creature +4.

Creating a Clockwork Creature

Clockwork creatures are created like golems. Because it is composed of various metals and composite materials, a clockwork creature weighs nearly twice what the base creature does.

Creating a clockwork creature costs 800 times its CR in gold pieces. Assembling the body requires a successful Craft (armorsmithing)

and Craft (weaponsmithing) check (DC 20 for both), the Craft Construct feat, and the ability to cast arcane or divine spells.

The level of the clockwork creature's creator must equal or exceed the CR of the clockwork creature +4. Completing the ritual drains a number of XP equal to the clockwork creature's creation cost divided by 25, and it requires the spells *geas/quest, limited wish, polymorph any object,* and *resist elements.*

Clockwork Characters

A clockwork character favors whichever class the base creature does. Such a character can be introduced into a campaign in a number of ways. The lifespark template (see page 159) allows a clockwork creature to become part of any adventuring party. Also, a character might create a clockwork creature as a cohort under another player's control.

Sample Creature: Clockwork Choker

Small Construct (Augmented Aberration)

Hit Dice: 3d10+10 (26 hp)
Initiative: +8
Speed: 20 ft. (4 squares), climb 10 ft.
Armor Class: 24 (+1 size, +4 Dex, +9 natural), touch 15, flat-footed 20
Base Attack/Grapple: +2/+12
Attack: Tentacle +8 melee (1d3+5)
Full Attack: 2 tentacles +8 melee (1d3+5)
Space/Reach: 5 ft./10 ft.
Special Attacks: Constrict 1d3+7, improved grab
Special Qualities: Created mind, construct traits, darkvision 60 ft., hardness 10, metal body, quickness, resistances (acid 10, cold 10, fire 10), vulnerability to electricity, wind-up key
Saves: Fort +1, Ref +7, Will +2
Abilities: Str 20, Dex 18, Con —, Int —, Wis 9, Cha 3
Skills: Climb +13, Craft (armorsmithing) +5, Craft (weaponsmithing) +5, Disable Device +5, Hide +10, Move Silently +4
Feats: Improved Initiative[B], Lightning Reflexes, Stealthy

Environment: Any
Organization: Solitary
Challenge Rating: 4
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 4–6 HD (Small); 7–12 HD (Medium)
Level Adjustment: —



Here is an example of a clockwork creature using a choker as the base creature.

A clockwork choker's lack of intelligence makes it a poor guardian. Since it must be constantly supervised or specifically told not to move. However, its ability to capture or kill foes with equal ease makes it a valuable bodyguard. Creators of clockwork chokers often bring the funny-looking constructs with them to social occasions or diplomatic meetings at which a more threatening creature would be unwelcome.

A clockwork choker resembles a normal choker except that its body is made of jointed metal and gears, and its arms are long springs.

Combat

A clockwork choker lacks the intelligence to interpret commands, so it follows the orders of its designated commander to the letter.

Constrict (Ex): A clockwork choker deals 1d3+7 points of damage with a successful grapple check against a Large or smaller creature. A creature in the clockwork choker's grasp cannot speak or cast spells with verbal components because its neck is being squeezed.

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

Construct Traits: A clockwork choker has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Created Mind (Ex): See the clockwork template.

Hardness (Ex): See the clockwork template.

Metal Body (Ex): See the clockwork template.

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

Resistances (Ex): See the clockwork template.

Vulnerability to Electricity (Ex): See the clockwork template.

Windup Key (Ex): See the clockwork template.

Skills: A clockwork choker has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Creature Swarm

A swarm is a dense mass of tiny creatures that alone present little threat but together become deadly. Creature swarms are made up not of normal bats, rats, insects, or other vermin, but of creatures that resemble larger monsters.

Creating a Creature Swarm

"Creature swarm" is an inherited template that can be added to any corporeal creature (referred to hereafter as the base creature).

A creature swarm uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Type is unchanged, but the creature gains the swarm subtype (see *MM*).



The small monsters that make up a swarm come in one of three size categories: Fine, Diminutive, or Tiny. Thus, the base creature becomes a swarm of creatures of one of those size categories, according to the following table.

Size and Type

Base Creature Size	Swarm Size
Medium or smaller	Fine
Large or Huge	Diminutive
Gargantuan or Colossal	Tiny

Armor Class: The base creature's size modifier to AC is replaced by the appropriate modifier for the creature swarm's size category. In addition, because the individual creatures in the swarm are smaller than the base creature, the swarm has a lower natural armor bonus than the base creature does (minimum +0). A swarm does not use equipment and does not benefit from armor or shields. The changes to both natural armor bonus and size bonus are summarized on the following table.

Armor Class

Base Creature Size	Swarm Size	Natural Armor Bonus Decrease	Size Bonus to AC
Fine	Fine	—	+8
Diminutive	Fine	—	+8
Tiny	Fine	—	+8
Small	Fine	—	+8
Medium	Fine	—	+8
Large	Diminutive	–2	+4
Huge	Diminutive	–5	+4
Gargantuan	Tiny	–9	+2
Colossal	Tiny	–14	+2

Base Attack/Grapple: The creature swarm retains the base attack bonus of the base creature, but it cannot grapple (see the description of the swarm subtype).

Attack and Full Attack: The swarm loses any melee or ranged attacks that the base creature has because creatures with the swarm subtype don't make standard melee or ranged attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move (no attack roll needed). Such swarm attacks are not subject to a miss chance for concealment or cover.

Damage: A creature swarm deals damage according to its Hit Dice, as given on the following table. Strength modifiers do not apply to this damage.

Damage

Swarm HD	Damage for Swarm Attack
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21+	5d6

Incorporeality or damage reduction sufficient to reduce a swarm attack's damage to 0 may give a creature immunity to damage from a creature swarm.

If the base creature's natural or unarmed attacks are considered aligned or magical, or have some other quality that can overcome damage reduction, the damage for the swarm attack has the same effect. If the base creature's natural attacks also deal energy damage, ability damage, poison, disease, paralysis, or some other special effect, the damage for the swarm attack has the same effect, and the damage (if any) is the same.

Space/Reach: A creature swarm occupies a square (if composed of nonflying creatures) or a cube (if composed of flying creatures) 10 feet on a side. Its reach is 0 feet. A swarm does not threaten creatures in its square and cannot make attacks of opportunity with its swarm attack.

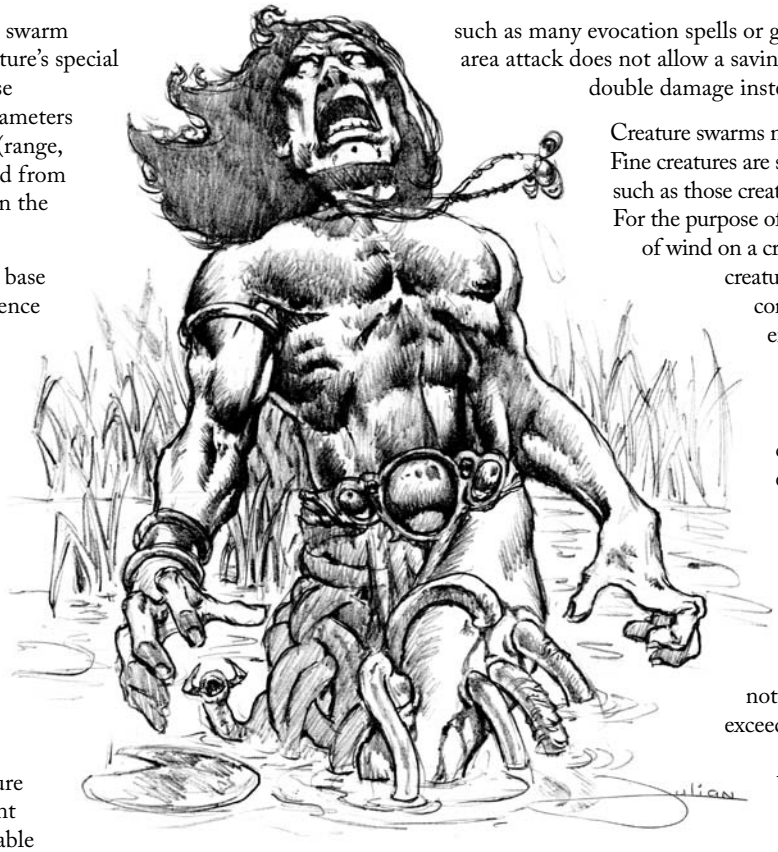
Special Attacks: A creature swarm loses any special attacks that rely on the base creature's size, strength, weapons, or reach, including grappling, rending, bull rushes, overruns, or trampling. It retains all the base creature's ranged and area special attacks except those that rely on manufactured weapons, and it also gains the one described here.

Though special attacks such as breath weapons, spell-like abilities, or hurled natural weapons (a manticore's spikes, for example) originate from all or most of the creatures that make up the swarm, their parameters (range, area, and so on) are identical to those of the base creature's attack. Damage for all special attacks remains the same as for the base creature.

Distraction (Ex): Any living creature vulnerable to the creature swarm's damage that begins its turn with a creature swarm in its square is nauseated for 1 round. A Fortitude saving throw (DC 10 + 1/2 creature swarm's character level + creature swarm's Con modifier) negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a creature swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Concentration check (DC 20). The save DC is Constitution-based.

Special Qualities: A creature swarm retains all the base creature's special qualities and gains those described here. The parameters of the special qualities (range, area, and so on) retained from the base creature remain the same.

Hive Mind (Ex): If the base creature has an Intelligence score of 3 or higher, the creature swarm has a hive mind. So long as it has at least 1 hit point per HD, it retains its Intelligence score, but if its hit points fall below that number, it becomes mindless. As a mindless creature, it becomes immune to mind-affecting effects.



Swarm Traits: A creature swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A creature swarm made up of Tiny creatures takes half damage from slashing and piercing weapons, and one composed of Fine or Diminutive creatures is immune to all weapon damage.

Reducing a creature swarm to 0 or fewer hit points causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Creature swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

A creature swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects if the swarm has an Intelligence score and a hive mind. A creature swarm takes a –10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area attack does not allow a saving throw, the swarm takes double damage instead.

Creature swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For the purpose of determining the effects of wind on a creature swarm, treat it as a creature of the same size as its constituent creatures. Wind effects deal 1d6 points of nonlethal damage to the swarm per spell level (or Hit Die of the originating creature, in the case of effects such as an air elemental's whirlwind).

A swarm rendered unconscious by nonlethal damage becomes disorganized and dispersed. It does not reform until its hit points exceed its nonlethal damage.

Abilities: Change from the base creature according to the following table.

Abilities

Base Creature Size	Swarm Size	Str	Dex	Con
Fine	Fine	—	—	—
Diminutive	Fine	—	+2	—
Tiny	Fine	–2*	+4	—
Small	Fine	–6*	+6	—
Medium	Fine	–10*	+8	–2*
Large	Diminutive	–18*	+8	–6*
Huge	Diminutive	–26*	+8	–10*
Gargantuan	Tiny	–32*	+8	–14*
Colossal	Tiny	–40*	+8	–18*

*Minimum 1.

Feats: Same as the base creature, but feats from which the creature swarm can no longer benefit may be replaced with more appropriate choices.

Making Difficult Decisions

Applying his template requires you to make some decisions about how the base creature would function with the swarm subtype. If you're unfamiliar with that subtype, read its description in the *MM* carefully before starting, and use a swarm creature from that book once or twice during a game before trying to use this template.

Once you have a good grasp of how the swarm subtype works, pick a monster and give this template a whirl. Carefully consider how each of the base creature's abilities works. In particular, the ability to change shape can be problematic. Do all the creatures in the swarm have to change shape? Do they all take the same shape? If the shapechange would normally affect the creature's abilities, does it affect the swarm's abilities in the same way?

Spells and spell-like abilities that the creature swarm can use on itself can also be tough to deal with. Creatures with the swarm subtype are usually immune to effects that target a single creature, but wouldn't it be neat if a swarm of creatures that had *mage armor* as a spell-like ability could actually use it? The simplest solution is to disallow problematic powers and ignore such questions, but you'll probably end up with a more interesting monster if you instead decide how such things could work.

Challenge Rating: The creature swarm's CR is the same as the base creature's unless the application of the template removed many of its special attacks. Consider also how the swarm subtype affects combat, and pay special attention to the fact that the swarm subtype grants immunity or half damage from weapon attacks. Such considerations might be grounds for increasing the creature swarm's CR.

Treasure: None. Creatures with the swarm subtype do not use equipment.

Level Adjustment: Same as the base creature +4.

Creature Swarm Characters

A creature swarm favors whichever class the base creature does. A creature swarm makes for a very strange PC, and the presence of such a character in a campaign is likely to cause questions about rules that the DM has never had to answer before. A creature swarm PC should be used only when the DM is experienced with the swarm subtype, and it might be good to run a few experimental sessions before committing to the idea.

– Sample Creature: Frost Worm Swarm –

Diminutive Magical Beast (Cold, Swarm)

Hit Dice: 14d10 (77 hp)
Initiative: +8
Speed: 30 ft. (6 squares), burrow 10 ft.
Armor Class: 23 (+4 size, +4 Dex, +5 natural), touch 18, flat-footed 19
Base Attack/Grapple: +14/—
Attack: Swarm (3d6 plus 1d8 cold)
Full Attack: Swarm (3d6 plus 1d8 cold)
Space/Reach: 10 ft./—
Special Attacks: Breath weapon, cold, death throes, distraction, trill
Special Qualities: Darkvision 60 ft., immunities (cold, weapon damage), low-light vision, swarm traits, vulnerability to fire
Saves: Fort +11, Ref +15, Will +6
Abilities: Str 1, Dex 18, Con 10, Int 2, Wis 11, Cha 11
Skills: Hide +27*, Listen +5, Spot +5
Feats: Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Environment: Cold plains
Organization: Solitary
Challenge Rating: 12
Treasure: None
Alignment: Usually neutral
Advancement: 15–21 HD (Huge); 22–42 HD (Gargantuan)
Level Adjustment: —

Here is an example of a creature swarm using a frost worm as the base creature.

Hideous and overwhelming, frost worm swarms are the terrors of the arctic wilderness. Inexorable and ferocious, they can reduce a giant to bloody bones in less than a minute. Because they can burrow through the ground or worm their way through even the smallest cracks, no barrier provides protection against them.

A single frost worm swarm consists of more than a thousand wriggling, cylindrical white worms, each about 6 inches long. Each worm has a pair of 1-inch-long white pincers on its head and two tiny black eyes that look forward.

The vicious pincers of these miniature frost worms generate a chill so strong that it burns opponents, and they can make a terrible keening sound that paralyzes foes. When the worms feel truly threatened, they exhale an icy wind that freezes foes solid. Weapons are completely ineffective against the pile of frost worms that makes up a swarm.

Dwellers in the cold lands have learned that alchemist's fire is the only sure way to stop a frost worm swarm, but that tactic bears a great price. When the swarm is dispersed, the individual frost worms explode, hurling deadly shards of ice at everything within 100 feet.

Combat

A frost worm swarm fears little. It uses its trill, then quickly moves to attack the nearest creature. When damaged by a foe, the frost worm swarm uses its breath weapon.

Breath Weapon (Su): Once per hour, a frost worm swarm can breathe a 30-foot cone of cold that deals 15d6 points of cold damage to each creature in the area (Reflex DC 17 half). An opponent held motionless by the frost worm swarm's trill gets no saving throw against this attack. The save DC is Constitution-based.

Cold (Ex): A frost worm swarm generates intense cold that deals an extra 1d8 points of cold damage with every swarm attack. Any creature attacking a frost worm swarm unarmed or with natural weapons takes this extra cold damage each time one of its attacks hits.

Death Throes (Ex): When dispersed by lethal damage, the frost worms making up the swarm turn to ice and shatter in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 17). The save DC is Constitution-based.

Distraction (Ex): DC 17 Fortitude save; see the creature swarm template.

Trill (Su): A frost worm swarm can emit a noise that forces its prey to stand motionless. This sonic, mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Every creature in this area must succeed on a DC 17 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if attacked. If attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by the same frost worm swarm's trill for 24 hours. The save DC is Charisma-based.

Skills: *Because of its coloration and its affinity for burying itself in the snow, a frost worm swarm has a +10 racial bonus on Hide checks in its native environment.

Incorporeal Swarms?

If the idea of a swarm of tiny ghosts appeals to you, you can use this template to create that effect. Just apply the template to a corporeal creature, then apply another template that grants the base creature the incorporeal subtype.

Crystal Creature

Horrors spread on the wings of plague, the beautiful and terrible crystal creatures inspire awe and fear in all who view them. These creatures are generated by brilliant pestilence, an insidious disease created by an evil god on the Elemental Plane of Earth.

A crystal creature looks much like it did before its infection, but every muscle and organ of its body has been transformed into clear crystal. Through crystalline skin and bone, a faceted heart is visible, pumping translucent blood that refracts light and makes the creature glow from within. Under light as dim as a candle or as bright as the sun, a crystal creature shines with such brilliance that it dazzles and blinds other creatures.

Crystal creatures are driven to spread the disease that created them. Creatures infected on the Elemental Plane of Earth are set lose on the Material Plane to spread their transforming affliction. When enough creatures are converted into crystal creatures, the god that created the disease will transfer its essence to the Material Plane and establish its domination of the world.

Creating a Crystal Creature

"Crystal creature" is an acquired template that can be added to any corporeal creature that is susceptible to disease (referred to hereafter as the base creature).

A crystal creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to elemental with the appropriate augmented subtype, plus the earth subtype if the base creature did not already have it. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Armor Class: The crystal creature's natural armor bonus improves by +4 over that of the base creature.

Attack: The crystal creature retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The crystal creature gains a primary slam attack if it has no other natural attacks.



Damage: If the crystal creature gained a slam attack from the application of this template, its base damage is as given on the following table. In addition, all the crystal creature's natural attacks can deliver the brilliant pestilence disease (see **Disease** this page).

Damage

Size	Slam Base Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A crystal creature retains all the base creature's special attacks and gains those described here.

Blinding Gaze (Su): So long as a crystal creature is illuminated by light (within the bright radius of a light source or under conditions of bright light), it has a gaze attack that causes permanent blindness unless a Fortitude save (DC 10 +1/2 crystal creature's character level + crystal creature's Cha modifier) is successful. This attack affects all creatures that look at the crystal creature while within the range of its light amplification (see **Light Amplification** on page 49) or within 100 feet in conditions of bright light. Blinded creatures and creatures of the earth subtype are immune to the crystal creature's blinding gaze.

Dazzling Form (Ex): When illuminated, a crystal creature's transparent body and organs refract and reflect light in a dazzling display. Any creature that looks at a crystal creature in sufficient light (while within the radius of a light source or the crystal creature's light amplification ability, or within 100 feet under conditions of bright light) is dazzled until it leaves the area or closes its eyes. (See the *DMG* for a description of the dazzled condition.) Simply averting the eyes offers no protection. Blind creatures and creatures with the earth subtype are immune to this effect.

Disease (Su): Any creature damaged by a crystal creature's natural or unarmed attack must make a DC 15 Fortitude saving throw or contract brilliant pestilence. This disease has an incubation period of 1 day. Each day that the infected creature fails the saving throw, it takes 3d4 points of Dexterity damage as parts of its body transform into crystalline structures. If not cured of the disease within 1 day of reaching 0 Dexterity, the infected creature acquires the crystal creature template, and all Dexterity damage taken is immediately healed. Once this transformation has occurred, no magic except a *wish* or *miracle* spell can restore the creature to its former self, although polymorphing magic affects the creature normally. Any creature with the earth subtype is immune to brilliant pestilence.

Special Qualities: The crystal creature retains all the special qualities of the base creature except invulnerability or resistance to sonic damage and light blindness or light sensitivity. It also gains the special qualities described here.

Damage Reduction (Ex): A crystal creature has damage reduction 5/—.

Immunities (Ex): Crystal creatures are immune to the negative effects of bright light. Thus, if the base creature normally took penalties in bright light, the crystal creature no longer does so. Bright light that would normally dazzle or blind the base creature no longer has any negative effect. Crystal creatures are immune to *searing light* and to spells and effects with the light subtype (such as *flare, sunbeam,* and *sunburst*). When the crystal creature is subjected to such an effect, the save DC for its blinding gaze attack increases by +2 for 1d4 rounds. Increases for multiple such effects stack.

Light Amplification (Ex): The body of a crystal creature naturally amplifies light that strikes it. When struck by light from any source, the crystal creature projects a similar amount of light, as though it were a light source of the same size. Thus, torchlight falling on a crystal creature causes it to project light outward in a 20-foot radius. In conditions of very bright light, such as sunlight or a *daylight* spell, this light amplification increases the saving throw DC for the crystal creature's blinding gaze attack by +2. This increase stacks with those from light effects.

Low-Light Vision (Ex): A crystal creature sees twice and a human in torchlight, moonlight, starlight, and other low-light conditions.

Resistances (Ex): A crystal creature has resistance 10 to acid, cold, electricity, and fire.

Vulnerability to Sonic (Ex): A crystal creature's body is especially vulnerable to sonic attacks. It takes double damage from a sonic attack on a failed save and half damage on a successful save.

Abilities: Change from the base creature as follows: Str +2, Dex +4, Con +2, Int –4 (minimum 0). Crystal creatures reduced to 0 Intelligence are mindless, like oozes. They do not become comatose, but they use no strategy and seek only to infect others with brilliant pestilence. As mindless creatures, they are immune to all mind-affecting effects.

Skills: Because of its transparent body, a crystal creature loses any bonus that the base creature has on Hide checks because of coloration. It gains a +4 racial bonus on Hide checks when its light amplification ability is not causing it to project light.

Languages: If the crystal creature can speak, it gains the ability to speak Terran in addition to any other languages the base creature knows.

Challenge Rating: Same as the base creature +1.

Alignment: Always neutral evil. A creature that succumbs to brilliant pestilence becomes obsessed with spreading the disease to others and hates all creatures not related to elemental earth.

Level Adjustment: Same as the base creature +3.

Crystal Characters

Because crystal creatures are always neutral evil, characters of certain classes lose their class abilities upon gaining this template. Clerics who become crystal creatures lose their ability to turn and destroy undead but gain the ability to rebuke and command undead. Crystal creature clerics may choose to worship an evil deity of elemental earth and gain access to the Earth, Evil, and Sun domains. At the GM's option, PCs turned into crystal creatures could remain under the control of their players. A PC crystal creature might change her alignment to neutral rather than neutral evil, or perhaps a *wish* or *miracle* spell could change her alignment.

Sample Creatures: Crystal Sahuagin

Medium Elemental (Aquatic, Augmented Monstrous Humanoid, Earth)

Hit Dice: 2d8+4 (13 hp)
Initiative: +3
Speed: 30 ft. (6 squares), swim 60 ft.
Armor Class: 22 (+3 Dex, +9 natural), touch 13, flat-footed 19
Base Attack/Grapple: +2/+5
Attack: Talon +5 melee (1d4+3 plus disease) or trident +5 melee (1d8+4) or heavy crossbow +5 ranged (1d10/19–20).
Full Attack: 2 talons +5 melee (1d4+3 plus disease) and bite +3 melee (1d4+1 plus disease) or trident +5 melee (1d8+4) and bite +3 melee (1d4+1 plus disease) or heavy crossbow +5 ranged (1d10/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blinding gaze, blood frenzy, dazzling form, disease, rake 1d4+1 plus disease
Special Qualities: Blindsense 30 ft., damage reduction 5/—, darkvision 60 ft., elemental traits, freshwater sensitivity, immunities, light amplification, low-light vision, resistances (acid 10, cold 10, electricity 10, fire 10), vulnerability to sonic, speak with sharks, water dependent
Saves: Fort +4, Ref +6, Will +4
Abilities: Str 16, Dex 17, Con 14, Int 10, Wis 13, Cha 9
Skills: Handle Animal +4*, Hide +12*, Listen +6*, Profession (hunter) +1*, Ride +5, Spot +6*, Survival +1*, Swim +11
Feats: Great Fortitude, Multiattack[B]

Environment: Warm aquatic
Organization: Solitary
Challenge Rating: 3
Treasure: Standard
Alignment: Always neutral evil
Advancement: 3–5 HD (Medium); 6–10 HD (Large); or by character class
Level Adjustment: +5

Here are examples of a crystal creatures using a sahuagin and a shark as base creatures.

A crystal sahuagin is often mistaken for sunlight or moonlight reflecting brightly off the waves. Even when it comes close enough to see, sailors and undersea creatures often assume that it is some angelic creature come to grant them a boon. A crystal sahuagin looks like a humanoid creature with transparent scales, fins, fangs, and webbed hands that shine in the light.

Groups of crystal sahuagin often make hit and run attacks against sailing vessels, hoping to infect their crews. In this way, they can create plague ships that can in turn infect the populace of a port city with brilliant pestilence.

Crystal sahuagin speak Sahuagin and Terran.

Combat

Crystal sahuagin try to remain away from light sources and hide for as long as possible before attacking. Sometimes one crystal sahuagin distracts potential foes by acting as a bright and flashing lure at a distance, while the others attack swiftly and retreat. The entire group then follows and watches from a distance to see whether any of the victims contract brilliant pestilence. If they do and someone cures the disease, the crystal sahuagin attack again, attempting to destroy the healer. Crystal sahuagin use their natural attacks in preference to the weapons that sahuagin normally wield.

Blinding Gaze (Su): DC 10 Fortitude save; see the crystal creature template.

Blood Frenzy (Ex): Once per day, a crystal sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains a +2 bonus to both Strength and Constitution and takes a –2 penalty to Armor Class. A crystal sahuagin cannot end its frenzy voluntarily.

While a crystal sahuagin rages, use the following statistics: HD 2d8+6; hp 15; AC 20, touch 11, flat-footed 17; Grp +6; Atk +6 melee (1d4+4 plus disease, 2 claws) and +4 melee (1d4+2 plus disease, bite) or +6 melee (1d8+6, trident) and +4 melee (1d4+2 plus disease, bite) or +5 ranged (1d10/19–20, heavy crossbow); SV Fort +5,; Str 18, Con 16; Swim +12.

Dazzling Form (Ex): See the crystal creature template.

Disease (Su): DC 15 Fortitude save; see the crystal creature template.

Rake (Ex): Attack bonus +3 melee, damage 1d4+1 plus disease. A crystal sahuagin gains two rake attacks when swimming.

Blindsense (Ex): A crystal sahuagin can locate creatures underwater within a 30-foot radius. This ability works only when the crystal sahuagin is underwater.

Elemental Traits: A crystal sahuagin has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated* or *resurrected* (though a *limited wish, wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Freshwater Sensitivity (Ex): A crystal sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes that it remains immersed.

Immunities (Ex): See the crystal creature template.

Light Amplification (Ex): See the crystal creature template.

Speak with Sharks (Ex): Crystal sahuagin can communicate telepathically with sharks up to 150 feet away. This communication is limited to simple concepts such as "food," "danger," and "enemy." Crystal sahuagin can use the Handle Animal skill to befriend and train sharks.

Vulnerability to Sonic (Ex): See the crystal creature template.

Water Dependent (Ex): Crystal sahuagin can survive out of the water for 1 hour per 2 points of Constitution. After that, refer to **Drowning** in the *DMG*.

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

*Underwater, a crystal sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks. Because of its transparent body, it gains a +4 racial bonus on Hide checks when its light amplification ability is not causing it to project light. *A crystal sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home. *It also has a +4 racial bonus on Handle Animal checks when working with sharks.

– Sample Creature: Medium Crystal Shark –

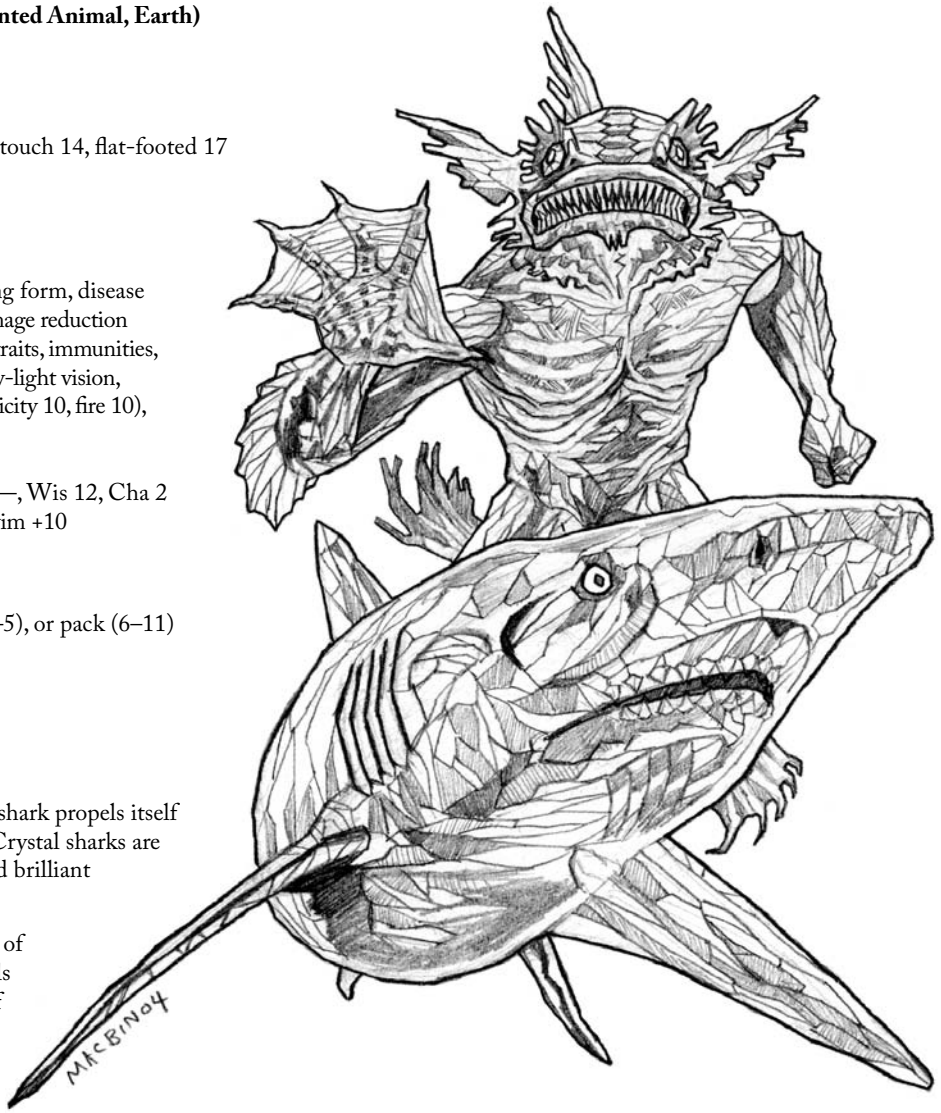
Medium Elemental (Aquatic, Augmented Animal, Earth)

Hit Dice: 3d8+6 (18 hp)
Initiative: +4
Speed: Swim 60 ft. (12 squares)
Armor Class: 21 (+4 Dex, +7 natural), touch 14, flat-footed 17
Base Attack/Grapple: +2/+4
Attack: Bite +6 melee (1d6+3)
Full Attack: Bite +6 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blinding gaze, dazzling form, disease
Special Qualities: Blindsense 30 ft., damage reduction 5/—, darkvision 60 ft., elemental traits, immunities, keen scent, light amplification, low-light vision, resistances (acid 10, cold 10, electricity 10, fire 10), vulnerability to sonic
Saves: Fort +5, Ref +7, Will +2
Abilities: Str 15, Dex 19, Con 15, Int —, Wis 12, Cha 2
Skills: Hide +8*, Listen +6, Spot +6, Swim +10
Feats: Alertness, Weapon Finesse

Environment: Cold aquatic
Organization: Solitary, pair, school (3–5), or pack (6–11)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral evil
Advancement: 4–6 HD (Medium)
Level Adjustment: —

Like a brilliant shard of glass, a crystal shark propels itself through the water with deadly intent. Crystal sharks are mindless killers that exist only to spread brilliant pestilence.

A crystal shark looks like a shark made of crystal and glass. Sharp, transparent gills adorn its sides, and its fins are blades of glasslike clarity.



Combat

Unless controlled by a crystal sahuagin, a crystal shark attacks any nearby living creature. Typically, a crystal shark moves in swiftly and bites one creature two or three times before moving on to find another creature to infect with brilliant pestilence. Such attacks usually kill smaller creatures, but larger ones often escape. Those that do not become prey for normal sharks and underwater predators while the disease immobilizes them become crystal creatures themselves.

Blinding Gaze (Su): DC 7 Fortitude save; see the crystal creature template.

Dazzling From (Ex): See the crystal creature template.

Disease (Su): DC 15 Fortitude save; see the crystal creature template.

Blindsense (Ex): A crystal shark can locate creatures underwater within a 30-foot radius. This ability works only when the crystal shark is underwater.

Elemental Traits: A crystal shark has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated,* or *resurrected* (though a *limited wish, wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Immunities (Ex): See the crystal creature template.

Keen Scent (Ex): A crystal shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to 1 mile.

Light Amplification (Ex): See the crystal creature template.

Vulnerability to Sonic (Ex): See the crystal creature template.

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

*Because of its transparent body, a crystal creature loses any bonus that the base creature may have had on Hide checks because of coloration. It gains a +4 racial bonus on Hide checks when its light amplification ability is not causing it to project light.

Demon-Possessed Creature

No evil is as terrible as one having the outward form of goodness. Demons can cavort in the skins of mortal creatures and cause havoc while disguised by the flesh of virtue. While in the guise of a mortal, a demon can convert the weak-willed to evil and provide power and counsel to other mortal pawns while gleefully using the mortal body as a shield against attack.

A demon's presence can have a variety of physical effects on the mortal creature it possesses. Glowing eyes, bristly hair, warts, boils, scars, long nails, and twisted limbs can all be signs of demon possession, as can more obvious characteristics, such as bulging muscles and flaming-red skin. Many demon-possessed creatures, however, show no outward sign at all.

Demons possess mortal creatures for countless reasons, and their chaotic nature makes patterns of behavior difficult to determine. They enjoy corrupting goodness and helping evil creatures, but many also use possession to hide from pursuit or to acquire protection. For example, a demon in combat might possess a foe to make itself a difficult target for the other members of the group.

Creating a Demon-Possessed Creature

"Demon-possessed creature" is an acquired template that can be added to any living, corporeal creature that falls prey to demon possession (referred to hereafter as the base creature). See the **Using the Demon-Possessed Creature Template** sidebar for the details of this process.



A demon-possessed creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the chaotic and evil subtypes if the base creature did not already have them.

Special Attacks: A demon-possessed creature retains all the base creature's special attacks and gains those described here.

Demonic Attack: The exact demonic attacks bestowed depend on the kind of demon that infused the base creature with its power, as follows.

Babau: *Sneak Attack (Ex):* This ability works like the rogue's sneak attack ability, dealing +2d6 points of extra damage on a successful sneak attack. This extra damage stacks with that from all other sources that grant the sneak attack ability.

Balor: *Flaming Body (Su):* When a balor-possessed creature is involved in a grapple, flames spring to life all over its body. Any creature grappling with it takes 2d6 points of fire damage per round that the grapple continues. Neither the balor-possessed creature nor its equipment takes damage from this effect.

Spell-Like Abilities: 1/day—*firestorm, telekinesis.* Caster level equals balor-possessed creature's character level. The save DCs are Charisma-based.

Bebelith: *Spell-Like Abilities:* 1/day—*web, magic circle against good, poison.* Caster level equals bebelith-possessed creature's character level. The save DCs are Charisma-based.

Dretch: *Spell-Like Abilities:* 1/day—*scare, stinking cloud.* Caster level equals dretch-possessed creature's character level. The save DCs are Charisma-based.

Glabrezu: *Spell-Like Abilities:* 1/day—*chaos hammer, confusion, dispel magic.* Caster level equals glabrezu-possessed creature's character level. The save DCs are Charisma-based.

Using the Demon-Possessed Creature Template

One of the easiest ways to adopt and use this template is to give demons the ability to possess other creatures. This ability should not change the creature's CR, but it can make any encounter with demons more interesting. A creature possessed by a demon during combat is likely to flee from its former companions rather than stay to fight, regardless of the demon's wishes. Knowing the capabilities and power of their companions, few adventurers would willingly fight them alone.

Possess Creature (Su): Once per day per 2 Hit Dice, a demon can attempt to possess an intelligent, corporeal creature within 10 feet as a full-round action. The target creature must succeed on a Will save (DC 10 + 1/2 demon's racial HD + demon's Cha modifier). Success stuns the demon for 1 round; failure means the demon joins with the target. The demon's body may vanish in a cloud of colored smoke that the target then inhales, or the demon's body may seem to merge with that of the victim. In either case, the victim immediately gains the demon-possessed template.

Hezrou: *Spell-Like Abilities:* 3/day—*gaseous form.* Caster level equals hezrou-possessed creature's character level.

Marilith: *Spell-Like Abilities:* 1/day—*align weapon, blade barrier, magic weapon.* Caster level equals marilith-possessed creature's character level. The save DCs are Charisma-based.



Nalfeshnee: *Smite (Su):* Three times per day, a nalfeshnee-possessed creature can cause a burst of unwholesome, multicolored light to explode from its body in a 60-foot radius. Every creature other than a demon in this area must succeed on a Will saving throw (DC 10 + 1/2 nalfeshnee-possessed creature's character level + nalfeshnee-possessed creature's Cha modifier) or be dazed for 1d10 rounds. The nalfeshnee-possessed creature is immune to this effect.

Quasit: *Spell-Like Abilities:* At will—*detect good, detect magic;* 2/day—*invisibility.* Caster level equals quasit-possessed creature's character level.

Retriever: *Improved Grab (Ex):* To use this ability, a retriever-possessed creature must hit a creature of any size with a natural attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Succubus: *Spell-Like Abilities:* 1/day—*charm monster, detect thoughts, suggestion.* Caster level equals succubus-possessed creature's character level. The save DCs are Charisma-based.

Vrock: *Spell-Like Abilities:* 2/day—*mirror image;* 1/day—*heroism.* Caster level equals vrock-possessed creature's character level.

Profane (Su): Each of a demon-possessed creature's melee attacks with a natural or manufactured weapon deals +1d6 points of extra damage to a creature of good alignment. All of its natural and manufactured weapons are treated as magic and evil-aligned for overcoming damage reduction.

Special Qualities: A demon-possessed creature retains all the base creature's special qualities and gains those described here.

Damage Reduction (Su): The demon-possessed creature gains damage reduction 10/cold iron.

Possessed (Su): Each demon-possessed creature is inhabited by a specific demon. The demon can neither control the possessed creature nor read its mind, and it perceives only what the possessed creature does. The possessed creature's alignment changes to chaotic evil until the possession ends.

The demon is in constant telepathic communication with the possessed creature, imparting its thoughts and desires regardless of language. To gain the possessed creature's cooperation, the demon usually offers telepathic suggestions that it thinks a chaotic evil creature might find appealing.

While possessing another creature, the demon does not have access to any of its supernatural, spell-like, or extraordinary abilities. It cannot cast spells or take purely mental actions

beyond thinking and using Intelligence-based skills. It cannot be targeted by any spell or effect (except as described under spell vulnerability), but it can be detected normally by divination spells.

Damage that harms the possessed creature does not harm the possessing demon. If the possessed creature dies, the demon appears in its square.

The demon can exit the possessed creature at any time as a standard action. When it does so, it appears in the nearest available open space.

Poison Resistance (Ex): A demon-possessed creature gains a +2 resistance bonus on Fortitude saves against poison.

Resistance to Electricity (Ex): A demon-possessed creature has electricity resistance 20.

Spell Vulnerability (Ex): Certain powerful spells have special additional effects against demon-possessed creatures. These spells must first overcome the demon's spell resistance (if any) to have any effect.

A demon-possessed creature subjected to a *dispel chaos* or *dispel evil* spell must succeed on a Will saving throw or lose all the modifications bestowed by the demon-possessed creature template for a number of rounds equal to the opponent's caster level. The demon is immediately ejected from the possessed creature's body and appears in the nearest open square.

A demon-possessed creature subjected to a *banishment* spell must succeed on a Will saving throw or lose the template until again possessed by a demon. Failure returns the demon to its home plane, as noted in the spell description.

An *antimagic field* or any antimagic effect suppresses all the effects of the demon-possessed creature template. It also prevents the demon from communicating with the possessed creature, using its perceptions, and exiting its body (unless it dies) for as long as the demon-possessed creature remains in the antimagic area.

In addition, particular spells can affect the weaker demon kinds, as noted on the following table. In each case, when the spell indicated for that demon (or any demon of higher CR on the table) targets the demon-possessed creature, the demon is expelled as described for *dismissal* (above), assuming that the creature fails any associated saving throw and the spell penetrates the demon's spell resistance. Spells cast by the possessed creature do not have this effect.

Spell Vulnerability

Demon	CR	Spell
Dretch	2	*Virtue*
Quasit	2	*Protection from evil/chaos*
Babau	6	*Break enchantment*
Succubus	7	*Remove curse*

Demonic Quality: The exact demonic qualities bestowed depend on the kind of demon that infused the base creature with its power, as follows.

Babau: *Protective Slime (Su):* A slimy red jelly coats the babau-possessed creature's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon is entitled to a Reflex save (DC 10 + 1/2 demon-possessed creature's character level + demon-possessed creature's Cha modifier) to negate this damage. A creature that strikes the babau-possessed creature with an unarmed attack or natural weapon is also subject to this damage but may attempt a Reflex save at the same DC to negate it.

Balor: *See Invisibility (Su):* A balor-possessed creature continuously sees invisible creatures and objects as though with the *see invisibility* spell (caster level 20th).

Spell Resistance (Su): A balor-possessed creature has spell resistance equal to 10 plus its character level.

Bebilith: *Scent (Ex):* A bebelith-possessed creature can detect approaching enemies and sniff out hidden foes by sense of smell alone. See the *MM* for details of this quality.

Glabrezu: *True Seeing (Su):* A glabrezu-possessed creature continuously sees as if with the *true seeing* spell (divine version; caster level 12th).

Hezrou: *Resistances (Ex):* A hezrou-possessed creature gains resistance 10 to cold and fire.

Marilith: *Spell Resistance (Su):* A marilith-possessed creature has spell resistance equal to 10 plus its character level.

Nalfeshnee: *Detection (Su):* A nalfeshnee-possessed creature continuously detects magic as if with the *detect magic* spell (caster level 12th) and automatically knows the alignment of any creature it looks at.

Quasit: *Fast Healing (Ex):* A quasit-possessed creature gains fast healing 2; see the *MM* for a description of this ability.

Retriever: *Construct-like (Ex):* A retriever-possessed creature is immune to critical hits, nonlethal damage, sneak attack damage, and death from massive damage.

Succubus: *Tongues (Su):* A succubus-possessed creature can speak and understand any spoken language. This ability does not grant it the ability to read these languages.

Vrock: *Resistances (Ex):* A vrock-possessed creature has resistance 10 to acid, cold, and fire.

Abilities: A demon-possessed creature's ability scores change from the base creature according to the kind of demon, as given in the following table.

Abilities

Demon	Str	Dex	Con	Int	Wis	Cha
Babau	+4	+0	+4	+0	+0	+2
Balor	+6	+0	+4	+6	+6	+2
Bebilith	+6	+0	+4	+0	+0	+0
Dretch	+0	+0	+0	–2*	+0	+0
Glabrezu	+6	+0	+4	+2	+2	+2
Hezrou	+6	+0	+4	+0	+0	+0
Marilith	+6	+2	+6	+4	+4	+2
Nalfeshnee	+6	+0	+4	+6	+6	+2
Quasit	+0	+4	+0	+0	+0	+0
Retriever	+6	+0	+0	–6*	+0	–6*
Succubus	+0	+0	+0	+2	+0	+6
Vrock	+4	+2	+4	+0	+0	+0

*Minimum 1.

Skills: A demon-possessed creature gains profane bonuses on certain skill checks according to the kind of demon possessing it. These profane bonuses are considered supernatural abilities that are constantly in effect.

Babau: A babau-possessed creature gains a +4 profane bonus on Hide, Listen, Move Silently, and Search checks.

Balor: A balor-possessed creature gains a +4 profane bonus on Bluff, Listen, and Spot checks.

Bebilith: A bebilith-possessed creature gains a +3 profane bonus on Listen and Sense Motive checks.

Glabrezu: A glabrezu-possessed creature gains a +3 profane bonus on Concentration, Listen, and Spot checks.

Hezrou: A hezrou-possessed creature gains a +2 profane bonus on Listen, Spellcraft, and Spot checks. It may use the Spellcraft skill untrained.

Marilith: A marilith-possessed creature gains a +3 profane bonus on Concentration, Listen, Sense Motive, and Spot checks.

Nalfeshnee: A nalfeshnee-possessed creature gains a +2 profane bonus on Diplomacy, Search, Sense Motive, and Spellcraft checks. It may use the Spellcraft skill untrained.

Quasit: A quasit-possessed creature gains a +2 profane bonus on Hide checks.

Succubus: A succubus-possessed creature gains a +2 profane bonus on Bluff and Disguise checks.

Vrock: A vrock-possessed creature gains a +3 profane bonus on Concentration and Move Silently checks.

Feats: Certain demons grant bonus feats to the creatures they possess, as follows. The demon-possessed creature gains the indicated bonus feats, assuming that it meets any prerequisites and the base creature does not already have them.

Balor: Cleave and Power Attack. If it already has those feats but does not have Great Cleave, it gains that feat instead.

Bebilith: Alertness.

Glabrezu: Power Attack. If it already has that feat but does not have Cleave, it gains that instead.

Hezrou: Blind-Fight.

Marilith: Multiattack and Two-Weapon Fighting.

Nalfeshnee: Cleave and Power Attack.

Succubus: Dodge.

Vrock: Power Attack.

Challenge Rating: The CR increases based on the possessing demon, as follows.

Challenge Rating

Demon	CR Increase
Babau	+1
Balor	+2
Bebilith	+1
Dretch	+1
Glabrezu	+2
Hezrou	+1
Marilith	+2
Nalfeshnee	+1
Quasit	+1
Retriever	+1
Succubus	+1
Vrock	+1

Alignment: Always chaotic evil.

Level Adjustment: The level adjustment depends on the kind of demon, as follows: babau +3, balor +7, bebilith +4, dretch +2, glabrezu +6, hezrou +6, marilith +6, nalfeshnee +6, quasit +4, retriever +3, succubus +4, vrock +4.

Demon-Possessed Characters

A demon-possessed creature favors whichever class the base creature does. The ease of losing this template makes it difficult to play, even if a player wishes to play an evil character. If the GM allows a character to remain good or neutral despite the possessing demon, the possession should last an even shorter time.

– Sample Creature: Quasit-Possessed Goblin Warrior –

Small Humanoid (Chaotic, Evil, Goblinoid)

Hit Dice: 1d8+1 (5 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 17 (+1 size, +3 Dex, +2 leather armor, +1 light shield), touch 14, flat-footed 14
Base Attack/Grapple: +1/–3
Attack: Morningstar +2 melee (1d6) or javelin +5 ranged (1d4)
Full Attack: Morningstar +2 melee (1d6) or javelin +5 ranged (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Profane, spell-like abilities
Special Qualities: Damage reduction 10/cold iron, darkvision 60 ft., fast healing 2, poison resistance, possessed, resistance (electricity 20), spell vulnerability
Saves: Fort +3, Ref +3, Will –1
Abilities: Str 11, Dex 17, Con 12, Int 10, Wis 9, Cha 6
Skills: Hide +9, Listen +2, Move Silently +7, Ride +7, Spot +2
Feats: Alertness
Environment: Temperate plains
Organization: Solitary, gang (4–9), band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24 with worg mounts), or tribe (40–400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 10–24 worgs, and 2–4 dire wolves)
Challenge Rating: 1
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +4

Here is an example of a demon-possessed creature using a goblin warrior 1 as the base creature.

Most quasit-possessed goblins are estranged from their kind, but sometimes one gains a leadership role through judicious use of its newfound powers. The possessing quasit enjoys experiencing life as a goblin, and it appreciates the protection of the goblin's body. Furthermore, the goblin's low self-confidence and cowardice allow the

demon a great deal of influence over its host. When the goblin dies, the quasit often immediately attempts to possess another nearby goblin.

A quasit-possessed goblin looks like a standard goblin except that its hands and feet are slightly longer than normal. It speaks Goblin, but the quasit can coach it to repeat phrases in Common and Abyssal.

Combat

A quasit-possessed goblin is brave so long as its foes do not wield cold iron weapons. When confronted with a dangerous enemy, it often turns invisible and either attacks a less threatening enemy or flees, allowing its allies to do the fighting.

Spell-Like Abilities: At will—*detect good, detect magic;* 2/day—*invisibility.* Caster level 1st.

Fast Healing (Ex): See the demon-possessed creature template.

Poison Resistance(Ex): See the demon-possessed creature template.

Possessed (Su): See the demon-possessed creature template.

Profane (Su): See the demon-possessed creature template.

Resistance to Electricity (Ex): See the demon-possessed creature template.

Spell Vulnerability (Ex): Expelled by *protection from evil* or *protection from chaos;* see the demon-possessed creature template.

Skills: A quasit-possessed goblin has a +4 racial bonus on Move Silently and Ride checks.



Devil-Bound Creature

Demons possess and angels bless, but devils bargain. Of all the outsiders that use the bodies of other creatures, devils reign as the most accomplished and experienced controllers. For eons, these creatures have been striking bargains and brokering deals with mortals. Their blood-signed contracts have set countless souls on the path to hell; once a devil's agreement has been signed, there is no escape. The devil must have its due, and failure to fulfill the terms of the contract means the mortal's soul is forfeit.

Barbed devils prey upon mortals who wish to protect other people, objects of importance, or caches of wealth. Their contracts usually require the signer to guard something of importance to the devil for the same duration as the devil provided protection. A wise mortal learns as much as possible about what the barbed devil wants him to guard, but invariably the guardianship requires participation in some unexpected act of evil. Failure to fulfill the contract means the mortal dies and loses his immortal soul.

Bearded devils tempt mortals in need of brute strength. They especially love trading their services to bullied and downtrodden creatures that desire revenge on their oppressors. Bearded devils enjoy irony as much as other devils do, but their dimwitted nature makes for ham-handed attempts at the art. Their contracts usually require the signers to oppress and bully others after their own oppressors have been slain or cowed.

Bone devils concentrate on mortals who wish to spy on others—particularly in order to punish others for breaking laws or taboos. A bone devil often supports and encourages its target's feelings of righteousness, exhorting him to take command and solve the "problems" or punish the "wicked" himself. Contracts written by bone devils often require the signer to support the rule of tyrants, encourage xenophobia, and ruthlessly enforce adherence to laws.

Chain devils strike bargains with those who feel enslaved, offering freedom and vengeance to mortals who are unlawfully imprisoned or held captive. Not surprisingly, a chain devil's contract often demands that the signer enslave others, starting with those she loves most.

Erinyes often deceive their dupes into believing that they are bargaining with celestial beings. Only when the contract is before him does such a mortal learn of his helper's true nature. By that time, there is often so much riding on the deal that the mortal is loath to let the offer slip away.

A hellcat typically follows its chosen target for a few months before revealing itself. The hellcat telepathically offers warnings and advice, hoping to win over its target with honeyed words and invisible aid. When the mortal has come to rely on the hellcat and needs help desperately, it proffers its contract.

Horned devils dislike subtlety and deceit, but they too offer contracts that outline the powers they'll grant to willing creatures. Horned devils prefer to sign contracts with creatures of similarly warlike bent. They seek out old warriors who wish to prove that their strength

has not waned, power-hungry generals, proud but inexperienced youths, and others who seek power through conquest. Horned devils' contracts are not as specific as those of other devils. Most merely require the signer to advance the devil's aims at some point in the future—often when doing so means betraying those they hold dear.

Ice devils always have plans, and their contracts require the signers to aid such plans in any number of ways. They always seem to offer contracts reluctantly, as though doing so is a distasteful option they are forced to make available. In truth, however, their offers are usually part of some larger strategy that has been in motion for months or even years beforehand. Ice devils often disguise their brilliance because they prefer to let their victims think themselves smarter and cleverer than any devil.

Imps are weak devils that strike correspondingly weak bargains. The recompense they require for the meager powers they grant often seems trivial. But what might seem more like a prank than an act of evil always has unforeseen consequences—unforeseen to everyone except the imp, that is.

Lemures are the weakest devils. As mindless creatures, they can offer no contracts.

Pit fiends, the rulers of devilkind, prepare the most subtle and convoluted contracts. They offer great power, and they know better than to make it seem as though they offer it for nothing. A pit fiend's contract often requires several tasks of the signer, many of which seem unreasonable. The pit fiend at first acts as though the contract is immutable, but with a great show of reluctance and regret, it "lets slip" that bargaining is possible. After much haggling, the pit fiend strikes several tasks, then grudgingly offers the revised contract for signing, all the while secretly gleeful that the remaining tasks—its true desires—have stayed on the table.

Creating a Devil-Bound Creature

"Devil-bound creature" is an acquired template that can be added to any creature with a soul that knowingly signs a contract with a devil (referred to hereafter as the base creature).

A devil-bound creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the evil subtype if the base creature did not already have it.

Armor Class: A devil-bound creature gains a +2 profane bonus to Armor Class.

Special Attacks: A devil-bound creature retains all the base creature's special attacks and gains those described here.



Diabolic Attack: The exact diabolic attack bestowed depends on the kind of devil with which the devil-bound creature contracted, as follows.

Barbed Devil: *Barbed Defender (Su):* Invisible blades of force surround a creature bound to a barbed devil. Any creature that attacks a barbed-devil-bound creature with handheld or natural weapons takes 1d8 points of slashing and piercing damage. Because these invisible barbs are made of force, they affect even incorporeal creatures. Weapons with exceptional reach, such as longspears, do not endanger their users in this way.

In addition, a barbed-devil-bound creature deals 1d8 points of piercing and slashing damage to a grabbed opponent with each successful grapple check. Magic that allows a creature to see invisible objects reveals a translucent shape like that of a barbed devil surrounding the devil-bound creature.

Spell-Like Abilities: 1/day—*greater teleport* (self plus 50 pounds of objects only), *hold person, major image, order's wrath.* Caster level equals barbed-devil-bound creature's character level. The save DCs are Charisma-based.

Bearded Devil: *Battle Frenzy (Ex):* Twice per day, a bearded-devil-bound creature can work itself into a battle frenzy similar to a barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, –2 penalty to AC). This frenzy lasts for 3 rounds plus the bearded-devil-bound creature's Con modifier (elevated for frenzy).

Hair Attack (Su): The bearded-devil-bound creature's hair or beard grows unusually long. If the creature hits with a melee attack while using a full attack action, its hair automatically hits the same target, dealing 1d8 points of damage. The target must succeed on a Fortitude save (DC 10 + 1/2 devil-bound creature's character level + devil-bound creature's Con modifier) or contract devil chills (incubation period 1d4 days, damage 1d4 Strength). If the base creature normally lacks hair, it instantaneously grows some to make this attack and loses it immediately afterward.

Infernal Wound (Su): A bearded-devil-bound creature's natural and weapon attacks cause persistent wounds that do not heal naturally and resist healing spells. Any creature damaged by such an attack loses 2 additional hit points each round. The continuing hit point loss can be stopped by a Heal check (DC 10 + 1/2 devil-bound creature's character level + devil-bound creature's Con modifier), a *cure* spell, or a *heal* spell. However, a character attempting to cast such a spell must succeed on a caster level check (DC 10 + 1/2 devil-bound creature's character level + devil-bound creature's Con modifier), or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss and restoring hit points. The infernal wound is a supernatural ability of the bearded-devil-bound creature, not of its weapon.

Bone Devil: *Spell-Like Abilities:* At will—*fly, invisibility* (self only); 1/day—*greater teleport* (self plus 50 pounds of objects only), *dimensional anchor, wall of ice*. Caster level equals bone-devil-bound creature's character level. The save DCs are Charisma-based.

Chain Devil: *Animate Rope or Chain (Su):* At will, a chain-devil-bound creature can animate a rope or chain of any thickness as if with the *animate rope* spell (caster level equals chain-devil-bound creature's character level). The chain-devil bound creature can also cause any lock or manacle attached to a chain to lock or open when using this ability.

Unnerving Gaze (Su): A chain-devil-bound creature can make its face resemble one of an opponent's departed loved ones or bitter enemies. At will as

Demon-possessed, Devil-bound, and the Book of Fiends

Green Ronin's *The Book of Fiends* greatly expands the fiendish agencies at work in the Lower Planes. You can use many of the creatures described in that book in conjunction with the Demon-Possessed and Devil-Bound templates. Demons with the qlippoth subtype and non-unique demons function as other demons in regard to the Demon-Possessed template. Non-unique devils function like other devils for the Devil-Bound template. Daemons may select a template according to their role. Watchers function as devils, whisperers function as demons, and mercenaries and independents cannot use either template. When modifying templates for these fiends, consider each on a case-by-case basis. Refer to the *MM* fiends for guidelines when determining ability score modifiers, special attacks, and special qualities.

a standard action, the chain-devil-bound creature can target a single opponent within 30 feet with its unnerving gaze. The target must succeed on a Will save (DC 10 + 1/2 devil-bound creature's character level + devil-bound creature's Cha modifier) or take a –2 penalty on attack rolls for 1d3 rounds.

Erinyes: *Spell-Like Abilities:* At will—*minor image;* 3/day—*charm monster;* 1/day—*greater teleport* (self plus 50 pounds of objects only), *charm monster.* Caster level equals erinyes-bound creature's character level. The save DCs are Charisma-based.

Hellcat: *Improved Grab (Ex):* To use this ability, a hellcat-bound creature must hit a creature of any size with a natural attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Pounce (Ex): If a hellcat-bound creature charges, it can make a full attack even though it has moved.

Horned Devil: *Fear Aura (Su):* At will, a horned-devil-bound creature can radiate a fear aura in a 5-foot radius as a free action. Every creature in the area must succeed on a Will save (DC 10 + 1/2 horned-devil-bound creature's character level + horned-devil-bound creature's Cha modifier) or be affected as though by a *fear* spell (caster level equals horned-devil-bound creature's character level). Devils are immune to this aura.

Spell-Like Abilities: 3/day—*dispel chaos, dispel good, fireball, lightning bolt, magic circle against good, greater teleport* (self plus 50 pounds of objects only), *persistent image.* Caster level equals horned-devil-bound creature's character level). The save DCs are Charisma-based.

Stun (Su): Whenever a horned-devil-bound creature strikes a flanked foe or one that is denied its Dexterity bonus, the opponent must succeed on a Fortitude save (DC 10 + 1/2 horned-devil-bound creature's character level + horned-devil-bound creature's Str modifier) or be stunned for 1d4 rounds.

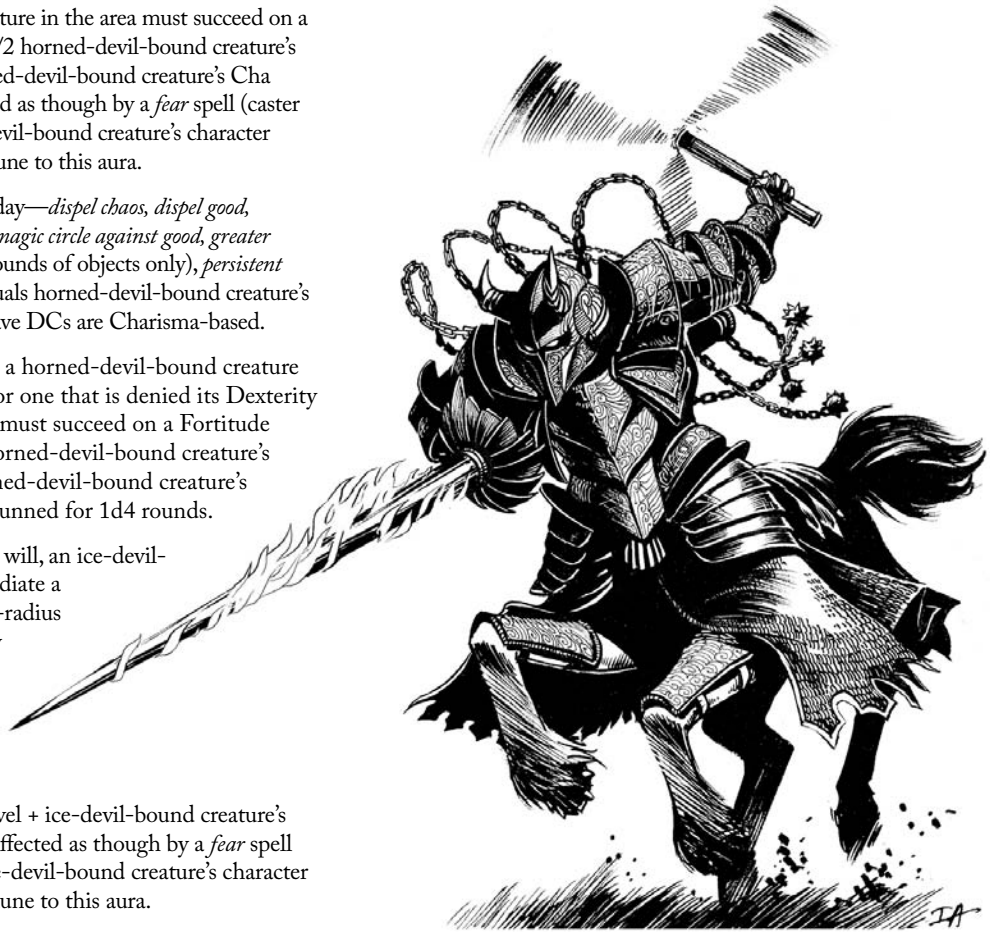
Ice Devil: *Fear Aura (Su):* At will, an ice-devil-bound creature can radiate a fear aura in a 10-foot-radius as a free action. Every creature in the area must succeed on a Will save (DC 10 + 1/2 ice-devil-bound creature's character level + ice-devil-bound creature's Cha modifier) or be affected as though by a *fear* spell (caster level equals ice-devil-bound creature's character level). Devils are immune to this aura.

Spell-Like Abilities: 3/day—*fly, slow;* 1/day—*cone of cold, ice storm, greater teleport* (self plus 50 pounds of objects only), *persistent image, unholy aura, wall of ice.* Caster level equals ice-devil-bound creature's character level. The save DCs are Charisma-based.

Imp: *Spell-Like Abilities:* At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion.* 1/week—*commune.* Caster level equals imp-bound creature's character level. The save DCs are Charisma-based.

Pit Fiend: *Disease (Su):* A pit-fiend-bound creature can spread devil chills (see **Disease** in the *DMG*) at will with a successful melee touch attack. The creature touched must succeed on a Fortitude save (DC 10 + 1/2 pit-fiend-bound creature's character level + pit-fiend-bound creature's Con modifier) or contract the disease.

Fear Aura (Su): At will, a pit-fiend-bound creature can radiate a fear aura in a 20-foot-radius as a free action. Every creature in the area must succeed on a Will save (DC 10 + 1/2 devil-bound creature's character level + devil-bound creature's Cha modifier) or be affected as



though by a *fear* spell (caster level equals pit-fiend-bound creature's character level). Devils are immune to this aura.

Spell-Like Abilities: 3/day—*blasphemy, create undead, fireball, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *invisibility, magic circle against good, persistent image, unholy aura.* Caster level equals pit-fiend-bound creature's character level. The save DCs are Charisma-based.

Special Qualities: A devil-bound creature retains all the base creature's special qualities and gains those described here.

Contract Bound (Ex): A devil-bound creature has signed a contract of service in return for the abilities granted by this template. The devil must reveal its nature when the contract is offered, and it cannot hide the details of the contract in any way.

The exact conditions of the contract vary with the individual devil, but all require that when the devil has accomplished certain goals or when a certain amount of time has passed, the signer must perform a specific task or set of tasks for the devil that offered the contract. The signer might or might not be granted the powers of the devil-bound template while completing the devil's tasks. If the signer fails to complete the tasks as specified in the contract, its soul appears as a gem in the devil's possession (as though the signer were the target of a *soul bind* spell), regardless of distance or plane of origin. If the devil is dead and the signer dies before completing her tasks, her soul is destroyed, and she cannot be brought back to life by any means. No magic can free a creature from a devil's contract; only the intervention of a deity can break the binding.

Diabolic Quality: The exact diabolic quality bestowed depends on the kind of devil with which the devil-bound creature contracted, as follows.

Bone Devil: *Darkvision (Ex):* A bone-devil-bound creature has darkvision to a range of 60 feet.

Bone Devil: *See in Darkness (Su):* A bone-devil-bound creature can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Chain Devil: *Regeneration (Ex):* A chain-devil-bound creature has regeneration 2. It takes normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain-devil-bound creature that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump reattaches it instantly.

Erinyes: *True Seeing (Su):* An erinyes-bound creature continuously benefits from *true seeing,* as the spell (caster level equals erinyes-bound creature's character level).

Hellcat: *Invisible in Light (Ex):* At will as a free action, a hellcat-bound creature can become invisible in any area that is lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (or 60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Horned Devil: *Regeneration (Ex):* A horned-devil-bound creature has regeneration 5. It takes normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor.

Imp: *Alternate Forms (Su):* An imp-bound creature can assume another creature's form at will as a standard action. This ability functions like a *polymorph* spell cast on itself (caster level 12th), except that an imp-bound creature does not regain hit points for changing form and cannot take a form of a different size.

Pit Fiend: *Regeneration (Ex):* A pit-fiend-bound creature has regeneration 5. It takes normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor.

Immunity to Fire and Poison (Ex): A devil-bound creature is immune to fire and poison.

Resistances (Ex): A devil-bound creature gains resistance 10 to acid and cold.

Abilities: A devil-bound creature's ability scores change from the base creature according to the kind of devil with which it contracted, as given in the following table.

Abilities

Devil	Str	Dex	Con	Int	Wis	Cha
Barbed devil	+4	+4	+4	+0	+0	+0
Bearded devil	+2	+2	+2	–2*	+0	+0
Bone devil	+4	+4	+4	+0	+0	+0
Chain devil	+2	+2	+2	–2*	+0	+0
Erinyes	+4	+4	+4	+0	+2	+4
Hellcat	+4	+4	+2	+0	+0	+0
Horned devil	+6	+4	+4	+0	+2	+4
Ice devil	+4	+4	+4	+4	+4	+4
Imp	+0	+2	+0	+0	+0	+0
Pit fiend	+6	+4	+4	+4	+4	+4

*Minimum 1.

Challenge Rating: The CR increases based on the devil with which the devil-bound creature contracted, as follows.

Challenge Rating

Devil	CR Increase
Barbed devil	+2
Bearded devil	+2
Bone devil	+2
Chain devil	+1
Erinyes	+2
Hellcat	+1
Horned devil	+3
Ice devil	+2
Imp	+1
Pit fiend	+3

Level Adjustment: The level adjustment depends on the kind of devil, as follows: barbed devil +4, bearded devil +3, bone devil +5, chain devil +3, erinyes +5, hellcat +4, horned devil +6, ice devil +5, imp +2, pit fiend +6.

Devil-Bound Characters

A devil-bound character favors whichever class the base creature does. Endowing a player character with the devil-bound template should be a major campaign event. The contract presentation should be a truly Faustian situation, and the deal should have pitfalls and unforeseen consequences. A contract with a devil can be a great roleplaying opportunity for the players and a fine way to introduce new adventure plots into the campaign.

Sample Creature: Horned-Devil-Bound Ettin

Large Giant (Evil), 6th-Level Fighter



Hit Dice: 10d8+40 plus 6d10+24 (142 hp)
Initiative: +5
Speed: 30 ft. in full plate (6 squares); base speed 40 ft.
Armor Class: 32 (–1 size, +1 Dex, +7 natural, +10 *+2 full plate,* +2 profane), touch 12, flat-footed 31
Base Attack/Grapple: +13/+26
Attack: *+2 bastard sword* +24 melee (2d8+13/17–20) or javelin +13 ranged (1d8+9)
Full Attack: 2 *+2 bastard swords* +24/+19/+14 melee (2d8+13/17–20) or 2 javelins +13 ranged (1d8+9)
Space/Reach: 10 ft./10 ft.
Special Attacks: Fear aura, spell-like abilities, stun
Special Qualities: Contract bound, immunities (fire, poison), low-light vision, regeneration 5, resistances (acid 10, cold 10), superior two-weapon fighting
Saves: Fort +20, Ref +10, Will +12
Abilities: Str 29, Dex 12, Con 19, Int 8, Wis 12, Cha 15
Skills: Listen +11, Search +1, Spot +14
Feats: Alertness, Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Iron Will, Power Attack, Leadership, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Environment: Cold hills
Organization: Solitary or with cohort (ettin, 4th-level barbarian) and followers (50 1st-level barbarian orcs, 5 2nd-level barbarian orcs, 3 3rd-level ranger orcs, 2 ogres, and 1 1st-level fighter ogre)
Challenge Rating: 15
Treasure: Standard (see possessions below)
Alignment: Chaotic evil
Advancement: By character class

Level Adjustment: +11

Here is an example of a devil-bound creature using a 6th-level ettin fighter as the base creature and a horned devil as the devil.

The horned-devil-bound ettin has designs on a greater role in the world. It has seen the kingdoms of men and giants and wants one for its own. The fact that it must do terrible things to gain that power matters little; souls are the concerns of the dead or the dying.

The horned-devil-bound ettin has no language of its own but it speaks a pidgin combination of Orc, Goblin, and Giant. A creature that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with it. If the other creature speaks two of these languages, the DC is 10, and if it speaks all three, the DC is 5. Check once for each bit of information. Fortunately for the horned-devil-bound ettin, its commands are usually simple and can be communicated via pointing and aggressive shouting.

Combat

The horned-devil-bound ettin herds its weaker followers before it into battle to slow and weaken its enemies. While its followers melee with the enemy, it attacks with spells, keeping its cohort and strongest followers close by as guards. Should its foes come within melee range, the horned-devil-bound ettin enters combat fearlessly, using its magic bastard swords to cut enemies to pieces.

The horned-devil-bound ettin's attacks with both natural and manufactured weapons are treated as evil-aligned for overcoming damage reduction.

Fear Aura (Su): DC 20 Will save, caster level 16th; see the devil-bound template.

Spell-Like Abilities: 3/day—*dispel chaos* (DC 17), *dispel good* (DC 17), *fireball* (DC 15), *lightning bolt* (DC 15), *magic circle against good, greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 17). Caster level 16th. The save DCs are Charisma-based.

Contract Bound (Ex): See the devil-bound creature template.

Regeneration (Ex): See the devil-bound creature template.

Resistances (Ex): See the devil-bound creature template.

Stun (Su): DC 27 Fortitude save; see the devil-bound creature template.

Superior Two-Weapon Fighting (Ex): A horned-devil-bound ettin fights with a *+2 bastard sword* or javelin in each hand. Because each of its two heads controls an arm, the horned-devil-bound ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills: A horned-devil-bound ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

Possessions: 2 *+2 bastard swords, +2 full plate, amulet of natural armor +3, cloak of resistance +4.*

Divine Guardian

Ageless creatures filled with ancient melancholy, divine guardians spend centuries in penitent prayer, thanking their gods for the bittersweet blessing of eternal life. In lost temples and forgotten holy shrines, they while away long years in contemplation, weighing all that they have gained against what they would gain by losing everything.

A divine guardian is a creature charged by a deity to guard an area it considers sacred. This guardianship might be a permanent assignment granted to a willing creature, penitence for a great sin, or a curse laid by the deity on someone who has injured its faithful.

A divine guardian does not age and need not fear hunger or disease so long as it remains in the area it has been tasked to guard. Should it ever leave, it must soon recant the dereliction of its duties, or the long years will weigh heavily upon it, and it will find its freedom in death.

Creating a Divine Guardian

"Divine guardian" is an acquired template that can be added to any creature (referred to hereafter as the base creature). Usually, the alignment of a creature that becomes a divine guardian matches that of the god that invested it with power. Sometimes, however, a god punishes a wayward worshiper or an enemy of the faith by making it a divine guardian.



A divine guardian uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature might gain one or more alignment or elemental subtypes, depending on the alignment and portfolio of the deity that granted it the template. Possible subtypes include air, chaotic, cold, earth, evil, fire, good, lawful, and water. For instance, a lawful good deity's divine guardian would have the lawful and good subtypes, even if it were actually of some other alignment. Similarly, a neutral god of water and ice would grant its divine guardian the water and cold subtypes.

Initiative: A divine guardian gains a +4 bonus on initiative rolls.

Speed: A divine guardian is gifted with incredible speed. Each of its speeds is double the corresponding speed of the base creature. If the base creature flies, the divine guardian's maneuverability becomes perfect if it was not already. The water subtype, if acquired, grants the creature a swim speed equal to its highest speed.

Special Attacks: A divine guardian retains all the base creature's special attacks and gains those described here.

Spell-Like Abilities: A divine guardian gains spell-like abilities according to its character level, as indicated on the following table. These abilities are cumulative. Caster level equals divine guardian's character level. The save DCs are Charisma-based.

Spell-Like Abilities

Character Level	Abilities
1–2	*Alarm* 3/day, *hold portal* 1/day
3–4	*Arcane lock* 1/day, *knock* 3/day
5–6	*Augury* 1/day, *clairaudience/clairvoyance* 1/day
7–8	*Dismissal* 1/day
9–10	*Commune* 1/day
11–12	*Guards and wards* 1/day
13–14	*Forbiddance* 1/day
15–16	*Banishment* 1/day
17–18	*Repulsion* 1/day
19–20	*Screen* 1/day
21+	*Antipathy* 1/day

Special Qualities: A divine guardian retains all the base creature's special qualities and gains those described here.

Ability Healing (Ex): A divine guardian heals 1 point of ability damage per round in each damaged ability score.

Blessed Life (Ex): A divine guardian does not age or breathe. It does not require food, drink, or sleep.

Bound to the Faith (Ex): A cleric or paladin of the deity that granted the divine guardian its power can rebuke or command it as though it had only one-half the total Hit Dice (character level) it actually possesses.

Dimension Door (Su): At will, a divine guardian can use *dimension door* as the spell (caster level equals divine guardian's character level) to reach any location within its sacred site (see **Sacred Site**, below).

Fast Healing (Ex): A divine guardian has fast healing 5.

Immunity to Mind-Affecting Effects (Su): The divine guardian is immune to all mind-affecting effects.

Immunity to Disease and Poison (Ex): Divine guardians are immune to disease and poison.

Sacred Site (Ex): Each divine guardian is assigned to guard a specific site sacred to the deity that invested it with power. This area may be a structure, series of structures, or natural site with clearly defined borders. It can be as large as a city, but in most cases it is a single temple complex or a sacred grove. Gods do not waste their powers on places that their worshipers can protect, so most divine guardians keep watch over abandoned burial grounds or lost temples. The divine guardian is charged with protecting the site from harm and preventing incursions by those not of the faith. It must keep its vigil until worshipers return or until the god deems the site no longer worthy of protection.

Should the divine guardian ever move out of the area defined as the holy site, it immediately loses the divine guardian template, and any spellcasting ability the deity might have granted based on its class levels. It cannot regain the template unless it atones for its failure (usually by completing some quest or via an *atonement* spell) and re-enters the site within 1 week. Otherwise, it loses the template permanently, taking 6d6 points of Constitution drain as the years of lost food, drink, and sleep return to it tenfold. A creature that lacks a Constitution score takes 2d6 points of damage per Hit Die from this process. Even if it survives, the creature can never expect to regain the template.

Abilities: Change from the base creature as follows: Wis +4, Cha +4.

Skills: A divine guardian gains a +5 racial bonus on Listen, Sense Motive, and Spot checks.

Organization: Solitary.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +4.

Divine Guardian Characters

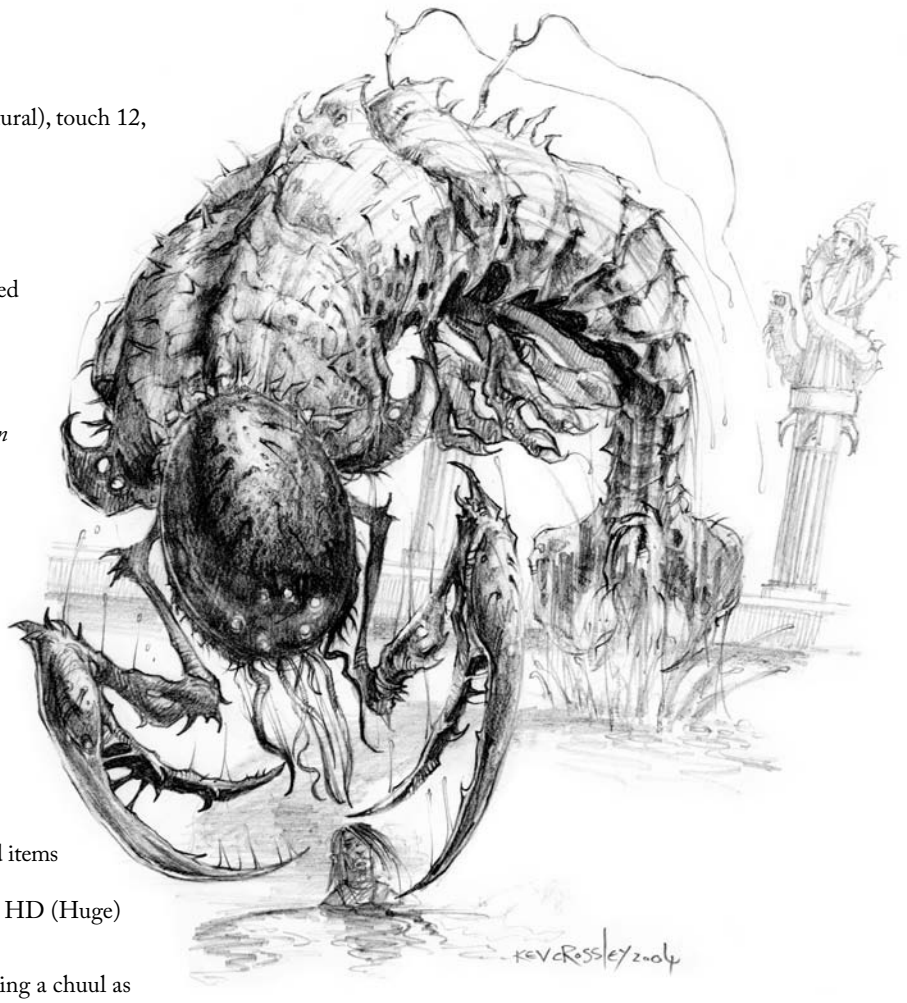
A divine guardian character favors whichever class the base creature does. Because it is confined to its sacred site, a divine guardian makes for a poor PC.

– Sample Creature: Naareth, Chuul Divine Guardian –

Large Aberration (Aquatic, Good, Water)

Hit Dice: 11d8+44 (93 hp)
Initiative: +11
Speed: 60 ft. (12 squares), swim 40 ft.
Armor Class: 22 (–1 size, +3 Dex, +10 natural), touch 12, flat-footed 19
Base Attack/Grapple: +8/+17
Attack: Claw +12 melee (2d6+5)
Full Attack: 2 claws +12 melee (2d6+5)
Space/Reach: 10 ft./5 ft.
Special Attacks: Constrict 3d6+7, improved grab, paralytic tentacles, spell-like abilities
Special Qualities: Ability healing, amphibious, blessed life, bound to the faith, darkvision 60 ft., *dimension door*, fast healing 5, immune to disease, mind-affecting effects, and poison, sacred site
Saves: Fort +7, Ref +6, Will +11
Abilities: Str 20, Dex 16, Con 18, Int 10, Wis 18, Cha 9
Skills: Hide +13, Listen +18, Sense Motive +9, Spot +18, Swim +13
Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 8
Treasure: 1/10th coins; 50% goods; standard items
Alignment: Chaotic evil
Advancement: 12–16 HD (Large); 17–33 HD (Huge)
Level Adjustment: —



Here is an example of a divine guardian using a chuul as the base creature.

Like any other chuul, Naareth is a horrific aquatic hunter that looks like a cross between a giant crustacean and an insect. He walks nearly upright on four two-toed feet, and his body is supported by a lobsterlike tail. Two powerful arms in the middle of his body end in immense crab claws, and a blunt, hard-shelled head extends out in front of him. Beneath his head hang several thin tentacles that he can use to paralyze prey.

Naareth is bound to the partially submerged temple complex of a neutral good goddess of water and sea travel. The chuul was cursed to guard the temple after slaying the priests who had just rediscovered it. Naareth despises being trapped in the temple complex and hurls himself at any interlopers in frustration. He longs for the day when other clerics of the goddess come to the temple, but his fantasies about that day alternate between turning the temple over to them in exchange for his freedom and showing his defiance of the goddess by ripping her followers apart.

Naareth speaks Aquatic.

Combat

Naareth protects the entrances to the temple and his lair with *alarm* spells. He uses *guards and wards* in the central temple area around his lair each day and *arcane lock* on all doors outside the area. He also uses *clairaudience/clairvoyance* to spy on intruders and then *augury* to see whether waiting to ambush his foes will prove effective.

The chuul divine guardian prefers to fight foes near water. In combat, he attempts to paralyze enemies and drag them beneath the surface to drown. He enjoys using guards and wards to confuse and separate foes so that he can pick them off one at a time.

Naareth's natural weapons, and any weapons he wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): On a successful grapple check, Naareth deals 3d6+7 points of damage.

Improved Grab (Ex): To use this ability, Naareth must hit with a claw attack. He can then attempt to start a grapple as a free action

without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can constrict in the same round or transfer a grabbed opponent to his tentacles in the next round.

Paralytic Tentacles (Ex): Naareth can transfer a grabbed victim from a claw to his tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, though they do exude a paralytic secretion. Any creature held in the tentacles must succeed on a DC 19 Fortitude save each round on Naareth's turn or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from Naareth's mandibles.

Spell-Like Abilities: 3/day—*alarm, knock;* 1/day—*arcane lock, augury, clairaudience/clairvoyance, commune, dismissal* (DC 14), *guards and wards, hold portal.* Caster level 11th. The save DCs are Charisma-based.

Ability Healing (Ex): See the divine guardian template.

Amphibious (Ex): Although Naareth is aquatic, he can survive indefinitely on land.

Blessed Life (Ex): See the divine guardian template.

Bound to the Faith (Ex): See the divine guardian template.

Dimension Door (Su): Caster level 11th; see the divine guardian template.

Fast Healing (Ex): See the divine guardian template.

Immunity to Mind-Affecting Effects (Su): See the divine guardian template.

Immunity to Disease and Poison (Ex): See the divine guardian template.

Sacred Site (Ex): See the divine guardian template.

Skills: Naareth has a +5 racial bonus on Listen, Sense Motive, and Spot checks and a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

Dread Allip

Babbling, whispering, screaming, and muttering, dread allips pass through walls and strike at living creatures, hoping to gain companions in undeath and madness. A dread allip is a crazed incorporeal undead created when a sentient creature follows an order to commit suicide against its own wishes. The angry spirit that rises from the corpse is insane because its mind was conflicted at death, and it seeks to inflict a similar fate on others. Dread allips enjoy suicides, and their mad ramblings are often interrupted by insane laughter when they witness another creature taking its own life.

A dread allip looks much like it did in life, but its body appears black and trails off in flamelike wisps of ectoplasm. The distinct features of the individual it once was are indistinguishable, but a person listening to the dread allip's maddening speech might recognize a particular creature's voice.

Creating a Dread Allip

"Dread allip" is an acquired template that can be added to any living creature with an Intelligence score of 3 or higher (referred to hereafter as the base creature) that commits suicide because of domination by a dread allip or at the command of some other creature.

A dread allip uses all the base creature's statistics and special abilities except as noted here. Because they are incorporeal, dread allips cannot use or carry equipment of any kind.



Size and Type: The creature's type changes to undead with the appropriate augmented subtype, plus the incorporeal subtype if the base creature does not already have it. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: A dread allip loses all the base creature's speeds and gains a fly speed equal to the base creature's highest speed, with perfect maneuverability.

Armor Class: A dread allip loses any armor or natural armor bonuses and gains a deflection bonus to Armor Class equal to its Charisma bonus or +1, whichever is higher. If the base creature already has a deflection bonus, use the higher value.

Attack: The dread allip retains all the base creature's natural attacks, and its weapon and armor proficiencies. However, all its attacks become incorporeal touch attacks, retaining the same primary or secondary status they had for the base creature. The dread allip gains a primary incorporeal touch attack if it has no other natural attacks.

A dread allip uses its primary incorporeal touch attack when making an attack action. Because an incorporeal creature has no Strength score, its Dexterity modifier rather than its Strength modifier applies to all its attack rolls.

Full Attack: A dread allip uses all its incorporeal touch attacks during a full attack.

Damage: The dread allip's natural attacks no longer deal normal damage. Instead, each incorporeal touch attack deals Wisdom drain, as indicated in the Special Attacks section.

Special Attacks: The dread allip loses all special attacks that require corporeal contact but gains those described here. A dread allip cannot cast spells that require material components unless it has the Eschew Materials feat.

Babble (Su): A dread allip constantly mutters and whines to itself, creating a hypnotic effect. Every creature within 60 feet of the dread allip must succeed on a Will save (DC 10 + 1/2 dread allip's character level + dread allip's Cha modifier) or be affected as though by a *hypnotism* spell for 2d4 rounds. Babble is a sonic, mind-affecting, compulsion effect. Any creature

Creating a Normal Allip

You can use this template to create a creature that closely mimics the standard allip from the *MM*. To do so, simply alter the features of the dread allip template in the following ways.

- The allip does not gain the command allips, create spawn, or dominating trample abilities.
- Reduce the Wisdom drain and the damage the dread allip deals to 1d4 points each, and reduce the turn resistance to +2.
- The CR adjustment is +2 instead of +3.

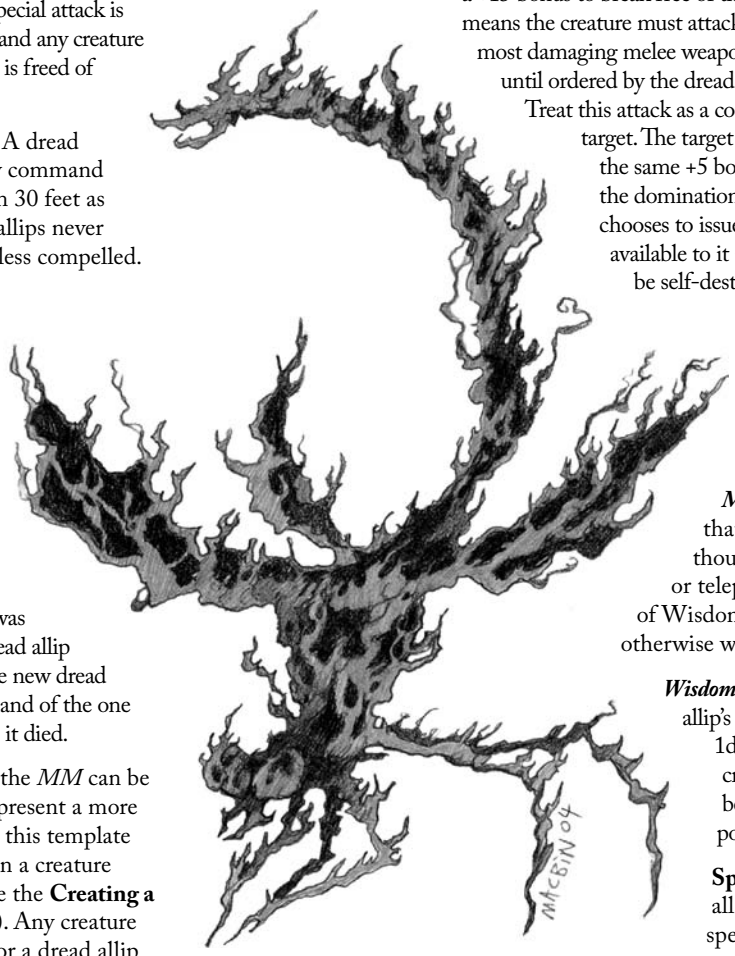
that successfully saves cannot be affected by the same dread allip's babble for 24 hours.

When the dread allip casts a spell with a verbal component, its babble special attack is negated during casting, and any creature already hypnotized by it is freed of the effect.

Command Allips (Su): A dread allip can automatically command all normal allips within 30 feet as a free action. Normal allips never attack a dread allip unless compelled.

Create Spawn (Su): A creature that dies while dominated by a dread allip rises as a new dread allip in 1d6 rounds if it committed suicide, or died fulfilling an obviously self-destructive command, or had 0 Wisdom and was within 30 feet of the dread allip at the time of death. The new dread allip is under the command of the one that dominated it when it died.

A standard allip from the *MM* can be advanced in HD to represent a more powerful creature, and this template can also be used to turn a creature into a normal allip (see the **Creating a Normal Allip** sidebar). Any creature that becomes an allip or a dread allip regains its normal Wisdom score immediately thereafter.



Dominating Trample (Su): Once every 1d4 rounds, the dread allip may dominate creatures simply by passing through them. As a standard action during its turn, it can take a single move in a straight line. Any creature it moves through can attempt either an attack of opportunity or a Reflex save (DC 10 + 1/2 dread allip's character level + dread allip's Cha modifier) to avoid the attack. A creature that fails to avoid the dominating trample must succeed on a Will save (DC 10 + 1/2 dread allip's character level + dread allip's Cha modifier) or be controlled as if by the *dominate monster* spell (caster level 20th). Success renders a creature immune to that dread allip's dominating trample for 24 hours.

The dread allip can give the simple commands normal for the spell ("come here," "go there," "fight," "stand still"), plus "commit suicide." The "commit suicide" command is an exception to the normal restrictions against self-destructive orders. A creature ordered to commit suicide receives a second saving throw at a +15 bonus to break free of the domination effect. Failure means the creature must attack itself once per round with the most damaging melee weapon or natural attack it possesses until ordered by the dread allip to do something else. Treat this attack as a coup de grace against a helpless target. The target can attempt a new save with the same +5 bonus every subsequent round that the domination continues. If the dread allip chooses to issue one of the other four commands available to it and obedience would obviously be self-destructive, the dominated creature gets a new saving throw to break free of the domination effect, again with a +5 bonus, when the self-destructive nature of the command becomes apparent.

Madness (Su): Any creature that targets a dread allip with a thought-detecting, mind-control, or telepathic effect takes 1d6 points of Wisdom damage, though the effect otherwise works normally.

Wisdom Drain (Su): Each of a dread allip's incorporeal touch attacks deals 1d6 points of Wisdom drain. A creature reduced to 0 Wisdom becomes helpless until at least 1 point of Wisdom is restored.

Special Qualities: The dread allip retains all the base creature's special qualities that do not require corporeal contact with another creature and gains those described here.

Turn Resistance (Ex): A dread allip has turn resistance +4.

Abilities: Increase from the base creature as follows: Dex +2, Cha +8. As an incorporeal undead creature, a dread allip has no Strength or Constitution score. Because an incorporeal creature has no Strength score, its Dexterity modifier rather than its Strength modifier applies to all its attack rolls.

Environment: Any.

Organization: Solitary, pair, or gang (3–5).

Challenge Rating: Same as the base creature +3.

Treasure: None. Dread allips cannot use equipment.

Alignment: Always neutral evil.

Level Adjustment: Same as the base creature +6.

Dread Allip Characters

A dread allip favors whichever class the base creature does. A DM who allows players to play dread allips despite their madness and evil nature should be aware that an incorporeal spellcaster can wreak havoc on a campaign. A level adjustment of +7 or +8 might be more appropriate for a character who is primarily a spellcaster. Since a dread allip cannot wield equipment, it may be unsuitable for use as a PC race.

– Sample Creature: Dread Allip Spirit Naga –

Large Undead (Augmented Aberration, Incorporeal)

Hit Dice: 9d12 (58 hp)
Initiative: +2
Speed: Fly 40 ft. (perfect) (8 squares)
Armor Class: 18 (–1 size, +2 Dex, +7 deflection), touch 18, flat-footed 16
Base Attack/Grapple: +6/—
Attack: Incorporeal touch +7 melee (1d6 Wis)
Full Attack: Incorporeal touch +7 melee (1d6 Wis)
Space/Reach: 10 ft./5 ft.
Special Attacks: Babble, charming gaze, command allips, create spawn, dominating trample, madness, spells, wisdom drain
Special Qualities: Darkvision 60 ft., incorporeal traits, turn resistance +4, undead traits
Saves: Fort +3, Ref +7, Will +9
Abilities: Str —, Dex 15, Con —, Int 12, Wis 17, Cha 25
Skills: Concentration +16, Listen +14, Spellcraft +10, Spot +14
Feats: Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials[B], Lightning Reflexes

Environment: Any
Organization: Solitary, pair, or gang (3–5)
Challenge Rating: 12
Treasure: None
Alignment: Always neutral evil
Advancement: 10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment: +12

Here is an example of a dread allip using a spirit naga as the base creature.



A dread allip spirit naga looks like a large snake with a vaguely humanoid head and a body formed of impenetrable darkness. Wisps of blackness boil off its form as it slithers forward through the air.

Spirit naga dread allips speak Abyssal and Common.

Combat

A dread allip spirit naga typically rises out of a solid surface in the midst of foes to affect them all with its babble and charming gaze. It then moves through as many of them as it can with its dominating trample ability. Should these tactics fail, it attacks with damaging spells and incorporeal touch attacks.

Babble (Su): DC 21 Will save; see dread allip template.

Charming Gaze (Su): As *charm person,* 30 feet, Will DC 23 negates.

Command Allip (Su): See the dread allip template.

Create Spawn (Su): See the dread allip template.

Dominating Trample (Su): Reflex DC 21 avoids, Will DC 21 resists; see the dread allip template.

Madness (Su): See the dread allip template.

Spells: A dread allip spirit naga casts spells as a 7th-level sorcerer. It can choose spells from the cleric spell list and from the Chaos and Evil domains as arcane spells, so it needs no divine focus to cast them.

Typical Spells Known (6/7/7/5; save DC 13 + spell level): 0—*acid splash, daze* (DC 17), *detect magic, flare* (DC 17), *mage hand, open/close, ray of frost;* 1st—*bane* (DC 18), *expeditious retreat, grease, magic missile, ray of enfeeblement;* 2nd—*cat's grace, scorching ray, summon swarm;* 3rd—*fireball* (DC 20), *lightning bolt* (DC 20). The save DCs are Charisma-based.

Wisdom Drain (Su): See the dread allip template.

Incorporeal Traits: A dread allip spirit naga is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Turn Resistance (Ex): See the dread allip template.

Undead Traits: A dread allip spirit naga is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Dread Bodak

Bodaks are extraplanar undead created when living beings are touched by ultimate evil. Dread bodaks resemble their extraplanar counterparts, but this resemblance hides an even greater threat.

A dread bodak is sometimes created when an intelligent creature turns traitor and kills an ally or murders a friend. In particular, the use of the *death knell* spell on a friend seems most likely to create a dread bodak. A dread bodak is consumed with the desire for revenge on everyone it knew in life and anyone who gets in the way. Worse still, it can create more of its vile kind. Its gaze brings foes to the brink of death, and its voice then snuffs out their life force and turns them into dread bodaks.

A dread bodak's body is lithe and muscular, covered in dead skin or scales that often appear gray. Its head is elongated both above and below the brow. Its eyes and nose are sunken to the point of vanishing, and glowing pinpricks of evil light glow from deep within its eye sockets.

Creating a Dread Bodak

"Dread bodak" is an acquired template that can be added to any living creature (referred to hereafter as the base creature) that was killed by a dread bodak or murdered by an ally via a method such as use of the *death knell* spell.

A dread bodak uses all the base creature's statistics and special abilities except as noted here.



Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: The dread bodak's natural armor bonus improves by +8 over that of the base creature.

Attack: The dread bodak retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The dread bodak gains a primary slam attack if it has no other natural attacks.

Damage: If the dread bodak gained a slam attack from the application of this template, its base damage is as given on the following table.

Damage

Size	Slam Base Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The dread bodak retains all the base creature's special attacks and gains those described here.

Command Bodaks (Su): A dread bodak can automatically command all normal bodaks within 30 feet as a free action. Normal bodaks never attack a dread bodak unless compelled.

Create Spawn (Su): Any creature killed by a dread bodak's death knell ability rises as a dread bodak in 1d6 rounds. A dread bodak created in this manner is under the command of its creator and remains so until either it or the creator is destroyed.

Death Knell (Su): A dread bodak can make a terrible keening sound that draws the souls of the dying to the afterlife. A dying creature (one whose current hit point total is between –1 and –9, inclusive) within 100 feet of a dread bodak using its death knell dies instantly. The creature need not be able to hear the keening to be affected, but a *silence* spell blocks the effect. Death knell is a sonic death effect.

For each creature slain in this manner, the dread bodak gains 1d8 temporary hit points, a +2 bonus to Strength, and a +1 increase in effective caster level for all spells it can cast and all spell-like abilities it can use. These benefits last for 10 minutes.

Killing Gaze (Su): Any creature within 30 feet of a dread bodak that meets its gaze must succeed on a Fortitude save (DC 10 + 1/2 dread bodak's character level + dread bodak's Cha modifier) or its hit point total immediately drops to –1. Killing gaze is a death effect.

Special Qualities: The dread bodak retains all the base creature's special qualities and gains those described here.

Damage Reduction (Ex): A dread bodak has damage reduction 10/magic and cold iron.

Immunity to Electricity (Ex): Dread bodaks are immune to electricity.

Resistances (Ex): A dread bodak has resistance 20 to acid and fire.

Turn Resistance (Ex): A dread bodak has turn resistance +4.

Vulnerability to Sunlight (Ex): A dread bodak takes 1 point of damage per round of direct exposure to sunlight.

Abilities: Change from the base creature as follows: Str +2, Dex +4, Int –4 (minimum 1), Wis +2, Cha +2. As an undead creature, a dread bodak has no Constitution score.

Environment: Same as the base creature and underground.

Organization: Solitary, pair, or gang (3–4)

Challenge Rating: Same as the base creature +2.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +7.

Dread Bodak Characters

A dread bodak favors whichever class the base creature does.

Creating a Normal Bodak

You can use this template to create a creature that closely mimics the standard bodak from the *MM*. To do so, simply alter the features of the dread bodak template in the following ways.

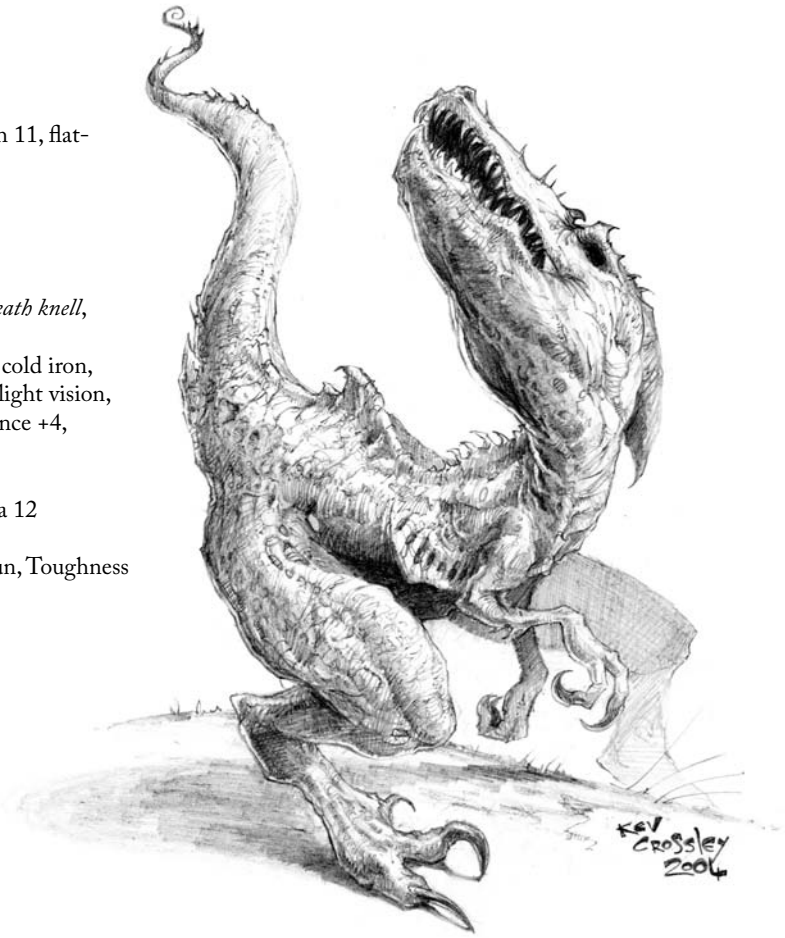
- The bodak does not gain any of the template's special attacks or turn resistance.
- The bodak gains a death gaze (same as the dread bodak's killing gaze, except that it causes death).
- Change the damage reduction to 10/cold iron.
- Reduce acid and fire resistance to 10 each.
- The bodak gains the extraplanar subtype.

– Sample Creature: Dread Bodak Tyrannosaurus –

Huge Undead (Augmented Animal)

Hit Dice: 18d12+9 (126 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 24 (–2 size, +3 Dex, +13 natural) touch 11, flat-footed 21
Base Attack/Grapple: +13/+31
Attack: Bite +21 melee (3d6+15)
Full Attack: Bite +21 melee (3d6+15)
Space/Reach: 15 ft./10 ft.
Special Attacks: Command bodaks, create spawn, *death knell*, improved grab, killing gaze, swallow whole
Special Qualities: Damage reduction 10/magic and cold iron, darkvision 60 ft., immunity to electricity, low-light vision, resistances (acid 20, fire 20), scent, turn resistance +4, undead traits, vulnerability to sunlight
Saves: Fort +11, Ref +14, Will +9
Abilities: Str 30, Dex 16, Con —, Int 1, Wis 17, Cha 12
Skills: Hide +0, Listen +15, Spot +15
Feats: Alertness, Improved Natural Attack (bite), Run, Toughness (×3), Track

Environment: Warm plains and underground
Organization: Solitary or pair
Challenge Rating: 10
Treasure: None
Alignment: Always chaotic evil
Advancement: 19–36 HD (Huge); 37–54 HD (Gargantuan)
Level Adjustment: —



Here is an example of a dread bodak using a tyrannosaurus as the base creature.

The keening roar of the towering dread bodak tyrannosaurus can be heard for miles, echoing across arid plains at night. No nocturnal creatures live in its territory, and creatures of daylight flee the area when night falls. Dread bodak tyrannosauruses avoid daylight by retreating into caves during the day. Such caverns are often inhabited by other dread bodaks—victims of the dread bodak tyrannosaurus that it has herded into its cave.

A dread bodak tyrannosaurus looks like a gray-scaled version of the living dinosaur with an elongated skull and jaws. Its muscular body is lightning quick and shockingly strong. Pinpoints of light glow malevolently from its eye sockets.

Combat

A dread bodak tyrannosaurus is motivated by some of the territoriality it showed in life. At night, it emerges from its cave to patrol the plains it hunted while it lived. When it encounters living creatures, it charges into battle, attacking with its ferocious bite. It uses its death knell ability whenever an opponent falls, hoping its victim will rise as an ally.

Command Bodaks (Su): See the dread bodak template.

Create Spawn (Su): See the dread bodak template.

Death Knell (Su): See the dread bodak template.

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

Killing Gaze (Su): DC 20 Fortitude save; see the dread bodak template.

Swallow Whole (Ex): A dread bodak tyrannosaurus can try to swallow a grabbed opponent up to two size categories smaller than itself by making a successful grapple check. The swallowed creature takes 2d8+10 points of bludgeoning damage and 8 points of acid damage per round from the dread bodak tyrannosaurus'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 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge dread bodak tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Turn Resistance (Ex): See the dread bodak template.

Undead Traits: A dread bodak tyrannosaurus is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Vulnerability to Sunlight (Ex): See the dread bodak template.

Skills: A dread bodak tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

Dread Devourer

Native to the Ethereal and Astral Planes, devourers are undead creatures that trap the souls of other beings and use them to power their terrible spells. The natural leaders of these horrid creatures, dread devourers are more vicious and voracious than ordinary devourers. Few know how these dread devourers originated, but some sages speculate that they form as ethereal or astral "shadows" of creatures on coexistent planes that die from energy draining effects.

Devourers and dread devourers take many forms, but most look mummified and desiccated. Their bodies are hardened to an astonishing degree, and they possess far greater strength and mental acuity than they had in life. The souls they consume are visible in miniature within and about their bodies, railing against their torturous imprisonment.

Creating a Dread Devourer

"Dread devourer" is an acquired template that can be added to any living creature (referred to hereafter as the base creature) that has a chest cavity or similar body part.



A dread devourer uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype, plus the evil and extraplanar subtypes if the base creature did not already have them. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: The dread devourer's natural armor bonus improves by +13 over that of the base creature.

Attack: The dread devourer retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The dread devourer gains two primary slam attacks if it has no other natural attacks.

All of a dread devourer's attacks (with both natural and manufactured weapons) count as evil-aligned for the purpose of overcoming damage reduction.

Damage: If the dread devourer gained slam attacks from the application of this template, the base damage for each is as given on the following table.

Damage

Size	Slam Base Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Creating a Normal Devourer

You can use this template to create a creature that closely mimics the standard devourer from the *MM*. To do so, simply alter the features of the dread devourer template in the following ways.

- The devourer does not gain the evil subtype, and its attacks are not evil-aligned.
- Use the devourer's spell-like abilities instead of the template's.
- One character level of a trapped essence provides power for five uses of a spell-like ability.
- The devourer can trap only one essence at a time.
- The devourer does not gain turn resistance or the command devourer ability.

Special Attacks: The dread devourer retains all the base creature's special attacks and gains those described here.

Command Devourers (Su): A dread devourer can automatically command all normal devourers within 30 feet as a free action. Normal devourers never attack a dread devourer unless compelled.

Energy Drain (Ex): A creature struck by a dread devourer's natural attack gains one negative level. The DC for the Fortitude save to remove the negative level is 10 + 1/2 dread devourer's character level + dread devourer's Cha modifier.

Spell-Like Abilities: Unless the GM knows otherwise, a dread devourer is assumed to have one essence with 3d4+3 levels trapped inside it at the start of any encounter. Each use of a spell-like ability drains one of these levels (see **Trap Essences**). The dread devourer can use one of following spells (caster level 10th + 2 per essence trapped within it): *animate dead, circle of death, confusion, control undead, create undead, deeper darkness, desecrate, dominate monster, horrid wilting, inflict serious wounds, lesser planar ally, plane shift* (self only, drains five levels from trapped essences), *ray of enfeeblement, true seeing.* The save DCs are Charisma-based.

Trap Essences (Su): The dread devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack, which requires a touch attack but deals no damage. The affected creature must succeed on a Fortitude save (DC 10 + 1/2 dread devourer's character level + dread devourer's Cha modifier) or die instantly.

The slain creature's essence is trapped within or around the dread devourer's body as a tiny figure with the victim's features. The trapped essence cannot be raised or resurrected, but a *miracle* or *wish* spell frees it, as does destroying the dread devourer. A dread devourer can hold a number of essences equal to its Hit Dice.

The trapped essences provide the dread devourer with power to use spell-like abilities. Each trapped essence gains one negative level for every use of such an ability. As this energy is expended, the twisted soul fades away. When the number of negative levels gained equals the creature's character level, the essence is destroyed and its image fades away. If an essence is freed, the restored creature must succeed on a Fortitude save (DC 10 + 1/2 dread devourer's character level + dread devourer's Cha modifier) for each negative level or lose that level permanently. A dread devourer can use its spell-like abilities until all the essences within it have been destroyed. For each essence the dread devourer holds, the caster level for its spell-like abilities increases by +2.

Special Qualities: The dread devourer retains all the base creature's special qualities and gains those described here.

Blindsense (Ex): A dread devourer can locate creatures within a 30-foot radius.

Spell Deflection (Su): The trapped essences provide a measure of magical protection. If any of the following spells are cast at the dread devourer and overcome its spell resistance, they affect the imprisoned essence instead: *banishment, confusion, crushing despair, detect thoughts, dispel evil, dominate person, dominate monster, fear, geas/quest, holy word, hypnosis, imprisonment, magic jar, maze, suggestion, trap the soul,* or any form of charm or compulsion. In many cases, this change of target effectively neutralizes the spell (casting *charm person* on a trapped essence, for example, is useless). Some of them (*banishment* and *trap the soul,* for example), might eliminate a random trapped essence, robbing the dread devourer of its magical powers until it can consume another.

Spell Resistance (Su): A dread devourer has spell resistance equal to 10 + dread devourer's character level.

Turn Resistance (Ex): A dread devourer has turn resistance +4.

Abilities: Increase from the base creature as follows: Str +10, Dex +2, Int +6, Wis +6, Cha +6. As an undead creature, a dread devourer has no Constitution score.

Skills: A dread devourer has a +8 racial bonus on Concentration, Jump, Listen, Move Silently, and Spot checks.

Environment: Any.

Organization: Solitary.

Challenge Rating: Same as the base creature +3.

Alignment: Always neutral evil.

Level Adjustment: Same as the base creature +9.

Dread Devourer Characters

A dread devourer favors whichever class the base creature does. This template grants very powerful abilities, and the GM should consider them carefully before granting them to a player character. A PC who uses the trap essence ability cannot retain a good alignment, even if he traps only evil souls.

– Sample Creature: Dread Devourer Purple Worm –

Gargantuan Undead (Augmented Magical Beast, Evil, Extraplanar)

Hit Dice: 16d12 (104 hp)
Initiative: –1
Speed: 20 ft. (4 squares), burrow 20 ft., swim 10 ft.
Armor Class: 33 (–4 size, –1 Dex, +28 natural), touch 5, flat-footed 33
Base Attack/Grapple: +16/+45
Attack: Bite +30 melee (2d8+17)
Full Attack: Bite +30 melee (2d8+17) and sting +25 melee (2d6+8)
Space/Reach: 20 ft./15 ft.
Special Attacks: Command devourers, energy drain, improved grab, poison, spell-like abilities, swallow whole, trap essences
Special Qualities: Blindsense 30 ft., darkvision 60 ft., low-light vision, spell deflection, spell resistance 26, tremorsense 60 ft., turn resistance +4, undead traits
Saves: Fort +10, Ref +9, Will +7
Abilities: Str 45, Dex 8, Con —, Int 7, Wis 14, Cha 14
Skills: Concentration +10, Jump +25, Listen +29, Move Silently +7, Spot +10, Swim +25
Feats: Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)

Environment: Any
Organization: Solitary
Challenge Rating: 15
Treasure: No coins, 50% goods (stone only), no items
Alignment: Always neutral evil

Advancement: 17–32 HD (Gargantuan); 33–48 HD (Colossal)
Level Adjustment: —

Here is an example of a dread devourer using a purple worm as the base creature.

The scope of the horror a dread devourer purple worm evokes can shatter the mind of even the most seasoned adventurer. Though far more intelligent than it was in life, it remains a relatively dim-witted creature. However, it makes up for this disadvantage with its enormous strength and potent spell-like abilities.

The corpse-body of this behemoth oozes reeking ichor from its cracked and chitin skin. Its head is a mass of several opposed jaws, and its tail sports a barbed blade that drips a thick ichor. The souls of its damned victims whirl around and through its body, screaming and moaning in pain and terror, but they fall hideously silent whenever the dread devourer purple worm wishes them to.

A dread devourer purple worm does not speak.



Combat

In battle, a dread devourer purple worm forms its body into a coil 20 feet in diameter and attempts to swallow as many creature as it can. Once it has swallowed a victim, it makes a trap essence attempt. If it successfully traps the essence of the swallowed creature but continues to face strong resistance, it uses *plane shift* to seek better hunting elsewhere. Otherwise, it continues to fight, using *deeper darkness,* dominated foes, created undead, or planar allies to distract its enemies while it concentrates on swallowing more foes. A dread devourer purple worm's natural attacks are considered evil-aligned for the purpose of overcoming damage reduction.

Command Devourers (Su): See dread devourer template.

Energy Drain (Ex): DC 20 Fortitude save; see dread devourer template.

Improved Grab (Ex): To use this ability, a dread devourer purple worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Charisma-based.

Spell Deflection (Su): See the dread devourer template.

Spell-Like Abilities: See the dread devourer template. Save DCs (where applicable) are as follows: *animate dead*, *circle of death* (DC 18), *confusion* (DC 16), *control undead, create undead, deeper darkness, desecrate, dominate monster* (DC 21), *horrid wilting* (DC 20), *inflict serious wounds* (DC 15), *lesser planar ally, plane shift* (self only, uses 5 levels of an essence), *ray of enfeeblement, true seeing.* The save DCs are Charisma-based.

Swallow Whole (Ex): A dread devourer purple worm can try to swallow a grabbed opponent two or more size categories smaller than itself by making a successful grapple check. Once inside, the opponent takes 2d8+17 points of crushing damage plus 8 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 30). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan dread devourer purple worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Trap Essences (Su): DC 20 Fortitude save; see dread devourer template.

Turn Resistance (Ex): See the dread devourer template.

Undead Traits: A dread devourer purple worm is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

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

Dread Ghast

The first ghouls were humans who rose as undead because they had indulged in unwholesome pleasures in life. The original ghasts rose as undead for similar reasons, but their sins were of vaster scale. A man who broke a taboo by consuming dead bodies to avoid starvation might rise as a ghoul, but a man who murdered his wife and children, then cooked them up as a delicious meal for himself and his mistress would instead rise as a ghast. Cursed with a terrible stench of death and corruption that serves as a warning to the living, the ghast's greater sins in life grant it greater power in undeath.

The first dread ghasts were villains of still broader scope. Leaders in life, they influenced the actions of scores of others and led them to participate in terrible atrocities. Today, the dread ghast "race" of undead perpetuates itself through the transmission of vile power. A creature killed but not consumed by a dread ghast rises as another dread ghast. Though the new dread ghast is not under its creator's control, it usually succumbs to its progenitor's exhortations to perform the same sorts of evil acts that led to the creation of the "race." But dread ghasts are careful with this power. Since they have no control over the other dread ghasts they create, they consume the bodies of any victims that seem likely to be more powerful in undeath than themselves.

A dread ghast appears much as it did in life. Its decayed and rotting flesh clings tightly to its bones, and its eyes burn with unholy light. Dread ghasts often have long teeth and wicked claws. Their long, dry tongues loll out of their mouths, making rasping sounds when dragged against their fangs.

Creating a Dread Ghast

"Dread ghast" is an acquired template that can be added to any living creature (referred to hereafter as the base creature).

A dread ghast uses all the base creature's statistics and special abilities except as noted here.



Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: If the base creature has both a climb speed and a land speed, the lower of the two increases to match the higher. If it lacks one of those speeds, the dread ghast gains the missing mode of movement at a speed equal to the other. If the base creature lacks both modes of movement, the dread ghast gains both at a speed equal to one-half the base creature's highest speed.

Armor Class: The dread ghast's natural armor bonus improves by +4 over that of the base creature.

Attack: The dread ghast retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. If the base creature possesses at least one mouth but has no natural attack with it, the dread ghast gains a bite attack with each mouth. The bite attack is primary if the base creature has no natural attacks; otherwise it is secondary. If the base creature possesses at least one arm but has no natural attacks with it, the dread ghast gains a secondary claw attack with each such limb.

Damage: If the dread ghast gained bite or claw attacks from the application of this template, the base damage for each is as given on the following table.

Damage

Size	Bite Base Damage	Claw Base Damage
Fine	1d2	—
Diminutive	1d3	1
Tiny	1d4	1d2
Small	1d6	1d3
Medium	1d8	1d4
Large	2d6	1d6
Huge	2d8	1d8
Gargantuan	4d6	2d6
Colossal	4d8	2d8

Special Attacks: The dread ghast retains all the base creature's special attacks and gains those described here.

Command Ghasts and Ghouls (Su): A dread ghast can automatically command all normal ghasts and ghouls within 30 feet as a free action. Normal ghasts and ghouls never attack a dread ghast unless compelled.

Create Spawn (Su): In most cases, dread ghasts feast on the bodies of the fallen. However, any creature killed by a dread

Creating a Normal Ghast

You can use this template to create a creature that closely mimics the standard ghast from the *MM*. To do so, simply alter the features of the dread ghast template in the following ways.

- The ghast does not gain the command ghasts and ghouls, create spawn, turn resistance, and unnatural aura abilities.
- The ghast gains the ghoul fever ability, as described in the *MM*.
- The ghast's speeds are unchanged.
- Reduce the range of the stench ability to 10 feet.
- The CR increase is +0 instead of +1.

ghast that lies undisturbed until the next midnight rises as a dread ghast at that time. The new dread ghast is not under the control of its creator. A *protection from evil* or *gentle repose* spell cast on the corpse prevents its conversion.

Paralysis (Ex): A creature damaged by a dread ghast's natural attack must succeed on a Fortitude save (DC 10 + 1/2 dread ghast's character level + dread ghast's Cha modifier) or be paralyzed for 1d4+1 rounds.

Stench (Ex): The noxious stench of death surrounds a dread ghast. Any breathing creature within 20 feet of a dread ghast must succeed on a Fortitude save (DC 10 + 1/2 dread ghast's character level + dread ghast's Cha modifier) or take a –2 circumstance penalty on attack rolls, saves, and skill checks for 1d6+4 minutes. A creature with the scent special quality must make this save at a range of 40 feet and take a –2 penalty on the save. This save must be repeated each round that the breathing creature is within range of the dread ghast, but once the penalty has been applied, further failed saves merely reset its duration.

Unnatural Aura (Su): Any creature of the animal type within 30 feet of a dread ghast automatically becomes panicked and remains so until the distance between it and the dread ghast is at least 30 feet. See the *DMG* for a description of the panicked condition.

Special Qualities: The dread ghast retains all the base creature's special qualities and gains those described here.

Turn Resistance (Ex): A dread ghast has turn resistance +4.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Int +2, Wis +4, Cha +6. As an undead creature, a dread ghast has no Constitution score.

Skills: A dread ghast has a +10 racial bonus on Jump checks. A dread ghast receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Environment: Any.

Organization: Solitary, pair, gang (3–4), or pack (5–12).

Challenge Rating: Same as the base creature +1.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +4.

Dread Ghast Characters

A dread ghast favors whichever class the base creature does. It has an all-consuming desire to commit vile acts, which builds relentlessly until it loses control. The GM may require a dread ghast character who has gone an entire month without an evil act to make a Will save or commit some heinous crime. Success staves off the urge for another month, week, or day, at the GM's option.

Sample Creature: Dread Ghast Gnoll

Medium Undead (Augmented Humanoid, Gnoll)

Hit Dice: 2d12 (13 hp)
Initiative: +2
Speed: 30 ft. (6 squares), climb 30 ft.
Armor Class: 19 (+2 Dex, +5 natural, +2 leather armor), touch 12, flat-footed 17
Base Attack/Grapple: +1/+5
Attack: Battleaxe +5 melee (1d8+6/x3) or shortbow +3 ranged (1d6/x3) or bite +5 melee (1d8+4 plus paralysis)
Full Attack: Battleaxe +5 melee (1d8+6/x3) and bite +0 melee (1d8+2 plus paralysis) or shortbow +3 ranged (1d6/x3) or bite +5 melee (1d8+4 plus paralysis) and 2 claws +0 melee (1d4+2 plus paralysis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Command ghouls and ghasts, create spawn, paralysis, stench, unnatural aura
Special Qualities: Darkvision 60 ft., turn resistance +4, undead traits
Saves: Fort +3, Ref +2, Will +2
Abilities: Str 19, Dex 14, Con —, Int 10, Wis 15, Cha 14
Skills: Climb +12, Jump +15, Listen +6, Spot +7
Feats: Power Attack

Environment: Any
Organization: Solitary, pair, gang (3–4), or pack (5–12)
Challenge Rating: 2
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +5

Here is an example of a dread ghast using a gnoll as the base creature.

A dread ghast gnoll preys on nearby humanoid civilizations, plotting ambushes and skirmishes in which its normal ghoul and ghast minions can soften up foes before it enters melee with them.



A dread ghast gnoll can use weapons, but it prefers to attack foes with its teeth and claws so that it can bring its paralysis ability into play.

The skin of a dread ghast gnoll is even more pallid and gray than it was in life. It has dead-white eyes and a long, dry tongue lolling from its mouth, seemingly no longer attached to its moorings. Its gums have peeled back from its teeth, making its fangs appear even longer than they did in life.

A dread ghast gnoll speaks Gnoll.

Combat

A dread ghast gnoll leaps into combat with a dreadful lust for blood. Its snapping jaws and claws can rend flesh from bone with ease.

Command Ghasts and Ghouls (Su): See the dread ghast template.

Create Spawn (Su): See the dread ghast template.

Paralysis (Ex): DC 13 Fortitude save; see the dread ghast template.

Stench (Ex): DC 13 Fortitude save; see the dread ghast template.

Unnatural Aura (Su): See the dread ghast template.

Turn Resistance (Ex): See the dread ghast template.

Undead Traits: A dread ghast gnoll is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Skills: A dread ghast gnoll has a +10 racial bonus on Jump checks. It receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dread Ghost

Like normal ghosts, dread ghosts are restless spirits that exist on both the Material and the Ethereal Planes. Unlike many other dread undead, dread ghosts have no special power over others of their kind, but some mystery of their creation makes them more powerful than standard ghosts.

The appearance of dread ghosts is as varied as that of standard ghosts. Some exhibit telltale signs of their causes of death; others simply appear as rotting or skeletal as their corpses. A few appear as they did in life, or as idealized versions of themselves.

Creating a Dread Ghost

"Dread ghost" is an acquired template that can be added to any living creature that has an Intelligence score (referred to hereafter as base creature).

A dread ghost uses all the base creature's statistics and special abilities, except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype, plus the incorporeal subtype if the base creature did not already have it. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: A dread ghost gains a fly speed equal to double the base creature's highest speed, with perfect maneuverability. If the base creature already has a fly speed, it increases to double the base creature's highest speed, and its maneuverability class becomes perfect. Its other speeds apply only when it is on the Ethereal Plane.

Armor Class: Natural armor is the same as the base creature's but applies only to ethereal encounters. When the dread ghost manifests (see **Manifestation** on page 73), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A dread ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Full Attack: A dread ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Damage: Against ethereal creatures, the dread ghost uses the base creature's damage values. Against nonethereal creatures, it usually cannot deal physical damage at all, but it can use its special attacks, if any, when it manifests.

Special Attacks: The dread ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The dread ghost gains the manifestation ability and five other special attacks chosen from the list given here.



Aligned Attacks (Su): All the dread ghost's attacks are considered magic and aligned for the purpose of overcoming damage reduction. The alignment matches one component (dread ghost's choice at the time of creation) of its own alignment. In addition, each of its attacks deals +1d6 points of extra damage to creatures of the opposing alignment. This bonus damage applies to incorporeal touch attacks and to melee and ranged attacks made against ethereal opponents. If the dread ghost lacks the corrupting touch ability, its incorporeal touch attack still deals 1d6 points of damage to a creature of the opposing alignment.

Chilling Aura (Su): When a dread ghost manifests, it emits a deadly chill in a 20-foot radius around itself, on both the Material and the Ethereal Planes. Each creature within this area takes 3d6 points of cold damage per round.

A successful Fortitude save (DC 10 + 1/2 dread ghost's character level + dread ghost's Cha modifier) halves the damage. Although the dread ghost is not immune to cold damage (unless the base creature is), it is not affected by its own chilling aura or that of other dread ghosts.

Corrupting Gaze (Su): A dread ghost can blast living beings with a glance, at a range of up to 30 feet. Any creature that meets the dread ghost's gaze must succeed on a Fortitude save (DC 10 + 1/2 dread ghost's character level + dread ghost's Cha modifier) or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A dread ghost that hits an incorporeal target with its incorporeal touch attack deal 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Death Wail (Su): Once every 1d4 rounds, the dread ghost can loose a terrible wail as a full-round action, targeting it against one creature within 100 feet of it. If the target creature can hear the death wail, it must succeed on a Fortitude save (DC 10 + 1/2 dread ghost's character level + dread ghost's Cha modifier) or die instantly. Any other creature within 100 feet that can hear the wail must succeed on a Fortitude save at the same DC or gain 1 negative level. A creature that succeeds on the save cannot be affected by that dread ghost's death wail for 24 hours. The death wail is a sonic death effect.

Draining Touch (Su): A dread ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the dread ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A dread ghost can emit a frightful moan as a standard action. Every living creature within a 30-foot spread must succeed on a Will save (DC 10 + 1/2 dread ghost's character level + dread ghost's Cha modifier) or become panicked for 2d4 rounds. Frightful moan is a sonic, necromantic, mind-affecting, fear effect. A creature that successfully saves against the moan cannot be affected by the same dread ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a dread ghost must succeed on a Fortitude save (DC 10 + 1/2 dread ghost's character level + dread ghost's Cha modifier) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against the this effect cannot be affected by the same dread ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal dread ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the dread ghost's character level, whichever is higher), except that it does not require a receptacle. To use this ability, the dread ghost must be manifested and it must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + dread ghost's Cha modifier). A creature that successfully saves is immune to that same dread ghost's malevolence for 24 hours, and the dread ghost cannot enter the target's space. If the save fails, the dread ghost vanishes into the target's body.

Manifestation (Su): A dread ghost dwells upon the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a dread ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested dread ghost can be harmed only by other incorporeal creatures, magic weapons, or spells and has a 50% chance to ignore any damage from a corporeal source. It can also can pass through solid objects at will, and its own attacks pass through armor. A manifested dread ghost always moves silently.

A manifested dread ghost can strike with its touch attack or with a ghost touch weapon. When manifested, the dread ghost remains partially on the Ethereal Plane, where it is not incorporeal. It can be attacked by opponents on either the Material Plane or the Ethereal Plane. The dread ghost's incorporeality helps protect it from foes on the Material Plane, but not from those on the Ethereal Plane.

When a spellcasting dread ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, though they work normally against ethereal targets. When a spellcasting dread ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. Its touch spells don't work on nonethereal targets.

A dread ghost has two home planes: the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rebuke Undead (Su): The dread ghost can rebuke and command undead as an evil cleric of a level equal to its character level.

Shattering Presence (Su): Once per round as a free action, the dread ghost can shatter all nonmagical objects made of crystal, glass, ceramic, or porcelain (such as vials, bottles, flasks, jugs, windows, mirrors, and the like) within 30 feet. Any object weighing more than 5 pounds per character level the dread ghost possesses are not affected. A magic item made of any of the above materials must succeed on a Fortitude save (DC 10 + 1/2 dread ghost's character level + dread ghost's Cha modifier) or be destroyed. A crystalline creature within the area takes 1d6 points of damage per character level the dread ghost possesses (to a maximum of 10d6). Every creature within 5 feet of a shattering object must succeed on a DC 20 Reflex save or take 1d6 points of slashing damage. A creature wearing or carrying an object when it shatters takes 2d6 points of slashing damage (no save). Shattering presence is not a sonic effect.

Telekinesis (Su): A dread ghost can use telekinesis as a standard action (caster level 12th or equal to the dread ghost's character level, whichever is higher). When a dread ghost uses this power, it must wait 1d4 rounds before using it again.

Special Qualities: The dread ghost retains all the base creature's special qualities and gains rejuvenation and turn resistance. It also gains two other special qualities chosen from the list below.

Energy Immunity (Su): The dread ghost is immune to one type of energy (acid, cold, electricity, fire, or sonic) chosen at the time of its creation.

Ethereal Armor (Su): The dread ghost gains a deflection bonus to Armor Class equal to its Charisma bonus or +1, whichever is greater, even when not manifested and existing wholly on the Ethereal Plane.

Greater Turn Resistance (Ex): The dread ghost has turn resistance +8. This benefit does not stack with any other turn resistance the base creature has.

Improved Manifestation (Su): A dread ghost can switch from being wholly ethereal to manifesting on the Material Plane and vice versa as a move action.

Improved Rejuvenation (Su): The dread ghost rejuvenates in just 1d4 hours rather than the standard 2d4 days. This ability replaces the standard ghost's rejuvenation ability.

Invisibility (Su): The dread ghost can benefit from *improved invisibility* at will.

Rejuvenation (Su): In most cases, it's difficult to destroy a dread ghost through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A dread ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + dread ghost's character level) against DC 16. As a rule, the only way to get rid of a dread ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Spell Resistance (Su): A dread ghost has spell resistance equal to 10 plus its character level.

Turn Resistance (Ex): A dread ghost has turn resistance +4.

Abilities: Increase from the base creature as follows: Cha +8. As an undead creature, a dread ghost has no Constitution score.

Skills: A dread ghost has a +8 racial bonus on Hide, Listen, Search, and Spot checks.

Environment: Any, often as the base creature.

Organization: Solitary, pair, gang (3–4, or mob (7–12)

Challenge Rating: Same as the base creature +3.

Treasure: Ghostly equipment.

Alignment: Any.

Level Adjustment: Same as the base creature +6.

Sample Creature: Dread Ghost Medusa

Medium Undead (Augmented Monstrous Humanoid, Incorporeal)

	Ethereal	Manifested
Hit Dice:	6d12 (39 hp)	6d12 (39 hp)
Initiative:	+2	+2
Speed:	Fly 60 ft. (perfect) (12 squares)	30 ft.
Armor Class:	18 (+2 Dex, +6 deflection), touch 18, flat-footed 16	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+6/—	+6/+6
Attack:	Incorporeal touch +8 melee touch (draining touch)	Incorporeal touch +6 melee touch (draining touch) or shortbow +8 ranged (1d6/×3) or dagger +8 melee (1d4/19–20) or snakes +8 melee (1d4 plus poison)
Full Attack:	Incorporeal touch +8 melee touch (draining touch)	Incorporeal touch +6 melee touch (draining touch) or shortbow +8/+3 ranged (1d6/×3) or dagger +6/+1 melee (1d4/19–20) and snakes +3 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Corrupting gaze, death wail, draining touch, horrific appearance, manifestation, petrifying gaze, shattering presence	Corrupting gaze, death wail, draining touch, horrific appearance, manifestation, petrifying gaze, poison, shattering presence
Special Qualities:	Darkvision 60 ft., ethereal armor, greater turn resistance +8, rejuvenation, undead traits	Darkvision 60 ft., ethereal armor, greater turn resistance +8, rejuvenation, undead traits
Saves:	Fort +2, Ref +7, Will +6	Fort +2, Ref +7, Will +6
Abilities:	Str —, Dex 15, Con —, Int 12, Wis 13, Cha 23	Str 10, Dex 15, Con —, Int 12, Wis 13, Cha 23
Skills:	Bluff +13, Diplomacy +8, Disguise +13 (+15 acting), Hide +10, Intimidate +8, Listen +9, Move Silently +8, Search +9, Spot +16	Bluff +13, Diplomacy +8, Disguise +13 (+15 acting), Hide +10, Intimidate +8, Listen +9, Move Silently +8, Search +9, Spot +16
Feats:	Point Blank Shot, Precise Shot, Weapon Finesse	Point Blank Shot, Precise Shot, Weapon Finesse

Environment:	— Any —
Organization:	— Solitary, pair, gang (3–4), or mob (7–12) —
Challenge Rating:	— 10 —
Treasure:	— None —
Alignment:	— Usually lawful evil —
Advancement:	— By character class —
Level Adjustment:	— +10 —

Here is an example of a dread ghost using a medusa as the base creature.

The dread ghost medusa appears much as it did in life, except that it bears the marks of its horrible death. With its face half torn away and its severed snake hair squirming, the appearance of a dread ghost medusa generates much greater fear than many living horrors can.

Combat

The dread ghost medusa tries to manifest in the midst of living foes to take them by surprise, using its gaze attacks, horrific appearance, shattering presence, and death wail all at once. In following rounds, it continues its assault with draining touch attacks and targeted gazes.

Corrupting Gaze (Su): A dread ghost medusa can blast living beings with a glance at a range of up to 30 feet. Any creature meeting its gaze must succeed on a DC 19 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage. The save DC is Charisma-based.

Death Wail (Su): DC 19 Fortitude save; see the dread ghost template.

Draining Touch (Su): A dread ghost medusa that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, it heals 5 points of damage to itself. Against ethereal opponents, the dread ghost medusa adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a dread ghost medusa must succeed on a DC 19 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same dread ghost medusa's horrific appearance for 24 hours. The save DC is Charisma-based.

Manifestation (Su): A dread ghost medusa dwells upon the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a dread ghost medusa manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested dread ghost medusa can be harmed only by other incorporeal creatures, magic weapons, or spells and has a 50% chance to ignore any damage from a corporeal source. A manifested dread ghost medusa can pass through solid objects at will, and its own attacks pass through armor. A manifested dread ghost medusa always moves silently.

A manifested dread ghost medusa can strike with its touch attack or with a ghost touch weapon. A manifested dread ghost medusa remains partially on the Ethereal Plane, where it is not incorporeal. It can be attacked by opponents on either the Material Plane or the Ethereal Plane. The dread ghost medusa's incorporeality helps protect it from foes on the Material Plane, but not from those on the Ethereal Plane.

When a spellcasting dread ghost medusa is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, though they work normally against ethereal targets. When a spellcasting dread ghost medusa manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested dread ghost medusa's touch spells don't work on nonethereal targets.

A dread ghost medusa has two home planes: the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 19 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Charisma-based.

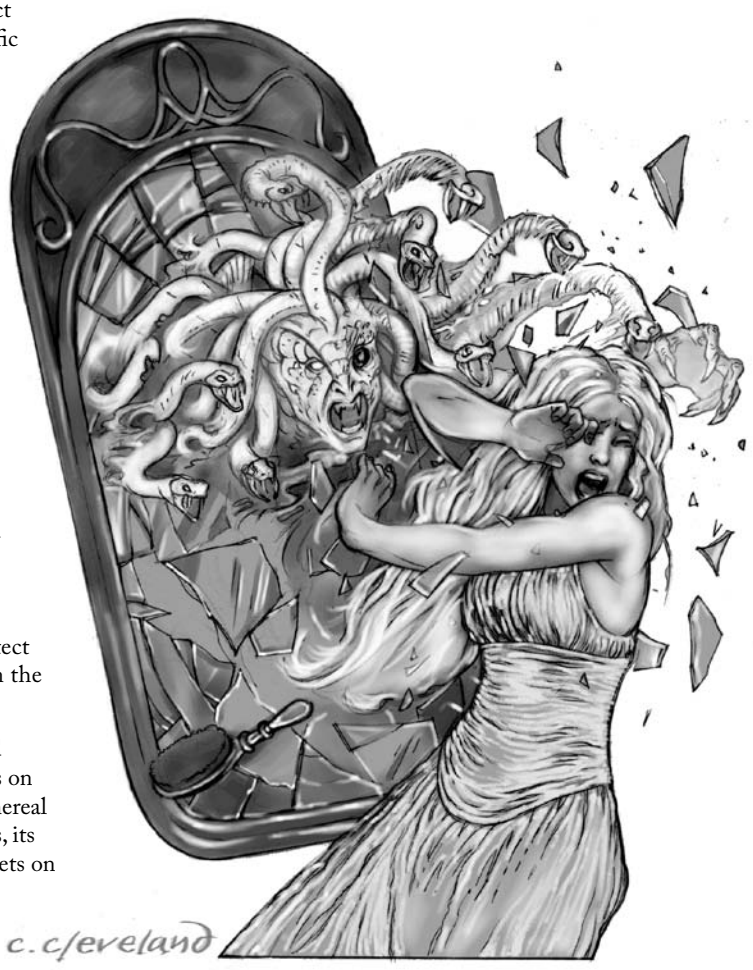
Shattering Presence (Su): DC 19 Fortitude save; see the dread ghost template.

Ethereal Armor (Su): See the dread ghost template.

Greater Turn Resistance (Ex): See the dread ghost template.

Rejuvenation (Su): In most cases, it's difficult to destroy a dread ghost medusa through simple combat because the "destroyed" spirit often restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A dread ghost medusa that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + dread ghost medusa's character level) against DC 16. As a rule, the only way to get rid of a dread ghost medusa for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Undead Traits: A dread ghost medusa is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.



Dread Ghoul

Eaters of the dead that hunger for the living, the first ghouls were the undead remains of humans who had indulged in unwholesome pleasures, such as cannibalism or necrophilia, in life. The original dread ghouls came into being because they had exhorted or compelled others to such acts while alive. Although both types of undead can create more of their kind, dread ghouls maintain their role as leaders of their normal kindred.

Also called ghoul lords or ghuls, dread ghouls are to ghouls what dread ghasts are to ghasts. Both dread creatures can command normal ghouls, and this situation often creates conflict. Because they cannot command normal ghasts, however, dread ghouls often find themselves on the losing side of such battles.

A dread ghoul looks like a gray and emaciated version of its living form. Its limbs often end in terrible claws caked with grave dirt and the rotting flesh of its last disinterred meal. A dread ghoul's eyes glow dimly with an angry light, and its hunger for flesh is clearly written on its features.

Creating a Dread Ghoul

"Dread ghoul" is an acquired template that can be added to any living creature (referred to hereafter as the base creature).

A dread ghoul uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: If the base creature has a climb speed and a land speed, increase the climb speed to match the land speed unless it is already higher. If the base creature lacks one of those speeds, the dread ghoul gains the missing mode of movement at a speed equal to the other. If the base creature lacks both modes of movement, the dread ghoul gains both at a speed equal to one-half the base creature's highest speed.

Armor Class: The dread ghoul's natural armor bonus improves by +2 over that of the base creature.

Attack: The dread ghoul retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. If the base creature possesses at least one mouth but has no natural attack with it, the dread ghoul gains a bite attack with each mouth. The bite attack is primary if the base creature has no natural attacks; otherwise it is secondary. If the base creature possesses at least one arm but has no natural attacks with it, the dread ghoul gains a secondary claw attack with each such limb.



Damage: If the dread ghoul gained bite or claw attacks from the application of this template, the base damage for each is as given on the following table.

Damage

Size	Bite Base Damage	Claw Base Damage
Fine	1	—
Diminutive	1d2	—
Tiny	1d3	1
Small	1d4	1d2
Medium	1d6	1d3
Large	1d8	1d4
Huge	2d6	1d6
Gargantuan	2d8	1d8
Colossal	4d6	2d6

Special Attacks: The dread ghoul retains all the base creature's special attacks and gains those described here.

Command Ghouls (Su): A dread ghoul can automatically command all normal ghouls within 30 feet as a free action. Normal ghouls never attack a dread ghoul unless compelled.

Create Spawn (Su): In most cases, dread ghouls feast on the bodies of the fallen. However, any creature killed by a dread ghoul that lies undisturbed until the next midnight rises as a dread ghoul at that time. The new dread ghoul is not under the control of its creator. A *protection from evil* or *gentle repose* spell cast on the corpse prevents this.

Paralysis (Ex): A creature damaged by a dread ghoul's natural attack must succeed on a Fortitude save (DC 10

Creating a Normal Ghoul

You can use this template to create a creature that closely mimics the standard ghoul from the *MM*. To do so, simply alter the features of the dread ghoul template in the following ways.

- The ghoul does not gain the command ghouls, create spawn, scent, and turn resistance abilities, the Track feat, or a racial bonus on Survival checks.
- The ghoul gains the ghoul fever ability, as described in the *MM*.
- The ghoul's speeds are unchanged.
- The CR increase is +0 instead of +1.

+ 1/2 dread ghoul's character level + dread ghoul's Cha modifier) or be paralyzed for 1d4+1 rounds.

Special Qualities: The dread ghoul retains all the base creature's special qualities and gains those described here.

Scent (Ex): A dread ghoul can detect approaching enemies and sniff out hidden foes by sense of smell alone. See the *MM* for details of this quality.

Turn Resistance (Ex): A dread ghoul has turn resistance +2.

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Int +2, Wis +4, Cha +2. As an undead creature, a dread ghoul has no Constitution score.

Skills: A dread ghoul gains a +8 racial bonus on Survival checks. A dread ghoul receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Feats: A dread ghoul gains Track as a bonus feat if the base creature did not already have it.

Environment: Any.

Organization: Solitary, pair, gang (3–4), or pack (5–12).

Challenge Rating: Same as the base creature +1.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +4.

Dread Ghoul Characters

A dread ghoul favors whichever class the base creature does. Its all-consuming hunger for the living or rotting flesh of a sentient creature cannot be satiated by other foods. This hunger builds until the dread ghoul is in a state of frenzy. The GM may require a dread ghoul character who has gone for several days without feeding on the flesh of a sentient being to make a Concentration check to perform any action not designed to result in such feeding. Success staves off the hunger for another day.

Sample Creature: Dread Ghoul Frost Giant

Large Undead (Augmented Giant, Cold)

Hit Dice: 14d12 (91 hp)
Initiative: +1
Speed: 40 ft. (8 squares), climb 40 ft.
Armor Class: 25 (–1 size, +1 Dex, +11 natural, +4 chain shirt) touch 10, flat-footed 24
Base Attack/Grapple: +10/+24
Attack: Greataxe +19 melee (3d6+15/x3) or bite +19 melee (1d8+10 plus paralysis) or slam +19 melee (1d4+5 plus paralysis) or rock +11 ranged (2d6+10)
Full Attack: Greataxe +19/+14 melee (3d6+15/x3) and bite +14 melee (1d8+5 plus paralysis) or bite +19 melee (1d8+10 plus paralysis) or 2 slams +19 melee (1d4+10 plus paralysis) or rock +11 ranged (2d6+10)
Space/Reach: 10 ft./10 ft.
Special Attacks: Command ghouls, create spawn, paralysis, rock throwing
Special Qualities: Darkvision 60 ft., immunity to cold, low-light vision, rock catching, scent, turn resistance +2, undead traits, vulnerability to fire
Saves: Fort +9, Ref +5, Will +8
Abilities: Str 31, Dex 13, Con —, Int 12, Wis 18, Cha 13
Skills: Climb +22, Craft (any one) +7, Intimidate +7, Jump +18, Spot +14, Survival +12
Feats: Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack, Track

Environment: Any
Organization: Solitary, pair, gang (3–4), or pack (5–12)
Challenge Rating: 10
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +8



Here is an example of a dread ghoul using a frost giant as the base creature.

A dread ghoul frost giant is a horror to both smaller creatures and other giants. Intelligent and adept with tactics, dread ghoul frost giants use the terrain to best advantage, hurling stones at foes from points unreachable by creatures that cannot fly or climb. If confronted by a foe that uses long-range spells or otherwise attacks effectively, a dread ghoul frost giant flees, then returns later to track its foe, hoping to take its revenge when the enemy is off guard.

A dread ghoul frost giant is a 15-foot tall, walking horror. Chainmail hangs from its gaunt body, and its eyes burn like small coals in the backs of its empty eye sockets. The remains of its beard are caked with dried gore.

Combat

A dread ghoul frost giant enjoys hurling missiles (particularly tombstones) at foes from afar. If its targets flee, take cover, or close to attack, it moves to meet them and attacks with its bite and greataxe.

Command Ghoul (Su): See the dread ghoul template.

Create Spawn (Su): See the dread ghoul template.

Paralysis (Ex): DC 18 Fortitude save; see the dread ghoul template.

Rock Throwing (Ex): A dread ghoul frost giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment for this attack is 120 feet.

Rock Catching (Ex): Once per round, a dread ghoul frost giant that would normally be hit by a rock of Small, Medium, or Large size can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The dread ghoul frost giant must be ready for and aware of the attack in order to make a rock catching attempt.

Turn Resistance (Ex): See the dread ghoul template.

Undead Traits: A dread ghoul frost giant is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Dread Lacedon

Dread lacedons are corpses animated by the restless spirits of those who drowned or were killed but not devoured by a dread lacedon. They swim through the ocean depths in deadly schools or stalk though swamps seeking other creatures to drown and devour.

With its bloated body discolored by rot, a dread lacedon is horrifying to look upon. Its thick limbs sport sharp claws almost hidden by folds of flesh, and its mouth is a gaping maw filled with sharklike teeth. Heedless of its body's condition, a dread lacedon takes no notice of the seaweed that tangles in its hair or the tiny sea creatures that take up residence in its body. Now and then, the inexorable killing bite of a dread lacedon is accompanied by a crustacean crawling from its mouth or eye socket, coming to partake of the meal before the dread lacedon consumes it all.

Creating a Dread Lacedon

"Dread lacedon" is an acquired template that can be added to any living creature (referred to hereafter as the base creature).

A dread lacedon uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: If the base creature has both a swim speed and a land speed, the lower of the two increases to match the higher. If it lacks one of those speeds, the dread lacedon gains the missing mode of movement at a speed equal to the other. If the base creature lacks both modes of movement, the dread lacedon gains both at a speed equal to one-half the base creature's highest speed.

Armor Class: The dread lacedon's natural armor bonus improves by +3 over that of the base creature.

Attack: The dread lacedon retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. If the base creature possesses at least one mouth but has no natural attack with it, the dread lacedon gains a bite attack with each mouth. The bite attack is primary if the base creature has no natural attacks; otherwise it is secondary. If the base creature possesses at least one arm but has no natural attacks with it, the dread lacedon gains a secondary claw attack with each such limb.



Damage: If the dread lacedon gained bite or claw attacks from the application of this template, the base damage for each is as given on the following table.

Damage

Size	Bite Base Damage	Claw Base Damage
Fine	1	—
Diminutive	1d2	—
Tiny	1d3	1
Small	1d4	1d2
Medium	1d6	1d3
Large	1d8	1d4
Huge	2d6	1d6
Gargantuan	2d8	1d8
Colossal	4d6	2d6

Special Attacks: The dread lacedon retains all the base creature's special attacks and gains those described here.

Command Lacedons and Ghouls (Su): A dread lacedon can automatically command all normal lacedons and ghouls within 30 feet as a free action. Normal lacedons and ghouls never attack a dread lacedon unless compelled.

Control Water (Su): A dread lacedon can use *control water* as the spell (caster level equals dread lacedon's character level) three times per day. It must be in the area of water to be affected in order to initiate the effect, though it need not remain there afterward. Dread lacedons often use this ability to trap ships or flood land.

Creating a Normal Lacedon

You can use this template to create a creature that closely mimics the standard lacedon from the *MM*. To do so, simply apply the dread ghoul template as though creating a normal ghoul (see sidebar on page 76). Then give the ghoul the aquatic subtype and a swim speed equal to its land speed.

Create Spawn (Su): In most cases, dread lacedons feast on the bodies of the fallen, or sea creatures such as sharks devour them. However, any creature killed by a dread lacedon that lies undisturbed until the next midnight rises as a dread lacedon at that time. The new dread lacedon is under the control of its creator if the latter is within 30 feet of it at the time it rises. A *protection from evil* or *gentle repose* spell cast on the corpse prevents its conversion.

Improved Grab (Ex): To use this ability, a dread lacedon must hit with a natural attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold.

Nauseating Flesh (Ex): A creature that damages a dread lacedon with a bite attack, or swallows one whole, or otherwise eats its flesh must succeed on a DC 20 Fortitude save or be nauseated for 1 day. Success drops the duration of the nausea to 1d4 rounds. Nausea can be negated by a *remove disease* or *purify food and drink* effect.

Paralysis (Ex): A creature damaged by a dread lacedon's natural attack must succeed on a Fortitude save (DC 10 + 1/2 dread lacedon's character level + dread lacedon's Cha modifier) or be paralyzed for 1d4+1 rounds.

Special Qualities: The dread lacedon retains all the base creature's special qualities and gains the one described here.

Turn Resistance (Ex): A dread lacedon has turn resistance +4.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Int +2, Wis +4, Cha +4. As an undead creature, a dread lacedon has no Constitution score.

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

Environment: Any aquatic, plus any land if the base creature has a land or fly speed.

Organization: Solitary, pair, gang (3–4), pack (5–12), or school (13–24).

Challenge Rating: Same as the base creature +1.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +4.

Dread Lacedon Characters

A dread lacedon favors whichever class the base creature does. The GM may, if desired, impose some penalty on a dread lacedon character who stays out of water for too long. For instance, a dread lacedon character who stays on land long enough to dry out might lose her control water, command lacedons and ghouls, and create spawn abilities until she has been in water as long as she was out of it.

Sample Creature: Dread Lacedon Cachalot Whale

Gargantuan Undead (Augmented Animal)

Hit Dice: 12d12+3 (81 hp)
Initiative: +3
Speed: 40 ft., swim 40 ft. (8 squares)
Armor Class: 21 (–4 size, +3 Dex, +12 natural), touch 9, flat-footed 18
Base Attack/Grapple: +9/+35
Attack: Bite +19 melee (4d6+14 plus paralysis)
Full Attack: Bite +19 melee (4d6+14 plus paralysis) and tail slap +14 melee (1d8+7 plus paralysis)
Space/Reach: 20 ft./15 ft.
Special Attacks: Command lacedons and ghouls, control water, create spawn, improved grab, nauseating flesh, paralysis
Special Qualities: Blindsight 120 ft., darkvision 60 ft., low-light vision, turn resistance +4, undead traits
Saves: Fort +8, Ref +11, Will +8
Abilities: Str 39, Dex 17, Con —, Int 4, Wis 18, Cha 10
Skills: Listen +14*, Spot +13*, Swim +22
Feats: Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness

Environment: Any aquatic
Organization: Solitary, pair, gang (3–4), pack (5–12), or school (13–24)
Challenge Rating: 8
Treasure: —
Alignment: Always chaotic evil
Advancement: 13–18 HD (Gargantuan); 19–36 HD (Colossal)
Level Adjustment: —

Here is an example of a dread lacedon using a cachalot whale as the base creature.

These deadly behemoths of the deep are every sailor's worst nightmare. Cunning and cruel, dread lacedon cachalot whales hunt ships and terrorize underwater settlements. Often accompanied by a cadre of lacedon sharks and sailors, they can inspire fear in even the most stalwart old salts.

A dread lacedon cachalot whale is a gruesome caricature of its living self. Old, broken harpoons protrude from its sickly, gray-green flesh, and its maw is filled with long, sharp teeth.

Combat

A dread lacedon cachalot whale usually strikes without warning from deep underwater. When it first spots a ship, it creates a whirlpool by lowering the water in that area. Then it strikes at the ship's hull with its deadly bite to immobilize the vessel. If accompanied by other lacedons, it orders them to board the stricken ship and assault the crew while it continues to attack from below. If any living crew members are foolish enough to confront the dread lacedon cachalot whale in the water, it simply bites them in half.

Command Lacedons and Ghouls (Su): See the dread lacedon template.

Control Water (Su): Caster level 12th; see the dread lacedon template.

Create Spawn (Su): See the dread lacedon template.

Improved Grab (Ex): To use this ability, a dread lacedon cachalot whale must hit with a bite or tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold.

Nauseating Flesh (Ex): DC 20 Fortitude save; see the dread lacedon template.

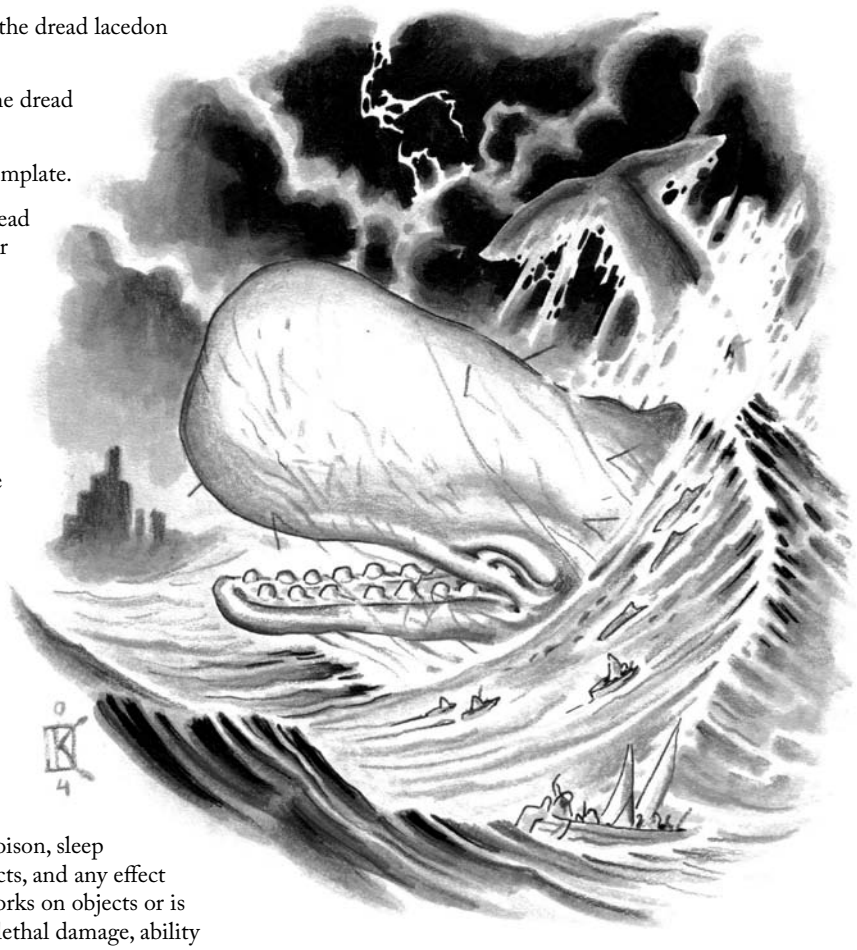
Paralysis (Ex): DC 20 Fortitude save; see the dread lacedon template.

Blindsight (Ex): Dread lacedon cachalot whales 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.

Turn Resistance (Ex): See the dread lacedon template.

Undead Traits: A dread lacedon cachalot whale is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Skills: A dread lacedon cachalot whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.



The dread lacedon cachalot whale gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Dread Lich

Like normal liches, dread liches are powerful undead spellcasters who used vile magic and dreadful ceremonies to prolong their time in the living world. However, the process of becoming a dread lich is a greater secret than the evil ceremonies required to become a normal lich. Although powerful spellcasters sometimes discover this secret while preparing for lichdom, most dread liches were once normal liches who spent centuries researching arcane lore in search of the secret.

Creating a Dread Lich

"Dread lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature) capable of creating the required phylactery (see **Phylactery**, page 81), or to any standard lich.

A dread lich uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: A dread lich can fly with perfect maneuverability at a speed equal to the base creature's highest speed. This flight is a supernatural ability.

Armor Class: The dread lich's natural armor bonus increases by +7 over that of the base creature.

Attack: The dread lich retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The dread lich gains a primary touch attack that it can use once per round if it did not already have one. A dread lich armed with a weapon uses that or its touch in an attack action, as it desires.

Damage: A dread lich's touch attack uses negative energy to deal 2d8+10 points of damage to living creatures. A Will save (DC 10 + 1/2 dread lich's character level + dread lich's Cha modifier) reduces the damage by half. A dread lich with natural weapons can use the touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 2d8+10 points of negative energy damage in addition to the normal damage for one natural weapon attack of its choice. A dread lich's touch attack is a supernatural ability. Its natural attacks are considered magic and evil-aligned for the purpose of overcoming damage reduction.



Special Attacks: If the base creature is a normal lich, the dread lich loses all the special attacks it gained from that template. Otherwise, the dread lich retains all the base creature's special attacks and gains those described here.

Command Undead (Su): A dread lich can rebuke and command other undead as a 15th-level evil cleric. If the dread lich has cleric levels, it commands and rebukes undead as a 15th-level evil cleric or an evil cleric whose level equals 2 + the dread lich's cleric class levels, whichever is greater.

Empowered Spells (Ex): All of a dread lich's spells from the Necromancy school, spells with the evil descriptor, and spell-like abilities are automatically affected as if by the Empower Spell feat. Such spells do not require higher-level spell slots or increased casting times. The Empower Spell feat cannot be used to further augment these spells.

Fear Gaze (Su): Every creature within 60 feet of the dread lich that looks at it must succeed on a Will save (DC 10 + 1/2 dread lich's character level + dread lich's Cha modifier) or be affected as though by *fear* (caster level equals dread lich's character level). As with most gaze attacks, the dread lich can actively gaze at a specific foe as a standard action, causing that foe to make a new save against the gaze in addition to the one it made on its turn in the initiative order.

Paralyzing Touch (Su): Any living creature the dread lich touches must succeed on a Fortitude save (DC 10 + 1/2 dread lich's character level + dread lich's Cha modifier) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell), but the effect cannot be dispelled. Anyone paralyzed by a dread lich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive. This power works in conjunction with the dread lich's damaging touch (see above) and with natural melee attacks.

Spells: The dread lich can cast spells as it did in life.

Strong Spellweaving (Ex): A –4 penalty applies to any dispel check made to dispel a spell cast by a dread lich.

Special Qualities: The dread lich retains all the base creature's special qualities and gains those described here.

Damage Reduction (Su): A dread lich has damage reduction 15/magic and good.

Immunities (Ex): Dread liches are immune to cold, electricity, polymorph (although polymorph effects they use on themselves work), and mind-affecting effects.

Phylactery (Ex): An integral part of becoming a dread lich is creating a magic phylactery in which to store its life force. Unless the phylactery is located and destroyed, the dread lich reforms next to its phylactery 1d4 days after its apparent death. It does not matter how far away the dread lich is from its phylactery, but the two must be on the same plane. If the phylactery is on a different plane, the dread lich reforms 1d4 days after the phylactery is brought to the plane on which the dread lich was destroyed.

Each dread lich must make its own phylactery—a task that requires the Craft Wondrous Item feat. The base creature must be able to cast spells or use spell-like abilities, and its caster level must be at least 15th. The phylactery costs 200,000 gp and 8,000 XP to create and has a caster level equal to that of its creator at the time of creation.

The most common kind of phylactery is a Tiny mithral box that has hardness 20, 40 hit points, and a break DC of 40. Other types of phylacteries, such as rings, amulets, or similar items, can also exist.

Turn Resistance (Ex): A dread lich has turn resistance +4.

Unlimited Darkvision (Ex): A dread lich has darkvision with a range equal to that of the base creature's normal daylight vision or 120 feet, whichever is greater.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Int +4, Wis +4, Cha +4. As an undead creature, a dread lich has no Constitution score.

Skills: A dread lich receives a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks, and a +4 insight bonus on Decipher Script, Knowledge (any), Spellcraft, and Use Magic Device checks.

Feats: The dread lich gains Combat Casting, Extra Turning, Greater Spell Penetration, Spell Focus (necromancy), and Spell Penetration as bonus feats if it does not already have them.

Environment: Any.

Organization: Solitary.

Challenge Rating: Same as the base creature +3.

Alignment: Any nongood.

Level Adjustment: Same as the base creature +7.

Dread Lich Characters

Only a willing evil creature can become a dread lich. A dread lich favors whichever class the base creature does.

Undead Outsiders?

As stated in the *MM,* outsiders do not have souls separate from their bodies, so they cannot be raised or resurrected normally. This statement could be interpreted to mean that such a creature cannot become undead and still retain its knowledge and personality, and thus would not be eligible for the dread lich template. Even so, a powerful outsider such as a titan might have discovered some way to bypass this problem in its quest to become a lich.

Sample Creature: Dread Lich Titan

Huge Undead (Augmented Outsider, Chaotic, Extraplanar)

Hit Dice: 20d12 (130 hp)
Initiative: +2
Speed: 40 ft. in half-plate armor (8 squares), base speed 60 ft., fly 60 ft. (perfect)
Armor Class: 45 (–2 size, +26 natural, +11 +4 half-plate armor), touch 8, flat-footed 45
Base Attack/Grapple: +20/+46
Attack: Gargantuan *+3 adamantine warhammer* +39 melee (4d6+30/x3) or *+3 javelin* +23 ranged (2d6+21) or slam +36 melee (1d8+18 plus 2d8+18 plus paralysis) or touch +36 melee (2d8+10 plus paralysis)
Full Attack: Gargantuan *+3 adamantine warhammer* +39/+34/+29/+24 melee (4d6+30/x3) or *+3 javelin* +23 ranged (2d6+21) or 2 slams +36 (1d8+18 plus 2d8+10 plus paralysis) or touch +36 melee (2d8+10 plus paralysis)
Space/Reach: 15 ft./15 ft.
Special Attacks: Command undead, empowered spellcasting, fear gaze, oversized weapon, paralyzing touch, spell-like abilities, strong spellweaving
Special Qualities: Damage reduction 15/magic and good, immune to cold, electricity, mind-affecting, and polymorph, phylactery, spell resistance 32, turn resistance +4, unlimited darkvision, undead traits
Saves: Fort +12, Ref +14, Will +23
Abilities: Str 47, Dex 14, Con —, Int 25, Wis 32, Cha 28
Skills: Balance +6, Bluff +21, Climb +24, Concentration +32, Craft (any one) +30, Diplomacy +13, Disguise +9 (+11 acting), Heal +22, Hide –4, Intimidate +34, Jump +39, Knowledge (any one) +34, Listen +42, Move Silently +4, Perform (oratory) +32, Search +38, Sense Motive +42, Spellcraft +23, Spot +42, Survival +11 (+13 following tracks), Swim +18
Feats: Awesome Blow, Cleave, Combat Casting[B], Craft Wondrous Item, Extra Turning[B], Greater Spell Penetration[B], Improved Bull Rush, Improved Sunder, Power Attack, Quicken Spell-Like Ability (*chain lightning*), Spell Penetration[B], Spell Focus (necromancy)[B]

Environment: Olympian Glades of Arborea
Organization: Solitary or troupe (1, plus 2–4 vampires and 5–8 vampire spawn)
Challenge Rating: 24
Treasure: Double standard plus *+4 half-plate armor* and Gargantuan *+3 adamantine warhammer*
Alignment: Always chaotic evil
Advancement: 21–30 HD (Huge); 31–60 HD (Gargantuan)
Level Adjustment: —

Here is an example of a dread lich using a titan as the base creature.

The rare evil titan that learns the secret of lichdom in its youth cannot help but seek out and follow that dark path. Huge and terrible, a dread lich titan possesses the strength of a titan and the spellcasting power of a dread lich.

Dread lich titans seek to dominate all they survey. No longer pleased by the bodily delights of the living, they gain happiness only from cruelty, killing, and power. The mere sight of a dread lich titan can cause armies of mortal creatures to quail, and few heroes can hope to match its spellcasting power.

A dread lich titan looks like a gigantic humanoid with shrunken and withered flesh that makes it seem almost skeletal. It stands about 25 feet tall and weighs approximately 4,000 pounds.

Dread lich titans speak Abyssal, Common, Celestial, Draconic, and Giant.

Combat

A dread lich titan usually sends the lesser undead under its control to engage foes in melee, then flies high above to use its spell-like abilities. If this strategy proves infeasible or its foes can ably attack it in the air, the dread lich titan moves into melee and uses its warhammer or slam attacks.

A dread lich titan's natural weapons, and any weapons it wields, are treated as magic, evil-aligned, and chaotic-aligned for the purpose of overcoming damage reduction.

Command Undead (Su): See the dread lich template.

Empowered Spells (Ex): See the dread lich template.

Fear Gaze (Su): DC 28 Will save; see the dread lich template.

Oversized Weapon (Ex): A dread lich titan wields a great, two-handed warhammer (big enough for Gargantuan creatures) without penalty.

Paralyzing Touch (Su): DC 28 Fortitude save; see the dread lich template.



Spell-Like Abilities: At will—*bestow curse* (DC 24), *chain lightning* (DC 25), *charm monster* (DC 23), *cure critical wounds* (DC 24), *deeper darkness, fire storm* (DC 26), *greater dispel magic, hold monster* (DC 24), *invisibility, invisibility purge, levitate, persistent image* (DC 24), *polymorph* (humanoid forms only, duration 1 hour), *unholy blight* (DC 23); 3/day—*etherealness, word of chaos* (DC 23), *summon nature's ally LX;* 1/day— *Bigby's crushing hand* (DC 28), *gate, maze, meteor swarm* (DC 28). Caster level 20th.

Strong Spellweaving (Ex): See the dread lich template.

Immunities (Ex): See the dread lich template.

Phylactery (Ex): See the dread lich template.

Turn Resistance (Ex): See the dread lich template.

Undead Traits: A dread lich titan is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Unlimited Darkvision (Ex): See the dread lich template.

Skills: See the dread lich template.

Dread Mohrg

Some say that a dread mohrg is the restless spirit of a sentient creature that perished from starvation and never received a proper burial. Others say that it is all that remains of a mortal punished by the gods for gluttony or for starving other creatures.

Most of a dread mohrg's flesh and organs have long ago sloughed off its bones or been pecked away by scavengers, but its intestines remain—still moist and bloody despite baking sun and drying wind. The creature's guts squirm and writhe of their own accord, and even snake up through its mouth. Its intestine-tongue is tipped with a sharp and hollow spike made of bone, which the dread mohrg uses to lash out at living creatures.

Creating a Dread Mohrg

"Dread mohrg" is an acquired template that can be added to any evil living creature with a mouth and a digestive tract that includes intestines (referred to hereafter as the base creature).

A dread mohrg uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: If the base creature has a fly speed because it possesses wings, its maneuverability is reduced by one step (minimum clumsy).

Armor Class: The organs (except for intestines), muscle, and skin in a dread mohrg's body shrink and dry, becoming unnaturally tough. This alteration increases the dread mohrg's natural armor bonus by +9 over that of the base creature.

Attack: The dread mohrg retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The dread mohrg gains two primary slam attacks if it has no other natural attacks. It also gains a primary tongue attack for each head it possesses.



Damage: The dread mohrg's tongue attack deals damage according to its size, as given on the following table. If the dread mohrg gained slam attacks from the application of this template, the base damage for each is as given on the following table.

Damage

Size	Tongue Base Damage	Slam Base Damage
Fine	1d2	1
Diminutive	1d3	1d2
Tiny	1d4	1d3
Small	1d6	1d4
Medium	1d8	1d6
Large	2d6	1d8
Huge	2d8	2d6
Gargantuan	4d6	2d8
Colossal	4d8	4d6

Space/Reach: A dread mohrg has a reach 5 feet greater than the base creature's reach with its tongue attack only.

Special Attacks: The dread mohrg retains all the base creature's special attacks and gains those described here.

Command Mohrgs and Zombies (Su): A dread mohrg can automatically command all normal mohrgs and zombies within 30 feet as a free action. Normal mohrgs and zombies never attack a dread mohrg unless compelled.

Create Spawn (Su): Any creature killed by a dread mohrg rises as a zombie in 1d4 days. The new zombie unerringly seeks out its creator, attacking creatures and objects that impede its progress. The dread mohrg can give an order to any zombies under its control as a free action at any distance, so long as the zombies are within line of sight. A *protection from evil* or *gentle repose* spell cast on the corpse prevents its conversion.

Paralysis (Ex): A creature struck by a dread mohrg's natural attack must succeed on a Fortitude save (DC 10 + 1/2 dread mohrg's character level + dread mohrg's Cha modifier) or be paralyzed for 1d4+1 minutes.

Creating a Normal Mohrg

You can use this template to create a creature that closely mimics the standard mohrg from the *MM*. To do so, simply alter the features of the dread mohrg template in the following ways.

- The mohrg's tongue makes a melee touch attack that deals no damage and does not have reach.
- The mohrg does not gain the command mohrgs and zombies, resistances, turn resistance, and unnatural aura abilities, the bonus feats, or the racial skill bonuses.
- The mohrg gains the improved grab ability.
- The CR increase is +1 instead of +2.

Tongue Attack (Ex): A dread mohrg's deadly "tongue" is actually an end of its throat or intestines pushed up through its mouth. Its tongue attack counts a piercing weapon. The dread mohrg can paralyze with a successful touch attack and a normal melee attack using its tongue. Making a touch attack to paralyze a target does not provoke an attack of opportunity.

Unnatural Aura (Su): Any creature of the animal type within 30 feet of a dread mohrg automatically becomes panicked and remains so until the distance between it and the dread mohrg is at least 30 feet. See the *DMG* for a description of the panicked condition.

Special Qualities: The dread mohrg retains all the base creature's special qualities and gains those described here.

Resistances (Ex): A dread mohrg gains resistance to cold 15, electricity 15, and fire 15.

Turn Resistance (Ex): A dread mohrg has turn resistance +4.

Abilities: Increase from the base creature as follows: Str +10, Dex +8. As an undead creature, a dread mohrg has no Constitution score.

Skills: A dread mohrg has a +8 racial bonus on Climb, Hide, Listen, Move Silently, Spot, and Swim checks.

Feats: A dread mohrg gains Improved Grapple and Multiattack as bonus feats if it did not already have them.

Environment: Any.

Organization: Solitary, gang (1 mohrg and 2–12 zombies), or mob (2–4 mohrgs and 4–24 zombies).

Challenge Rating: Same as the base creature +2.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +5.

Dread Mohrg Characters

A dread mohrg favors whichever class the base creature does.

– Sample Creature: 7-Headed Dread Mohrg Cryohydra –

Huge Undead (Augmented Magical Beast, Cold)

Hit Dice: 7d12+3 (48 hp)
Initiative: +5
Speed: 20 ft. (4 squares), swim 20 ft.
Armor Class: 30 (–2 size, +5 Dex, +17 natural), touch 13, flat-footed 25
Base Attack/Grapple: +7/+28
Attack: 7 tongues +14 melee (2d8+9 plus paralysis) or 7 bites +15 melee (1d10+9)
Full Attack: 7 bites +15 melee (1d10+9), and 7 tongues +8 melee (2d8+5 plus paralysis)
Space/Reach: 15 ft./10 ft. (15-foot reach with tongues)
Special Attacks: Breath weapon, command mohrgs and zombies, create spawn, paralysis, tongue attack, unnatural aura
Special Qualities: Immunity to cold, darkvision 60 ft., fast healing 17, low-light vision, resistances (electricity 15, fire 15), scent, turn resistance +4, undead traits
Saves: Fort +5, Ref +10, Will +4
Abilities: Str 29, Dex 20, Con —, Int 2, Wis 10, Cha 9
Skills: Climb +17, Hide +5, Jump +3, Listen +15, Move Silently +13, Spot +15, Swim +25
Feats: Combat Reflexes[B], Iron Will, Improved Grapple[B], Multiattack[B], Toughness, Weapon Focus (bite)

Environment: Any
Organization: Solitary, gang (1 plus 2–12 zombies), or mob (2–4 plus 4–24 zombies).
Challenge Rating: 10
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always chaotic evil
Advancement: —
Level Adjustment: —

Here is an example of a dread mohrg using a seven-headed cryohydra as the base creature.

The dread mohrg cryohydra is a cunning killing machine that seeks to slay all it encounters. Native to the colder climes, it was created when a normal cryohydra slew an entire village of humans.

The dragonlike skeleton of this disgusting creature is smeared with the blood of its victims and the ichor from its own intestines. Its viscera hang from its torso and drag along the ground, while its throats loll out of its vicious jaws like ghastly tongues, promising a terrible death to any creature struck by them.

Combat

Dread mohrg cryohydras can make bite attacks or tongue attacks with all their heads at no penalty, even if they move or charge during the round. A dread mohrg cryohydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved

Sunder feat. An opponent can strike at a dread mohrg cryohydra's heads from any position in which it could strike at the creature's body because its heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a dread mohrg cryohydra's head when the creature bites at it.

Each of a seven-headed dread mohrg cryohydra's heads has 6 hit points. Losing a head deals damage to the body equal to half the head's full normal hit points. A dread mohrg cryohydra can no longer make a bite or tongue attack with a severed head but takes no other penalties. Each time a head is severed, two new heads spring from the stump in 1d4 rounds. Each of these heads has both a bite and a tongue attack. A seven-headed dread mohrg cryohydra can never have more than fourteen heads at any one time, and any extra heads it gains beyond its original number fall off within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect (such as a *fireball* spell or dragon breath) may burn multiple stumps in addition to dealing damage to the dread mohrg cryohydra's body. A dread mohrg cryohydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A dread mohrg cryohydra's body can be slain just like any other creature's, but the creature possesses fast healing and is difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to the body, not to the heads. Targeted magical effects cannot sever heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Breath Weapon (Su): A seven-headed dread mohrg cryohydra can breathe a jet of frost 10 feet high, 10 feet wide, and 20 feet long once every 1d4 rounds. All heads can breathe, but they cannot attack in the round that they breathe unless under the influence of a *haste* spell or similar effect. The jet deals 21d6 points of cold damage. A successful DC 13 Reflex save halves the damage.

Command Mohrgs and Zombies (Su): See the dread mohrg template.

Create Spawn (Su): See the dread mohrg template.

Paralysis (Ex): DC 12 Fortitude save; see the dread mohrg template.

Tongue Attack (Ex): See the dread mohrg template.

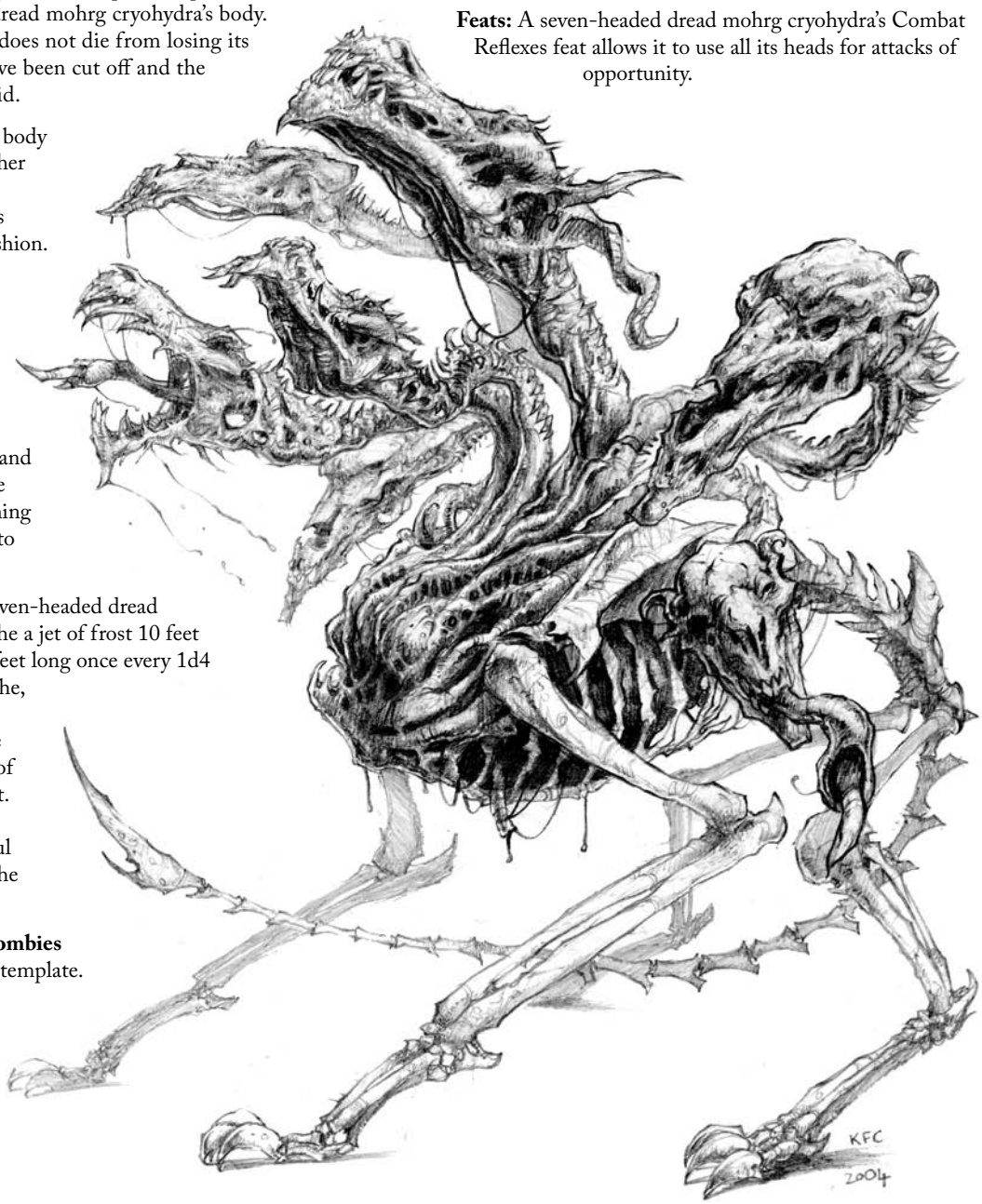
Unnatural Aura (Su): See the dread mohrg template.

Turn Resistance (Ex): See the dread mohrg template.

Undead Traits: A seven-headed dread mohrg cryohydra is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Skills: A seven-headed dread mohrg cryohydra has a +2 racial bonus on Listen and Spot checks, thanks to its multiple heads, and a +8 racial bonus on Climb, Hide, Listen, Move Silently, Spot, and Swim checks. A dread mohrg cryohydra has an additional +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A seven-headed dread mohrg cryohydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.



Dread Mummy

Cradled in the scorching sands beneath the relentless sun lie the tombs of kings and pharaohs. But those interred within these structures do not always rest quietly—some rise from their sarcophagi and crypts to walk the land as mummies. A few, known as dread mummies, become kings among the undead. These lords of death learn to command their fellows and visit destruction upon those who dare to stir their wrath.

A dread mummy's flesh atrophies after death, allowing its skin to shrink tightly against its bones. Although not all dread mummies are wrapped in funerary cloth, many are.

Creating a Dread Mummy

"Dread mummy" is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature).

A dread mummy uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.



Armor Class: The dread mummy's natural armor bonus improves by +8 over that of the base creature.

Attack: The dread mummy retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The dread mummy gains a primary slam attack if it has no other natural attacks.

Damage: If the dread mummy gained a slam attack from the application of this template, the base damage is as given on the following table.

Damage

Size	Slam Base Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The dread mummy retains all the base creature's special attacks and gains those described here.

Breath of Death (Su): Once every 1d4 rounds, a dread mummy can breathe a 30-foot cone of tomb gas, sand, and dust. Each living creature in the area must succeed on a Fortitude save (DC 10 + 1/2 dread mummy's character level + dread mummy's Cha modifier) or gain 1d4 negative levels. A creature killed by a dread mummy's breath of death ability rises as a dread zombie in 1d4 rounds. A dread zombie created in this manner is under the command of its creator and remains so until either it or the creator is destroyed.

Command Undead (Su): As a free action, a dread mummy can automatically command all normal undead within 30 feet, except those with more character levels or higher Charisma scores long than the dread mummy. Undead that fit these parameters never attack a dread mummy unless compelled.

Create Spawn (Su): Any creature killed by a dread mummy's mummy rot ability turns to dust and blows away on the wind. If the dread mummy that infected the creature with the disease is not destroyed within 1 week, the dust reforms next to it as a new dread mummy. A dread mummy created in this manner is under the command of its creator and remains so until either it or the creator is destroyed.

Gaze of Despair (Su): Any creature within 100 feet of a dread mummy that meets its gaze must succeed on a Fortitude save (DC 10 + 1/2 dread mummy's character level + dread mummy's Cha modifier) or be paralyzed for 1d4 rounds. Gaze of despair is a fear effect.

Mummy Rot (Su): A creature hit by a mummy's natural attack must succeed on a Fortitude save (DC 10 + 1/2 dread mummy's character level + dread mummy's Cha modifier) or contract mummy rot. This disease has an incubation period of 1 minute, and it deals 1d6 points of Constitution damage and 1d6 points of Charisma damage with each failed save.

Creating a Normal Mummy

You can use this template to create a creature that closely mimics the standard mummy from the *MM.* To do so, simply alter the features of the dread mummy template in the following ways.

- The mummy gains no special attacks or special qualities except for mummy rot, damage reduction, and fire vulnerability.
- The mummy gains the despair special ability, as described in the mummy entry in the *MM.*
- Instead of the changes given in the dread mummy template, change the base creature's ability scores as follows: +14 Str, –4 Int (minimum 1), +4 Wis, +4 Cha.
- The CR increase is +1 instead of +3.

Different Mummies

If the idea of a dread mummy from a desert environment doesn't appeal to you, you can alter a few aspects of this template to give your dread mummy a different theme. Simply switch its spell-like abilities for different ones of the same or lower spell level. For example, a bog dread mummy might be able to use *control water,* while a dread mummy created on the frozen peak of a mountain might be able to use *cone of cold.*

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast a conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on that creature. The first step in eliminating mummy rot is to remove the curse with a *break enchantment* or *remove curse* effect (DC 20 caster level check for either). Thereafter, no caster level check is necessary to cast healing spells on the victim, and the mummy rot can be magically cured just like any normal disease can. A creature killed by a dread mummy's mummy rot turns to dust and blows away on the first gust of air unless both *remove disease* and *raise dead* are cast on the remains within 6 rounds.

Spell-Like Abilities: The dread mummy gains all of the following spell-like abilities that a druid of a level equal to the dread mummy's character level could cast. At will—*animal messenger, calm animals, heat metal, summon swarm;* 2/day—*commune with nature, control winds, dominate animal, insect plague;* 1/day—*control weather, creeping doom, earthquake, sunbeam*. Caster level equals dread mummy's character level. The save DCs are Charisma-based.

Special Qualities: The dread mummy retains all the base creature's special qualities and gains those described here.

Damage Reduction (Ex): A dread mummy has damage reduction 5/—.

Fire Vulnerability (Ex): A dread mummy takes double damage from fire unless a successful save allows it to take half damage. On a successful save it takes half damage, and on a failed save it takes double damage.

Resistance to Cold (Ex): A dread mummy has cold resistance 10.

Resistant to Blows (Ex): Dread mummies take only half damage from melee and ranged weapons, natural weapons, and falls. Apply this reduction before applying damage reduction.

Turn Resistance (Ex): A dread mummy has turn resistance +4.

Abilities: Change from the base creature as follows: Str +14, Dex +4, Int +2, Wis +4, Cha +4. As an undead creature, a dread mummy has no Constitution score.

Environment: Any.

Organization: Solitary, pair, or gang (3–4).

Challenge Rating: Same as the base creature +3.

Alignment: Any evil.

Level Adjustment: Same as the base creature +7.

Dread Mummy Characters

A dread mummy favors whichever class the base creature does.

– Sample Creature: Dread Mummy Harpy –

Medium Undead (Augmented Monstrous Humanoid)

Hit Dice: 7d12 (45 hp)
Initiative: +4
Speed: 20 ft. (4 squares), fly 80 ft. (average)
Armor Class: 23 (+4 Dex, +9 natural), touch 14, flat-footed 19
Base Attack/Grapple: +7/+14
Attack: Club +14 melee (1d6+10)
Full Attack: Club +14/+9 melee (1d6+10) and 2 claws +9 melee (1d3+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath of death, captivating song, command undead, create spawn, gaze of despair, mummy rot, spell-like abilities
Special Qualities: Damage reduction 5/—, darkvision 60 ft., fire vulnerability, resistance (cold 10), resistant to blows, turn resistance +4, undead traits
Saves: Fort +2, Ref +9, Will +8
Abilities: Str 24, Dex 19, Con —, Int 9, Wis 16, Cha 21
Skills: Bluff +13, Intimidate +9, Jump +1, Listen +9, Perform (oratory) +7, Spot +5
Feats: Dodge, Flyby Attack, Persuasive

Environment: Any
Organization: Solitary, pair, or gang (3–4)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +10

Here is an example of a dread mummy using a harpy as the base creature.

Dread mummy harpies often have their own agendas for unlife after death. Many seek to dominate the living world about them, while others plan to rule their own kingdoms of the undead.

A dread mummy harpy's withered body and dry skin give it away as an undead creature. Yellowed flesh clings tightly to atrophied muscles and bones that are as hard as stone. A dread mummy harpy smells of hot sand and dry winds.

A dread mummy harpy speaks whatever languages it did in life.

Combat

A dread mummy harpy prefers to use its captivating song to draw creatures into the range of its gaze attack. Once several creatures have been paralyzed, it wades into melee with the rest, using *summon swarm* to deal with any that are not in range of its melee attacks.

Breath of Death (Su): DC 18 Fortitude save; see the dread mummy template.

Captivating Song (Su): When a dread mummy harpy sings, every creature (other than harpies) within a 300-foot spread must succeed on a DC 18 Will save or become captivated. Captivating song is a sonic, mind-affecting, charm effect. A creature that successfully saves cannot be affected again by the same dread mummy harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the dread mummy harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), the victim gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the dread mummy harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the dread mummy harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Command Undead (Su): See the dread mummy template.

Create Spawn (Su): See the dread mummy template.

Gaze of Despair (Su): DC 18 Fortitude save; see the dread mummy template.

Mummy Rot (Su): DC 18 Fortitude save; see the dread mummy template.

Spell-Like Abilities: At will—*animal messenger, calm animals* (DC 16), *heat metal* (DC 17), *summon swarm.* Caster level 7th.

Fire Vulnerability (Ex): See the dread mummy template.

Resistance to Cold (Ex): See the dread mummy template.

Resistant to Blows (Ex): See the dread mummy template.

Turn Resistance (Ex): See the dread mummy template.

Undead Traits: A dread mummy harpy is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.



Skills: A dread mummy harpy has a +4 racial bonus on Bluff and Listen checks.

Dread Shadow

Dread shadows exist in the terrible half-life of undead creatures. Like normal shadows, they are sentient pools of darkness and negative energy that drain strength and life from living creatures. As the lords of their kind, however, dread shadows can command lesser shadows and leap from darkness to darkness at will. A dread shadow makes no sound and seeks only to harm the living.

A dread shadow looks like a darker version of the original creature. Its form is composed of shade and darkness.

Creating a Dread Shadow

"Dread shadow" is an acquired template that can be added to any living, intelligent creature with a Charisma score of 15 or higher (referred to hereafter as the base creature) that was killed by a shadow or dread shadow.

A dread shadow uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype, plus the incorporeal subtype if the base creature did not already have it. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: A dread shadow loses all the base creature's speeds and gains a fly speed equal to the base creature's highest speed with perfect maneuverability.

Armor Class: The base creature's armor, shield, and natural armor bonuses no longer apply, but the dread shadow gains a deflection bonus to Armor

Undead Outsiders?

As noted in the *MM*, outsiders do not have souls separate from their bodies, so they cannot be raised or resurrected normally. This statement could be interpreted to mean that they cannot become undead that retain their knowledge and personalities—especially incorporeal undead. If you want to adhere to that interpretation, you certainly can. Just keep in mind undead outsiders are an equally viable option and could offer some great adventure plots.

Class equal to its Charisma bonus or +1, whichever is higher. Dread shadows cannot use or carry equipment of any kind.

Attack: The dread shadow retains all the base creature's natural attacks, and its weapon and armor proficiencies. However, all its attacks become incorporeal touch attacks, retaining the same primary or secondary status they had for the base creature. The dread shadow gains a primary incorporeal touch attack if it has no other natural attacks.

A dread shadow uses its primary incorporeal touch attack when making an attack action. Because an incorporeal creature has no Strength score, its Dexterity modifier rather than its Strength modifier applies to all its attack rolls.

Full Attack: A dread shadow uses all its incorporeal touch attacks during a full attack.

Damage: The dread shadow's natural attacks no longer deal normal damage. Instead, each incorporeal touch attack deals Strength damage, as indicated on the following table.

Damage

Size	Strength Damage
Fine to Tiny	1d4
Small to Large	1d6
Huge to Colossal	1d8

Special Attacks: The dread shadow loses all special attacks that require corporeal contact but gains those described here. A dread shadow cannot cast spells that require material components unless it has the Eschew Materials feat.

Command Shadows (Su): A dread shadow can automatically command all normal shadows within 30 feet as a free action. Normal shadows never attack a dread shadow unless compelled.

Create Spawn (Su): Any creature with a Charisma score of 15 or higher that is killed by a dread shadow rises as a dread shadow in 1d4 rounds. Any other creature slain by a dread shadow instead rises as a normal shadow in 1d4 rounds. A shadow or dread shadow created in this manner is under the command of its creator and remains so until either it or the creator is destroyed. A standard shadow from the *MM* can be advanced in HD to represent a more powerful creature, and this template can be used to create a normal shadow (see the **Creating a Normal Shadow** sidebar).

Strength Damage (Su): A creature struck by a dread shadow's incorporeal touch attack takes Strength damage as given on the Damage table. A creature reduced to 0 Strength dies.

Special Qualities: The dread shadow retains all the base creature's special qualities that do not require corporeal contact with another creature and gains those described here.

Shadow Slip (Su): At will, a dread shadow can use *dimension door* as the spell (caster level 7th) as a move action. It must move from a place of darkness or shadow to another place or darkness or shadow that it can see. Using this ability does not provoke an attack of opportunity.

Turn Resistance (Ex): A dread shadow has turn resistance +3.

Abilities: Change from the base creature as follows: Dex +4, Int –4 (minimum 0), Wis +2, Cha +2. As an incorporeal creature, a dread shadow lacks a Strength score, and as an undead creature, it has no Constitution score.

Environment: Any.

Organization: Solitary, pair, gang (3–5), or swarm (6–11).

Challenge Rating: Same as the base creature +2.

Treasure: None. Dread shadows cannot use equipment.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +4.

Dread Shadow Characters

A dread shadow favors whichever class the base creature does. A GM that allows players to play dread shadows despite their evil nature should be aware that an incorporeal spellcaster can wreak havoc on a campaign. A level adjustment of +5 or +6 might be more appropriate for a character who is primarily a spellcaster. Since a dread shadow cannot wield equipment, it may be unsuitable for use as a PC race.

Creating a Normal Shadow

You can use this template to create a creature that closely mimics the standard shadow from the *MM*. To do so, simply alter the features of the dread shadow template in the following ways.

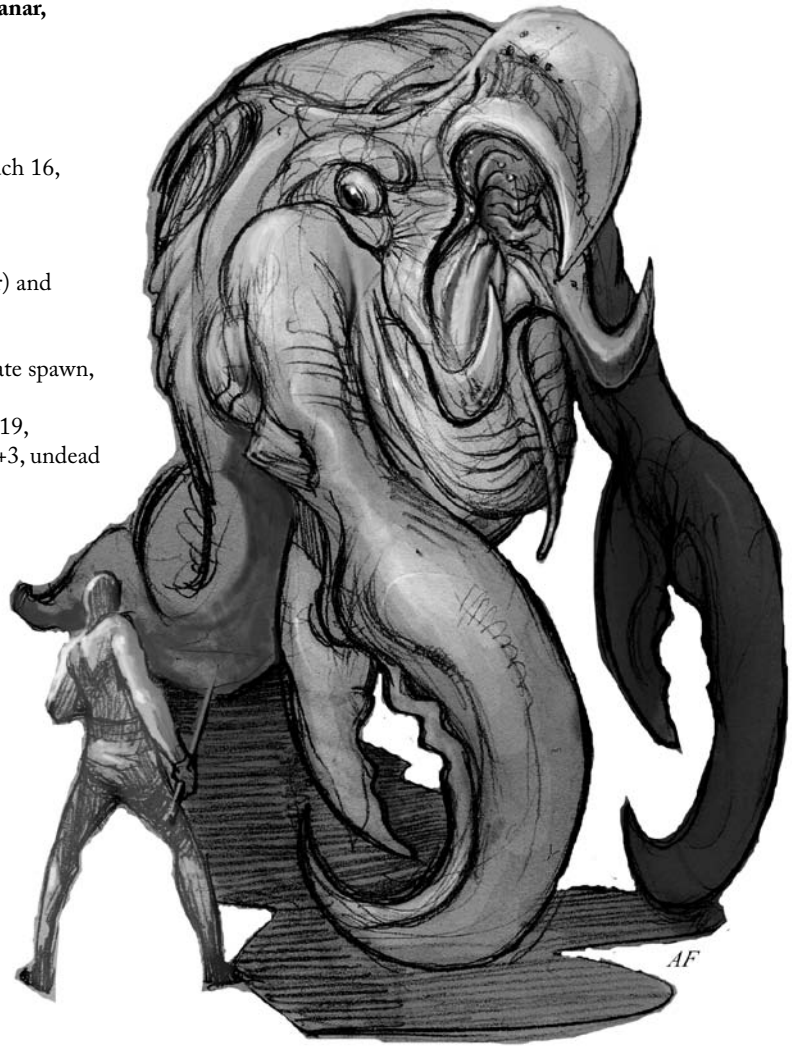
- The shadow does not gain the command shadow and shadow slip abilities.
- Reduce the turn resistance to +2.
- The shadow's create spawn creates only normal shadows.
- The CR increase is +1 instead of +2.

– Sample Creature: Dread Shadow Achaierai –

Large Undead (Augmented Outsider, Evil, Extraplanar, Incorporeal, Lawful)

Hit Dice: 6d12 (39 hp)
Initiative: +3
Speed: Fly 50 ft. (perfect) (10 squares)
Armor Class: 16 (–1 size, +3 Dex, +4 deflection), touch 16, flat-footed 13
Base Attack/Grapple: +6/—
Attack: Incorporeal touch +8 melee (1d6 Str)
Full Attack: 2 incorporeal touches +8 melee (1d6 Str) and incorporeal touch +3 melee (1d6 Str)
Space/Reach: 10 ft./10 ft.
Special Attacks: Black cloud, command shadow, create spawn, Strength damage
Special Qualities: Darkvision 60 ft., spell resistance 19, incorporeal traits, shadow slip, turn resistance +3, undead traits
Saves: Fort +5, Ref +8, Will +8
Abilities: Str —, Dex 17, Con —, Int 7, Wis 16, Cha 18
Skills: Balance +12, Climb +9, Diplomacy +6, Hide +8, Jump +9, Listen +12, Sense Motive +12, Spot +12
Feats: Dodge, Mobility, Spring Attack

Environment: Any
Organization: Solitary, pair, gang (3–5), or swarm (6–11)
Challenge Rating: 7
Treasure: None
Alignment: Always chaotic evil
Advancement: 7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment: +9



Here is an example of a dread shadow using an achaierai as the base creature.

Dread shadow achaierai are horrid, demonic undead that prey upon the living of any plane.

A dread shadow achaierai is a15-foot-tall, hulking cloud of sentient darkness. Its massive, round body consists almost entirely of head and vicious shadow beak. Two leglike shadows trail off into dark tendrils, but its two front legs form terrible shadow talons with which it tears at living forms.

A dread shadow achaierai cannot speak intelligibly.

Combat

A dread shadow achaierai leads off a combat with its black cloud ability, hoping to incapacitate several victims. It then mercilessly attacks any creatures not driven insane by its black cloud, hoping to turn them into shadows.

Black Cloud (Ex): Up to three times per day, a dread shadow achaierai can release a choking, toxic black cloud in a 10-foot-radius around itself. Anyone other than an achaierai in the area instantly takes 2d6 points of damage. The victim must also succeed on a DC 17 Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level 16th). The save DC is Charisma-based.

Command Shadow (Su): See the dread shadow template.

Create Spawn (Su): See the dread shadow template.

Strength Damage (Su): See the dread shadow template.

Shadow Slip (Su): See the dread shadow template.

Incorporeal Traits: A dread shadow achaierai is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Turn Resistance (Ex): See the dread shadow template.

Undead Traits: A dread shadow achaierai is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Dread Skeleton

The similarity of dread skeletons to the mindless creatures so often animated by spellcasters leads many to underestimate them. A dread skeleton looks much like a normal skeleton (or exoskeleton, depending on the nature of the base creature), but it retains many qualities of the base creature that its lesser cousin does not. For example, a dread skeleton remorhaz still blurs the air with the heat from its body, and a dread skeleton troglodyte continues to fill the area around it with a terrible stench. Dread skeletons can speak and make vocal noises and their living forms could.

Most dread skeletons are motivated by hatred of the living and a desire to dominate all they survey. They seek the death of the living and even resent the existence of other thinking undead. Dread skeletons prefer to be the only free-willed creatures in the world, but they suffer the existence of others in order to attain their goal of dominance and gain more mindless skeleton servants.

Creating a Dread Skeleton

"Dread skeleton" is an acquired template that can be added to any living creature with a skeleton or exoskeleton (referred to hereafter as the base creature).



A dread skeleton uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: The skeleton retains the base creature's speeds. If the base creature has a fly speed based on the possession of wings, the dread skeleton's flight becomes a supernatural ability rather than a natural one.

Armor Class: The base creature's natural armor bonus is replaced by a new one based on the dread skeleton's size, as given on the following table.

Armor Class

Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+10

Attack: The dread skeleton retains all the base creature's attacks using limbs that have bones, teeth, or exoskeletons, and it also retains the base creature's weapon and armor proficiencies. Attacks with boneless limbs such as tentacles are lost. The dread skeleton's attacks retain the same primary or secondary status they had for the base creature. If the base creature possesses at least one arm but has no natural attacks with it, the dread skeleton gains a claw attack with each such limb. The claws are primary attacks if the base creature has no other natural attacks, or secondary attacks otherwise.

Damage: If the dread skeleton gained claw attacks from the application of this template, the base damage for each is as given on the following table.

Damage

Size	Claw Base Damage
Fine	1
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8



Low-Level Liches

Using the dread skeleton template is a great way to create surprising encounters. Players are familiar with skeletons and won't expect one to pose much of a threat. But because the template allows the dread skeleton to have the base creature's special attacks and special qualities, a dread skeleton can surprise players by breathing fire or casting a spell. Such a tactic is sure to send characters (especially low-level ones) scurrying for cover with thoughts of liches on their minds. It's a great way to keep players on their toes and make an undead encounter exciting, mysterious, and scary—without actually pitting the PCs against too powerful a threat.

Special Attacks: The dread skeleton retains all the base creature's special attacks and gains those described here.

Command Skeletons (Su): A dread skeleton can automatically command all normal skeletons within 30 feet as a free action. Normal skeletons never attack a dread skeleton unless compelled.

Unnatural Aura (Su): Any creature of the animal type within 30 feet of a dread skeleton automatically becomes panicked and remains so until the distance between it and the dread skeleton is at least 30 feet. See the *DMG* for a description of the panicked condition.

Special Qualities: The dread skeleton retains all the base creature's special qualities and gains those described here.

Damage Reduction (Ex): A dread skeleton has damage reduction 10/bludgeoning.

Immunity to Cold (Ex): Dread skeletons are immune to cold.

Turn Resistance (Ex): A dread skeleton has turn resistance +2.

Abilities: Change from the base creature as follows: Dex +2, Int –4 (minimum 0). As an undead creature, a dread skeleton has no Constitution score.

Feats: A dread skeleton gains Improved Initiative as a bonus feat.

Environment: Any.

Organization: Solitary or gang (1 dread skeleton plus 1d10 skeletons).

Challenge Rating: Same as the base creature +1.

Alignment: Always evil (any).

Level Adjustment: Same as the base creature +3.

Dread Skeleton Characters

A dread skeleton favors whichever class the base creature does.

Sample Creature: Dread Skeleton Blink Dog

Medium Undead (Augmented Magical Beast)

Hit Dice: 4d12 (26 hp)
Initiative: +8
Speed: 40 ft. (8 squares)
Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Base Attack/Grapple: +4/+4
Attack: Bite +4 melee (1d6)
Full Attack: Bite +4 melee (1d6) and 2 claws –1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Command skeletons, unnatural aura
Special Qualities: Blink, damage reduction 10/bludgeoning, darkvision 60 ft., dimension door, immunity to cold, low-light vision, scent, turn resistance +2, undead traits
Saves: Fort +4, Ref +8, Will +4
Abilities: Str 10, Dex 19, Con —, Int 6, Wis 13, Cha 11
Skills: Hide +5, Jump +4, Listen +5, Sense Motive +3, Spot +5, Survival +4
Feats: Improved Initiative[B], Iron Will, Run, Track[B]

Environment: Any
Organization: Solitary plus 1d10 skeletons
Challenge Rating: 3
Treasure: None
Alignment: Always evil (any)
Advancement: 5–7 HD (Medium); 8–12 HD (Large)
Level Adjustment: +5

Here is an example of a dread skeleton using a blink dog as the base creature.

Dread skeleton blink dogs lack a living blink dog's humanlike intelligence, but they are still cunning foes. They use their blink and dimension door abilities to great effect in combat.

A dread skeleton blink dog looks like the animate skeleton of a large dog. Its horrific appearance is even more startling when it vanishes and suddenly reappears nearby.

Combat

A dread skeleton blink dog attacks fearlessly, using its blink ability to avoid retaliation. It prefers to face foes that use slashing or piercing weapons, leaving the troublesome bludgeon-wielding enemies to its commanded skeletons.

Command Skeleton (Su): See the dread skeleton template.

Unnatural Aura (Su): See the dread skeleton template.

Blink (Su): A dread skeleton blink dog can use *blink* as the spell (caster level 8th), and can initiate or end the effect as a free action.

Dimension Door (Su): Once per round as a free action, a dread skeleton blink dog can teleport as though using *dimension door* (caster level 8th). The ability affects only the dread skeleton blink dog, which never appears within a solid object and can act immediately after teleporting.

Turn Resistance (Ex): See the dread skeleton template.

Undead Traits: A dread skeleton blink dog is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Dread Spectre

Like ghosts, dread spectres are the incorporeal spirits of living beings that continue to act after death. They haunt the places they frequented in life, seeking to grant their loved ones the same tortured existence that they now endure.

A dread spectre appears much as it did in life, except that its face is twisted into a mask of hatred and despair.

Creating a Dread Spectre

"Dread spectre" is an acquired template that can be added to any living, intelligent creature killed by a spectre or a dread spectre (referred to hereafter as the base creature).

A dread spectre uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype, plus the incorporeal subtype if the base creature did not already have it. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: A dread spectre loses all the base creature's speeds and gains a fly speed equal to double the base creature's highest speed, with perfect maneuverability.

Armor Class: The base creature's armor, shield, and natural armor bonuses no longer apply, but the dread spectre gains a deflection bonus to Armor Class equal to its Charisma bonus or +1, whichever is higher. Dread spectres cannot use or carry equipment of any kind.



Attack: The dread spectre retains all the base creature's natural attacks, and its weapon and armor proficiencies. However, all its attacks become incorporeal touch attacks, retaining the same primary or secondary status they had for the base creature. The dread spectre gains a primary incorporeal touch attack if it has no other natural attacks.

A dread spectre uses its primary incorporeal touch attack when making an attack action. Because an incorporeal creature has no Strength score, its Dexterity modifier rather than its Strength modifier applies to all its attack rolls.

Full Attack: A dread spectre uses all its incorporeal touch attacks during a full attack.

Damage: The dread spectre's incorporeal touch attacks deal normal damage unmodified by Strength and energy drain (see **Energy Drain,** below). If the dread spectre gained an incorporeal touch attack from the application of this template, its damage is as given on the following table.

Damage

Size	Incorporeal Touch Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Special Attacks: The dread spectre loses all special attacks that require corporeal contact but gains those described here. A dread spectre cannot cast spells that require material components unless it has the Eschew Materials feat.

Command Spectres (Su): A dread spectre can automatically command all normal spectres within 30 feet as a free action. Normal spectres never attack a dread spectre unless compelled.

Create Spawn (Su): Any creature with a Charisma score of 16 or higher that is killed by a dread spectre rises as a dread spectre in 1d4 rounds. Any other creature slain by a dread spectre instead rises as a normal spectre in 1d4 rounds. A spectre or dread spectre created in this manner is under the command of its creator and remains so until either it or the creator is destroyed. A standard spectre from the *MM* can be advanced in HD to represent a more powerful creature, and this template can be used to create a normal spectre (see the **Creating a Normal Spectre** sidebar).

Energy Drain (Su): Any creature struck by a dread spectre's incorporeal touch attack gains 2 negative levels. The

Creating a Normal Spectre

You can use this template to create a creature that closely mimics the standard spectre from the *MM*. To do so, simply alter the features of the dread spectre template in the following ways.

- The spectre does not gain the command spectre or frightful presence abilities.
- The spectre's create spawn ability creates only normal spectres.
- Reduce the turn resistance to +2.
- Replace the template's sunlight vulnerability special quality with sunlight powerlessness, as detailed for the spectre in the *MM*.
- The CR increase is +2 instead of +3.

Fortitude save to remove a negative level has a DC of 10 +1/2 dread spectre's character level + dread spectre's Cha modifier. For each such negative level bestowed the dread spectre gains 5 temporary hit points.

Frightful Presence (Ex): Any creature within 60 feet that witnesses a dread spectre's attack must succeed on a Will save (DC 10 + 1/2 dread spectre's character level + dread spectre's Cha modifier) or become frightened for 5d6 rounds. This ability affects only creatures with fewer character levels than the dread spectre. A creature that successfully saves is immune to that dread spectre's frightful presence for 1 day.

Unnatural Aura (Su): Any creature of the animal type within 30 feet of a dread spectre automatically becomes panicked and remains so until the distance between it and the dread spectre is at least 30 feet. See the *DMG* for a description of the panicked condition.

Special Qualities: The dread spectre retains all the base creature's special qualities that do not require corporeal contact with another creature and gains those described here.

Daylight Vulnerability (Ex): A dread spectre is not powerless in natural daylight and does not flee from it like a normal spectre, but it does take a –4 penalty on all attack rolls, checks, and saves when in natural sunlight (but not within the radius of a *daylight* spell).

Turn Resistance (Ex): A dread spectre has turn resistance +4.

Abilities: Increase from the base creature as follows: Dex +6, Int +4, Wis +4, Cha +4. As an incorporeal creature, a dread spectre lacks a Strength score, and as an undead creature, it has no Constitution score.

Environment: Any.

Organization: Solitary, pair, or gang (3–5).

Challenge Rating: Same as the base creature +3.

Treasure: None. Dread spectres cannot use equipment.

Alignment: Always neutral evil.

Level Adjustment: Same as the base creature +7.

Dread Spectre Characters

A dread spectre favors whichever class the base creature does. A GM that allows players to play dread spectres despite their evil nature should be aware that an incorporeal spellcaster can wreak havoc on a campaign. A level adjustment of +8 or +9 might be more appropriate for a character who is primarily a spellcaster. Since a dread spectre cannot wield equipment, it may be unsuitable for use as a PC race.

Sample Creature: Dread Spectre Nymph

Medium Undead (Augmented Fey, Incorporeal)

Hit Dice: 6d12 (39 hp)
Initiative: +3
Speed: Fly 60 ft. (perfect) (12 squares)
Armor Class: 22 (+6 Dex, +6 deflection), touch 22, flat-footed 16
Base Attack/Grapple: +3/—
Attack: Incorporeal touch +9 melee (1d8 plus energy drain)
Full Attack: Incorporeal touch +9 melee (1d8 plus energy drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blinding beauty, command spectres, create spawn, energy drain, frightful presence, spell-like abilities, spells, stunning glance, unnatural aura
Special Qualities: Darkvision 60 ft., damage reduction 10/cold iron, daylight vulnerability, low-light vision, turn resistance +4, undead traits, unearthly grace, wild empathy +12
Saves: Fort +8, Ref +17, Will +16
Abilities: Str —, Dex 23, Con —, Int 20, Wis 21, Cha 23
Skills: Concentration +15, Diplomacy +8, Escape Artist +15, Handle Animal +15, Heal +14, Hide +15, Listen +14, Move Silently +15, Ride +8, Sense Motive +14, Spot +14
Feats: Combat Casting, Dodge, Weapon Finesse

Environment: Any
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always neutral evil
Advancement: 7–12 HD (Medium)
Level Adjustment: +14

Here is an example of a dread spectre using a nymph as the base creature.

A dread spectre nymph's beauty is both ethereal and deadly. Few survive an encounter with one, and those who do rarely find joy in beauty ever again.

A dread spectre nymph possesses a haunting loveliness far more powerful than the beauty it had in life. Its appearance blinds, stuns, and terrifies living creatures, making their visions of its beauty brief indeed.

Dread spectre nymphs speak Sylvan and Common.

Combat

A dread spectre nymph usually attempts to surprise foes by appearing suddenly from a solid object. It then tries to stun any creature not blinded by its beauty with its terrible glance. If more than one foe remains sighted and mobile, the dread spectre nymph casts damaging spells; otherwise, it uses its energy draining touch to slay enemies.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a dread spectre nymph. Anyone who looks directly at it must succeed on a DC 19 Fortitude save or be blinded permanently as though by the *blindness* spell. A dread spectre nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Command Spectre (Su): See the dread spectre template.

Create Spawn (Su): See the dread spectre template.

Energy Drain (Su): DC 19 Fortitude save to remove; see the dread spectre template.

Frightful Presence (Ex): DC 19 Will save; see the dread spectre template.

Spell-Like Abilities: 1/day—*dimension door.* Caster level 7th.

Spells: A dread spectre nymph casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0—*create water, detect magic, flare, guidance, light, resistance;* 1st—*calm animal, entangle* (3), *longstrider;* 2nd—*cat's grace, chill metal, heat metal* (2); 3rd—*call lightning* (3), *sleet storm;* 4th—*ice storm.*

Stunning Glance (Su): As a standard action, a dread spectre nymph can glance at a particular creature within 30 feet. The target creature must succeed on a DC 19 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unnatural Aura (Su): See the dread spectre template.

Daylight Vulnerability (Ex): See the dread spectre template.

Turn Resistance (Ex): See the dread spectre template.

Undead Traits: A dread spectre nymph is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Unearthly Grace (Su): A dread spectre nymph adds its Charisma modifier to all its saving throws (already reflected in the statistics block above).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except a dread spectre nymph has a +12 bonus on the check. Its unnatural aura limits the use of this skill to distances greater than 30 feet.



Dread Wight

Dread wights are the animate remains of creatures that were terribly violent and hateful in life. They exist only to continue their reign of terror against others, causing fear, pain, sorrow, and death whenever they can.

A dread wight has the features it did in life, but they are emaciated and wizened. Its face is constantly twisted into a rictus grin of cruelty, and an intense hatred of the living burns in its eyes. Its weak-looking form disguises an unnatural strength and speed that makes its life-draining powers stunningly deadly.

Creating a Dread Wight

"Dread wight" is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature). A dread wight uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: The dread wight's natural armor bonus improves by +4 over that of the base creature.

Attack: The dread wight retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The dread wight gains a primary slam attack if it has no other natural attacks.

Damage: If the dread wight gained a slam attack from the application of this template, its base damage is as given on the following table.

Damage

Size	Slam Base Damage
Fine	—
Diminutive	1
Tiny	1
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: The dread wight retains all the base creature's special attacks and gains those described here.

Command Wights (Su): A dread wight can automatically command all normal wights within 30 feet as a free action. Normal wights never attack a dread wight unless compelled.

Creating a Normal Wight

You can use this template to create a creature that closely mimics the standard wight from the *MM*. To do so, simply alter the features of the dread wight template in the following ways.

- The wight does not gain the blindsense, command wights, or turn resistance abilities.
- The wight's create spawn ability creates only normal wights.
- Replace the template's ability score adjustments with the following: +2 Str, +2 Dex, +2 Wis, +4 Cha.

Create Spawn (Su): Any creature killed by a dread wight's energy drain ability rises as a dread wight in 1d4 rounds. A dread wight created in this manner is under the command of its creator and remains so until either it or the creator is destroyed.

Energy Drain (Ex): A creature struck by a dread wight's natural attack gains one negative level. The DC for the Fortitude save to remove the negative level is 10 + 1/2 the dread wight's character level + the dread wight's Cha modifier.

Special Qualities: The dread wight retains all the base creature's special qualities and gains those described here.

Blindsense (Ex): A dread wight can locate creatures within a 60-foot radius.

Turn Resistance (Ex): A dread wight has turn resistance +4.

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a dread wight has no Constitution score.

Skills: A dread wight has a +8 racial bonus on Move Silently checks.

Environment: Any.

Organization: Solitary, pair, gang (3–5), or pack (6–11).

Challenge Rating: Same as the base creature +2.

Alignment: Always lawful evil.

Level Adjustment: Same as the base creature +5.

– Sample Creature: – Dread Wight Gargoyle

Medium Undead (Augmented Monstrous Humanoid, Earth)

Hit Dice: 4d12+3 (26 hp)
Initiative: +4
Speed: 40 ft. (8 squares), fly 60 ft. (average)
Armor Class: 22 (+4 Dex, +8 natural), touch 14, flat-footed 18
Base Attack/Grapple: +4/+7
Attack: Claw +7 melee (1d4+3 plus energy drain)
Full Attack: 2 claws +7 melee (1d4+3 plus energy drain) and bite +5 melee (1d6+1 plus energy drain) and gore +5 melee (1d6+1 plus energy drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Command wights, create spawn, energy drain
Special Qualities: Blindsense 60 ft., damage reduction 10/magic, darkvision 60 ft., freeze, turn resistance +4, undead traits
Saves: Fort +1, Ref +8, Will +5
Abilities: Str 17, Dex 18, Con —, Int 8, Wis 13, Cha 11
Skills: Hide +9*, Jump +7, Listen +5, Move Silently +12, Spot +5
Feats: Multiattack, Toughness

Environment: Any
Organization: Solitary, pair, gang (3–5), or pack (6–11)
Challenge Rating: 7
Treasure: Standard
Alignment: Always lawful evil
Advancement: 5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment: +10

Here is an example of a dread wight using a gargoyle as the base creature.

Dread wight gargoyles lie in wait for prey in large cemeteries or pretend to be statues decorating tombs and temples that attract pilgrims—despite the danger of encountering clerics in such places. They are more than happy to vent their rage on any living creature, priest or not, that comes within range.

Dread Wight Characters

A dread wight favors whichever class the base creature does.



A dread wight gargoyle looks much like it did in life, except that it is far thinner. Its eyes glow with an unnatural, feral light.

Dread wight gargoyles speak Common and Terran.

Combat

A dread wight gargoyle usually rushes into melee to strike a foe with as many of its energy-draining attacks as possible, trusting its thick hide to protect it from reprisal. A dread wight gargoyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Command Wights (Su): See the dread wight template.

Create Spawn (Su): See the dread wight template.

Energy Drain (Ex): DC 12 Fortitude save; see the dread wight template.

Blindsense (Ex): See the dread wight template.

Freeze (Ex): A dread wight gargoyle can hold itself so still that it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice that it is really alive.

Turn Resistance (Ex): See the dread wight template.

Undead Traits: A dread wight gargoyle is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Skills: A dread wight gargoyle has a +2 racial bonus on Hide, Listen, and Spot checks, and a +8 racial bonus on Move Silently checks. *The Hide bonus increases by +8 when the dread wight gargoyle is concealed against a background of stone.

Dread Vampire

Princes of darkness and queens of the night, dread vampires lurk in the dark places of the world, emerging by night to plague the living. Dread vampires possess many of the characteristics of normal vampires, but they lack many traditional vampire weaknesses. They laugh at garlic and holy symbols, mirrors reflect their visages normally, and they go where they please without need for invitation. Dread vampires have even been known to pluck wooden stakes from their hearts and drive them through the chests of their attackers.

Dread vampires resemble normal vampires and have many of the same abilities. Only when a creature not normally subject to vampirism exhibits a vampire's powers or when a vampire proves invulnerable to the tactics that vampire hunters usually employ can a dread vampire be positively identified as such. This knowledge, however, often comes too late.

Wholly evil and powerfully corrupt, dread vampires can master a host of lesser vampires and weak-minded creatures. Each dread vampire has its own goals and personality, but most seek to dominate the world around them and lord their power over living slaves that they can use as desired.

Creating a Dread Vampire

"Dread vampire" is an acquired template that can be added to any living creature with an Intelligence score of 3 or higher (referred to hereafter as the base creature).

A dread vampire uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: If the base creature has both a climb speed and a land speed, the lower of the two increases to match the higher. If it lacks one of those speeds, the dread vampire gains the missing mode of movement at a speed equal to the other. If the base creature lacks both modes of movement, the dread vampire gains both at a speed equal to one-half the base creature's highest speed.

The dread vampire also gains a fly speed equal to one-half the base creature's highest speed if it cannot already fly. Its maneuverability class becomes perfect.

If the base creature has a swim speed, the dread vampire retains it and is not vulnerable to immersion in running water (see page 99).

Armor Class: The dread vampire's natural armor bonus improves by +8 over that of the base creature.

Attack: The dread vampire retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The dread vampire gains a primary slam attack if it has no other natural attacks.

Damage: If the dread vampire gained a slam attack from the application of this template, its base damage is as given on the following table. If the dread vampire retained the base creature's slam attack, the base damage is the same as it was for the base creature or as given on the table, whichever is better.

Damage

Size	Slam Base Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The dread vampire retains all the base creature's special attacks and gains those described here.

Blood Drain (Ex): A dread vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d6 points of Constitution drain each round it maintains the pin.

Children of the Night (Su): A dread vampire can command the lesser creatures and undead of the world and can summon them three times per day as a standard action. Each creature summoned must have an Intelligence score of 2 or lower and must be of the animal, vermin, or undead type. The dread vampire can summon any combination of creatures so long as their encounter level is less than the dread vampire's Challenge Rating. Summoned creatures arrive in 2d6 rounds and serve the dread vampire for up to 1 hour.

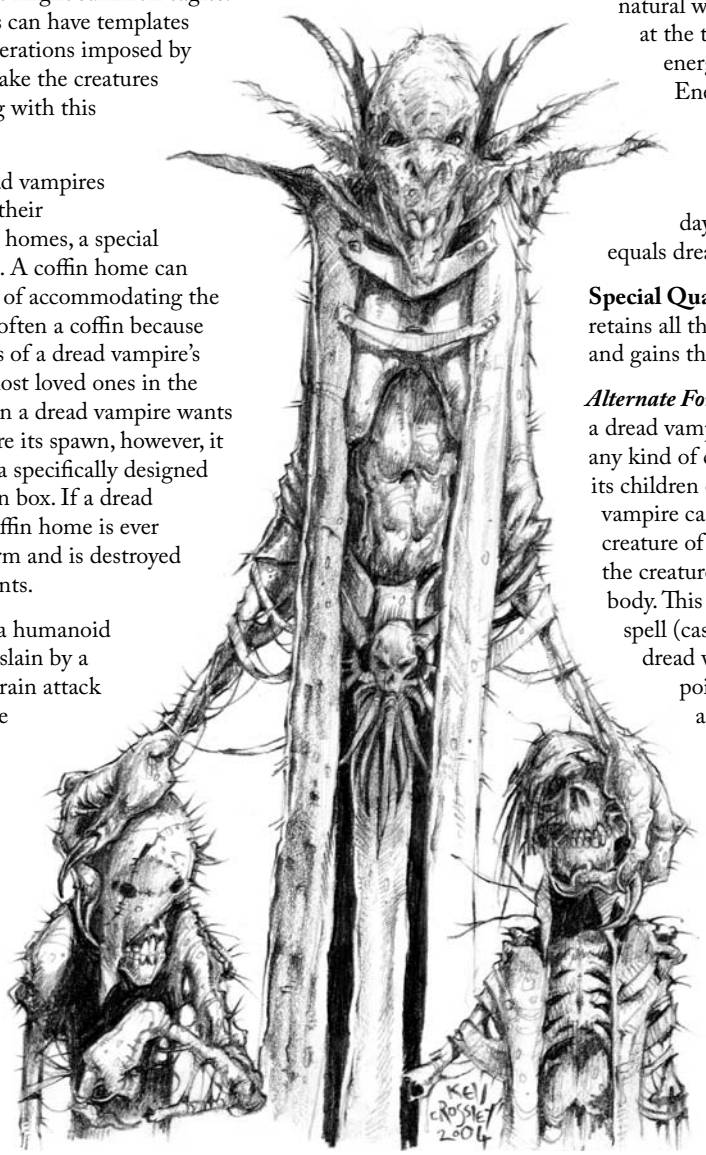
The specific creatures that the dread vampire summons should be appropriate for it or its environment. For instance, a dread vampire dwarf living near caves might summon a bat swarm (of the swarm subtype), or a dread vampire drow might summon monstrous spiders. A dread vampire elf in a forest might summon wolves or dire wolves, while in a cemetery it might call up skeletons and zombies. A dread vampire triton might call forth sharks, and a dread vampire giant eagle might summon eagles. The summoned creatures can have templates applied so long as the alterations imposed by such templates do not make the creatures ineligible for summoning with this ability.

Create Spawn (Su): Dread vampires can create spawn only if their victims are kept in coffin homes, a special receptacle, until they rise. A coffin home can be any container capable of accommodating the corpse. This container is often a coffin because ignorant family members of a dread vampire's victims often bury their lost loved ones in the traditional manner. When a dread vampire wants to make a specific creature its spawn, however, it often places the body in a specifically designed receptacle, such as an iron box. If a dread vampire's or vampire's coffin home is ever destroyed, it cannot reform and is destroyed when it reaches 0 hit points.

Under these conditions, a humanoid or monstrous humanoid slain by a dread vampire's energy drain attack rises as a vampire (see the vampire template in the *MM*) 24 hours after death. Any creature with an Intelligence score of 3 or higher whose Constitution score reaches 0 from a dread vampire's blood drain attack returns as dread vampire 24 hours after death. A vampire or dread vampire created in this manner is under the command of its creator and remains so until either it or the creator is destroyed. At any given time, a dread vampire may have enslaved vampires or dread vampires totaling no more than three times its own character level; any spawn it creates that would exceed this limit rise as free-willed vampires or dread vampires. A dread vampire enslaved to its creator may create and enslave spawn of its own; thus, a master dread vampire can indirectly control a large number of lesser vampires. A dread vampire may voluntarily free an enslaved vampire or dread vampire in order to enslave a new one, but once freed, the former spawn cannot be enslaved again.

Dominate (Su): A dread vampire can crush an opponent's will just by looking into its eyes. This ability is similar to a gaze attack, except that it requires a standard action, and a creature that merely looks at the dread vampire is not affected. Anyone the dread vampire targets must succeed on a Will save (DC 10 + 1/2 dread vampire's character level + dread vampire's Cha modifier) or fall instantly under its influence as though by a *dominate monster* spell (caster level equals dread vampire's character level). The ability has a range of 30 feet.

Energy Drain (Su): Any living creature hit by a dread vampire's slam attack gains 2 negative levels. If the dread vampire has additional natural melee attacks, any one natural weapon (dread vampire's choice at the time of creation) can cause energy drain with a successful hit. Energy drain is usable only once per round.



Spell-Like Abilities: 3/day—*darkness, fog cloud;* 1/day—*deeper darkness.* Caster level equals dread vampire's character level.

Special Qualities: The dread vampire retains all the base creature's special qualities and gains those described here.

Alternate Form (Su): As a standard action, a dread vampire can assume the shape of any kind of creature it can summon with its children of the night ability. The dread vampire can even become a swarm (a creature of the swarm subtype), with all the creatures in the swarm constituting its body. This ability is similar to a *polymorph* spell (caster level 12th), except that the dread vampire does not regain hit points for changing form and can assume only one form per use of the ability. While in its alternate form, the dread vampire loses its dominate ability, but it retains all other special attacks and special qualities granted by the template and gains the natural attacks and extraordinary abilities of its new form. The dread vampire can remain in that form until it assumes another or until the next sunrise.

Blindsight (Ex): Using its keen sense of hearing, a

dread vampire can discern the area around it without sight, in a manner similar to a bat. A dread vampire has blindsight to a range of 30 feet.

Damage Reduction (Su): Because a dread vampire's undead body is tough, it gains damage reduction 10/good and silver. A dread vampire's natural weapons, and any weapons it wields, are treated as magic for overcoming damage reduction.

Darkvision (Ex): A dread vampire has darkvision to a range of 120 feet.

Fast Healing (Ex): A dread vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to 9 miles in 1 hour.) Once at rest in its coffin home, it is helpless. It regains 1 hit point after 1 hour, then it is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a dread vampire can assume gaseous form at will. This ability works like the ***gaseous form*** spell (caster level 5th), except that the dread vampire can remain gaseous indefinitely and has a fly speed of 40 feet with perfect maneuverability.

Immunity to Cold (Ex): A dread vampire is immune to cold.

Resistances (Ex): A dread vampire has resistance 10 to acid, electricity, and sonic.

Scent (Ex): A dread vampire can detect approaching enemies and sniff out hidden foes by sense of smell alone. See the *MM* for details of this quality.

Sunlight Vulnerability (Ex): A dread vampire hates the sun and takes 5 points of damage per round of direct exposure to sunlight. It does not benefit from its fast healing when exposed to sunlight.

Supernatural Movement (Su): If the dread gained the ability to fly, climb, or move overland from the application of this template, those modes of movement are supernatural in nature and are suppressed in an *antimagic field.*

Turn Resistance (Ex): A dread vampire has turn resistance +6.

Uncanny Climber (Su): A dread vampire can climb with its hands (or upper limbs) free and even walk about on the ceiling as if affected by a *spider climb* spell. In addition, it can use the accelerated climb action to cover any distance up to four times its climb speed, with each check allowing it to climb a distance equal to its climb speed. Climbing a distance equal to or less than its climb speed is a move-equivalent action.

Water Vulnerability (Ex): Running water (including the sea) deals 5 points of damage per round that the dread vampire is in contact with it, and its fast healing ability does not function during this time. Unlike its weaker cousins, however, a dread vampire can cross running water without the protection of its coffin home.

Abilities: Increase from the base creature as follows: Str +8, Dex +6, Int +4, Wis +4, Cha +6. As an undead creature, a dread vampire has no Constitution score.

Skills: A dread vampire receives a +10 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. The dread vampire also receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Feats: A dread vampire gains Alertness, Combat Reflexes, Improved Grapple, Improved Initiative, Lightning Reflexes, and Track as bonus feats if it meets the prerequisites and does not already have them.

Environment: Any, usually same as the base creature.

Organization: Solitary, pair, gang (3–5), or troop (1–2 plus 2–5 spawn).

Challenge Rating: Same as the base creature +3.

Treasure: Double standard.

Alignment: Any evil.

Level Adjustment: Same as the base creature +9.

Dread Vampire Characters

Dread vampires are always evil, so characters with classes requiring other alignments lose the corresponding class features. A cleric loses his ability to turn undead but gain the ability to rebuke undead. This ability does not affect the dread vampire's controller or any other vampires that master controls. Dread vampire clerics without patron deities have access to the Chaos, Destruction, Evil, and Trickery domains.

~ Sample Creature: Dread Vampire Night Hag ~

Medium Undead (Augmented Outsider, Evil, Extraplanar)

Hit Dice: 8d12 (52 hp)
Initiative: +8
Speed: 20 ft. (4 squares), climb 20 ft., fly 10 ft. (perfect)
Armor Class: 33 (+4 Dex, +19 natural), touch 14, flat-footed 29
Base Attack/Grapple: +8/+20
Attack: Bite +16 melee (2d6+8 plus disease and energy drain)
Full Attack: Bite +16 melee (2d6+8 plus disease and energy drain) and slam +11 melee (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood drain, children of the night, create spawn, disease, dominate, dream haunting, energy drain, spell-like abilities
Special Qualities: Alternate form, blindsight 30 ft., damage reduction 10/cold iron, good, magic, and silver, darkvision 120 feet, fast healing 5, gaseous form, immunities (fire, cold, charm, *sleep,* fear), resistances (acid 10, electricity 10, sonic 10), scent, spell resistance 25, sunlight vulnerability, supernatural movement, turn resistance +6, uncanny climber, undead traits, water vulnerability
Saves: Fort +8*, Ref +14*, Will +12*
Abilities: Str 27, Dex 18, Con —, Int 15, Wis 19, Cha 18
Skills: Bluff +25, Climb +16, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +14, Intimidate +17, Jump +2, Listen +27, Move Silently +14, Ride +15, Search +12, Sense Motive +25, Spellcraft +13, Spot +27
Feats: Alertness, Combat Casting, Combat Reflexes[B], Improved Grapple[B], Improved Initiative[B], Lightning Reflexes[B], Mounted Combat, Track[B]

Environment: Any
Organization: Solitary, pair, gang (3–5), or troop (1–2 plus 2–5 spawn)
Challenge Rating: 12
Treasure: Double standard
Alignment: Always neutral evil
Advancement: 9–16 HD (Medium)
Level Adjustment: —

This example uses a night hag as the base creature.

Dread vampire night hags relish their undeath. In life, they were cruel creatures that hungered for the souls of the innocent. The dread vampire state allows them to continue this activity and commit even more foul acts with impunity.

Undeath accentuates the night hag's already hideous appearance. Pinpricks of unwholesome light glimmer in its eyes, and its mouth—already filled with gnarled and needlelike teeth—bears the two fearsome fangs of a vampire. Its skin is warty and bruise-blue, just as it was in life, but it often loses its hair in undeath, revealing a scabby and malformed skull.

A dread vampire night hag often spends the daylight hours on the Ethereal Plane, stalking and watching its chosen victims from safety. At night, it either rides a dreaming victim or becomes material and attacks with its vicious bite. A dread vampire night hag often keeps its coffin home in a hidden place on the Ethereal Plane, guarded by its servitor vampires and dread vampires. So long as the dread vampire night hag possesses its *heartstone*, it can flee to the Ethereal Plane even while gaseous.

Dread vampire night hags speak Abyssal, Celestial, Common, and Infernal.

Combat

A dread vampire night hag fights well even while gaseous. While in that state, it can use its spell-like abilities on foes and can travel faster than it can either on foot or in flight. When not in gaseous form, the dread vampire night hag begins combat by employing its bite attack against weak-looking foes.

A dread vampire's natural weapons, and any weapons it wields, are treated as evil-aligned and magic for the purpose of overcoming damage reduction.



Blood Drain (Ex): See the dread vampire template.

Children of the Night (Su): See the dread vampire template.

Create Spawn (Su): See the dread vampire template.

Disease (Ex): Demon fever—bite, Fortitude DC 18, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution-based.

Dominate (Su): DC 18 Will save negates; see the dread vampire template.

Dream Haunting (Su): A dread vampire night hag can visit the dreams of chaotic or evil individuals by using a special periapt known as a *heartstone* to become ethereal, then hovering over the creature. Once it invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the dread vampire night hag.

Energy Drain (Su): See the dread vampire template.

Spell-Like Abilities: At will—*detect chaos, detect evil, detect good, detect law, detect magic, magic missile, polymorph* (self only), *ray of enfeeblement* (DC 15), *sleep* (DC 15); 3/day—*darkness, fog cloud;* 1/day—*deeper darkness*. Caster level 8th. A night hag can use *etherealness* at will (caster level 16th) so long as it possesses its *heartstone* (see below). The save DCs are Charisma-based.

Alternate Form (Su): See the dread vampire template.

Blindsight (Ex): 30 feet; see the dread vampire template.

Fast Healing (Ex): See the dread vampire template.

Gaseous Form (Su): See the dread vampire template.

Immunity to Cold (Ex): See the dread vampire template.

Resistances (Ex): See the dread vampire template.

Scent (Ex): See the dread vampire template.

Sunlight Vulnerability (Ex): See the dread vampire template.

Supernatural Movement (Su): See the dread vampire template.

Undead Outsiders?

As stated in the *MM,* outsiders do not have souls separate from their bodies, so they cannot be raised or resurrected normally. This statement could be interpreted to mean that such a creature cannot become undead and still retain its knowledge and personality, and thus would not be eligible for the dread vampire template. Even so, a powerful outsider such as a night hag might have discovered some way to bypass this problem in its quest to become a vampire.

Turn Resistance (Ex): See the dread vampire template.

Uncanny Climber (Ex): See the dread vampire template.

Undead Traits: A dread vampire night hag is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Water Vulnerability (Ex): See the dread vampire template.

Skills: A dread vampire night hag has a +10 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. It also receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Heartstone

Every night hag carries a periapt known as a *heartstone*, which instantly cures any disease contracted by the holder. *In addition, a *heartstone* provides a +2 resistance bonus on all saving throws (included in the statistics block). A dread vampire night hag that loses this charm can no longer use *etherealness* until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the *heartstone's* powers, but it shatters after ten uses (any disease cured or saving throw affected counts as a use) by a creature other than its creator, and it does not bestow *etherealness* on a bearer that is not a night hag. If sold, an intact *heartstone* brings 1,800 gp.

Dread Wraith Sovereign

Ancient and evil beyond measure, dread wraith sovereigns dwell in the hearts of lost cities and in abandoned graveyards. No living things dwell near such places, but a dread wraith sovereign often holds court over a host of the undead, both those it created and those that bowed to its rule. The dread wraith sovereign can sense nearby life and seeks to snuff it out wherever it might be.

The spectral figure of a dread wraith sovereign looks much like it did in life, but its form and features are constantly shrouded in darkness. A dread wraith sovereign can be distinguished from a normal wraith or a dread wraith by the gloom accompanying it and the unnatural chill that fills the air wherever it passes.

Creating a Dread Wraith Sovereign

"Dread wraith sovereign" is an acquired template that can be added to any living creature with 10 or more Hit Dice killed by a dread wraith sovereign (referred to hereafter as the base creature).

A dread wraith sovereign uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype, plus the incorporeal subtype if the base creature did not already have it. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.



Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: A dread wraith sovereign loses all the base creature's speeds and gains a fly speed equal to double the base creature's highest speed, with perfect maneuverability.

Armor Class: The base creature's armor, shield, and natural armor bonuses no longer apply, but the dread wraith sovereign gains a deflection bonus to Armor Class equal to its Charisma bonus or +1, whichever is higher. Dread wraith sovereigns cannot use or carry equipment of any kind.

Using the Dread Wraith Sovereign Template

The dread wraith sovereign template is fairly straightforward, but the high ability score adjustments might give some GMs pause. This portion of the template is designed to make the dread wraith sovereign at least as powerful as a standard dread wraith. These ability score adjustments give the dread wraith sovereign an excellent chance to hit foes, a very high AC, and special attacks with high save DCs. While these adjustments should work out fine for a creature with a relatively high Challenge Rating and high Hit Dice, they can make for dangerously unpredictable combats when applied to weaker creatures.

Consider the dread wraith sovereign kobold. It has laughably few hit points, but an AC of 38 makes it difficult for a 3rd-level character to hit even with the benefit of a *true strike* spell. At the same time, however, a single *magic missile* that penetrates its spell resistance ends the encounter with this CR 3 monster.

You can solve the problem by not applying the template to low-HD monsters or by decreasing the ability score adjustments. As noted in the introduction to this book, however, you should always carefully consider the effects of a high CR adjustment on a low-HD creature.

Creating a Normal Wraith or a Dread Wraith

You can use this template to create a creature that closely mimics the standard wraith or the dread wraith from the *MM*. In both cases, apply the dread wraith template but ignore the 10 or more HD restriction for eligible creatures.

Mimicking the Wraith

To create a creature similar to the standard wraith, simply alter the features of the dread wraith sovereign template as follows.

- The wraith does not gain the command wraiths, unnatural chill, lifesense, cold resistance, daylight vulnerability, spell resistance, or turn resistance abilities.
- Reduce by two steps the damage for the natural attack that the template grants to creatures lacking natural attacks.
- Reduce the amount of Constitution drain to 1d6.
- Reduce the unnatural aura to a range of 30 feet.
- The wraith gains the daylight powerlessness ability, as described in the *MM*.
- The create spawn ability creates only wraiths.
- Replace the template's ability adjustments with the following: Dex +6, Int +4, Wis +4, Cha +4.
- The CR adjustment is +1 instead of +3.

Mimicking the Dread Wraith

To create a creature similar to the dread wraith, simply alter the features of the dread wraith sovereign template as follows.

- The dread wraith does not gain the command wraiths, unnatural chill, cold resistance, daylight vulnerability, spell resistance, and turn resistance abilities
- Reduce the unnatural aura to a range of 30 feet.
- The dread wraith gains the daylight powerlessness ability, as described in the *MM*.
- The create spawn ability creates only dread wraiths.
- The CR adjustment is +2 instead of +3.

Attack: The dread wraith sovereign retains all the base creature's natural attacks, and its weapon and armor proficiencies. However, all its attacks become incorporeal touch attacks, retaining the same primary or secondary status they had for the base creature. The dread wraith sovereign gains a primary incorporeal touch attack if it has no other natural attacks.

A dread wraith sovereign uses its primary incorporeal touch attack when making an attack action. Because an incorporeal creature has no Strength score, its Dexterity modifier rather than its Strength modifier applies to all its attack rolls.

Full Attack: A dread wraith sovereign uses all its incorporeal touch attacks during a full attack.

Damage: The dread wraith sovereign's incorporeal touch attacks deal normal damage unmodified by Strength and Constitution drain (see **Constitution Drain**). If the dread wraith sovereign gained an incorporeal touch attack from the application of this template, its damage is as given on the following table. Any damage dealt by the dread wraith sovereign's natural attacks ignores damage reduction.

Damage

Size	Incorporeal Touch Damage
Fine	1
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Special Attacks: The dread wraith sovereign loses all special attacks that require corporeal contact but gains those described here. A dread wraith sovereign cannot cast spells requiring material components unless it has the Eschew Materials feat.

Command Wraiths (Su): A dread wraith sovereign can automatically command all normal wraiths and dread wraiths within 30 feet as a free action. Normal wraiths and dread wraiths never attack a dread wraith sovereign unless compelled.

Constitution Drain (Su): A dread wraith sovereign's incorporeal touch attack deals 1d8 points of Constitution drain unless the creature struck succeeds on a Fortitude save (DC 10 + 1/2 dread wraith sovereign's character level + dread wraith sovereign's Cha modifier).

Create Spawn (Su): Any creature slain by a dread wraith sovereign's Constitution drain or incorporeal touch attack rises as a dread wraith (see the *MM*) in 1d4 rounds. A dread wraith created in this manner is under the command of its creator and remains so until either it or the creator is destroyed. When a dread wraith sovereign is killed, one of its dread wraith spawn that had 10 or more character levels in life becomes a dread wraith sovereign (created by applying the template to the original base creature as it was in life).

Unnatural Aura (Su): Any creature of the animal type within 100 feet of a dread wraith sovereign automatically becomes panicked and remains so until the distance between it and the dread wraith sovereign is at least 100 feet. See the *DMG* for a description of the panicked condition.

Unnatural Chill (Su): The area around a dread wraith sovereign is noticeably colder than the ambient temperature. Each creature within 30 feet of a dread wraith sovereign takes 2d6 points of cold damage and must succeed on a Fortitude save

(DC 10 + 1/2 dread wraith sovereign's character level + dread wraith sovereign's Cha modifier) or be paralyzed. The damage and the saving throw are repeated each round that the creature remains within range. A creature that takes cold damage or is paralyzed from the unnatural chill is automatically shaken (see the *DMG* for a description of this condition) for 1 minute. Incorporeal creatures are immune to this effect. The shaken condition is a mind-affecting fear effect.

Special Qualities: The dread wraith sovereign retains all the base creature's special qualities that do not require corporeal contact with another creature and gains those described here.

Daylight Vulnerability (Ex): A dread wraith sovereign is not powerless in natural daylight and does not flee from it like a normal wraith does, but it does take a –4 penalty on all attack rolls, checks, and saves when in natural sunlight (but not within the radius of a *daylight* spell).

Immunity to Cold (Ex): Dread wraith sovereigns are immune to cold damage.

Lifesense (Su): The dread wraith sovereign can locate living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life forces automatically, as if it had cast *deathwatch* (caster level equals dread wraith sovereign's character level).

Spell Resistance (Su): A dread wraith sovereign has spell resistance equal to 12 plus its character level unless the base creature has better spell resistance.

Turn Resistance (Ex): A dread wraith sovereign has turn resistance +4.

Abilities: Increase from the base creature as follows: Dex +20, Int +6, Wis +8, Cha +14. As an incorporeal creature, a dread wraith sovereign lacks a Strength score, and as an undead creature, it has no Constitution score.

Feats: A dread wraith sovereign gains Alertness and Improved Initiative as bonus feats if it does not already have them.

Environment: Any.

Organization: Solitary, pair, gang (3–5), or court (2–5 plus 2–5 dread wraiths and 6–12 wraiths).

Challenge Rating: Same as the base creature +3.

Treasure: None. Dread wraith sovereigns cannot use equipment.

Alignment: Always lawful evil.

Level Adjustment: Same as the base creature +12.

Dread Wraith Sovereign Characters

A dread wraith sovereign favors whichever class the base creature does. A GM who allows players to play dread wraith sovereigns despite their evil nature should be aware that an incorporeal spellcaster can wreak havoc on a campaign. A level adjustment of +13 or +14 might be more appropriate for a character who is primarily a spellcaster. Since a dread wraith sovereign cannot wield equipment, it may be unsuitable for use as a PC race.

– Sample Creature: Dread Wraith Sovereign Trumpet Archon –

Medium Undead (Archon, Augmented Outsider, Extraplanar, Incorporeal, Good, Lawful)

Hit Dice: 12d12 (78 hp)
Initiative: +17
Speed: Fly 180 ft. (36 squares) (perfect)
Armor Class: 33 (+13 Dex, +10 deflection), touch 33, flat-footed 20
Base Attack/Grapple: +12/+12
Attack: Incorporeal touch attack +25 melee (1d8 plus Constitution drain)
Full Attack: Incorporeal touch attack +25 melee (1d8 plus Constitution drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Command wraiths, Constitution drain, create spawn, spell-like abilities, spells, unnatural aura, unnatural chill
Special Qualities: Aura of menace, damage reduction 10/evil, daylight vulnerability, darkvision 60 ft., immunities (cold, electricity, petrification), incorporeal traits, lifesense, magic circle against evil, outsider traits, spell resistance 29, teleport, tongues, turn resistance +4, undead traits
Saves: Fort +8, Ref +21, Will +15
Abilities: Str —, Dex 37, Con —, Int 22, Wis 24, Cha 30
Skills: Concentration +25, Diplomacy +27, Escape Artist +28, Handle Animal +25, Knowledge (any one) +21, Listen +24, Move Silently +28, Perform (wind instruments) +25, Ride +30, Sense Motive +22, Spot +24, Use Rope +13 (+15 with bindings)
Feats: Alertness[B], Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack

Environment: Any
Organization: Solitary, pair, gang (3–5), or court (2–5 plus 2–5 dread wraiths and 6–12 wraiths)
Challenge Rating: 17
Treasure: None
Alignment: Always lawful evil
Advancement: 13–18 HD (Medium); 19–36 HD (Large)
Level Adjustment: —

Here is an example of a dread wraith sovereign using a trumpet archon as the base creature.

When a trumpet archon falls to the touch of a dread wraith sovereign, gods and angels weep. Dread wraith sovereign trumpet archons are heinous undead beings composed in equal parts of sacrilege, cruelty, and hate. They desire nothing more than to see good temples defiled and the servants of good brought low. Dread wraith sovereign trumpet archons take special delight in killing and transforming other celestial beings into wraiths or other undead creatures.

A dread wraith sovereign trumpet archon looks like a 6-foot-tall figure composed of shadows. On its hooded head, it wears a tall crown of flickering shadows. Two great wings of blackness spread out from its shoulders.

Dread wraith sovereign trumpet archons are powerful spellcasters, but they are also deadly in melee. Evil-aligned magic weapons and attacks have the greatest chance of damaging them, but they still have the same protections against evil creatures that they had in life. They have no trumpets because they are incorporeal and cannot manipulate objects.

Dread wraith sovereign trumpet archons speak Celestial, Infernal, and Draconic, but they can speak with almost any creature because of their tongues ability.

Combat

A dread wraith sovereign trumpet archon often hides within a solid object and casts spells on itself while its spawn and controlled wraiths attack. When it emerges, it casts spells that help its

minions and harm its foes, such as *mass inflict critical wounds* and *desecrate*. A dread wraith sovereign trumpet archon rarely has to engage in melee and typically does so only to create spawn from those already wounded by the wraiths it commands.

Command Wraiths (Su): See the dread wraith sovereign template.

Constitution Drain (Su): DC 26 Fortitude save negates; see the dread wraith sovereign template.

Create Spawn (Su): See the dread wraith sovereign template.

Spell-Like Abilities: At will—*detect evil, continual flame, message*. Caster level 12th.

Spells: A dread wraith sovereign trumpet archon can cast divine spells as a 14th-level cleric. It has access to any two of the following domains: Air, Destruction, Law, or War. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/7/6/5/5/4; DC 20 + spell level): 0—*detect magic* (4), *light* (2); 1st—*bane* (3), *command* (2), *detect good, hide from undead, inflict light wounds*;* 2nd—*aid, calm emotions, desecrate* (2), *eagle's splendor, owl's wisdom, shatter*, silence* (2); 3rd—*deeper darkness, dispel magic* (2), *locate object, searing light* (2), *magic circle against chaos*;* 4th—*dimensional anchor, dismissal, inflict critical wounds* (2), *order's wrath*, spell immunity* (a dread wraith sovereign trumpet archon often chooses *magic missile*); 5th—*flamestrike, mass inflict light wounds*, scrying, unhallow, wall of stone;* 6th—*antilife shell, create undead, greater dispel magic* (2), *harm, hold monster*;* 7th—*blasphemy, disintegrate, mass inflict serious wounds* (2).

*Domain spell. Domains: Destruction and Law.

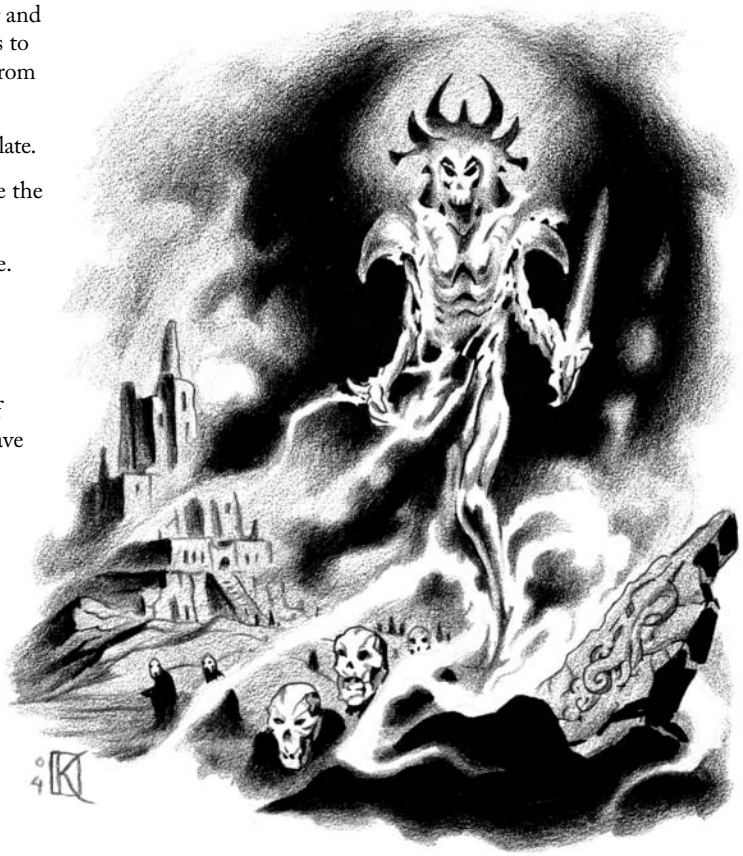
Unnatural Aura (Su): See the dread wraith sovereign template.

Unnatural Chill (Su): DC 26 Fortitude save; see the dread wraith sovereign template.

Aura of Menace (Su): Any hostile creature within a 20-foot radius of a dread wraith sovereign trumpet archon must succeed on a DC 28 Will save or take a –2 penalty on attack rolls, AC, and saves for 24 hours or until it successfully hits the dread wraith sovereign trumpet archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same dread wraith sovereign trumpet archon's aura for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Daylight Vulnerability (Ex): See the dread wraith sovereign template.

Incorporeal Traits: A dread wraith sovereign trumpet archon is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.



Lifesense (Su): See the dread wraith sovereign template.

Magic Circle against Evil (Su): A dread wraith sovereign trumpet archon is constantly surrounded by a *magic circle against evil* effect (caster level 14th). (The defensive benefits from this effect are not included in the statistics block above.)

Spell Resistance (Ex): See the dread wraith sovereign template.

Teleport (Su): At will, a dread wraith sovereign trumpet archon can use greater *teleport,* as the spell (caster level 14th), except that it can transport only itself and up to 50 pounds of objects.

Tongues (Su): The dread wraith sovereign trumpet archon can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Turn Resistance (Ex): See the dread wraith sovereign template.

Undead Traits: A dread wraith sovereign trumpet archon is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Undead Outsiders?

As noted in the *MM,* outsiders do not have souls separate from their bodies, so they cannot be raised or resurrected normally. This statement could be interpreted to mean that they cannot become undead that retain their knowledge and personalities—especially incorporeal undead. If you want to adhere to that interpretation, you certainly can. Just keep in mind that undead outsiders are an equally viable option and could offer some great adventure plots.

Dread Zombie

Though they resemble the mindless undead that fill out the ranks of armies commanded by evil necromancers and the clerics of dark gods, dread zombies (sometimes known as zombie lords) are fit to command such troops themselves. Dread zombies are created when the magic used to animate a zombie or other corporeal undead goes awry, or when a dread mummy breathes death on a living creature. Sometimes when the ceremony to create a lich fails, the would-be lich instead becomes a dread zombie, attaining eternal unlife at an unexpected cost—the loss of some of the intelligence it had in life. These undead recognize and mourn their lost mental acuity, and this knowledge translates into a sick hunger for living brains.

A dread zombie looks like the walking corpse of a living creature. Maggots writhe beneath its papery skin, and worms crawl through its muscles. Its eyes, however, are not the foggy, fluid-filled orbs of a normal zombie—they shine with a lifelike and evil intelligence.

Creating a Dread Zombie

"Dread zombie" is an acquired template that can be added to any living creature (referred to hereafter as the base creature).

A dread zombie uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: The dread zombie retains the base creature's speeds. If the base creature has a fly speed based on the possession of wings, its maneuverability is reduced by one step (minimum clumsy). Dread zombies cannot run.

Armor Class: The base creature's natural armor bonus increases according to its size, as given on the following table.

Armor Class

Size	Increase
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11



Attack: The dread zombie retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The dread zombie gains a primary slam attack if it has no other natural attacks. If the base creature possesses at least one mouth but has no natural attack with it, the dread zombie gains a secondary bite attack with each mouth.

Damage: If the dread zombie gained slam or bite attacks from the application of this template, the base damage for each is as given on the following table.

Damage

Size	Base Slam Damage	Base Bite Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: The dread zombie retains all the base creature's special attacks and gains those described here.

Brain Consumption (Ex): When the dread zombie makes a successful grapple check to deal damage with its bite attack against a pinned or helpless living foe, the latter must succeed on a Fortitude save (DC 10 + 1/2 dread zombie's character level + dread zombie's Str modifier) or die as the dread zombie consumes its brain. Creatures immune to critical hits and those with multiple heads are not killed by this attack.

Command Zombies (Su): A dread zombie can automatically command all normal zombies within 30 feet as a free action. Normal zombies never attack a dread zombie unless compelled.

Unnatural Aura (Su): Any creature of the animal type within 30 feet of a dread zombie automatically becomes panicked and remains so until the distance between it and the dread zombie is at least 30 feet. See the *DMG* for a description of the panicked condition.

Special Qualities: The dread zombie retains all the base creature's special qualities and gains those described here.

Turn Resistance (Ex): A dread zombie has turn resistance +2.

Mmm, Brains. . .

If you'd like zombies in your game to be brain-eating monsters, but you don't want them all to be dread zombies, simply use the standard zombie template from the *MM,* but give the zombie the brain consumption ability from the dread zombie template. Although this attack can cause instantaneous death, it's difficult for a normal zombie to use because it requires at least two successful grapple attempts on separate rounds, giving the victim several chances to escape or stave off pinning. Thus, giving this ability to a standard zombie does not increase its CR.

Abilities: Change from the base creature as follows: +4 Str, –2 Dex, –4 Int (minimum 0), –4 Cha (minimum 1). A dread zombie has no Constitution score.

Feats: A dread zombie gains Toughness as a bonus feat.

Environment: Any.

Organization: Solitary or gang (1 plus 1–10 zombies).

Challenge Rating: Same as the base creature +1.

Alignment: Always neutral evil.

Level Adjustment: Same as the base creature +3.

Dread Zombie Characters

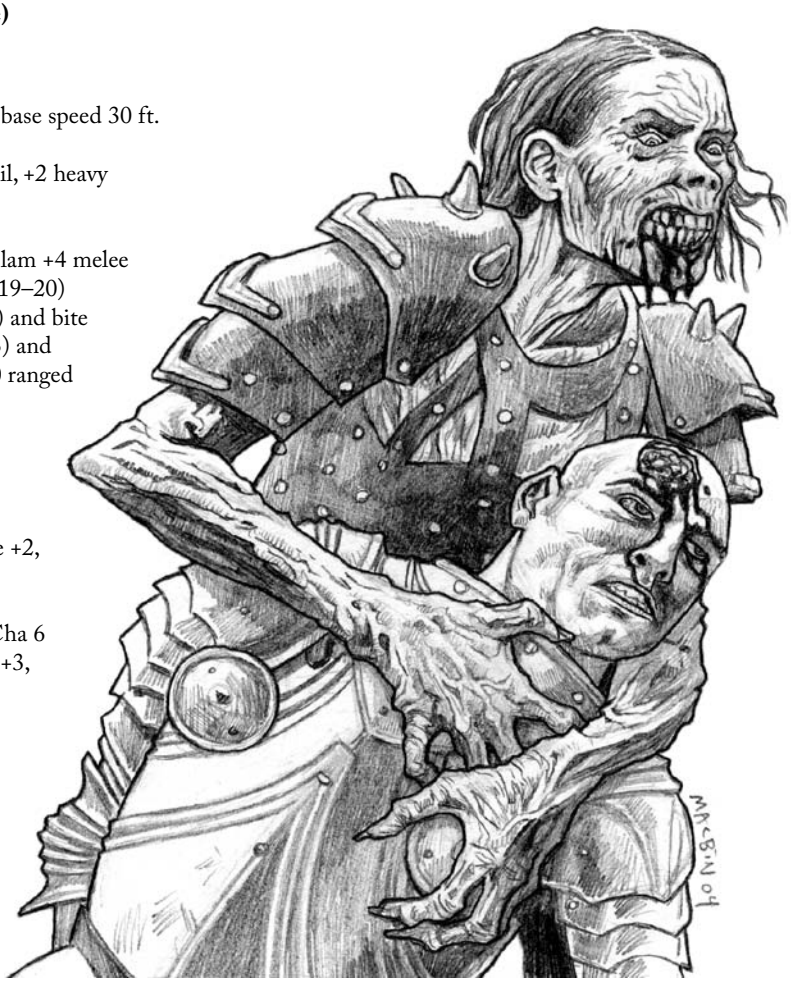
A dread zombie favors whichever class the base creature does.

Sample Creatures: Dread Zombie Aasimar Warrior

Medium Undead (Augmented Outsider, Native)

Hit Dice: 1d12+3 (9 hp)
Initiative: +3
Speed: 20 ft. in scale mail (4 squares) (can't run); base speed 30 ft. (can't run)
Armor Class: 17 (–1 Dex, +2 natural +4 scale mail, +2 heavy shield), touch 9, flat-footed 17
Base Attack/Grapple: +1/+4
Attack: Longsword +4 melee (1d8+3/19–20) or slam +4 melee (1d6+3) or light crossbow +0 ranged (1d8/19–20)
Full Attack: Longsword +4 melee (1d8+3/19–20) and bite –1 melee (1d4+1) or slam +4 melee (1d6+3) and bite –1 melee (1d4+1) or light crossbow +0 ranged (1d8/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Brain consumption, command zombies, *daylight,* unnatural aura
Special Qualities: Darkvision 60 ft., resistances (acid 5, cold 5, electricity 5), turn resistance +2, undead traits
Saves: Fort +2, Ref –1, Will +0
Abilities: Str 17, Dex 9, Con —, Int 6, Wis 11, Cha 6
Skills: Jump –9, Knowledge (religion) –1, Listen +3, Ride +1, Spot +3
Feats: Improved Initiative, Toughness[B]

Environment: Any
Organization: Solitary or gang (1 plus 1–10 zombies)
Challenge Rating: 1
Treasure: Standard
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: +4



Here is an example of a dread zombie using an aasimar as the base creature.

A dread zombie aasimar relishes its corrupted form and unnatural power. Filled with loathing for the virtue that was once its heritage, it seeks out symbols of goodness and peace to defile. Dread zombie aasimars particularly enjoy consuming the brains of good clerics and paladins.

The transformation into a dread zombie completely negates the beauty that once marked the aasimar. Its bald head is covered in rotting skin the color of mud, and its flesh hangs loosely from its bones.

Combat

A dread zombie aasimar begins by attacking with its crossbow at range. In melee, it prefers to attack with its sword and its bite.

Brain Consumption (Ex): DC 13 Fortitude save; see the dread zombie template.

Command Zombie (Su): See the dread zombie template.

Daylight (Sp): A dread zombie aasimar can use *daylight* once per day (caster level 1st or equal to dread zombie aasimar's class levels, whichever is higher).

Unnatural Aura (Su): See the dread zombie template.

Turn Resistance (Ex): See the dread zombie template.

Undead Traits: A dread zombie aasimar is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Skills: A dread zombie aasimar has a +2 racial bonus on Listen and Spot checks.

Dream Creature

Dream creatures are beings that dream in their waking moments and bring sleep to creatures that would otherwise be awake. They have the power to weave dreams into the world about them and to travel out of their bodies when sleeping.

Only a creature in a comatose slumber can become a dream creature. A grave injury, complete loss of reason, or an intellect damaged by a monster or poison might be the cause of the coma, but the comatose creature always moves in its sleep during the transformation to a dream creature. When it awakens, its consciousness lies somewhere between slumberous thought and reality.

Dream creatures often appear distracted, and daydreaming is common. When they use their power to merge the waking and dreaming worlds, however, their minds gain a crystal clarity and focus that is reflected on their countenances. Guided by the strange and mutable thought patterns of dreamers, dream creatures are chaotic by nature, but other than their powers and distracted demeanors, they have little in common with each other.

Creating a Dream Creature

"Dream creature" is an acquired template that can be added to any creature that sleeps and whose Charisma, Intelligence, and Wisdom scores are each at least 3 (referred to hereafter as the base creature). A dream creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the chaotic subtype if the base creature did not already have it.

Special Attacks: The dream creature retains all the base creature's special attacks and gains those described here.

Dream Spellcasting (Su): A dream creature's effective caster level for figment, glamer, and pattern spells increases by +2 over that of the base creature.

Lulling Gaze (Su): Any creature within 20 feet that meets the dream creature's gaze must succeed on a Will save (DC 10 + 1/2 dream creature's character level + dream creature's Cha modifier) or take a –5 penalty on Spot checks and a –2 penalty on Will saves against sleep effects for as long as it remains within range. A new save is required each round until the creature either fails or is no longer within range. A dream creature can suppress or resume this ability as a free action.



Sleep Song (Su): As a full-round action, a dream creature can sing a lullaby that puts nearby creatures to sleep. Any creature within 100 feet of the dream creature that can hear its song must succeed on a Will save (DC equals the dream creature's Perform [sing] check result) or fall asleep as though affected by a *sleep* spell for a number of rounds equal to the dream creature's character level. A creature that successfully saves cannot be affected by the same dream creature's sleep song again for 24 hours. Dream creatures are immune to their own and other dream creatures' sleep songs. Sleep song is a sonic, mind-affecting, sleep effect.

Waking Dreams (Su): A dream creature can cause the area within 100 feet of its position to become hazy and dreamlike at will. This effect penetrates solid objects and even crosses the boundary with the Ethereal Plane. Distances and speeds in the affected area become hard to judge. Bright areas seem dark, and dark areas appear to have some hazy illumination. Colors blend into one another in strange and unpredictable ways, and creatures seem to take on the features of objects or other creatures. Every creature in the affected area takes a –4 penalty on all attack rolls, checks, and saves as long as it remains in the area. A creature outside the area taking any action that would affect creatures within or on the other side of the area also takes a –4 penalty on any associated roll or check. Waking dreams is an illusion (figment) effect with no save, but creatures that are immune to illusion effects are immune to this effect. *True seeing* and similar effects allow a creature to act in the affected area without taking the penalty. Dream creatures are immune to the penalties caused by their own waking dreams and those of other dream creatures.

Special Qualities: A dream creature retains all the special qualities of the base creature and gains those described here.

Damage Reduction (Su): The dream creature gains damage reduction 5/cold iron.

Dream Travel (Su): Once per day, a dream creature can go to sleep and travel about ethereally. This ability works like the *ethereal jaunt* spell, except that the dream creature leaves its material body behind, and it can remain ethereal so long as its body sleeps.

At any point in time, the dream creature may go to sleep with the intent of traveling ethereally. When it does so, an ethereal version of it like that resulting from an *ethereal jaunt* spell rises from its sleeping body. This version of the dream creature can then travel about the Ethereal Plane, roaming material areas ethereally, and act as it wills. If its sleeping body takes damage, is subjected to a harmful spell or effect, or is awakened by a loud noise or vigorous motion, the ethereal form vanishes and the dream creature awakes with the knowledge of what its ethereal self experienced. The same result occurs if the ethereal form leaves the Ethereal Plane (by its own will or by force), or "dies" (either from damage or from some magical effect). Beneficial spell effects cast on the body of the sleeping dream creature benefit its ethereal form as well, but negative effects that affect the ethereal form do not affect the sleeping body of the dream creature, nor do they affect the dream creature after it has awakened. If the ethereal form would become material through some action or effect, it vanishes and the sleeping dream creature awakens.

Low-Light Vision (Ex): A dream creature sees twice and a human in torchlight, moonlight, starlight, and other low-light conditions.

Pierce the Veil (Ex): Dream creatures automatically succeed on saving throws against figment, glamer, and pattern effects and spells.

Sleep Vulnerability (Ex): A dream creature takes a –2 penalty on saves against sleep effects. Furthermore, it counts as a creature with 2 fewer Hit Dice than it actually possesses for the purpose of determining the number and HD of creatures a *sleep* spell can affect.

Abilities: Change from the base creature as follows: Wis +2, Cha +4.

Organization: Solitary.

Challenge Rating: Same as the base creature +1.

Alignment: Often chaotic neutral.

Level Adjustment: —

Dream Creature Characters

A dream creature favors whichever class the base creature does. The dream template does not provide a level adjustment because the abilities granted by the template make the balancing act of lost Hit Dice and a high level adjustment too difficult.

~ Sample Creature: Dream Rakshasa ~

Medium Outsider (Chaotic, Native)

Hit Dice: 7d8+21 (52 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 21 (+2 Dex, +9 natural), touch 12, flat-footed 19
Base Attack/Grapple: +7/+8
Attack: Claw +8 melee (1d4+1)
Full Attack: 2 claws +8 melee (1d4+1) and bite +3 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Detect thoughts, dream spellcasting, lulling gaze, sleep song, spells, waking dreams
Special Qualities: Change shape, damage reduction 5/cold iron, damage reduction 15/good and piercing, darkvision 60 ft., dream travel, low-light vision, pierce the veil, sleep vulnerability, spell resistance 27
Saves: Fort +8, Ref +7, Will +7
Abilities: Str 12, Dex 14, Con 16, Int 13, Wis 15, Cha 21
Skills: Bluff +19*, Concentration +13, Diplomacy +9, Disguise +19 (+21 acting)*, Intimidate +7, Jump +5, Listen +14, Move Silently +12, Perform (oratory) +15, Perform (sing) +7, Sense Motive +12, Spellcraft +11, Spot +12
Feats: Alertness, Combat Casting, Dodge

Environment: Warm marshes
Organization: Solitary
Challenge Rating: 11
Treasure: Standard coins; double goods; standard items
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: —



Here is an example of a dream creature using a rakshasa as the base creature.

Dream rakshasas are dedicated to destroying the minds of others through the terrors of their own dreams.

A dream rakshasa is about the same height and weight as a human. It rarely appears in its normal form—that of a humanoid tiger with backward hands— unless it is using its waking dreams ability.

Dream rakshasas speak Common, Infernal, and Undercommon.

Combat

In close combat, a dream rakshasa often uses its waking dreams ability in combination with its change shape ability to take the form of one of its enemies. It may further confuse the issue by employing spells such as *mirror image, major image,* and *displacement.* While its opponents are trying to discern the truth, it uses its lulling gaze, and then finally its sleep song.

A dream rakshasa's natural attacks, and any weapons it wields, are treated as chaotic-aligned for overcoming damage reduction.

Detect Thoughts (Su): A dream rakshasa can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 18 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spells: A dream rakshasa casts spells as a 7th-level sorcerer. Spells marked with an asterisk (*) are caster level 9th because of the dream rakshasa's dream spellcasting ability.

Typical Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level): 0—*detect magic, light, mage hand, message, read magic, resistance, touch of fatigue;* 1st—*charm person, mage armor, magic missile, shield, silent image*;* 2nd—*hypnotic pattern*, mirror image*, scorching ray;* 3rd—*displacement*, major image*.*

Change Shape (Su): A dream rakshasa can assume any humanoid form or revert to its own form as a standard action. In humanoid form, it loses its claw and bite attacks, although it often equips itself with weapons and armor instead. A dream rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the dream

rakshasa reverts to its natural form when killed. *A true seeing* spell reveals its natural form.

Dream Spellcasting (Su): See the dream creature template.

Lulling Gaze (Su): DC 18 Will save; see the dream creature template.

Sleep Song (Su): Will save (DC equals dream rakshasa's Perform [sing] check result), see the dream creature template.

Waking Dreams (Su): See the dream creature template.

Dream Travel (Su): See the dream creature template.

Pierce the Veil (Ex): See the dream creature template.

Sleep Vulnerability (Ex): See the dream creature template.

Skills: A dream rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using change shape, a dream rakshasa gains an additional +10 circumstance bonus on Disguise checks. If it is reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by an additional +4.

Dust Creature

Though native to both the Elemental Plane of Earth and the Elemental Plane of Air, dust creatures sometimes migrate to the Material Plane and take up residence there. Though this tendency to move about indicates a somewhat adventurous nature, dust creatures exhibit little of the curiosity about other beings that most highly mobile creatures have. In fact, they tend to be brusque and aloof with creatures not of the earth or air subtype.

Dust creatures come in as many colors as sand. The typical specimen has a body of multiple hues, covered in whorls of sand that mimic the blowing dust they can summon and control.

Creating a Dust Creature

"Dust creature" is an inherited template that can be added to any living, corporeal creature with the earth or air subtype (referred to hereafter as the base creature).

A dust creature uses all the base creature's statistics and special abilities except as noted here.



Size and Type: The creature's type changes to elemental with the appropriate augmented subtype, plus the air, earth, and extraplanar subtypes if the base creature did not already have them. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Change all racial Hit Dice to d8s.

Special Attacks: The dust creature retains all the base creature's special attacks and gains those described here.

Exude Dust (Su): At will as a free action, a dust creature can exude a cloud of dust that surrounds its body. This cloud functions like an *obscuring mist* spell, except all dust creatures can see through it normally. Any other creature caught within in the cloud must succeed on a Reflex save (DC 10 + 1/2 dust creature's character level + dust creature's Con modifier) or be blinded by the stinging dust. Success indicates that the creature closed or otherwise covered its eyes before the dust could affect them. The creature must keep its eyes closed or covered while within the dust cloud or risk blindness. A creature that enters the dust cloud with its eyes closed or covered need not make a save against blindness unless it opens its eyes while within the dust cloud. A creature blinded by a dust creature's cloud of dust regains its sight 1d4 rounds after its last exposure to a dust cloud with its eyes open. Blinding exposure of even a single eye blinds all eyes supernaturally.

Sand Blast (Su): At will as a standard action, a dust creature can emit an abrasive jet of dust-filled wind that damages objects and other creatures. This wind takes the form of a 5-foot-wide, 20-foot-long line that causes 1d4 points of slashing damage per 2 character levels of the dust creature (minimum 1d4). Any creature caught within the area may attempt a Reflex save (DC 10 + 1/2 dust creature's character level + dust creature's Con modifier) for half damage.

Special Qualities: A dust creature retains all the special qualities of the base creature and gains those described here.

Air Breather (Ex): A dust creature can breathe air even if the base creature breathed only water.

Air Mastery (Ex): Any airborne creature takes a –1 penalty on attack and damage rolls against a dust creature.

Airborne (Su): At will, a dust creature can walk on air as though with an *air walk* spell. In addition, it always falls as if affected by a *feather fall* spell. When falling, the dust creature can be moved on the wind as noted in the description of the *air walk* spell.

Abilities: Change from the base creature as follows: Str –4 (minimum 1), Dex +2, Con +2, Cha –2 (minimum 1).

Changing the Dust Creature Template

The dust creature template does not have to change the creature's type. If you'd like to make a dust creature native to the Material Plane, ignore the template's instruction to change the creature's type and Hit Dice. You could also make a dust creature that's native to some other dusty Outer or Inner Plane, or it might simply be a native of the Material Plane.

Skills: A dust creature gains a +4 racial bonus on Move Silently checks.

Languages: If the dust creature can speak, it gains the ability to speak Auran and Terran in addition to any other languages the base creature knows.

Environment: Same as the base creature, plus the Elemental Plane of Air and the Elemental Plane of Earth.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +3.

Dust Creature Characters

A dust creature favors whichever class the base creature does. Dust creatures tend to have abrasive personalities, but they can become valuable members of adventuring groups.

– Sample Creature: Dust Stone Giant –

Large Elemental (Air, Augmented Giant, Earth, Extraplanar)

Hit Dice: 14d8+70 (133 hp)
Initiative: +3
Speed: 30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class: 26 (–1 size, +3 Dex, +11 natural, +3 hide), touch 12, flat-footed 23
Base Attack/Grapple: +10/+20
Attack: Greatclub +15 melee (2d8+9) or slam +15 melee (1d4+6) or rock +13 ranged (2d8+6)
Full Attack: Greatclub +15/+10 melee (2d8+9) or 2 slams +15 melee (1d4+6) or rock +13 ranged (2d8+6)
Space/Reach: 10 ft./10 ft.
Special Attacks: Exude dust, rock throwing, sand blast
Special Qualities: Air breather, air mastery, airborne, darkvision 60 ft., elemental traits, low-light vision, rock catching
Saves: Fort +14, Ref +7, Will +7
Abilities: Str 23, Dex 17, Con 21, Int 10, Wis 12, Cha 9
Skills: Climb +9, Hide +7*, Jump +9, Move Silently +4, Spot +12
Feats: Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot

Environment: Temperate mountains, Elemental Plane of Air, and Elemental Plane of Earth
Organization: Solitary, pair, gang (3–5), band (6–9 plus 35% noncombatants), hunting/raiding/trading party (6–9 plus 1 elder), or tribe (21–30 plus 35% noncombatants plus 1–3 elders and 3–6 dire bears)
Challenge Rating: 9
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +7

Here is an example of a dust creature using a stone giant as the base creature.

Dust stone giants often migrate to desert areas of the Material Plane. They prefer to live in seclusion, but a few have been known to interact peacefully with other stone giants.

A dust stone giant resembles the lean, muscular giants of the Material Plane from which it takes its name. Its body is composed of compacted sand and dust, and its hard, hairless flesh is abrasive and dun-colored. It has gaunt facial features and deep, sunken brown eyes that make it seem imperious.

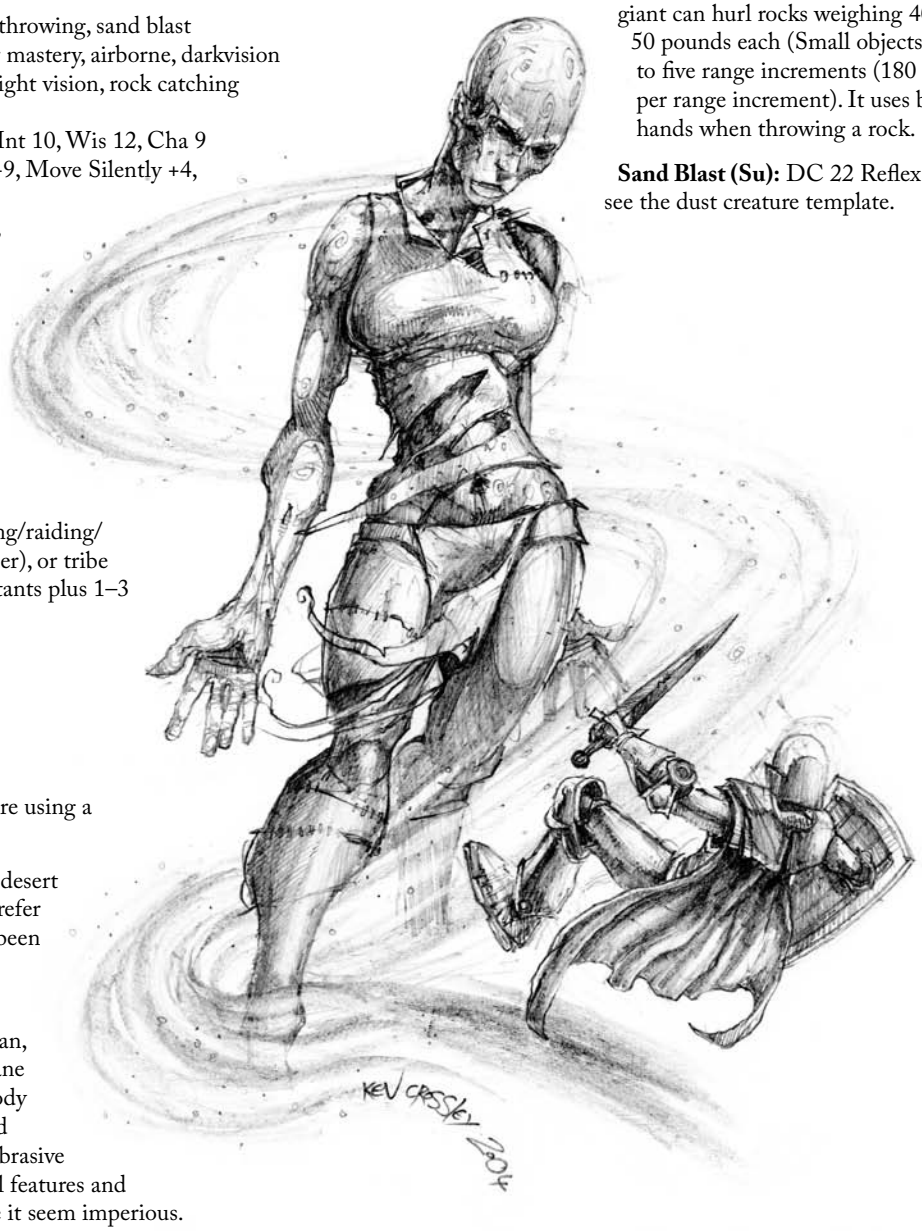
Combat

Dust stone giants fight from a distance whenever possible. They take stones high into the air and bombard foes from within the concealment provided by the dust clouds they can create. If they can't avoid melee, dust stone giants try to keep foes within their dust clouds while they hammer at them with greatclubs and sand blasts.

Exude Dust (Su): DC 22 Reflex save; see the dust creature template.

Rock Throwing (Ex): A dust stone giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments (180 feet per range increment). It uses both hands when throwing a rock.

Sand Blast (Su): DC 22 Reflex save; see the dust creature template.



Air Breather (Ex): See the dust creature template.

Air Mastery (Ex): See the dust creature template.

Airborne (Su): See the dust creature template.

Elemental Traits: A dust stone giant has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated* or *resurrected* (though a *limited wish, wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Rock Catching (Ex): Once per round, a dust stone giant that would normally be hit by a Small, Medium, or Large rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The dust stone giant must be ready for and aware of the attack in order to make a rock catching attempt. A dust stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: *A dust stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Element-Infused Creature

Nature gods and the lords of the elements sometimes grant their champions special powers, infusing them with the essence of one of the four elemental planes. The powers in control of the elements grant this gift only rarely, since its strength can remain in a bloodline for many generations. In fact, element-infused creatures occasionally become races unto themselves. Some sages argue deep dwarves owe their origins to earth-infused dwarves, and aquatic elves owe theirs to water-infused elves.

Element-infused creatures of different elemental types have little in common, but infused with the same element often share certain features. A water-infused creature generally has webbed appendages and blue skin, hair, or scales, and a fire-infused creature may have red or orange skin, hair, or scales. An air-infused creature usually looks much like an albino version of its kind, and an earth-infused creature's dark body is typically pebbled and rough.

Creating an Element-Infused Creature

"Element-infused creature" is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature).

An element-infused creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the subtype of the element that infuses it (air, earth, fire, or water). Do not recalculate base attack bonuses, saves, or skill points.



Speed: An element-infused creature retains the base creature's speeds and gains a new speed according to the element that infuses it, as given in the following sections. If the base creature already possessed the mode of movement that the element would grant, the element-infused creature retains the higher speed.

Air: An air-infused creature gains a fly speed (perfect maneuverability) equal to its highest speed. If the base creature already has a fly speed, it increases to match the base creature's highest speed, with perfect maneuverability.

Earth: An earth-infused creature gains a burrow speed equal to its highest speed. It can burrow through rock at half speed, and it does not leave a tunnel behind when it burrows.

Water: A water-infused creature gains a swim speed equal to its highest speed if the base creature does not already have one.

Special Attacks: An element-infused creature retains all the base creature's special attacks and gains those described here.

Elemental Attack: An elemental-infused creature gains special attacks according to the element that infuses it, as given below.

Air: *Breath Weapon (Su):* Once every 1d4 rounds, an air-infused creature can breathe a 60-foot-long cone of wind that mimics a terrible windstorm. Every creature within this area that is not flying must succeed on a Balance or Strength check (DC 10 + 1/2 air-infused creature's character level + air-infused creature's Cha modifier) or fall prone. A flying creature that fails is instead blown away from the air-infused creature, moving a distance equal to 5 feet per point by which it failed the check. If the creature encounters a large object (such as a wall) during this movement, it takes 1d6 points of damage per 5 feet the object prevented it from moving.

Fire: *Breath Weapon (Su):* A fire-infused creature can breathe a 30-foot-long cone of fire once every 1d4 rounds. Every creature in the area must succeed on a Reflex saving throw (DC 10 + 1/2 fire-infused creature's character level + fire-infused creature's Con modifier) or take 1d6 points of fire damage per 2 character levels the fire-infused creature possesses (minimum 1d6 points). A successful Reflex save halves this fire damage.

Heat (Su): Each of a fire-infused creature's natural attacks and melee attacks with metallic weapons deals an extra +1d6 points of fire damage.

Water: *Quench (Sp):* A water-infused creature can use *quench* three times per day (caster level equals water-infused creature's character level).

Waterball (Su): While water is within its reach, a water-infused creature can pick up a cohesive ball of water and throw it at a distant target as a ranged attack. If the water-infused creature can make multiple ranged attacks during a round, it can devote as many of them

as it wishes to waterball attacks, so long as it has a ready source of water within reach. Waterballs can be thrown underwater or through a border between air and water with no penalties to range or on the attack roll.

A waterball is considered a thrown weapon with a range increment of 20 feet. It deals nonlethal damage based on the water-infused creature's size, according to the following table. As with other thrown weapons, the water-infused creature's full Strength bonus applies to the damage roll.

A waterball can be used to snuff out a nonmagical fire instead of attacking a creature. To use it in this way, the water-infused creature must succeed on a ranged touch attack against the source of the fire. The size of fire that can be snuffed depends on the size of the creature throwing the waterball, as given in the chart below. Waterballs do not retain their cohesiveness when not grasped or thrown by a water-infused creature.

Waterball

Creature Size	Waterball Damage	Fire Size
Fine	1	Candle
Diminutive	1d2	Candle
Tiny	1d4	Candle
Small	1d6	Torch
Medium	1d8	Torch
Large	2d6	Campfire
Huge	2d8	Bonfire
Gargantuan	4d6	Bonfire
Colossal	4d8	Burning house

At the GM's discretion, other liquids can be thrown in a similar matter, but the water-infused creature must touch the liquid and take any damage it deals if not immune to its particular dangers.

Special Qualities: An element-infused creature retains all the base creature's special qualities and gains those described here.

Elemental Body (Ex): Element-infused creatures' bodies gain some of the qualities of elementals. Each time an element-infused creature is exposed to a poison, paralysis, sleep, or stunning effect, it has a 25% chance to avoid it. In addition, there is a 25% chance that a sneak attack or critical hit deals no extra damage.

Elemental Quality (Su): The exact elemental qualities bestowed depend on the element that infuses the base creature, as follows.

Air: *Air Born (Ex):* When in flight, an air-infused creature gains a +1 morale bonus on attack and damage rolls with ranged attacks.

Gaseous From (Su): The air-infused creature can use *gaseous form,* as the spell (caster level equals air-infused creature's character level), on itself once per day.

Earth: *Earth's Armor (Ex):* The element-infused creature's natural armor bonus improves by +2 over that of the base creature.

Grounded (Ex): While in contact with the earth, an earth-infused creature gains a +1 morale bonus on attack and damage rolls for melee attacks.

Tremorsense (Ex): An earth-infused creature can automatically sense the location of anything within 20 feet that is in contact with the ground.

Fire: *Fire Healing (Ex):* A fire-infused creature regains 1 hit point for each full round that it remains in contact with fire. When struck by a magical fire effect, the fire-infused creature heals 1 point of damage per 10 points of damage that the fire effect would otherwise deal.

Firewalk (Su): A fire-infused creature can climb an object on fire as though it had a climb speed equal to its highest speed. Furthermore, it can fly at its highest speed with perfect maneuverability so long as it remains in contact with fire, and it can walk on flames at its highest speed, as though walking on air via the *air walk* spell.

Water: *Water Born (Ex):* While in contact with water, a water-infused creature gains a +2 circumstance bonus on Listen and Spot checks. Rainfall or a puddle suffices for water contact, but smaller quantities of water do not.

Water Breathing (Su): Once per day, a water-infused creature can use *water breathing,* as the spell (caster level equals water-infused creature's character level).

Abilities: An elemental-infused creature's ability scores change from the base creature's according to the element that infuses it, as given in the following table.

Abilities

Element	Str	Dex	Con	Int	Wis	Cha
Air	–4*	+4	–2*	–2*	+2	+2
Earth	+4	–2*	+2	–2*	+2	–4*
Fire	–2*	+2	–2*	+4	–4*	+2
Water	+2	–2*	+4	–4*	+2	–2*

*Minimum 1.

Skills: If the element-infused creature gained a swim speed from the application of the template, it gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: An element-infused creature gains a bonus feat based on the element that infuses it, as given here, assuming that the base creature does not already have it.

Air: Lightning Reflexes.

Earth: Iron Will.

Fire: Quick Draw.

Water: Great Fortitude.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +3.

Element-Infused Characters

An element-infused creature favors whichever class the base creature does.

Sample Creature: Fire-Infused Troll

Large Giant (Fire)

Hit Dice: 6d8+30 (57 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple: +4/+13
Attack: Claw +8 melee (1d6+5 plus 1d6 fire)
Full Attack: 2 claws +8 melee (1d6+5 plus 1d6 fire) and bite +3 melee (1d6+2 plus 1d6 fire)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, heat, rend 2d6+7 plus 1d6 fire
Special Qualities: Darkvision 90 ft., elemental body, fire healing, firewalk, immunity to fire, low-light vision, regeneration 5, scent, vulnerability to cold
Saves: Fort +10, Ref +5, Will +1
Abilities: Str 21, Dex 16, Con 21, Int 10, Wis 5, Cha 8
Skills: Listen +3, Spot +4
Feats: Alertness, Iron Will, Quick Draw[B], Track

Environment: Cold mountains
Organization: Solitary, pair, or gang (3–4)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +8



Here is an example of an element-infused creature using a troll as the base creature and fire as the element.

Although more intelligent than normal trolls, fire-infused trolls often act on instinct and without much thought. They prey on any living creatures they can find.

A fire-infused troll can easily be recognized by its bright orange and yellow skin. Its hair is red in youth but becomes a smoky gray with age. A fire-infused troll stoops less than a normal troll, and its shoulders are less broad, but it possesses surprising agility.

Combat

A fire-infused troll knows that acid is its worst enemy, so it tends to focus on foes not wielding weapons—especially those holding glass or ceramic vials. It typically breathes flame to set the battleground alight, granting it greater mobility and healing.

Breath Weapon (Su): DC 18 Reflex half, 3d6 fire damage; see the element-infused creature template.

Heat (Su): See the element-infused creature template.

Rend (Ex): If a fire-infused troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 points of damage plus 1d6 points of fire damage.

Elemental Body (Ex): See the element-infused creature template.

Fire Healing (Ex): See the element-infused creature template.

Firewalk (Su): See the element-infused creature template.

Regeneration (Ex): Acid deals normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Feral Dragon

Seemingly all scales, wings, fangs, and claws, feral dragons exist as pale reflections of true dragons. Some are actually cousins of true dragons, in the same way that apes are cousins to humankind. Others are degenerate descendents of dragons as they existed in an older age. Rapacious and voracious, feral dragons are awful carnivores that hunt beasts and sentient creatures alike. They love bright, shiny objects and often devastate caravans and entire settlements to steal even small amounts of treasure.

Like true dragons, feral dragons come in several hues, both chromatic and metallic, and can breathe great gouts of fire, ice, acid, or other energy. Though they are fully as perceptive as true dragons, they lack the intelligence and spellcasting ability of their more advanced cousins.

Using the Feral Dragon Template

The feral dragon template was designed to give players the chance to fight big dragons at lower levels than normal. Both players and GMs can use these creatures to enjoy dragonslayer scenarios akin to those in European myth and popular culture. Feral dragons are still tough monsters for their CRs, but characters facing them can worry more about how dangerous a combatant their foe is and less about whether or not it uses scrying to learn their plans and prepares to use spells against them.

Creating a Feral Dragon

"Feral dragon" is an inherited template that can be added to any true dragon (referred to hereafter as the base creature).

A feral dragon uses all the base creature's statistics and special abilities except as noted here.



Armor Class: The feral dragon's natural armor bonus is equal to the base creature's –2 (minimum +0). If the base creature had no natural armor bonus, this feature of the template causes no change.

Special Attacks: The feral dragon loses all the base creature's supernatural and spell-like special attacks except its breath weapons. It also loses the ability to cast spells. It retains all the base creature's other special attacks.

Special Qualities: The feral dragon loses the base creature's damage reduction and spell resistance (if any), and all its supernatural and spell-like special qualities. It retains all other special qualities the base creature had.

Abilities: Change from the base creature as follows: Str +4, Dex –4 (minimum 1), Con +4, Int –15 (minimum 1), Wis –4 (minimum 1).

Skills: Recalculate the feral dragon's skill points for its racial Hit Dice according to the following formula (6 + new Int modifier) x (HD +3). Then spend its skill points afresh. The skills named in the descriptive text for the base creature and the true dragon description in the *MM* are class skills for the feral dragon; all others are cross-class.

Feats: A feral dragon has the same number of feats as the base creature does, though they should be chosen with an eye toward which ones are most useful with its diminished abilities.

Challenge Rating: A feral dragon's challenge rating equals its racial Hit Dice divided by 2 or the base creature's CR –4, whichever is greater.

Treasure: Double standard.

Alignment: Usually neutral, but feral dragons often grow closer to the base creature's alignment as they age and gain Intelligence.

Level Adjustment: —

Feral Dragon Characters

Feral dragons make poor player characters. Their powerful forms and weak minds make them too unbalanced for successful play.

– Sample Creature: Very Old Feral Red Dragon –

Gargantuan Dragon (Fire)

Hit Dice: 31d12+310 (511 hp)
Initiative: +2
Speed: 40 ft. (8 squares), fly 200 ft. (clumsy)
Armor Class: 32 (–4 size, –2 Dex, +28 natural), touch 4, flat-footed 32
Base Attack/Grapple: +31/+58
Attack: Bite +42 melee (4d6+15)
Full Attack: Bite +42 melee (4d6+15) and 2 claws +37 melee (2d8+7) and 2 wings +37 melee (2d6+7) and tail slap +37 melee (2d8+22)
Space/Reach: 20 ft./15 ft. (bite 20 ft.)
Special Attacks: Breath weapon, frightful presence, tail sweep
Special Qualities: Blindsense 60 ft., darkvision 120 ft., immunities (fire, paralysis, sleep), low-light vision, vulnerability to cold
Saves: Fort +27, Ref +17, Will +23
Abilities: Str 41, Dex 6, Con 31, Int 7, Wis 19, Cha 22
Skills: Diplomacy +10, Intimidate +40, Jump +19, Listen +38, Sense Motive +38, Spot +38
Feats: Awesome Blow, Cleave, Flyby Attack, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Snatch, Wingover

Environment: Warm mountains
Organization: Solitary, pair, or family (1–2 plus 2–5 offspring)
Challenge Rating: 17
Treasure: Double standard
Alignment: Usually chaotic evil
Advancement: Very old 32–33 HD; ancient 35–36 HD; wyrm 38–39 HD; great wyrm 41+ HD
Level Adjustment: —

A feral red dragon can be difficult to distinguish from its more intelligent and powerful brethren. The massive very old feral dragon weighs nearly 100 tons and looks almost exactly like a true red dragon, except for the lack of an intelligent gleam in its eyes.

Feral red dragons are greedy but dimwitted. They possess amazing powers of perception but often lack the wit to put what they learn to good use. Though they are canny fighters, they lack any sense of subtlety, exploding into violence whenever the whim takes them.

Combat

A very old feral red dragon overconfidently attacks smaller prey and often singles out well-armed and armored foes to rend apart first, hoping that its companions will flee in terror so that it can pick them off one by one. The creature uses little strategy at first,

often beginning its attacks by crushing as many foes as possible and then using its many melee attacks to kill those that remain standing. A very old feral red dragon has lived long enough to realize that faraway foes can do significant harm, so it often reserves its breath weapon for distant enemies, especially if they prove able to cast spells.

Breath Weapon (Su): 60-ft. cone, damage 18d10 fire, Reflex DC 35 half.

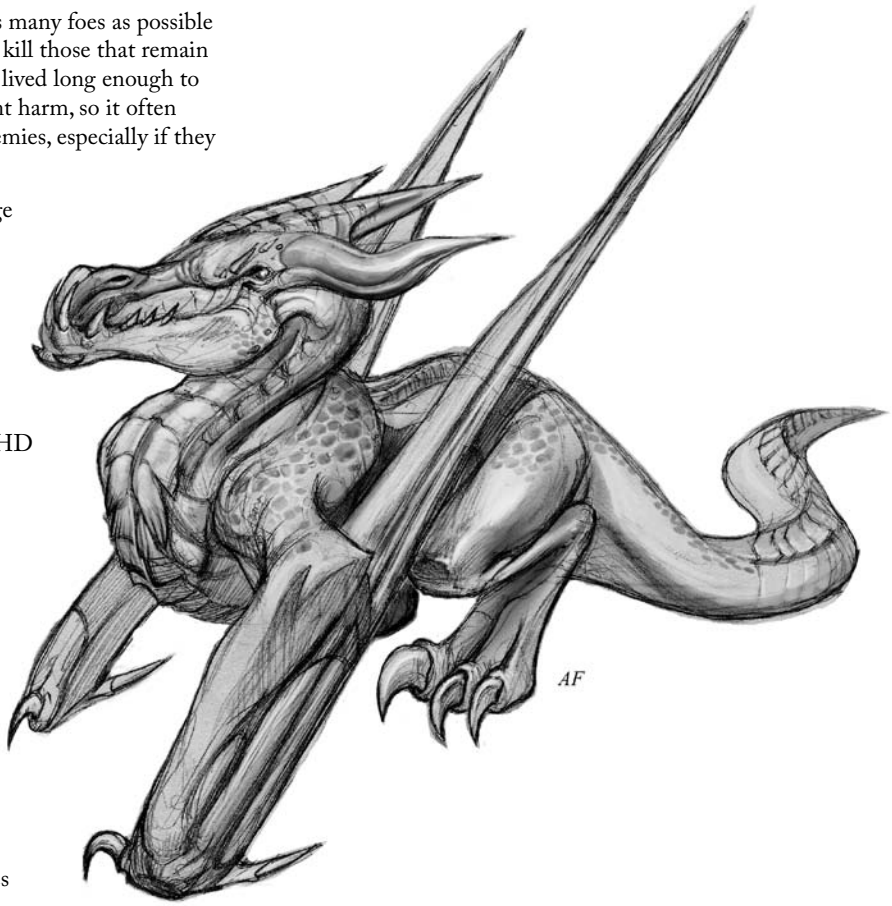
Crush (Ex): Area 20 ft. by 20 ft.; a Medium or smaller opponent takes 4d6+22 points of bludgeoning damage and must succeed on a DC 35 Reflex save or be pinned.

Frightful Presence (Ex): 270-ft. radius, HD 30 or fewer, Will DC 31 negates.

Snatch (Ex): Claw against Medium or smaller creature for 2d8+6 points of damage per round, bite against Large or smaller creature for 4d6+15 points of damage per round, or 8d6+30 if the dragon does not move; snatched creature can be flung 90 feet for 9d6 points of damage.



Tail Sweep (Ex): Half-circle 30 feet in diameter, Small or smaller opponent takes 2d6+22 points of bludgeoning damage, Reflex DC 35 half.



Flesh Plant

Whether created by magic, summoned from another plane, or spawned by an evolutionary process gone terribly awry, flesh plants are awful and moving mounds of flesh that take the familiar forms of plants.

A flesh plant is nothing short of horrible to see. Its skin-covered bones resemble twigs, and its ropy intestines climb like vines through its body. Veined flaps of skin stiffened by cartilage look for all the world like a hideous cross between ears and leaves.

Like plants drawing water, flesh plants feed by sucking blood from the ground or from the corpses of creatures they have killed. A toxin that prevents blood from clotting allows flesh plants to cause bleeding wounds that can cripple prey. A single strike is often sufficient, and a flesh plant may "hunt" by surprising a creature with a single attack and then tracking the victim's blood and scent trail to the spot where it expired. Flesh plants are often shocked when creatures do not flee after their attacks, and they sometimes lose a round to confusion in battle.

Creating a Flesh Plant

"Flesh plant" is an inherited template that can be added to any plant (referred to hereafter as the base creature).

A flesh plant uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to aberration with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Speed: Each of the flesh plant's speeds increases by +10 feet over the corresponding speeds of the base creature. If the base creature lacks a land speed, the flesh plant gains a land speed of 10 feet.

Armor Class: A flesh plant's body is made of muscle, soft organs, and cartilage. The base creature's natural armor bonus is replaced by a new one based on its size, as given on the following table.

Armor Class

Size	Natural Armor Bonus
Medium or smaller	+0
Large	+2
Huge	+5
Gargantuan	+9
Colossal	+14

Using the Flesh Plant Template

The flesh plant template offers a way to create strange and hideous monsters, especially in combination with other templates. When creating a flesh plant, consider its origins and how it might fit into an ecology. Flesh plants need not have anything to do with a forest or normal plants. A flesh shambling mound, for instance, is a horrifying and alien creature that could come from another plane, especially with the addition of the half-fiend or fiendish template from the *MM*.

Special Attacks: The flesh plant retains all the base creature's special attacks and gains those described here.

Blood Letting (Ex): If a flesh plant's natural attack deals damage to a living creature, the resulting wound continues to bleed, dealing 2 points of damage each round until a DC 15 Heal check is made or magical healing restores at least 1 hit point. Cumulative attacks do not cause cumulative blood loss; only the first such wound is affected by blood letting. A creature immune to poisons is immune to the toxin that causes the continued bleeding. This toxin is not considered a plant poison.

Special Qualities: The flesh plant retains all the base creature's special qualities and gains those described here.

Fast Healing (Ex): A flesh plant regains 2 hit points per round.

Scent (Ex): A flesh plant's entire body is one big olfactory sense organ that can detect approaching enemies and prey, and sniff out hidden foes by the creature's sense of smell alone. See the *MM* for details of this quality. Flesh plants often utilize this ability to track bleeding creatures they have struck.



Tremorsense (Ex): A flesh plant can automatically sense the location of anything within 20 feet that is touching the ground.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +4. If the base creature lacks an Intelligence score, the flesh plant gains an Intelligence score of 1.

Skills: If the base creature has a bonus on Hide checks based on its resemblance to natural plants or the ability to camouflage itself with color in a natural environment, the flesh plant loses that bonus. If it gained an Intelligence score of 1 from the application of this template, it gains a number of skill points equal to 3 + racial HD, with which it must purchase skills. Hide, Listen, Spot, and Survival are class skills for such a creature; all other skills are cross-class skills.

Challenge Rating: Same as the base creature +1.

Alignment: Usually neutral.

Level Adjustment: Same as the base creature +3.

Flesh Plant Characters

A flesh plant character favors whichever class the base creature does. If the base creature's favored class is unspecified, the flesh plant favors the barbarian class.

– Sample Creature: Flesh Treant –

Huge Aberration (Augmented Plant)

Hit Dice: 7d8+49 (80 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 14 (–2 size, +1 Dex, +5 natural), touch 9, flat-footed 13
Base Attack/Grapple: +5/+24
Attack: Slam +14 melee (2d6+11 plus blood letting)
Full Attack: 2 slams +14 melee (2d6+11 plus blood letting)
Space/Reach: 15 ft./15 ft.
Special Attacks: *Animate trees,* blood letting, double damage against objects, trample 2d6+16
Special Qualities: Damage reduction 10/slashing, darkvision 60 ft., fast healing 2, scent, tremorsense 20 ft., vulnerability to fire
Saves: Fort +12, Ref +3, Will +7
Abilities: Str 33, Dex 12, Con 25, Int 12, Wis 16, Cha 12
Skills: Diplomacy +3, Hide –7, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground)
Feats: Improved Sunder, Iron Will, Power Attack

Environment: Temperate forests
Organization: Solitary or grove (4–7)
Challenge Rating: 9
Treasure: Standard
Alignment: Usually neutral

Advancement: 8–16 HD (Huge); 17–21 HD (Gargantuan)
Level Adjustment: +8

Here is an example of a flesh plant using a treant as the base creature.

With its thick, muscular body and hundreds of bony limbs, a flesh treant manages to look both powerful and fragile. Its many arms spread into thousands of twiggy fingers, each bearing dozens of skin-covered cartilage fins that appear red because of the many tiny, blood-filled veins close to the surface. When a flesh treant has fed well, blood travels visibly up through its body, reddening the trunk and pulsing up through the lowest limbs and "leaves" to its top. At a great distance, a well-fed flesh treant might even be mistaken for a tree whose leaves are changing to autumn colors, but even a casual inspection reveals its hideous nature.

Flesh treants are too large to hide successfully from prey, so they employ group hunting techniques. Using animated trees to flush prey toward them, flesh treants spread out in a line to strike at forest creatures as they flee by. Any creatures not killed outright by their crushing limbs are tracked through the woods by the trail of blood left behind.

Flesh treants greatly fear fire and have little protection from it in their woodland homes. To prevent a forest fire from claiming its life, a flesh treant often animates trees and pulls up smaller plants

to create a firebreak around a favored living area. Such areas are often devoid of life larger than insects, since even birds learn to fear the lairs of flesh treants.

Flesh treants speak Common and Sylvan.

Combat

Flesh treants strike at foes with their crushing limbs first, hoping to deliver bleeding wounds that they can use to track their prey should it escape. Creatures that wield fire or show the ability to stop blood loss are dealt with unmercifully. Flesh treants use animated trees to trample and crush such foes, remaining as far away as possible.

***Animate Trees* (Sp):** A flesh treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter, it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the flesh treant that animated them is incapacitated or moves out of range. This ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has. Flesh treants use this ability to frighten creatures toward them or to hem in foes.

Blood Letting (Ex): See the flesh plant template.

Double Damage against Objects (Ex): A flesh treant or animated tree that makes a full attack against an object or structure deals double damage.

Fast Healing (Ex): A flesh plant regains 2 hit points per round.

Scent (Ex): A flesh plant's body is a sensory organ that can detect approaching enemies and sniff out hidden foes by sense of smell alone. See the *MM* for details of this quality. Flesh plants often utilize this ability to track bleeding creatures they have struck.

Trample (Ex): Reflex DC 24 half. The save DC is Strength-based.

Tremorsense (Ex): A flesh plant can automatically sense the location of anything within 20 feet that is in contact with the ground.



Force Creature

Force is a rare and powerful kind of magic used in only a select few spells and magic items. Sages have likened it to raw magic—energy without native form or substance. Spellcasters who understand its nature harness this raw material and weave it into shapes that can be used as weapons, defenses, or tools. But despite the limitless potential of force energy, relatively few spells make use of it. This unusual lack might be due in part to the influence of force creatures.

Force creatures are elemental-like beings composed of animate magic force. They look like semi-translucent, glowing, blue creatures roughly the same size and shape as their more common cousins. Sages speculate that they originate from some realm of magical force, but if so, no planar explorer has yet discovered the place and lived to tell of it.

Force creatures often appear in places where force magic is used frequently. Though language is often not a problem, force creatures are difficult to interact with, since they seem to be nearly emotionless.

Creating a Force Creature

"Force creature" is an inherited template that can be applied to any living, corporeal creature (referred to hereafter as the base creature).

A force creature uses all of the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to aberration with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Change all racial Hit Dice to d8s.

Armor Class: The base creature's natural armor bonus no longer applies, but the force creature gains a deflection bonus to Armor Class equal to the base creature's natural armor bonus (+0 if it has none) + the force creature's Cha modifier. A force creature's minimum deflection bonus is +0.

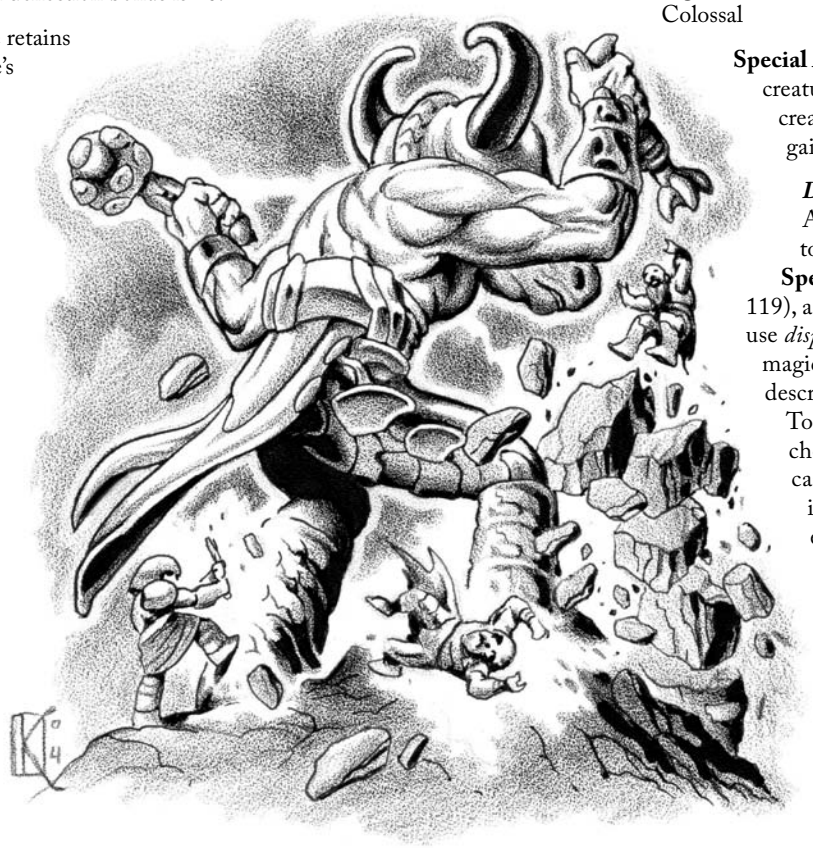
Attack: The force creature retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The force creature gains a primary slam attack if it has no other natural attacks.

Damage: All of a force creature's natural attacks deal force damage (like that of a *magic missile*) rather than bludgeoning, piercing, or slashing damage. Thus, the force creature can hit incorporeal creatures, and the damage dealt by its natural attacks is not diminished by damage reduction.

If the force creature gained a slam attack from the application of this template, its base damage is as given on the following table. This damage is always force damage.

Damage

Size	Slam Base Damage (Force)
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6



Special Attacks: The force creature retains all the base creature's special attacks and gains those described here.

Draw Force (Su): Although vulnerable to force attacks (see **Spell Vulnerability**, page 119), a force creature can use *dispel magic* to negate all magical effects with the force descriptor within 30 feet of it. To do so, it makes a dispel check as though it were a caster of a level equal to its character level. For each level of the force effect so dispelled, the force creature heals 1d8 points of damage. This ability is usable at will and requires a standard action.

Force Aura (Ex): The force creature is surrounded at all times by a force

aura that emits a dull, blue light about as bright as a candle. Any opponent that hits the force creature with a natural weapon or an unarmed attack takes 1d6 points of force damage from this aura. When so struck, the aura momentarily flares brighter at the point of impact.

Force Strength (Ex): A force creature gains a +4 bonus on checks made to trip opponents during an overrun and on Strength checks made to bull rush foes or break items.

Special Qualities: The force creature retains all the base creature's special qualities and gains those described here.

Breathless (Ex): Because force creatures do not need to breathe, they are immune to all inhaled substances, including toxins and nauseating gas.

Damage Resistance (Ex): A force creature takes half damage from all attacks and effects that deal hit point damage.

Spell Vulnerability (Ex): If the base creature has spell resistance, *disintegration* and force effects automatically bypass it. Such effects also bypass the force creature's damage resistance ability.

Skills: A force creature gains a +20 racial bonus on Jump checks. Since it continuously emits a dull blue light, however, it takes a –5 circumstance penalty on Hide checks when attempting to hide in conditions other than bright light. This penalty can be diminished or negated if the force creature's body is covered by a material that blocks light.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +6.

Force Characters

A force creature favors whichever class the base creature does.

Sample Creature: Force Gelatinous Cube

Huge Aberration (Augmented Ooze)

Hit Dice: 4d8+32 (50 hp)
Initiative: –5
Speed: 15 ft. (3 squares)
Armor Class: 3 (–2 size, –5 Dex), touch 3, flat-footed 3
Base Attack/Grapple: +3/+11
Attack: Slam +1 melee (1d6 force plus 1d6 acid)
Full Attack: Slam +1 melee (1d6 force plus 1d6 acid)
Space/Reach: 15 ft./10 ft.
Special Attacks: Acid, draw force, engulf, force aura, force strength, paralysis
Special Qualities: Blindsight 60 ft., breathless, damage resistance, immunity to electricity, mindless, spell vulnerability, transparent
Saves: Fort +9, Ref -4, Will –4
Abilities: Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1
Skills: —
Feats: —

Environment: Underground
Organization: Solitary
Challenge Rating: 4
Treasure: 1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)
Alignment: Always neutral
Advancement: 5–12 HD (Huge); 13–24 HD (Gargantuan)
Level Adjustment: —

Here is an example of a force creature using a gelatinous cube as the base creature.

Force gelatinous cubes are drawn to places where *cubes of force* have been used, or where *forcecage* spells have been cast. Some sages believe that such magic actually creates force gelatinous cubes, or that the energy of such a spell gone awry might coalesce a force gelatinous cube. The force gelatinous cube's apparent desire to engulf and encase creatures seems to support this idea, but its resemblance to a normal gelatinous cube begs a different answer to its origins.

A force gelatinous cube is difficult to see, but its presence can be inferred by the dim blue radiance that suffuses any chamber it occupies. Upon close inspection, a force gelatinous cube looks like a clear cube of dimly glowing blue gel, about 15 feet on a side.

Combat

A force gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod of force, but it usually prefers to engulf its foes.

Acid (Ex): A force gelatinous cube's acid does not harm metal or stone.

Draw Force (Su): Caster level 4th; see the force creature template

Engulf (Ex): Although it moves slowly, a force gelatinous cube 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 gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Each opponent may attempt either an attack of opportunity or a DC 13 Reflex saving throw to avoid being engulfed. Success indicates that the opponent is pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Force Aura (Ex): See the force creature template.

Force Strength (Ex): See the force creature template.

Paralysis (Ex): A force gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Breathless (Ex): See the force creature template.

Damage Resistance (Ex): See the force creature template.

Mindless (Ex): Force gelatinous cubes are mindless and therefore immune to mind-affecting effects.

Spell Vulnerability (Ex): See the force creature template.

Transparent (Ex): A force gelatinous cube is difficult to see despite its blue glow, and it takes a DC 15 Spot check to locate it. Creatures that fail to notice a force gelatinous cube and walk into it are automatically engulfed.

Fortune-Blessed Creature

Whether blessed by the gods or simply born lucky, some creatures seem to live charmed lives. These are the fortune-blessed creatures—those that seem able to beat the odds time and time again.

Fortune-blessed creatures look like normal specimens of their kinds, but many exhibit an attitude that appears to be foolish overconfidence. Fortune-blessed creatures tend to be risk-takers, and they frequently act without thinking. More often than not, however, their rash natures get them out of whatever trouble they get into.

Creating a Fortune-Blessed Creature

"Fortune-blessed" is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature).

A fortune-blessed creature uses all the base creature's statistics and special abilities except as noted here.



Size and Type: Size and type are unchanged, but the creature gains the chaotic subtype if the base creature did not already have it.

Armor Class: The fortune-blessed creature gains a +2 luck bonus to AC.

Special Attacks: The fortune-blessed creature retains all the base creature's special attacks and gains those described here.

Augmented Criticals (Su): The critical threat range of each of a fortune-blessed creature's attacks doubles. This doubling follows the standard rules for doubling critical ranges and does not stack with other doubling effects, such as *keen edge* or the Improved Critical feat.

Lucky Strike (Su): As a free action once per encounter, the fortune-blessed creature can apply a *true strike* effect to a single attack.

Special Qualities: The fortune-blessed creature retains all the base creature's special qualities and gains those described here.

Favored (Ex): A fortune-blessed creature gains a +2 luck bonus on all opposed checks and saves, and a +1 luck bonus on all attack rolls.

Turn of Fate (Su): Once per day, a fortune-blessed creature can reroll any failed roll it has just made. It must accepted the results of the second roll.

Skills: A fortune-blessed creature gains a +2 luck bonus on all skill checks. This bonus stacks with the luck bonus it gains on opposed checks.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +5.

Fortune-Blessed Characters

A fortune-blessed creature favors whichever class the base creature does.

Sample Creature: Harrigan Tumwater

4th-Level Fortune-Blessed Gnome Rogue Small Humanoid (Chaotic, Gnome)

Hit Dice: 4d6+8 (22 hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 17 (+1 size, +3 masterwork studded leather, +1 masterwork buckler, +2 luck), touch 16, flat-footed 17
Base Attack/Grapple: +3/+1
Attack: Masterwork rapier +7 melee (1d4/15–20) or masterwork shortbow +6 ranged (1d4/19–20/x3)
Full Attack: Masterwork rapier +7 melee (1d4/15–20) or masterwork shortbow +6 ranged (1d4/19–20/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Augmented criticals, lucky strike, sneak attack +2d6, spell-like abilities
Special Qualities: Evasion, favored, gnome traits, low-light vision, trapfinding, trap sense +1, turn of fate, uncanny dodge
Saves: Fort +6, Ref +9, Will +3
Abilities: Str 10, Dex 14, Con 15, Int 10, Wis 9, Cha 8
Skills: Balance +6, Bluff +6, Craft (alchemy) +4, Diplomacy +10, Disguise +0 (+2 acting), Escape Artist +9, Hide +13, Intimidate +2, Jump –2, Listen +8, Open Lock +9, Sense Motive +6, Sleight of Hand +12, Spot +6, Tumble +9, Use Rope +6 (+8 with bindings)
Feats: Quick Draw, Weapon Finesse

Environment: Temperate hills
Organization: Solitary
Challenge Rating: 5
Treasure: Standard; see possessions below
Alignment: Chaotic neutral
Advancement: By character class
Level Adjustment: +4

Harrigan Tumwater is a gambler who wagers money and lives with equal fervor. He exhibits an annoying overconfidence that other gamblers can't help but despise. Harrigan loves to use his luck and his talent with sleight of hand to win any bet, whatever the odds. If accused of cheating, Harrigan often turns the confrontation into a fight, trusting his luck and his skill with a blade to see him through. His silver tongue and his skill with locks and chains has kept him out of prison thus far.

Harrigan is a dashing gnome in studded leather, armed with a rapier and a shortbow.

Combat

Harrigan Tumwater enjoys melee and is often the first to draw a weapon. A lucky blow with his rapier against a surprised foe has often ended a fight before it began.

Harrigan's natural attacks, and any attacks with weapons, count as chaotic-aligned for the purpose of overcoming damage reduction.

Augmented Criticals (Su): See the fortune-blessed creature template.

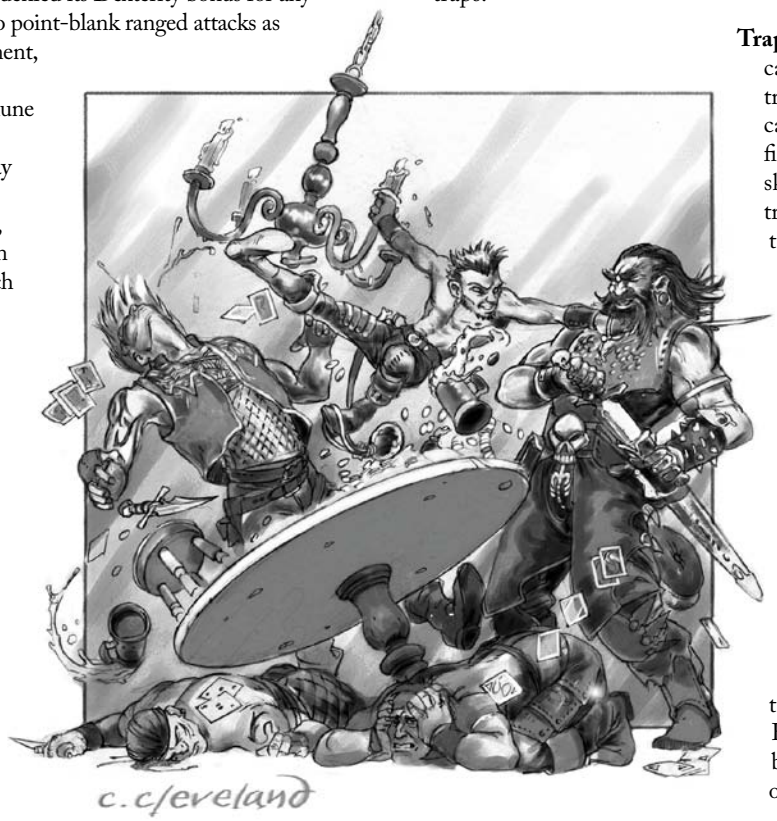
Lucky Strike (Su): See the fortune-blessed creature template.

Sneak Attack (Ex): Harrigan deals +2d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage applies to point-blank ranged attacks as well. Creatures with concealment, creatures without discernable anatomies, and creatures immune to critical hits are all immune to sneak attacks. Harrigan may choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute). Caster level 1st; save DC 9. The save DC is Charisma-based.

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

Favored (Ex): See the fortune-blessed creature template.



Trap Sense (Ex): Harrigan gains a +1 bonus on Reflex saves made to avoid traps and a +1 bonus to AC against attacks by traps.

Trapfinding (Ex): Harrigan can find, disarm, or bypass traps with a DC of 20+. He can use the Search skill to find, and the Disable Device skill to disarm, magical traps (DC 25 + the level of the spell used to create it). If his Disable Device check result exceeds the trap's DC by 10+, he discovers how to bypass the trap without triggering or disarming it.

Turn of Fate (Su): See the fortune-blessed creature template.

Uncanny Dodge (Ex): Harrigan retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. He still loses his Dexterity bonus if paralyzed or otherwise immobile.

Gnome Traits: Harrigan has a +2 racial bonus on saving throws against illusions, a +1 racial bonus on attack rolls against kobolds and goblinoids, and a +4 dodge bonus against giants.

Possessions: Masterwork studded leather, masterwork buckler, masterwork rapier, masterwork shortbow, 10 normal arrows, 5 cold iron arrows, 5 silver arrows, *cloak of resistance +1,* 4 *potions of cure light wounds,* masterwork thieves' tools.

Fortune-Spurned Creature

Some creatures just seem to be born unlucky. The ill fortune of most such creatures is attributable to a simple combination of misfortune, superstition, and self-fulfilling prophecy. For fortune-spurned creatures, however, the truth is much simpler—Lady Luck would happily dance on their graves. Such creatures don't often tell others about their bad luck for fear of being ostracized. Considering that their bad luck often rubs off on others, this tactic seems a wise—if somewhat selfish—precaution.

A fortune-spurned creature looks like a normal specimen of its kind, but it often displays a morose and pessimistic attitude—especially if it is intelligent enough to realize that the forces of probability have turned against it.

Creating a Fortune-Spurned Creature

"Fortune-spurned creature" is an acquired or inherited template (your choice, see the **Using the Fortune-Spurned Creature Template** sidebar) that can be added to any creature (referred to hereafter as the base creature).

A fortune-spurned creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the chaotic subtype if the base creature does not already have it.

Special Attacks: The fortune-spurned creature retains all the base creature's special attacks and gains those described here.

Aura of Misfortune (Su): Every creature within 10 feet of the fortune-spurned creature gains the diminished criticals and unlucky strike special qualities of the fortune-spurned template as long as it remains within range. Furthermore, each such creature takes a –4 penalty on all checks and saving throws.

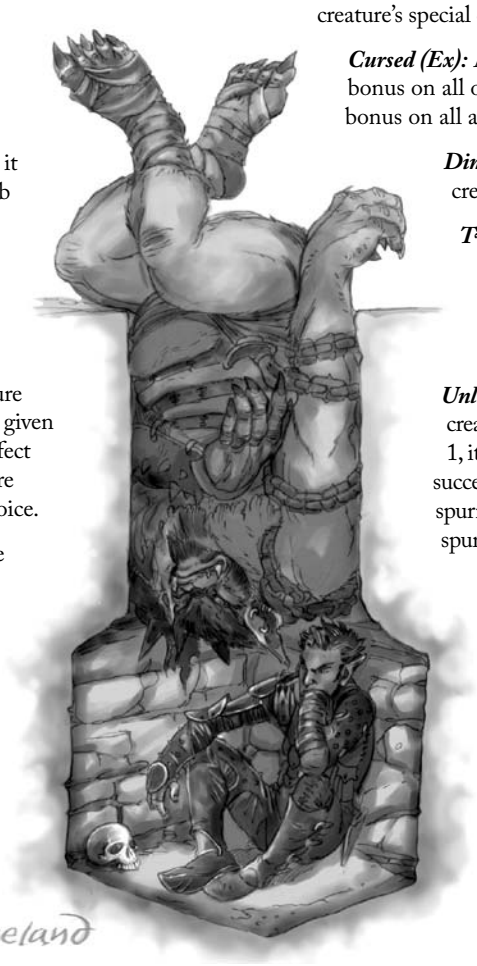
Calamitous Mishap (Su): As a free action once per encounter, the fortune-spurned creature can cause some calamity to

Using the Fortune-Spurned Creature Template

Many possible explanations exist for the appearance of a fortune-spurned creature in your game. Creatures could gain the fortune-spurned template as a curse from a god or powerful outsider, or from a *bestow curse* spell. Alternatively, a single creature might just be born unlucky, or an entire race might be afflicted with this curse.

befall itself and another creature within 5 feet of it. The mishap selected must be a possible result of normal circumstances, but it can be the worst possible result. For instance, lightning could strike both the fortune-spurned creature and its foe on a cloudy day, or it could strike a tree, causing a heavy limb to fall on both targets, but lightning could not strike out of a clear sky. Alternatively, ropes holding up some scaffolding might break, the lock on a portcullis might slip, or the floor of a ruined keep might give way. In some cases, the fortune-spurned creature might be unable to cause any calamity given its surroundings. A calamity cannot affect more than the fortune-spurned creature and a single adjacent creature of its choice.

Nearly any natural misfortune may be chosen, but it must be one that is as dangerous to the fortune-spurned creature as it is to the other creature. Both targets must be affected equally; that is, both must make the same saving throw and suffer the same result. Thus, if the fortune-spurned creature is immune or resistant to electricity, it could not choose to have lightning strike both it and its foe unless the foe is equally resistant to electricity.



Special Qualities: The fortune-spurned creature retains all the base creature's special qualities and gains those described here.

Cursed (Ex): A fortune-spurned creature takes a –2 luck bonus on all opposed checks and saves, and a –1 luck bonus on all attack rolls.

Diminished Criticals (Su): A fortune-spurned creature must roll twice to confirm a critical hit.

Twist of Fate (Su): The first time in any given day that a fortune-spurned creature rolls a natural 20 on a saving throw, it fails the save. This twist of fate happens (thankfully) only once per day.

Unlucky Strike (Su): When a fortune-spurned creature attacks with a weapon and rolls a natural 1, it drops the weapon unless it can make a successful Reflex save (DC 10 + 1/2 fortune-spurned creature's character level + fortune-spurned creature's Cha modifier). If it attacks with a natural weapon and rolls a natural 1, it provokes an attack of opportunity from its target, even if that creature would not otherwise be entitled to make one.

Skills: A fortune-spurned creature takes a –2 penalty on all skill checks. This penalty stacks with the one it takes on opposed checks.

Fortune-Spurned Characters

A fortune-spurned creature favors whichever class the base creature does.

– Sample Creature: Fortune-Spurned Light Warhorse –

Large Animal (Chaotic)

Hit Dice: 3d8+9 (22 hp)
Initiative: +1
Speed: 60 ft. (12 squares)
Armor Class: 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +2/+7
Attack: Hoof +3 melee (1d4+3)
Full Attack: 2 hooves +3 melee (1d4+3) and bite –2 melee (1d3+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: Aura of misfortune, calamitous mishap
Special Qualities: Cursed, diminished criticals, low-light vision, scent, twist of fate, unlucky strike
Saves: Fort +6, Ref +4, Will +2
Abilities: Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills: Listen +2, Spot +2
Feats: Endurance, Run

Environment: Temperate plains
Organization: Domesticated
Challenge Rating: 1
Advancement: —
Level Adjustment: —

Here is an example of a fortune-spurned creature using a light warhorse as the base creature.

These fine-looking, healthy animals can be purchased at bargain prices in bazaars or found roaming free on the roads after their riders have accidentally fallen from their backs into some ravine. A fortune-spurned warhorse's coat gleams in the sunshine, and it usually canters proudly up to a potential rider. Anyone who saddles and rides it, however, is due for a cruel surprise.

The fortune-spurned light warhorse is simply an animal trained for battle. It seeks the care and comfort of a rider and understands nothing about its terrible luck. When threatened, it reacts by

instinctively causing a calamitous mishap to befall itself and its foe, frequently bringing its owner along for the ride.

A fortune-spurned light warhorse can fight while carrying a rider, but the rider cannot also attack unless he succeeds on a Ride check.

A fortune-spurned light warhorse's natural attacks are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Combat

A fortune-spurned light warhorse lashes out with its hooves and teeth in combat.

Aura of Misfortune (Su): See the fortune-spurned creature template.

Calamitous Mishap (Su): See the fortune-spurned creature template.

Cursed (Ex): See the fortune-spurned creature template.

Diminished Criticals (Su): See the fortune-spurned creature template.

Twist of Fate (Su): See the fortune-spurned creature template.

Unlucky Strike (Su): See the fortune-spurned creature template.

Skills: A fortune-spurned light warhorse takes a –2 penalty on all skill checks.

Carrying Capacity: A light load for a fortune-spurned light warhorse is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A fortune-spurned light warhorse can drag 3,450 pounds.

Four Horsemen

In classic legends, the Four Horsemen of the Apocalypse are the harbingers of the end of all things—the heralds of doom. Death bears a scythe and rides a dead mount, spreading death far and wide. Famine wields black scales and charges forward on an emaciated unicorn to sap the sustenance from the land. Pestilence, on the back of a pegasus whose hide is covered in boils, takes lives or gives disease with an arrow from a white bow. A nightmare with blood-red fur and flaming hooves carries War, who cleaves peaceful lands with a crimson sword, leaving blood-soaked battlegrounds in its wake.

Though their mounts and arms are always the same, the appearance of each Horseman changes from one sighting to the next. This variation stems from the fact that the Four Horsemen are not mortal creatures that can be fought and defeated once and for all. They are spiritual entities—embodiments of destructive forces that can possess mortal creatures, thereby constantly recreating the Four Horsemen in the world.

Creating the Four Horsemen

The Four Horsemen template is actually a collection of four acquired templates that may be added to four different creatures (referred to hereafter as the base creatures). To qualify, the base creature must have Intelligence, Wisdom, and Charisma scores that are each greater than 5, and it cannot already be possessed by a Horseman.

The Four Horsemen (Death, Famine, Pestilence, and War) use all the base creatures' statistics and special abilities except as noted here. Unless otherwise specified, all changes given in the template description apply regardless of which Horseman possesses the creature.

Size and Type: Size and type are unchanged, but the creature gains the evil subtype if the base creature does not already have it.

Armor Class: The Horseman gains a +4 profane bonus to Armor Class.

Special Attacks: The Horseman retains all the base creature's special attacks and gains those described here.

Fear (Su): Any living creature within 100 feet of a Horseman must succeed on a Will save (DC 10 + 1/2 Horseman's character level + Horseman's Cha modifier) or suffer cumulative fear effects. A creature that fails a save against one Horseman's fear is shaken for 1 hour. A creature that fails its save against a second Horseman's fear effect while still shaken by the first is frightened for 10 rounds. A creature that fails its save against a third Horseman's fear effect while still frightened by the second is panicked for 1d6 rounds. A creature that fails a save against the fourth Horseman's fear effect while still panicked by the third dies instantly. The durations of these effects overlap. A creature that succeeds on a save against any of these fear effects is immune to that Horseman's fear for 1 hour or, if already shaken, until the duration of the shaken effect ends. A Horseman's fear is a mind-affecting fear affect.

Horseman Power: Each Horseman has a phantom mount (see **Special Qualities**) with a unique appearance and gains particular attacks based upon its nature, as given below.

Death: Death's phantom mount appears as the rotting corpse of a horse that hangs limply beneath Death, never moving.

Death Scythe (Su): As a standard action while riding its phantom mount, Death can summon to its hands a grave-dirt-covered scythe sized for the base creature. In addition to taking normal damage from the weapon, any foe struck by the scythe must succeed on a Fortitude save (DC 10 + 1/2 Death's character level + Death's Cha modifier) or die instantly. The scythe vanishes if Death lets go of it for any reason and cannot be summoned when Death is not riding its phantom mount. Death scythe is a death effect.

Finger of Death (Su): As a standard action once every 1d4 rounds, Death can target any creature within 500 feet by pointing at it. The target must succeed on a Fortitude save (DC 10 + 1/2 Death's character level +

The Four Horsemen of Whatever You Want

If you're interested in using the Four Horsemen of the Apocalypse in your game, you probably have a good idea of what you want them to do. If you need some inspiration, however, think about the following options.

- The Four Horsemen of the Apocalypse traditionally herald the end of the world. If they are ever allowed to rampage for a certain amount of time, the world will shatter.
- The Four Horsemen must reach a destination or find an item (or several items) to bring about the end of the world.
- The appearance of the Four Horsemen is a sign of a coming apocalypse. They must be stopped before they can wreak havoc on the land, but before they are expelled, the PCs must somehow extract information from them about the coming destruction so that it can be prevented.
- The Four Horsemen were created by a particular location or item and will continue to be reborn until the item that calls them is destroyed or the location is defiled.
- The Four Horsemen are servants of a god of destruction. They can't bring about the end of the world by themselves, but they can do a lot of damage.
- The different parts of this template are unrelated, and each Horseman is a separate entity.
- The Four Horsemen are mutual enemies. Instead of possessing a creature near another Horseman, each of them can possess any creature within 500 feet of the last host it had. Each Horseman is in the process of gathering an army about itself to fight the Last Battle with its three foes.
- Via possession by the Four Horsemen, the PCs have a chance to play powerful evil creatures. NPC enemies attempt to kill them, while old allies attempt to stop their depredations and expel the Horsemen entities without using deadly force.

Death's Cha modifier) or die instantly. If the creature fails the save, any other creature touching it within 1 hour of its death must also succeed on a save at the same DC or die. Finger of death is a death effect.

Famine: Famine's phantom mount appears as an emaciated black unicorn with sunken eyes and a brittle-looking horn.

Aura of Desolation (Su): Normal plants within 500 feet of Famine wilt, losing all fruit and seeds. Large or hardy plants such as trees lie dormant until renewed by water and sunlight; smaller plants die immediately. A plant creature or magic plant must succeed on a Fortitude save (DC 10 + 1/2 Famine's character level + Famine's Cha modifier) each round that it remains within the aura or take 2d6 points of damage. Creatures of the animal or vermin type are automatically sickened while within Famine's aura of desolation and for at least 24 hours after leaving it. Each day thereafter that it is outside of the aura, an affected animal or vermin receives a Fortitude save (DC 10 + 1/2 Famine's character level + Famine's Cha modifier) to end the effect.

Scales of Want (Su): As a standard action while riding its phantom mount, Famine can summon a set of black scales, which it can wield as a flail sized for the base creature. In addition to taking normal damage from the weapon, any creature struck by the scales must succeed on a Constitution check (DC 10 + Famine's Cha modifier). On a failure, the creature takes 4d6 points of nonlethal damage and becomes fatigued. Neither the damage nor the fatigued condition can be removed by rest, magic, fast healing, or regeneration until the creature eats a day's worth of meals. Another failed Constitution check against a second blow deals the same amount of nonlethal damage but does not extend the duration of the fatigue or make the target exhausted. The scales vanish if Famine lets go of them for any reason and cannot be summoned when Famine is not riding its phantom mount.

Pestilence: Pestilence's phantom mount appears as a bloated white pegasus covered in black boils and surrounded by a cloud of fat black flies.

Disease (Ex): Any creature struck or simply touched by Pestilence must succeed on a Fortitude save (DC 10 + 1/2 Pestilence's character level + Pestilence's Con modifier) or contract a terrible disease. Black boils form all over the victim's body, and it suffers from chills, hot flashes, and nausea. The incubation period is 1d4 rounds, and the damage dealt is 1d6 Constitution and 1d6 Dexterity, plus nausea (see the *DMG* for a description of the nauseated condition). The disease is transmitted by contact, so a creature that has contracted Pestilence's disease can transmit it to others by touch.

Breath of Contagion (Ex): An invisible cloud of contagion surrounds Pestilence at all times. Any breathing creature that begins its turn within 30 feet of Pestilence must succeed on two Fortitude saves (DC 10 + 1/2 Pestilence's character level + Pestilence's Con modifier), one against crackle fever and one against mindfire. See the *DMG* for descriptions of these inhaled diseases.

Fell Bow (Su): As a standard action while riding its phantom mount, Pestilence can summon to its hands a ghostly white longbow sized for the base creature, which it can use to fire an endless supply of white arrows. In addition to taking normal damage from the weapon, any foe struck by an arrow must succeed on a Fortitude save against Pestilence's disease special attack or contract the illness. The bow vanishes if Pestilence lets go of it for any reason and cannot be summoned when Pestilence is not riding its phantom mount.

War: War's phantom mount appears as a fierce nightmare with a crimson mane and tail and flaming hooves.

Battle Gaze (Su): Any creature within 10 feet of War that meets its gaze must make a Will save (DC 10

+ 1/2 War's character level + War's Cha modifier). A creature that fails this save is filled with lust for battle and must attack the creature nearest to it (other than War) to the best of its ability for 1d4 rounds. Any creature that fails the save need not make another save against the gaze until the duration of its battle lust ends. Battle gaze is a mind-affecting effect.

Fell Sword (Su): As a free action while riding this phantom mount, War can summon a blood-red greatsword sized for the base creature. In addition to taking damage for the weapon, any creature struck by the greatsword must succeed on a Will save (DC 10 + 1/2 War's character level + War's Cha modifier) or be affected as though by the *dominate monster* spell (caster level equals War's character level). War can dominate a number of creatures equal to twice its character level at one time. It generally commands such thralls to act as an honor guard against other foes. The sword vanishes if War lets go of it for any reason and cannot be summoned when War is not riding its phantom mount.

Possess Creature (Su): A new Horseman may be created whenever at least one Horseman has a host and at least one does not. Once per round, a Horseman entity without a host may attempt to possess any creature within 500 feet of a Horseman that has a host. No line of effect is necessary between the entity and the intended target, and the target need not be visible or otherwise discernable to the entity, though it must be on the same plane. The target creature must succeed on a DC 20 Will save or immediately gain the appropriate version of the Four Horsemen template. Success renders the creature immune to possession by any Horseman entity for 1 hour.

Once the creature is possessed and the template has been applied, the possessing Horseman entity cannot be expelled by any magic. Killing or destroying the host creature expels the entity, but it can immediately attempt to possess a new creature within 500 feet of another Horseman that has a host. A Horseman whose host is incapacitated or rendered immobile, paralyzed, or unconscious may also attempt to possess a creature within 500 feet of any other Horseman with a host. In this case, the creature that the departing Horseman entity leaves is immune to possession for 1 hour. If any Horseman entity lacks a host for 5 consecutive rounds, all the Horseman entities leave their hosts.

When all the Horsemen are without hosts at the same time, the entities return whence they came. They do not come back until they are set upon the world to bring about another apocalypse. (See **The Four Horsemen of Whatever You Want** sidebar for ideas of how you might handle the Four Horsemen's return.)

Special Qualities: The Horseman retains all the base creature's special qualities and gains those described here.

Damage Reduction (Su): A Horseman gains damage reduction 10/good.

Four Horsemen Protection (Su): The Four Horsemen work in concert. They are immune to one another's special attacks and to the special attacks of the base creatures that the Horsemen entities currently possess (such as breath weapons, poison, gaze attacks, or energy drain).

Hive Mind (Su): While possessing hosts, the Four Horsemen are in constant mental communication regardless of distance. If one is aware of a particular danger, they all are. If one is not flat-footed, none of them are. No Horseman is considered flanked unless all of them are. The Four Horsemen can communicate verbally with each other regardless of language. Horsemen without hosts do not participate in the hive mind.

Horseman Qualities: Each Horseman gains particular special qualities based upon its nature, as given below.

Death: *Immune to Death Effects (Ex):* Death is immune to death effects.

Famine: *Immune to Starvation (Ex):* Famine is immune to starvation and dehydration.

Pestilence: *Immune to Disease (Ex):* Pestilence is immune to disease.

War: *Fast Healing (Su):* War gains fast healing 2.

Immunities (Ex): The Four Horsemen are immune to spells and effects of the Illusion school to which spell resistance would normally apply. They are also immune to mind-affecting effects.

Phantom Mount (Sp): At will as a standard action, a Horseman can summon a saddled phantom mount one size category larger itself that looks as described in the appropriate Horseman Powers section. This mount appears below the Horseman, lifting its rider into a mounted position, and it can even carry a Horseman not normally able to ride a mount. The phantom mount remains until dismissed or dispelled, or until the Horseman dismounts or is unhorsed.

The phantom mount has no real physical form and can carry only the horseman that summoned it as a rider, though the Horseman itself might be able to carry another creature while riding. The mount has a fly speed equal to 10 feet per character level of the Horseman, with perfect maneuverability. A Horseman cannot use a phantom mount for cover (though its body could be used to provide concealment), or use the Trample feat, or bull rush a foe while mounted on a phantom mount. Attacks and creatures pass through the phantom mount, but *dispel magic* (caster level equals Horseman's character level) can dispel it. In addition, a Horseman mounted on its phantom mount gains a special weapon attack according to its specific nature, as detailed in the Horseman Powers section.

Resistances (Ex): A Horseman has resistance 10 to acid, cold, fire, electricity, and sonic.

Spell Resistance (Su): A creature possessed by a Horseman gains spell resistance equal to 12 + the base creature's CR or the base creature's spell resistance, whichever is higher.

Turn and Rebuke Vulnerability (Ex): As entities that herald the end of the world, the Four Horsemen are as hated and feared by most deities as they are by mortal creatures. Thus, each of the Four Horsemen can be turned, rebuked, destroyed, or commanded as though it were an undead creature with HD equal to its character level. Destruction frees a Horseman to find a new host.

Abilities: A Horseman's ability scores increase from the base creature according to the Horseman's particular nature, as given in the following table.

Abilities

Horseman	Str	Dex	Con	Int	Wis	Cha
Death	+0	+0	+0	+4	+4	+4
Famine	+0	+6	+4	+0	+0	+0
Pestilence	+0	+4	+6	+0	+0	+0
War	+6	+0	+6	+0	+0	+0

Skills: The Horseman gains a +10 racial bonus on Ride checks.

Feats: Each of the Horsemen gains bonus feats depending on its nature, as given below, if it does not already have them.

Death: Cleave, Great Cleave, Martial Weapon Proficiency (scythe), Power Attack, Weapon Focus (scythe).

Famine: Combat Expertise, Improved Trip, Improved Disarm, Martial Weapon Proficiency (flail), Weapon Focus (flail).

Pestilence: Martial Weapon Proficiency (longbow), Mounted Archery, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

War: Cleave, Great Cleave, Martial Weapon Proficiency (greatsword), Power Attack, Ride-By Attack, Weapon Focus (greatsword).

Organization: The Four Horsemen.

Challenge Rating: Same as the base creature +2. Consider granting a special XP reward for defeating the Four Horsemen in all the forms they take.

Alignment: Always neutral evil

Level Adjustment: —

Four Horsemen Characters

A Horseman favors whichever class the base creature does. The Four Horsemen make poor PCs since either their deaths or the destruction of the world is all but inevitable when they appear. You might, however, want to consider allowing a PC that has been possessed by a Horseman entity to play the character as an NPC until it is killed or until the Horseman decides to possess a new host.

Sample Four Horsemen

Here are four examples of Horsemen using creatures from cold climes (an annis hag, an aranea with the icy template, a winter wolf with the bipedal template, and an ice mephit) as the base creatures. The ice theme conveys the concept that these versions of the Four Horsemen originated in an arctic clime.

Annis Hag of Death

Large Monstrous Humanoid (Evil)

Hit Dice: 7d8+14 (45 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 24 (–1 size, +1 Dex, +10 natural, +4 profane), touch 14, flat-footed 23
Base Attack/Grapple: +7/+18
Attack: Claw +13 melee (1d6+7) or scythe +14 melee (2d6+10 plus death scythe)
Full Attack: 2 claws +13 melee (1d6+7) and bite +8 melee (1d6+3) or scythe +14/9 melee (2d6+10 plus death scythe) and bite +8 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Death scythe, improved grab, fear, finger of death, possess creature, rake 1d6+7, rend 2d6+10, spell-like abilities
Special Qualities: Damage reduction 10/good, darkvision 60 ft., Four Horsemen protection, hive mind, immunities (death effects, illusions, mind-affecting effects), *phantom mount,* resistances (acid 10, cold 10, fire 10, electricity 10, sonic 10), spell resistance 19, turn and rebuke vulnerability
Saves: Fort +6, Ref +6, Will +8
Abilities: Str 25, Dex 12, Con 14, Int 17, Wis 17, Cha 14
Skills: Bluff +10, Diplomacy +4, Disguise +2 (+4 acting), Hide +5, Intimidate +4, Listen +12, Ride +11, Spot +12
Feats: Alertness, Blind-Fight, Cleave[B], Great Cleave[B], Great Fortitude, Martial Weapon Proficiency (scythe)[B], Power Attack[B], Weapon Focus (scythe)[B]

Environment: Cold marshes
Organization: The Four Horsemen
Challenge Rating: 8
Treasure: Standard
Alignment: Always neutral evil

Advancement: By character class
Level Adjustment: —

Once a malevolent being who took wicked glee in the destruction of others, this Death exhibits no passion—just a dispassionate desire to see all the world become a tomb.

As Death, the annis becomes a vision of oblivion incarnate. So hideous does it appear that few creatures can even bear to look at it. Standing 9 feet tall, Death has near-black skin, dead-looking eyes, and the body of a wizened old woman. A tattered black cloak hangs about its shoulders, and it wields a rusty, pitted scythe.

The annis hag of Death speaks Common and Giant.

Combat

The annis hag of Death flies into combat wielding its death scythe and mounted on a floating corpse of a horse. If unhorsed, it takes the opportunity to rake and rend foes before mounting again.

The annis hag of Death's natural weapons, and any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction



Death Scythe (Su): DC 15 Fortitude save; see the Four Horsemen template.

Fear (Su): DC 15 Will save; see the Four Horsemen template.

Finger of Death (Su): DC 15 Fortitude save; see the Four Horsemen template.

Improved Grab (Ex): To use this ability, the annis Death must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Possess Creature (Su): See the Four Horsemen template.



Rake (Ex): Attack bonus +13 melee, damage 1d6+7. The annis hag of Death can attack a grappled foe with both claws at no penalty.

Rend (Ex): If the annis hag of Death hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+10 points of damage.

Spell-Like Abilities: 3/day—*disguise self*, *fog cloud*. Caster level 8th.

Four Horsemen Protection (Su): See the Four Horsemen template.

Hive Mind (Su): See the Four Horsemen template.

Immunities (Ex): See the Four Horsemen template.

Phantom Mount (Sp): Fly 70 ft., caster level 7th; see the Four Horsemen template.

Resistances (Ex): See the Four Horsemen template.

Spell Resistance (Ex): See the Four Horsemen template.

Turn and Rebuke Vulnerability (Ex): See the Four Horsemen template.

Skills: An annis hag of Death gains a +10 racial bonus on Ride checks.

Icy Aranea of Famine (Hybrid Form)

Medium Elemental (Cold, Evil, Shapechanger, Water)

Hit Dice: 3d8+24 (37 hp)
Initiative: +8
Speed: 30 ft. (6 squares), climb 25 ft.
Armor Class: 19 (+4 Dex, +1 natural, +4 profane), touch 18, flat-footed 15
Base Attack/Grapple: +3/+3
Attack: Bite +5 melee (1d6 plus poison, 1d6 cold, and paralysis) or web +5 ranged
Full Attack: Flail +4 melee (1d8 plus 1d6 cold, paralysis, and scales of want) and bite +0 melee (1d6 plus poison, 1d6 cold, and paralysis) or web +5 ranged
Space/Reach: 5 ft./5 ft.
Special Attacks: Aura of desolation, cold aura, exude ice, fear, icy touch, poison, possess creature, scale of want, spells, web
Special Qualities: Change shape, damage reduction 10/good, darkvision 60 ft., elemental traits, Four Horsemen protection, hive mind, ice mastery, immunities (illusion, mind-affecting effects, starvation), invulnerability to cold, low-light vision, *phantom mount*, resistances (acid 10, fire 10, electricity 10, sonic 10), spell resistance 17, turn and rebuke vulnerability, vulnerability to fire
Saves: Fort +9, Ref +7, Will +4
Abilities: Str 11, Dex 19, Con 22, Int 14, Wis 13, Cha 14
Skills: Balance +9, Climb +19, Concentration +12, Escape Artist +7, Jump +13, Listen +6, Ride +14, Spot +6
Feats: Combat Expertise [B], Improved Disarm [B], Improved Initiative, Improved Trip[B], Iron Will[B], Martial Weapon Proficiency (flail)[B], Weapon Finesse, Weapon Focus (flail)[B]

Environment: Cold forests
Organization: The Four Horsemen
Challenge Rating: 7
Treasure: Standard coins; double goods; standard items
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: —



The icy aranea of Famine appears to be an emaciated spider-human hybrid made entirely of ice. It has a fanged mouth and faceted eyes, and its icy ribs show through its translucent, ice-white skin. It wields a set of black scales like a flail.

The icy aranea Famine speaks Aquan, Common, and Sylvan.

Combat

The Famine entity knows this form isn't as physically formidable as other creatures it might possess, so it exudes ice and uses webs to slow foes, relying on its cold aura to damage enemies. When the icy aranea of Famine has the opportunity to attack a lightly armored foe, it swoops in to strike with its scales and bite.

The icy aranea of Famine's natural weapons, and any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction

Aura of Desolation (Su): DC 13 Fortitude save; see the Four Horsemen template.

Cold Aura (Ex): An icy aranea of Famine emits an aura of cold that can wound nearby creatures. Any creature within 10 feet of it takes 2d6 points of cold damage per round that it remains within range. A successful DC 17 Fortitude save halves the damage for that round. An icy aranea of Famine can suppress or resume the use of this ability as a free action. The save DC is Constitution-based.

Exude Ice (Su): At will as a full-round action, an icy aranea of Famine can exude a circle of slippery ice in a 20-foot-diameter spread centered on its body. This ice remains in the affected area, melting away as normal for the ambient temperature. Creatures walking on the ice must spend 2 squares of movement to enter any square covered by it. The DC for any Balance, Climb, or Tumble check made in the area increases by +5.

Fear (Su): DC 13 Will save; see the Four Horsemen template.

Icy Touch (Ex): An icy aranea of Famine is chilling to the touch. Any creature that makes a successful touch attack against it takes 1d6 points of cold damage. Each of the icy aranea of Famine's natural melee attacks (including successful grapple checks made during its turn) and attacks with metallic melee weapons deals +1d6 points of cold damage. Any creature damaged by the icy aranea of Famine's icy touch must succeed on a DC 17 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Possess Creature (Su): See the Four Horsemen template.

Scales of Want (Su): DC 12 Constitution check; see the Four Horsemen template.

Spells: The icy aranea of Famine casts spells as a 3rd-level sorcerer. It prefers illusions and enchantments and avoids fire spells.

Typical Sorcerer Spells Known (6/6; save DC 12 + spell level): 0—*daze, detect magic, ghost sound, light, resistance;* 1st—*mage armor, silent image, sleep.*

Web (Ex): In spider or hybrid form (see below), the icy aranea of Famine can throw a web up to six times per day. This attack is

similar to an attack with a net, but it has a maximum range of 50 feet and a range increment of 10 feet, and it is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 17 Escape Artist check or burst the web with a DC 21 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, is hardness 0, and takes double damage from fire.

Change Shape (Su): An icy aranea of Famine's natural form is that of a Medium monstrous spider. In this form, it has a base speed of 50 feet and lacks the ability to wield weapons. It can also assume two other forms. The first is a unique Small or Medium humanoid. An icy aranea of Famine in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, it cannot use its bite attack, webs, or poison.

The second form is a Medium spider-humanoid hybrid. In this form, an icy aranea of Famine looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. Famine retains its bite attack, webs, and poison in this form, and it can also wield weapons or wear armor. When in hybrid form, the icy aranea Famine's speed is 30 feet (6 squares).

The icy aranea of Famine remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the creature revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Elemental Traits: An icy aranea of Famine has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated* or *resurrected* (though a *limited wish, wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Four Horsemen Protection (Su): See the Four Horsemen template.

Hive Mind (Su): See the Four Horsemen template.

Ice Mastery (Ex): An icy aranea of Famine gains a +1 morale bonus on attack and damage rolls if its foe is touching ice. In addition, the icy aranea of Famine never slips or slides on natural or supernatural ice unless it wishes, and it can always climb ice and icy surfaces as though affected by a *spider climb* spell.

Immunities (Ex): See the Four Horsemen template.

Phantom Mount (Sp): Fly 30 ft. (perfect), caster level 3rd; see the Four Horsemen template.

Resistances (Ex): See the Four Horsemen template.

Spell Resistance (Ex): See the Four Horsemen template.

Turn and Rebuke Vulnerability (Ex): See the Four Horsemen template.

Skills: An icy aranea of Famine has a +2 racial bonus on Jump, Listen, and Spot checks, a +5 racial bonus on Balance checks, and a +10 racial bonus on Ride checks. It a +13 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Ice Mephit of Pestilence

Small Outsider (Air, Cold, Evil, Extraplanar)

Hit Dice: 3d8+9 (21 hp)
Initiative: +9
Speed: 30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class: 24 (+1 size, +5 Dex, +4 natural, +4 profane), touch 20, flat-footed 19
Base Attack/Grapple: +3/–1
Attack: Claw +4 melee (1d3 plus 1d4 cold and disease) or longbow +20 ranged (1d6 plus disease)
Full Attack: 2 claws +4 melee (1d3 plus 1d4 cold and disease) or longbow +10 ranged (1d6 plus disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath of contagion, breath weapon, disease, fear, fell bow, possess creature, spell-like abilities, summon mephit
Special Qualities: Damage reduction 10/good, darkvision 60 ft., fast healing 2, Four Horsemen protection, hive mind, immunities (cold, disease, illusions, mind-affecting effects), *phantom mount,* resistances (acid 10, cold 10, fire 10, electricity 10, sonic 10), spell resistance 15, turn and rebuke vulnerability, vulnerability to fire
Saves: Fort +6, Ref +8, Will +3
Abilities: Str 10, Dex 21, Con 16, Int 6, Wis 11, Cha 15
Skills: Bluff +8, Escape Artist +11, Hide +15, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +11, Ride +15, Spot +6, Use Rope +5 (+7 with bindings)
Feats: Dodge, Improved Initiative, Martial Weapon Proficiency (longbow)[B], Mounted Archery[B], Point Blank Shot[B], Precise Shot[B], Rapid Shot[B], Weapon Focus (longbow)[B]

Environment: Elemental Plane of Air
Organization: The Four Horsemen
Challenge Rating: 5
Treasure: Standard
Alignment: Always neutral evil
Advancement: 4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment: —

As Pestilence, the ice mephit looks like a spindly humanoid whose pure white skin is pocked with boils Its wings appear to be composed of icicles, and snowflakes and gnats swirl lightly on the wind around its form.

The ice mephit Pestilence speaks Common and Auran.

Combat

The ice mephit of Pestilence avoids engaging in melee. It remains mounted to retain the use of its fell bow and uses its breath weapon on any enemies that come too close.

The ice mephit of Pestilence's natural weapons, and any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction



Breath of Contagion (Ex): Two DC 14 Fortitude saves; see the Four Horsemen template.

Breath Weapon (Su): Once every 1d4 rounds as a standard action, the ice mephit of Pestilence can breathe a 10-foot cone of ice shards. Each creature in the area takes 1d4 points of cold damage (Reflex DC 15 half). Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Disease (Ex): DC 14 Fortitude save; see the Four Horsemen template.

Fear (Su): DC 13 Will save; see the Four Horsemen template.

Fell Bow (Su): DC 14 Fortitude save; see the Four Horsemen template.

Possess Creature (Su): See the Four Horsemen template.

Spell-Like Abilities: 1/hour—*magic missile* (caster level 3rd); 1/day—*chill metal* (DC 14, caster level 6th). The save DC is Charisma-based.

Summon Mephit (Sp): Once per day, the ice mephit of Pestilence can attempt to summon another ice mephit, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. An ice mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

Fast Healing (Ex): The ice mephit of Pestilence heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32°F or below.

Four Horsemen Protection (Su): See the Four Horsemen template.

Hive Mind (Su): See the Four Horsemen template.

Immunities (Ex): See the Four Horsemen template.

Phantom Mount (Sp): Fly 30 ft. (perfect), caster level 3rd; see the Four Horsemen template.

Resistances (Ex): See the Four Horsemen template.

Spell Resistance (Ex): See the Four Horsemen template.

Turn & Rebuke Vulnerability (Ex): See the Four Horsemen template.

Skills: The ice mephit of Pestilence gains a +10 racial bonus on Ride checks.

Bipedal Winter Wolf of War

Large Magical Beast (Cold, Evil)

Hit Dice: 6d10+26 (69 hp)
Initiative: +5
Speed: 40 ft. (8 squares)
Armor Class: 19 (–1 size, +1 Dex, +5 natural, +4 profane), touch 14, flat-footed 18
Base Attack/Grapple: +6/+17
Attack: Greatsword +13 melee (2d8+10 plus fell sword)
Full Attack: Greatsword +13/+8 melee (2d8+10 plus fell sword) and bite +12 melee (1d8+7 plus 1d6 cold)
Space/Reach: 10 ft./10 ft.
Special Attacks: Battle gaze, breath weapon, fear, fell sword, freezing bite, possess creature, trip
Special Qualities: Damage reduction 10/good, darkvision 60 ft., fast healing 2, Four Horsemen protection, hive mind, immunities (cold, illusions, mind-affecting effects), low-light vision, *phantom mount,* resistances (acid 10, fire 10, electricity 10, sonic 10), scent, spell resistance 17, turn and rebuke vulnerability, vulnerability to fire
Saves: Fort +11, Ref +6, Will +3
Abilities: Str 24, Dex 13, Con 22, Int 9, Wis 13, Cha 10
Skills: Hide –1*, Listen +6, Move Silently +7, Ride +11, Spot +6, Survival +1*
Feats: Alertness, Cleave[B], Great Cleave[B], Improved Initiative, Martial Weapon Proficiency (greatsword)[B], Power Attack[B], Ride-By Attack[B], Weapon Focus (greatsword)[B], Track

Environment: Cold forests
Organization: The Four Horsemen
Challenge Rating: 7
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: —

As War, the bipedal winter wolf is as big as an ogre and far stronger. It resembles an ogre-sized wolfman with pure white fur splattered with fresh blood. The creature bears a bloodstained greatsword that could cut trees in half and rides a spectral stallion the color of blood.

The bipedal winter wolf of War speaks Giant and Common.

Combat

The bipedal winter wolf of War rides into battle as a sower of chaso, laying about with its massive greatsword, hoping to turn foes against one another and dominate those unwilling to fight their friends.



The bipedal winter wolf of War's natural weapons, and any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction

Battle Gaze (Su): DC 13 Will save; see the Four Horsemen template.

Breath Weapon (Su): Once every 1d4 rounds, the bipedal winter wolf of War can breathe a 15-foot cone of frost. Every creature in the area takes 4d6 points of cold damage (Reflex DC 19 half). The save DC is Constitution-based.

Fear (Su): DC 13 Will save; see the Four Horsemen template.

Fell Sword (Su): DC 13 Will save, up to twelve creatures, caster level 6th; see the Four Horsemen template.

Freezing Bite (Su): The bipedal winter wolf of War deals an extra +1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Possess Creature (Su): See the Four Horsemen template.

Trip (Ex): If the bipedal winter wolf of War hits with a bite attack, it can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip War.

Four Horsemen Protection (Su): See the Four Horsemen template.

Hive Mind (Su): See the Four Horsemen template.

Immunities (Ex): See the Four Horsemen template.

Phantom Mount (Sp): Fly 60 ft. (perfect), caster level 6th; see the Four Horseman template.

Turn and Rebuke Vulnerability (Ex): See the Four Horsemen template.

Skills: The bipedal winter wolf of War has a +1 racial bonus on Listen, Move Silently, and Spot checks, a +2 racial bonus on Hide checks, and a +10 racial bonus on Ride checks. *Its natural coloration grants it a +7 racial bonus on Hide checks in areas of snow and ice. In addition, the bipedal winter wolf of War has a +4 racial bonus on Survival checks when tracking by scent.

Fungal Creature

Fungal creatures are plants that grow up out of the dead bodies of other creatures, taking on the forms and some of the abilities of their hosts. Fungal creatures tend to be peaceful and inoffensive, and they are usually content to stand in circles and absorb the nutrients of the earth as they quietly converse about nature and the miracle of their own existence. In fact, fungal creatures are notoriously difficult to disturb once they have gathered in a circle, since they break off their conversations only if attacked or if conversation becomes impossible.

Once a year, however, fungal creatures become surprisingly violent, succumbing to the drive to reproduce and seeking out other living creatures to infect with their spores. Each day during this one-week spawning period, every fungal creature seeks a living creature of similar size to kill with its spore cloud.

A fungal creature's body resembles a white, bloated version of its host's. Mushroomlike caps and outcroppings dot the fungal creature's form, giving it a nightmarish appearance.

Creating a Fungal Creature

"Fungal creature" is an inherited template that can be added to any corporeal, living creature susceptible to Constitution damage (referred to hereafter as the base creature).

A fungal creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to plant with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Change all racial Hit Dice to d8s.

Speed: Each of a fungal creature's speeds decreases by 10 feet (minimum 5 feet) from that of the base creature.

Armor Class: The fungal creature's natural armor bonus is equal to the base creature's natural armor bonus –2 (minimum +0). If the base creature had no natural armor bonus, this feature of the template causes no change.

Attack: The fungal creature retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The fungal creature gains a primary slam attack if it has no other natural attacks.

Damage: If the fungal creature gained a slam attack from the application of this template, its base damage is as given on the following table.



Damage

Size	Slam Base Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: The fungal creature retains all the base creature's special attacks and gains those described here.

Create Spawn (Ex): The body of a creature killed by Constitution damage from a fungal creature's spore cloud is slowly transformed into a fungal creature. This transformation takes at least 1 full day, but particularly dry conditions can extend the process for up to a week (GM's discretion). Once fully converted, the corpse cannot be raised from the dead, but it can still be resurrected or reincarnated. The application of a *plant growth* spell halves the transformation time, and the application of a *diminish plants* spell doubles it. A *blight* spell destroys the fungal spores and prevents transformation of the corpse. Spells that remove disease are ineffective against the spores.

The fungal creature lacks the class levels and memories of the creature from which it gained its form. If the base creature has 1 or fewer racial HD and is normally presented as classed (as with most humanoids), use a 1st-level warrior version of it as the base creature.

The fungal creature awakens as a free-willed being knowing all it needs to know (including language) in order to use its abilities and survive. Although it bears no allegiance to the fungal creature that created it, the new fungal creature immediately recognizes other fungal creatures as its own kind.

Poison Spore Cloud (Ex): Once per day, a fungal creature can release a choking yellow cloud of spores in a 15-foot-radius spread. The spore cloud lingers visibly in the air for 10 rounds, but it dissipates normally on the wind. This cloud functions as an inhaled poison.

Any creature that does not hold its breath before the fungal creature activates this ability is assumed to inhale the spores. Each breathing creature in the cloud must succeed on a Fortitude save (DC 10 + 1/2 fungal creature's racial HD + fungal creature's Con modifier) or take 1d2 points of Constitution damage and be fatigued for 1 minute. Thereafter, the creature must succeed on a second save (whether or not it succeeded on the first) or take 1d2 points of Constitution damage and become fatigued (or exhausted if already fatigued).

A creature that continues to inhale the spores continues to make Fortitude saves against their effects. Multiple spore clouds from multiple fungal creatures require multiple saves from any creature in an area where the clouds overlap. Creatures that are immune to poisons are immune to the fungal creature's poison spore cloud.

Poisonous Blood (Ex): A fungal creature's blood and flesh function as ingested poisons. Any creature that makes a bite attack against a fungal creature, swallows one whole, or otherwise ingests part of one must succeed on a Fortitude

save (DC 10 + 1/2 fungal creature's racial HD + fungal creature's Con modifier) or take 1 point of Strength damage and 1 point of Dexterity damage. One minute later, the creature must make a second save at the same DC or be nauseated for 1 minute and take 1d6 points of Strength damage and 1d6 points of Dexterity damage.

A fungal creature can drain its own blood to procure an ingested poison that affects creatures as described above. Unfortunately, its blood has a distinctive and largely unwelcome smell and taste, so most intelligent creatures would not eat food tainted with it unless the taste were thoroughly disguised (a DC 15 Profession [cook] check). The fungal creature must deal at least 1 point of damage to itself to get a full dose of poison, and the drawn blood (or amputated flesh) retains its poisonous nature for just 1 day unless additional living fungal blood is mixed into it.

Special Qualities: The fungal creature retains all the base creature's special qualities and gains those described here.

Fungal Metabolism (Ex): Fungal creatures do not breathe, nor do they need to eat or sleep in the typical manner. They gain all the sustenance they require from contact with moist natural earth, but they require rejuvenation (see **Rejuvenation**) as often and for as long as humans need sleep.

Rejuvenation (Ex): So long as it is in contact with moist natural earth, a resting fungal creature regains hit points as though it were experiencing complete bed rest and long term care (3 hit points per character level for each day of rest). The fungal creature can engage in light activity during rejuvenation, but any strenuous activity (fighting, running, casting a spell, and so on) prevents it from regaining hit points for that day. Complete bed rest does not increase the amount of healing a fungal creature gains from rejuvenation.

Abilities: Change from the base creature as follows: Dex –2 (minimum 1).

Languages: If the fungal creature can speak, it gains the ability to speak Sylvan in addition to any other languages the base creature knows.

Organization: Solitary, pair, gang (3–4), or circle (5–30).

Alignment: Usually neutral.

Level Adjustment: Same as the base creature +2.

Fungal Characters

A fungal creature favors whichever class the base creature does. Consider allowing a 1st- or 2nd-level character killed by a fungal creature to become a fungal creature under control of the player.

– Sample Creature: Fungal Lizardfolk –

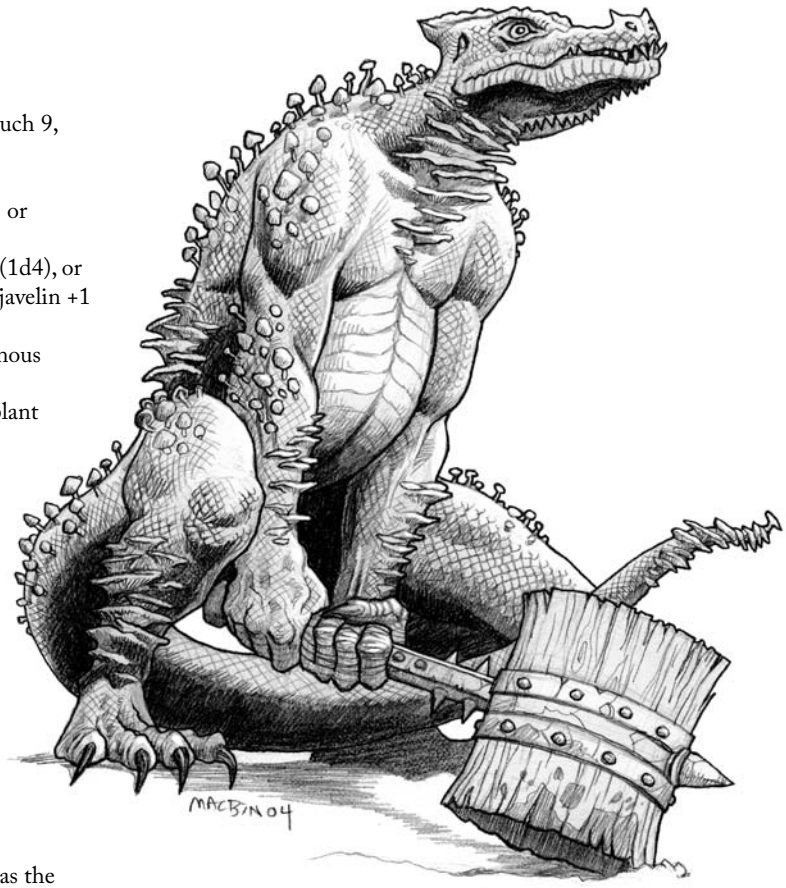
Medium Plant (Augmented Humanoid, Reptilian)

Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 16 (–1 Dex, +5 natural, +2 heavy shield), touch 9, flat-footed 14 or 16
Base Attack/Grapple: +1/+2
Attack: Claw +2 melee (1d4+1) or club +2 melee (1d6+1) or javelin +1 ranged (1d6+1)
Full Attack: 2 claws +2 melee (1d4+1) and bite +0 melee (1d4), or club +2 melee (1d6+1) and bite +0 melee (1d4); or javelin +1 ranged (1d6+1)
Special Attacks: Create spawn, poison spore cloud, poisonous blood
Special Qualities: Fungal metabolism, low-light vision, plant traits, rejuvenation
Space/Reach: 5 ft./5 ft.
Saves: Fort +1, Ref +2, Will +0
Abilities: Str 13, Dex 8, Con 13, Int 9, Wis 10, Cha 10
Skills: Balance +4, Jump +5, Swim +2
Feats: Multiattack

Environment: Temperate marshes
Organization: Solitary, pair, gang (3–4), or circle (5–30)
Challenge Rating: 1
Treasure: 50% coins; 50% goods; 50% items
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +3

Here is an example of a fungal creature using a lizardfolk as the base creature.

This tall creature looks like a cross between a powerfully built human and a lizard, but its body is bloated, white, and spotted with mushroom caps and shelf fungus. It has clawed hands, a long, mushroom-studded tail, and toothy jaws.



Fungal lizardfolk live in marshes far from most civilizations. However, their conflicts with other marsh dwellers at spawning time sometimes drive them out of their normal territories and into more civilized realms in search of easier prey.

Fungal lizardfolk speak Draconic and Sylvan.

Combat

Fungal lizardfolk save their poison spore clouds until several creatures are within range. When they can catch multiple creatures in their spores, they attempt to kill the weaker ones in order to create more of their kind.

Create Spawn (Ex): See the fungal creature template.

Poison Spore Cloud (Ex): DC 12 Fortitude save; see the fungal creature template.

Poisonous Blood (Ex): DC 12 Fortitude save; see the fungal creature template.

Fungal Metabolism (Ex): See the fungal creature template.

Plant Traits: A fungal creature is immune to poison, sleep effects, paralysis, stunning, and *polymorphing*, and mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It is not subject to critical hits.

Rejuvenation (Ex): See the fungal creature template.

Skills: Because of its tail, a fungal lizardfolk has a +4 racial bonus on Balance, Jump, Swim checks.

Genie-Bound Creature

Wishes are temptations—nightmares encased in glorious dreams. They are not goals; they are longings for the impossible, and many of these unfulfilled desires remain that way. But some creatures who refuse to see the truth eventually find themselves genie-bound.

Genies are powerful lords of the elemental planes. Djinn live on Elemental Plane of Air, while the powerful efreet rule much of the Elemental Plane of Fire. The efreet bestow wishes on followers and allies at will, but only the greatest of the djinn can grant wishes.

Genie-bound creatures are beings who have sold themselves into the service of a powerful genie in exchange for granted wishes. If the genie fulfills all the victim's wishes faithfully, the genie-bound creature must then serve the genie as a slave for one year and a day per wish granted.

Djinn treat their wish-slaves fairly well. Each genie-bound creature is a partner to them—a creature with which they struck a fair bargain. Djinn usually send their genie-bound creatures on errands or quests that are beneath their dignity. Djinni-bound creatures usually find their service lonesome and onerous, but not so terrible that they nurse dreams of escape.

Efreet, on the other hand, treat their genie-bound creatures poorly and often demand that they perform dangerous tasks. An efreeti treats its genie-bound creatures as the slaves they truly are and does what it wills with them for the duration of their service. Thus, efreeti-bound creatures often seek a means to break their pacts with their masters, but since only a *wish* can free them, they often end up enslaved to a new master.

Creating a Genie-Bound Creature

"Genie-bound creature" is an acquired template that can be added to any nongenie that has made a bargain with a genie in exchange for one or more *wishes* (referred to hereafter as the base creature).

A genie-bound creature uses all the base creature's statistics and special abilities except as noted here.

Armor Class: A djinni-bound creature gains a +4 deflection bonus to Armor Class. The djinni-bound creature's master can revoke this benefit at will but rarely does so. An efreeti-bound creature's Armor Class remains the same as the base creature's.

Special Attacks: A genie-bound creature retains all the base creature's special attacks and gains those described here.

Genie Magic (Sp): A genie can allow its genie-bound creature to use spell-like abilities as though it were a genie of the appropriate kind. The genie-bound creature can use these spells in any manner it chooses. However, as a free action, the genie can revoke or reinstate its ability to cast them, prematurely end their durations, or spoil their effects (by changing the wine created with *create wine* to vinegar, for example). The exact spell-like abilities bestowed depend on the kind of genie with which the genie-bound creature made its bargain, as follows.



Djinni: *Spell-Like Abilities:* At will—*invisibility* (self only); 1/day—*create food and water, create wine* (as *create water* but wine instead), *gaseous form, major creation, persistent image, wind walk.* Caster level equals genie-bound creature's character level. The save DCs are Charisma-based.

Efreeti: *Spell-Like Abilities:* At will—*detect magic, produce flame, pyrotechnics, scorching ray* (1 ray only); 3/day—*invisibility, wall of fire;* 1/day—*enlarge person, gaseous form, permanent image, polymorph* (self only), *reduce person.* Caster level equals genie-bound creature's character level. The save DCs are Charisma-based.

Special Qualities: A genie-bound creature retains all the base creature's special qualities and gains the following.

Darkvision (Su): A genie-bound creature has darkvision to a range of 60 feet.

Genie Quality: The exact genie qualities bestowed depend on the kind of genie with which the genie-bound creature made its bargain, as follows.

Djinni: *Djinni Boon (Su):* A creature bound to a djinni gains a +4 morale bonus on attack and damage rolls so long as the djinni is pleased with it.

Energy Resistance (Su): A djinni-bound creature gains acid resistance 20.

Efreeti: *Energy Resistance (Su):* An efreeti bound creature gains fire resistance 20.

Genie-Bound (Su): The genie is in constant telepathic communication with the possessed creature, imparting its thoughts and desires regardless of language or distance, even if its servitor is on another plane. The genie is constantly aware of its servant's actions (but not its thoughts) and its condition (as though via a *status* spell). The servant has no special awareness of the genie but can communicate with it telepathically. Because of this bond, the genie can use *plane shift* to move to any location on the elemental planes, the Astral Plane, or the Material Plane that its servitor occupies at will. Genies use this power to check their slaves' progress on the tasks set for them. A genie that is displeased with its genie-bound creature can use a standard action to deal 1d6 points of damage to it or 1d4 points of damage to any one of its ability scores. The genie can also heal a like amount of damage (regardless of its source or type) at will as a standard action.

When the genie-bound creature's period of service ends, it loses this template and all the changes it imposed. Only a *wish* can free a genie-bound creature from its promise to serve the genie.

Genie Empowered (Su): Once every 3 rounds, a genie-bound creature may choose to gain a +10 bonus on any one skill check, double its speed for the round, or gain a +5 bonus on a single saving throw it is required to make. The genie-bound creature may choose to gain the bonus on its saving throw even on another creature's turn.

Abilities: The genie-bound creature gain 6 points to add to the base creature's ability scores as it chooses.

Challenge Rating: Same as the base creature +2.

Level Adjustment: Same as the base creature +4.

Genie-Bound Characters

A genie-bound character favors whichever class the base creature does.

~ Sample Creature: Azize al'Bikira ~

(Male Efreeti-Bound Human Rogue 7) Medium Humanoid

Hit Dice: 7d6+28 (38 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 22 (+6 Dex, +4 *+1 studded leather,* +2 *+1 buckler*), touch 16, flat-footed 22
Base Attack/Grapple: +5/+9
Attack: *+1 rapier* +12 melee (1d6+4/18–20) or dart +11 ranged (1d4+4)
Full Attack: *+1 rapier* +12 melee (1d6+4/18–20) or dart +11 ranged (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack +4d6, spell-like abilities
Special Qualities: Darkvision 60 feet, evasion, genie-bound, genie empowered, resistance (fire 20), trap sense +2, uncanny dodge
Saves: Fort +5, Ref +12, Will +2
Abilities: Str 19, Dex 22, Con 14, Int 16, Wis 8, Cha 13
Skills: Balance +18, Bluff +11, Climb +14, Diplomacy +3, Disguise +1 (+3 acting), Escape Artist +16, Hide +16, Intimidate +13, Jump +14, Listen +9, Move Silently +16, Spot +9, Tumble +18, Use Magic Device +11, Use Rope +6 (+8 with bindings)
Feats: Combat Expertise, Improved Feint, Point Blank Shot, Weapon Finesse

Challenge Rating: 7
Treasure: See **Possessions** on page 135
Alignment: Neutral evil
Advancement: By character class
Level Adjustment: —



Here is an example of a genie-bound creature using a human rogue 7 as the base creature and an efreeti as the genie.

Azize Al'Bikira had heard many tales of genies in his childhood and considered himself well versed in their ways. Thus, when he found a bronze bottle of the type purported to contain a genie, he thought carefully about what his *wishes* would be and how he would phrase them before releasing the genie.

The red-skinned efreeti that appeared before him seemed to recognize Azize's superior intellect and granted his *wishes* without any attempt at deception. Azize expected that the genie would then leave, happy to be free of its prison, but all the fairy tales he had heard were proven false when the efreeti offered him more *wishes.* The efreeti explained the conditions of this offer, and heady with dreams of more granted *wishes,* Azize made the worst mistake of his life—he made three more *wishes.*

Now Azize serves his efreeti master with a growing sense of panic. His missions on behalf of the efreeti have already gotten Azize killed twice, and his master brought him back from death both times to fulfill his end of their bargain. Azize is certain that his next mission will be his last, and that his master will not bother to raise him from the dead again. He is desperate for another *wish* to free him from slavery and carefully investigates every hint of *wish*-granting items or reports of spellcasters who can cast the spell.

Azize Al'Bikira speaks Common, Dwarven, Elven, and Halfling.

Combat

Azize Al'Bikira dislikes endangering his life on behalf of his master and prefers hit-and-run tactics, especially in areas where he can make use of his superior ability to jump and climb. He avoids confining spaces and uses the cover of night to hide his activities. If possible, he attacks from hiding with a *scorching ray* and then separates his target from its allies with a *wall of fire*. Azize has no compunction about fleeing from a battle invisibly or in the form of a flying creature.

Sneak Attack (Ex): Azize deals 4d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage applies to point-blank ranged attacks as well. Creatures with concealment, creatures without discernable anatomies, and creatures immune to critical hits are all immune to sneak attacks. Azize may choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Spell-Like Abilities: At will—*detect magic, produce flame, pyrotechnics, scorching ray* (1 ray only); 3/day—*invisibility, wall of fire;* 1/day—*enlarge person* (DC 12), *gaseous form, permanent image* (DC 17), *polymorph* (self only), *reduce person* (DC 12). Caster level 7th. The save DCs are Charisma-based.

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

Genie-Bound (Su): See the genie-bound creature template.

Genie Empowered (Su): See the genie-bound creature template.

Trap Sense (Ex): Azize gains a +1 bonus on Reflex saves made to avoid traps and a +1 bonus to AC against attacks by traps.

Uncanny Dodge (Ex): Azize retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: *+1 rapier, +1 studded leather, +1 buckler, cloak of resistance +1, handy haversack.*

Giantean

The behemoth monstrosities and titanic entities known as giganteans are beings of godlike size. As titans are to halflings, so gigantean creatures are to normal specimens of their kinds. The world trembles beneath the steps of these huge and terrible creatures as they move.

Giganteans are aberrant, super sized versions of normal creatures. Often, a small population of giganteans of a particular kind dwells in exclusion from the rest of the world, usually hemmed in by a natural or magical barrier. The massive creatures sometimes have sympathy for their smaller cousins, but there can also be as much enmity between them as there is between dwarves and giants.

Using the Giantean Template

The gigantean template offers a wealth of options for altering monsters. It has a complicated application process, but its concept is quite simple.

Greater Size: If you apply the gigantean template and the resulting monster isn't large or deadly enough, just apply the template again.

Greater Versatility: Undead and constructs can have this template too. For undead, the template is acquired and might require a terribly evil ritual that costs thousands of lives. For constructs, the template is created, and gigantean creatures might be the creations of emperors or gods. You may use the template in this manner with only one change: Ignore the modification to Constitution resulting from the size change.

Easy Adaptability: The gigantean template can create a wealth of interesting monsters, especially when applied to small creatures with few HD. Yet it can also make for creatures with very high Challenge Ratings, so before applying the template, check to see whether the resulting creature will be of a CR you can use. If the creature gains fewer HD than called for, it will have a lower CR, and the reverse is also true. If you want to add more or fewer additional Hit Dice when you apply this template to a monster, there's no reason why you can't do so. If you decide to grant fewer additional HD, be sure that the ability modifications don't make the creature too dangerous for its decreased CR.

Acquiring the Gigantean Template: You can use the gigantean template as an acquired template if desired. An epic spell or magic item might allow a creature to gain the gigantean template, or some seminal event (such as the impact of a strange meteor) could cause an entire population to gain the template.

Creating a Gigantean Creature

"Gigantean" is an inherited template that can be added to any living creature (referred to hereafter as the base creature).

A gigantean uses all the base creature's statistics and special abilities except as noted here.



Size and Type: The creature's type does not change. Its size increases by up to four categories over that of the base creature (maximum Colossal; see the following table for new dimensions). Creatures of different size categories that increase to the same size category because of the table's upper limit retain their proportions to one another within their new size category. Thus, a gigantean human is smaller than a gigantean ogre, and a gigantean Colossal creature is larger than the normal Colossal version. The size change can affect AC, attack bonus, natural armor, Constitution, Strength, Dexterity, Hide checks, and grapple checks. Most of these changes are noted in the following sections.

Size and Type

Old Size	New Size	New Size Range
Fine	Medium	4 ft.–8 ft.
Diminutive	Large	8 ft.–16 ft.
Tiny	Huge	16 ft.–32 ft.
Small	Gargantuan	32 ft.–64 ft.
Medium	Colossal	64 ft. or more
Large	Colossal	64 ft. or more
Huge	Colossal	64 ft. or more
Gargantuan	Colossal	64 ft. or more
Colossal	Colossal	64 ft. or more

Hit Dice: The gigantean creature gains Hit Dice depending on the number of size categories it gained. Multiply the base creature's racial HD by the racial HD multiplier provided in the following table. A fractional Hit Die becomes a full Hit Die where applicable.

Hit Dice gained from character classes are not multiplied, though they still count normally toward the creature's character level. If all a creature's HD are from class levels (as is usually the case with humans), the creature has 1 racial HD for the purpose of the multiplication. If the base creature is Tiny to Medium size and has 2 or fewer racial HD, ignore the multipliers—its gigantean version simply has 15 HD.

Bonus hit points for certain creature types are sometimes based on size (such as for constructs). In this case, use the normal bonus hit points for the creature's new size.

Hit Dice

Old Size	New Size	Racial HD Multiplier
Fine	Medium	x6
Diminutive	Large	x6
Tiny	Huge	x6
Small	Gargantuan	x6
Medium	Colossal	x6
Large	Colossal	x4
Huge	Colossal	x4
Gargantuan	Colossal	x2
Colossal	Colossal	x2

Speed: Each of the gigantean's speeds increases with its size. Multiply each of the base creature's speeds by the number of size categories the gigantean version gained.

Armor Class: The base creature's size modifier to AC is replaced by one based on the gigantean's new size, as given in the following table. In addition, its natural armor bonus increases over that of the base creature by the amount indicated.

Armor Class

Old Size	New Size	Size Modifier	Natural Armor Bonus Change
Fine	Medium	+0	+0
Diminutive	Large	–1	+2
Tiny	Huge	–2	+5
Small	Gargantuan	–4	+9
Medium	Colossal	–8	+14
Large	Colossal	–8	+12
Huge	Colossal	–8	+9
Gargantuan	Colossal	–8	+5
Colossal	Colossal	–8	+0

Base Attack Bonus: The gigantean's base attack bonus increases with its additional Hit Dice. Replace the portion of the base creature's base attack bonus derived from racial HD with a new one based on its type and its new racial HD, as given on the following table. The portion of the base attack bonus derived from class levels remains the same.

Base Attack Bonus

Base Attack Bonus	Creature Type
HD x 3/4 (as cleric)	Aberration, animal, construct, elemental, giant, humanoid, ooze, plant, vermin
HD (as fighter)	Dragon, magical beast, monstrous humanoid, outsider
HD x 1/2 (as wizard)	Fey, undead

Grapple: The gigantean's size modifier on grapple checks is based on its new size, as given on the following table. It may also have a new Strength modifier if its Strength score has increased.

Grapple

Gigantean's Size	Size Modifier for Grapple Checks
Medium	+0
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16

Attack: The gigantean retains all the base creature's attacks, and its weapon and armor proficiencies. Its bonus on attack rolls changes based on its new base attack bonus, its new Strength modifier, and its new size modifier, as given on the following table.

Attack

Gigantean Size	Size Modifier for Attack Rolls
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8

Damage: Scale up the base damage once for each size category of difference between the base creature and the gigantean. Ability score damage or drain and energy damage also scale up in the same manner, but negative levels bestowed via attacks do not increase.

Damage

Old Damage	New Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8
4d6	6d6
4d8	6d8

Space/Reach: The gigantean has a space and reach appropriate for its new size, as described in the following table. If the base creature had greater than normal reach for its size, add 5 feet to the reach indicated on the table.

Space/Reach

New Size	New Space/Reach (Tall)	New Space/Reach (Long)
Medium	5 ft./5 ft.	5 ft./5 ft.
Large	10 ft./10 ft.	10 ft./5 ft.
Huge	15 ft./15 ft.	15 ft./10 ft.
Gargantuan	20 ft./20 ft.	20 ft./15 ft.
Colossal	30 ft./30 ft.	30 ft./20 ft.

Special Attacks: A gigantean retains all of the base creature's special attacks and gains the one described here. Except for spells and spell-like abilities, the ranges, areas, and damage dealt for these attacks change. To find the new range and area, multiply the base creature's value by the number of size categories gained. If the special attack deals hit point damage, its base damage increases as described in the Damage section. In addition, changes in ability scores may change special attack DCs.

Trample (Ex): See the glossary in the *MM* for a description of this ability and its effects. To determine the base trample damage of a creature that does not have a slam attack, consult **Table 5: Creature Size, Ability Scores, and Damage** in the *MM.*

Special Qualities: The gigantean retains all the base creature's special qualities and gains those described here. The ranges and areas, however, change in the same manner as they do for special attacks. To find the new range and area, multiply the base creature's value by the number of size categories gained. This procedure applies to special qualities that give specific ranges, such as darkvision and scent, but not to low-light vision.

Saves: The gigantean's base save bonuses increase with its additional racial Hit Dice. Replace the portion of each of the base creature's save bonuses derived from racial HD with a new one based on its type (see the following table) and its new racial HD. The portion of the base save bonus derived from class levels remains the same. Any saves not noted as good for a particular type are poor. See **Chapter 3: Classes** of the *PHB* for the progression of good and poor saves. New ability scores and new feats may also alter save bonuses.

Saves

Creature Type	Good Saves
Aberration	Will
Animal	Fortitude and Reflex (and sometimes Will)
Construct	—
Dragon	Fortitude, Reflex, Will
Elemental	Fortitude (Earth or Water) or Reflex (Air or Fire)
Fey	Reflex and Will
Giant	Fortitude
Humanoid	Fortitude or Reflex or Will
Magical beast	Fortitude, Reflex
Monstrous humanoid	Reflex, Will
Ooze	—
Outsider	Fortitude, Reflex, Will
Plant	Fortitude
Undead	Will
Vermin	Fortitude

Abilities: The gigantean's ability scores change based on its size change, as given in the following table.

Abilities

Old Size	New Size	Str	Dex	Con
Fine	Medium	+10	–8 (minimum 1)	+2
Diminutive	Large	+18	–8 (minimum 1)	+6
Tiny	Huge	+24	–8 (minimum 1)	+10
Small	Gargantuan	+28	–6 (minimum 1)	+14
Medium	Colossal	+32	–4 (minimum 1)	+16
Large	Colossal	+24	–2 (minimum 1)	+12
Huge	Colossal	+16	+0	+8
Gargantuan	Colossal	+8	+0	+4
Colossal	Colossal	+0	+0	+0

Skills: Ignore the base creature's skill modifiers. Recalculate skill points for the gigantean's racial Hit Dice according to its type, as given on the following table, then purchase its skills afresh, treating the base creature's skills as class skills and all others as cross-class skills. The gigantean retains any skill points gained from class levels and any racial skill bonuses the base creature has. New size modifiers, and new ability scores all modify skills.

Skills

Creature Type	Skill Points
Aberration	(2 + Int modifier, minimum 1) x (HD +3)
Animal	(2 + Int modifier, minimum 1) x (HD +3)
Construct	(2 + Int modifier, minimum 1) x (HD +3)

Skills (continued)

Creature Type	Skill Points
Dragon	(6 + Int modifier, minimum 1) x (HD +3)
Elemental	(2 + Int modifier, minimum 1) x (HD +3)
Fey	(6 + Int modifier, minimum 1) x (HD +3)
Giant	(2 + Int modifier, minimum 1) x (HD +3)
Humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Magical beast	(2 + Int modifier, minimum 1) x (HD +3)
Monstrous humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Ooze	(2 + Int modifier, minimum 1) x (HD +3)
Outsider	(8 + Int modifier, minimum 1) x (HD +3)
Plant	(2 + Int modifier, minimum 1) x (HD +3)
Undead	(4 + Int modifier, minimum 1) x (HD +3)
Vermin	(2 + Int modifier, minimum 1) x (HD +3)

Feats: The gigantean retains the base creature's bonus feats, but it loses all the base creature's other feats the base creature had. Recalculate the number of feat slots the gigantean has based on its character level (racial and class HD) and assign feats as desired, giving preference to the feats that the base creature possessed. The gigantean must still meet any prerequisites for feats chosen to fill vacant feat slots.

Challenge Rating: Increase the base creature's CR by 1 for every 4 HD added, except for creatures of the dragon, outsider, magical beast, and monstrous humanoid type. For dragons and outsiders, increase the CR by +1 per 2 additional HD. For magical beasts and monstrous humanoids, increase the CR by +1 per 3 additional HD. Then compare the gigantean to creatures with Challenge Ratings up to 3 higher to determine whether the CR you have assigned is reasonable.

Treasure: Same as the base creature, but all items are of a size commensurate with the gigantean's.

Advancement: By character class if the base creature advances by class; otherwise no advancement, or advance by HD without increasing size.

Level Adjustment: —

Gigantean Characters

A gigantean character favors whichever class the base creature does. It's unlikely that the creature resulting from application of this template would be an easily playable PC, primarily because of its enormous size and the fact that Hit Dice granted by this template count toward character level. Some Medium or Large giganteans might make good high-level PCs, however.

– Sample Creature: Gigantean Dream Chaos Beast –

Colossal Outsider (Chaotic, Extraplanar)

Hit Dice: 48d8+432 (684 hp)
Initiative: +3
Speed: 80 ft. (16 squares)
Armor Class: 26 (–1 Dex, –8 size +25 natural), touch 1, flat-footed 26
Base Attack/Grapple: +48/+82
Attack: Claw +66 melee (2d8+18 plus corporeal instability)
Full Attack: 2 claws +66 melee (2d8+18 plus corporeal instability)
Space/Reach: 30 ft./30 ft.
Special Attacks: Corporeal instability, dream spellcasting, lulling gaze, sleep song, trample 2d8+27, waking dreams
Special Qualities: Damage reduction 5/cold iron, darkvision 240 ft., dream travel, immunities (critical hits, transformation), pierce the veil, low-light vision, sleep vulnerability, spell resistance 15
Saves: Fort +21, Ref +11, Will +20
Abilities: Str 46, Dex 9, Con 29, Int 10, Wis 12, Cha 14
Skills: Climb +42, Jump +38, Listen +25, Perform (sing) +12, Spot +25, Survival +11
Feats: Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor (x6), Improved Natural Attack (claw), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack

Environment: Any chaotic-aligned plane
Organization: Solitary
Challenge Rating: 20
Treasure: None
Alignment: Always chaotic neutral
Advancement: —
Level Adjustment: —

Here is an example of a gigantean using a chaos beast with the dream template as the base creature.

Gigantean dream chaos beasts are monstrous alien beings that hail from a realm of total, amoral chaos. Composed of a thousand nightmares, the creature cloaks itself in dreams and fantasies. The gigantean dream chaos beast sings a lullaby that puts its victims to sleep, even as it crashes through their homes. Its touch destroys its victims' forms, changing them to pulpy, roiling masses of flesh. A gigantean dream chaos beast can even dream up an ethereal version of itself while it sleeps.

The 100-foot-tall bulk of a gigantean dream chaos beast shifts in a constant cascade of flesh and bone, eyes and teeth, claws and tentacles. Its form is never constant, but always revolting.

Gigantean dream chaos beasts do not speak.

Combat

If it knows it will face significant resistance, a gigantean dream chaos beast first scouts the potential battlefield ethereally, using its dream travel ability. In combat, it always uses its waking dreams ability, since this effect combined with its lulling gaze make its sleep song all but irresistible. It then tramples as many foes as it can, using Power Attack in conjunction with its melee attacks against particularly tough foes.

A gigantean dream chaos beast's claw attacks, and any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Corporeal Instability (Su): Any living creature struck by a gigantean dream chaos beast's claw attack must succeed on a DC 43 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, or even shirts—hamper more than help, reducing the victim's Dexterity score by –4 each. The affected creature's soft or misshapen feet and legs reduce its land speed to 10 feet or one-quarter normal, whichever is lower. Furthermore, the searing pain that courses along the victim's nerves prevents it

from acting coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and 50% miss chance, regardless of the attack roll). Each round the victim spends in this amorphous state deals 1 point of Wisdom drain due to mental shock. A victim whose Wisdom score falls to 0 becomes a chaos beast. An affected creature can regain its own shape by making a DC 15 Charisma check (a standard action). The DC for this check does not vary based on Hit Dice or ability scores. Success re-establishes the creature's normal form for 1 minute. On a failure, the victim can still repeat the check each round until successful.

Because corporeal instability is not a disease or a curse, it is quite difficult to remove. A *shapechange* or *stoneskin* spell does not cure the afflicted creature but does fix its form for the duration of the spell. A *restoration, heal,* or *greater restoration* spell removes the affliction, though a separate *restoration* is necessary to restore any lost Wisdom.

Dream Spellcasting (Su): A gigantean dream chaos beast's effective caster level for figment, glamer, and pattern spells increases by +2.

Lulling Gaze (Su): Any creature within 80 feet that meets the gigantean dream chaos beast's gaze must succeed on a DC 36 Will save or take a –5 penalty on Spot checks and a –2 penalty on Will saves against sleep effects for as long as it remains within range. A new save is required each round until the creature either fails or is no longer within range. A dream creature can suppress or resume this ability as a free action.

Sleep Song (Su): As a full-round action, a gigantean dream chaos beast can sing a lullaby that puts nearby creatures to sleep. Any creature within 400 feet of it that can hear the song must succeed on a Will save (DC equals the gigantean dream chaos beast's Perform [sing] check result) or fall asleep as though affected by a *sleep* spell for a 48 rounds. A creature that successfully saves cannot be affected by the same gigantean dream chaos beast's sleep song again for 24 hours. The gigantean dream chaos beast is immune to its own and other dream creatures' sleep songs. Sleep song is a sonic, mind-affecting, sleep effect.

Trample (Ex): DC 52 Reflex half; see the gigantean template. The save DC is Strength-based.

Waking Dreams (Su): A gigantean dream chaos beast can cause the area within 400 feet of its position to become hazy and dreamlike at will. This effect penetrates solid objects and even crosses the boundary with the Ethereal Plane. Distances and speeds in the affected area become hard to judge. Bright areas seem dark, and dark areas appear to have some hazy illumination. Colors blend into one another in strange and unpredictable ways, and creatures seem to take on the features of objects or other creatures. Every creature in the affected area takes a –4 penalty on all attack rolls, checks, and saves. A creature outside the area taking any action that would affect creatures within or on the other side of the area also takes a –4 penalty on any associated roll or check. Waking dreams is an illusion (figment) effect with no save, but creatures that are immune to illusions are immune to its effect. *True seeing* and similar effects allow a creature to act in the affected area without taking the penalty. The gigantean dream chaos beast is immune to the penalties caused by its own waking dreams and those of other dream creatures.

Dream Travel (Su): Once per day, a gigantean dream chaos beast can go to sleep and travel about ethereally. This ability works like the *ethereal jaunt* spell, except that the gigantean dream chaos beast leaves its material body behind, and it can remain ethereal so long as its body sleeps.

At any point in time, the gigantean dream chaos beast may go to sleep with the intent of traveling ethereally. When it does so, an ethereal version of it like that resulting from an *ethereal jaunt* spell rises from its sleeping body. This version of the gigantean dream chaos beast can then travel about the Ethereal Plane, roaming material areas ethereally, and act as it wills. If its sleeping body takes damage, is subjected to a harmful spell or effect, or is awakened by a loud noise or vigorous motion, the ethereal form vanishes and the gigantean dream chaos beast awakes with the knowledge of what its ethereal self experienced. The same result occurs if the ethereal form leaves the Ethereal Plane (by its own will or by force), or "dies," either from damage or from some magical effect. Beneficial spell effects cast on the body of the sleeping gigantean dream chaos beast benefit its ethereal form as well, but negative effects that affect the ethereal form do not affect the sleeping body, nor do they affect the gigantean dream chaos beast after it has awakened. If the ethereal form would become material through some action or effect, it vanishes and the sleeping gigantean dream chaos beast awakens.



Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a gigantean dream chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it can immediately return to its mutable form as a free action.

Pierce the Veil (Ex): A gigantean dream chaos beast automatically succeeds on saving throws against figment, glamer, and pattern effects and spells.

Sleep Vulnerability (Ex): A gigantean dream chaos beast takes a –2 penalty on saves against sleep effects. Furthermore, it counts as a creature with 46 Hit Dice for determining the number and HD of creatures a *sleep* spell can affect.

Green Warden

Emperors of the wood and lords of all growing things, green wardens are the royalty of intelligent plants. They inherit their powers, each growing from the seed of a previous green warden that has died.

Green wardens have the power to shape living plants and cause dead wood to grow. They often live in great trees that they have transformed into woodland palaces. The surrounding such dwellings are carefully tended and arranged to present a harmonious natural beauty.

Green wardens guard their domains from the ravages of civilization and the dangers of the natural world. Their territories are often wonderlands that preserve all of nature's bounty in areas untouched by fire or frost. Although such wild areas are beautiful and blessed with plentiful game, most creatures avoid them, since only intelligent plants and nonevil fey can expect a welcome from a green warden. Despite their dangerous reputations, however, their in-depth understanding of the natural world and their detailed knowledge of their own lands make green wardens valuable resources for those brave enough to parley with them.

Creating a Green Warden

"Green warden" is an inherited template that can be applied to any plant with an Intelligence score of at least 6 and a Charisma score of at least 3 (hereafter referred to as the base creature).

A green warden uses all of the base creature's statistics and special abilities except as noted here.

Speed: The green warden's land speed increases by +10 feet over that of the base creature. If the base creature has no land speed, the green warden gains a land speed of 15 feet.

Armor Class: The green warden's natural armor bonus improves by +2 over that of the base creature.

Special Attacks: The green warden retains all the base creature's special attacks and gains those described here.

Renew Deadwood (Su): Once every 1d4 rounds, a green warden can produce an effect like that of a *warp wood* spell (caster level equals green warden's racial Hit Dice), except it affects only dead wood. Any wooden objects affected by this ability turn into living plants that root themselves when they come into contact with the ground. A green warden cannot "unwarp" wood or return it to its normal shape with this ability.

Spell-Like Abilities: At will—*calm animals, create water, pass without trace, purify food and drink, treestride, treeshape;* 1/day—*animate plants, barkskin, commune with nature, endure elements, goodberry, liveoak, plant growth, quench, transmute metal to wood, woodshape* (living wood only). Caster level equals green warden's racial HD. The save DCs are Charisma-based.





Special Qualities: The green warden retains all the base creature's special qualities and gains those described here.

Damage Reduction (Ex): A green warden has damage reduction 10/slashing. If the base creature has better damage reduction, use that value but add "and slashing" to the entry for damage types that overcome the damage reduction.

Regeneration (Su): A green warden has regeneration 5. Fire and cold deal normal damage to it.

Resistance to Fire (Ex): A green warden has fire resistance 10.

Scent (Ex): A green warden can detect approaching enemies and sniff out hidden foes by sense of smell alone. See the *MM* for details of this quality.

Trackless Step (Ex): A green warden leaves no trail in natural surroundings and cannot be tracked. It may, however, choose to leave a trail if it desires.

Tremorsense (Ex): A green warden can automatically sense the location of anything within 100 feet that is in contact with the ground or with an object (such as a tree) that is in contact with the ground.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +2, Wis +4, Cha +6.

Skills: A green warden has a +10 racial bonus on Knowledge (nature), Listen, Spot, and Survival checks. A green warden may use Knowledge (nature) as though trained even if it possesses no ranks in the skill.

Feats: A green warden gains Leadership and Track as bonus feats if it does not already have them. It often has plants, fey creatures, or even magical beasts as followers.

Environment: Any land.

Organization: Solitary.

Challenge Rating: Same as the base creature +1.

Alignment: Often neutral.

Level Adjustment: Same as the base creature +7.

Green Warden Characters

If the base creature advances by Hit Dice, the green warden's favored class is druid. Otherwise, it favors whichever class the base creature does.

– Sample Creature: Green Warden Shambling Mound –

Large Plant

Hit Dice: 8d8+32 (68 hp)
Initiative: +1
Speed: 30 ft. (4 squares), swim 30 ft.
Armor Class: 23 (–1 size, +1 Dex, +13 natural), touch 10, flat-footed 23
Base Attack/Grapple: +6/+17
Attack: Slam +13 melee (2d6+7)
Full Attack: 2 slams +13 melee (2d6+7)
Space/Reach: 10 ft./10 ft.
Special Attacks: Constrict 2d6+10, improved grab, renew deadwood, spell-like abilities
Special Qualities: Damage reduction 10/slashing, darkvision 60 ft., immunity (electricity), low-light vision, plant traits, regeneration 5, resistance (fire 10), scent, trackless step, tremorsense 100 ft.
Saves: Fort +10, Ref +3, Will +6
Abilities: Str 25, Dex 12, Con 19, Int 7, Wis 14, Cha 15
Skills: Hide +4*, Knowledge (nature) +8, Listen +20, Move Silently +9, Spot +12, Survival +12
Feats: Iron Will, Leadership [B], Power Attack, Track[B], Weapon Focus (slam)

Environment: Any land
Organization: Solitary
Challenge Rating: 7
Treasure: 1/10th coins; 50% goods; 50% items
Alignment: Often neutral
Advancement: 9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment: +13

Here is an example of a green warden using a shambling mound as the base creature.

Green warden shambling mounds are kings among their kind. These intelligent, carnivorous plants protect the land from fires and from overharvesting. Though they are most often found in marshes, green warden shamblers can make their homes nearly any place where green plants grow.

A green warden shambler's body stands about 9 feet tall, has an 8-foot girth, and weighs about 5,500 pounds. The creature has a regal bearing despite its resemblance to a mound of rotting leaves.

Combat

A green warden shambling mound guards its territory with tangled growth and animated plants. In combat, it seeks to remain hidden and use its spell-like abilities to cripple foes before entering melee.

Constrict (Ex): A green warden shambling mound deals 2d6+10 points of damage with a successful grapple check.

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

Renew Deadwood (Su): Caster level 8th; see the template.

Spell-Like Abilities: At will—*calm animals, create water, pass without trace, purify food and drink, treestride, treeshape; 1/day—animate plants, barkskin, commune with nature, endure elements, goodberry, liveoak, plant growth, quench* (DC 15), *transmute metal to wood, wood shape* (living wood only; DC 14) Caster level 8th. The save DCs are Charisma-based.

Immunity to Electricity (Ex): A green warden shambling mound takes no damage from electricity. Instead, any electricity attack used against it temporarily grants it 1d4 extra points of Constitution. The green warden shambling mound loses these points at the rate of 1 per hour.

Regeneration (Su): See the green warden template.

Trackless Step (Ex): See the green warden template.

Skills: A green warden shambling mound has a +4 racial bonus on Hide, Listen, and Move Silently checks and a +10 racial bonus on Knowledge (nature), Listen, Spot, and Survival checks. *It has a +12 racial bonus on Hide checks when in a swampy or forested area. A green warden shambler may use Knowledge (nature) as though trained even if it possesses no ranks in the skill.

Half-Drow

Half-drow are the results of sexual or magical unions between dark elves and other creatures. The blood of the dark elf fuses with that of the other creature, adding to its abilities rather than weakening both bloodlines, as can occur in other such unions.

Extremely adventurous drow sometimes take the shapes of other creatures to seek out sexual encounters, and spellcasters occasionally splice drow with other creatures in hopes of creating better slaves. The most common method of creating a half drow, however, is through an act of sexual violence. Thus, the birth of a half-drow is rarely a happy occasion, despite the augmented abilities it usually displays.

Half-drow run the gamut of personalities, but most are wrathful creatures that hate the poisonous blood in their veins and the world that reviles them. A rare few revel in their close relation to drow, using the power of their birthright to achieve their aims. Some unfortunate half-drow admire the dark elves and try to emulate them in manner and dress—even going so far as to live on the outskirts of drow

settlements, in some cases. Though they do their best to win the approval and acceptance of full-blooded drow, they are almost universally met with ridicule and murderous violence.

A half-drow generally displays most of the features of its nondrow parent race, but its hair is a shockingly bright white, and its skin is the telltale jet-black shade of a dark elf. Its eyes are bright gems of ruby crimson, and its ears come to at least a subtle point. Half-drow elves are extremely rare, since both races routinely kill such abominations, but those that do survive look just like dark elves and can often infiltrate drow society undetected.

Creating a Half-Drow

"Half-drow" is an inherited template that can be added to any living, intelligent, corporeal, nondrow creature (referred to hereafter as the base creature).

A half-drow uses all the base creature's abilities and statistics in addition to those noted here.



Size and Type: Size and type are unchanged, but the creature gains the drow and elf subtypes if the base creature does not already have them.

Special Attacks: The half-drow retains all the base creature's special attacks and gains those described here.

Spell-Like Abilities (Sp): 1/day–*dancing lights, darkness, faerie fire*. Caster level equals half-drow's character level.

Special Qualities: The half-drow retains all the base creature's special qualities and gains those described here.

Darkvision (Ex): A half-drow has darkvision to a range of 60 feet. If the base creature already has darkvision, its range increases by +20 feet (maximum 120 feet).

Drow Blood (Ex): Half-drow are considered to be members of the base creature's race and of the drow and elf races for the purpose of racially specific special abilities and effects.

Immunity to Sleep (Ex): Half-drow are immune to *sleep* magic and effects.

Spell Resistance (Ex): A half-drow has spell resistance equal to either the base creature's spell resistance (if any) or 9 + base creature's character level, whichever is higher.

Will Save Bonus (Ex): A half-drow receives a +1 racial bonus on Will saves against spells and spell-like abilities.

Abilities: Change from the base creature as follows: Dex +2, Con –2 (minimum 1), Int +2.

Skills: A half-drow gains a +1 racial bonus on Listen, Search, and Spot checks.

Organization: Solitary, pair, family (3–5), or clan (6–36).

Challenge Rating: Same as the base creature +1, or +0 if abilities overlap significantly.

Alignment: Usually chaotic neutral.

Level Adjustment: Same as the base creature +2.

Half-Drow Characters

Half-drow are adventurers by nature, always ready to move on and face new dangers when situations become too threatening. They instinctively distrust any group of creatures that seems willing to accept them, though they secretly long for such companions. A half-drow favors whichever class the base creature does.

– Sample Creature: Half-Drow/Half-Derro –

Small Monstrous Humanoid (Drow, Elf)

Hit Dice: 3d8 (13 hp)
Initiative: +7
Speed: 20 ft. (4 squares)
Armor Class: 20 (+1 size, +3 Dex, +2 natural, +3 studded leather armor, +1 buckler), touch 14, flat-footed 17
Base Attack/Grapple: +3/–1
Attack: Short sword +4 melee (1d4/19–20) or repeating light crossbow +7 ranged (1d6/19–20 plus poison)
Full Attack: Short sword +4 melee (1d4/19–20) or repeating light crossbow +7 ranged (1d6/19–20 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack +1d6, spell-like abilities
Special Qualities: Darkvision 60 ft., drow blood, immunity (sleep), madness, poison use, spell resistance 15, vulnerability to sunlight, Will save bonus
Saves: Fort +1, Ref +6, Will +6
Abilities: Str 11, Dex 16, Con 11, Int 12, Wis 5, Cha 16
Skills: Bluff +5, Hide +11, Listen +2, Move Silently +9, Search +2, Spot -2
Feats: Blind-Fight, Improved Initiative

Environment: Underground
Organization: Solitary, pair, team (3–4), squad (5–8 plus 1 3rd-level sorcerer), or band (11–20 plus 30% noncombatants plus 3 3rd-level sorcerers and 1 sorcerer of 5th–8th level)
Challenge Rating: 3
Treasure: Standard coins; double goods; standard items
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +4

A half-drow/half-derro combines the madness common to the derro race with a half-drow's paranoia, to produce a twitchy and deadly bundle of nerves. Both drow and derro seek to destroy such undesirable crossbreeds, and the matings that produce them are considered aberrant by both races.

Stocky and dwarflike, a half-drow/half-derro has black skin and shockingly white hair. Its wide eyes are bright red, and its ears come to slight points.

Half-drow/half-derro speak Undercommon.

Combat

Half-drow/half-derro are as stealthy as drow and as bloodthirsty as orcs. They enjoy combat but greatly fear death, and these contrasting emotions make them unpredictable in a battle. A half-drow/half-derro uses *darkness* spells liberally to confuse foes. Under the cover of magical darkness, it can hide and move silently through battlefields and use *ghost sound* to make foes mistake their positions before launching a deadly assault.

Sneak Attack (Ex): A half-drow/half-derro deals +1d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage applies to point-blank ranged attacks as well. Creatures with concealment, creatures without discernable anatomies, and creatures immune to critical hits are all immune to sneak attacks. The half-drow/half-derro may choose to deliver nonlethal damage with its sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Spell-Like Abilities: At will—*darkness, ghost sound;* 1/day— *dancing lights, daze* (DC 13), *faerie fire, sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Drow Blood (Ex): See the half-drow template.

Immunity to Sleep (Ex): Half-drow/half-derro are immune to *sleep* magic and effects.

Madness (Ex): A half-drow/half-derro uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. A half-drow/half-derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.



Poison Use (Ex): A half-drow/ half-derro typically carries 2d4 doses of greenblood oil or Medium monstrous spider venom (see **Poison** on page 296 of the *DMG*), which it applies to crossbow bolts. A half-drow/half-derro is not at risk of poisoning itself when handling poison.

Spell Resistance (Ex): See the half-drow template.

Vulnerability to Sunlight (Ex): A half-drow/half-derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Will Save Bonus (Ex): A half-drow/half-derro receives a +1 racial bonus on Will saves against spells and spell-like abilities.

Skills: A half-drow/half-derro has a +4 racial bonus on Hide and Move Silently checks.

Half-Giant

Most true giants view their ability to procreate with other races and other kinds of giants as a curse upon their kind. Indeed, the storm giant seer Rodvind Tusenmaug wrote in his salient text, *Blood of Thunder*, "Beware your cousins of the stone and hill, for they are closest to the corrupting earth. Beware your cousins of ice and fire, for their blood runs too cold and too hot. Even more, beware your brothers of the clouds, for their hearts blow with the prevailing winds. But most of all, beware the half-spawn of your own kind, for their blood is the wine of temptation and their souls have no masters. Unchecked, they will be the ruin of your castles and the despoilers of your lands."

A few kinds of giants, however, view the ability to breed with other races as a gift. In particular, ogre mages often polymorph into giants of various kinds in order to mate with them. Through such trickery, they hope to produce children who can act as their spies and assassins among the other giant races.

No matter how an individual giant feels about mating with other races, the fact remains that they are physically capable of procreating with nearly any creature of naturally humanoid form. Such a union produces a child with most of the traits of its nongiant parent, or of the mother if both parents are giants. Giant parentage often results in increased size and strength, and it bestows the giants' famous knack for throwing boulders. Half-giant blood dilutes in just one generation, however; the children of nongiant/half-giant pairs display no trace of giant heritage except perhaps strangely colored hair, skin, or eyes. Similarly, the children of a giant and a half-giant show few signs of the nongiant grandparent's blood.

In addition to their strength and size, half-giants often exhibit other traces of their giant parent's heritage. A cloud half-giant has white hair throughout its life, and an ettin half-giant always has two heads. A fire half-giant's body is coal-black, and a hill half-giant tends toward fat even when perfectly fit. A frost half-giant has yellow eyes, hair, and teeth, and a storm half-giant's hair is dark green. An ogre half-giant usually has overly long arms and large hands, while an ogre mage half-giant possesses light green skin and black nails. A troll half-giant has the warty green skin common to that race.

Troll and ogre half-giants are by far the most common specimens; other half-giants are born only rarely. Though usually encountered singly, half-giants might be encountered in droves in areas where they are deliberately fostered. For example, an exiled hill giant might rule a tribe of orcs, or a colony of grimlocks might be allied with stone giants.

Creating a Half-Giant

"Half-giant" is an inherited template that can be added to any living, corporeal creature of at least Small size and naturally humanoid shape (referred to hereafter as the base creature). Creatures that do not reproduce in the same manner as giants cannot receive this template. Furthermore, mating between giants of the same kind does not produce half-giants.

A half-giant uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Type is unchanged, but the creature gains the giantkin subtype if the base creature does not already have it.

If the base creature's size category is not equal to or larger than that of the giant parent, the half-giant gains one size category (maximum Colossal). This change affects its ability scores, AC, attack bonus, and natural armor, as detailed in the following sections.

Giantkin Subtype: The half-giant is considered both a giant and a creature of its normal type for the purpose of spells, abilities, and effects that affect those types. If its type renders it immune to an effect that would normally affect a giant, it remains immune unless the effect specifically targets creatures of the giant type. In addition, the half-giant may use magic items with racially specific qualities as though it were of the giant type.



Speed: If the half-giant gains a size category, each of its speeds increase by +10 feet over that of the base creature.

Armor Class: The half-giant's natural armor bonus improves by +1 over that of the base creature. It might also increase further because of a size change, as given in the following table. In addition, the half-giant might take a greater size penalty to AC than the base creature did. If the creature gained a size category, replace the old size modifier with the appropriate value from the following table.

Armor Class

New Size	Natural Armor Bonus Increase	New Size Modifier to AC
Medium	None	None
Large	+2	–1
Huge	+3	–2
Gargantuan	+4	–4
Colossal	+5	–8

Attack: The half-giant retains all the base creature's attacks, and its weapon and armor proficiencies. Its bonus on attack rolls changes based on its new base attack bonus, its new Strength modifier, and its new size modifier (if any), as given on the following table.

Attacks

Half-Giant Size	Size Modifier for Attack Rolls
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8

Damage: The half-giant's increased Strength increases its damage modifier accordingly. Furthermore, if the half-giant gains a size category, it may use correspondingly larger weapons, so the base damage for each of its natural and weapon attacks increases by one step, according to the following table.

Damage

Old Damage	New Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8
4d6	6d6
4d8	6d8

Space/Reach: Same as the base creature unless the half-giant gained a size category. In that case, the half-giant has a space and reach appropriate for its new size, as described in the following table. If the base creature had greater than normal reach for its size, add 5 feet to the reach indicated on the table.

Space/Reach

New Size	Space/Reach
Medium	5 ft./5 ft.
Large	10 ft./10 ft.
Huge	15 ft./15 ft.
Gargantuan	20 ft./20 ft.
Colossal	30 ft./30 ft.

Special Attacks: The half-giant retains all the base creature's special attacks and gains the one described here.

Rock Throwing (Ex): A jotunblood giant has a +1 racial bonus on attack rolls made to throw rocks. It can throw rocks weighing up to the amount given in the following table five range increments, assuming it has the Strength to lift a

Half-Giants and Psionic Half-Giants

The half-giants reflected in this template are not related to the psionic breed of half-giants presented in the *Psionic's Handbook*. This template serves as a means to create ordinary non-psionic varieties of half-giant creatures and unless the template is applied to a naturally psionic creature such as the Xeph, the result of this template is never a psionic creature. Use this template to create giant breeds from all the giants listed in the *MM*, from hill giants to ettins. Psionic half-giants could be an anomalous result of bizarre crossbreeding or even an unusual strain of creatures spawned on some other world.

rock of that size. The size of the range increment depends on the half-giant's size category, as given in the table. If the base creature has a better rock throwing ability, use its values instead. The half-giant gains its Strength bonus (if any) on damage rolls when it strikes a foe with a thrown rock. The half-giant gains this special attack even if its giant parent did not have it.

Rock Throwing

Half-Giant's Size	Rock Weight	Base Rock Damage	Range Increment
Medium	10 lb.	1d8	60 ft.
Large	50 lb.	2d6	120 ft.
Huge	80 lb.	2d8	140 ft.
Gargantuan	120 lb.	2d8	180 ft.
Colossal	180 lb.	4d6	220 ft.

Special Qualities: The half-giant retains all the base creature's special qualities and gains those described here.

Giant Quality: The exact giant quality bestowed depends on the giant parent, as follows.

Cloud Giant: *Scent (Ex):* A half-cloud giant can detect approaching enemies and sniff out hidden foes by sense of smell alone. See the *MM* for details of this quality.

Ettin: *Second Head (Ex):* Because of its second head, the half-ettin gains a +2 bonus on all Listen, Spot, and Search checks. If the base creature has a bite attack, the second head grants the half-giant a second bite attack with the same attack modifier and base damage. Otherwise, the half-giant gains the Two-Weapon Fighting feat or the Multiattack feat as a bonus feat, whichever is more appropriate.

Fire Giant: *Fire Resistance (Ex):* The half-fire giant gains fire resistance 10.

Frost Giant: *Cold Resistance (Ex):* The half-frost giant gains cold resistance 10.

Hill Giant: *Hill's Strength (Su):* Whenever the half-hill giant is in contact with solid ground (not the deck of a ship or a house's floor above a basement), it gains a +2 enhancement bonus to Strength.

Ogre, Merrow, or Ogre Mage: *Darkvision (Ex):* The half-giant gains darkvision to a range of 60 ft.

Stone Giant: *Stony Soul (Ex):* A half-stone giant's natural armor bonus improves by +2 in addition to the +1 increase normally provided by this template. In addition, the stone half-giant throws rocks with two hands, applying 1-1/2 times its Strength bonus to damage rolls.

Storm Giant: *Electricity Resistance (Ex):* The half-storm giant gains electricity resistance 10.

Troll: *Fast Healing (Ex):* A half-troll has fast healing 2.

Any Other Giant: *Giant's Blood (Ex):* The blood of the giant grants the half-giant a +2 competence bonus on Spot checks and a +2 bonus on Fortitude saves.

Rock Catching (Ex): Once per round, a half-giant that would normally be hit by a rock of Small, Medium, or Large size can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The half-giant must be ready for and aware of the attack in order to make a rock catching attempt. The half-giant gains this special quality even if its giant parent did not have it.

Abilities: The half-giant's abilities change based on its size, as shown in the following table.

Abilities

Half-Giant Size	Str	Dex	Con
Medium	+6	–2 (minimum 1)	+2
Large	+10	–2 (minimum 1)	+4
Huge	+10	–2 (minimum 1)	+4
Gargantuan	+8	+0	+4
Colossal	+10	+0	+4

Skills: If the creature increased in size, replace the base creature's size modifier on Hide checks with the appropriate one for its new size.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +3.

Half-Giant Characters

A half-giant character favors whichever class the base creature does. A starting half-giant character may choose Giant as a bonus language.

– Sample Creature: Half-Girallon/Half-Ettin –

Large Magical Beast (Giantkin)

Hit Dice: 7d10+20 (58 hp)
Initiative: +3
Speed: 40 ft. (8 squares), climb 40 ft.
Armor Class: 16 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple: +7/+18
Attack: Claw +13 melee (1d4+7) or rock +10 ranged (2d6+7)
Full Attack: 4 claws +13 melee (1d4+7) and 2 bites +11 melee (1d8+3) or rock +10 ranged (2d6+7)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d4+9, rock throwing
Special Qualities: Darkvision 60 ft., low-light vision, rock catching, scent
Saves: Fort +7, Ref +8, Will +5
Abilities: Str 24, Dex 17, Con 14, Int 2, Wis 12, Cha 7
Skills: Climb +14, Listen +3, Move Silently +8, Search –2, Spot +8
Feats: Iron Will, Multiattack, Toughness (×2)

Environment: Warm forests
Organization: Solitary or company (5–8)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment: —

Here is an example of a half-giant using a girallon as the base creature and an ettin as the giant.

Half-girallon/half-ettins are even more aggressive and territorial than normal girallons. Most become either leaders of their communities or outcasts.

A half-girallon/half-ettins looks like a 12-foot-tall, broad-chested, two-headed, four-armed ape with thick white fur. Though it appears stoop-shouldered and somewhat ogrelike, it walks upright, not on two legs and two arms like a normal girallon. Because of its great weight, it climbs only the strongest trees.

Combat

Half-girallon/half-ettins bring stones high into treetops to hurl at intruders in their territory. A single one of these deadly missiles can kill a leopard with a direct hit. Creatures not wise enough to flee the rain of rocks have little time left to regret that error, since Half-girallon/half-ettins readily climb down to do battle with claws and teeth if their prey does not succumb to rocks.

Rend (Ex): A Half-girallon/half-ettins that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+9 points of damage.

Rock Throwing (Ex): A Half-girallon/half-ettins can throw rocks that weigh up to 50 pounds five range increments (120 feet per range increment).

Rock Catching (Ex): Once per round, a Half-girallon/half-ettins that would normally be hit by a rock of Small, Medium, or Large size can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The Half-girallon/half-ettins must be ready for and aware of the attack in order to make a rock catching attempt.



Skills: A Half-girallon/half-ettins has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Half-Plant

Half-plants live between the worlds of flora and fauna. They often have grass for hair, thorns for nails, leaves for ears, barklike skin that comes in any of a hundred hues, and eyes that come in any color that flowers do.

Creating a Half-Plant

"Half-plant" is an inherited template that can be applied to any aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, or vermin (referred to hereafter as the base creature).

A half-plant uses all of the base creature's statistics and special abilities except as noted here.

Armor Class: The half-plant's natural armor bonus improves by +1 over that of the base creature.

Special Qualities: The half-plant retains all the base creature's special qualities and gains those described here.

Fortification (Ex): When a creature becomes a half-plant, many of its internal organs are replaced by vegetable matter. Thus, whenever a sneak attack or critical hit is scored against the half-plant, there is a 50% chance that the extra damage is negated and damage is rolled normally.

Low-Light Vision (Ex): The half plant can see twice as far as a human in torchlight, starlight, moonlight, and other conditions of low light.

Plant Feeding (Ex): If a half-plant remains in the direct light of the sun for at least 4 hours, it does not need to eat that day.

Plantlike (Ex): A half-plant creature counts as a plant for the purpose of spells and effects that specifically affect creatures of the plant type. Half-plant creatures can use magic items with powers or abilities that work specifically for creatures of the plant type. A half-plant also has a +4 bonus on saving throws against poison, sleep, paralysis, stunning, polymorphing, and mind-affecting effects.

Abilities: Change from the base creature as follows: Dex –2 (minimum 0), Con +4.

Skills: A half-plant has a +5 racial bonus on Hide checks in forests and flora-heavy settings.

Level Adjustment: Same as the base creature +1.

Half-Plant Characters

A half-plant favors whichever class the base creature does.

Using the Half-Plant Template

This template is an unusual idea that might seem difficult to place in a game at first glance, but many options exist for using half-plants.

Dryad-Spawn: Half-plants might result from matings between dryads and other creatures.

Half-Plant Elves: All elves (or other creatures closely associated with the natural world) could be half-plants in a given campaign. Each elf subrace could be associated with a different tree: oak, birch, yew, holly, and hawthorn.

Magical Crossbreeding: A half-plant might be a hybrid created by druidic magic. Perhaps a druid or a spellcasting treant has been turning humanoids into half-plants as a curse.

Pod Creatures: Half-plants might be neutral evil beings created by the implantation of a seed. In this case, each half-plant should have the implant and hive mind abilities described here. This option increases the template's CR adjustment by +1 and makes it a poor choice for player characters.

Hive Mind (Ex): Each half-plant is in constant communication with all others within 1 mile. Half-plants within sight of one another cannot be caught flat-footed or flanked unless all of them are.

Implant (Ex): Once per day as a full-round action, a half-plant may implant a seed into a helpless foe. If the victim qualifies for the half-plant template, the seed slowly grows over the course of 30 days, gradually taking over the organs of the base creature. At the end of the 30 days, the victim becomes a half-plant, and its alignment changes to neutral evil.

– Sample Creature: Half-Plant Green Hag –

Medium Monstrous Humanoid

Hit Dice: 9d8+27 (67 hp)
Initiative: +1
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 22 (+12 natural), touch 10, flat-footed 22
Base Attack/Grapple: +9/+13
Attack: Claw +13 melee (1d4+4)
Full Attack: 2 claws +13 melee (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Mimicry, spell-like abilities, weakness
Special Qualities: Darkvision 90 ft., fortification, low-light vision, plant feeding, plantlike, spell resistance 18
Saves: Fort +8, Ref +6, Will +7
Abilities: Str 19, Dex 10, Con 16, Int 13, Wis 13, Cha 14
Skills: Concentration +9, Craft or Knowledge (any one) +7, Hide +8*, Listen +11, Spot +11 Swim +12
Feats: Alertness, Blind-Fight, Combat Casting, Great Fortitude

Environment: Temperate marshes
Organization: Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: —

Here is an example of a half-plant using a green hag as the base creature.

A half-plant/half-green hag looks like a gaunt, green-skinned crone with marsh weeds for hair. Its powerful arms are thin and brown, ending in long hands with twig like fingers.

Half-plant/half-green hags spend their days in the sun and sleep at night. They enjoy capturing sentient creatures and eating them while they still live. This torturous feeding is entirely malicious because green hags do not require food on sunny days, and when they do need to eat, they can capture animals of the swamp easily.



Combat

A half-plant/half-green hag uses the foliage of the swamp to its advantage, depending on its natural coloration to hide among the plants, even while invisible. It uses its spell-like abilities to lure victims close and attacks unwary foes gleefully. A half-plant/half-green hag is fearless in combat.

Mimicry (Ex): A half-plant/half-green hag can imitate the sounds of almost any animal found near its lair.

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 12), *invisibility, pass without trace, tongues, water breathing.* Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A half-plant/half-green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Fortification (Ex): See the half-plant template.

Low-Light Vision (Ex): See the half-plant template.

Plant Feeding (Ex): See the half-plant template.

Plantlike (Ex): See the half-plant template.

Skills: A half-plant/half-green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A half-plant/half-green hag also has a +5 racial bonus on Hide checks in forests and other settings dominated by plant life.

Holy Creature

Good gods and goddesses typically require great sacrifices of their servants—not because the deities are cruel or greedy, but because the causes good creatures care about make such efforts necessary. Yet deities of justice cannot ask such sacrifices of their worshipers without giving of themselves or providing their supplicants with the tools they require to do right in their names.

Holy creatures are mortal beings empowered by good gods to act on their behalf in the mortal world. Such a gift is also a great responsibility, and as such, no god bestows it lightly. Only a deity's most devout and capable worshipers garner enough of their god's favor to gain the mantle of holy creatures, and even then, they take it on only when the need is greatest. Holy creatures bear this responsibility with due reverence and are always on their guard against corruption and failure, since the power of holiness is easier lost than gained.

A holy creature appears much as it did before it gained its god's favor, but its newfound confidence and unflagging hope tend to straighten its back and lengthen its stride.

Creating a Holy Creature

"Holy creature" is an acquired template that can be added to any creature of good alignment that uses positive energy or has the good subtype (referred to hereafter as the base creature). Good clerics, paladins, and celestial creatures are appropriate choices for the holy template. Should the holy creature's alignment ever change from good, it loses this template.

A holy creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the good subtype if the base creature did not already have it.



Speed: Each of a holy creature's speeds increases by +10 feet over the corresponding speed of the base creature.

Special Attacks: A holy creature retains all the base creature's special attacks and gains those described here.

Holy Spellcasting (Su): A holy creature's effective caster level for spells with the good or healing descriptor increases by +1 over that of the base creature. This benefit stacks with itself, so the holy creature's effective caster level for a spell with both of these descriptors is higher by +2 than that of the base creature.

Sacredness (Su): Each of a holy creature's melee attacks with a natural or manufactured weapon deals +1d6 points of extra damage to a creature of evil alignment. All of its natural and manufactured weapons are treated as good aligned for overcoming damage reduction.

Special Qualities: A holy creature retains all the base creature's special qualities and gains those described here.

Damage Reduction (Su): The holy creature gains damage reduction 5/evil.

Holy Body (Su): A holy creature gains double the normal amount of healing from positive energy. Thus, if a *cure light wounds* spell would normally restore 7 hit points, the holy creature would instead regain 14 hit points.

Low-Light Vision (Su): A holy creature has low-light vision and can see twice as far as a human in moonlight, starlight, torchlight, and other conditions of poor lighting.

Negative Energy Protection (Su): When a holy creature is struck by an attack using negative energy (be it energy drain, ability damage or drain, or hit point damage such as that from an *inflict* spell, for example, the holy creature may make a level check (1d20 + HD) against a DC equal to 11 + the attacking creature's character level. If the level check succeeds, the negative energy attack is canceled out in a bright flash. If the negative energy attack was dealt by a melee or melee touch attack, the creature that delivered it takes 2d6 points of damage.

Protection from Evil (Su): A holy creature gains a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks by evil creatures. Furthermore, it is immune to any attempt by an evil creature to possess, charm, or influence it.

Abilities: Change from the base creature as follows: Str +2, Dex +2, Con +4, Wis +4, Cha +4.

Skills: A holy creature gains a +4 sacred bonus on Listen, Sense Motive, and Spot checks.

Challenge Rating: Same as the base creature +1.

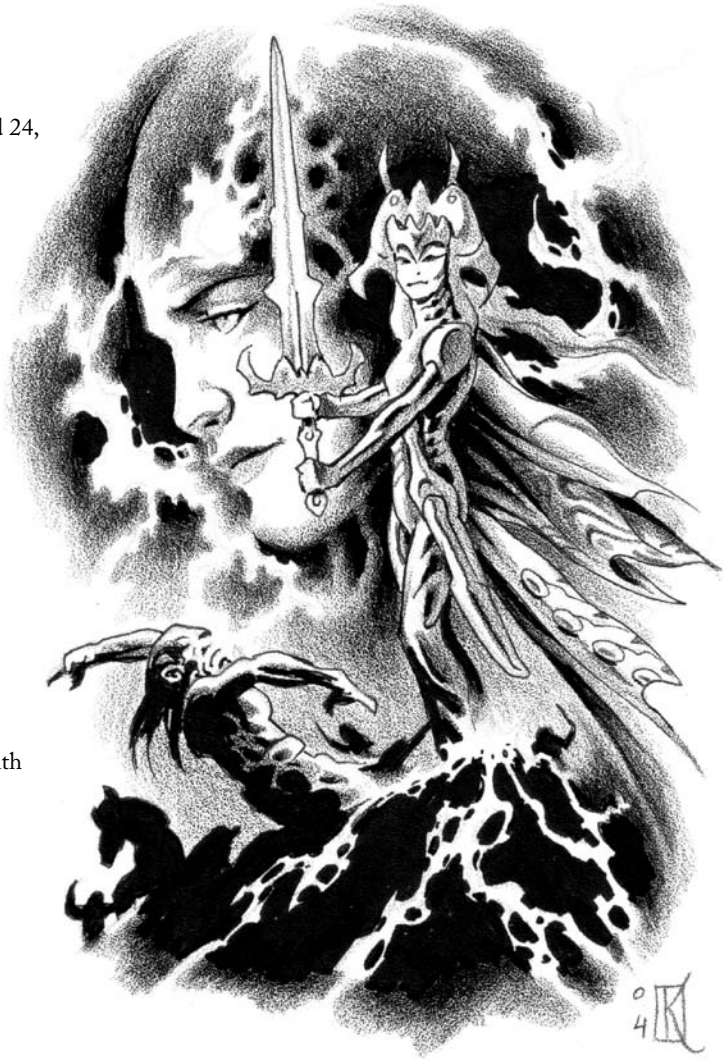
Level Adjustment: Same as the base creature +5.

Holy Characters

A holy character favors whichever class the base creature does.

Sample Creature: Holy Ghaele

Medium Outsider (Chaotic, Eladrin, Extraplanar, Good)



Hit Dice: 10d8+20 (65 hp)
Initiative: +6
Speed: 60 ft. (12 squares), fly 160 ft. (perfect)
Armor Class: 26 (+2 Dex, +14 natural), touch 12, flat-footed 24, or 15 (+2 Dex, +3 deflection), touch 15, flat-footed 13
Base Attack/Grapple: +10/+18
Attack: *+4 holy greatsword* +22 melee (2d6+15/19–20 plus sacredness) or light ray +12 ranged touch (2d12)
Full Attack: *+4 holy greatsword* +22/+17 melee (2d6+15/19–20 plus sacredness) or 2 light rays +12 ranged touch (2d12)
Space/Reach: 5 ft./5 ft.
Special Attacks: Gaze, holy spellcasting, sacredness, spell-like abilities, spells
Special Qualities: Alternate form, damage reduction 10/evil and cold iron, darkvision 60 ft., holy body, immunities (electricity, petrification), low-light vision, negative energy protection, protection from evil, protective aura, resistances (cold 10, fire 10), spell resistance 28, tongues
Saves: Fort +9, Ref +9, Will +12
Abilities: Str 27, Dex 14, Con 15, Int 20, Wis 21, Cha 20
Skills: Concentration +15, Diplomacy +7, Escape Artist +15, Handle Animal +18, Hide +15, Knowledge (any two) +18, Listen +22, Move Silently +15, Ride +17, Sense Motive +22, Spot +22, Use Rope +2 (+4 with bindings)
Feats: Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip

Environment: Any chaotic-good aligned plane
Organization: Solitary, pair, or squad (3–5)
Challenge Rating: 14
Treasure: No coins; double goods; standard items
Alignment: Always chaotic good
Advancement: 11–15 HD (Medium); 16–30 HD (Large)
Level Adjustment: —

Here is an example of a holy creature using a ghaele as the base creature.

Gifted with an aura of wholesomeness that sets them apart as virtuous even among the paragons of virtue, holy ghaeles perform the most important missions for the deities of good. Their elflike forms emanate an almost palpable aura of magnanimous kindness. Those suffering under the yoke of evil earn their aid, but no one who preys on others can escape their wrath.

Holy ghaeles speak Celestial, Draconic, and Infernal, and their tongues ability enables them to speak with almost any creature.

Combat

A holy ghaele fearlessly confronts any foe, trusting even its weakest healing spells to close mortal wounds. It metes out spells and sword blows with equal fervor, striking down evil wherever it dares to rear its head.

A holy ghaele's natural weapons, and any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Gaze (Su): In humanoid form, a holy ghaele's gaze can slay evil creatures with 5 or fewer character levels to a range of 60 feet (DC 20 Will save negates). Even if the save succeeds, the creature is affected as though by a *fear* spell for 2d10 rounds. A nonevil creature or an evil creature with more than 5 character levels subjected to the holy ghaele's gaze must succeed on a DC 20 Will save or be affected as though by a *fear* spell. The save DCs are Charisma-based.

Holy Spellcasting (Su): See the holy creature template.

Light Ray (Ex): A holy ghaele in globe form can project light rays to a range of 300 feet. This attack overcomes damage reduction of any type.

Sacredness (Su): See the holy creature template.

Spell-Like Abilities: At will—*aid, charm monster* (DC 19), *color spray* (DC 16), *comprehend languages, continual flame, cure light wounds* (DC 16), *dancing lights, detect evil, detect thoughts* (DC 17), *disguise self, dispel magic, hold monster* (DC 20), *greater invisibility* (self only), *greater teleport* (self plus 50 pounds of objects only), *major image* (DC 18), *see invisibility;* 1/day—*chain lightning* (DC 21), *prismatic spray* (DC 22), *wall of force.* Caster level 12th. The save DCs are Charisma-based.

Spells: A holy ghaele in humanoid form can cast divine spells as a 14th-level cleric. It has access to two of the following domains: Air, Animal, Chaos, Good, Healing, or Plant (plus any others its deity offers). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/7/6/6/5/4/3; save DC 15 + spell level): 0—*cure minor wounds*, detect magic, guidance, light, resistance, virtue;* 1st—*bless, cure light wounds*, command* (2), *divine favor, obscuring mist, sanctuary, shield of faith;* 2nd—*aid, align weapon, bear's endurance, cure moderate wounds*, lesser restoration*, remove paralysis*, zone of truth;* 3rd—*daylight, cure serious wounds*, prayer, remove curse, searing light, water breathing;* 4th—*death ward, dismissal, divine power, holy smite*, neutralize poison*, restoration*;* 5th—*break enchantment, dispel evil*, flame strike, raise dead, true seeing;* 6th—*banishment, blade barrier*, greater dispel magic, heal*;* 7th—*greater restoration*, holy word*, summon monster VII.*

Domains: Good and Healing.

*Caster level 16th.

Alternate Form (Su): A holy ghaele can shift between its humanoid and globe forms as a standard action. In humanoid form, it cannot fly or use its light rays, but it can use its gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, it can fly, use its light rays, and use spell-like abilities, but it cannot cast spells or use its gaze attack. The globe form is incorporeal, and the holy ghaele has no Strength score while in that form. A holy ghaele remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the holy ghaele revert to any particular form when killed. A *true seeing* spell or ability, however, reveals both forms simultaneously.

Holy Body (Su): See the holy creature template.

Low-Light Vision (Ex): See the holy creature template.

Negative Energy Protection (Su): See the holy creature template.

Protection from Evil (Su): See the holy creature template.

Protective Aura (Su): Against attacks or harmful effects originating from evil creatures, anyone within 20 feet of the holy ghaele gains a +4 deflection bonus to AC and a +4 resistance bonus on saving throws. Otherwise, this ability functions as a *magic circle against evil* effect and a *lesser globe of invulnerability* effect, each with a 20-foot radius (caster level equals holy ghaele's character level). The defensive benefits from this circle are not included in a holy ghaele's statistics block.

Tongues (Su): A holy ghaele can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Skills: A holy ghaele gains a +4 sacred bonus on Listen, Sense Motive, and Spot checks.

Icy Creature

Icy creatures are elemental beings of deadly cold. Ice replaces muscle and bone in their bodies, and frost forms where normal creatures would have hair or feathers. Icy creatures exude a deathly chill that freezes small creatures solid in an instant and wards away more powerful beings. Icy creatures are masters of ice and never slip or lose purchase on an icy surface.

Icy creatures often mirror the forms and powers of other beings—particularly those native to the Elemental Planes of Air and Water, and any cold climes. They often settle in the same areas as the creatures they mimic, eventually driving the original creatures out of their normal habitats. Those creatures that do not leave are eradicated or enslaved, but never befriended, since icy creatures view them as lesser reflections of themselves.

Creating an Icy Creature

"Icy creature" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature) with the air, water, or cold subtype, as long as it does not have the fire subtype.



An icy creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to elemental with the appropriate augmented subtype, plus the cold, extraplanar, and water subtypes if the base creature did not already have them. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Change all racial HD to d8s.

Special Attacks: The icy creature retains all the base creature's special attacks and gains those described here.

Cold Aura (Ex): An icy creature emits an aura of cold that can wound nearby creatures. Any creature within 10 feet of it takes 2d6 points of cold damage per round that it remains within range. A successful Fortitude save (DC 10 + icy creature's character level + icy creature's Con modifier) halves the damage for that round. An icy creature can suppress or resume the use of this ability as a free action.

Exude Ice (Su): At will as a full-round action, an icy creature can exude a circle of slippery ice in a 20-foot-diameter spread centered on its body. This ice remains in the affected

Other Icy Creatures

If you wish, you can expand the range of creatures that qualify for this template by simply ignoring the subtype restrictions. Alternatively, you can make it an acquired template, using the only the subtypes, special attacks, special qualities, skill adjustments, ability adjustments, CR adjustment, and level adjustment portions of the template.

area, melting away as normal for the ambient temperature. Creatures walking on the ice must spend 2 squares of movement to enter any square covered by it. The DC for any Balance, Climb, or Tumble check made in the area increases by +5.

Icy Touch (Ex): An icy creature is chilling to the touch. Any creature that makes a successful touch attack against it takes 1d6 points of cold damage. Each of the icy creature's natural melee attacks (including successful grapple checks made during its turn) and attacks with metallic melee weapons deals +1d6 points of cold damage. Any creature damaged by the icy creature's icy touch must succeed on a Fortitude save (DC 10 + icy creature's character level + icy creature's Con modifier) or be paralyzed for 1d4 rounds.

Special Qualities: The icy creature retains all the base creature's special qualities and gains those described here.

Ice Mastery (Ex): An icy creature gains a +1 morale bonus on attack and damage rolls if its foe is touching ice. In addition, the icy creature never slips or slides on natural or supernatural ice unless it wishes, and it can always climb ice and icy surfaces as though affected by a *spider climb* spell.

Abilities: Change from the base creature as follows: Dex –2 (minimum 1), Con +4.

Skills: An icy creature gains a +5 racial bonus on Balance and Climb checks.

Languages: If the icy creature can speak, it gains the ability to speak Aquan in addition to any other languages the base creature knows.

Environment: Same as the base creature plus cold.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +4.

Icy Creature Characters

An icy creature favors whichever class the base creature does. The GM may wish to allow an icy PC to negate or resume its icy extraordinary attacks as a standard action in order to travel with a party more easily.

– Sample Creature: Icy Belker –

Large Elemental (Air, Cold, Extraplanar, Water)

Hit Dice: 7d8+21 (52 hp)
Initiative: +4
Speed: 30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class: 21 (–1 size, +4 Dex, +8 natural), touch 13, flat-footed 17
Base Attack/Grapple: +5/+11
Attack: Wing +8 melee (1d6+2 plus 1d6 cold and paralysis)
Full Attack: 2 wings +8 melee (1d6+2 plus 1d6 cold and paralysis) and bite +6 melee (1d4+1 plus 1d6 cold and paralysis) and 2 claws +6 melee (1d3+1 plus 1d6 cold and paralysis)
Space/Reach: 10 ft./10 ft.
Special Attacks: Cold aura, exude ice, icy touch, smoke claws
Special Qualities: Darkvision 60 ft., elemental traits, ice mastery, immunity (cold), smoke form, vulnerability to fire
Saves: Fort +5, Ref +9, Will +2
Abilities: Str 14, Dex 19, Con 17, Int 6, Wis 11, Cha 11
Skills: Balance +9, Climb +7, Listen +7, Move Silently +8, Spot +7
Feats: Alertness, Multiattack, Weapon Finesse

Environment: Elemental Plane of Air and any cold lands
Organization: Solitary, pair, or clutch (3–4)
Challenge Rating: 7
Treasure: None
Alignment: Usually neutral evil
Advancement: 8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment: —



Here is an example of an icy creature using a belker as the base creature.

An icy belker appears as an animate cloud of frost and icy air within which claws, wings, and a terrible demonic face are visible. These features flow, change, and reform in the mist as the cloud moves.

Native to the Elemental Plane of Air, icy belkers are composed primarily of a cold fog that can enter the lungs and freeze creatures from within. Those that travel the Material Plane despise creatures that use fire and always seek to kill them.

Belkers speak Auran and Aquan.

Combat

An icy belker enjoys using its smoke claws ability against foes paralyzed by its icy touch.

Cold Aura (Ex): DC 16 Fortitude save; see the icy creature template.

Exude Ice (Su): DC 15 Balance check; see the icy creature template.

Icy Touch (Ex): DC 16 Fortitude save; see the icy creature template.

Smoke Claws (Ex): An icy belker in smoke form (see **Smoke Form**) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 16 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semi vaporous menace.

Elemental Traits: An icy belker has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated* or *resurrected* (though a *limited wish, wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Ice Mastery (Ex): See the icy creature template.

Smoke Form (Su): Most of the time an icy belker is more or less solid, but it can assume smoke form at will. The creature can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. An icy belker in smoke form can fly at a speed of 50 feet with perfect maneuverability. This ability is otherwise similar to a *gaseous form* spell (caster level 7th). An icy belker can use its extraordinary abilities in smoke form, but not its exude ice ability.

Skills: An icy belker has a +4 racial bonus on Move Silently checks and a +5 racial bonus on Balance and Climb checks.

Id Ooze

Every adventurer worthy of the moniker knows that oozes are unthinking blobs of protoplasm. If spotted early, these dangerous creatures can be avoided quite easily. Yet a few oozes do have the ability to think, albeit in an alien way. These "id oozes," as adventurers have come to call them, seem to be aberrant spawn of typical oozes rather than a race in their own right.

Id oozes are ruled by impulse. Although they are intelligent, their understanding of the world is guided by instinct rather than reasoning. Consequences and thoughts of the future are as alien to them as their thought processes are to most other creatures. Consequently, many id oozes behave as rashly as any unintelligent ooze, attacking any targets they notice. The difference between id oozes and normal oozes becomes apparent only when an id ooze chooses to attack.

Creating an Id Ooze

"Id ooze" is an inherited template that can be added to any unintelligent ooze (referred to hereafter as the base creature).

An id ooze uses all the base creature's statistics and special abilities except as noted here.

Armor Class: An id ooze can use a shield. If it has just one natural attack, using a shield prevents it from making attacks at all.

Attack: An id ooze retains all the base creature's attacks, but not its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. In lieu of making natural attacks, however, it can wield a weapon appropriate for its size. The id ooze can use a pseudopod to wield or manipulate any object that can be held in one hand. If the base creature has more than one natural attack, the id ooze can use two pseudopods to wield objects, functioning like a creature using a weapon with two hands. It does not, however, gain proficiency with these items unless it takes the appropriate feats (see **Feats**, below). Wielding objects with two pseudopods prevents it from using any of its natural attacks.



Damage: The id ooze deals damage normally with its natural attacks and any weapons it wields. If it wields a weapon, shield, or any other object, and it normally deals energy damage with its touch or a slam attack, the object takes the indicated damage once per round at the end of the id ooze's turn. Certain materials, however, take no damage from acid and other types of energy.

Abilities: Increase from the base creature as follows: Dex +6, Con +6, Wis +6, Cha +6. Furthermore, the id ooze gains an Intelligence score if 10.

Skills: Because it is intelligent, the id ooze has skills. It gains a number of skill points equal to 2 per HD after the first, with 8 skill points at 1st level. An id ooze's class skills are Hide, Listen, Move Silently, and Spot. If the base creature has a climb speed, Climb is also a class skill, and if it has a swim speed, Swim is also a class skill.

Languages: Id oozes cannot speak and do not communicate.

Feats: An id ooze has a number of feats appropriate for a creature of its HD. If it often uses a shield or wields a weapon, it must take feats that give it proficiency with those items or take nonproficiency penalties.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature plus any items carried.

Alignment: Always chaotic neutral.

Advancement: Same as the base creature or by character class.

Level Adjustment: —

Id Ooze Characters

The strange abilities and forms of oozes make them poor choices for player characters. NPC id oozes favor the barbarian class.

– Sample Creature: Id Ochre Jelly –

Large Ooze

Hit Dice: 6d10+54 (87 hp)
Initiative: –2
Speed: 10 ft. (2 squares), climb 10 ft.
Armor Class: 11 (–1 size, –2 Dex, +4 tower shield), touch 11, flat-footed 11
Base Attack/Grapple: +4/+10
Attack: Slam +6 melee (2d6+3 plus 1d4 acid)
Full Attack: Slam +6 melee (2d6+3 plus 1d4 acid)
Space/Reach: 10 ft./5 ft.
Special Attacks: Acid, constrict 2d6+3 plus 1d4 acid, improved grab
Special Qualities: Blindsight 60 ft., ooze traits, split
Saves: Fort +11, Ref +2, Will +0
Abilities: Str 15, Dex 7, Con 28, Int 10, Wis 7, Cha 7
Skills: Climb +9 (+19 without tower shield), Spot +7
Feats: Improved Natural Attack (slam), Lighting Reflexes, Weapon Focus (slam)

Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 6
Treasure: Tower shield
Alignment: Always chaotic neutral
Advancement: 7–9 HD (Large); 10–18 HD (Huge); or by class
Level Adjustment: —

Here is an example of an id ooze using an ochre jelly as the base creature.

At first glance, this creature resembles a giant's tower shield scuttling along like a beetle. Closer inspection reveals a yellow-brown, amoebalike mass of goo holding the tower shield above it.

An id ochre jelly can grow to a diameter of about 15 feet and a thickness of about 6 inches, but it can compress its body to fit into cracks as small as 1 inch wide. A typical specimen weighs about 5,600 pounds.

Id ochre jellies cannot speak and do not communicate.

Combat

Since the id ochre jelly can't attack while wielding its tower shield, it employs the shield for cover in rounds that it does not wish to attack and drops it when it wants to attack with a slam. If a thrown weapon is used against it or it manages to disarm a foe, the id ooze might pick up the weapon—not to attack with, but to split itself (see **Split**, below).

Acid (Ex): An id ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals 1d4 points of acid damage.

Constrict (Ex): An id ochre jelly deals automatic slam and acid damage with a successful grapple check.

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

Ooze Traits: An id ochre jelly is blind (blindsight 60 ft.) and immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. It is immune to poison, sleep effects, paralysis, stunning, and *polymorphing*. It is not subject to critical hits or flanking.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an id ochre jelly. Instead, the creature splits into two identical jellies, each with half of the original's current hit points (rounded down). An id ochre jelly with 10 or fewer hit points cannot be further split and dies if reduced to 0 it points.

Skills: An id ochre jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Inveigler

The inveigler uses lies as weapons and weaves armor from falsehood. A manipulator and a cheat, the inveigler is so consumed with hiding the truth and controlling others' ideas of what the truth is that its words and thoughts gain supernatural power.

Inveiglers look like perfectly ordinary specimens of their kinds. Most are likeable and have many friends, but they are consummate liars, and the lies they tell have the power to command the minds of others. Many inveiglers use their powers to assume roles of authority, but just as many are content to function as the power behind the throne.

Creatures that already rely on falsehood to make their way through life are much more likely to become inveiglers than those that do not. Some inveiglers say they are the chosen messengers of a god of deceit, others claim to have made bargains with demons for their souls, and still others tell anyone who can pry an answer from them that they were born inveiglers. If anything can be said about an inveigler, however, it is that no story it tells can possibly be true.

Creating an Inveigler

"Inveigler" is an acquired template that can be added to any nongood creature whose Intelligence and Charisma scores are each 8 or higher (referred to hereafter as the base creature).

An inveigler uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: The inveigler retains all the base creature's special attacks and gains those described here.

Charming Falsehood (Su): Once per day, an inveigler can tell a lie so convincing it enchants a single creature that hears it. The inveigler need not be able to see the target of its lie or have line of effect to it, but if the target cannot hear the lie, this use of

the ability is wasted. The lie must be one that would cause the target to view the inveigler as a trusted friend or that would make it likely to follow the inveigler's orders, but it can be as outlandish as the inveigler wishes. If the target hears the lie, it must attempt a Sense Motive check opposed by the inveigler's Bluff check. A creature that fails this check by less than 5 is affected as though by the *charm monster* spell (caster level equals inveigler's character level). Failure by 5 or more means the inveigler has dominated the target as though using the *dominate monster* spell (caster level equals inveigler's character level). Charming falsehood is a sonic, mind-affecting, charm effect.

Special Qualities: The inveigler retains all the base creature's special qualities and gains those described here.



Hidden Enchantment (Su): When the inveigler uses any effect or spell that mimics *charm monster, dominate monster,* or any similar effect, spells such as *detect magic* cannot detect the effect. Furthermore, any Sense Motive check made to determine influence over the target takes a –15 penalty. *True seeing* and other magic that reveals magical effects or determines the truth of the situation work normally.

Taken to the Grave (Su): When *speak with dead* is used on the corpse or head of an inveigler, it tells nothing but lies. Only a *wish* or *miracle* spell used to mimic a *speak with dead* spell can pry the truth from the dead body of an inveigler.

Truth Be Told (Su): Magic used to determine whether an inveigler is telling the truth reveals its lies only if the inveigler would wish its words to be construed as a lie. This ability affects even spells such as *detect lie* and more powerful spells such as *wish* or *miracle*. Other creatures that are asked about the truth of what an inveigler says can represent the truth normally, so spells such as *commune* can allow characters to discover the truth, provided the creatures interviewed are privy to that truth.

Undetectable Alignment (Su): Magical effects used to determine an inveigler's alignment automatically reveal it to be the same as that of the creature doing the detecting. If the inveigler is aware of the attempt, it can instead cause the magic to reveal any alignment it chooses. This ability also protects the inveigler from spells that detect only certain alignment components, such as *detect evil*. It defeats even the clerical version of *true seeing,* but a *wish* or *miracle* spell used to mimic *true seeing* or the various alignment detection spells reveals the truth.

Undetectable Thoughts (Su): Whenever a creature attempts to detect the inveigler's thoughts (with a *detect thoughts* spell, for example), the inveigler is immediately aware of the attempt and can cause the effect to reveal any thoughts it chooses. A *wish* or *miracle* spell used to mimic *detect thoughts* or a similar effect reveals the truth.

Abilities: Change from the base creature as follows: Int +4, Cha +6.

Skills: The base creature gains a +8 competence bonus on Bluff checks and a +4 competence bonus on Sleight of Hand checks.

Feats: The inveigler gains Improved Feint and Persuasive as bonus feats if the base creature does not already have them.

Challenge Rating: Same as the base creature +1.

Alignment: Usually evil.

Level Adjustment: Same as the base creature +2.

Inveigler Characters

An inveigler character favors whichever class the base creature does.

– Sample Creature: Inveigler Doppelganger Sorcerer 7 –

Medium Monstrous Humanoid (Shapechanger)

Hit Dice: 4d8+8 plus 7d4+14 (71 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 16 (+1 Dex, +4 natural, +1 *ring of protection +1*), touch 12, flat-footed 15
Base Attack/Grapple: +7/+8
Attack: Slam +8 melee (1d6+1)
Full Attack: Slam +8 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Charming falsehood, detect thoughts, spells
Special Qualities: Change shape, immunities (charm effects, sleep), hidden enchantment, *summon familiar*, taken to the grave, truth be told, undetectable alignment, undetectable thoughts
Saves: Fort +7, Ref +8, Will +12
Abilities: Str 14, Dex 13, Con 14, Int 17, Wis 14, Cha 19
Skills: Bluff +30*, Concentration +12, Diplomacy +6, Disguise +11* (+14 acting), Intimidate +8, Listen +6, Sense Motive +6, Sleight of Hand +9, Spellcraft +8, Spot +6
Feats: Dodge, Great Fortitude, Improved Feint[B], Persuasive[B], Silent Spell, Still Spell

Environment: Any
Organization: Solitary, pair, or gang (3–6)
Challenge Rating: 11
Treasure: Double standard (see equipment below)
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +6

Here is an example of an inveigler using a doppelganger sorcerer as the base creature. The creature gained the template after all of its sorcerer levels.

An inveigler doppelganger that can cast spells from the Enchantment school can take command of a kingdom with disturbing ease. Not only can it charm and fool other creatures into doing its bidding, it can also sow discord among its enemies and drive them to destroy each other. An inveigler doppelganger generally avoids direct confrontation, preferring to manipulate enemies with its lies, spells, and ability to take on any form it desires.

Combat

An inveigler doppelganger sorcerer involved in combat is probably either attempting to assassinate someone, or fighting its way out of a situation in which its identity has been discovered. In either case, it first attempts to dominate its foe with a charming falsehood and then commands it to walk to its death—perhaps over a precipice

disguised by a *silent image*. If it must, the inveigler doppelganger relies on its damaging spells to attack foes, reserving a spell slot for *gaseous form* as an escape plan.

Charming Falsehood (Su): Caster level 10th; see the inveigler template.

Detect Thoughts (Su): An inveigler doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 16 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Sorcerer Spells Known (6/7/7/5; save DC 14 +spell level): 0—*arcane mark, detect magic, detect poison, disrupt undead, ghost sound, ray of frost, read magic;* 1st—*charm person, mage armor, magic missile, ray of enfeeblement, silent image;* 2nd—*acid arrow, flaming sphere, mirror image;* 3rd—*gaseous form, suggestion.*

Change Shape (Su): An inveigler doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. The inveigler doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but the creature reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Hidden Enchantment (Su): See the inveigler template.

Summon Familiar (Sp): This inveigler doppleganger does not currently have a familiar.

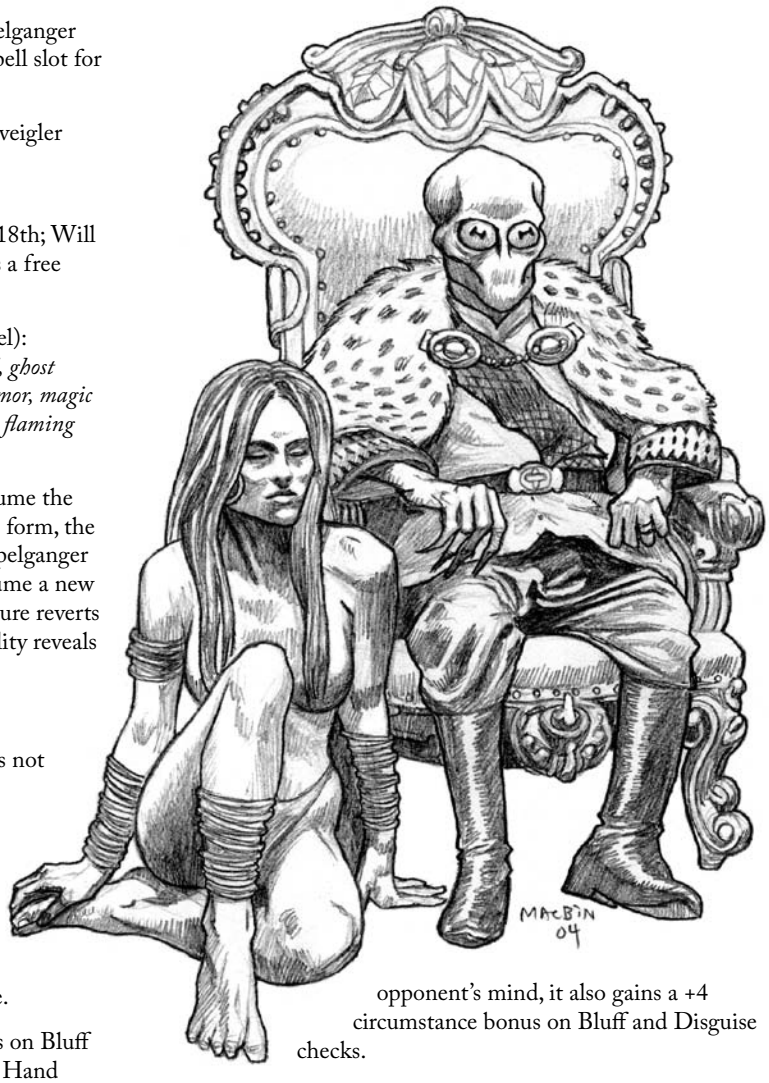
Taken to the Grave (Su): See the inveigler template.

Truth Be Told (Su): See the inveigler template.

Undetectable Alignment (Su): See the inveigler template.

Undetectable Thoughts (Su): See the inveigler template.

Skills: An inveigler doppelganger has a +12 racial bonus on Bluff checks and a +4 racial bonus on Disguise and Sleight of Hand checks. *When using its change shape ability, it gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it also gains a +4 circumstance bonus on Bluff and Disguise checks.



Possessions: *Cloak of resistance +1, glove of storing, ring of protection +1, wand of silence.*

Jotunblood Giant

Born mightier and larger than usual for their kind, jotunblood giants tower over their fellows both in height and in power. Often called king-giants by the smaller races, jotunblood giants almost invariably live up to that name, acting as leaders of the other giants they live with. Few giant tribes can boast more than one jotunblood giant, and these creatures rarely beget more. Typically, a jotunblood giant is born when a giant tribe lacks strong leadership. The birth of a second jotunblood giant to a tribe that already has one is usually seen as a sign from the giant gods that the tribe has grown too large and must split, with the two halves going their separate ways. Reluctance to do so has led to bloody civil wars and long-held grudges.

Creating a Jotunblood Giant

"Jotunblood giant" is an inherited template that can be added to any giant smaller than Colossal (referred to hereafter as the base creature).

A jotunblood giant uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type does not change. Its size increases by one category over that of the base creature (maximum Colossal).

The size change can affect AC, attack bonus, natural armor, Constitution, Strength, Dexterity, Hide checks, and grapple checks. Most of these changes are noted in the following sections.

Hit Dice: The jotunblood giant gains 10 racial HD.

Speed: Each of the jotunblood giant's speeds increases by +10 feet over the corresponding speed of the base creature.

Giant Giants

The jotunblood giant template provides a way for GMs to create giants akin to those featured in fairy tales and ancient myths. Though many giants of legend were 10 or 20 feet tall, others towered above the treetops and viewed castles as doll houses. If your giant still isn't big enough after you apply this template, simply apply it again, granting the giant a new special attack chosen from those given, or designing a new one more akin to its normal abilities. Such a super giant could be a unique monster, or you could rule that all giants of that kind are unusually large in your campaign.

Armor Class: The base creature's size modifier to AC is replaced by one based on the jotunblood giant's new size, as given in the following table. In addition, its natural armor bonus increases over that of the base creature by the amount indicated.

Armor Class

Old Size	New Size	Size Modifier	Natural Armor Bonus Change
Large	Huge	+7	–2
Huge	Gargantuan	+8	–4
Gargantuan	Colossal	+9	–8

Base Attack Bonus: The jotunblood giant's base attack bonus is equal to its new HD x 3/4, rounded down.

Grapple: The jotunblood giant's size modifier on grapple checks increases by +4 over that of the base creature.

Attack: The jotunblood giant retains all the base creature's attacks, and its weapon and armor proficiencies. Its bonus on attack rolls changes based on its new base attack bonus, its new Strength modifier, and its new size modifier, as given on the following table.

Attack

Jotunblood Giant Size	Size Modifier for Attack Rolls
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8

Damage: The base damage for each of the jotunblood giant's natural or weapon attacks increases by one step, as given in the following table.

Damage

Old Damage	New Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8
4d6	6d6
4d8	6d8

Space/Reach: The jotunblood giant has a space and reach appropriate for its new size, as described in the following table. If the base creature had greater than normal reach for its size, add 5 feet to the reach indicated on the table.

Space/Reach

New Size	New Space/Reach
Huge	15 ft./15 ft.
Gargantuan	20 ft./20 ft.
Colossal	30 ft./30 ft.

Special Attacks: A jotunblood giant retains all of the base creature's special attacks and gains the one described here.

Rock Throwing (Ex): A jotunblood giant has a +1 racial bonus on attack rolls made to throw rocks. This bonus stacks with any existing racial bonus. The jotunblood giant can throw rocks weighing up to the amount given in the following table up to five range increments. The size of the range increment depends on the jotunblood giant's size category, as given in the table. If the base creature has a better rock throwing ability, use its values instead. The jotunblood giant gains its Strength bonus (if any) on damage rolls when it strikes a foe with a thrown rock. The jotunblood giant gains this special attack even if the base creature did not have it.

Rock Throwing

Jotunblood Giant's Size	Rock Weight	Base Rock Damage	Range Increment
Huge	100 lb.	2d8	150 ft.
Gargantuan	200 lb.	4d6	200 ft.
Colossal	400 lb.	4d8	250 ft.

Jotunblood Attack: The exact jotunblood attack gained depends on the kind of giant, as follows.

Cloud Giant: *Breath Weapon (Su):* A jotunblood cloud giant can breathe a 40-foot-long cone of thunderous noise once every 1d4 rounds. Each creature caught in the cone must make a Reflex save (DC 10 + 1/2 jotunblood giant's character level + jotunblood giant's Con modifier) or take 10d6 points of sonic damage. A successful save halves the damage.

Ettin: *Extra Attacks (Ex):* A jotunblood ettin has four heads and four arms. Since it has twice as many arms and enough heads to control them all, it can attack with all four arms at no penalty.

Fire Giant: *Breath Weapon (Su):* A jotunblood fire giant can breathe a 40-foot cone of fire once every 1d4 rounds. Every creature caught in the cone must make a Reflex save (DC 10 + 1/2 jotunblood fire giant's racial HD + jotunblood fire giant's Con modifier) or take 10d6 points of fire damage. A successful save halves the damage.

Frost Giant: *Breath Weapon (Su):* A jotunblood frost giant can breathe a 40-foot cone of cold once every 1d4 rounds. Every creature caught in the cone must make a Reflex save (DC 10 + 1/2 jotunblood frost giant's racial HD + jotunblood frost giant's Con modifier) or take 10d6 points of cold damage. A successful save halves the damage.

Hill Giant: *Earth-Shaking Bellow (Su):* Once every 1d4 rounds, a jotunblood hill giant can loose an earth-shaking bellow that functions like an *earthquake* spell, except that the area is a 40-foot cone-shaped spread directed away from the jotunblood hill giant.

Ogre, Merrow, or Ogre Mage: *Stunning Blow (Ex):* Once every 1d4 rounds, a jotunblood ogre can imbue its melee attacks with stunning force. A creature damaged by such an attack must succeed on a Fortitude save (DC 10 + 1/2 jotunblood ogre's racial HD + jotunblood ogre's Str modifier) or be stunned for 1 round.

Stone Giant: *Stone Calling (Su):* A jotunblood stone giant can cause any rock within 1,000 feet to fly at a foe simply by calling to it. The rock must be unattended and of a size that the jotunblood stone giant could normally lift and throw. Resolve the attack as though the jotunblood stone giant were standing where the rock is and throwing it at the foe, adding the jotunblood stone giant's Strength bonus to damage as normal. The jotunblood stone giant can even use this ability to hurl rocks at creatures it cannot see, including foes that have total cover from its position. However, it must guess where such foes are, and even if it guesses correctly, it has a 50% miss chance. Jotunblood stone giants often use this ability to confuse foes and attack enemies outside their normal rock-throwing range.

Storm Giant: *Breath Weapon (Su):* A jotunblood storm giant can breathe a 40-foot cone of lightning once every 1d4 rounds. Every creature caught in the cone must make a Reflex save (DC 10 + 1/2 jotunblood storm giant's racial HD + jotunblood storm giant's Con modifier) or take 10d6 points of electricity damage. A successful save halves the damage.

Troll: *Great Rend (Ex):* When a jotunblood troll hits with both claw attacks, it rips its foe apart and automatically deals an additional 4d8 points of damage plus 1-1/2 times its Strength bonus. This ability replaces the troll's rend ability.

Other Giant Type: *Trample (Ex):* The jotunblood giant can trample foes up to two size categories smaller than itself. See the glossary in the *MM* for a description of this ability and its effects. The trample deals bludgeoning damage as described in the following table, plus 1-1/2 times the jotunblood giant's Strength modifier.



Trample

Size	Base Trample Damage
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Qualities: The jotunblood giant retains all the base creature's special qualities and gains those described here.

Jotunblood Quality: The exact jotunblood qualities gained depend on the kind of giant, as follows.

Cloud Giant: *Immunity to Sonic (Ex):* Jotunblood cloud giants are immune to sonic damage.

Ettin: *Shift Sleeping (Ex):* A jotunblood ettin's heads sleep in shifts. Since at least two heads are awake at any time, the jotunblood ettin can never be taken unaware as it sleeps. Two of a jotunblood ettin's heads can sleep while the other two are awake and working; thus, it can regain hit points and heal ability damage as though it had bed rest even while remaining active.

Sleeping heads do not control their arms, however, and heads cannot sleep during combat. Jotunblood ettins are immune to sleep effects.

Fire Giant: *Resistance to Cold (Ex):* A jotunblood fire giant burns with internal fire, which gives it cold resistance 20.

Frost Giant: *Resistance to Fire (Ex):* A jotunblood frost giant has a core like ice, which gives it fire resistance 20.

Hill Giant: *Meld into Earth (Su):* At will, a jotunblood hill giant can meld into earth (but not solid stone) as though using the *meld into stone* spell, except that it can remain in the earth for as long as it wishes. In addition to the effects of the spells listed in the *meld into stone* description, a *move earth* spell cast on the melded jotunblood hill giant's location causes it to be expelled from the earth and take 5d6 points of damage in the process. While melded with earth, a jotunblood hill giant heals 1 hit point of damage per round, as if it had fast healing 1.

Ogre, Merrow, or Ogre Mage: *Greater Darkvision (Ex):* A jotunblood ogre has darkvision with a range equal to its normal vision.

Stone Giant: *Damage Reduction (Su):* A jotunblood stone giant has damage reduction 10/adamantine.

Storm Giant: *Resistance to Sonic (Ex):* A jotunblood storm giant is inured to thunder, so it has resistance to sonic 20.

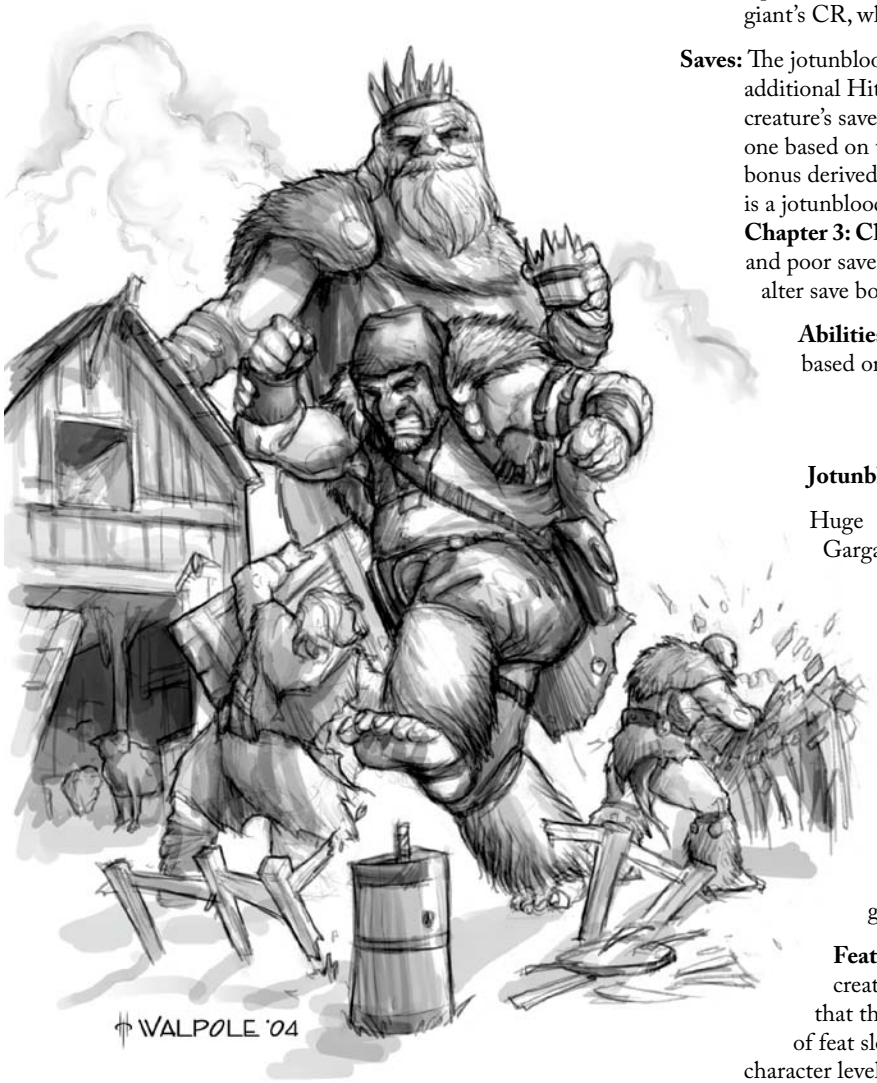
Troll: *Statue Form (Su):* At will and as a free action, a jotunblood troll may turn itself to stone as though with the *statue* spell, gaining a hardness of 8. It can remain in this form as long as it wishes. As with the spell, it can return to normal as a free action, act, and then become a statue again as a free action. This ability is likely the source of the erroneous belief that sunlight can turn a troll to stone.

Other Giant Type:*Fast Healing (Ex):* The jotunblood giant regains hit points at the rate of 5 per round. See the *MM* for a more detailed description of this ability.

Rock Catching (Ex): Once per round, when a jotunblood giant would normally be hit by a rock (or a similarly shaped projectile) of any size from Small up to its own size category, it may make a Reflex save (DC 15 for a Small object, +5 for each size larger, plus any magic bonus the projectile has) to catch it. The jotunblood giant must have a free hand and be aware of the attack to catch the rock. This ability replaces any rock catching ability the base creature has.

Scent (Ex): A jotunblood giant can detect approaching enemies and sniff out hidden foes by sense of smell alone. See the *MM* for details of this quality.

Spell Resistance (Ex): A jotunblood giant has spell resistance equal to that of the base creature or 8 + the jotunblood giant's CR, whichever is higher.



Saves: The jotunblood giant's base save bonuses increase with its additional Hit Dice. Replace the portion of each of the base creature's save bonuses derived from racial HD with a new one based on the new value. The portion of the base save bonus derived from class levels remains the same. Fortitude is a jotunblood giant's good save; the others are poor. See **Chapter 3: Classes** of the *PHB* for the progression of good and poor saves. New ability scores and new feats may also alter save bonuses.

Abilities: The jotunblood giant's abilities change based on its size, as shown in the chart below:

Abilities

Jotunblood Giant Size	Str	Dex	Con
Huge	+8	–2 (minimum 1)	+4
Gargantuan	+8	+0	+4
Colossal	+8	+0	+4

Skills: The jotunblood giant gains a number of additional skill points equal to (2 + Int modifier, minimum 1) x 10. Skills given in the base creature's description are class skills, and all others are cross-class skills. The jotunblood giant retains any skill points gained from class levels. New racial bonuses, new size modifiers, and new ability scores all modify skills. In addition, the size change also changes the jotunblood giant's size modifier on Hide checks.

Feats: The jotunblood giant retains the base creature's bonus feats, but it loses all other feats that the base creature had. Recalculate the number of feat slots the jotunblood giant has based on its character level (racial and class HD) and assign feats

as desired, giving preference to the feats that the base creature possessed. The jotunblood giant must still meet any prerequisites for feats chosen to fill vacant feat slots.

Challenge Rating: Same as the base creature +4.

Level Adjustment: Same as the base creature +3.

Jotunblood Characters

A jotunblood giant favors whichever class giants of its kind usually favor. If the GM allows players to play giants, the jotunblood template has a level adjustment of +3. The extra racial HD granted by this template also count toward character level.

– Sample Creature: Jotunblood Hill Giant –

Huge Giant

Hit Dice: 22d8+132 (222 hp)
Initiative: –2
Speed: 35 ft. in hide armor (7 squares); base speed 50 ft.
Armor Class: 25 (–2 size, –2 Dex, +16 natural, +3 hide armor), touch 6, flat-footed 25
Base Attack/Grapple: +16/+36
Attack: Greatclub +27 melee (4d6+18) or slam +26 melee (1d6+12) or rock +13 ranged (2d8+12)
Full Attack: Greatclub +27/+22/+17/+12 melee (4d6+18) or 2 slams +26 melee (1d6+12) or rock +13 ranged (2d8+12)
Space/Reach: 15 ft./15 ft.
Special Attacks: Earth-shaking bellow, rock throwing
Special Qualities: Low-light vision, meld into earth, rock catching, scent, spell resistance 20
Saves: Fort +19, Ref +5, Will +7
Abilities: Str 33, Dex 6, Con 23, Int 6, Wis 10, Cha 7
Skills: Climb +11, Jump +11, Listen +10, Spot +13
Feats: Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (greatclub)

Environment: Temperate hills
Organization: Solitary, pair, gang (3–5), band (6–9 plus 35% noncombatants), hunting/raiding party (6–9 plus 2–4 dire wolves), or tribe (21–30 plus 35% noncombatants plus 12–30 dire wolves, 2–4 ogres, and 12–22 orcs)
Challenge Rating: 11
Treasure: Standard
Alignment: Often chaotic evil

Advancement: By character class
Level Adjustment: —

Here is an example of a jotunblood giant using a hill giant as the base creature.

At about 20 feet tall, a jotunblood hill giant looks down on cloud giants and stands nose to nose with storm giants, even with its stooped posture. It otherwise resembles a normal hill giant.

Jotunblood hill giants are the undisputed rulers of hill giant tribes. Although they lack the intelligence and charisma that normally mark hill giant leaders, they maintain their positions by dint of their great strength and supernatural powers. A tribe of hill giants led by a jotunblood hill giant is often more aggressive and bold in its raiding efforts than other tribes, and sometimes the tribe attempts to subjugate other creatures and seize land for its leader.

Combat

A jotunblood hill giant uses its earth-shattering bellow to make its foes flounder, then overruns enemies until it reaches the toughest-looking opponent. It mercilessly batters the most dangerous-looking foe in an effort to cow or frighten off the others. If the battle goes poorly, it melds with the earth to heal.

Earth-Shaking Bellow (Su): See the jotunblood giant template.

Rock Catching (Ex): See the jotunblood giant template.

Meld into Earth (Su): See the jotunblood giant template.

Rock Throwing (Ex): The range increment for a jotunblood hill giant's thrown rocks is 150 feet.

Lifespark Construct

All those knowledgeable in the creation and use of constructs know that such creatures obey the commands of their creators. Constructs without instructions are no more than mindless hulks, following their last commands to the best of their feeble ability or awaiting commands until their parts begin to decay.

Thus, it comes as a shock to most when an object still moves after the duration of the spell that gave it the semblance of life ends. Even more shocking is the rare instance when a created construct goes rogue. Few understand why such events occur, since most creators who discover that their constructs have a free will destroy them immediately. Some constructs, however, imbued with an intelligence and will of their own by some spark of life, escape or overcome their creators to pursue whatever ends suit their developing minds and souls.

Creating a Lifespark Construct

"Lifespark" is a template that can be added to any nonintelligent construct (referred to hereafter as the base creature). At the GM's option, intelligent golems that go berserk might instead gain the lifespark template.

A lifespark construct uses all the base creature's statistics and special abilities except as noted below.



Size and Type: Size and type are unchanged, but some features of the construct type no longer apply, as noted in the following sections.

Special Qualities: The lifespark construct retains all the base creature's special qualities and gains those described here.

Open Mind (Ex): Unlike normal constructs, the lifespark construct is not immune to mind-affecting effects. In fact, perhaps because of its past need for commands, its mind is especially vulnerable to magical compulsion. A lifespark construct takes a –2 penalty on saving throws against mind-affecting effects. Golems are still immune to magic, as described in the *MM*.

Spirit Within (Ex): Though the lifespark construct is not a living creature, a "spirit" still resides within it. Unlike most constructs, the lifespark construct is not immune to all necromantic effects. Certain spells that rely on the existence of a creature's soul (not "life force")—namely *astral projection, clone, magic jar,* and *soul bind*—can affect lifespark constructs. No other necromantic effects affect lifespark constructs, and they are still immune to death effects. Though they cannot be raised or resurrected, lifespark constructs can be reincarnated as described by the *reincarnate* spell. Golems are still immune to magic as described in the *MM*.

Abilities: Replace the base creature's Intelligence, Wisdom, and Charisma scores with new ones between 3 and 18. Determine each one by rolling 3d6. All the creature's other ability scores remain the same.

Skills: Because of its recently awakened intelligence, a lifespark construct gains a number of skill points equal to (2 + Int modifier, minimum 1) x (HD +3). A lifespark construct has a number of class skills equal to one-half of its Intelligence score; all other skills are considered cross-class skills. A lifespark construct typically devotes skill points to whatever Craft skill is appropriate for repairing damage it sustains (see the base creature's description for details), and several other skills favored by its creator.

Languages: A lifespark construct can speak even without a mouth. It can automatically speak the language of its creator and chooses its bonus languages from among those its creator knows.

Feats: The lifespark construct retains the base creature's bonus feats, but it loses all other feats that the base creature had. Recalculate the number of feat slots the lifespark construct has based on its character level (racial and class HD) and assign feats as desired, giving preference to the feats that the base creature originally possessed. The lifespark construct must still meet any prerequisites for feats chosen to fill vacant feat slots.

Treasure: Standard items. A lifespark construct collects items it finds useful. Potions and other items useless to it are discarded in favor of other items. A lifespark construct that takes a class usually carries items appropriate to that class.

Alignment: Usually neutral. Lifespark constructs can have any alignment, but most tend not to care about law, chaos, good, or evil. They generally seek to know more of the world around them while plumbing the mystery of their own awakened intelligence. Even so, some lifespark constructs seem to be possessed of great evil or great good from the moment they first refuse their masters' commands.

Advancement: By character class. Because spellcasting lifespark golems are still immune to most spells, as described in the *MM,* they are often forced to use spells that affect creatures and objects other than themselves.

Lifespark Construct Characters

The lifespark construct template gives players the option of playing constructs that they were unable to play before. Though the template has no level adjustment, GMs should be careful when allowing a player to use a construct as a character. Constructs have many natural immunities and hidden benefits, such as immunity to fatigue, and they have many hidden penalties, such as no natural healing and immunity to normal healing magic. Even so, playing a construct can be a rewarding roleplaying experience.

– Sample Creature: Lifespark Iron Golem Sorcerer 7 –

Large Construct

Hit Dice: 18d10+7d4 (116)
Initiative: +4
Speed: 20 ft. (4 squares)
Armor Class: 31 (–1 size, +22 natural), touch 9, flat-footed 31
Base Attack/Grapple: +15/+31
Attack: Slams +26 melee (2d10+11)
Full Attack: 2 slams +26 melee (2d10+11)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, spells
Special Qualities: Construct traits, damage reduction 15/ adamantine, darkvision 60 ft., immunity to magic, low-light vision, open mind, spirit within
Saves: Fort +8, Ref +10, Will +11
Abilities: Str 33, Dex 10, Con –, Int 12, Wis 11, Cha 15
Skills: Concentration +21, Craft (armorsmithing) +20, Knowledge (arcana) +20, Listen +14, Spellcraft +20, Spot +14
Feats: Cleave, Craft Magic Arms and Armor, Craft Wand, Empower Spell, Improved Initiative, Lightning Reflexes, Power Attack, Silent Spell, Spell Focus (evocation)

Environment: Any land
Organization: Solitary
Challenge Rating: 18
Treasure: Standard items (see below)
Alignment: Neutral evil
Advancement: By character class

Here is an example of a lifespark construct using an iron golem as the base creature.

A lifespark iron golem looks like any other iron golem, except no one commands its actions, and it occasionally carries items.

Combat

Freed of the commands of its master, the lifespark iron golem is busy pursuing goals of its own. It realizes that it's more powerful that most other creatures, and it knows its own vulnerabilities. Thus, it casts fire-based spells in combat to harm its enemies while removing any *slow* effects on itself and healing its own damage.

Breath Weapon (Su): As a free action every 1d4+1 rounds, a lifespark iron golem can breathe a cloud of poisonous gas that fills a 10-foot cube. The gas persists for 1 round. The poison's initial damage is 1d4 Con, and its secondary damage is 3d4 Con (Fortitude DC 19 negates). The save DC is Constitution-based.

Sorcerer Spells Known (6/7/7/4, DC 12 + spell level): 0 level–*daze, ghost sound, flare, light, mending, open/close, ray of frost;* 1st–*burning hands, cause fear, charm person, grease, unseen servant;* 2nd–*flaming sphere, web, glitterdust;* 3rd–*dispel magic, fireball.*

Construct Traits: A lifespark iron golem has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a

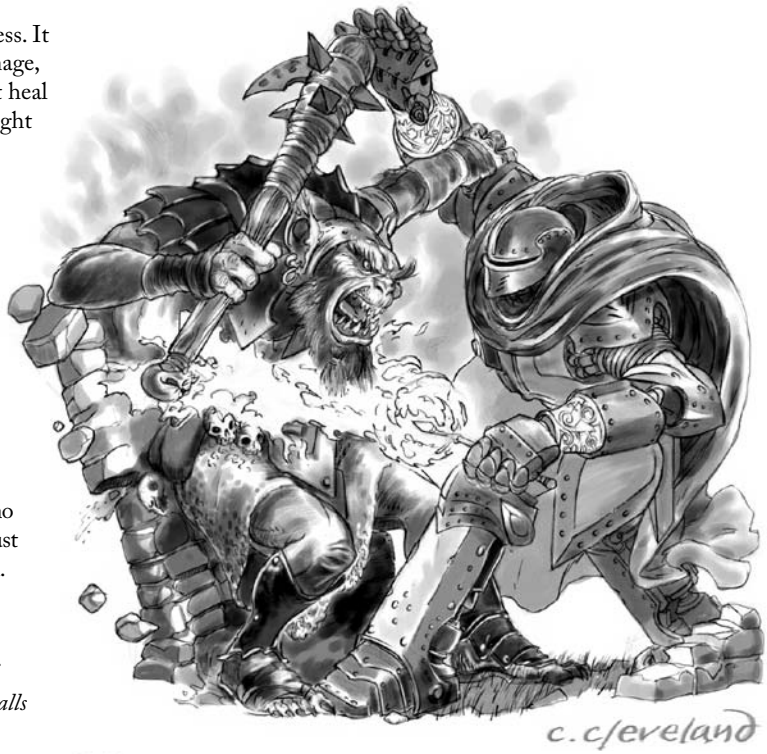
Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Immunity to Magic (Ex): A lifespark iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted here. A magical attack that deals electricity damage slows a lifespark iron golem (as the *slow* spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A lifespark iron golem gets no saving throw against fire effects. It is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Open Mind (Ex): See the lifespark construct template.

Spirit Within (Ex): See the lifespark construct template.

Possessions: *Bead of force, eyes of the eagle, necklace of fireballs (Type II), wand of burning hands.*



Lunatic Creature

Ruled by the phases of the moon, lunatic creatures are moody beings whose hearts and minds shift with the shadows crawling across the face of that silvery orb. Even during the day, when the sun is the only heavenly body visible in the sky, lunatic creatures continue to act as the moon demands of them.

Lunatic creatures look just like normal specimens of their kinds, but their attitudes at any given time depend on the phase of the moon. Two lunatic creatures of different races might not be visually similar to one another, but they might both sneer with suspicion during the new moon or laugh uproariously for no reason when the moon is full. As the moon changes phases, the lunatic creature's alignment shifts. Even a despicably evil lunatic creature feels remorse for its actions during the full moon, and even the most decent and upstanding one should be avoided during the days and nights surrounding a new moon.

Creating a Lunatic Creature

"Lunatic creature" is an inherited template that can be applied to any intelligent creature (hereafter referred to as the base creature). A lunatic creature uses all of the base creature's statistics and special abilities except as noted here.

Mechanically, the lunatic creature template is a package of several templates, each of which is applied to the base creature during the appropriate moon phase and then removed before the next template is added. The changes are not cumulative, and each template lasts about 4 days. All the lunatic creature "subtemplates" share the following characteristics.

New Moon Template

When the moon is new in the sky, it is cloaked in darkness and hidden from view. A lunatic creature is similarly reclusive during this time, and it often becomes surly and emotionally cold.

Special Attacks: During the new moon, the lunatic creature retains all the base creature's special attacks and gains the one described here.

Using the Lunatic Creature Template

The lunatic creature template can be applied in many ways, but a few concepts work particularly well.

Lycanthropes: The lunatic template could be applied to all lycanthropes, or to only natural lycanthropes, or to only afflicted lycanthropes, or only to lycanthrope leaders and moon-worshiping priests.

Eclipse: A lunar eclipse might cause some cataclysm that curses large numbers of people with the lunatic template.

Deeper Darkness (Sp): At will, a lunatic creature can use *deeper darkness,* as the spell (caster level equals lunatic creature's character level).

Special Qualities: During the new moon, the lunatic creature retains all the base creature's special qualities and gains the one described here.

Darkvision (Ex): The lunatic creature has darkvision to a range of 120 feet.

Abilities: Change from the base creature as follows: Dex +4, Con –2 (minimum 1), Int +2.

Skills: The base creature gains a +4 racial bonus on Hide, Intimidate, and Move Silently checks and takes a –4 penalty on Bluff, Diplomacy, and Gather Information checks.

Feats: The lunatic creature gains Blind-Fight as a bonus feat if it did not already have it.

Alignment: The lunatic creature's alignment becomes evil during the new moon. If the base creature is already evil, the lunatic creature becomes chaotic. If it is already chaotic evil, no further alignment shift occurs.

Waxing Crescent Template

The waxing crescent rises in the sky after the new moon, but before the first half-moon. A scimitar of light on the right side of the darkened orb grows larger every day, until the moon reaches its half-moon configuration. When the moon waxes crescent, the gloom that has held the lunatic creature in its grip begins to abate—not that most creatures would notice. The lunatic creature's surliness becomes mere irritability, and what seems to be an unfeeling nature resolves itself into bitterness.

Special Attacks: During the waxing crescent, the lunatic creature retains all the base creature's special attacks and gains those described here.

Darkness (Sp): At will, a lunatic creature can use *darkness,* as the spell (caster level equals lunatic creature's character level).

Light (Sp): Once per day, a lunatic creature can use *light,* as the spell (caster level equals lunatic creature's character level).

Shadow's Friend (Ex): In conditions of low light or shadowy illumination, the lunatic creature gains a +2 morale bonus on attack and damage rolls.

Special Qualities: During the waxing crescent, the lunatic creature retains all the base creature's special qualities and gains the one described here.

Darkvision (Ex): The lunatic creature has darkvision to a range of 60 feet.



Abilities: Increase from the base creature as follows: Dex +4.

Skills: The lunatic creature gains a +2 racial bonus on Hide checks.

Alignment: The lunatic creature's alignment shifts one step toward evil. If the base creature is already evil, the lunatic creature's alignment shifts one step toward chaotic.

First Half-Moon Template

When the moon reaches this phase, its right side is lighted, and its left side appears dark. During this period, a lunatic creature seems numb and noncommittal. Although it continues to conduct its daily affairs normally, it seems lost in thought much of the time.

Special Attacks: During the first half-moon, the lunatic creature retains all the base creature's special attacks and gains those described here.

Darkness (Sp): Three times per day, a lunatic creature can use *darkness,* as the spell (caster level equals lunatic creature's character level).

Light (Sp): Three times per day, a lunatic creature can use *light,* as the spell (caster level equals lunatic creature's character level).

Shadow's Friend (Ex): In conditions of low light or shadowy illumination, the lunatic creature gains a +2 morale bonus on attack and damage rolls.

Special Qualities: During the first half-moon, the lunatic creature retains all the base creature's special qualities and gains those described here.

Darkvision (Ex): The lunatic creature has darkvision to a range of 60 feet.

Low-Light Vision (Ex): A lunatic creature can see twice as far as a human in starlight, torchlight, moonlight, and other low-light conditions.

Abilities: Increase from the base creature as follows: Dex +2, Wis +2.

Skills: The lunatic creature gains a +5 racial bonus on Balance checks.

Waxing Gibbous Template

The waxing gibbous moon follows the first half-moon and precedes the full moon. The moon appears as a lighted orb flanked on the left by a crescent of darkness. When the moon waxes gibbous, the lunatic creature opens itself up to new ideas and experiences, and its mood begins to brighten.

Special Attacks: During the waxing gibbous moon, the lunatic creature retains all the base creature's special attacks and gains those described here.

Darkness (Sp): Once per day, a lunatic creature can use *darkness,* as the spell (caster level equals lunatic creature's character level).

Light (Sp): At will, a lunatic creature can use *light,* as the spell (caster level equals lunatic creature's character level).

Shadow's Friend (Ex): In conditions of low light or shadowy illumination, the lunatic creature gains a +2 morale bonus on attack and damage rolls.

Special Qualities: During the waxing gibbous moon, the lunatic creature retains all the base creature's special qualities and gains those described here.

Low-Light Vision (Ex): A lunatic creature can see twice as far as a human in starlight, torchlight, moonlight, and other low-light conditions.

Scent (Ex): A lunatic creature can detect approaching enemies and sniff out hidden foes by sense of smell alone. See the *MM* for details of this quality.

Abilities: Increase from the base creature as follows: Wis +4.

Alignment: The lunatic creature's alignment shifts one step toward good. If the base creature is already good, the lunatic creature's alignment shifts one step toward lawful.

Full Moon Template

When the moon is full, the Earth, sun, and moon are nearly in a straight line, with the Earth in the middle. The moon's lighted side, the one reflecting the light of the sun, faces toward the Earth and looks like a bright, perfectly round beacon in the night sky. During the full moon, the lunatic creature becomes positively gleeful. The increased wisdom of the past few days vanishes, replaced by potent strength and verve.

Special Attacks: During the full moon, the lunatic creature retains all the base creature's special attacks and gains those described here.

Light (Sp): At will, a lunatic creature can use *light,* as the spell (caster level equals lunatic creature's character level).

Lycanthrope Control (Su): When the moon is full, a lunatic creature can automatically detect the presence and location of every lycanthrope within 30 feet. With a standard action, it can force a single lycanthrope within that range to assume whichever lycanthropic form the lunatic creature desires (no save). This change happens on the lunatic creature's turn, not the lycanthrope's.

Special Qualities: During the full moon, the lunatic creature retains all the base creature's special qualities and gains those described here.

Low-Light Vision (Ex): A lunatic creature can see twice as far as a human in starlight, torchlight, moonlight, and other low-light conditions.

Scent (Ex): A lunatic creature can detect approaching enemies and sniff out hidden foes by sense of smell alone. See the *MM* for details of this quality.

Abilities: Change from the base creature as follows: Str +4, Con +2, Wis –2 (minimum 1).

Feats: The lunatic creature gains Track as a bonus feat if it did not already have it.

Alignment: The lunatic creature's alignment becomes good during the full moon. If the base creature is already good, the lunatic creature becomes lawful. If it is already lawful good, no further alignment shift occurs.

Waning Gibbous Template

The waning gibbous moon follows the full moon and precedes the last half-moon. The moon appears as a lighted orb flanked on the right by a crescent of darkness. When the moon wanes gibbous, the lunatic creature begins to settle down. Although the creature remains upbeat and optimistic, its happiness has lost the manic edge it recently had, and its perception and understanding of the world increases.

Special Attacks: During the waxing gibbous moon, the lunatic creature retains all the base creature's special attacks and gains those described here.

Darkness (Sp): Once per day, a lunatic creature can use *darkness,* as the spell (caster level equals lunatic creature's character level).

Light (Sp): Three times per day, a lunatic creature can use *light,* as the spell (caster level equals lunatic creature's character level).

Shadow's Friend (Ex): In conditions of low light or shadowy illumination, the lunatic creature gains a +2 morale bonus on attack and damage rolls.

Special Qualities: During the waning gibbous moon, the lunatic creature retains all the base creature's special qualities and gains the one described here.

Low-Light Vision (Ex): A lunatic creature can see twice as far as a human in starlight, torchlight, moonlight, and other low-light conditions.

Abilities: Increase from the base creature as follows: Str +2, Con +2.

Skills: The lunatic creature gains a +2 racial bonus on Move Silently and Sense Motive checks.

Feats: The lunatic creature gains Alertness as a bonus feat if it did not already have it.

Alignment: The lunatic creature's alignment shifts one step toward good. If the base creature is already good, the lunatic creature's alignment shifts one step toward lawful.

Last Half-Moon Template

When the moon reaches this phase, its left side is lighted, and its right side appears dark. During this period, the lunatic creature's mood seems unaffected by the moon. It perceptions grow even more acute, and it becomes abnormally reasonable.

Special Attacks: During the last half-moon, the lunatic creature retains all the base creature's special attacks and gains those described here.

Darkness and Deeper Darkness (Sp): A lunatic creature can use *darkness and deeper darkness,* as the spells (caster level equals lunatic creature's character level), once each per day.

Light (Sp): Once per day, a lunatic creature can use *light,* as the spell (caster level equals lunatic creature's character level).

Shadow's Friend (Ex): In conditions of low light or shadowy illumination, the lunatic creature gains a +2 morale bonus on attack and damage rolls.

Special Qualities: During the first half-moon, the lunatic creature retains all the base creature's special qualities and gains those described here.

Darkvision (Ex): The lunatic creature has darkvision to a range of 60 ft.

Low-Light Vision (Ex): A lunatic creature can see twice as far as a human in starlight, torchlight, moonlight, and other low-light conditions.

Abilities: Increase from the base creature as follows: Con +2, Int +2.

Skills: The lunatic creature gains a +4 racial bonus on Listen, Sense Motive, and Spot checks.

Waning Crescent Template

The waning crescent rises in the sky after the last half-moon, but before the new moon. A scimitar of light on the left side of the darkened orb grows smaller every day, until it disappears completely. When the moon wanes crescent, the lunatic creature sinks into a deep depression. Although it retains its reasoning power, its health suffers, and it grows increasingly suspicious of others.

Special Attacks: During the waxing crescent, the lunatic creature retains all the base creature's special attacks and gains those described here.

Deeper Darkness (Sp): Once per day, a lunatic creature can use *deeper darkness,* as the spell (caster level equals lunatic creature's character level).

Darkness (Sp): At will, a lunatic creature can use *darkness,* as the spell (caster level equals lunatic creature's character level).

Shadow's Friend (Ex): When it is in conditions of low-light or shadowy illumination, the lunatic creature gains a +2 morale bonus to hit and damage rolls.

Special Qualities: During the waxing crescent, the lunatic creature retains all the base creature's special qualities and gains the one described here.

Darkvision (Ex): The lunatic creature has darkvision to a range of 60 feet.

Low-Light Vision (Ex): A lunatic creature can see twice as far as a human in starlight, torchlight, moonlight, and other low-light conditions.

Abilities: Increase from the base creature as follows: Dex +2, Int +2.

Skills: The lunatic creature gains a +2 racial bonus on Hide and Sense Motive checks.

Alignment: The lunatic creature's alignment shifts one step toward evil. If the base creature is already evil, the lunatic creature's alignment shifts one step toward chaotic.

Lunatic Creature Characters

A lunatic creature favors whichever class the base creature does.

– Sample Creature: Lunatic Yeth Hound (Full Moon) –

Medium Outsider (Extraplanar, Evil)

Hit Dice: 3d8+9 (22 hp)
Initiative: +6
Speed: 40 ft. (8 squares), fly 60 ft. (good)
Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple: +3/+8
Attack: Bite +8 melee (1d8+9)
Full Attack: Bite +8 melee (1d8+9)
Space/Reach: 5 ft./5 ft.
Special Attacks: Bay, light, lycanthrope control, trip
Special Qualities: Damage reduction 10/silver, darkvision 60 ft., low-light vision, flight, scent
Saves: Fort +6, Ref +5, Will +4
Abilities: Str 23, Dex 15, Con 17, Int 6, Wis 12, Cha 10
Skills: Listen +10, Spot +10, Search +7, Survival +10 (+12 following tracks)*
Feats: Improved Initiative, Track

Environment: An evil-aligned plane
Organization: Solitary, pair, or pack (6–11)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral good
Advancement: 4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment: +3 (cohort)

Here is an example of a lunatic creature at full moon using a yeth hound as the base creature.

For twelve days out of each month, a lunatic yeth hound tends not to trouble good creatures. Stranger still, on four of those twelve days, when the moon is full, a lunatic yeth hound is the bane of lycanthropes.

Although often terrifying to settled communities, a pack of lunatic yeth hounds can become their savior when the moon is full. On such nights, the hounds fly out in search of lycanthropic prey. When they find a lycanthrope, they chase it down and force it into humanoid form before ripping it apart.

A lunatic yeth hound is a wolf like creature that stands 5 feet tall at the shoulder and weighs about 400 pounds.

Lunatic yeth hounds cannot speak, but they understand Infernal.

Combat

Like their normal brethren, lunatic yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it.

A lunatic yeth hound's natural weapons, and any weapons it wields, are treated as evil-aligned for overcoming damage reduction.

Bay (Su): When a lunatic yeth hound howls or barks, every creature (except another evil outsider) within a 300-foot spread must succeed on a DC 11 Will save or become panicked for 2d4 rounds. The lunatic yeth hound's bay is a sonic, mind-affecting, fear effect. Whether or not the save is successful, an affected creature is immune to the same lunatic yeth hound's bay for 24 hours. The save DC is Charisma-based.

Light (Sp): Caster level 3rd; see the lunatic creature template.

Lycanthrope Control (Su): See the lunatic creature template.

Trip (Ex): A lunatic yeth hound that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the lunatic yeth hound.

Flight (Su): A lunatic yeth hound can cease or resume flight as a free action.

Skills: *A lunatic yeth hound has a +4 racial bonus on Survival checks when tracking by scent.

Magma Creature

Magma creatures are produced by the fusion of elemental earth and fire. These elemental beings are at home both on the Plane of Earth and the Plane of Fire, but a few exist on the Material Plane, roaming the incredibly hot realms beneath the crust of the world. Magma creatures sometimes pour out of volcanoes during an eruption, increasing the devastation of such events tenfold.

The typical magma creature resembles a normal being and has a similar temperament. However, its alien mind and blisteringly hot body make communication with it nearly impossible.

Creating a Magma Creature

"Magma creature" is an inherited template that can be added to any living, corporeal creature with the fire or earth subtype (referred to hereafter as the base creature).

A magma creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to elemental with the appropriate augmented subtype, plus the earth, extraplanar, and fire subtypes if the base creature did not already have them. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Change all racial HD to d8s.

Speed: The magma creature gains a burrow speed equal to the base creature's highest speed. Its blisteringly hot body allows it to melt and burrow through solid stone, leaving behind a molten tunnel that collapses and fills after 1 minute. The tunnel deals 2d6 points of fire damage each round to every creature inside it.

Armor Class: The magma creature's natural armor bonus improves by +2 over that of the base creature.



Special Attacks: The magma creature retains all the base creature's special attacks and gains those described here.

Burn (Ex): A creature damaged by a magma creature's fiery touch, engulf, or fiery aura special attack must succeed on a DC 15 Reflex save or catch fire. For complete rules about catching on fire, see the *DMG*.

Engulf (Ex): A magma creature can pull any creature at least one size category smaller than itself that it has already grabbed into its body with a successful grapple check. Once inside, the opponent takes 2d6 points of bludgeoning damage and 4d6 points of fire damage each round from burning magma and crushing rock. While a magma creature engulfs another creature, it is not considered grappled. The engulfed creature is considered grappled and can free itself with a successful grapple check or by dealing 5 points of cold damage to the magma creature. The interior has the same AC as the magma creature, not counting its Dexterity bonus, armor bonus, or shield bonus. Once the engulfed creature exits, the magma creature's malleable body closes the hole. A magma creature may only engulf one creature at a time.

Fiery Aura (Ex): A magma creature emits an aura of heat that can burn nearby creatures to cinders. Any creature within 10 feet of it takes 2d6 points of fire damage per round that it remains within range. A successful Fortitude save (DC 10 + magma creature's character level + magma creature's Con modifier) halves the damage for that round. A magma creature can suppress or resume the use of this ability as a free action.

Fiery Touch (Ex): A magma creature is hot to the touch. Any creature that makes a successful touch attack against it takes 2d6 points of fire damage. Each of the magma creature's natural melee attacks (including successful grapple checks made during its turn) and attacks with metallic melee weapons deals +2d6 points of cold damage. (This damage is in addition to any damage dealt by the magma creature's fiery aura and engulf special attacks.) This fire damage is cumulative but does not stack; each 2d6 points of fire damage is considered damage from another source.

Improved Grab (Ex): If a magma creature hits a creature at least one size category smaller than itself with a natural melee attack, it deals normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity. If the grapple check succeeds, the magma creature may immediately attempt to engulf the foe.

Special Qualities: The magma creature retains all the base creature's special qualities and gains those described here.

Earth Mastery (Ex): A magma creature gains a +1 morale bonus on attack and damage rolls if both it and its foe are touching the ground. If a magma creature attacks an airborne or waterborne creature, it takes a –4 morale penalty on attack and damage rolls.

Magma Movement (Ex): A magma creature can swim through magma and lava at a speed equal to its burrow speed, as though it were moving through water with a swim speed. This ability does not grant the magma creature a swim speed in water.

Abilities: Change from the base creature as follows: +4 Str, –6 Dex (minimum 1), +4 Con.

Other Magma Creatures

If you wish, you can expand the range of creatures that qualify for this template by simply ignoring the subtype restrictions. Alternatively, you can make it an acquired template, using the only the subtypes, special attacks, special qualities, skill adjustments, ability adjustments, CR adjustment, and level adjustment portions of the template.

Languages: If the magma creature can speak, it gains the ability to speak Ignan and Terran in addition to any other languages the base creature knows.

Environment: Same as the base creature plus underground.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +5.

Magma Creature Characters

A magma creature favors whichever class the base creature does. A magma creature's ability to burrow through stone makes it an unusually powerful PC. Although a level adjustment is provided, carefully consider the effects on your campaign before allowing a PC to play a magma creature.

– Sample Creature: Magma Azer –

Medium Elemental (Augmented Outsider, Earth, Extraplanar, Fire)

Hit Dice: 2d8+6 (15 hp)
Initiative: -1
Speed: 30 ft. (6 squares), burrow 30 ft. (6 squares)
Armor Class: 17 (–1 Dex, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +2/+5
Attack: Warhammer +5 melee (1d8+3/x3 plus 2d6+1 fire and burn) or unarmed attack +5 melee (1d3 nonlethal plus 2d6+1 fire) or short-spear +0 ranged (1d6+3 plus 1 fire)
Full Attack: Warhammer +5 melee (1d8+3/x3 plus 2d6+1 fire and burn) or unarmed attack +5 melee (1d3 nonlethal plus 2d6+1 fire) or short-spear +0 ranged (1d6+3 plus 1 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Burn, engulf, fiery aura, fiery touch, heat, improved grab
Special Qualities: Darkvision 60 ft., earth mastery, elemental traits, immunity to fire, magma movement, spell resistance 13, vulnerability to cold
Saves: Fort +6, Ref +1, Will +4
Abilities: Str 17, Dex 7, Con 17, Int 12, Wis 12, Cha 9
Skills: Appraise +6, Climb +6, Craft (any two) +6, Hide +1, Jump +0, Listen +6, Search +6, Spot +6

Feats: Power Attack
Environment: Elemental Plane of Fire and underground
Organization: Solitary, pair, team (3–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or clan (30–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 3
Treasure: Standard coins; double goods (nonflammables only); standard items (nonflammables only)
Alignment: Always lawful neutral
Advancement: By character class
Level Adjustment: +9



Here is an example of a magma creature using an azer as the base creature.

Like standard azers, magma azers are dwarflike beings native to the Elemental Plane of Fire. The two kinds of creatures get along famously, and matings between them are not uncommon. Normal azers value magma azers for their ability to move through earth and magma, while magma azers value the goods created by the less nomadic azer culture.

A magma azer resembles a dwarf with hair of fire and a beard of flames. Its body appears to be made of cracked and cooling magma.

Magma azers speak Ignan, Terran, and Common.

Combat

A magma azer knows that its mere presence can cause many creatures to erupt in flames and die. Thus, it uses its burrow ability to attack foes from unexpected directions and trusts in its strength and fiery touch to overwhelm most foes. If an enemy is small enough, a magma azer typically engulfs it and then burrows away or dives into a pool of magma—a tactic that almost always means certain death for the trapped creature.

Burn (Ex): DC 15 Reflex save; see the magma creature template.

Engulf (Ex): See the magma creature template.

Fiery Aura (Ex): See the magma creature template.

Fiery Touch (Ex): See the magma creature template.

Improved Grab (Ex): See the magma creature template.

Heat (Ex): A magma azer's body is intensely hot, so each of its unarmed attacks deals 1 point of extra fire damage. Its metallic weapons also conduct this heat.

Earth Mastery (Ex): See the magma creature template.

Elemental Traits: A magma azer has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated* or *resurrected* (though a *limited wish, wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Magma Movement (Ex): See the magma creature template.

Manimal

Somewhere between human and animal lies the manimal. Some say that these creatures are the abominable results of sorcerous crossbreeding between humans and animals. Others speak of bizarre druidic rites that can give animals human forms.

A manimal is an animal-like creatures with a humanoid shape and intellect. A manimal has two legs to walk upon and two arms with hands that can manipulate tools. Manimals are often mistaken for lycanthropes—more powerful creatures whose origins are lost to time.

Creating a Manimal

"Manimal" is an inherited or acquired template that can be added to any animal (referred to hereafter as the base creature).

A manimal uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to monstrous humanoid with the appropriate augmented subtype. Size is unchanged.

Hit Dice: If the base creature has only a fractional racial Hit Die, increase it to 1 racial HD.

Shape: If the base creature has wings or a tail, these appendages adjust to fit the manimal. Of its other limbs, two become legs, and all others become arms. Any creature that does not have enough limbs of the appropriate kind to form at least two legs and two arms simply grows the necessary limbs.

Speed: If the creature has a land speed slower than 10 feet (or no land speed at all), its land speed becomes 10 feet.

Base Attack Bonus: The manimal's base attack bonus from racial Hit Dice is equal to its racial Hit Dice.

Attack: The manimal retains all the base creature's attacks except those that depended on limbs that have turned to legs. Any other natural attacks it has retain the same primary or secondary status they had for the base creature. The manimal has the weapon and armor proficiencies of creatures of the monstrous humanoid type.

Space/Reach: The manimal has a space and reach appropriate for its size, as noted in the following table. If the base creature had greater than normal reach for its size, add 5 feet to the reach indicated on the table.



Space/Reach

Size	New Space/Reach
Fine	1/2 ft./0 ft.
Diminutive	1 ft./0 ft.
Tiny	2-1/2 ft./0 ft.
Small	5 ft./5 ft.
Medium	5 ft./5 ft.
Large	10 ft./10 ft.
Huge	15 ft./15 ft.
Gargantuan	20 ft./20 ft.
Colossal	30 ft./30 ft.

Special Attacks: A manimal retains all of the base creature's special attacks except rake.

Special Qualities: The manimal retains all the base creature's special qualities and gains those described here.

Amphibious (Ex): If the base creature was aquatic but did not have the amphibious special quality, the manimal gains it now. An amphibious creature can breathe both air and water equally easily.

Animal Blood (Ex): A manimal counts both as an animal and a humanoid for the purpose of spells, abilities, and effects that specifically affect animals. It is allowed a Will save to resist spells and effects that specifically affect animals, even if the effect does not normally allow a Will save. The DC for such a save equals 10 + the spell's level + caster's appropriate ability modifier. If the effect is not a spell, the DC is equal to 10 plus 1/2 manimal's HD plus manimal's Charisma modifier. Success renders the manimal immune to that particular effect for 24 hours. *Awaken animal* has no effect on a manimal.

Using Manimals in Your Game

Manimals can provide an interesting way to introduce anthropomorphic creatures into your games without the unbalancing effect that lycanthropes can have. Some might consider anthropomorphic creatures and characters silly, but lycanthropes are really no less so. Anthropomophic creatures can be funny, but they can also be terrifying, depending upon how they are played and presented.

Before you try out the manimal template, consider how you want it to work in your game. Once you know what purpose your manimals will serve, you can find a way to introduce them that suits their function in your game. Here are a few ideas.

- The template might be applied to animals because of a spell, such as the one in the New Spell sidebar on page 168.
- A magic item could transform all the animals that live nearby or that touch it into manimals.
- A manimal race might be one of your game worlds normal races, just like gnolls or lizardfolk.
- A single crazed wizard or druid might be responsible for all the manimals in your world.
- A distant island or a different plane could be home to a host of different manimal races.
- A curse might transform PCs or NPCs into manimals until it is ended.
- A disrupted *reincarnate* or *awaken animal* spell might cause the creation of a manimal.

Changing Manimal Sizes

If you're comfortable with advancing monsters and using difficult templates, you may find it fairly easy to alter a manimal's size to suit your game. If you want Medium manimal horses, Small manimal cats, or any size other than the base creatures' for your manimals, follow the guidelines in the *MM* for advancing a creature and extrapolate that information to cover shrinking the creature. Changing the manimal's size usually affects its Strength, Dexterity, Constitution, natural armor, natural attack damage, Hide modifier, size modifier to attack, and size modifier to damage.

Saves: Reflex and Will are a manimal's good saves; Fortitude is poor. Recalculate the portion of each of the base creature's save bonuses derived from racial HD. The portion of the base save bonus derived from class levels remains the same. See **Chapter Three: Classes** of the *PHB* for the progression of good and poor saves. New ability scores and new feats may also alter save bonuses.

Abilities: Increase from the base creature as follows: Int +8, Cha +4.

Skills: Ignore the base creature's skill modifiers. Recalculate skill points for the manimal's racial Hit Dice according to the formula (2 + Int modifier, minimum 1) x (HD +3), then purchase its skills afresh, treating the base creature's skills and Listen, Spot, and Survival as class skills and all others as cross-class skills. The manimal retains any skill points gained from class levels and any racial bonuses the base creature has. New size modifiers and new ability scores all modify skill modifiers. If the manimal's bonus to Intelligence (see Abilities, above) did not increase its Intelligence score to at least 10, you may leave the skill point assignments unchanged, and the manimal's skills will be correct number.

Languages: A manimal speaks a number of languages equal to 1 + its Intelligence bonus (if any), chosen from among those its creator knows.

Challenge Rating: Base creature 1 HD or less, increase to 1/2; 1 HD or greater, same as the base creature. Increase by +1 if the application of the template grants the creature much greater combat ability than the base creature based on the manimal's ability to wield weapons and wear armor.

Treasure: Standard.

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: The template has no standard level adjustment because the resulting creature is a new monster. To determine the level adjustment of a manimal, look at the level adjustments of creatures of similar size and HD and adjust the level adjustment accordingly. In most cases, the level adjustment should be +1, but great Strength or special attacks might warrant a level adjustment of up to +3.

New Spell: Create Manimal

Transmutation

Level: Druid 6, Sorcerer/Wizard 7
Components: V, S, XP
Casting Time: 1 day
Range: Touch
Target: Animal touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

If you'd like a swift way to introduce manimals into your campaign, try this new spell.

You grant an animal humanoid form and intelligence. If it fails a Will saving throw (DC 10 + target's HD), the target animal transforms into a manimal, gaining the manimal template. The resulting creature initially reacts to you with a friendly attitude (see the *DMG*), but you have no special empathy with it. A manimal speaks a number of languages equal to 1 + its Intelligence bonus, chosen from among those its creator knows.

XP Cost: 250 XP.

Manimal Characters

The manimal template allows players to play animal-like characters, and it also provides a way to create all the anthropomorphic creatures a GM could want for a campaign.

A manimal lacks a favored class and can multiclass as easily a human can. If you decide to make whole races of manimals in your game, you might want to give each one a favored class that suits the base creature's nature. For example, a manimal dire rat's favored class might be rogue, a manimal wolverine's might be barbarian, a manimal wolf's might be ranger, and a manimal elephant's might be cleric. Alternatively, you could assign a favored class based on the manimal race's best ability score. If you use that logic, most manimals will end up with melee-oriented favored classes.

Another easy way to distinguish the various manimal races you create is to give them different standard alignments. For example, most predator races might be evil, omnivores neutral, and herbivores good. The reliance of the base creature on a social unit might determine its alignment on the law-chaos axis. Creatures that live in groups with strict hierarchies might be lawful, while those that normally live solitary lives could be chaotic. Neutrality might be apply to creatures that have a less strict social hierarchy or that often live singly but sometimes form social groups. Using this system, manimal wolves might be considered lawful evil, manimal bears could be chaotic neutral, and manimal horses might be neutral good.

– Sample Creature: Manimal Triceratops –

Huge Monstrous Humanoid (Augmented Animal)

Hit Dice: 16d8+124 (196 hp)
Initiative: –1
Speed: 30 ft. (6 squares)
Armor Class: 25 (–2 size, –1 Dex, +7 half-plate, +11 natural), touch 7, flat-footed 25
Base Attack/Grapple: +16/+36
Attack: Greatclub +24 melee (3d8+15) or gore +24 melee (2d8+10)
Full Attack: Greatclub +24/+19/+14/+9 melee (3d8+15) and gore +19 melee (2d8+10)
Space/Reach: 15 ft./15 ft.
Special Attacks: Powerful charge, trample 2d12+15
Special Qualities: Animal blood, darkvision 60 ft., low-light vision, scent
Saves: Fort +19, Ref +9, Will +6
Abilities: Str 30, Dex 9, Con 25, Int 9, Wis 12, Cha 11
Skills: Listen +13, Spot +12
Feats: Alertness, Great Fortitude, Toughness (4)

Environment: Temperate plains
Organization: Solitary, pair, or herd (5–8)
Challenge Rating: 10
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class (fighter is favored)
Level Adjustment: +3

Here is an example of a manimal using a triceratops as the base creature.

This massive reptilian creature stands 20 feet tall and weighs almost 20,000 pounds. Three long horns project from its frilled head, and its small eyes glimmer with a mean intelligence.

The manimal triceratops is short-tempered and aggressive. It uses its great size and strength to force other creatures to do its labor and often enslaves weaker creatures to work on vast plantations. Sometimes a settlement of weaker creatures can bargain with a manimal triceratops, offering food and shelter for its protection of the town, but the manimal often asks for too much or boorishly takes what it wants from farmers' fields and merchant's market stalls, regardless of any bargain it made.



Combat

A manimal triceratops usually tramples smaller opponents on its way to charge more worthy foes. When smaller opponents present a significant threat, it mercilessly pounds them into the ground with its huge greatclub.

Powerful Charge (Ex): When a manimal triceratops charges, its gore attack deals 4d8+20 points of damage.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Animal Blood (Ex): See the manimal template.

Metal-Clad Creature

Metal-clad creatures are bonded to metal either by birth or through magic. Shining metal shells coat their forms, armoring them against attacks but also burdening them with unwieldy weight.

A metal-clad creature can be born of metal-clad parents, and indeed whole races of metal-clad creatures can exist. Conversely, a magical ritual or a spell can cover a creature in metal, and sometimes the gods curse greedy individuals by covering them in the precious metals they most covet.

Creating a Metal-Clad Creature

"Metal-clad creature" is an acquired, inherited, or created template that can be added to any corporeal creature (referred to hereafter as the base creature) that does not already have the metal-clad template.

A metal-clad creature uses all the base creature's statistics and special abilities except as noted here.

Speed: Except in the case of a mithral-clad creature, each of a metal-clad creature's speeds is slower by 10 feet than the corresponding speed of the base creature (minimum 5 feet). The mithral-clad creature has no reduction in speed.

Cladding with Other Materials

The metal-clad template is a simple idea that lends itself to many applications. By applying some creativity, you could create different gem-clad, wood-clad, stone-clad, or element-clad creatures. With the metal-clad template or a differently themed but similar template, you could make almost any creatures into constructs. Any creature that becomes a construct, however, loses its Constitution score.

Armor Class: The metal-clad creature's natural armor bonus improves over that of the base creature by an amount that depends on the kind of metal that covers it, as given on the following table.

Armor Class

Metal	Natural Armor Bonus Increase
Adamantine	+10
Brass	+3
Bronze	+4
Copper	+3
Gold	+3
Iron	+6
Lead	+3
Mithral	+8
Platinum	+5
Silver	+4
Steel	+8

Attack: The metal-clad creature retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The metal-clad creature gains a primary slam attack if it has no other natural attacks.

Damage: If the metal-clad creature gained a slam attack from the application of this template, its base damage is as given on the following table.

Damage

Size	Slam Base Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A metal-clad creature retains all the base creature's special attacks and gains those described here.

Metallic Attack: The exact metallic attack bestowed depends on the kind of metal that covers the metal-clad creature's body, as follows.

Adamantine: *Adamantine Limbs (Ex):* An adamantine-clad creature's natural attacks and grapple deal damage as adamantine weapons, overcoming hardness and damage reduction just as an adamantine weapon would.

Iron: *Iron Limbs (Ex):* An iron-clad creature's natural attacks and grapple deal damage as cold iron weapons, overcoming damage reduction just as a cold iron weapon would.

Lead: *Virulent Poison (Ex):* If the metal-clad creature possesses a natural poison attack, its DC increases by +1.

Silver: *Silver Limbs (Ex):* A silver-clad creature's natural attacks and grapple deal damage as silver weapons, overcoming damage reduction just as a silver weapon would.

Special Qualities: A metal-clad creature retains all the base creature's special qualities and gains those described here.

Metallic Quality: The exact metallic quality bestowed depends on the kind of metal that covers the metal-clad creature's body, as follows.



Adamantine: *Damage Reduction (Ex):* An adamantine-clad creature gains damage reduction 10/adamantine.

Heavy Fortification (Ex): The adamantine-clad creature is immune to sneak attacks and critical hits.

Resistances (Ex): An adamantine-clad creature has electricity resistance 15 and fire resistance 20.

Brass: *Light Fortification (Ex):* Whenever a sneak attack or critical hit is scored against a brass-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

Resistance to Fire (Ex): A brass-clad creature has fire resistance 5.

Bronze: *Medium Fortification (Ex):* Whenever a sneak attack or critical hit is scored against a bronze-clad creature, there is a 75% chance that the extra damage is negated and damage is rolled normally.

Resistance to Fire (Ex): A bronze-clad creature has fire resistance 10.

Copper: *Light Fortification (Ex):* Whenever a sneak attack or critical hit is scored against a copper-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

Resistance to Fire (Ex): A copper-clad creature has fire resistance 10.

Gold: *Light Fortification (Ex):* Whenever a sneak attack or critical hit is scored against a gold-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

Resistance to Fire (Ex): A gold-clad creature has fire resistance 10.

Iron: *Medium Fortification (Ex):* Whenever a sneak attack or critical hit is scored against an iron-clad creature, there is a 75% chance that the extra damage is negated and damage is rolled normally.

Resistance to Fire (Ex): An iron-clad creature has fire resistance 15.

Rust Vulnerability (Ex): An iron-clad creature counts as ferrous for the purpose of rusting attacks such as *rusting grasp*.

Lead: *Divination Immunity (Ex):* A lead-clad creature is immune to divination spells and effects cast to derive information about it. *Detect magic, detect poison, detect thoughts,* and *detect alignment* spells fail to reveal any information about the lead-clad creature or the objects it carries. Furthermore, a lead-clad creature is invisible and inaudible to scrying, *arcane eyes,* and *clairaudience/clairvoyance*. Lead-clad creatures and their equipment cannot be located by *discern location,* nor can *locate object* find objects they carry.

Light Fortification (Ex): Whenever a sneak attack or critical hit is scored against a lead-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

Resistance to Electricity (Ex): A lead-clad creature has electricity resistance 5.

Mithral: *Medium Fortification (Ex):* Whenever a sneak attack or critical hit is scored against a mithral-clad creature, there is a 75% chance that the extra damage is negated and damage is rolled normally.

Resistance to Fire (Ex): A mithral-clad creature has fire resistance 15.

Platinum: *Light Fortification (Ex):* Whenever a sneak attack or critical hit is scored against a platinum-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

Resistances (Ex): A platinum-clad creature has electricity resistance 5 and fire resistance 20.

Silver: *Light Fortification (Ex):* Whenever a sneak attack or critical hit is scored against a silver-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

Mirrored Finish (Su): A silver-clad creature is immune to gaze attacks. Furthermore, its finish reflects such attacks. Thus, a creature with a gaze attack that actively gazes at the silver-clad creature must save against its own gaze attack, suffering the consequences of a failed save even if it would normally be immune.

Resistance to Fire (Ex): A silver-clad creature has fire resistance 5.

Steel: *Medium Fortification (Ex):* Whenever a sneak attack or critical hit is scored against a steel-clad creature, there is a 75% chance that the extra damage is negated and damage is rolled normally.

Resistance to Fire (Ex): A steel-clad creature has fire resistance 15.

Rust Vulnerability (Ex): A steel-clad creature counts as ferrous for the purpose of rusting attacks such as *rusting grasp*.

Vulnerability to Electricity (Ex): A metal-clad creature takes half again as much damage as normal (+50%) from electricity, regardless of whether a saving throw is allowed, and whether the save is a success or failure.

Abilities: Change from the base creature. See the following table.

Abilities

Metal	Str	Dex	Con	Int	Wis	Cha
Adamantine	+4	–6*	+6	+0	+0	+2
Brass	+2	–2*	+2	+0	–2*	+0
Bronze	+2	–2*	+2	+0	+0	+0
Copper	+0	+0	+0	+0	+2	–2*
Gold	+0	–6*	+0	+2	–2*	+6
Iron	+2	–4*	+2	+0	–2*	+0
Lead	+0	–6*	+4	–2*	–2*	–2*
Mithral	+4	+0	+2	+0	+0	+2
Platinum	+2	–4*	+2	+2	+0	+4
Silver	+0	–2*	+0	+2	+2	+4
Steel	+4	–4*	+2	+0	+0	+0

*Minimum 1

Skills: Each metal-clad creature (except a mithral-clad creature) takes a –4 penalty on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble checks. Additional racial bonuses and penalties apply to certain skill checks based on the kind of metal that covers the creature's body, according to the following table.

Skills

Metal	Racial Skill Bonuses
Copper	+4 on Craft (any)
Gold	+4 on Profession (any)
Lead	+4 on Survival checks to avoid getting lost
Mithral	–4 on Swim checks
Silver	+4 on Bluff and Diplomacy

Challenge Rating: Same as the base creature, except adamantine, mithral, and steel same as the base creature +1.

Treasure: Same as the base creature, but at the GM's option, PCs may be able to peel off the metal cladding from the creature and sell it.

Challenge Rating: The CR increases based on the metal, as follows.

Challenge Rating

Metal	CR Increase
Adamantine	+6
Brass	+1
Bronze	+2
Copper	+1
Gold	+1
Iron	+3
Lead	+1
Mithral	+5
Platinum	+3
Silver	+3
Steel	+4

Metal-Clad Characters

A metal-clad creature favors whichever class the base creature does.

– Sample Creature: Lead-Clad Wyvern –

Large Dragon

Hit Dice: 7d12+28 (73 hp)
Initiative: +1
Speed: 10 ft. (4 squares), fly 50 ft. (poor)
Armor Class: 18 (–1 size, -2 Dex, +11 natural), touch 9, flat-footed 18
Base Attack/Grapple: +7/+15
Attack: Sting +10 melee (1d6+4 plus poison) or talon +10 melee (2d6+4) or bite +10 melee (2d8+4)
Full Attack: Sting +10 melee (1d6+4 plus poison) and bite +8 melee (2d8+4) and 2 wings +8 melee (1d8+2) and 2 talons +8 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, poison, virulent poison
Special Qualities: Darkvision 60 ft., divination immunity, immune to paralysis and sleep, light fortification, low-light vision, resistance to electricity 5, scent, vulnerability to electricity
Saves: Fort +9, Ref +3, Will +6
Abilities: Str 19, Dex 6, Con 19, Int 4, Wis 10, Cha 7
Skills: Hide +0, Listen +12, Move Silently +4, Spot +15
Feats: Ability Focus (poison), Alertness, Flyby Attack, Multiattack[B]

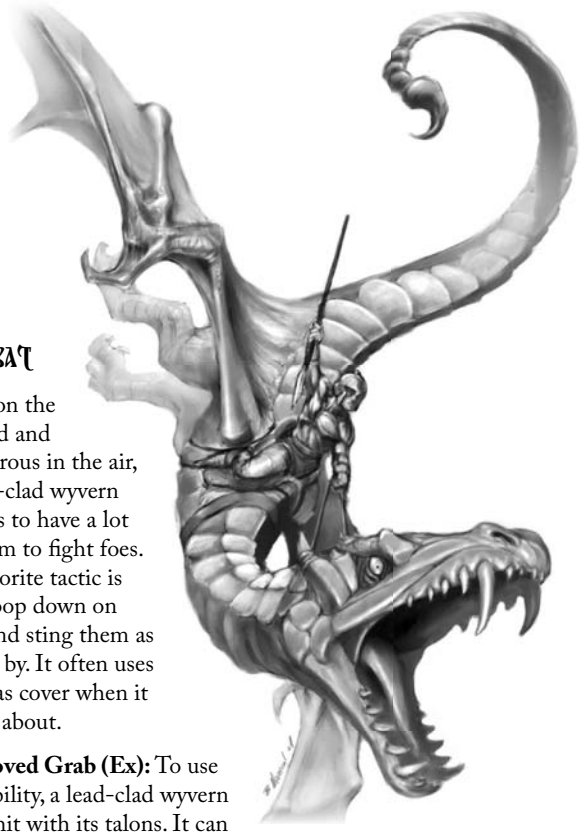
Environment: Warm hills
Organization: Solitary, pair, or flight (3–6)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually neutral
Advancement: 8–10 HD (Huge); 11–21 HD (Gargantuan)
Level Adjustment: —

Here is an example of a metal-clad creature using a wyvern as the base creature and lead as the metal.

Because they have good reason to be skittish about lightning, lead-clad wyverns spend most cloudy days sulking in their cavern lairs or deep in hollows between hills.

A lead-clad wyvern looks like a normal wyvern plated over with dull metal. No rivets or fasteners pierce the metal, the creature looks as though its individual scales were dipped in lead.

Lead-clad wyverns speak Draconic, but only barely. They use few words, and most creatures find their speech unintelligible.



Combat

Slow on the ground and ponderous in the air, a lead-clad wyvern prefers to have a lot of room to fight foes. Its favorite tactic is to swoop down on foes and sting them as it flies by. It often uses a hill as cover when it wings about.

Improved Grab (Ex): To use this ability, a lead-clad wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, DC 20 Fortitude, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Virulent Poison (Ex): See the metal-clad creature template.

Divination Immunity (Ex): See the metal-clad creature template.

Light Fortification (Ex): See the metal-clad creature template.

Skills: A lead-clad wyvern has a +3 racial bonus on Spot checks and a +4 racial bonus to Survival checks to avoid getting lost. It takes a –4 penalty on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble checks.

Miniature

Miniatures are normal beings whose size has been greatly diminished by magic. Humans become the size of mice, and great wyrm dragons become the size of humans.

Miniatures look exactly like normal specimens of their kinds save for their size.

Creating a Miniature Creature

"Miniature" is an acquired template that can be added to any creature (referred to hereafter as the base creature).

A miniature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type does not change. Its size decreases by four categories below that of the base creature (see the following table for new dimensions). Creatures of different size categories that decrease to the same size category because of the table's lower limit retain their proportions to one another within their new size category. Thus, a miniature halfling is smaller than a miniature human, and a miniature Fine creature is smaller than the normal Fine version. The size change can affect AC, attack bonus, natural armor, Constitution, Strength, Dexterity, Hide checks, and grapple checks. Most of these changes are noted in the following sections.



Size & Type

Old Size	New Size	New Size Range
Fine	Fine	6 in. or less
Diminutive	Fine	6 in. or less
Tiny	Fine	6 in. or less
Small	Fine	6 in. or less
Medium-size	Fine	6 in. or less
Large	Diminutive	6 in.–1 ft.
Huge	Tiny	1 ft.–2 ft.
Gargantuan	Small	2 ft.–4 ft.
Colossal	Medium	4-ft.–8 ft.

Hit Dice: The miniature creature retains the base creature's Hit Dice. To determine the miniature's hit points, divide the hit points it gains from Hit Dice by four before modifying the hit points by the creature's new Constitution score (see **Abilities**, page 174). Constructs gain bonus hit points based on size, so use the normal bonus amount for the creature's new size. The application of this template cannot reduce a creature's hit points below 1.

A creature that took damage before miniaturization has either its current hit point total or the hit points it would have with the application of this template (the base creature's undamaged hit point total divided by 20), whichever is lower. A creature that loses this template and returns to normal size retains its current hit points but heals 2 hit points per HD, to a maximum of its normal hit point total.

Speed: Each of the miniature's speeds decreases with its size, as given on the following table. If the base creature's speed is greater than 100 feet, subtract 100 feet and consult the chart again, adding +20 feet to the new speed to obtain the final speed. For example, a base creature with a speed of 250 feet would have a speed of 50 feet when miniaturized (20 feet for the first 100 feet, 20 feet for the second 100 feet, and 10 feet for the last 50, from the table).

Speed

Old Speed	New Speed
5 to 35 feet	5 feet
40 to 55 feet	10 feet
60 to 75 feet	15 feet
80 to 100 feet	20 feet
100+ feet	20 feet plus another table increment

Armor Class: The base creature's size modifier to AC is replaced by one based on the miniature's new size, as given in the following table. In addition, its natural armor decreases from that of the base creature by the amount indicated. Reduction of the natural armor bonus cannot result in a natural armor penalty (minimum +0 natural armor bonus).

Armor Class

Old Size	New Size	Size Modifier	Natural Armor Bonus Change
Fine	Fine	+8	+0
Diminutive	Fine	+8	+0
Tiny	Fine	+8	+0
Small	Fine	+8	+0
Medium-size	Fine	+8	+0
Large	Diminutive	+4	–2
Huge	Tiny	+2	–5
Gargantuan	Small	+1	–9
Colossal	Medium	+0	–14

Grapple: The miniature's size modifier on grapple checks is based on its new size, as given on the following table. It may also have a new Strength modifier if its Strength score has increased.

Grapple

Miniature's Size	Size Modifier for Grapple Checks
Fine	–16
Diminutive	–12
Tiny	–8
Small	–4
Medium	+0

Attack: The miniature retains all the base creature's attacks, and its weapon and armor proficiencies. Its bonus on attack rolls changes based on its new Strength modifier and its new size modifier, as given on the following table.

Why a Template?

The miniature template does not simply reduce the size of a creature. A simple size reduction can be accomplished by following the guidelines in the *DMG* and the *MM* for size changes. Instead, the miniature template is designed to dramatically reduce both the size and the threat level of a creature, so that other creatures at their normal size represent correspondingly greater threats. To a miniature, rats seem like behemoths, and orcs seem like titans.

Perhaps the best use of this template is on the PCs, since it makes feasible the classic concept of an evil wizard who shrinks her enemies. This template makes it possible for shrunken PCs to fight normal-sized but ordinarily weak creatures and uses rules that make that process fun.

Attack

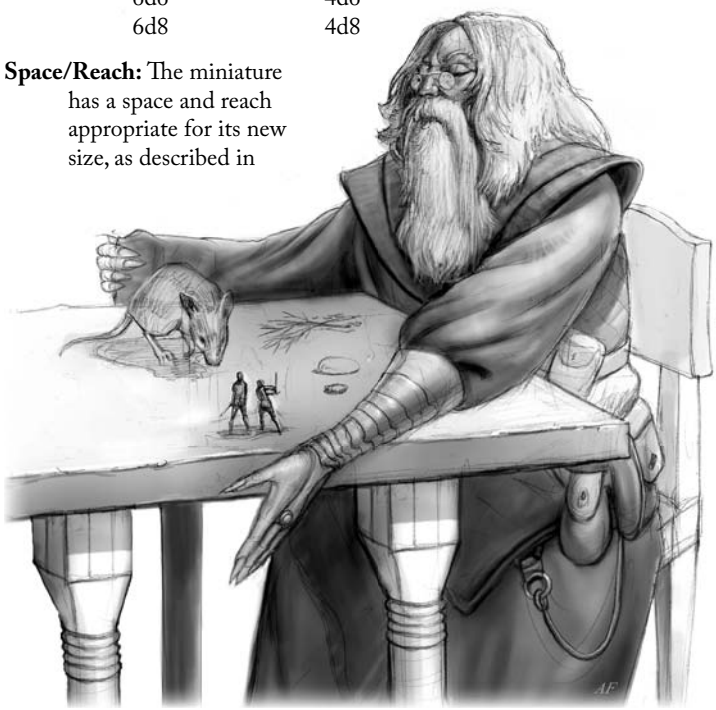
Miniature Size	Size Modifier for Attacks
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0

Damage: Each of a miniature's natural attacks and weapon attacks deals less damage than it would for the base creature. Scale down the base damage once for each size category of difference between the base creature and the miniature (minimum 1 point).

Damage

Old Damage	New Damage
1d2	1
1d3	1d2
1d4	1d3
1d6	1d4
1d8	1d6
2d6	1d8
2d8	1d10
3d6	2d6
3d8	2d8
6d6	4d6
6d8	4d8

Space/Reach: The miniature has a space and reach appropriate for its new size, as described in the following table. If the base creature had greater than normal reach for its size, add 5 feet to the reach indicated on the table.



Space/Reach

New Size	New Space/Reach
Fine	1/2 ft./0 ft.
Diminutive	1 ft./0 ft.
Tiny	2-1/2 ft./0 ft.
Small	5 ft./5 ft.
Medium	5 ft./5 ft.

Special Attacks: A miniature retains all of the base creature's special attacks. For spells and spell-like abilities, the ranges, areas, and damage dealt for these attacks change. To find the new range and area, divide the base creature's value by 20 and round down to the nearest 5-foot increment. For example, a *fireball* spell cast by a miniature 7th-level caster would have a range of 30 feet (680 feet divided by 20 equals 34, rounded down to 30 feet), and it would affect a single 5-foot square.

If the special attack deals hit point damage, its base damage decreases as described in the **Damage** section (minimum 1). For example, a *fireball* spell cast by a miniature creature would deal 1 point of fire damage per caster level. In addition, changes in ability scores may change special attack DCs.

Special Qualities: The miniature retains all the base creature's special qualities and gains those described here. To find the new range and area for a special quality, divide the base creature's value by 20 and round down to the nearest 5-foot increment. This procedure applies to special qualities that give specific ranges, such as darkvision and scent, but not low-light vision.

Damage reduction, fast healing, energy resistance, regeneration, and similar abilities work differently, as given below.

Damage Reduction and Energy Resistance: These abilities reduce damage differently for a miniature creature. Divide the normal damage reduction or energy resistance by 5 to learn how the new reduction value (minimum 1). Thus, damage reduction 10/silver would become damage reduction 2/silver.

Fast Healing and Regeneration: Divide the hit point benefit associated with these abilities by 5 to learn the new benefit provided (minimum 1). For example, fast healing 3 would become fast healing 1, and regeneration (acid 10, fire 10) would become regeneration 2 (acid 2, fire 2).

Abilities: The miniature's ability scores change based on its size change, as given in the following table.

Abilities

Old Size	New Size	Str	Dex	Con
Fine	Fine	+0	+0	+0
Diminutive	Fine	+0	+2	+0
Tiny	Fine	–2*	+4	+0
Small	Fine	–6*	+6	+0
Medium	Fine	–10*	+8	–2*
Large	Diminutive	–18*	+8	–6*
Huge	Tiny	–24*	+8	–10*
Gargantuan	Small	–28*	+6	–14*
Colossal	Medium	–32*	+4	–16*

*Minimum 1

Skills: A change in size changes the creature's Hide modifier, and a change in speed changes the base creature Jump modifier.

Challenge Rating: The miniature template drastically and unpredictably changes a creature's challenge rating. Against other miniature foes, the creature's CR may stay the same. Against normal-sized foes, however, the creature's CR should be diminished. Consider one-half or one-quarter normal as a rule of thumb, but evaluate each creature individually.

Treasure: Same as the base creature, but all items are of a size commensurate with the miniature's. Non-magic items are worth 1/8th of their normal value.

Advancement: Same as the base creature, but reapply the template to an advanced version of the base creature.

New Spell: Miniaturize

Transmutation

Level: Druid 6, Sorcerer/Wizard 6
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

You dramatically shrink the target, granting it the miniature template.

The *miniaturize* spell makes it an easy matter to introduce the miniature template into play. Because it requires the GM or player to apply the miniature template, and that task can slow down play, the spell should be used only rarely—mainly by NPCs until you become familiar with the template's changes. If you decide to use the spell against the PCs and they have access to *dispel magic*, consider placing the spell's effect in a unique magic item whose destruction is required to break the effect.

Miniature Creature Characters

A miniature favors whichever class the base creature does. If the GM allows a miniature PC, the template has a level adjustment of –4, but application to PCs is not the best way to use the template. If the GM wishes to run an adventure in which miniature PCs fight normal-sized monsters and other miniature creatures, he should consider PCs to be 1/2 their normal level. When planning encounters with miniature PCs, carefully weigh the threat of any creature they encounter and dole out experience accordingly.

– Sample Creature: Miniature Formian Warrior –

Fine Outsider (Extraplanar, Lawful)

Hit Dice: 4d8+4 (8 hp)
Initiative: +7
Speed: 10 ft. (2 squares)
Armor Class: 30 (+8 size, +7 Dex, +5 natural), touch 25, flat-footed 23
Base Attack/Grapple: +4/–14
Attack: Sting +10 melee (1d2-2 plus poison)
Full Attack: Sting +10 melee (1d2–2 plus poison) and 2 claws +8 melee (1–2) and bite +8 melee (—)
Space/Reach: 1/2 ft./0 ft.
Special Attacks: Poison
Special Qualities: Hive mind, immunity to poison, petrification, petrification, and cold, resistances (electricity 2, fire 2, sonic 2), spell resistance 18
Saves: Fort +6, Ref +11, Will +5
Abilities: Str 7, Dex 24, Con 12, Int 10, Wis 12, Cha 11
Skills: Climb +5, Hide +30, Jump –3, Listen +8, Move Silently +14, Search +7, Spot +8, Survival +1 (+3 following tracks), Tumble +16
Feats: Dodge, Multiattack

Environment: Any lawfully aligned plane
Organization: Solitary, pair, team (3–4), or troop (6–11)
Challenge Rating: 1
Treasure: None
Alignment: Always lawful neutral
Advancement: 7–9 HD (Medium)
Level Adjustment: —

Here is an example of a miniature using a formian warrior as the base creature.

Miniature formians are as aggressive as their full-sized cousins. They rapidly take over areas claimed by various kinds of vermin and creature miniature cities of their own.

A miniature formian looks like a 5-inch-long insectoid centaur. It has the general form of an ant, except that the front section of its body is held upright. Its two front legs act as arms, and its front claws serve as surprisingly dexterous hands.

Combat

A miniature formian warrior fights in the same manner as its full-sized cousin. Knowing full well that its potential for dealing damage is limited, however, it always attempts to hide and attack by surprise, hoping its poison can incapacitate its foes.

A miniature formian warrior's natural weapons, and any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Hive Mind (Ex): All miniature formians within 2 1/2 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Mist Creature

Mist creatures live in areas where mists rise in the morning and fogs roll over the land at night. These beings of elemental air and water occasionally choose to leave the Elemental Plane of Air and dwell instead on the Material Plane, where their abilities can be used to greater effect. Mist creatures tend to be flighty but highly adaptable beings. They go where the wind takes them and deal with what they encounter along the way as best as they can.

A typical mist creature resembles a being of air or water with a pure white body and hair or feathers the color of fog.

Creating a Mist Creature

"Mist creature" is an inherited template that can be added to any living, corporeal creature with the air or water subtype (referred to hereafter as the base creature).

A mist creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to elemental with the appropriate augmented subtype, plus the air and water subtypes if the base creature did not already have them. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Change all racial HD to d8s.

Special Attacks: The mist creature retains all the base creature's special attacks and gains the one described here.

Spell-Like Abilities: 3/day—*obscuring mist, fog cloud, stinking cloud;* 1/day—*solid fog, cloudkill.* Caster level equals mist creature's character level. The save DCs are Charisma based. A mist creature may use these spells while in gaseous form.



Special Qualities: The mist creature retains all the base creature's special qualities and gains those described here.

Air Breather (Ex): A mist creature can breathe air even if the base creature breathed only water.

Air Mastery (Ex): Any airborne creature takes a –1 penalty on attack and damage rolls against a mist creature.

Cloud Sight (Ex): A mist creature can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creatures and objects do not gain concealment from a mist creature due to such conditions. A mist creature may use this ability while gaseous.

Gaseous Form (Su): A mist creature can assume gaseous form at will. This ability works like the *gaseous form* spell *gaseous form.* Becoming gaseous or resuming its normal form is a move action.

Immunities (Ex): A mist creature is immune to inhaled poisons and gas-, fog-, or cloud-based attacks and spells.

Resistances (Ex): A mist creature has resistance 10 to cold and fire 10.

Abilities: Change from the base creature as follows: Dex +4, Int +2, Wis +2.

Skills: If the mist creature is gaseous in an area affected by fog, cloud, smoke or any similar condition, it receives a +15 circumstance bonus on Hide checks.

Languages: If the mist creature can speak, it gains the ability to speak Aquan and Auran in addition to any other languages the base creature knows.

Environment: Elemental Plane of Air and any land.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +5.

Mist Characters

A mist creature favors whichever class the base creature does. The ability to become gaseous at will can ruin many dungeon-based adventures, so GMs should be wary of allowing mist creature characters in their campaigns.

Sample Creature: Mist Djinni

Large Elemental (Air, Augmented Outsider, Extraplanar, Water)

Hit Dice: 7d8+14 (45 hp)
Initiative: +10
Speed: 20 ft. (4 squares), fly 60 ft. (perfect)
Armor Class: 18 (–1 size, +6 Dex, +3 natural), touch 15, flat-footed 12
Base Attack/Grapple: +7/+15
Attack: Slam +10 melee (1d8+4)
Full Attack: 2 slams +10 melee (1d8+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities, whirlwind
Special Qualities: Air mastery, air breather, cloud sight, darkvision 60 ft., elemental traits, gaseous form, immunities, immunity to acid, *plane shift,* resistances (cold 10, fire 10), telepathy 100 ft.
Saves: Fort +7, Ref +11, Will +10
Abilities: Str 18, Dex 23, Con 14, Int 16, Wis 17, Cha 15
Skills: Appraise +13, Concentration +12, Craft (any one) +13, Diplomacy +4, Escape Artist +16, Hide +2*, Knowledge (any one) +13, Listen +13, Move Silently +16, Sense Motive +13, Spellcraft +13, Spot +13, Use Rope +6 (+8 with bindings)
Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative[B]

Environment: Elemental Plane of Air and any land
Organization: Solitary, pair, company (3–4), or band (6–15)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic good
Advancement: 8–10 HD (Large); 11–21 (Huge)
Level Adjustment: +11

Here is an example of a mist creature using a djinni as the base creature.

Other Mist Creatures

If you wish, you can expand the range of creatures that qualify for this template by simply ignoring the subtype restrictions. Alternatively, you can make it an acquired template, using the only the subtypes, special attacks, special qualities, ability adjustments, CR adjustment, circumstance bonus on Hide checks, and level adjustment portions of the template.

Mist djinn are creatures of the Elemental Plane of Air that are tied to the Elemental Plane of Water in a way only they can comprehend. They are equally at home any place on the Material Plane where mist rises at dawn or where the night covers the land in fog. Their expansive powers over fogs and mists make them formidable foes on the Material Plane, but on their home plane, other creatures' powers to disperse fogs with wind put the mist djinn at a distinct disadvantage.

A mist djinni looks like a human between 10 and 12 feet tall. It has pure white skin and foggy gray hair that constantly floats about its head as though ruffled by a persistent breeze. Fog and light spray always surround its often naked form.

Mist djinn speak Aquan, Auran, Celestial, Common, and Ignan.

Combat

From the safety of gaseous form, a mist djinni usually shrouds the battlefield in *stinking cloud, solid fog,* and *cloudkill* effects, then uses its immunity to them and its ability to see through cloudy conditions to strike at foes with impunity. If it finds these tactics ineffective, it uses its whirlwind ability to carry enemies high into the air before dropping them back into the areas of its deadly cloud-based spell effects. If it must, it flees using the *wind walk* spell.



Spell-Like Abilities: At will—*invisibility* (self only); 1/day—*create food and water, create wine* (as *create water,* but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*. Caster level 20th. 3/day—*obscuring mist, fog cloud, stinking cloud;* 1/day—*solid fog, cloudkill.* Caster level 3rd. The mist djinni may use these spells while in gaseous form. The save DCs are Charisma-based.

Plane Shift (Sp): A mist djinni can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the mist djinni. It is otherwise similar to the spell of the same name (caster level 13th).

Whirlwind (Su): A mist djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall. The mist djinni controls the exact height, but it must be at least 10 feet.

A mist djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the mist djinni moves into or through the creature's space. Creatures one or more size categories smaller than the mist djinni might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 20 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 20 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 20 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the mist djinni carries them or to escape the whirlwind. A creature caught in the whirlwind can otherwise act normally but must make a Concentration check (DC 15 + spell level) to cast a spell. Any creature caught in the whirlwind takes a –4 penalty to Dexterity and a –2 penalty on attack rolls. The mist djinni can have only as many creatures trapped inside a whirlwind at one time as will fit inside its volume. The mist djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the mist djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Anyone caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A mist djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

Air Mastery (Ex): Any airborne creature takes a –1 penalty on attack and damage rolls against a mist djinni.

Air Breather: See the mist creature template.

Cloud Sight (Ex): See the mist creature template.

Elemental Traits: A mist djinni has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated* or *resurrected* (though a *limited wish, wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Gaseous Form (Su): See the mist creature template.

Immunities (Ex): See the mist creature template.

Resistances: See the mist creature template.

Skills: *If the mist djinni is gaseous in an area affected by fog, cloud, smoke or any similar condition, it receives a +15 circumstance bonus on Hide checks.

Monstrous Lycanthrope

A monstrous lycanthrope is a creature of humanoid form that can assume the form of another creature, or even take on a form that is a hybrid of the two. Natural monstrous lycanthropes can control their forms and communicate the disease of lycanthropy to other creatures with its natural attacks. Afflicted monstrous lycanthropes are slaves to the phases of the moon, becoming monstrous beings at certain times regardless of their will.

Creating a Monstrous Lycanthrope

"Monstrous lycanthrope" is a template that can be added to any living humanoid, monstrous humanoid, giant, or other creature with a generally humanoid form—namely, two arms, two legs, and a head (referred to hereafter as the base creature). The monstrous lycanthrope template can be inherited (for natural monstrous lycanthropes) or acquired (for afflicted monstrous lycanthropes).

The monstrous lycanthrope takes on the characteristics of some other kind of living creature (referred to hereafter as the werecreature). The werecreature can be any creature whose size is within one step of the base creature's size. A monstrous lycanthrope can also adopt a hybrid shape that combines features of the base creature with those of the werecreature.



A monstrous lycanthrope uses either the base creature's or the werecreature form's statistics and special abilities, as described here.

Size and Type: The monstrous lycanthrope retains the base creature's type and gains the shapechanger subtype and the subtypes of the werecreature if the base creature did not already have them. If two subtypes conflict (such as fire and cold), the monstrous lycanthrope retains all immunities granted by the conflicting subtypes but loses them both.

Size of the monstrous lycanthrope is the same as the base creature in its normal form and the same as the werecreature in monster form. Its hybrid shape is the same size as the werecreature's or the base creature's form, whichever is larger.

Form: A monstrous lycanthrope can take any of three forms: the base creature's form (called normal form), a hybrid form, or the werecreature's form (called monster form). The hybrid form has the base creature's body shape and number of limbs and heads, but it shares certain characteristics of the werecreature form, including scales, fur, or skin tones. The hybrid form might also include smaller versions of the werecreature's wings, horns, or facial features, or even vestigial limbs (or heads) of the werecreature form that the base creature form does not possess.

Hit Dice: A monstrous lycanthrope has a number of racial Hit Dice equal to the base creature's racial HD + the werecreature's racial HD. All its racial HD are of the same type as the base creature's racial HD. To calculate its hit points, apply the base creature's Constitution modifier to the base creature's racial HD and the werecreature's Constitution modifier to the werecreature's HD.

Speed: Same as the base creature or werecreature, depending on which form the monstrous lycanthrope is using. The hybrid form retains the speeds of the base creature. If the base creature lacks a particular type of movement that the werecreature possesses, the hybrid form possesses that mode of movement at one-half the werecreature's speed.

Armor Class: The monstrous lycanthrope's natural armor bonus improves by +2 over that of the base creature in all its forms. A monstrous lycanthrope in hybrid form has a natural armor bonus equal to the werecreature's or the base creature's, whichever is higher.

Base Attack Bonus: Recalculate the monstrous lycanthrope's base attack bonus for its racial Hit Dice based on its creature type and number of racial HD, according to the following table. Add to this value the base attack bonus for any class Hit Dice it has.

Base Attack Bonus

Base Attack Bonus	Creature Type
HD x 3/4 (as cleric)	Aberration, animal, construct, elemental, giant, humanoid, ooze, plant, vermin
HD (as fighter)	Dragon, magical beast, monstrous humanoid, outsider
HD x 1/2 (as wizard)	Fey, undead

Grapple: The monstrous lycanthrope's grapple modifier varies with the size and Strength of the form it is using. The size modifier for grapple checks is given on the following table.

Using the Monstrous Lycanthrope Template

You can use the monstrous lycanthrope template in many ways. Here are a few suggestions.

- An afflicted monstrous lycanthrope's change might be controlled by a different phase of the moon than a standard lycanthrope's. Alternatively, it could be controlled by an hour of day, a season, a natural monstrous lycanthrope, or some other trigger altogether.
- The monster chosen for the werecreature form might not appear in your campaign world except as a natural or afflicted lycanthrope. Consider, for instance, having only weresahuagin in your game but no true sahuagin.
- Your game world might feature only afflicted monstrous lycanthropes, but no natural ones. In such a case, the monster chosen as the alternate form might inflict lycanthropy itself. For instance, chimeras might inflict lycanthropy that turns victims that escape them into werechimeras.

A Weretreant?

The monstrous lycanthrope template is modeled very closely after the lycanthrope template in the *MM,* but it allows more creatures to gain the template and does not limit the alternate forms to those of animals. Even wereconstructs and wereundead are possible, though they lack the features of the construct or undead type in werecreature form. Although it might seem silly to have a werebugbear or werenaga, consider how silly a werebear would sound to you were it not for the creature's long history in legend and in the d20 game.

Creating a credible and threatening monstrous lycanthrope begins with the selection of the base creature. If you choose a very threatening creature and then choose a nonthreatening creature for its alternate form, an encounter with the resulting werecreature may not be particularly exciting. You should consider choosing an alternate form that follows a theme. For example, it's much more believable and far less incongruous if the lizardfolk warrior is a werewyvern than a wereformian. It also helps if monstrous lycanthropes are already part of your world. If the players have heard hints about such creatures before encountering them, their first encounter with it may be much better received.

A great deal of your success in creating the desired effect in a monstrous lycanthrope encounter is based on the description you give. Spend some time devising the best way to present your monster. If you wish, you can try the following exercise: Read the template and then think about what a human with the template would look like in hybrid form. A little imagination can make a somewhat silly idea downright horrifying.

Grapple

Amalgam's Size	Size Modifier for Grapple Checks
Fine	–16
Diminutive	–12
Tiny	–8
Small	–4
Medium	+0
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16

Attack: In normal or monster form, the monstrous lycanthrope retains all the attacks of the form it is using, and the weapon and armor proficiencies of both forms. In hybrid form, it gains a bite attack with each head if the werecreature has a bite attack and a claw attack with each arm if the werecreature has a claw attack. The bite attack is primary if the creature has no other natural attacks, or secondary otherwise. The claw attacks (if any) are primary. Any other natural attacks it has retain the same primary or secondary status they had for the base creature. In hybrid form, a monstrous lycanthrope usually attacks with a weapon, a natural attack, or a claw.

Damage: If the monstrous lycanthrope gained bite or claw attacks for its hybrid form from the application of this template, the base damage for each is as given on the following table.

Damage

Size of Hybrid Form	Bite Base Damage	Claw Base Damage
Fine	—	1
Diminutive	1	1d2
Tiny	1d2	1d3
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8
Huge	1d8	2d6
Gargantuan	2d6	2d8
Colossal	2d8	4d6

Space/Reach: A monstrous lycanthrope has the base creature's space and reach in normal form and the werecreature's space and reach in werecreature form. In hybrid form, the monstrous lycanthrope has the space of either the base creature or the werecreature, whichever is larger. If the base creature is smaller than the werecreature but has a longer reach, the hybrid creature's reach is equal to that of the base creature. If the werecreature is the larger form but has an unusually long reach, the hybrid form has the reach typical for a humanoid creature of the monster form's size category. Otherwise, the hybrid form has the reach of the larger of the two forms.

Special Attacks: The monstrous lycanthrope retains all the special attacks of the base creature or the werecreature when it is in normal or monster form, respectively. The hybrid form does not gain any special attacks of the werecreature form. A monstrous lycanthrope spellcaster cannot cast spells with V, S, or M components in werecreature form, or spells with V components in hybrid form, unless its werecreature form can cast spells in the same manner as the base creature can. The monstrous lycanthrope also gains the following special attack while in the forms specified.

Curse of Lycanthropy (Su): Any humanoid, monstrous humanoid, giant, or creature with a generally humanoid form (two arms, two legs, and a head) that is hit by the bite attack of a natural monstrous lycanthrope in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim is not within one size category of the monstrous lycanthrope's monster form (for example, a hill giant bitten by a weresprite), the victim cannot contract lycanthropy from that creature. Afflicted monstrous lycanthropes cannot pass on the curse of lycanthropy.

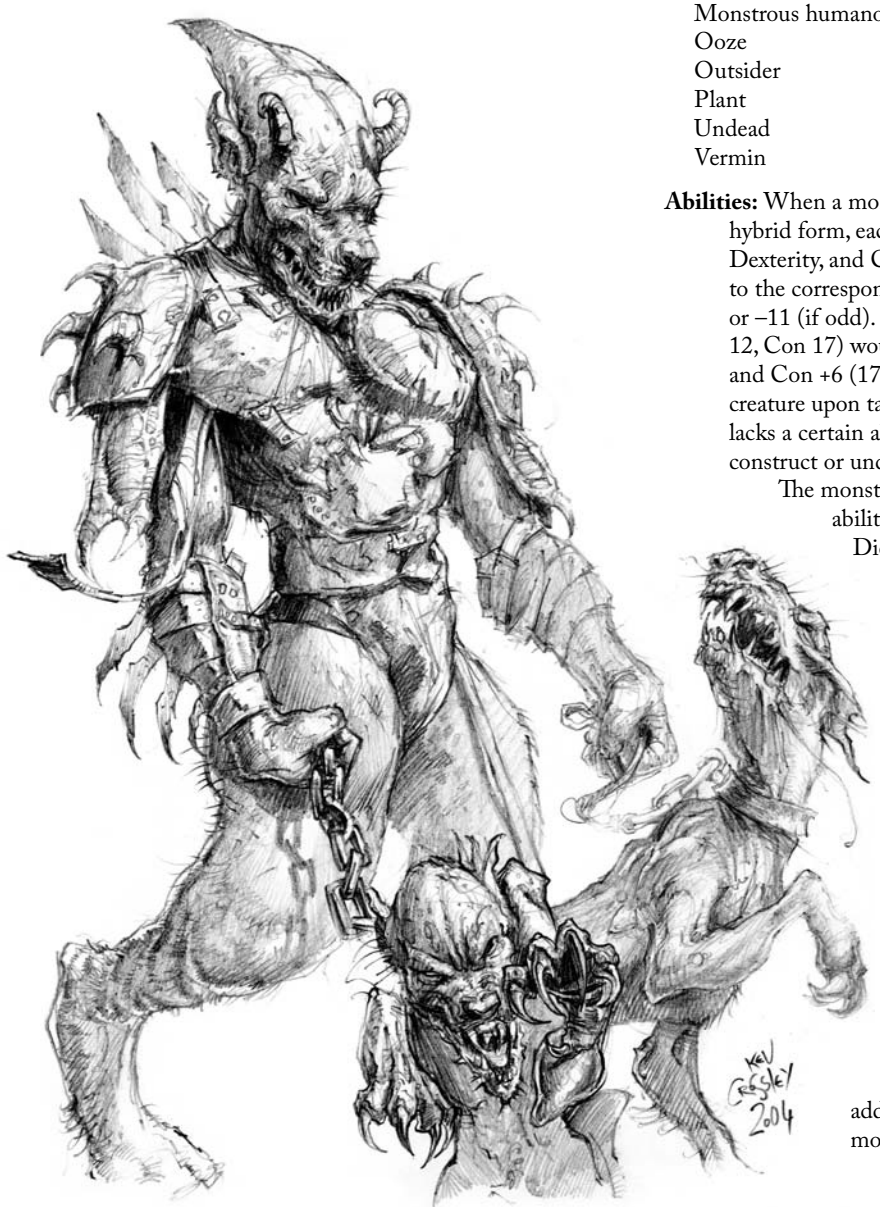
Special Qualities: The monstrous lycanthrope retains all the special qualities of the base creature or the werecreature when it is in normal or monster form, respectively. The hybrid form does not gain any special qualities of the werecreature form. The monstrous lycanthrope also gains the following special qualities while in the forms specified.

Alternate Form (Su): A monstrous lycanthrope can shift into normal, monster, or hybrid form as though using the *polymorph* spell on itself, except that its gear is not affected, it does not regain hit points for changing form, and only

one specific werecreature's form can be assumed. The monstrous lycanthrope does not assume the ability scores of the werecreature; instead, it adds the werecreature's physical ability score modifiers (see **Abilities**, below) to the ability scores of the base creature when assuming either monster or hybrid form. A slain monstrous lycanthrope reverts to its normal form, although it remains dead, but separated body parts retain their current form. Afflicted monstrous lycanthropes find this ability difficult to control (see the **Lycanthropy as an Affliction** section on the next page), but natural monstrous lycanthropes have full control over this power.

Damage Reduction (Ex): A monstrous lycanthrope in hybrid or monster form gains damage reduction 10/silver. If the werecreature has damage reduction of another sort, the monstrous lycanthrope becomes vulnerable to damage from silver weapons in all forms.

Lycanthropic Empathy (Ex): In any form, a monstrous lycanthrope can communicate and empathize with normal creatures of its werecreature kind. This ability gives the creature a +4 racial bonus on Charisma-based checks made to influence the creature's attitude.



Saves: The monstrous lycanthropes base saves for its racial Hit Dice depend on its type, as given on the following table. Any saves not noted as good for a particular type are poor. See **Chapter 3: Classes** of the *PHB* for the progression of good and poor saves. Add to each of these values the corresponding base save bonuses for any class Hit Dice the monstrous lycanthrope has, and apply the appropriate modifiers from ability scores and feats for whichever form the creature is using.

Saves

Creature Type	Good Saves
Aberration	Will
Animal	Fortitude and Reflex (and sometimes Will)
Construct	—
Dragon	Fortitude, Reflex, Will
Elemental	Fortitude (Earth or Water) or Reflex (Air or Fire)
Fey	Reflex and Will
Giant	Fortitude
Humanoid	Fortitude or Reflex or Will
Magical beast	Fortitude, Reflex
Monstrous humanoid	Reflex, Will
Ooze	—
Outsider	Fortitude, Reflex, Will
Plant	Fortitude
Undead	Will
Vermin	Fortitude

Abilities: When a monstrous lycanthrope is in werecreature or hybrid form, each of its physical ability scores (Strength, Dexterity, and Constitution) improves by an amount equal to the corresponding score for the werecreature –10 (if even) or –11 (if odd). For example, a werecrocodile (Str 19, Dex 12, Con 17) would add Str +8 (19–11), Dex +2 (12–10), and Con +6 (17–11) to the appropriate scores for the base creature upon taking crocodile form. If the werecreature lacks a certain ability (such as a Constitution score for a construct or undead), ignore this adjustment for that score.

The monstrous lycanthrope may also gain additional ability score increases by virtue of its extra Hit Dice, just as any other character would.

Skills: The monstrous lycanthrope gains a number of additional skill points from its added Hit Dice based on its type, as given in the following table. Skills given in the werecreature's description are class skills for its werecreature Hit Dice, and all others are cross-class skills. The monstrous lycanthrope retains any skill points gained from class levels.

In any form, the monstrous lycanthrope also retains the base creature's and the werecreature's racial skill bonuses, although conditional skill bonuses (such as a weretiger's camouflage bonus on Hide checks) apply only in forms with the proper coloration. New racial bonuses, new size modifiers, and new ability scores all modify skill modifiers. In addition, any size change also changes the size modifier on Hide checks.

Skills

Creature Type	Skill Points
Aberration	(2 + Int modifier, minimum 1) x (HD +3)
Animal	(2 + Int modifier, minimum 1) x (HD +3)
Construct	(2 + Int modifier, minimum 1) x (HD +3)
Dragon	(6 + Int modifier, minimum 1) x (HD +3)
Elemental	(2 + Int modifier, minimum 1) x (HD +3)
Fey	(6 + Int modifier, minimum 1) x (HD +3)
Giant	(2 + Int modifier, minimum 1) x (HD +3)
Humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Magical beast	(2 + Int modifier, minimum 1) x (HD +3)
Monstrous humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Ooze	(2 + Int modifier, minimum 1) x (HD +3)
Outsider	(8 + Int modifier, minimum 1) x (HD +3)
Plant	(2 + Int modifier, minimum 1) x (HD +3)
Undead	(4 + Int modifier, minimum 1) x (HD +3)
Vermin	(2 + Int modifier, minimum 1) x (HD +3)

Feats: The monstrous lycanthrope retains the feats of both the base creature and the werecreature. If the monstrous lycanthrope ends up with the same feat twice, it loses the duplicate feat unless it is one that can normally be taken more than once. If the monstrous lycanthrope has more feats than its character level would allow, the "extra" feats are gained as bonus feats. If the monstrous lycanthrope cannot meet the prerequisites for a given feat in a particular form, it still has the feat but cannot use it in that form. A monstrous lycanthrope also receives Iron Will as a bonus feat if neither the base creature nor the werecreature already has it.

Environment: Same as either the base creature or the werecreature.

Organization: Solitary, pair, family (3–4), or pack (6–10).

Challenge Rating: Same as the challenge rating of the base creature + the challenge rating of the werecreature.

Treasure: Standard or same as the werecreature, whichever is greater.

Alignment: Any, usually same as the werecreature.

Advancement: Same as either the base creature or the werecreature.

Level Adjustment: Same as the base creature plus either the level adjustment of the werecreature or +2, whichever is greater. The monstrous lycanthrope's effective level equals its character level.

Lycanthropy as an Affliction

When a creature contracts lycanthropy via a monstrous lycanthrope's natural attack, no symptoms appear until the first night of the next full moon. On that night, the afflicted creature involuntarily assumes monster form and forgets its own identity, temporarily becoming an NPC under the GM's control. The creature remains in monster form, assuming the appropriate alignment, until the next dawn. The monstrous lycanthrope's actions during this first change are dictated by the alignment of its monster form. The base creature remembers nothing about the entire episode (or subsequent episodes) unless it succeeds on a DC 15 Wisdom check, which makes it aware of its lycanthropic condition.

Thereafter, the monstrous lycanthrope is subject to involuntary transformation under the full moon and any time it is damaged in combat. It feels an overwhelming rage building up and must succeed on a Control Shape check to resist changing into monster form (see the Control Shape feat in the *MM*). Any monstrous lycanthrope not yet aware of its condition temporarily becomes an NPC under the GM's control during an involuntary change and acts as described above. A good or neutral creature immediately seeks to get away from civilization and intelligent creatures (including its former companions), while an evil creature attacks anyone in its vicinity.

A monstrous lycanthrope that is aware of its condition retains its identity and does not lose control of its actions upon changing. However, each time it changes to its monster form, it must make a Will save (DC 15 + the number of times it has been in monster form) or permanently assume the alignment of the werecreature in all shapes. An evil monstrous lycanthrope that is aware of its actions in monster form is not compelled to murder and kill indiscriminately, but it delights in bloodshed and seeks out opportunities to slaughter intelligent beings, preferably those of its own race.

Once the base creature becomes aware of the affliction, it can voluntarily attempt to change to monster or hybrid form, using the appropriate Control Shape DC. Each such attempt is a standard action and can be tried once per round. Any voluntary change to animal or hybrid form immediately and permanently changes the monstrous lycanthrope's alignment to that of the appropriate werecreature.

Changing Form

Changing form is a standard action. If the change is involuntary, it occurs on the monstrous lycanthrope's next turn after the triggering event. Changing to monster or hybrid form ruins the base creature's armor and clothing (including any items worn) if the new form is larger than the base creature's natural form. Any carried items are simply dropped. The monstrous lycanthrope can hastily doff clothing while changing, but not armor. Magic armor survives the change if it succeeds on a DC 15 Fortitude save. An afflicted monstrous lycanthrope that is not aware of its condition remains in monster form until the next dawn. An afflicted monstrous lycanthrope that is aware of its condition can try to resume normal form following a change (voluntary or involuntary) with a Control Shape check. Failure leaves the monstrous lycanthrope in monster (or hybrid) form until the following dawn.

Curing Lycanthropy

An afflicted monstrous lycanthrope that eats a sprig of belladonna (also called wolfbane) within an hour of acquiring the curse of lycanthropy can attempt a DC 20 Fortitude save to shake off the affliction. If a healer administers the herb, use the base creature's save or the healer's Heal check, whichever is higher, to modify the roll. The victim gets only one save, no matter how much belladonna is consumed.

The belladonna used for the cure must be reasonably fresh (picked within the last week). Fresh or not, however, belladonna is toxic. The monstrous lycanthrope must succeed on a DC 13 Fortitude save or take 1d6 points of Strength damage. One minute later, it must succeed on a second save or take an additional 2d6 points of Strength damage.

A *remove disease* or *heal* spell cast by a cleric of at least 12th level also cures the affliction, provided the victim receives the spell within three days of the monstrous lycanthrope's attack. The only other way to remove the affliction is to cast *remove curse* or *break enchantment* on the monstrous lycanthrope during one of the three days of the full moon. After receiving the spell, it must succeed

on a DC 20 Will save to break the curse. The caster automatically knows whether the spell works. Otherwise, the process must be repeated. Monstrous lycanthropes undergoing this treatment are often kept bound or confined in cages until the cure takes effect. Only afflicted monstrous lycanthropes can be cured of lycanthropy.

Monstrous Lycanthrope Characters

Very few cautions apply equally to all monstrous lycanthrope characters. Thus, a GM who is considering allowing a monstrous lycanthrope PC must work out all the details of the creature first.

– Sample Creature: Tiefling Werehellhound Warrior 1 –

Here is an example of a monstrous lycanthrope using a tiefling as the base creature and a hell hound as the werecreature.

Tiefling Form

Medium Outsider (Evil, Fire, Lawful)

Hit Dice: 1d8+1 plus 4d8+4 (27 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 17 (+1 Dex, +2 natural, +3 studded leather, +1 light shield), touch 11, flat-footed 16
Base Attack/Grapple: +5/+6
Attack: Rapier +7 melee (1d6+1/18–20) or light crossbow +6 ranged (1d8/19–20)
Full Attack: Rapier +7 melee (1d6+1/18–20) or light crossbow +6 ranged (1d8/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Darkness*
Special Qualities: Damage reduction 10/silver, darkvision 60 ft., hell hound empathy, immunity to fire, resistances (cold 5, electricity 5), scent, vulnerability to cold
Saves: Fort +7, Ref +5, Will +5
Abilities: Str 13, Dex 13, Con 12, Int 12, Wis 9, Cha 6
Skills: Bluff +4, Hide +11, Jump +7, Listen +7, Move Silently +9, Sleight of Hand +1, Spot +7, Survival +7*
Feats: Improved Initiative, Iron Will[B], Run[B], Track[B], Weapon Focus (rapier)

Environment: Temperate plains
Organization: Solitary, pair, family (3–4), or pack (6–10)
Challenge Rating: 4
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +4

Hybrid Form

Medium Outsider (Evil, Fire, Lawful)

Hit Dice: 1d8+2 plus 4d8+8 (32 hp)
Initiative: +7
Speed: 30 ft. (6 squares)
Armor Class: 23 (+2 Dex, +7 natural, +3 studded leather, +1 light shield), touch 12, flat-footed 21
Base Attack/Grapple: +5/+6
Attack: Rapier +8 melee (1d6+2/18–20) or bite +7 melee (1d6+2) or light crossbow +7 ranged (1d8/19–20)
Full Attack: Rapier +8 melee (1d6+2/18–20) and bite +2 melee (1d6+1) or 2 claws +7 melee (1d4+2) and bite +2 melee (1d6+1) or light crossbow +7 ranged (1d8/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Curse of lycanthropy, *darkness*
Special Qualities: Damage reduction 10/silver, darkvision 60 ft., hell hound empathy, immunity to fire, resistances (cold 5, electricity 5), scent, vulnerability to cold
Saves: Fort +8, Ref +6, Will +5
Abilities: Str 15, Dex 15, Con 14, Int 12, Wis 9, Cha 6
Skills: Bluff +4, Hide +12, Jump +7, Listen +7, Move Silently +10, Sleight of Hand +2, Spot +7, Survival +7*
Feats: Improved Initiative, Iron Will[B], Run[B], Track[B], Weapon Focus (rapier)

Environment: Temperate plains
Organization: Solitary, pair, family (3–4), or pack (6–10)
Challenge Rating: 4
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +4

Hell Hound Form

Medium Outsider (Evil, Fire, Lawful)

Hit Dice: 1d8+2 plus 4d8+8 (32 hp)
Initiative: +7
Speed: 40 ft. (8 squares)
Armor Class: 19 (+2 Dex, +7 natural), touch 12, flat-footed 17
Base Attack/Grapple: +5/+6
Attack: Bite +7 melee (1d8+2 plus 1d6 fire)
Full Attack: Bite +7 melee (1d8+2 plus 1d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, curse of lycanthropy, fiery bite, *darkness*
Special Qualities: Damage reduction 10/silver, darkvision 60 ft., hell hound empathy, immunity to fire, resistances (cold 5, electricity 5), scent, vulnerability to cold
Saves: Fort +8, Ref +6, Will +5
Abilities: Str 15, Dex 15, Con 14, Int 12, Wis 9, Cha 6
Skills: Bluff +4, Hide +14, Jump +10, Listen +7, Move Silently +12, Sleight of Hand +4, Spot +7, Survival +7*
Feats: Improved Initiative, Iron Will[B], Run[B], Track[B], Weapon Focus (rapier)

Environment: Temperate plains
Organization: Solitary, pair, family (3–4), or pack (6–10)
Challenge Rating: 4
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +4

Even in humanoid form, a tiefling werehellhound bears the sinister marks of an otherworldly heritage. Small horns, cloven hooves, or a devil's tail marks a tiefling werehellhound as something other than human. In hellhound form, the tiefling werehellhound looks like the shaggy, evil beast that often accompanies it, but the fiendish intelligence that characterizes both glimmers even more brightly in the tiefling werehellhound's eyes. A tiefling werehellhound's hybrid form is a true horror to look upon, with a demonic dog face and a muscular body bristling with fur that stinks of ash and brimstone.

A tiefling werehellhound is wholly evil and seeks to dominate everyone it encounters. If confronted with an evil greater than its own, it may attempt to ally itself with that force.

Tiefling werehellhounds speak Common and Infernal.

Combat

In combat, a tiefling werehellhound changes to hybrid form to fight foes at range, then takes hellhound form and breathes fire while closing to melee. If its foes show resistance to fire, it reverts to hybrid form and continues the attack. Should defeat seem imminent, a tiefling werehellhound assumes hellhound form and retreats.

A tiefling werehellhound's natural attacks, and any weapons it wields, are treated as lawful-aligned and evil-aligned for overcoming damage reduction.

Breath Weapon (Su): Once every 2d4 rounds, a tiefling werehellhound can breathe a 10-foot cone of fire. Any creature within this area takes 2d6 points of fire damage (Reflex DC 14 half). The save DC is Constitution-based.

Darkness (Sp): A tiefling werehellhound can use *darkness* once per day (caster level equals class levels).

Curse of Lycanthropy (Su): See the monstrous lycanthrope template.

Fiery Bite (Su): A tiefling werehellhound in hellhound form deals an extra +1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Alternate Form (Su): See the monstrous lycanthrope template.

Hell Hound Empathy (Ex): See the monstrous lycanthrope template.

Skills: A tiefling werehellhound has a +7 racial bonus on Hide checks, a +5 racial bonus on Move Silently checks, and a +2 racial bonus on Bluff checks. *It also receives a +8 racial bonus on Survival checks when tracking by scent, due to its keen sense of smell.

Muck Creature

Muck creatures are elemental beings made of earth and water. They exist in small numbers on both the Elemental Plane of Water and the Elemental Plane of Air, but many also thrive on the Material Plane in marshlands and other swampy locations.

A muck creature resembles a pile of dripping mud and slime formed into the vague shape of some other being. Its sludge like body drips nauseating muck, and it leaves puddles of the slippery stuff wherever it goes.

Muck creatures tend to be lazy and antisocial, but almost any personality type can come to the fore in an individual.

Creating a Muck Creature

"Muck creature" is an inherited template that can be added to any living, corporeal creature with the water or earth subtype (referred to hereafter as the base creature).

A muck creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to elemental with the appropriate augmented subtype, plus the earth, extraplanar, and water subtypes if the base creature did not already have them. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.



Hit Dice: Change all racial HD to d8s.

Speed: The muck creature gains a climb speed and a swim speed equal to one-half its highest speed. If the base creature already has either speed, the muck creature either retains that speed or replaces it with a speed equal to one-half the base creature's highest speed, whichever is faster.

Special Attacks: The muck creature retains all the base creature's special attacks and gains those described here.

Exude Muck (Su): At will as a full-round action, a muck creature can exude a puddle slippery muck in a 20-foot-diameter spread centered on its body. This muck remains in the affected area until washed away. Any creature attempting to move in, through, or out of the area must succeed on a DC 15 Balance check when or fall prone. Muck creatures are immune to this effect.

Improved Grab (Ex): If a muck creature hits a creature of any size with a natural melee attack, it deals normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity. It the grapple succeeds, the muck creature may automatically affect the opponent with its smother attack.

Mudball (Su): A muck creature can launch a mudball as a thrown weapon with a range increment 20 feet. It deals nonlethal damage based on the water-infused creature's size, according to the following table. As with other thrown weapons, the water-infused creature's full Strength bonus applies to the damage roll. In addition, the target is covered in slippery mud and takes a –3 circumstance penalty on all attack rolls, Reflex saving throws, and checks based on Strength or Dexterity, though it also gains a +3 circumstance bonus on saves against fire effects. The effects of the slippery mud last for 1 minute or until the mud is washed off by total immersion in water or washing with at least 10 gallons of water or other liquid. The bonuses and penalties from multiple mudballs do not stack, but the slippery mud effect continues until 1 minute after the last mudball struck, or until the mud is washed away. Muck creatures are immune to this attack.

Mudball

Size	Mudball Base Damage (Nonlethal)
Fine	—
Diminutive	1
Tiny	1d2
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Other Muck Creatures

If you wish, you can expand the range of creatures that qualify for this template by simply ignoring the subtype restrictions. Alternatively, you can make it an acquired template, using the only the subtypes, special attacks, special qualities, skill adjustments, ability adjustments, CR adjustment, and level adjustment portions of the template.

Smother (Ex): With a successful grapple check, a muck creature can fill the mouth and nose (or other breathing and speaking orifices) of a creature with noxious muck. If the target creature breathes air or water, it must immediately begin holding its breath (see **Drowning** in the *DMG*). A creature affected by a muck creature's smother attack cannot speak. Furthermore, it must succeed on a Fortitude save (DC 10 + 1/2 muck creature's character level + muck creature's Con modifier) each round that it is unable to breathe or be nauseated (see the *DMG* for a description of the nauseated condition) until 1d4 rounds after its breathing orifices are clear. A creature affected by this attack can clear the mud from its mouth and nose as a move-equivalent action (even while grappled) by succeeding on a DC 15 Constitution check. Muck creatures are immune to this special attack.

Special Qualities: The muck creature retains all the base creature's special qualities and gains those described here.

Air Breather (Ex): A muck creature can breathe air even if the base creature breathed only water.

Earth and Water Mastery (Ex): A muck creature gains a +1 morale bonus on attack and damage rolls if its foe touches the ground or water while the muck creature touches the ground or water. A muck creature that attacks an airborne creature or attacks while airborne takes a –4 morale penalty on attack and damage rolls.

Abilities: Change from the base creature as follows: Con +4, Cha –2 (minimum 1).

Skills: A muck creature gains a +10 racial bonus on Escape Artist checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *In addition, a muck creature gains a +4 circumstance bonus on Hide checks in areas of mud or silt.

Languages: If the muck creature can speak, it gains the ability to speak Aquan and Terran in addition to any other languages the base creature knows.

Environment: Same as the base creature plus marshes, underground, the Elemental Plane of Earth, and the Elemental Plane of Water.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +4.

Muck Creature Characters

A muck creature favors whichever class the base creature does.

Sample Creature: Adult Muck Tojanida

Medium Elemental (Augmented Outsider, Earth, Extraplanar, Water)

Hit Dice: 7d8+28 (59 hp)
Initiative: +1
Speed: 45 ft. (9 squares), swim 45 ft. (9 squares)
Armor Class: 23 (+1 Dex, +12 natural), touch 11, flat-footed 22
Base Attack/Grapple: +7/+10
Attack: Bite +10 melee (2d8+3) or mudball +8 ranged (1d6+3)
Full Attack: Bite +10 melee (2d8+3) and 2 claws +5 melee (1d6+1) or mudball +8 ranged (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Exude muck, improved grab, ink cloud, mudball, smother
Special Qualities: Air breather, all-around vision, darkvision 60 ft., earth and water mastery, elemental traits, immunities (acid, cold), resistances (electricity 10, fire 10)
Saves: Fort +9, Ref +6, Will +6
Abilities: Str 16, Dex 13, Con 19, Int 10, Wis 12, Cha 7
Skills: Diplomacy +0, Escape Artist +21, Hide +11*, Knowledge (the planes) +6, Listen +11, Search +14, Sense Motive +11, Spot +15, Survival +1 (+3 other planes and following tracks), Swim +11, Use Rope +1 (+3 with bindings)
Feats: Blind-Fight, Dodge, Power Attack

Environment: Marshes, underground, the Elemental Plane of Earth, and the Elemental Plane of Water
Organization: Solitary, pair, or clutch (3–4)
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral
Advancement: 8–14 HD (Medium)
Level Adjustment: +7

Here is an example of a muck creature using an adult tojanida as the base creature.

Muck tojanidas are equally at home on land or in the water, but they prefer to lair in areas where both are abundant. Thus, they particularly love muddy marshlands. Muck tojanidas live as simple hunter-gatherers, feeding off smaller creatures and the minerals found in silt. Muck tojanidas tend to ignore creatures they do not consider prey, but if attacked, they react fiercely.

A muck tojanida looks like an animate lump of sludge with shapes barely recognizable as limbs projecting from it. Four of these projections resemble paddles and serve as flippers or fins to help propel the creature through the water and aid it in gliding over land. Two other projections end in mud-slicked claws, and still another bears a vertically opening maw flanked on each side by a small black eye.

Muck tojanidas speak Aquan and Terran.

Combat

A muck tojanida uses its great speed on land and in the water to advantage. Slippery muck often coats the area that a muck tojanida

frequents, giving it even greater ability to outmaneuver foes. This increased mobility helps a muck tojanida stays out of danger while it blinds foes and hits them with mudballs. Prone opponents and those struck by mudballs make prime targets for the creature's smother ability.

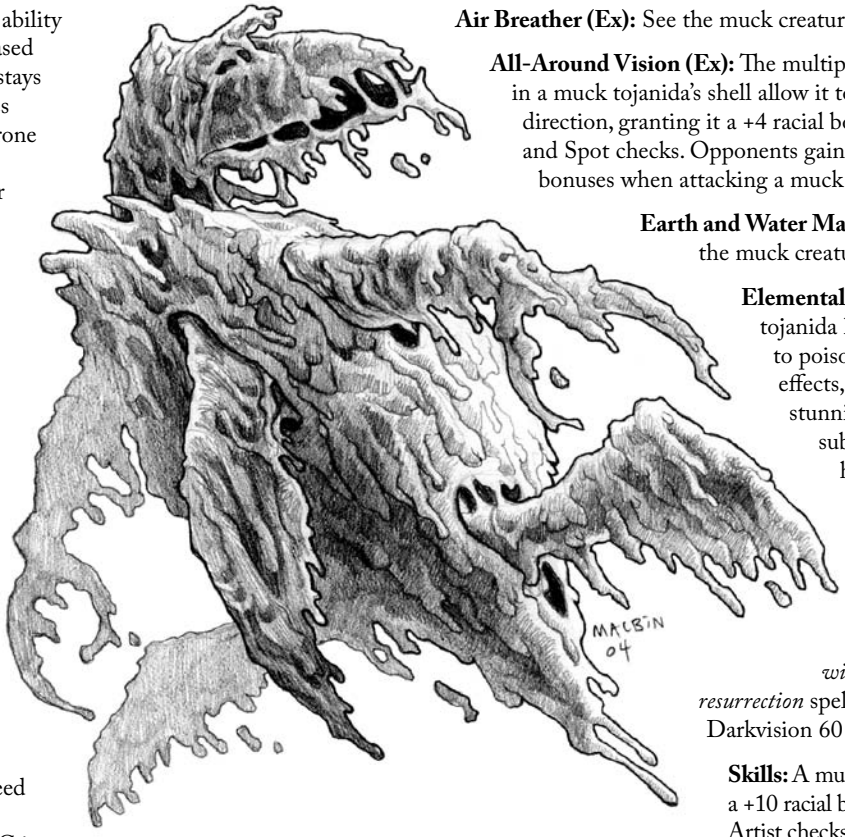
Exude Muck (Su): DC 15 Balance check; see the muck creature template.

Improved Grab (Ex): See the muck creature template.

Ink Cloud (Ex): A muck tojanida can emit a spherical, 30-foot-radius cloud of jet-black ink once per minute as a free action. Its effect is similar to *fog cloud* (caster level equals muck tojanida's racial Hit Dice). Out of water, the ink emerges in a stream up to 30 feet long, which the muck tojanida can squirt into an opponent's eyes. The affected creature must succeed on a DC 17 Reflex save or be blinded for 1 round. The save DC is Constitution-based.

Mudball (Su): 1d6+3 nonlethal; see the muck creature template.

Smother (Ex): DC 17 Fortitude save; see the muck creature template.



Air Breather (Ex): See the muck creature template.

All-Around Vision (Ex): The multiple apertures in a muck tojanida's shell allow it to look in any direction, granting it a +4 racial bonus on Search and Spot checks. Opponents gain no flanking bonuses when attacking a muck tojanida.

Earth and Water Mastery (Ex): See the muck creature template.

Elemental Traits: A muck tojanida has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Skills: A muck tojanida gains a +10 racial bonus on Escape Artist checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *In addition, a muck tojanida gains a +4 circumstance bonus to Hide checks in areas of mud or silt.

Negative-Energy-Charged Creature

Undead creatures are intrinsically linked to the Negative Energy Plane, and this linkage grants them both their semblance of life and their death-bringing powers. Through dark magic, a spellcaster can strengthen an undead creature's link to the chilling source of its unnatural existence. The resulting creature is empowered by the Negative Energy Plane and cloaked in its black energy.

Creating a Negative-Energy-Charged Creature

"Negative-energy-charged creature" is an acquired template that can be added to any undead creature (referred to hereafter as the base creature).

A negative-energy-charged creature uses all the base creature's statistics and special abilities except as noted here.

Speed: Each of a negative-energy-charged creature's speeds is double the corresponding speed of the base creature.

Armor Class: A negative-energy-charged creature gains a +2 dodge bonus to Armor Class.

Full Attack: A negative-energy-charged creature fighting without weapons uses all its natural attacks when making a full attack. If armed with a weapon, it uses that as its primary attack and all its natural attacks that do not depend on its arms as secondary attacks. It also gains one extra attack with a natural or manufactured weapon of its choice at its highest attack bonus each round that it makes a full attack.

Damage: Each of a negative-energy-charged creature's natural attacks, touch attacks, incorporeal touch attacks, and weapon attacks deals negative energy damage (see **Charged Attacks,** below) in addition to normal damage.

Special Attacks: The negative-energy-charged creature retains all the base creature's special attacks and gains those described here.

Charged Attacks (Su): Each of a negative-energy-charged creature's natural attacks, touch attacks, incorporeal touch attacks, and weapon attacks deals +1d6 points of negative energy damage in addition to its normal damage. Undead are healed by this negative energy, so the negative-energy-charged creature can

heal 1d6 points of damage by using touch attacks (as an attack action or part of a full attack action) against itself or other undead. The negative-energy-charged creature's natural weapons, and any weapons it wields, are treated as evil-aligned for overcoming damage reduction.

Searing Darkness (Sp): Once every 1d4 rounds, a negative-energy-charged creature can blast a distant creature with a dark ray of negative energy. This ability works like a *searing light* spell (caster level equals negative-energy-charged creature's character level), except that the damage is due to negative energy. This attack heals undead, and such targets benefit from the greater damage normally dealt to undead by the *searing light* spell. The negative-energy-charged creature can use this ability on itself to heal damage.

Special Qualities: The negative-energy-charged creature retains all the base creature's special qualities and gains the following.

Blindsight (Su): A negative-energy-charged creature has blindsight to a range of 60 feet. This blindsight is based on a supernatural awareness and does not go away in the area of a *silence* spell, nor is it negated if the negative-energy-charged creature is blinded.

Damage Reduction (Su): The negative-energy-charged creature gains damage reduction 5/good.

Obscuring Energy (Su): Black negative energy plays about the body of a negative-energy-charged creature, obscuring its form and providing it with concealment. Thus, attacks against it suffer a 20% miss chance, and it can hide behind its energy "shield" when unobserved. This negative energy takes the form of a black cloud and is thus easy to locate in normal light, but it still grants the negative-energy-charged creature total concealment (50% miss chance) and allows it to make an attack from hiding.

Resistant to Positive Energy (Su): A negative-energy-charged creature takes 10 fewer points of damage than normal from positive energy effects that deal hit point damage.

Turn Resistance (Ex): A negative-energy-charged creature has turn resistance +4.

Turn Vexing (Ex): A negative-energy charged creature that would normally be turned or rebuked instead loses the negative-energy-charged template. A negative-energy-charged creature that would be destroyed or commanded loses the negative-energy-charged template in addition to being turned or rebuked.

Abilities: Change from the base creature as follows: Str +4, Dex +4, Cha +4.

Feats: The negative-energy-charged creature gains Improved Initiative as a bonus feat if the base creature did not already have it.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +4.

New Spell: Empower Undead

Necromancy [Evil]

Level: Clr 6, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Undead creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The following new spell is an excellent way to introduce the negative-energy-charged creature template. Evil clerics and wizards that deal with undead should enjoy employing this spell on their minions.

This spell grants the touched undead the negative-energy-charged creature template. The target is immediately empowered with the benefits of the template and knows how to utilize all the abilities it grants.

Material Component: A gem worth at least 10 gp that has spent a night within the body of an undead creature.

Negative-Energy-Charged Characters

A negative-energy-charged character favors whichever class the base creature does.

– Sample Creature: Negative-Energy-Charged Wight –

Medium Undead

Hit Dice: 4d12 (26 hp)
Initiative: +7
Speed: 60 ft. (12 squares)
Armor Class: 19 (+3 Dex, +4 natural, +2 dodge bonus), touch 15, flat-footed 14
Base Attack/Grapple: +2/+5
Attack: Slam +5 melee (1d4+4 plus 1d6 negative energy plus energy drain)
Full Attack: 2 slams +5 melee (1d4+4 plus 1d6 negative energy plus energy drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Charged attacks, create spawn, energy drain, searing darkness
Special Qualities: Blindsight 60 ft., damage reduction 5/good, darkvision 60 ft., obscuring energy, resistant to positive energy, undead traits, turn resistance +4, turn vexing
Saves: Fort +1, Ref +4, Will +5
Abilities: Str 16, Dex 16, Con —, Int 11, Wis 13, Cha 19
Skills: Hide +10, Listen +7, Move Silently +18, Spot +7
Feats: Alertness, Blind-Fight, Improved Initiative

Environment: Any
Organization: Solitary, pair, gang (3–5), or pack (6–11)
Challenge Rating: 4
Treasure: None
Alignment: Always lawful evil
Advancement: 5–8 HD (Medium)
Level Adjustment: —

Here is an example of a negative-energy-charged creature using a wight as the base creature.

Shrouded in flickering black fire, a negative-energy-charged wight delights in its powers to harm the living and heal the dead.

Negative-energy-charged wights speak Common.

Combat

Negative-energy-charged wights attack with their fists and their searing darkness attacks. They fearlessly confront clerics and paladins, confident in their ability to confound turning attempts.

Charged Attacks (Su): See the negative-energy-charged creature template.

Create Spawn (Su): Any humanoid slain by a negative-energy-charged wight becomes a wight in 1d4 rounds. Spawn are under the command of the negative-energy-charged wight that created them and remain enslaved until its death. They do not possess any of the abilities they did in life.

Energy Drain (Su): Any living creature hit by a negative-energy-charged wight's slam attack gains one negative level. The DC for the Fortitude save to remove a negative level is 16. The save DC is Charisma-based. For each such negative level bestowed, the negative-energy-charged wight gains 5 temporary hit points.



***Searing Darkness* (Sp):** See the negative-energy-charged creature template.

Obscuring Energy (Su): See the negative-energy-charged creature template.

Resistant to Positive Energy (Su): See the negative-energy-charged creature template.

Turn Resistance (Ex): See the negative-energy-charged creature template.

Turn Vexing (Ex): See the negative-energy-charged creature template.

Undead Traits: A negative-energy-charged wight is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be *raised*, and *resurrection* works only if he is willing. Darkvision 60 ft.

Blindsight (Su): 60 feet; see the negative-energy-charged creature template.

Skills: A negative-energy-charged wight has a +8 racial bonus on Move Silently checks.

Nightmare Creature

Sleep, that little death, is made heavenly by dreams. These fancies of the unconscious mind are rarely troubled by dark or fearful thoughts, but when they are, relief from them usually comes in the blink of an eye when the afflicted creature awakens. Not so, when a nightmare creature becomes involved.

Nightmare creatures can enter another's dreams and turn them into murderous nightmares. In the dream world, they have absolute power, and they can even keep a creature asleep and trap it in its dreams.

Player Characters vs. Nightmare Creatures

The night terrors attack of a nightmare creature can be deadly to PCs, but such an event can also be an excellent plot device. A character who witnesses the effects of night terrors for the first time on a PC or NPC should be allowed a Knowledge check, a bardic knowledge check, or the option of doing research about the topic. Success might reveal some information about how to defend against such an attack. Even without such information, however, a party can defend against night terrors by judicious use of low-level spells, though some long nights and tense moments could still result. Eventually, the player characters should learn what they're up against and then make an effort to find the nightmare creature, but each time they rest from their battles, the nightmare creature gains another opportunity to invade their dreams.

Nightmare creatures are born evil, but few possess the full range of their abilities, or the skill to use them, at birth. Most nightmare creatures gain their powers gradually, blundering into other creature's dreams without understanding what they have done at first. Gradually, however, a nightmare creature learns to use its ability to control other creatures' dreams for its own purposes, causing "prophetic" dreams or killing those who anger it. When such events begin to occur, nightmare creatures are often driven from their communities. Unfortunately, such precautions rarely prevent the nightmare creature from exacting its revenge.

Nightmare creatures have all kinds of motivations for their evil acts, but most harm others just for the sense of empowerment that doing so gives them. Some take sadistic glee in terrifying other creatures and thrill at the powers they have in the dream world. Others enjoy impersonating deities and granting worshipers "revelations" that can benefit the nightmare creature or turn good people against one another. Whatever forms their tortures take, nightmare creatures have no pity or empathy for their victims.

Creating a Nightmare Creature

"Nightmare creature" is an inherited template that can be added to any creature of evil alignment whose Intelligence and Charisma scores are each at least 6 (referred to hereafter as the base creature). A nightmare creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the evil subtype if the base creature did not already have it.



Speed: The avian creature retains the base creature's speeds and gains a fly speed of 10 feet with perfect maneuverability. If the base creature already has a fly speed, it increases to 10 feet or remains the same, whichever is faster. In either case, its maneuverability becomes perfect. Although ponderously slow in the air, a nightmare creature's flight is nonetheless ominous to see.

Special Qualities: A nightmare creature retains all the base creature's special attacks and gains those described here.

Fear Aura (Su): Any creature within 60 feet of a nightmare creature must succeed on a Will save (DC 10 + 1/2 nightmare creature's character level + nightmare creature's Cha modifier) or become shaken each time it comes within 60 feet of the nightmare creature during the next 24 hours. (See the *DMG* for a description of the shaken condition.) If the save is successful, the creature is immune to that nightmare creature's fear aura for 24 hours. This ability affects even creatures that cannot see the nightmare creature.

Frightful Presence (Ex): When the nightmare creature charges, makes a surprise attack, or succeeds on a DC 15 Intimidate or Perform check, every creature within 30 feet must succeed on a Will save (DC 10 + 1/2 nightmare creature's character level + nightmare creature's Cha modifier) or become panicked for 2d6 rounds. Success renders the creature immune to that nightmare creature's frightful presence for 1 hour.

Night Terrors (Su): A nightmare creature can enter the dreams of a sleeping creature at will as a standard action. This ability has the same effect as a *dream* spell, except that once inside the dream of another creature, the nightmare creature can control the dream world with which the sleeper interacts.

When the nightmare creature first arrives in the dream, it can deliver a message, as described in the *dream* spell. So long as it does not attempt to control the victim's dreams, this message is harmless and the dreamer can awaken at any time.

Immediately upon entering the victim's dream or at any time thereafter while it remains there, the nightmare creature can attempt to control the victim's dream. The victim must then succeed on a Will save (DC 10 + 1/2 nightmare creature's character level + nightmare creature's Cha modifier) or remain unconscious and asleep, trapped in the dream world with the nightmare creature. The nightmare creature controls all aspects of the dream world, and the victim is powerless to change anything—although the nightmare creature might allow it to think it has such power or even that it has awakened from the dream. Each hour thereafter, the victim must make a new Will save. Success allows it to awaken immediately; failure means it remains asleep and trapped in the dream world. The victim automatically awakens after 8 hours if it is still alive.

Each hour that the victim remains trapped in sleep by the nightmare creature, it takes 1d4 points of Charisma damage. A creature that has taken Charisma damage during its dream awakens fatigued and does not heal or regain spells as it normally would while resting. A creature reduced to 0 Charisma by the night terrors dies.

Nightmare Creatures as Undead

If desired, you can alter the nightmare creature template to include undead. Such an altered template is excellent for mimicking horror movie villains like the one from *Nightmare on Elm Street*. To do so, simply alter the features of the nightmare creature template in the following ways.

- Make nightmare creature an acquired template gained when an evil individual is killed in a particularly torturous manner by good creatures.
- The creature's type changes to undead. Its current and future Hit Dice change to d12s, and it loses its Constitution score.
- Change the regeneration quality to fast healing 5.
- Drop the feign death ability. Since an undead nightmare creature is destroyed when it drops to 0 hit points, that ability is useless unless you allow it to feign its destruction. Depending on what happens to undead when they are destroyed in your game, such a solution may not be possible.

A *wish* or *miracle* spell or an *antimagic field* ends the effect and awakens the victim. A *protection from evil* spell blocks night terrors for its duration, but it does not awaken the creature. A *dream* spell used on the sleeping creature allows the victim a new save to break free of the effect, but the deliverer of the *dream* message must succeed on a Will save or be trapped in sleep with the nightmare creature ruling its dreams, just as though it were the original target of the night terrors. A blanket of silver links worth at least 2,000 gp prevents a nightmare creature from entering a creature's dreams so long as it in contact with the sleeping creature, but it has no effect if placed on a sleeping creature already embroiled in night terrors.

Nightmare Spellcasting (Su): A nightmare creature's effective caster level for fear, phantasm, and shadow spells increases by +2 over that of the base creature.

Special Qualities: A nightmare creature retains all the special qualities of the base creature and gains those described here.

Damage Reduction (Su): The nightmare creature gains damage reduction 5/silver or good.

Darkvision (Su): A nightmare creature has darkvision to a range of 120 feet.

Feign Death (Ex): With a successful Bluff check, a nightmare creature can make itself appear dead. Any creature wishing to ascertain whether the nightmare creature is really dead must make a Heal check opposed by the nightmare creature's Bluff check. The nightmare creature cannot move or take any actions while pretending to be dead.

In addition, whenever a nightmare creature falls unconscious, it appears dead. The Heal DC to ascertain that the nightmare creature is alive is 10 + nightmare creature's Hit Dice + the nightmare creature's Cha modifier. Nightmare creatures use this ability to escape destruction, to gain revenge, or to trick foes into approaching them.

Illusion Immunity (Su): Nightmare creatures are immune to illusion spells and effects. These effects function as though they had failed to penetrate spell resistance.

Protection from Good (Su): A nightmare creatures gains a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks by good creatures. Furthermore, it is immune to any attempt by a good creature to possess, charm, or influence it.

Regeneration (Su): A nightmare creature regenerates 5 hit points per round. Silver or good-aligned weapons and spells or effects with the good descriptor deal normal damage to it.

Shadow Walk (Sp): Once per day, a nightmare creature may use *shadow walk,* as the spell (caster level equals nightmare creature's character level).

Abilities: Change from the base creature as follows: Dex +4, Int +2, Cha +4.

Skills: A nightmare creature has a +6 racial bonus on Hide, Move Silently, and Intimidate checks.

Organization: Solitary.

Challenge Rating: Same as the base creature +1.

Alignment: Any evil.

Level Adjustment: —

Nightmare Characters

A nightmare character favors whichever class the base creature does. This template does not provide a level adjustment because the night terrors ability can be very deadly in the hands of a PC. A character who merely sleeps in some distant guarded location and dreams monsters to death doesn't make for many fun adventures.

– Sample Creature: Nightmare Chain Devil (Kyton) –

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 8d8+16 (52 hp)
Initiative: +8
Speed: 30 ft. (6 squares), fly 10 ft. (perfect)
Armor Class: 22 (+4 Dex, +8 natural), touch 14, flat-footed 18
Base Attack/Grapple: +8/+10
Attack: Chain +10 melee (2d4+2/19–20)
Full Attack: 2 chains +10 melee (2d4+2/19–20)
Space/Reach: 5 ft./5 ft. (10 ft. with chains)
Special Attacks: Dancing chains, fear aura, frightful presence, night terrors, nightmare spellcasting, unnerving gaze
Special Qualities: Damage reduction 5/silver or good, darkvision 120 ft., illusion immunity, immunity to cold, protection from good, regeneration 5, *shadow walk,* spell resistance 18
Saves: Fort +8, Ref +10, Will +6
Abilities: Str 15, Dex 19, Con 15, Int 8, Wis 10, Cha 16
Skills: Climb +13, Craft (blacksmithing) +18, Escape Artist +15, Hide +10, Intimidate +20, Move Silently +10, Listen +13, Spot +13, Use Rope +4 (+6 with bindings)
Feats: Alertness, Improved Critical (chain), Improved Initiative

Environment: Hell
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always lawful evil
Advancement: 9–16 HD (Medium)
Level Adjustment: —

Here is an example of a nightmare creature using a chain devil (kyton) as the base creature.

A nightmare chain devil looks like a normal specimen of its kind, but it has an aura of menace that no ordinary kyton can hope to match. In another creature's dreams, a nightmare chain devil can take on any form, but it often appears as a humanoid made wholly of chains or as dismembered body parts connected by barbed chains.

Few creatures in Hell sleep, but those that do sometimes find themselves plagued by nightmares that only devils can have. Nightmare chain devils use their powers to gain influence in Hell. Those that work for more powerful devils hope for an assignment on the Material Plane, where many more dreamers sleep.

Nightmare chain devils speak Infernal and Common.

Combat

A nightmare chain devil fills its victims' dreams with the clatter of chains and the faces of dead loved ones. Imprisonment, slavery, and regret are central themes of its night terrors attacks. If engaged in

battle, it enjoys trapping foes and subjecting them to its fear aura and dancing chains, but it steps in to fight personally if necessary.

A nightmare chain devil's natural weapons, and any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.



Dancing Chains (Su): A nightmare chain devil can control up to four chains within 20 feet as a standard action, making them dance or move as it wishes. In addition, it can increase the length of each chain by up to 15 feet and cause it to sprout razor-edged barbs. Whether augmented or not, these chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 17 Will save to break the nightmare chain devil's power over it. If the save is successful, the nightmare kyton cannot attempt to control that particular chain again for 24 hours or until it leaves the creature's possession. The save DC is Charisma-based. A nightmare chain devil can climb chains it controls at its normal speed without making Climb checks.

Fear Aura (Su): DC 17 Will save negates; see the nightmare creature template.

Frightful Presence (Ex): DC 17 Will save negates; see the nightmare creature template.

Night Terrors (Su): DC 17 Will save negates; see the nightmare creature template.

Nightmare Spellcasting (Su): See the nightmare creature template.

Unnerving Gaze (Su): A nightmare chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Anyone within 30 feet who fails a DC 17 Will save takes a –2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Feign Death (Ex): See the nightmare creature template.

Illusion Immunity (Su): See the nightmare creature template.

Protection from Good (Su): See the nightmare creature template.

Regeneration (Ex): Nightmare chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A nightmare chain devil that loses a piece of its body regrows it in 2d6 x 10 minutes. Holding the severed member against the stump reattaches it instantly.

***Shadow Walk* (Sp):** Caster level 8th; see the nightmare creature template.

Skills: A nightmare chain devil has a +8 racial bonus on Craft checks involving metalwork. It also has a +6 racial bonus on Hide, Intimidate, and Move Silently checks.

Nocturnal Creature

Nocturnal creatures spend their days sleeping and awaken at night to go about the tasks that diurnal creatures would do during the day. They have larger eyes and ears than their diurnal cousins, and they detest bright light.

Creating a Nocturnal Creature

"Nocturnal creature" is an inherited template that can be added to any living, corporeal creature that is normally active during the day (referred to hereafter as the base creature).

A nocturnal creature uses all the base creature's statistics and special abilities except as noted here.

Special Qualities: A nocturnal creature retains all the special qualities of the base creature and gains those described here.

Light Sensitivity (Ex): When operating in an area of continual bright light (such as a *daylight* spell), nocturnal creatures are dazzled. See the *DMG* for a description of the dazzled condition.

Night Vision (Ex): A nocturnal creature gains low-light vision and can see twice as far as a human in starlight, torchlight, moonlight, and other low-light conditions. If the base creature already has low-light vision, the nocturnal creature instead gains darkvision to a range of 60 feet.

Skills: A nocturnal creature benefits from a +4 racial bonus on Hide, Listen, and Move Silently checks and takes a –4 circumstance penalty on Spot checks when inside or looking into areas of bright light.

Using the Nocturnal Template

The nocturnal template is relatively simple, but it can have a profound affect on your campaign world. Adding this template to a character race can greatly change cultures and racial relations. For example, a city often visited by nocturnal halflings might have a surprisingly boisterous nightlife. Nocturnal elves that make peace with diurnal elves could ally to provide formidable protection of their mutual forest home.

Nocturnal Characters

A nocturnal character favors whichever class the base creature does. When roleplaying a nocturnal creature, keep in mind that the character is normally asleep during daylight hours. Thus, not sleeping during the day could make the character irritable, paranoid, or merely sleepy. Intergrating this sort of subtle nuance can be a big roleplaying challenge.

– Sample Creature: Nocturnal Brown Bear –

Large Animal

Hit Dice: 6d8+24 (51 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple: +4/+16
Attack: Claw +11 melee (1d8+8)
Full Attack: 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Darkvision 60 ft., light sensitivity, low-light vision, scent
Saves: Fort +9, Ref +6, Will +3
Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills: Hide +1, Listen +8, Move Silently +5, Spot +7*, Swim +12
Feats: Endurance, Run, Track

Environment: Cold forests
Organization: Solitary or pair
Challenge Rating: 4
Advancement: 7–10 HD (Large)
Level Adjustment: —

Here is an example of a nocturnal creature using a brown bear as the base creature.

Bad-tempered and territorial, nocturnal brown bears are the bane of travelers who camp in the wilderness. These carnivores hunt by scent at night, seeking unwary or sleeping victims.

The nocturnal brown bear is a massive carnivore that weighs more than 1,800 pounds and stands nearly 9 feet tall when it rears up on its hind legs. Its ears are longer than a normal brown bear's, and they flop forward and droop a bit.

Combat

A nocturnal brown bear attacks mainly by tearing at opponents with its claws.

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

Light Sensitivity (Ex): See the nocturnal creature template.

Skills: A nocturnal brown bear has a +4 racial bonus on Hide, Listen, Move Silently, and Swim checks. *It takes a –4 circumstance penalty on Spot checks when inside or looking into areas of bright light.



Ooze Creature

An ooze creatures is an intelligent ooze created when a creature dies in the slime left behind by another ooze creature. The first ooze creature might have been the creation of a deity of oozes and slimes, but today ooze creatures are self-perpetuating races in their own right.

An ooze creature resembles the creature it once was, but its body consists of semi-translucent slime and dripping goo. Though it possesses many of the same skills as it did before, it lacks the personality and memory of its original form and is interested only in dissolving and eating other living creatures.

Creating an Ooze Creature

"Ooze creature" is an acquired template that can be added to any living, corporeal creature (referred to hereafter as the base creature) that is not of the ooze type.

An ooze creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to ooze with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.



Hit Dice: Increase all racial Hit Dice to d10s.

Speed: Each of the ooze creature's speeds is reduced to one-half the corresponding speed of the base creature. If the base creature has a fly speed, its maneuverability becomes clumsy if it was not already.

Armor Class: The ooze creature loses the base creature's natural armor bonus.

Attack: The ooze creature retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The ooze creature gains a primary slam attack if it has no other natural attacks.

Damage: If the ooze creature gained a slam attack from the application of this template, its base damage is as given on the following table. In addition, each of an ooze creature's natural attacks deals acid damage, as shown on the table.

Damage

Size	Acid Damage	Slam Base Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: The ooze creature retains all the base creature's special attacks and gains those described here.

Acid (Ex): An ooze creature deals acid damage with each of its natural attacks, as given on the preceding table. Any creature grappling with an ooze creature automatically takes the ooze creature's acid damage each round that the grapple is maintained. This damage is in addition to any damage the ooze creature might deal with a successful grapple check.

Bilious Globule (Ex): An ooze creature can throw a glob of acid at foes as a ranged touch attack. An acid globule is considered a thrown weapon with a range increment of 20 feet. The globule deals the same amount of acid damage as the ooze creature's natural attack does.

Create Spawn (Ex): Any living creature reduced to 0 or fewer hit points and lying prone in an ooze creature's exuded ooze makes stabilization checks normally. However, when a stabilization check fails, the creature immediately transforms into ooze, gaining the ooze template instead of losing a hit point. The new ooze creature arises on the following round with average hit points for its character level. The new ooze creature is controlled by the one that exuded the ooze that transformed it. Because of the deadly acidic nature of these ooze puddles, the spawning of ooze creatures is rare and often happens entirely at random.

Exude Ooze (Su): At will as a full-round action, an ooze creature can exude a circle of slippery ooze in a spread centered on its body. The diameter of the spread and the duration that it remains in the area depend on the ooze creature's size, as given in the following table. Any creature attempting to move in, through, or out of the area must succeed on a DC 15 Balance check when or fall prone. Each round that a creature remains in contact with the ooze puddle, it takes 1d6 points of acid damage. A creature that falls prone or maintains a higher-than-normal degree of contact with the ooze (such as a snake wriggling through it) instead takes 3d6 points of acid damage per round. This acid also damages the area it covers, and each object in that area takes 3d6 points of acid damage per round of contact, though half damage and hardness apply normally.

Exude Ooze

Size	Diameter of Puddle	Duration of Effect
Fine	One 5-foot square	2 rounds
Diminutive	One 5-foot square	3 rounds
Tiny	One 5-foot square	5 rounds
Small	5 feet	1 minute
Medium	10 feet	1 minute
Large	15 feet	2 minutes
Huge	20 feet	3 minutes
Gargantuan	30 feet	5 minutes
Colossal	40 feet	10 minutes

Improved Grab (Ex): If an ooze creature hits a creature of any size with a natural attack, it deals normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity.

Special Qualities: The ooze creature retains all the base creature's special qualities and gains those described here.

Acid Immunity (Ex): Ooze creatures are immune to acid.

Mutable Form (Ex): An ooze creature's body is only semi-solid. This fluidity allows the ooze creature to squeeze its form through apertures and into spaces that its size would normally prevent it from entering. An ooze creature is treated as two size categories smaller than it is when determining whether it can fit through an aperture.

Remembered Abilities (Ex): An ooze creature recalls the skills and abilities it possessed in life, but not its past personality or feelings. Every ooze creature has an Intelligence score of at least 1, and although it might be a poor strategist, it can make use of the abilities and attacks that its former self possessed, unless the changes imposed by the template make those functions impossible. Despite its innate intelligence, however, ooze creatures remain immune to mind-influencing effects.

Abilities: Change from the base creature as follows: Str +4, Dex –6 (minimum 1), Con +4, Int –4 (minimum 1), Wis –4 (minimum 1), Cha –4 (minimum 1).

Skills: An ooze creature retains the base creature's skills, modified by its new ability scores. In addition, an ooze creature gains a +20 racial bonus on Escape Artist checks.

Organization: Solitary, pair, or gang (3–4).

Challenge Rating: Same as the base creature +1.

Treasure: One-half the base creature's value due to acid damage.

Alignment: Always chaotic neutral.

Level Adjustment: Same as the base creature +3.

Ooze Characters

An ooze creature favors whichever class the base creature does.

Sample Creature: Ooze Troglodyte

Medium Ooze (Augmented Humanoid, Reptilian)

Hit Dice: 2d10+8 (19 hp)
Initiative: –4
Speed: 30 ft. (6 squares)
Armor Class: 6 (–4 Dex), touch 6, flat-footed 6
Base Attack/Grapple: +1/+3
Attack: Claw +3 melee (1d4+2 plus 1d6 acid) or acid glob –3 ranged touch (1d6 acid)
Full Attack: 2 claws +3 melee (1d4+2 plus 1d6 acid) and bite +1 melee (1d4+2 plus 1d6 acid) or acid glob –3 ranged touch (1d6 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid, bilious globule, create spawn, exude ooze, improved grab, stench
Special Qualities: Darkvision 90 ft., immunity to acid, mutable form, ooze traits, remembered abilities
Saves: Fort +7, Ref –4, Will -2
Abilities: Str 14, Dex 3, Con 18, Int 4, Wis 6, Cha 6
Skills: Escape Artist +16, Hide +2*, Listen +1
Feats: Multiattack[B], Weapon Focus (javelin)

Environment: Underground
Organization: Solitary or gang (2-4)
Challenge Rating: 2
Treasure: 25% coins; 25% goods; 25% items
Alignment: Always chaotic neutral
Advancement: By character class
Level Adjustment: +5

Here is an example of an ooze creature using a troglodyte as the base creature.

An ooze troglodyte is a strange, gelatinous mass in a vaguely lizard like bipedal form. The spawn of other ooze creatures, they seek nothing more than to dissolve other creatures with their acidic bodies.

Combat

An ooze troglodyte usually attempts to hide from foes while it exudes ooze, hoping to cover as many of its opponents' escape routes as possible in slippery acid. It then hurls acid globs at its foes from cover, hoping they will be foolish enough to engage it in melee.

Acid (Ex): See the ooze creature template.

Bilious Globule (Ex): See the ooze creature template.



Create Spawn (Ex): See the ooze creature template.

Exude Ooze (Ex): DC 15 Balance check, 10-foot diameter, 1-minute duration; see the ooze creature template.

Improved Grab (Ex): See the ooze creature template.

Stench (Ex): When an ooze troglodyte is angry or frightened, it secretes an oily, musk chemical nearly every form of animal life finds offensive. Any living creature (except troglodytes and ooze troglodytes) within 30 feet of an ooze troglodyte must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. A creature that successfully saves cannot be affected by the same ooze troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect. Creatures with immunity to poison are unaffected, and those resistant to poison receive their normal bonuses on the saving throws.

Mutable Form (Ex): See the ooze creature template.

Ooze Traits: An ooze troglodyte is blind (blindsight 60 ft.) and immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. It is immune to poison, sleep effects, paralysis, stunning, and *polymorphing*. It is not subject to critical hits or flanking.

Remembered Abilities (Ex): See the ooze creature template.

Skills: An ooze troglodyte has a +20 racial bonus to Escape Artist checks. In addition, its skin changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. *In rocky or underground settings, this bonus improves to +8.

Plague Bearer

Plague bearer creatures bring doom with them everywhere. These living agents of infection and corruption are host to a dozen illnesses and half a dozen plagues. Whether they intend it or not, they spread disease wherever they go, contaminating other creatures by their mere presence. Some plague bearers relish this power, but others despise and fear it.

A plague bearer looks like a normal creature infected with many terrible plagues. Black boils cover its body, its skin is red and cracked, its hair is patchy, and its hide and nails flake off and fall around it. It coughs, it wheezes, and its eyes well with tears, but still its back remains unbent by its apparent suffering, and it lives on despite all manner of maladies.

Creating a Plague Bearer

"Plague bearer" is an inherited template that can be applied to any living, corporeal creature (referred to hereafter as the base creature).

A plague bearer uses all of the base creature's statistics and special abilities except as noted here.

Damage: Each of the plague bearer's natural and weapon attacks can infect the target with disease (see **Disease**, below).

Special Attacks: The plague bearer retains all the base creature's special attacks and gains those described here.

Disease (Ex): With a successful melee touch attack, the plague bearer can infect a creature with slimy doom and the shakes. In addition to these two maladies, the plague bearer's natural and weapon attacks can inflict red ache.

Any creature touched by a plague bearer must succeed on a Fortitude save (DC 10 + 1/2 plague bearer's character level + plague bearer's Con modifier) or contract both slimy doom and the shakes. A creature damaged by the plague bearer's natural or weapon attack must succeed on a Fortitude save at the same DC or contract red ache, slimy doom, and the shakes. (See the *DMG* for descriptions of these diseases.) Anyone casting a *remove disease* spell to rid a creature of these diseases must succeed on a caster level check (DC 10 + 1/2 plague bearer's character level + plague bearer's Con modifier) or be unable to remove the disease that day.



Disease Cloud (Ex): An invisible cloud of contagion surrounds a plague bearer. Any breathing creature that begins its turn within 30 feet of the plague bearer must succeed on two Fortitude saves (DC 10 + 1/2 plague bearer's character level + plague bearer's Con modifier) against inhaled diseases. A failure on the first save infects the creature with crackle fever; failure on the second infects it with mindfire. (See the *DMG* for descriptions of these diseases.) Anyone casting a *remove disease* spell to rid a creature of these diseases must succeed on a caster level check (DC 10 + 1/2 plague bearer's character level + plague bearer's Con modifier) or be unable to remove the disease that day.

Diseased Flesh (Ex): The plague bearer carries the disease known as blinding sickness within its body. Any creature that makes a successful bite attack against plague bearer, or swallows it whole, or otherwise eats some of its flesh must succeed on a Fortitude save (DC 10 + 1/2 plague bearer's character level + plague bearer's Con modifier) or contract blinding sickness. (See the *DMG* for a description of this disease.) Anyone casting a *remove disease* spell to rid a creature of these diseases must succeed on a caster level check (DC 10 + 1/2 plague bearer's character level + plague bearer's Con modifier) or be unable to remove the disease that day.

Special Qualities: The plague bearer retains all the base creature's special qualities and gains those described here.

Carrier (Ex): Although a plague bearer is immune to the effects of diseases, it can still carry infections, and it continues to do so regardless of magical healing or successful Fortitude saves.

Immunity to Disease (Ex): A plague bearer is immune to the effects of all diseases, including magical diseases such as mummy rot.

Quick Incubation (Ex): Each of the diseases that a plague bearer carries has an incubation period of 1 round.

Abilities: Change from the base creature as follows: Con +6.

Challenge Rating: Same as the base creature +1.

Alignment: Often evil (any).

Level Adjustment: Same as the base creature +3.

Plague Bearer Characters

A plague bearer favors whichever class the base creature does.

Using the Plague Bearer Template

This template is defined as inherited, but like the poisonous template, it can easily be used as an acquired template if desired. A deity of disease might grant it to his favored followers, or it might result from a curse laid upon one or more creatures to prevent them from enjoying the company of their own kind.

Sample Creature: Vargouille Plague Bearer

Small Outsider (Evil, Extraplanar)

Hit Dice: 1d8+4 (9 hp)
Initiative: +1
Speed: Fly 30 ft. (good) (6 squares)
Armor Class: 12 (+1 size, +1 Dex), touch 11, flat-footed 11
Base Attack/Grapple: +1/–3
Attack: Bite +3 melee (1d4 plus poison and disease)
Full Attack: Bite +3 melee (1d4 plus poison and disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease, disease cloud, diseased flesh, kiss, poison, shriek
Special Qualities: Carrier, darkvision 60 ft., immunity to disease, quick incubation
Saves: Fort +6, Ref +3, Will +3
Abilities: Str 10, Dex 13, Con 18, Int 5, Wis 12, Cha 8
Skills: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5
Feats: Weapon Finesse

Environment: Any evil-aligned plane
Organization: Solitary, pair, cluster (3–5) or mob (6–11)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral evil
Advancement: 2–3 HD (Small)
Level Adjustment: —

Here is an example of a plague bearer using a vargouille as the base creature.

A plague bearer vargouille looks like a demonic head with large bat wings for ears. Covered in boils and cracking skin that oozes pus and blood, the plague bearer vargouille's visage has been know to drive creatures mad.

Because plague bearer vargouilles enjoy spreading disease, they gleefully bite other creatures and flap away, leaving the diseases to do their worst.

Plague bearer vargouilles speak Infernal.

Combat

Plague bearer vargouilles attack by biting with their jagged teeth, but their special attacks make them even more dangerous.



A plague bearer vargouille's natural weapons, and any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Disease (Ex): Fortitude save DC 14; see the plague bearer template.

Disease Cloud (Ex): Fortitude save DC 14; see the plague bearer template.

Diseased Flesh (Ex): Fortitude save DC 14; see the plague bearer template.

Kiss (Su): A plague bearer vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 18 Fortitude save or begin a terrible transformation that turns it into a plague bearer vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, its ears grow into leathery wings, tentacles sprout on its chin and scalp, and its teeth become long, pointed fangs. During the next 1d6 hours, the victim takes 1 point of Intelligence drain and 1 point of Charisma each hour (to a minimum of 3 in each score). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a plague bearer vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay the victim's death, but reversing the transformation requires *remove disease*. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the plague bearer vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

Shriek (Su): Instead of biting, a plague bearer vargouille can open its distended mouth and let

out a terrible shriek. Every creature within 60 feet (except other vargouilles) that hears the shriek and can clearly see the creature must succeed on a DC 14 Fortitude save or be paralyzed with fear. This effect lasts 2d4 rounds or until the monster attacks the creature, goes out of range, or leaves its sight. A paralyzed creature is susceptible to the plague bearer vargouille's kiss (see *Kiss* on page 195). A creature that successfully saves cannot be affected again by the same plague bearer vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Carrier (Ex): See the plague bearer template.

Quick Incubation (Ex): The diseases a plague bearer carries have an incubation period of 1 round.

Poisonous Creature

Poisonous creatures are deadly to all but their own kind. Contact with toxins that surround these flukes of nature often kills their mothers and incapacitates others nearby during the birthing process. Sometimes, however, the toxic nature of poisonous creatures does not reveal itself until adolescence. These cursed children are usually cast out from their communities or killed, making those who survive to adulthood rare. No one knows what accident of birth creates a poisonous creature, and few care to give the tragic topic much study.

A poisonous creatures resembles a normal member of its race, but its body is surrounded by an invisible cloud of toxin. Often angry and resentful beings, many poisonous creatures yearn for revenge against those who are too weak to bear their presence. Some are proud of their poisonous natures and despise creatures that lack immunity to their toxic bodies.

Creating a Poisonous Creature

"Poisonous creature" is an inherited template that can be applied to any living, corporeal creature (referred to hereafter as the base creature).

A poisonous creature uses all of the base creature's statistics and special abilities except as noted here.

Damage: Each of the poisonous creature's natural and weapon attacks can deliver poison (see **Poison**, below).

Special Attacks: The poisonous creature retains all the base creature's special attacks and gains those described here.



Poison (Ex): Each of the base creature's natural attacks that causes slashing or piercing damage can deliver an injected poison with each attack. The Fortitude save for the poison has a DC of 10 + 1/2 poisonous creature's character level + poisonous creature's Con modifier. The initial and secondary damage is 1d2 points of Constitution damage.

Poisonous Cloud (Ex): A poisonous creature is constantly surrounded by an invisible cloud of poisonous gas. This inhaled poison affects any creature that breathes the air or water within 10 feet of the poisonous creature. The DC for the Fortitude save is 10 + 1/2 poisonous creature's character level + poisonous creature's Con modifier. The initial damage is 1d6 points of Strength damage plus sickness for 1 minute (see the DMG for a description of the sickened condition). The secondary damage is 2d6 points of Strength damage plus sickness for 1 hour.

Toxic Flesh (Ex): The poisonous creature's flesh exudes a contact poison. Each time a poisonous creature makes physical contact with another creature, it delivers its poison (Fortitude DC 10 + 1/2 poisonous creature's character level + poisonous creature's Con modifier, initial and secondary damage 1d6 points of Dexterity damage). Such contact includes grappling and successful touch or natural attacks by either the poisonous creature or its foe, unless a glove or gauntlet prevents flesh-to-flesh contact. This contact poison loses its effectiveness when removed from the poisonous creature, so it is not effective when placed upon objects. In addition, any creature that eats a poisonous creature's flesh or swallows it whole is affected by the poison as if it had touched the poisonous creature.

Venomous Breath (Ex): Once every 1d4 rounds, a poisonous creature can spew forth a disorienting spray of contact poison in a 60-foot cone as a standard action. Each creature in the area must succeed on a Reflex save (DC 10 + 1/2 poisonous creature's character level + poisonous creature's Con modifier) to avoid contact with the spray. Failure means the poison (Fortitude DC 10 + 1/2 poisonous creature's character level + poisonous creature's Con modifier, initial damage 1d6 points of Intelligence damage and 1d6 points of Wisdom damage, secondary damage confusion for 1 hour). See the *DMG* for a description of the confused condition.

Special Qualities: The poisonous creature retains all the base creature's special qualities and gains those described here.

Detect Anti-Poison (Su): At will as a standard action, the poisonous creature can detect alchemical items, magic effects, and magic items within 30 feet that neutralize or

Using the Poisonous Creature Template

This template is defined as inherited, but it can easily be used as an acquired template if desired. A deity of poisons might grant it to her favored followers, or it might result from a curse laid upon one or more creatures to prevent them from enjoying the company of their own kind. The poisonous template can also be applied to all creatures of a particular race. For instance, all trolls in your game might be poisonous trolls.

delay poisons, or determine whether a creature in the same range is naturally immune or resistant to poisons. For each qualifier in the area, the poisonous creature can make a DC 15 Wisdom check. Success indicates that the poisonous creature knows the location of the qualifying creature, object, or magic effect and why it qualifies. Knowing the location of a hidden or invisible qualifier does not reveal it; the poisonous creature merely knows what square or squares the qualifier occupies. The poisonous creature knows the location a qualifying object, effect, or creature at the moment of the detection, but it cannot follow the qualifier's movement without another detection attempt. Most poisonous creatures use this ability to determine whether their poisons can affect a certain foe, but some spellcasting poisonous creatures use it to detect spells so that they can dispel them.

Immunity to Poison (Ex): Poisonous creatures are immune to all poisons.

Abilities: Change from the base creature as follows: Con +4.

Challenge Rating: Same as the base creature +1. For characters with easy access to *delay poison* and *neutralize poison,* the poisonous creature template doesn't add much of a challenge unless the poisonous creature has the ability to dispel these effects.

Alignment: Often neutral evil.

Level Adjustment: Same as the base creature +4.

Poisonous Creature Characters

A poisonous creature favors whichever class the base creature does.

Sample Creature: Poisonous Manticore

Large Magical Beast

Hit Dice: 6d10+36 (69 hp)
Initiative: +2
Speed: 30 ft. (6 squares), fly 50 ft. (clumsy)
Armor Class: 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple: +6/+15
Attack: Claw +10 melee (2d4+5 plus poison) or 6 spikes +8 ranged (1d8+2/19–20 plus poison)
Full Attack: 2 claws +10 melee (2d4+5 plus poison) and bite +8 melee (1d8+2 plus poison) or 6 spikes +8 ranged (1d8+2/19–20 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison, poisonous cloud, spikes, toxic flesh, venomous breath
Special Qualities: Darkvision 60 ft., detect anti-poison, immunity to poison, low-light vision, scent
Saves: Fort +11, Ref +7, Will +3
Abilities: Str 20, Dex 15, Con 23, Int 7, Wis 12, Cha 9
Skills: Listen +5, Spot +9, Survival +1
Feats: Flyby Attack, Multiattack, Track[B], Weapon Focus (spikes)

Environment: Warm marshes
Organization: Solitary, pair, or pride (3–6)
Challenge Rating: 6
Treasure: Standard
Alignment: Often neutral evil
Advancement: 7–16 HD (Large); 17–18 HD (Huge)
Level Adjustment: +7

Here is an example of a poisonous creature using a manticore as the base creature.

A poisonous manticore has the body of a lion and the wings of a dragon. Its back is set with curved barbs, and its long tail ends in a cluster of deadly spikes. Its jaws and tail spikes drip with poison, and a green toxic substance oozes from its pores.

Poisonous manticores tend to be excitable and easy to anger. They enjoy hunting creatures larger than themselves, knowing that their poisons give them an unfair advantage.

Poisonous manticores speak Common.

Combat

A poisonous manticore begins most attacks with a volley of spikes, then uses its breath weapon. Thereafter, it closes to melee and slashes with claws and teeth.

Spikes (Ex): With a snap of its tail, a poisonous manticore can loose a volley of six spikes as a standard action, making an attack roll for each spike. This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The poisonous manticore can launch only twenty-four spikes in any 24-hour period.

Poison (Ex): DC 19 Fortitude save; see the poisonous creature template.

Poisonous Cloud (Ex): DC 19 Fortitude save; see the poisonous creature template.

Toxic Flesh (Ex): DC 19 Fortitude save; see the poisonous creature template.

Venomous Breath (Ex): DC 19 Fortitude save; see the poisonous creature template.

Detect Anti-Poison (Su): See the poisonous creature template.

Skills: *A poisonous manticore has a +4 racial bonus on Spot checks.



Poltergeist

A poltergeist is created when a creature dies under traumatic circumstances in a place of great importance to it. Often the locations that house poltergeists are places where they felt a sense of ownership and security. A simple death, even a murder, is rarely enough to cause the victim's spirit to remain as a poltergeist—the death must intimately involve the location. A gravedigger buried alive in his graveyard might become a poltergeist, as might a ferryman who drowned beneath his dock, or a steward crushed beneath his desk.

Poltergeists are mad and erratic beings that often lie dormant for weeks or even months at a time. A poltergeist may resurface when some creature reminds it of its former life or defiles the place it is attached to. Naturally invisible and possessed of frightening powers, poltergeists usually manage to frighten off trespassers without causing significant harm, but some are more malignant, seeking to trap and kill interlopers.

Creating a Poltergeist

"Poltergeist" is an acquired template that can be added to any living, intelligent creature with a Charisma score of 3 or higher (referred to hereafter as the base creature).

A poltergeist uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead with the appropriate augmented subtype, plus the incorporeal subtype if the base creature did not already have it. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: A poltergeist loses all the base creature's speeds and gains a fly speed equal to the base creature's highest speed, with perfect maneuverability.

Armor Class: The base creature's armor, shield, and natural armor bonuses no longer apply, but the poltergeist gains a deflection bonus to Armor Class equal to its Charisma bonus or +1, whichever is higher. Unlike most incorporeal creatures, poltergeists can use and carry equipment; see **Manipulation** uner **Special Attacks**.

Attack: The poltergeist retains all the base creature's natural attacks, and its weapon and armor proficiencies. However, all its attacks become incorporeal touch attacks, retaining the same primary or secondary status they had for the base creature. The poltergeist gains a primary incorporeal touch attack if it has no other natural attacks. A poltergeist uses its primary incorporeal touch attack when making an attack action. Because an incorporeal creature has no Strength score, its Dexterity modifier rather than its Strength modifier applies to all its attack rolls.

Unlike most incorporeal creatures, a poltergeist can use and carry equipment (see **Manipulation**). When it has a weapon, it usually uses that instead.

Full Attack: A poltergeist uses all its incorporeal touch attacks during a full attack.

Damage: The poltergeist's incorporeal touch attacks deal slashing damage unmodified by Strength, as given on the following table.

Damage

Size	Slashing Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The poltergeist loses all special attacks that require corporeal contact but gains those described here.

Manipulation (Su): Although it is incorporeal, a poltergeist can use and carry equipment, manipulating the objects as it did in life, so long as the total weight of the items does not exceed 10 pounds per the character level the poltergeist possesses. Thus, a poltergeist can wear armor, use weapons, and benefit from magic items worn just as any corporeal creature can. These items do not encumber the poltergeist, so it does not take from armor check penalties or have an arcane spell failure chance. Its items do not become invisible or incorporeal, and the poltergeist cannot take them along as it passes through objects and creatures.

A poltergeist cannot grapple foes or move living creatures with its manipulation ability; it can move only objects within its weight limit that are not held by creatures. Even

Creating a Dread Poltergeist

If you'd like a template for a dread poltergeist, just make the following changes to the poltergeist template.

- The dread poltergeist gains turn resistance +2 and damage reduction 10/good.
- A dread poltergeist is permanently destroyed only when it is brought to 0 hit points when the area where it died is under the effects of a hallow spell.
- In addition to the ability score changes in the template, the Dexterity increases by an additional +4.
- The dread poltergeist gains Ability Focus (terrifying image) and Ability Focus (telekinesis) as bonus feats if the base creature does not already have them.
- The Challenge Rating becomes same as the base creature +3.

if it wears a full suit of armor, a poltergeist cannot use its gauntlet to grab a creature. It cannot use manipulation to disarm foes or take items from creature holding them, but it can use a weapon to disarm or trip a foe, using its Dexterity modifier instead of its Strength modifier on the roll. A poltergeist resists disarm attempts normally, using Dexterity rather than Strength to modify its opposing attack roll.

If a poltergeist is wearing clothing or armor, an opponent can attempt to grab its garb with a touch attack as though starting a grapple, then bull rush or overrun the clothing or armor. A poltergeist automatically fails all grapple checks and all attempts to resist bull rush or overrun attacks. On such a failure, it can choose to move with the armor or clothes as though wearing them or it can remain where it is and lose possession of the items.

Telekinesis (Sp): Once every 1d4 rounds, a poltergeist can use *telekinesis* as the spell (caster level equals poltergeist's character level). The save DC is Charisma-based.

Terrifying Image (Sp): At will, the poltergeist can produce an effect like that of the *major image* spell, (caster level equals poltergeist's character level), except that the poltergeist can make the image frightening if desired. Upon first seeing or hearing such an illusion, a creature must succeed on a Will save (DC 13 + poltergeist's Cha modifier) or be panicked while the image is within its sight or hearing range. Success avoids the effect if the creature's character levels equal or exceed the poltergeist's; otherwise the creature is still shaken. See the *DMG* for descriptions of the panicked and shaken conditions.

Special Qualities: The poltergeist retains all the base creature's special qualities that do not require corporeal contact with another creature and gains those described here.

Bonded to Site (Ex): A poltergeist must remain within 300 feet of the site where its living form died. It cannot be permanently destroyed unless that place is affected by a *consecrate* or *hallow* spell; otherwise, the poltergeist returns to its bonded site 1d4 days after being destroyed. These spells do not automatically destroy a poltergeist, they only render permanent destruction possible.

Greater Invisibility (Su): A poltergeist is always invisible, even when it attacks. *True seeing, see invisibility,* and similar effects allow a creature to see the poltergeist's ghostly form. *Invisibility purge* renders its ghastly visage visible, but it can become invisible again as a free action. Objects it manipulates are not invisible and can be seen normally.

Mage Hand (Sp): At will, a poltergeist can use *mage hand*, as the spell (caster level equals the poltergeist's character level).

Abilities: Change from the base creature as follows: Cha +4. If the base creature's Strength is higher than its Dexterity, the poltergeist's Dexterity becomes equal to the base creature's Strength. As an incorporeal creature, a poltergeist lacks a Strength score, and as an undead creature, it has no Constitution score.

Environment: Any, usually same as the base creature.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Alignment: Usually chaotic evil.

Level Adjustment: —

Poltergeist Characters

A poltergeist favors whichever class the base creature does.

– Sample Creature: Athach Poltergeist –

Huge Undead (Augmented Aberration, Incorporeal)

Hit Dice: 14d12 (84 hp)
Initiative: +1
Speed: Fly 50 ft (perfect).
Armor Class: 20 (–2 size, +8 Dex, +3 hide armor, +1 deflection), touch 17, flat-footed 12
Base Attack/Grapple: +10/—
Attack: Morningstar +18 melee (3d6) or rock +18 ranged (2d6) or bite +18 melee (1d8)
Full Attack: Morningstar +14/+9 melee (3d6) and 2 morningstars +14 melee (3d6) and bite +14 melee (1d8) or rock +14 ranged (2d6) and 2 rocks +14 ranged (2d6)
Space/Reach: 15 ft./15 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., incorporeal traits, undead traits
Saves: Fort +4, Ref +12, Will +10
Abilities: Str —, Dex 26, Con —, Int 7, Wis 12, Cha 10
Skills: Climb +4, Jump +13, Listen +7, Spot +7
Feats: Alertness, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (bite)

Environment: Temperate hills
Organization: Solitary
Challenge Rating: 10
Treasure: 1/2 coins; double goods; standard items
Alignment: Usually chaotic evil
Advancement: 15–28 HD (Huge)
Level Adjustment: —



Here is an example of a poltergeist using an athach as the base creature.

When visible, the athach poltergeist appears as a hulking, misshapen biped with three arms. One arm juts from its chest just below a head filled with tusklike fangs. This particular poltergeist athach died in a mudslide in the lee of the hill that was his home.

Poltergeist athaches speak a crude dialect of Giant.

Combat

A poltergeist athach fills its bonded area with images of itself in life that greatly exaggerate its ferocity and strength. To terrify foes, it creates illusions of itself tearing apart illusory doubles of its enemies.

If its opponents are out of reach, the poltergeist athach throws rocks; otherwise it charges into melee. With its first few melee attacks, it tends to flail about indiscriminately, but after a few rounds, it concentrates on the foes that have hit it most often and uses its bite on the one that has dealt it the most damage. If disarmed, the poltergeist athach often attempts to regain its arms and armor using *telekinesis.* Should this prove difficult, it happily uses *telekinesis* to fling foes into walls or over cliffs.

Manipulation (Su): 140 pound maximum; see the poltergeist template.

Telekinesis (Sp): Caster level 14th; see the poltergeist template.

Terrifying Image (Sp): Caster level 14th; see the poltergeist template

Bonded to Site (Ex): See the poltergeist template.

Greater Invisibility (Su): See the poltergeist template.

Mage Hand (Sp): Caster level 14th; see the poltergeist template.

Incorporeal Traits: A poltergeist athach is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Undead Traits: A poltergeist athach is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if he is willing. Darkvision 60 ft.

Primative

Primitives are thought to be evolutionary throwbacks or devolved creatures. Their origins are unknown, but they are obviously different from normal specimens of their kinds. A primitive has a heavily muscled and thick-skinned body, but it lacks the intelligence common to its more evolved cousins.

Creating a Primitive

"Primitive" is an inherited template that can be added to any living, corporeal, intelligent creature (referred to hereafter as the base creature).

A primitive uses all the base creature's statistics and special abilities except as noted here.

Armor Class: The primitive's natural armor bonus improves by +2 over that of the base creature.

Attack: The primitive retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The primitive gains a primary slam attack if it has no other natural attacks.

Damage: If the primitive gained a slam attack from the application of this template, its base damage is as given on the following table.



Damage

Size	Slam Base Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Damage (continued)

Special Qualities: The primitive retains all the base creature's special qualities and gains those described here.

Low-Light Vision (Ex): A primitive can see twice as far as a human in starlight, torchlight, moonlight, and other low-light conditions.

Scent (Ex): A primitive can detect approaching enemies and sniff out hidden foes by sense of smell alone. See the *MM* for details of this quality.

Abilities: Change from the base creature as follows: Str +4, Con +4, Int –4 (minimum 1), Cha –2 (minimum 1).

Skills: The primitive loses all skill ranks the base creature possessed. Recalculate skill points for the cave creature's racial Hit Dice according to its type, as given on the following table, then purchase its skills afresh, treating

Climb, Hide, Listen, Spot, Move Silently, and Survival as class skills as class skills and all others as cross-class skills. A primitive creature retains the base creature's racial modifiers on skill checks and gains a +4 racial bonus on Hide, Move Silently, and Survival checks. The primitive creature retains any skill points gained from class levels.

Skills

Creature Type	Skill Points
Aberration	(2 + Int modifier, minimum 1) x (HD +3)
Animal	(2 + Int modifier, minimum 1) x (HD +3)
Construct	(2 + Int modifier, minimum 1) x (HD +3)
Dragon	(6 + Int modifier, minimum 1) x (HD +3)
Elemental	(2 + Int modifier, minimum 1) x (HD +3)
Fey	(6 + Int modifier, minimum 1) x (HD +3)
Giant	(2 + Int modifier, minimum 1) x (HD +3)
Humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Magical beast	(2 + Int modifier, minimum 1) x (HD +3)
Monstrous humanoid	(2 + Int modifier, minimum 1) x (HD +3)

Skills (continued)

Creature Type	Skill Points
Ooze	(2 + Int modifier, minimum 1) x (HD +3)
Outsider	(8 + Int modifier, minimum 1) x (HD +3)
Plant	(2 + Int modifier, minimum 1) x (HD +3)
Undead	(4 + Int modifier, minimum 1) x (HD +3)
Vermin	(2 + Int modifier, minimum 1) x (HD +3)

Feats: A primitive gains Alertness, Great Fortitude, Toughness, and Track as bonus feats if the base creature did not already have them.

Challenge Rating: Same as the base creature, or +1 if the template plays heavily on the creature's strengths.

Level Adjustment: Same as the base creature +2.

Primitive Characters

A primitive character favors the barbarian class.

– Sample Creature: Primitive Ogre –

Large Giant

Hit Dice: 4d8+22 (40 hp)
Initiative: –1
Speed: 40 ft. (8 squares)
Armor Class: 15 (–1 size, –1 Dex, +7 natural), touch 8, flat-footed 15
Base Attack/Grapple: +3/+14
Attack: Greatclub +10 melee (2d8+10)
Full Attack: Greatclub +10 melee (2d8+10)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +10, Ref +0, Will +1
Abilities: Str 25, Dex 8, Con 19, Int 2, Wis 10, Cha 5
Skills: Climb +10, Hide –1, Listen +4, Move Silently +3, Spot +4, Survival +4
Feats: Alertness, Great Fortitude, Toughness (2), Track, Weapon Focus (greatclub)

Environment: Temperate hills
Organization: Solitary, pair, gang (3–4), or band (5–8)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +4



Here is an example of a primitive using an ogre as the base creature.Primitive ogres are hun

ter-gatherers that have no compunctions about preying on sentient creatures.

A primitive ogre has the intelligence of a gorilla, but what it lacks in mental faculties it makes up in physical power. It is exceptionally strong and hale, and although it doesn't wear armor, its hide is thick and hard.

Primitive ogres usually cannot speak any language, but exceptional individuals sometimes learn to speak Common or Giant.

Combat

Primitive ogres lack the intelligence to use real tactics, but like wolves, they stalk prey by scent and attempt to surprise their quarry.

Prismatic

Glowing and beautiful, prismatics have bright forms that belie their sometimes dark natures. Their bodies shift through the colors of the rainbow, and though most find them difficult to dislike, they run the gamut of good and evil.

A creature can become a prismatic by surviving exposure to great prismatic assaults, such as many *color spray, rainbow pattern, searing light,* or similar spells in a day. Alternatively, the transformation can occur after a creature has managed to survive all the terrible effects of a spell such as *prismatic wall*. The exact reason why such exposure should create prismatics baffles sages, but many suspect that some long-dead god's essence might still be exerting influence through the release of such energies. Regardless of their origins, prismatic creatures are rare, since the effects that create them are hard to reproduce.

Creating a Prismatic

"Prismatic" is an acquired template that can be added to any creature with a Charisma score of 3 or higher (referred to hereafter as the base creature).

A prismatic uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: The prismatic retains the base creature's special attacks and gains those described here.

Spell-Like Abilities: A prismatic has two or more spell-like abilities, depending on its Hit Dice, as indicated on the following table. These abilities are cumulative. Caster level equals prismatic's character level, and the save DCs are Charisma-based.



Spell-Like Abilities

Character Level	Abilities
1–2	*Dancing lights* 3/day, *flare* at will
3–4	*Color spray* 2/day
5–6	*Hypnotic pattern* 1/day
7–8	*Daylight* 1/day
9–10	*Searing light* 1/day
11–12	*Rainbow pattern* 1/day
13–14	*Prismatic spray* 1/day
15–16	*Scintillating pattern* 1/day
17–18	*Prismatic wall* 1/day
19–20	*Prismatic sphere* 1/day

Special Qualities: The prismatic retains all the base creature's special qualities and gains those described here.

Low-Light Vision (Ex): A prismatic can see twice as far as a human in starlight, torchlight, moonlight, and other low-light conditions.

Prismatic Body (Su): A prismatic's body glows with a light equivalent to that of a candle, illuminating a 5-foot radius around itself. Each round, this light takes on a different hue, determined at random. While so lit, a prismatic creature cannot benefit from concealment due to darkness or shadowy conditions. Once per round, the prismatic may suppress its light or choose its color as a free action with a successful DC 15 Concentration check. The light resumes its random color changes on the prismatic creature's next turn unless it succeeds on another DC 15 Concentration check. Reinstating the suppressed light is a free action.

In addition, the hue of the prismatic creature's light grants it an immunity as given in the following table. At the end of each round, roll on the chart below to determine the color of the prismatic creature's light. While its light is suppressed, it does not benefit from any immunity granted by the prismatic body special quality.

Prismatic Body

Color	Immunity
Red	Fire
Orange	Acid
Yellow	Electricity
Green	Poison
Blue	Mind-affecting effects
Indigo	Cold
Violet	Sonic

Prismatic Immunities (Ex): Prismatics are immune to the adverse effects of the spells noted in the **Spell-Like Abilities** section. In addition, they are immune to all blinding, dazzling, or dazing effects caused by exposure to light. If the base creature suffers negative effects in bright light, the prismatic loses that vulnerability.

Using the Prismatic Template

If you're looking for another explanation as to why creatures become prismatics, consider the following options.

Rainbow People: A certain race of creatures in your campaign world has always consisted of prismatics. These creatures do not shift colors as described in the prismatic template; instead, each color is a separate subrace that has a different culture and lives in a different environment. If you choose this option, consider reducing the prismatic's level adjustment to +2.

Rainbow Rulers: Different races or cultures might give birth to prismatics within their royal lines. Each ruling family has a different color. If you choose this option, consider reducing the prismatic's level adjustment to +2.

The End of the Rainbow: The end of the rainbow or the source of all rainbows is a place that truly brave adventurers can go. Creatures that go to such a place might come back as prismatics, or its many guardians might be prismatic monsters.

Abilities: Change from the base creature as follows: Cha +4.

Skills: If the base creature gains a bonus on Hide checks due to coloration, the prismatic loses that bonus. It also takes a –8 penalty to Hide checks while lit.

Organization: Same as the base creature or solitary.

Challenge Rating: 8 or fewer HD, same as the base creature; 9 or more HD, same as the base creature +1.

Alignment: Usually chaotic neutral.

Level Adjustment: Same as the base creature +3.

Prismatic Characters

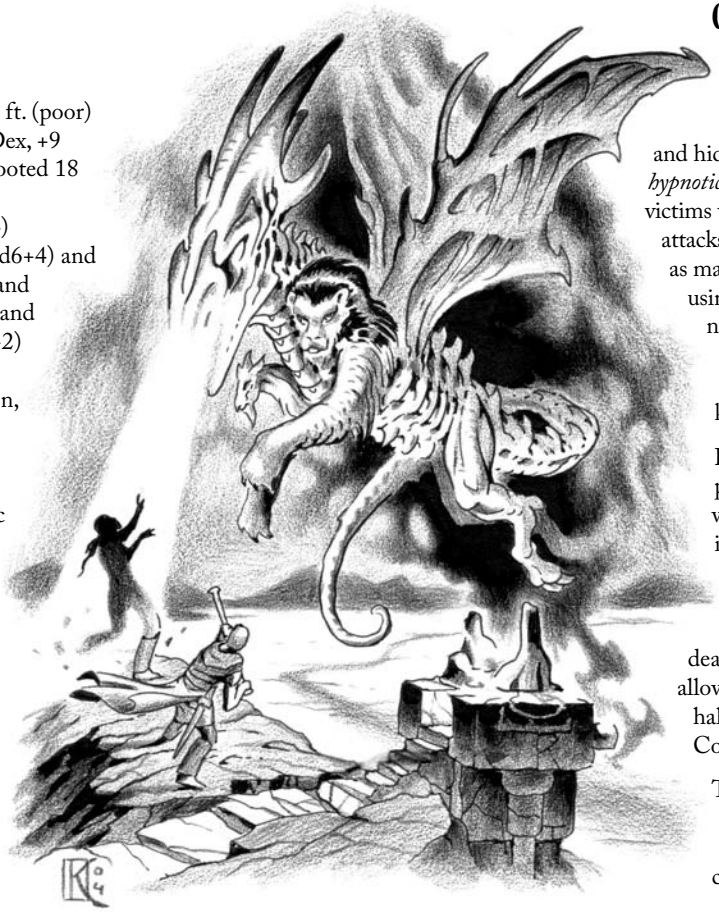
A prismatic creature favors whichever class the creature is is based on does.

Sample Creature: Prismatic Chimera

Large Magical Beast

Hit Dice: 9d10+27 (76 hp)
Initiative: +1
Speed: 30 ft. (6 squares), fly 50 ft. (poor)
Armor Class: 19 (–1 size, +1 Dex, +9 natural), touch 10, flat-footed 18
Base Attack/Grapple: +9/+17
Attack: Bite +12 melee (2d6+4)
Full Attack: Bite +12 melee (2d6+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities
Special Qualities: Darkvision 60 ft., low-light vision, prismatic body, prismatic immunities, scent
Saves: Fort +9, Ref +7, Will +6
Abilities: Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 14
Skills: Hide +1*, Listen +9, Spot +9
Feats: Alertness, Hover, Iron Will, Multiattack

Environment: Temperate hills
Organization: Solitary, pride (3–5), or flight (6–13)
Challenge Rating: 8
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment: +5 (cohort)



Here is an example of a prismatic using a chimera as the base creature.

A prismatic chimera is about 5 feet tall at the shoulder and nearly 10 feet long, and it weighs about 4,000 pounds. It has three heads—a goat, a lion, and a dragon—on long, dragon like necks. Its forelegs are those of a lion, its rear legs are hoofed like a goat's, and its body is that of a dragon—complete with great wings. The dragon head resembles that of any one kind of chromatic true dragon— black, blue, green, red, or white—and it can use a weaker version of that dragon's breath weapon. Because its color constantly shifts, however, creatures not familiar with chromatic dragon facial features often have a difficult time predicting what breath weapon the chimera can use.

Prismatic chimeras can speak Draconic but seldom bother to do so, except when toadying to more powerful creatures.

Combat

A prismatic chimera stalks its prey from the air. When it spots good hunting, it lands and hides in its quarry's path, using *hypnotic pattern* to distract potential victims when they come near. It then attacks with *color spray* to incapacitate as many creatures as possible before using its breath weapon on them. If necessary, it continues its attack from the air, using *searing light* and breath weapon attacks to kill foes at range.

Breath Weapon (Su): A prismatic chimera's breath weapon depends on the color of its dragon head, as summarized on the following table. The breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

To determine a prismatic chimera's head color and breath weapon randomly, roll 1d10 and consult the following table.

Breath Weapon

1d10	Head Color	Breath Weapon
1–2	Black	40-foot line of acid
3–4	Blue	40-foot line of lightning
5–6	Green	20-foot cone of gas (acid)
7–8	Red	20-foot cone of fire
9–10	White	20-foot cone of cold

Spell-Like Abilities: *At will—flare* (DC 12); 3/day—*dancing lights;* 2/day—*color spray* (DC 13); 1/day—*daylight*, *hypnotic pattern* (DC 14), *searing light* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Prismatic Body (Su): See the prismatic template.

Prismatic Immunities (Ex): See the prismatic template.

Skills: A prismatic chimera's three heads give it a +2 racial bonus on Listen and Spot checks.

Carrying Capacity: A light load for a prismatic chimera is up to 348 pounds; a medium load, 349–699 pounds, and a heavy load, 700–1,050 pounds.

Psychic

Gifted with abnormal mental fortitude and strange mind powers by some accident of birth, psychics have access to knowledge and talents that other creatures of their kinds do not. As they age, experience hones their minds even further, granting them ever more power.

Psychics come in eight different varieties according to their particular specialties: clairaudiant, clairvoyant, empath, precognizant, psychometer, pyrokinetic, telekinetic, and telepath. Any given psychic may have one or more of these specialties, which are defined as follows.

- Clairaudiants can hear sounds made in locations other than their own and have powers over sound.
- Clairvoyants can see events in locations other than their own and have power over sight.
- Empaths are sensitive to other creature's feelings and have powers over emotion.
- Precognizants can see future events and determine appropriate courses of action.
- Psychometers can determine the history and qualities of an object or place by concentrating.
- Pyrokenetics can control and produce flame with a thought.
- Telekinetics can move objects and produce force effects with their minds.
- Telepaths can read and project thoughts.

A psychic looks like any other member of its race, and psychics with different specialties are indistinguishable except for their abilities.

Creating a Psychic Creature

"Psychic" is an inherited template that can be added to any creature whose Intelligence, Wisdom, and Charisma scores are each 3 or higher (referred to hereafter as the base creature).

A psychic uses all the base creature's statistics and special abilities except as noted for its type. The psychic gains all the abilities noted for each of its specialties in addition to those that pertain to all psychics.

Initiative: A precognizant gains a +8 insight bonus on initiative rolls.



Speed: A telekinetic retains the base creature's speeds and gains a fly speed equal to the base creature's highest speed, with perfect maneuverability. If the base creature already has a fly speed, it either remains the same or increases until it is equal to the creature's highest other speed plus 5 feet per point of Charisma bonus, whichever is faster. The telekinetic's maneuverability becomes perfect if it was not already.

Armor Class: A telekinetic gains a +4 deflection bonus to AC.

Special Attacks: A psychic retains all the base creature's special attacks and gains those described here.

Psychic Attack: The exact psychic attacks bestowed depend on the psychic's particular specialties, as follows.

Clairaudiant : *Spell-Like Abilities:* A clairaudiant gains spell-like abilities according to its character level, as indicated on the following table. These abilities are cumulative. Caster level equals clairaudiant's character level. The save DCs are Charisma-based.

Clairaudiant Spell-Like Abilities

Character Level	Ability
1–2	*Ghost sound* 3/day
3–4	*Ventriloquism* at will
5–6	*Sound burst* 1/day
7–8	*Silence 3/day, shatter* 1/day
9–10	*Clairaudience/clairvoyance* (hearing only) 5/day
11–12	*Blindness/deafness* (deafness only) 3/day
13–14	*Zone of silence* 1/day

Clairaudiant Spell-Like Abilities (continued)

Character Level	Ability
15–16	*Shout* 1/day
17–18	*Greater shout* 1/day
19–20	*Wail of the banshee* 1/day

Clairvoyant: *Spell-Like Abilities:* A clairvoyant gains spell-like abilities according to its character level, as indicated on the following table. These abilities are cumulative. Caster level equals clairvoyant's character level. The save DCs are Charisma-based.

Clairvoyant Spell-Like Abilities

Character Level	Ability
1–2	*Detect magic* 3/day
3–4	*Detect secret doors* 1/day
5–6	*See invisibility* 1/day
7–8	*Arcane sight* 1/day
9–10	*Arcane eye, clairaudience/clairvoyance* (sight only) 3/day
11–12	*Blindness/deafness* (blindness effect only) 3/day
13–14	*Prying eyes* 1/day
15–16	*True seeing* 1/day
17–18	*Greater arcane sight* 1/day
19–20	*Greater prying eyes* 1/day

Empath: *Spell-Like Abilities:* An empath gains spell-like abilities according to its character level, as indicated on the following table. These abilities are cumulative. Caster level equals empath's character level. The save DCs are Charisma-based.

Empath Spell-Like Abilities:

Character Level	Ability
1–2	*Remove fear* 3/day, *hideous laughter* 1/day
3–4	*Cause fear* 1/day
5–6	*Calm emotions* 3/day, *scare* 1/day
7–8	*Good hope* 2/day
9–10	*Rage* 2/day
11–12	*Fear* 2/day

Empath Spell-Like Abilities: (continued)

Character Level	Ability
13–14	*Crushing despair* 3/day
15–16	*Symbol of fear* 1/day
17–18	*Sympathy* 1/day
19–20	*Antipathy* 1/day

Precognizant : *Spell-Like Abilities:* At will—*guidance* (self only); 3/day—*augury, moment of prescience;* 1/day—*foresight.* Caster level equals precognizant's character level.

Psychometer: *Spell-Like Abilities:* At will—*detect chaos, detect evil, detect good, detect law, detect magic, detect poison, legend lore;* 3/day—*detect secret doors, detect snares and pits;* 1/day—*analyze dweomer, locate object*. Caster level equals psychometer's character level). To use its at will abilities, a psychometer must touch a single object or creature. These abilities otherwise function as the spells

Pyrokintic: *Spell-Like Abilities:* A pyrokinetic gains spell-like abilities according to its character level, as indicated on the following table. These abilities are cumulative. Caster level equals pyrokinetic's character level. The save DCs are Charisma-based.

Pyrokinetic: Spell-Like Abilities

Character Level	Ability
1–2	*Produce flame* 3/day, *pyrotechnics* 1/day
3–4	*Flaming sphere* 1/day
5–6	*Flame arrow* 3/day
7–8	*Firetrap, quench* 3/day
9–10	*Fireball* 1/day
11–12	*Wall of fire* 2/day
13–14	*Firestorm* 1/day
15–16	*Delayed blast fireball* 1/day
17–18	*Incendiary cloud* 1/day
19–20	*Meteor swarm* 1/day

Telekinetic: *Spell-Like Abilities:* A telekinetic gains spell-like abilities according to its character level, as indicated on the following table. These abilities are cumulative. Caster level equals telekinetic's character level. The save DCs are Charisma-based.

Telekinetic Spell-Like Abilities

Character Level	Ability
1–2	*Mage hand* at will, *shield* 1/day
3–4	*Animate rope* 1/day, *hold portal* 2/day
5–6	*Floating disk* 1/day
7–8	*Control water* 1/day, *sympathetic vibration* 2/day
9–10	*Resilient sphere* 1/day
11–12	*Telekinesis* 3/day
13–14	*Repel wood* 1/day, *repel metal or stone* 1/day
15–16	*Reverse gravity* 1/day
17–18	*Telekinetic sphere* 1/day
19–20	*Wall of force* 3/day

Telepath: *Spell-Like Abilities:* At will—*detect thoughts;* 1/day—*dream, mind blank, phantasmal killer, telepathic bond.* Caster level equals telepath's character level. The save DCs are Charisma-based.

Special Qualities: A psychic retains all the base creature's special qualities and gains those described here.

Psychic Quality: The exact psychic qualities bestowed depend on the psychic's particular specialties, as follows.

Precognizant : *Foresight (Su):* A precognizant functions as though constantly affected by a *foresight* spell (caster level equals precognizant's character level). The precognizant receives instantaneous warnings of impending danger to itself and gains a general idea of what actions it might take to protect itself. It is never surprised or flat-footed and gains a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever the precognizant creature would be denied its Dexterity bonus to AC.

Pyrokinetic: *Conscious Immunity to Fire (Su):* So long as a pyrokinetic is conscious, it is immune to fire.

Telepathic: *Informed Prediction (Su):* If the telepath has successfully used *detect thoughts* against a creature within 24 hours, it gains a +2 dodge bonus against that creature's attacks and a +2 insight bonus on saves against that creature's spells and special attacks.

Telepathy (Su): A telepathic creature can use telepathy to a range of 100 feet, as described in the *MM.*

Skills: A psychic gains bonuses on certain skill checks according to its particular specialties, as follows.

Clairaudiant: A clairaudiant gains a +10 bonus on Listen checks.

Clairvoyant: A clairvoyant gains a +10 bonus on Spot checks.

Empathic: An empath gains a +10 bonus on Sense Motive checks and a +5 bonus on Bluff, Diplomacy, and Intimidate checks.

Psychometer: A psychometer gains a +5 bonus on Appraise, Disable Device, Open Lock, Search, and Use Magic Device, as well as Survival checks made to track creatures.

Feats: The psychic gains Iron Will as a bonus feat if the base creature did not already have it.

Challenge Rating: The CR increases based on the psychic's specialties and character level, as follows. Each specialty adds its own CR increase.

Clairaudiant, Clairvoyant, Empath: Character level 10th or below, same as the base creature; character level 11th or higher, same as the base creature +1.

Precognizant, Telepath: Same as the base creature +1.

Psychometer: Same as the base creature.

Pyrokinetic, Telekinetic: Character level 10th or below, same as the base creature +1; character level 11th or higher, same as the base creature +2.

Level Adjustment: The level adjustment increases based on the psychic's specialties, as follows. Each specialty adds its own level adjustment.

Clairaudiant, Clairvoyant, Empath, Precognizant: Same as the base creature +2.

Psychometer: Same as the base creature +1.

Pyrokinetic, Telekinetic, Telepath: Same as the base creature +3.

Psychic Characters

A psychic character favors whichever class the base creature does. Alternatively, if you use Green Ronin's *Psychic Handbook*, the character gains Psychic in addition to the normal favored class.

– Sample Creature: Psychic Bugbear –

Medium Humanoid (Goblinoid)

Hit Dice: 3d8+3 (16 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 17 (+1 Dex, +3 natural, +2 leather armor, +1 light wooden shield), touch 11, flat-footed 16
Base Attack/Grapple: +2/+4
Attack: Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)
Full Attack: Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 60 ft., informed prediction, scent, telepathy
Saves: Fort +2, Ref +4, Will +3
Abilities: Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9
Skills: Climb +3, Hide +4, Listen +14, Move Silently +6, Spot +14
Feats: Alertness, Iron Will, Weapon Focus (morningstar)

Environment: Temperate mountains
Organization: Solitary, pair, gang (3–4), or band (11–20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd–5th level)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +8



Here is an example of a psychic creature using a bugbear as the base creature and clairaudiant, clairvoyant, and telepath as the psychic specialties.

A psychic bugbear swiftly becomes a leader among its kind. With its abilities to detect foes and communicate silently, a clairaudiant/clairvoyant/telepath bugbear makes any bugbear hunting party or guerilla team dramatically more effective.

Bugbears speak Goblin and Common.

Combat

Bugbears prefer to ambush opponents whenever possible. When hunting, they normally send scouts ahead of the main group. If the scouts spy prey, they return to report and bring up reinforcements. When a clairaudiant/clairvoyant/telepath bugbear is part of such a group, it often serves as the scout, using its tremendous hearing and eyesight to spy on enemies at greater than normal range and its telepathic bond to communicate with distant allies.

Spell-Like Abilities: At will—*detect thoughts, ventriloquism;* 3/day—*detect magic, ghost sound;* 1/day—*detect secret doors, dream, mind blank, phantasmal killer, telepathic bond.* Caster level 3rd. The save DCs are Charisma-based. The psychic bugbear gains additional spell-like abilities as it gains Hit Dice.

Telepathy (Su): See the psychic template.

Informed Prediction (Su): See the psychic template.

Skills: A psychic bugbear has a +4 racial bonus on Move Silently checks.

Quadrupedal Creature

A quadrupedal creature possesses the features of a humanoid but the general form of a lion or horse. A quadrupedal version of a humanoid creature has legs instead of arms and a longer-than-normal torso placed between and behind its front legs. Its elongated neck and shortened legs give it a general form similar to that of a sphinx or a barghest.

Quadrupedal creatures rarely have the ability to manipulate tools, and most live nomadic existences, following sources of food and traveling with the seasons. A quadrupedal race inclined to settle down might ally itself with nearby humanoids, gaining equipment and dwellings in return for service as mounts.

Creating a Quadrupedal Creature

"Quadrupedal creature" is an inherited or created template that can be added to any humanoid, giant, or monstrous humanoid, or any living creature with a generally humanoid shape—namely, two arms, two legs, and a head (referred to hereafter as the base creature).

A quadrupedal creature uses all the base creature's statistics and special abilities except as noted here.

Shape: The base creature's arms become legs, and its hands become hooflike or pawlike, depending upon whether its lower body resembles that of a horse or a lion. A quadrupedal must wear barding instead of normal armor and cannot wear boots designed for bipeds.

Speed: The base creature's land and burrow speeds (if any) each increase by +10 feet. If the base creature has a climb speed, it is replaced by a climb speed equal to one-half the quadrupedal creature's land speed or 10 feet, whichever is faster. If the base creature has a fly speed based on the possession of wings, the quadrupedal creature's maneuverability class is reduced by one step (minimum clumsy).

Grapple: If the quadrupedal creature's body is more like that of a deer or a horse than a lion, the GM may choose to impose a penalty on grapple checks it makes as an aggressor, or even disallow grappling attacks altogether. Even so, however, the quadrupedal creature retains its grapple bonus for use in escaping grapples and fending off pin attempts.

Attack: The quadrupedal creature retains all the base creature's attacks, each of which retains the same primary or secondary status it had for the base creature. If the base creature possessed a single claw or slam attack, the quadrupedal creature gains an additional attack of the same type with the same primary or secondary status and the same base damage. If the base creature has at least one head but lacks a bite attack with it, the quadrupedal creature gains a secondary bite attack with each head. If the base creature possesses arms but has no claw or slam attacks with them, the quadrupedal creature gains a primary slam attack with each such limb.



The quadrupedal creature's lack of humanlike hands prevents it from using weapons, employing a shield, or manipulating items any better than a bear or a horse could. Thus, it loses all the base creature's weapon and armor proficiencies unless it gains the regular use of the ability to take a shape with hands. (In that case, the proficiencies of its class or creature type should automatically be restored so that the quadrupedal creature need not take weapon proficiency feats to regain them.)

Damage: If the quadrupedal creature gained bite or slam attacks from the application of this template, the base damage for each is as given on the following table.

Damage

Size	Bite Base Damage	Slam Base Damage
Fine	—	—
Diminutive	1	1
Tiny	1	1
Small	1d3	1d3
Medium	1d4	1d4
Large	1d6	1d6
Huge	1d8	1d8
Gargantuan	2d6	2d6
Colossal	2d8	2d8

Space/Reach: The quadrupedal creature has a space and reach appropriate for its new shape, as described in the following table. If the base creature had greater than normal reach for its size, add 5 feet to the reach indicated on the table.

Space/Reach

Size	New Space/Reach (Long)
Fine	1/2 ft/—
Diminutive	1 ft./—
Tiny	2-1/2 ft./—
Small	5 ft./—
Medium	5 ft./5 ft.
Large	10 ft./5 ft.
Huge	15 ft./10 ft.
Gargantuan	20 ft./15 ft.
Colossal	30 ft./20 ft.

Special Attacks: A quadrupedal creature retains all of the base creature's special attacks except those that rely on find manipulation with the hands. If a special attack relies on the base creature taking humanoid form, it must instead take quadrupedal form.

Special Qualities: The quadrupedal creature retains all the base creature's special qualities except those that rely on fine manipulation with the hands. It also gains the qualities described here. If a special quality relies on the base creature taking humanoid form (such as the doppelganger's change shape ability), it must instead take quadrupedal form.

Stability (Ex): A quadrupedal creature gains a +4 bonus on checks made to resist bull rush or trip attacks.

Carrying Capacity (Ex): A quadrupedal creature has a carrying capacity 1-1/2 times greater than normal for its size. It can also carry a rider up to one size category smaller than itself.

Skills: The quadrupedal creature retains the base creature's racial skill bonuses. If the base creature has skills that require fine manipulation with the hands (such as Open Lock or

Quadrupedal Spellcasters

Quadrupedal creatures may cast spells, but those requiring somatic and material components cannot be used unless the quadrupedal creature has a means of bypassing the need for such components. In most cases, it is easiest to assume that quadrupedal creatures can make use of somatic and material components in the same ways that other monstrous spellcasters can. Spell-like abilities may be used in the same manner as the base creature used them.

Perform [string instruments]), recalculate skill points for the quadrupedal creature's racial Hit Dice according to its type, as given on the following table, then purchase its skills afresh, treating the base creature's skills as class skills and all others as cross-class skills. The quadrupedal creature retains any skill points gained from class levels.

Skills

Creature Type	Skill Points
Aberration	(2 + Int modifier, minimum 1) x (HD +3)
Animal	(2 + Int modifier, minimum 1) x (HD +3)
Construct	(2 + Int modifier, minimum 1) x (HD +3)
Dragon	(6 + Int modifier, minimum 1) x (HD +3)
Elemental	(2 + Int modifier, minimum 1) x (HD +3)
Fey	(6 + Int modifier, minimum 1) x (HD +3)
Giant	(2 + Int modifier, minimum 1) x (HD +3)
Humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Magical beast	(2 + Int modifier, minimum 1) x (HD +3)
Monstrous humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Ooze	(2 + Int modifier, minimum 1) x (HD +3)
Outsider	(8 + Int modifier, minimum 1) x (HD +3)
Plant	(2 + Int modifier, minimum 1) x (HD +3)
Undead	(4 + Int modifier, minimum 1) x (HD +3)
Vermin	(2 + Int modifier, minimum 1) x (HD +3)

Feats: If the base creature has feats that require fine manipulation with the hands (such as Skill Focus [Sleight of Hand]), replace those feats.

Quadrupedal Characters

A quadrupedal character favors whichever class the base creature does. However, if the base creature favored a spellcasting class and the GM has determined that the quadrupedal version cannot cast spells requiring somatic or material components, its favored class should be changed to barbarian, monk, or fighter.

Although quadrupedal creatures might not be able to construct equipment, most are still intelligent enough to employ it if they can.

Quadrupedal creatures make strange PCs, but they can be fun, especially if another player's character uses the quadrupedal character as a mount. The template has no level adjustment because although it grants greater speed and more natural attacks, it takes away a great deal.

Consider granting a quadrupedal PC benefits such as an extra level and small bonuses to ability scores to counter these losses. Don't be too generous, though; its humanoid form might be just a low-level spell or potion away.

– Sample Creature: Quadrupedal Succubus –

Medium Outsider (Chaotic, Demon,Extraplanar, Evil)

Hit Dice: 6d8+6 (33 hp)
Initiative: +1
Speed: 40 ft. (8 squares), fly 50 ft. (poor)
Armor Class: 20 (+1 Dex, +9 natural), touch 11, flat-footed 19
Base Attack/Grapple: +6/+7
Attack: Claw +7 melee (1d6+1)
Full Attack: 2 claws +7 melee (1d6+1), bite +2 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Energy drain, spell-like abilities, *summon demon*
Special Qualities: Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistances (acid 10, cold 10, fire 10), spell resistance 18, telepathy 100 ft., tongues
Saves: Fort +6, Ref +6, Will +7
Abilities: Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26
Skills: Bluff +19, Concentration +10, Diplomacy +12, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)
Feats: Dodge, Mobility, Persuasive

Environment: Infinite Layers of the Abyss
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 7–12 HD (Medium)
Level Adjustment: +6



Here is an example of a quadrupedal creature using a succubus as the base creature.

The quadrupedal succubus offers perverse temptations to humanoids and corrupts other intelligent quadrupedal creatures, such as androsphinxes and manticores, with the delights of the flesh. It especially delights in entrapping and draining the life from unicorns, lammasu, and young good dragons.

A quadrupedal succubus in its natural form looks something like a furless, tailless gynosphinx. It walks about on four legs, and its front feet look much like hairless lion paws. Great red-and-black, batlike wings sprout from its nude back near is shoulders, and

blond or black hair grows on its disturbingly beautiful humanlike head. Its luscious and full lips hide deadly fangs.

A quadrupedal succubus spends most of its time in the form of whatever quadrupedal creature it wants to ensnare. Yet a quadruped succubus also enjoys corrupting humanoid victims, so it sometimes spends time near humanoid settlements. In such cases, it usually takes the form of a beautiful mount or a piece of valuable livestock to entice a humanoid within reach of its enchanting spells and killing kiss.

Combat

Quadrupedal succubi avoid combat if possible, preferring to use their powers of suggestion and their charm to win foes to their sides and lure victims into their life-draining embraces.

A quadrupedal succubus's natural weapons, and any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Energy Drain (Su): A quadrupedal succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the quadrupedal succubus must start a grapple, which provokes an attack of opportunity. The quadrupedal succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, in which the victim is asked to accept another kiss from the quadrupedal succubus. The victim must succeed on a DC 21 Will save to negate the effect of the *suggestion.* The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-Like Abilities: At will—*charm monster* (DC 22), *detect good, detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (quadrupedal form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

***Summon Demon* (Sp):** Once per day, a quadrupedal succubus can attempt to summon one vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A quadrupedal succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills: A quadrupedal succubus has a +8 racial bonus on Listen and Spot checks. *While using its alter self ability, it gains a +10 circumstance bonus on Disguise checks.

Quickling

Quicklings are creatures that possess incredible speed. Some inherit their powers from quickling parents or distant ancestors, but others seem to become quicklings spontaneously. Such creatures are often individuals in need of great speed to flee a foe or reach a loved one in time to prevent tragedy. Most count their gift of speed as a great blessing at first, but they soon learn to curse it when they see their lives rapidly leaving them.

Quicklings are prime examples of the old adage, "Live fast and die young." In fact, they age four times as fast as normal for their kinds. Elf quicklings die of old age before their companions are old enough to be married, and human quicklings rarely live past twenty-five. Knowledge of their impending doom, however, drives many quicklings to accomplish great deeds in the small amount of time they have.

Creating a Quickling

"Quickling" is an acquired or inherited template that can be added to any living creature (referred to hereafter as the base creature).

A quickling uses all the base creature's statistics and special abilities except as noted here.

Initiative: A quickling gains a +4 bonus on initiative rolls.

Speed: Each of a quickling's speeds is quadruple the corresponding speed of the base creature. If the quickling has a fly speed, its maneuverability increases by two categories (maximum perfect).

Armor Class: The base creature gains a +4 dodge bonus to AC. Conditions that cause the quickling to lose its Dexterity bonus to AC also cause it to lose this dodge bonus.

Special Attacks: A quickling retains all the base creature's special attacks and gains those described here.

Rapid Attacks (Ex): A quickling may make an extra ranged attack at its highest attack bonus during any attack action and when making a full attack. Furthermore, it may modify any or all of its melee attack rolls with its Dexterity modifier instead of its Strength modifier, if desired. When it makes this substitution for all its melee attacks in an attack action or a full attack, it gains an extra melee attack at its highest attack bonus.

Quick Casting (Ex): When casting any spell with a casting time greater than 1 action, the quickling can cast it in 1 action.

Special Qualities: A quickling retains all the base creature's special qualities and gains the one described here.

Fast Healing (Ex): A quickling regains 1 hit point per round.

Abilities: Increase from the base creature as follows: +8 Dex.

Skills: A quickling rapidly gains an understanding of its environment, which grants it a +2 racial bonus on Listen, Search, and Spot checks. In addition, it gains a +10 racial bonus on Tumble checks and can use Tumble as though trained even if it possesses no ranks in the skill..

Feats: A quickling gains Dodge, Improved Initiative, Mobility, Quick Draw, Quicken Spell, and Spring Attack as bonus feats, assuming that it meets any prerequisites and the base creature does not already have them.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +5.

Quickling Characters

A quickling character favors whichever class the base creature does.

Using the Quickling Template

If one of your players has a character of significantly lower level than the rest of the group, consider allowing that character to gain the quickling template spontaneously at a time when she desperately needs to move quickly. If the character seizes this option, make it clear over time that the character is aging rapidly. Such an effect is relatively easy to depict over the long term in a campaign, but in the short term, the signs of aging might be less clear. Mention that the character's hair is growing noticeably faster than before, and that her rapidly beating heart pains her from time to time. If the player objects to the aging effects, make an option for removing the template available in the form of a quest.

Sample Creature: Quickling Magmin

Small Elemental (Extraplanar, Fire)

Hit Dice: 2d8+2 (11 hp)
Initiative: +12
Speed: 120 ft. (24 squares)
Armor Class: 25 (+1 size, +4 Dex, +4 Dodge, +6 natural), touch 19, flat-footed 17
Base Attack/Grapple: +1/–1
Attack: 2 burning touches +6 melee touch (1d8 fire plus combustion) or 2 slams +6 melee (1d3+3 plus combustion)
Full Attack: 2 burning touches +6 melee touch (1d8 fire plus combustion) or 2 slams +6 melee (1d3+3 plus combustion)
Space/Reach: 5 ft./5 ft.
Special Attacks: Combustion, fiery aura, quick casting, rapid attacks
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., elemental traits, fast healing 1, immunity to fire, melt weapons, vulnerability to cold
Saves: Fort +3, Ref +7, Will +0
Abilities: Str 15, Dex 19, Con 13, Int 8, Wis 10, Cha 10
Skills: Climb +4, Listen +2, Jump +39, Search +2, Spot +5, Tumble +14
Feats: Dodge, Great Fortitude, Improved Initiative, Mobility, Quick Draw

Environment: Elemental Plane of Fire
Organization: Solitary, pair, gang (3–4), or squad (6–10)
Challenge Rating: 4
Treasure: Standard coins; standard goods (nonflammables only); standard items (nonflammables only)
Alignment: Always chaotic neutral
Advancement: 3–4 HD (Small); 5–6 HD (Medium)
Level Adjustment: —

Here is an example of a quickling using a magmin as the base creature.

Quickling magmins love setting things on fire. When they reach the Material Plane, they often run amuck, trailing fiery destruction in their wake.

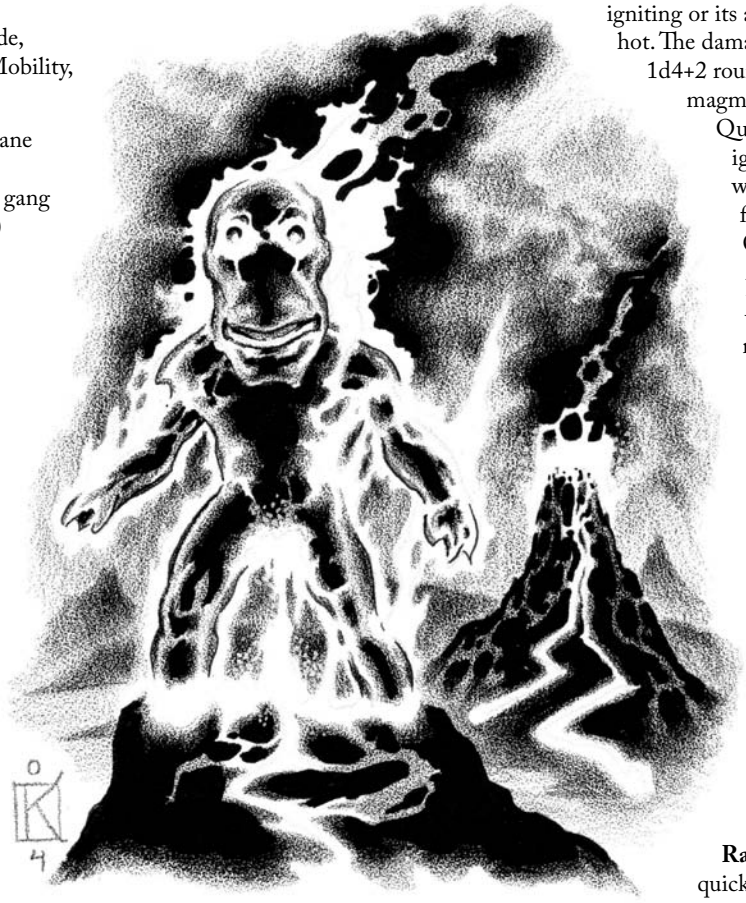
A quickling magmin rarely appears as more than a red blur trailing a line of fire. When it slows down enough to be distinguishable from the fire it creates, a quickling magmin looks like a stumpy human sculpted from fire and flowing lava. It radiates heat like a bonfire from the searing flame that envelop its body, and its gleeful grin looks malicious.

Quickling magmins speak Ignan, but they speak it at such a breakneck pace that few other creatures can understand their speech.

Combat

Quickling magmins are braver than normal ones because of their great speed and agility. They charge into battle without fear, trusting their mobility to help them escape slower foes if the fight turns against them.

Combustion (Ex): Anyone a quickling magmin touches must succeed on a DC 12 Reflex save or take an extra 1d8 points of fire damage from its clothes igniting or its armor becoming searing hot. The damage continues for another 1d4+2 rounds after the quickling magmin's last successful attack. Quickling magmins can also ignite flammable materials with simply a touch of their firey flesh. The save DC is Constitution-based.



Fiery Aura (Ex): Anyone within 20 feet of a quickling magmin must succeed on a DC 12 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a quickling magmin must succeed on a DC 12 Fortitude save or melt away into a lump of useless slag. The save DC is Constitution-based.

Quick Casting (Ex): See the quickling template.

Rapid Attacks (Ex): See the quickling template.

Elemental Traits: A quickling magmin has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated* or *resurrected* (though a *limited wish, wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Skills: A quickling magmin rapidly gains an understanding of its environment, which grants it a +2 racial bonus on Listen, Search, and Spot checks. In addition, it gains a +10 racial bonus on Tumble checks and can use Tumble as though trained even if it possesses no ranks in the skill.

Ravenous Creature

Unnatural acts provoke unnatural hungers, and depravity follows perversity in a cascade. Dark powers watch for the growth of evil in mortals' hearts, and they reward such creatures with great power to nurture the black bloom of their wickedness. Cannibalism garners a particularly abhorrent "blessing." Ravenous creatures are living beings that have eaten the flesh of their own kind and been cursed with a supernatural hunger for more. A ravenous creature must continue to eat the flesh of its own kind or starve to death. Most ravenous creatures welcome this burden because of the power it brings them.

Creating a Ravenous Creature

"Ravenous creature" is an acquired template that can be added to any living, intelligent creature that has eaten the flesh of its own kind (referred to hereafter as the base creature).

A ravenous creature uses all the base creature's statistics and special abilities except as noted here.



Attack: The ravenous creature retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. If the base creature possesses at least one mouth but has no natural attack with it, the ravenous creature gains a secondary bite attack with each mouth.

Damage: If the ravenous creature gained bite or claw attacks from the application of this template, the base damage for each is as given on the following table.

Damage

Size	Bite Base Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: The ravenous creature retains all the base creature's special attacks and gains those described here.

Hungry Special Attacks (Ex): Any creature of the same kind as the ravenous creature takes a –2 penalty on saving throws against the ravenous creature's spells and special attacks.

Special Qualities: The ravenous creature retains all the base creature's special qualities and gains those described here.

Ageless (Ex): A ravenous creature does not age.

Cannibalistic Healing (Ex): So long as the ravenous creature has fed upon the flesh of its own kind within the last 24 hours, it has fast healing 10. Feeding on a creature of its own kind that was killed within the last hour heals all ability damage and ability drain the ravenous creature has taken.

Damage Reduction (Ex): The ravenous creature gains damage reduction 5/—.

Darkvision (Ex): A ravenous creature has darkvision to a range of 60 feet.

Favored Prey (Ex): A ravenous creature gains a +2 bonus on damage rolls against creatures of its own type and a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against creatures of this type. Against a creature of its own kind, each of the bonuses increases to +4.

Low-Light Vision (Ex): A ravenous creature can see twice as far as a human in moonlight, starlight, torchlight, and other conditions of poor lighting.

Ravenous Body (Su): A ravenous creature can eat other food, but only the flesh of its own kind satiates its hunger. It must feed upon the flesh of a creature of its own kind at least once every three days or it suffers the effects of starvation, as outlined in the *DMG*. When the ravenous creature's nonlethal damage due to starvation equals its Constitution score, it dies.

Sprint (Ex): Once per hour, a ravenous creature can move at ten times its normal speed when it makes a charge.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Con +4.

Skills: A ravenous creature has a +4 bonus on Balance, Escape Artist, Hide, Intimidate, and Move Silently checks, and a +8 bonus on Climb, Jump, Listen, Spot, Search, and Survival checks.

Feats: A ravenous creature gains Blind-Fight, Improved Grapple, and Improved Unarmed Strike as bonus feats if the base creature does not already have them.

Organization: Same as the base creature or solitary.

Challenge Rating: Same as the base creature +1.

Alignment: Usually chaotic evil.

Level Adjustment: Same as the base creature +4.

Ravenous Characters

A ravenous character favors whichever class the base creature does.

Sample Creature: Kazunne Brokentongue

(Female Ravenous Half-Orc Ranger 8) Medium Humanoid

Hit Dice: 8d8+24 (60 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 18 (+1 Dex, +1 natural, +5 *+2 studded leather, +2 +1 buckler*), touch 11, flat-footed 17
Base Attack/Grapple: +8/+16
Attack: Bastard sword +18 melee (1d10+9/19-20)
Full Attack: Bastard sword +16/+11 melee (1d10+9/19-20) and short sword +14/+9 (1d6+4/19-20) and bite +11 melee (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Combat style (Two-Weapon Fighting), favored enemy (orcs +4, humans +2), hungry special attacks, improved combat style (Improved Two-Weapon Fighting), spells
Special Qualities: Ageless, animal companion (light warhorse), cannibalistic healing, damage reduction 5/—, darkvision 60 ft., favored prey (half-orcs +4, humanoids +2), low-light vision, ravenous body, sprint, swift tracker, wild empathy, woodland stride
Saves: Fort +7, Ref 7, Will +4
Abilities: Str 26, Dex 12, Con 17, Int 11, Wis 14, Cha 8
Skills: Balance +5, Climb +24, Escape Artist +5, Hide +15, Intimidate +3, Jump +24, Listen +18, Move Silently +15, Ride +9, Search +8, Spot +18, Survival +18
Feats: Blind-Fight[B], EnduranceB, Exotic Weapon Proficiency (bastard sword), Improved Grapple[B], Improved Unarmed Strike[B], Track, Weapon Focus (bastard sword), Weapon Focus (short sword)

Challenge Rating: 9
Treasure: See **Possessions**
Alignment: Neutral evil
Advancement: By character class
Level Adjustment: +4

Here is an example of a ravenous creature using a half-orc ranger as the base creature.

Kazunne Brokentongue hates her heritage. Abandoned as a child, she grew up on the streets of a human town, where she was abused and reviled by the citizens. Imagining that life with orcs would be preferable, she left civilization when she amassed enough gear to survive in the wild. Alas, the orcs she found were far from hospitable, and she suffered far worse at their hands than she ever had in the town where she had been born. After escaping the orc tribe, she learned all she could about orcs and began a personal crusade to destroy them all.

Kazunne attacked orcs wherever she could find them, and her reputation grew. Finally, in one fateful assault, she met a half-orc chieftain of an orc tribe. Her fearsome reputation among orc tribes had preceded her, and the chieftain met her on the field of battle with a challenge of single combat. Kazunne, furious at the half-orc's position of authority, accepted the challenge by leaping bodily upon her foe. As they struggled in the mud, Kazunne was overcome with hatred, and in an act of utter savagery, she bit out her opponent's eye and swallowed it. Though she won that battle and escaped the wrath of the orc tribe, Kazunne Brokentongue became a ravenous creature.

These days, Kazunne sticks close to large cities. She hunts half-orcs there. When she depletes a town of prey, or when the incessant murder of half-orcs finally comes to the attention of the local authorities, she moves on to the next city.

Kazunne Brokentongue speaks Common and Orc.

Combat

Kazunne concerns herself only with killing and devouring half-orcs. She tries to avoid confrontations with other beings, and in a battle, she fights any half-orc present while using her spells to delay its companions.

Half-Orc Traits (Ex): Half-orcs possess the following racial traits.

Typical Ranger Spells Prepared (2/1; save DC 12 + spell level): 1st—*entangle* (2); 2nd—*spike growth*.

Hungry Special Attacks (Ex): A half-orc opponent takes a –2 penalty on saving throws against Kazunne's spells.

Ageless (Ex): See the ravenous template.

Cannibalistic Healing (Ex): See the ravenous template.

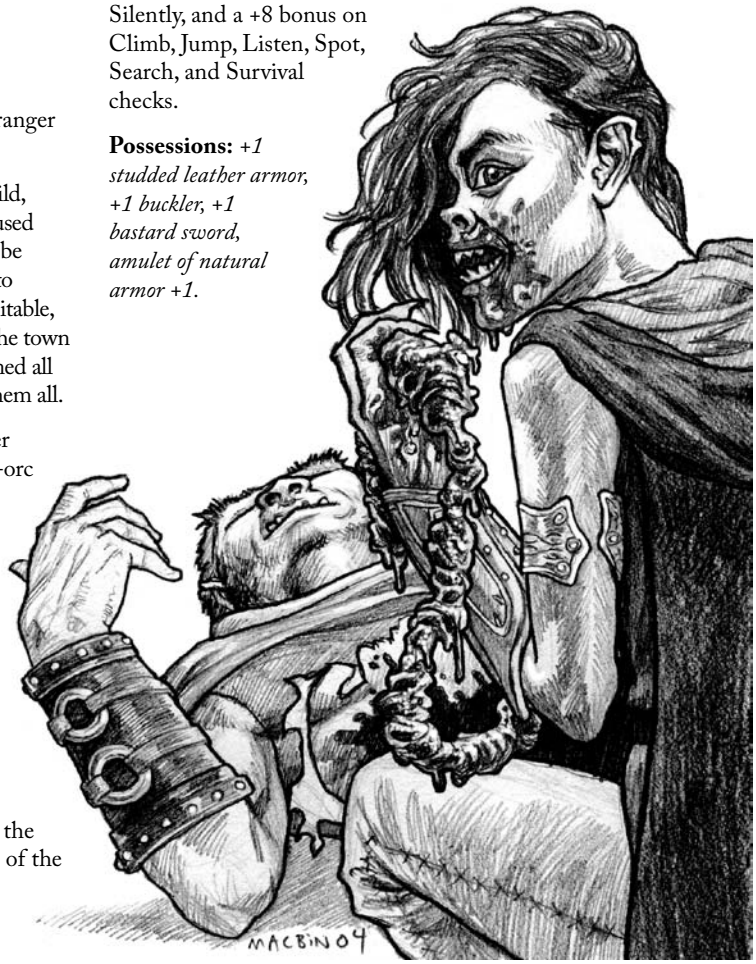
Favored Prey (Ex): Half-orcs +4, humanoids +2; see the ravenous template. With Kazunne's favored enemy bonuses, she gains a +4 bonus on damage rolls against humans and a +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against them. Against other half-orcs, she gains a +8 bonus on damage rolls against and a +8 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks.

Ravenous Body (Su): Kazunne must eat other half-orcs to avoid starvation; see the ravenous template.

Sprint (Ex): See the ravenous template.

Skills: Kazunne has a +4 bonus on Balance, Escape Artist, Hide, Intimidate, Move Silently, and a +8 bonus on Climb, Jump, Listen, Spot, Search, and Survival checks.

Possessions: *+1 studded leather armor, +1 buckler, +1 bastard sword, amulet of natural armor +1.*



Saurian

Saurians are lizardlike beings that live closer to the natural world than others of their kinds. Carnivorous and voracious, saurians fight with food on their minds, tearing happily into the bodies of their fallen foes to feed on the tender meat.

A saurian looks like a normal member of its race, except that is has the scales, teeth, and claws of a hunter. Its scales may be any color of the rainbow, but a given saurian tends to have scales of only one or two shades. Saurian fire giants, for instance, have patterned red and orange scales, whereas saurian hill giants have dark brown scales on their backs and creamier scales covering their bellies and faces.

Creating a Saurian

"Saurian" is an inherited template that can be added to any nonreptilian animal, giant, humanoid, monstrous humanoid, or magical beast (referred to hereafter as the base creature). A saurian uses all the base creature's statistics and special abilities except as noted here.



Size and Type: Size and type are unchanged, but if the base creature is humanoid, the saurian gains the reptilian subtype.

Armor Class: The saurian's natural armor bonus improves by +2 over that of the base creature.

Attack: The saurian retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. If the base creature possesses at least one mouth but has no natural attack with it, the saurian gains a secondary bite attack with each mouth. If the base creature possesses at least two arms but has no natural attacks with them, the saurian gains two primary claw attacks.

Full Attack: A saurian fighting without weapons uses all its natural attacks when making a full attack. If armed with a weapon, it uses that as its primary attack and a claw and a bite as secondary attacks.

Damage: If the saurian gained bite or claw attacks from the application of this template, the base damage for each is as given on the following table.

Damage

Size	Bite Base Damage	Claw Base Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: The saurian retains all the base creature's special attacks and gains those described here.

Leaping Pounce (Ex): When a saurian charges a foe and jumps at least the last 10 feet of, it may make a full attack, including two rake attacks.

Rake (Ex): The saurian gains this ability if it has at least four limbs and the base creature does not already have rake. Against a creature with which it grapples, a saurian may make two secondary rake attacks that deal claw damage. See the Glossary in the *MM* for more details.

Special Qualities: The saurian retains all the base creature's special qualities and gains those described here.

Low-Light Vision (Ex): A saurian can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions or poor illumination. It retains the ability to distinguish color and detail under these conditions.

Scent (Ex): A saurian can detect approaching enemies and sniff out hidden foes by sense of smell alone. See the *MM* for details of this quality.

Abilities: Change from the bas creature as follows: Dex –2 (minimum 1), Con +2, Wis +2.

Skills: A saurian has a +8 racial bonus on Jump and Survival checks.

Languages: If the saurian can speak, it gains the ability to speak Draconic in addition to any other languages the base creature knows.

Challenge Rating Same as the base creature +1.

Alignment: Usually neutral.

Level Adjustment: Same as the base creature +2.

Saurian Characters

A saurian favors whichever class the base creature does.

Sample Creature: Saurian Centaur

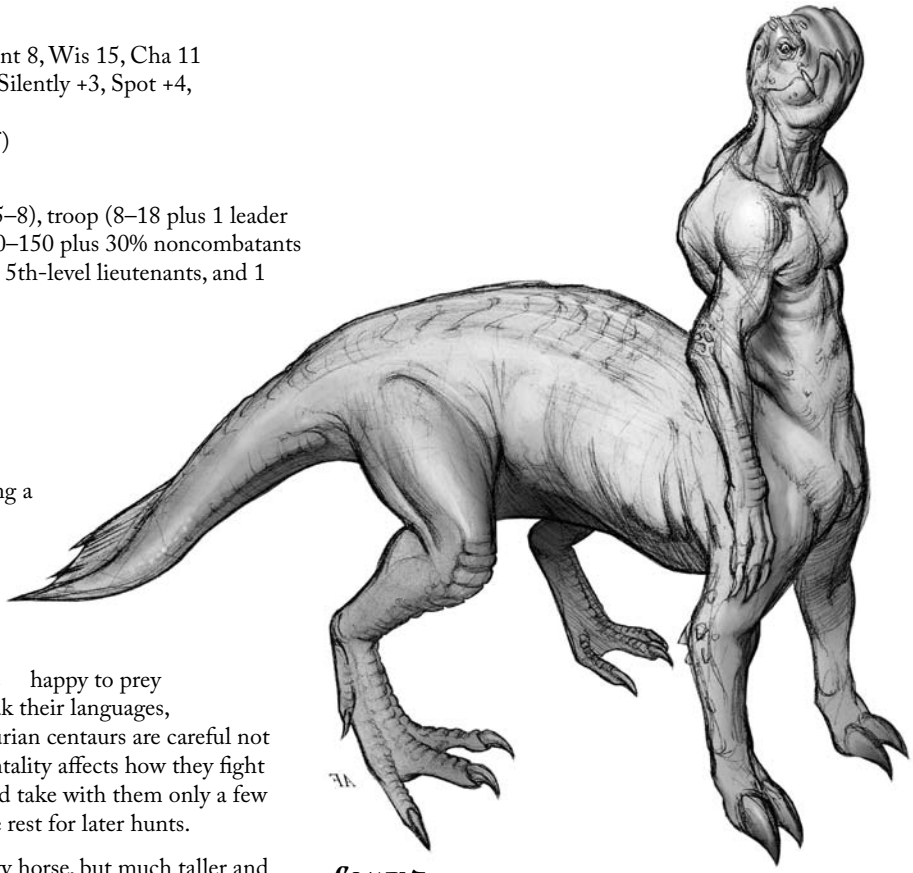
Large Monstrous Humanoid (Reptilian)

Hit Dice: 4d8+12 (30 hp)
Initiative: +1
Speed: 50 ft. (10 squares)
Armor Class: 16 (–1 size, +1 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple: +4/+12
Attack: Longsword +7 melee (2d6+6/19–20) or claw +7 melee (1d6+4) or composite longbow (+4 Str bonus) +4 ranged (2d6+4/x3)
Full Attack: Longsword +7 melee (2d6+6/19–20) and 2 hooves +3 melee (1d6+2) and claw +2 melee (1d6+2) and bite +2 melee (1d8+2) or 2 hooves +8 melee (1d6+4) and 2 claws +2 melee (1d6+2) and bite +2 melee (1d8+2) or composite longbow (+4 Str bonus) +4 ranged (2d6+4/x3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Leaping pounce, rake 1d6+2
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +4, Ref +5, Will +6

Abilities: Str 18, Dex 12, Con 17, Int 8, Wis 15, Cha 11
Skills: Jump +20, Listen +4, Move Silently +3, Spot +4, Survival +11
Feats: Dodge, Weapon Focus (hoof)

Environment: Temperate forests
Organization: Solitary, company (5–8), troop (8–18 plus 1 leader of 2nd–5th level), or tribe (20–150 plus 30% noncombatants plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 1 leader of 5th–9th level)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class
Level Adjustment: +4

Here is an example of a saurian using a centaur as the base creature.



Saurian centaurs are carnivorous, nomadic hunters that spend most of their time following migrating herds of herbivores. However, they are happy to prey upon any creatures that cannot speak their languages, considering them to be inferior. Saurian centaurs are careful not to overhunt their prey, and this mentality affects how they fight enemies. In many cases, they kill and take with them only a few of a larger group of foes, leaving the rest for later hunts.

A saurian centaur is as big as a heavy horse, but much taller and heavier, standing about 7 feet tall and weighing about 2,200 pounds. The creature looks something like a lizardfolk with four legs and a body covered in small green scales. Its face, which features a mouth filled with dagger-point teeth, looks like a melding of dinosaur and human. Its forelegs have blunt, hooflike feet, while its rear legs and hands bear sharp claws.

Saurian centaurs speak Draconic, Sylvan, and Elven.

Combat

A saurian centaur charges from foe to foe, leaping upon its prey and raking with its hind legs as it claws, bites, and batters. A saurian centaur employing a lance deals double damage when it charges, just as a rider on a mount would.

Leaping Pounce (Ex): See the saurian template.

Rake (Ex): See the saurian template.

Savant

Savants are creatures gifted with unusual intelligence due to some accident of birth. Physically weak and socially inept, they live on the fringes of the social order and are viewed as oracles at best or freaks at worst. Despite their quick wits, flawless memories, and faultless logic, few savants become leaders of their kind. Some, however, gain considerable political power by serving as advisors to more charismatic leaders who are socially acceptable to others. Such injustice often makes savants bitter and vengeful creatures.

A savant looks much like any normal member of its race, though it usually has an enlarged skull to house its extra-large brain. The typical savant also has some physical deformity, such as a club foot or a twisted back—a feature that further erodes its ability to relate to others.

Creating a Savant

"Savant" is an inherited template that can be added to any creature with an Intelligence score of 3 or higher. A savant uses all the base creature's statistics and special abilities except as noted here.

Special Qualities: The savant retains all the base creature's special qualities and gains those described here.

Combat Insight (Ex): A savant gains a +2 insight bonus on attack and damage rolls and A +2 insight bonus to AC against any creature it has watched in combat for at least 3 rounds.

Deductive Leap (Ex): Once per round, a savant can choose to substitute its Intelligence modifier for the ability modifier usually associated with a saving throw it is about to make. The decision to use this ability must be made before the saving throw is rolled, and this ability can be used even if the savant does not know what the saving throw is for.

Terrain Insight (Ex): A savant gains a +4 insight bonus on initiative rolls and Hide, Listen, Move Silently, Search, and Spot checks in any area with

which it is very familiar (that is, a place that the savant has been to often and feels at home in).

Uncanny Dodge (Ex): A savant retains its Dexterity bonus to AC regardless of being caught flat-footed or attacked by an unseen opponent. If the base creature already has uncanny dodge or gains it later as a result of class levels or a template, it gains the improved uncanny dodge quality instead.

Skill Mastery (Ex): A savant chooses number of skills equal to 3 + its Intelligence modifier when the template is added. It may take 10 on checks made with any of these skills, even if stress or distraction would normally prevent it from doing so.

Abilities: Change from the base creature as follows: Str –2 (minimum 1), Dex –2 (minimum 1), Con –2 (minimum 1), Int +10, Wis +6, Cha –4 (minimum 1). Savants are often physically weak and socially inept, but they have keen minds.

Skills: The savant retains the racial skill bonuses of the base creature, but it loses all skill ranks the base creature possessed. Recalculate skill points for the savant's racial Hit Dice according to its type, as given on the following table, then purchase its skills afresh. Treat the base creatures' skills and Decipher Script, Disable Device, Knowledge (all), Open Lock, and Use Magic Device as class skills and all others as cross-class skills. The savant retains any skill points gained from class levels.

Skills

Creature Type	Skill Points
Aberration	(2 + Int modifier, minimum 1) x (HD +3)
Animal	(2 + Int modifier, minimum 1) x (HD +3)
Construct	(2 + Int modifier, minimum 1) x (HD +3)
Dragon	(6 + Int modifier, minimum 1) x (HD +3)
Elemental	(2 + Int modifier, minimum 1) x (HD +3)
Fey	(6 + Int modifier, minimum 1) x (HD +3)
Giant	(2 + Int modifier, minimum 1) x (HD +3)

Skills

Creature Type	Skill Points
Humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Magical beast	(2 + Int modifier, minimum 1) x (HD +3)
Monstrous humanoid	(2 + Int modifier, minimum 1) x (HD +3)
Ooze	(2 + Int modifier, minimum 1) x (HD +3)
Outsider	(8 + Int modifier, minimum 1) x (HD +3)
Plant	(2 + Int modifier, minimum 1) x (HD +3)
Undead	(4 + Int modifier, minimum 1) x (HD +3)
Vermin	(2 + Int modifier, minimum 1) x (HD +3)

A savant gains a +4 insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against creatures it has observed or interacted with for 1 minute. Furthermore, it can use all Knowledge skills, plus Decipher Script, Disable Device, Open Lock, and Use Magic Device untrained.

Languages: A savant often speaks many languages, chosen from the bonus languages available to creatures of its type.

Feats: A savant gains Blind-Fight as a bonus feat if the base creature does not already have it.

Challenge Rating: Same as the base creature. The savant's high Intelligence should make it a much greater threat than an average member of its race because of the plots and machinations it can invent, but in physical combat, no adjustment or a +1 adjustment to CR should be appropriate. If the savant can cast spells as a cleric, druid, or wizard, the abnormally high save DCs may justify a +2 CR adjustment.

Level Adjustment: Same as the base creature +4.

Savant Characters

A savant favors the wizard class because the study of magic comes easily to it.

– Sample Creature: Pseudodragon Savant –

Tiny Dragon

Hit Dice: 2d12 (12 hp)
Initiative: +1
Speed: 15 ft. (3 squares), fly 60 ft. (good)
Armor Class: 18 (+2 size, +1 Dex, +4 natural), touch 14, flat-footed 16
Base Attack/Grapple: +2/–9
Attack: Sting +3 melee (1d3-3 plus poison)
Full Attack: Sting +3 melee (1d3–3 plus poison) and bite –2 melee (1)
Space/Reach: 2-1/2 ft./0 ft. (5 ft. with tail)
Special Attacks: Poison
Special Qualities: Blindsense 60 ft., combat insight, darkvision 60 ft., deductive leap, immunity to sleep and paralysis, low-light vision, skill mastery (Diplomacy, Hide, Listen, Open Lock, Search, Sense Motive, Spot, Survival), spell resistance 19, telepathy 60 ft., terrain insight, uncanny dodge
Saves: Fort +3, Ref +4, Will +7
Abilities: Str 4, Dex 13, Con 11, Int 20, Wis 18, Cha 6
Skills: Decipher Script +10, Diplomacy +3*, Hide +18*, Knowledge (local) +10, Listen +9, Open Lock +6, Search +10, Sense Motive +9*, Spot +9, Survival +9 (+11 following tracks)
Feats: Blind-Fight[B], Weapon Finesse

Environment: Temperate forests
Organization: Solitary, pair, or clutch (3–5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral good
Advancement: 3–4 HD (Tiny)
Level Adjustment: +7

Here is an example of a savant using a pseudodragon as the base creature.

A pseudodragon savant is slightly smaller than a housecat and resembles a weak-looking, miniature red dragon. It has fine scales and sharp horns and teeth, and its head seems a little large for its body. Its barbed, flexible tail is about twice as long as its body.

Finding the pranks that other pseudodragons enjoy tiresome, pseudodragon savants constantly seek out mental stimulation in the form of complex puzzles or riddles. They also enjoy complicated politics and power mongering, but their weak physical bodies and lack of charisma ensure that they rarely become leaders. Pseudodragon savants sometimes attach themselves to thieves' guilds for the adventure, and their skills also tend to make them excellent members and advisors.

A pseudodragon savant can communicate telepathically and speaks Draconic, Common, Elven, Dwarven, Sylvan, and Gnome.

Combat

A pseudodragon savant tries to avoid direct confrontation, though it can bite and sting foes.

Poison (Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsense (Ex): A pseudodragon savant can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibrations and other environmental clues). Opponents the pseudodragon savant can't actually see still have total concealment against it.

Combat Insight (Ex): See the savant template.

Deductive Leap (Ex): See the savant template.

Telepathy (Su): Pseudodragon savants can communicate telepathically with creatures within 60 feet that speak Common or Sylvan.

Terrain Insight (Ex): See the savant template.

Uncanny Dodge (Ex): See the savant template.

Skill Mastery (Ex): Diplomacy, Hide, Listen, Open Lock, Search, Sense Motive, Spot, Survival; see the savant template.



Skills: A pseudodragon savant has a chameleonlike ability that grants it a +4 racial bonus on Hide checks. *In forests or overgrown areas, this bonus improves to +8. In addition, a pseudodragon gains a +4 insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against creatures it has observed or interacted with for 1 minute. A pseudodragon savant can use all Knowledge skills, plus Open Lock, Decipher Script, Disable Device, and Use Magic Device unskilled.

Seasonal Creature

Seasonal creatures change as the world does. Their bodies and souls are linked to the slow shift from spring to summer, summer to autumn, and autumn to winter.

In spring, a seasonal creature exhibits great strength and lust for life. It seems exuberant and foolhardy, young again despite all its years and frail like a newborn. In summer, some of the zest for living that characterized it in spring has faded, tempered by thoughts of the autumn and winter to come. Autumn brings physical weakness and growing wisdom, plus a need to prepare for the coming winter. Winter is a time for thoughtfulness—a time to reflect on the events of the year and learn from them before the coming spring makes the seasonal creature a young fool again.

Like its outlook, the seasonal creature's appearance changes throughout the year. In spring, its skin is bright green, and new leaf shoots and budding flowers grow from its head like hair. Summer darkens the greens and causes the flowers to fall as fruit begins to ripen. In autumn, the seasonal creature's skin turns yellow or brown, and its leaves become fiery red and orange. In winter, its leaves and vine like hair wither and fall away, its skin pales to pure white, and hair the color of the winter sky grows in where the green shoots once sprouted.

Creating a Seasonal Creature

"Seasonal creature" is an inherited template that can be added to any living creature that normally lives aboveground (referred to hereafter as the base creature).

A seasonal creature uses all the base creature's statistics and special abilities except as noted here. When the season changes, the seasonal creature loses the changes imposed during the previous season and gains those for the next one.



Special Attacks: The seasonal creature retains all the base creature's special attacks and gains those described here.

Energy Damage (Su): Each of a seasonal creature's natural and weapon attacks deals an extra +1d4 points of cold damage in autumn and winter, and an extra +1d4 points of fire damage in spring and summer.

Seasonal Spellcasting (Su): If the base creature casts spells or possesses spell-like abilities, the seasonal

Using the Seasonal Template

The seasonal template is a package of four templates that can be divided and used separately. It can also can be made an acquired template with no modification.

You can use this template to redefine any d20 creature. Fey creatures are excellent choices as base creatures, though the template can also be used to create subraces for humans, elves, or other PC races.

creature gains special benefits to its spellcasting according to the season, as follows.

Spring: The seasonal creature's effective caster level for illusion effects increases by +1 over that of the base creature, and the save DC for its illusions increases by +1.

Summer: The seasonal creature's effective caster level for evocation effects increases by +1 over that of the base creature, and the save DC for its evocations increases by +1.

Autumn: The seasonal creature's effective caster level for transmutation effects increases by +1 over that of the base creature, and the save DC for its transmutations increases by +1.

Winter: The seasonal creature's effective caster level for necromancy effects increases by +1 over that of the base creature, and the save DC for its necromancy effects increases by +1.

Special Qualities: A seasonal creature retains all the special qualities of the base creature and gains those described here.

Resistances (Ex): A seasonal creature gains energy resistance based on the season, as follows.

Spring: The seasonal creature gains resistance 5 to cold and fire.

Summer: The seasonal creature gains resistance 5 to electricity and fire.

Autumn: The seasonal creature gains resistance 5 to cold and electricity.

Winter: The seasonal creature gains resistance 10 to cold.

Seasonal Change (Ex): A seasonal creature gains morale modifiers on certain saves based on the current season, as follows.

Spring: The seasonal creature gains a +2 bonus on saves against fear and a –2 penalty on saves against cold effects.

Summer: The seasonal creature gains a +2 bonus on saves against fire effects and a –2 penalty on saves against cold effects.

Autumn: The seasonal creature gains a +2 bonus on saves against cold effects and a –2 penalty on saves against polymorphing.

Winter: The seasonal creature gains a +2 bonus on saves against cold effects and a –2 penalty on saves against fear.

Abilities: A seasonal creature's ability scores change from the base creature according to the season, as given in the following table.

Abilities

Season	Str	Dex	Con	Int	Wis	Cha
Spring	+4	+4	–4*	–4*	–4*	+4
Summer	+2	+2	–2*	–2*	–2*	+2
Autumn	–2*	–2*	+2	+2	+2	–2*
Winter	–4*	–4*	+4	+4	+4	–4*

*Minimum 1.

Skills: Do not recalculate the seasonal creature's skills based on its Intelligence changes. The seasonal creature gains a +2 circumstance bonus on Hide checks in natural environments where its seasonal colors blend with the environment.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +1.

Seasonal Characters

A seasonal character favors the druid class. The seasonal template offers a wide range of roleplaying possibilities for a player character and offers interesting new challenges with each new season. A GM who allows a seasonal PC should choose certain dates as the times for the seasons to change. Such days can be cause for great celebration and annual festivals of various kinds. Certainly the change from winter to spring would be reason enough for merriment, as the cares of winter are forgotten and seasonal creatures look forward to the new year.

Sample Creature: Seasonal Dryad (Autumn)

Medium Fey

Hit Dice: 4d6+4 (18 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +2/+1
Attack: Dagger +5 melee (1d4–1/19–20 plus 1d4 cold) or masterwork longbow +6 ranged (1d8–1/×3 plus 1d4 cold)
Full Attack: Dagger +5 melee (1d4–1/19–20 plus 1d4 cold) or masterwork longbow +6 ranged (1d8–1/×3 plus 1d4 cold)
Space/Reach: 5 ft./5 ft.
Special Attacks: Energy damage, seasonal spellcasting, spell-like abilities
Special Qualities: Damage reduction 5/cold iron, resistances (cold 5, electricity 5), seasonal change, tree dependent, wild empathy +
Saves: Fort +4, Ref +7, Will +7
Abilities: Str 8, Dex 17, Con 13, Int 16, Wis 17, Cha 16
Skills: Escape Artist +10, Handle Animal +10, Hide +10*, Knowledge (nature) +12, Listen +10, Move Silently +10,

Ride +5, Spot +10, Survival +10, Use Rope +3 (+5 with bindings)
Feats: Great Fortitude, Weapon Finesse

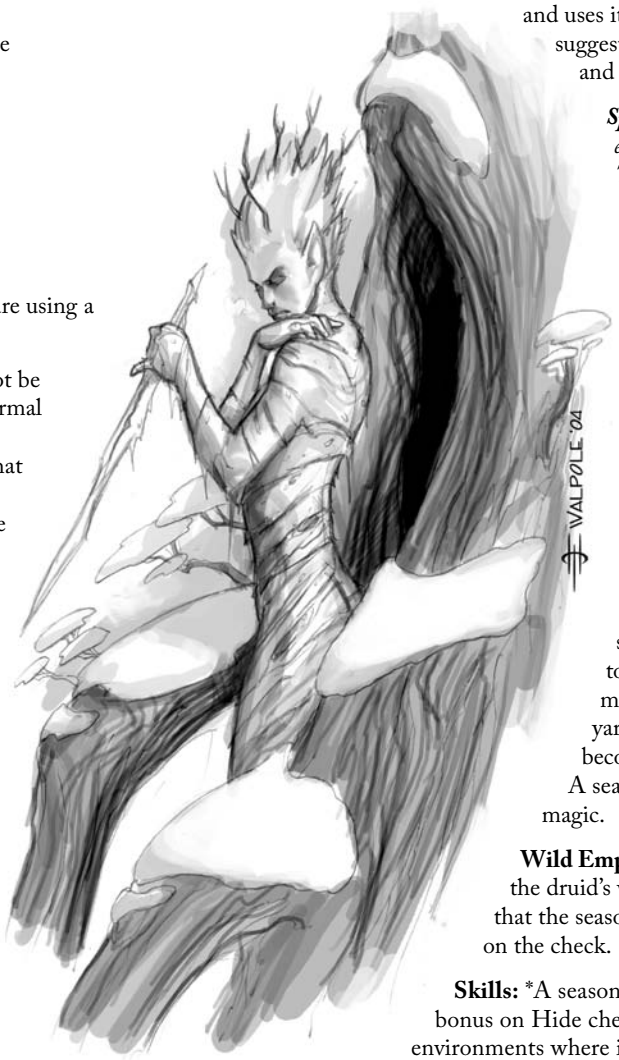
Environment: Temperate forests
Organization: Solitary or grove (4–7)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic good
Advancement: By character class
Level Adjustment: —

Here is an example of a seasonal creature using a dryad as the base creature.

Creatures unfamiliar with fey might not be able to tell the difference between a normal dryad and a seasonal dryad in autumn. Closer examination, however, reveals that the seasonal dryad's "hair" is a train of autumn-tinged leaves, and its hands are rimed with hoarfrost.

A seasonal dryad's temperament varies with the season. In winter, it spends as much time as possible within its oak tree. In spring, it often lingers at the limit of its tree dependence, yearning to see new things and meet new creatures. Summer brings it closest to the personality of a normal dryad, then in autumn, it becomes more cautious.

Seasonal dryads speak Common, Elven, and Sylvan.



Combat

A seasonal dryad in autumn is a cautious but stern creature. It takes any threat to its tree or the forest very seriously and uses its powers of charming and suggestion to make foes flee far away and become lost in the forest.

Spell-Like Abilities: At will—*entangle* (DC 15, caster level 7th), *speak with plants, tree shape* (caster level 7th); 3/day—charm person (DC 14), deep slumber (DC 16), tree stride; 1/day—suggestion (DC 16). Caster level 6th. The save DCs are Wisdom-based.

Energy Damage (Su): See the seasonal template.

Seasonal Spellcasting (Ex): See the seasonal template.

Seasonal Change (Ex): See the seasonal template.

Tree Dependent (Su): Each seasonal dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Doing so causes it to become ill and die within 4d6 hours. A seasonal dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the seasonal dryad has a +6 racial bonus on the check.

Skills: *A seasonal dryad gains a +2 circumstance bonus on Hide checks when in natural environments where its seasonal colors blend with the environment.

Seelie Creature

Hidden from sight in forests and fields are the Kingdoms of Faerie. Normal creatures dwelling in such green places often pass right through the domain of the Seelie Court without suspecting that seelie creatures watch and follow their every move. Circles of stones or rings of mushrooms serve as signposts for the seelie creatures that walk in the lands of mortal creatures, and the appearance of such signs might hint that seelie creatures live nearby.

A seelie creature often appears superficially similar to a normal creature, but careful observation reveals that it has a lighter step and sleeker form than a normal creature of its kind. Sometimes a seelie creature can be distinguished by the fact that it carries or wears a strange flower from the Seelie Realm.

Creating a Seelie Creature

"Seelie creature" is an inherited template that can be added to any land-dwelling, intelligent, nonevil plant, animal, beast, fey, or magical beast (referred to hereafter as the base creature). It is also an acquired template that can be added to any creature that has lost the unseelie template by becoming a creature of good alignment.

A seelie creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the extraplanar subtype if the base creature did not already have it. If the base creature is not of the fey type, it also gains the feyblood subtype.

Feyblood Subtype: The seelie creature is considered both a fey creature and a creature of its normal type for the purpose of spells, abilities, and effects that affect those types. If its type renders it immune to

an effect that would normal affect a fey creature, it remains immune unless the effect specifically targets creatures of the fey type. In addition, the seelie creature may use magic items with racially specific qualities as though it were of the fey type.

Special Attacks: The seelie creature retains all the base creature's special attacks and gains those described here.

Spell-Like Abilities: 3/day—*dancing lights, ghost sound, silent image, speak with animals, speak with plants;* 1/day—*change self, magic mouth, quench, sleep.* Caster level equals seelie creature's character level. The save DC is Charisma-based.

Special Qualities: The seelie creature retains all the base creature's special qualities and gains those described here.

Charmed Life (Ex): A seelie creature gains a +4 luck bonus on all saves against figment-based illusions and compulsion effects.

Damage Reduction (Ex): A seelie creature has damage reduction 5/cold iron.

Faerie Walk (Su): In a forest or field where living plants thrive, a seelie creature can become ethereal as per the *ethereal jaunt* spell at will as a full-round action. It can remain ethereal for as long as it wishes, so long as it remains in a forest or natural field of living plants, and it can return to the Material Plane as a free action. A seelie creature using its faerie walk power cannot enter structures on the Material Plane that were not built by a seelie creature, nor can they go underground or pass beyond the boundaries of forests and fields where living plants thrive. A seelie creature that crosses into such forbidden areas ethereally immediately leaves the Ethereal Plane and becomes tangible on the Material Plane. In addition, a seelie creature that willingly crosses such a boundary while ethereal loses the ability to use faerie walk for 1 week. Swamps, caverns, deserts, barren rock, and frozen wastelands are the territory of the unclean unseelie, and cities and mortal-made structures are too far removed from nature for this ability to work.

A seelie creature can use its faerie walk ability to bring another willing creature or a creature affected by its *sleep* spell to the Ethereal Plane. The creature is subject to the same constraints of movement as the seelie creature, becoming material and losing the ability to travel to the Ethereal Plane with a seelie creature for 1 week should it voluntarily cross the boundaries prohibited by the faerie walk ability. In addition, the creature remains ethereal for only as long as the seelie creature does, or until the seelie creature decides to send it back to the Material Plane.

Seelie creatures often transport earth, plants, building materials, and supplies to the Ethereal Plane and set up homes there. Over time, an entire ethereal kingdom of seelie creatures might abide on the Ethereal Plane, with its residents emerging only to defend their forests and fields. Such kingdoms are collectively known as the Seelie Realm.

Low-Light Vision (Ex): A seelie creature has low-light vision and can see twice as far as a human in moonlight, starlight, torchlight, and other conditions of poor lighting.

Seelie Pact (Ex): A seelie creature that becomes evil loses the seelie template and gains the unseelie template.

Seelie Sight (Ex): Seelie creatures can see ethereal creatures and objects to the extent of their normal vision, low-light vision, or darkvision, whichever provides the greatest range. In addition, a seelie creature can identify an unseelie creature on sight, regardless of mundane or magical disguises Effects that prevent the seelie creature from seeing the unseelie creature (such as *invisibility*) prevent such identification.

Abilities: Change from the base creature as follows: Dex +4, Int +2, Cha +4.

Skills: A seelie creature gains a +2 luck bonus on Search and Spot checks and a +4 racial bonus on Heal, Survival, and Knowledge (nature) checks. The seelie creature may use Knowledge (nature) as though trained even if it possesses no ranks in the skill.

Languages: If the seelie creature can speak, it gains the ability to speak Sylvan in addition to any other languages the base creature knows.

Environment: Any forests and the Ethereal Plane.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +3.

Seelie Characters

A seelie creature favors whichever class the base creature does.

– Sample Creature: Seelie Grig –

Tiny Fey (Extraplanar)

Hit Dice: 1/2 d6+1 (2 hp)
Initiative: +6
Speed: 20 ft. (4 squares), fly 40 ft. (poor)
Armor Class: 20 (+2 size, +6 Dex, +2 natural), touch 18, flat-footed 14
Base Attack/Grapple: +0/–11
Attack: Short sword +8 melee (1d3–3/19–20) or longbow +8 ranged (1d4–3/×3)
Full Attack: Short sword +8 melee (1d3–3/19–20) or longbow +8 ranged (1d4–3/×3)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Fiddle, spell-like abilities, seelie spell-like abilities
Special Qualities: Charmed life, damage reduction 5/cold iron, faerie walk, low-light vision, seelie pact, seelie sight, spell resistance 17
Saves: Fort +1, Ref +8, Will +3
Abilities: Str 5, Dex 22, Con 13, Int 12, Wis 13, Cha 18
Skills: Craft (any one) +5, Escape Artist +10, Heal +5, Hide +18, Jump +3, Knowledge (nature) +5, Listen +3, Move Silently +10*, Perform (string instruments) +8, Search +6, Spot +6, Survival +5
Feats: Dodge[B], Weapon Finesse

Environment: Any forests and the Ethereal Plane
Organization: Solitary, pair, gang (3–4), band (6–11), or tribe (20–80)
Challenge Rating: 1
Treasure: No coins; 50% goods; 50% items
Alignment: Always neutral good
Advancement: 1–3 HD (Tiny)
Level Adjustment: +3

Here is an example of a seelie creature using a grig as the base creature.

Seelie grigs look nearly identical to the grigs that are bound to the Material Plane. Seelie grigs, however, spend very little time on the Material Plane.

From their positions on the Ethereal Plane, seelie grigs watch travelers entering their woods. They trust few such travelers, knowing well the danger that their penchant for fire represents. Thus, the seelie grigs use their faerie walk ability and their talent for hiding to stay out of sight of foes while attempting to lead them out of the forest, hopefully never to return.

Seelie grigs speak Sylvan and Elven.

Combat

Seelie grigs are fierce defenders of the Seelie Realm. They use spells to confuse and misdirect opponents, and when combat is inevitable, they attack fearlessly with bow and dagger.

Fiddle (Su): A seelie grig carries a tiny, grig-sized fiddle. When it plays this instrument, any nonsprite within 30 feet of it must succeed on a DC 14 Will save or be affected as though by *irresistible dance* for as long as the music continues. The save DC is Charisma-based.

Spell-Like Abilities: 3/day—*disguise self, entangle* (DC 15), *invisibility* (self only), *pyrotechnics* (DC 16), *ventriloquism* (DC 15). Caster level 9th. The save DCs are Charisma-based.

3/day—*dancing lights, ghost sound, silent image, speak with animals, speak with plants;* 1/day—*change self, magic mouth, quench, sleep.* Caster level 1st. The save DCs are Charisma-based.

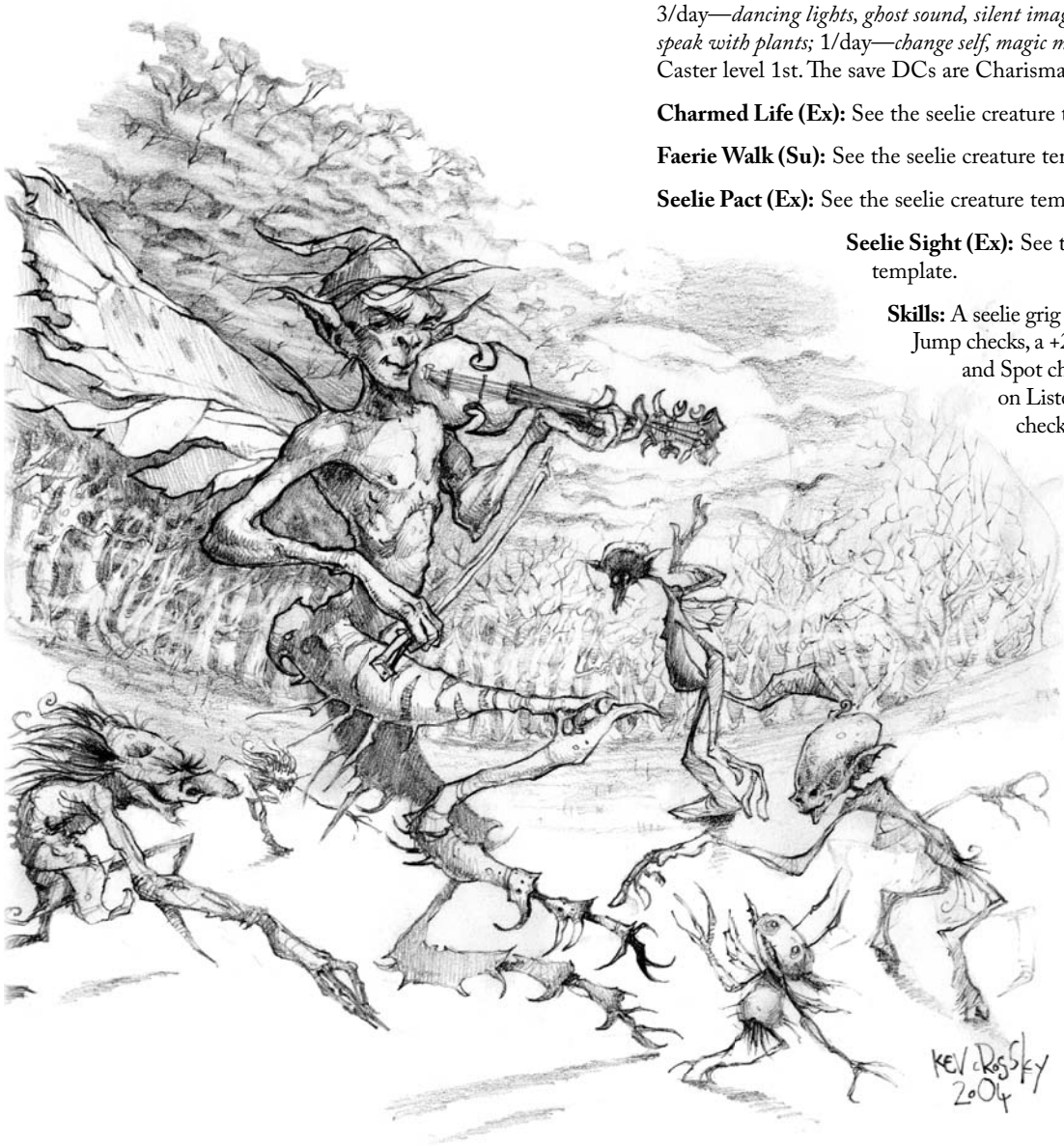
Charmed Life (Ex): See the seelie creature template.

Faerie Walk (Su): See the seelie creature template.

Seelie Pact (Ex): See the seelie creature template.

Seelie Sight (Ex): See the seelie creature template.

Skills: A seelie grig has a +8 racial bonus on Jump checks, a +2 luck bonus on Search and Spot checks, a +2 racial bonus on Listen, Search, and Spot checks, and a +4 racial bonus on Heal, Survival, and Knowledge (nature) checks. The seelie creature may use Knowledge (nature) as though trained even if it possesses no ranks in the skill. *It also has a +5 racial bonus on Move Silently checks in a forest setting.



Other Seelie Creatures

The seelie template can also be applied to other creature types than those specified in the description. The humanoid type offers great potential for seelie creatures such as elves and gnomes. Outsiders such as the lillend and triton can also make effective seelie creatures. You might even choose to apply this template to storm giants or cloud giants, thus making the seelie creatures of your world huge and imposing. You could even choose one such giant to represent the seelie king.

Slithering Ooze

Not all oozes look like puddles of liquid at rest. One of the most bizarre creatures known is the slithering ooze, which often looks more like a coating of slime than a true creature. Less than 2 inches thick at most times, a slithering ooze moves like water over surfaces and climbs them as quickly as a wave splashing up the side of a ship.

Creating a Slithering Ooze

"Slithering ooze" is an inherited template that can be added to any ooze (referred to hereafter as the base creature).

A slithering ooze uses all the base creature's statistics and special abilities except as noted here.



Size and Type: Type is unchanged, but the slithering ooze's size increases by one category over that of the base creature (maximum Colossal). The size change can affect AC, attack bonus, natural armor, Constitution, Strength, Dexterity, Hide checks, and grapple checks. Most of these changes are noted in the following sections.

Speed: Each of a slithering ooze's speeds is double the corresponding speed of the base creature. If the base creature lacks a climb speed, it gains a climb speed equal to its highest speed.

Armor Class: The base creature's size modifier to AC is replaced by one based on the slithering ooze's new size, as given in the following table. In addition, its natural armor bonus increases over that of the base creature by the amount indicated.

Armor Class

New Size	Natural Armor Bonus Change	Size Modifier
Diminutive	+0	+4
Tiny	+0	+2
Small	+0	+1
Medium	+0	+0
Large	+2	–1
Huge	+3	–2
Gargantuan	+4	–4
Colossal	+5	–8

Grapple: The slithering ooze's size modifier on grapple checks increases by +4 over that of the base creature.

Attack: The slithering ooze retains all the base creature's attacks, and its weapon and armor proficiencies. Its bonus on attack rolls changes based on its new Strength modifier and its new size modifier, as given on the following table.

Attack

Slithering Ooze Size	Size Modifier for Attacks
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8

Full Attack: A slithering ooze fighting without weapons uses all its natural weapons when making a full attack. With its pseudopodia attack, it may attempt one attack against every creature within reach.

Damage: The base damage for each of the slithering ooze's natural or weapon attacks increases by one step, as given in the following table.

Damage

Old Damage	New Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8
4d6	6d6
4d8	6d8

Space/Reach: Because the slithering ooze's body is a few inches thick at most, it covers a vast area—a larger space than usual for a creature its size, as given on the following table. However, it has a very short reach.

Space/Reach

New Size	New Space/Reach
Diminutive	5 ft/ 0 ft.
Tiny	5 ft./0 ft.
Small	10 ft./0 ft.
Medium	15 ft./5 ft.
Large	20 ft./5 ft.
Huge	30 ft./5 ft.
Gargantuan	40 ft./5 ft.
Colossal	60 ft./5 ft.

A slithering ooze can fit into any space, and its body is as flowing and mutable as water. It takes no penalties for squeezing into a space smaller than its own space rating, and it can pass through any hole, crack, or barrier through which liquid can pass.

Special Attacks: A slithering ooze retains all of the base creature's special attacks except engulf and gains those described here.

Flow (Ex): A slithering ooze can enter the space of any creature, though doing so provokes an attack of opportunity as normal. Neither the slithering ooze nor the other creature takes any penalty for fighting in the same space. Each provokes attacks of opportunity for movement normally.

Pseudopodia (Ex): When making a full attack, a slithering ooze may choose to make a single melee attack against every foe it detects within reach. In addition, it can make a number of attacks of opportunity equal to its Dexterity score in a single round.

Slick (Ex): An area covered by a slithering ooze functions like an area covered by ice for the purpose of movement and Balance checks, and it counts as slippery for the purpose of Climb checks. See the skill descriptions in the *PHB* and **The Environment** in the *DMG* for details. Furthermore, if the base creature has the engulf attack, the slithering ooze can make an attack of opportunity against any creature that rises from prone within its space.

Special Qualities: The slithering ooze retains all the base creature's special qualities and gains those described here.

Diminished Space/Reach (Ex): A slithering ooze does not occupy a cube. Instead, it covers the area within its space like a spread, even sloughing up walls and around corners. A slithering ooze is considered to occupy all the squares its body covers in a plane of 5-foot tall cubes, and it has a maximum vertical reach of 5 feet from where its body pools. If the slithering ooze is not on a surface (when it is swimming underwater or flying, for example), it naturally orients itself as a plane of ooze.

Abilities: The slithering ooze's abilities change based on its size, as shown in the chart below:

Abilities

Old Size	New Size	Str	Dex	Con
Fine	Diminutive	+0	+6	+2
Diminutive	Tiny	+2	+6	+2
Tiny	Small	+4	+6	+2
Small	Medium	+4	+6	+2
Medium	Large	+8	+6	+4
Large	Huge	+8	+6	+6
Huge	Gargantuan	+8	+4	+6
Gargantuan	Colossal	+8	+4	+6
Colossal	Colossal	+0	+4	+2

Skills: If the slithering ooze gained a climb speed from the application of this template, it receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Feats: A slithering ooze gains Mobility as a bonus feat if the base creature did not already have it.

Challenge Rating: Same as the base creature +1.

Level Adjustment: —

– Sample Creature: Slithering Gray Ooze –

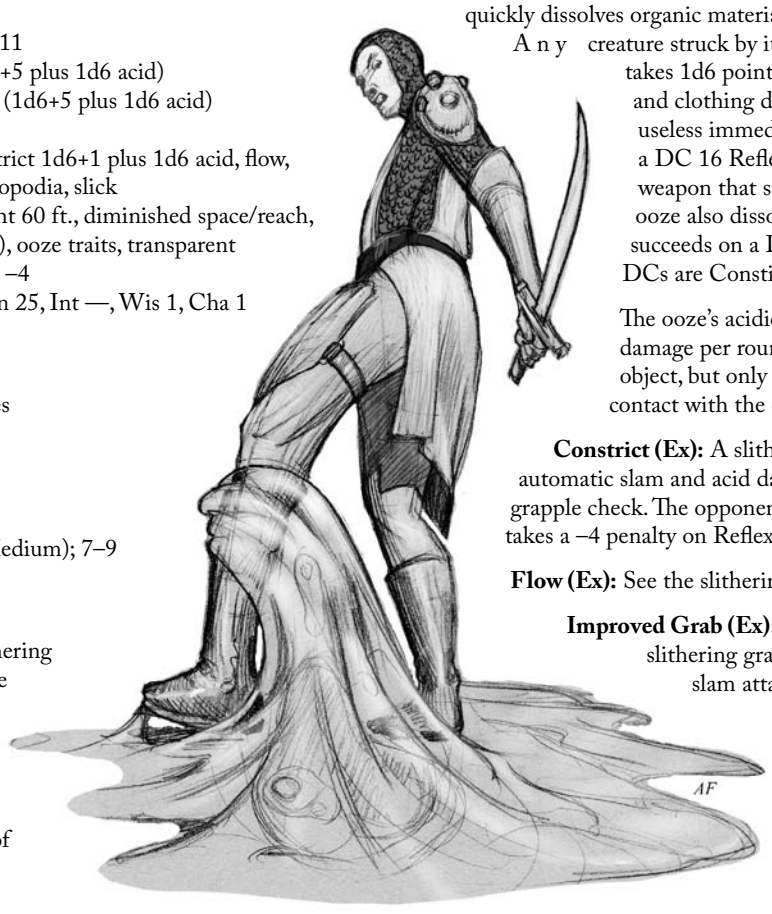
Large Ooze

Hit Dice: 3d10+21 (37 hp)
Initiative: –2
Speed: 30 ft. (6 squares), climb 30 ft.
Armor Class: 9 (–2 Dex, –1 size, +2 natural), touch 7, flat-footed 9
Base Attack/Grapple: +2/+11
Attack: Slam +6 melee (1d6+5 plus 1d6 acid)
Full Attack: Slam +6 melee (1d6+5 plus 1d6 acid)
Space/Reach: 15 ft./5 ft.
Special Attacks: Acid, constrict 1d6+1 plus 1d6 acid, flow, improved grab, pseudopodia, slick
Special Qualities: Blindsight 60 ft., diminished space/reach, immunities (cold, fire), ooze traits, transparent
Saves: Fort +8, Ref –1, Will –4
Abilities: Str 20, Dex 7, Con 25, Int —, Wis 1, Cha 1
Skills: Climb +13
Feats: Mobility

Environment: Cold marshes
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment: —

Here is an example of a slithering ooze using a gray ooze as the base creature.

A slithering gray ooze is difficult to see—in fact, it generally looks like nothing more than an area of slick ground or a puddle.



Combat

A slithering gray ooze attacks with many slime-tentacles that drip acid.

Acid (Ex): A slithering gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any creature struck by its melee or constrict attack takes 1d6 points of acid damage. Armor and clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a slithering gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to any wooden or metal object, but only if the ooze remains in contact with the object for 1 full round.

Constrict (Ex): A slithering gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's garb (clothing or armor) takes a –4 penalty on Reflex saves against the acid.

Flow (Ex): See the slithering ooze template.

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

Pseudopodia (Ex): See the slithering ooze template.

Slick (Ex): See the slithering ooze template.

Diminished Space/Reach (Ex): See the slithering ooze template.

Transparent (Ex): A slithering gray ooze is difficult to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Any creature that fails to notice a slithering gray ooze and walks into it is automatically hit with a melee attack for slam and acid damage.

Skills: A slithering gray ooze receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Smoke Creature

Some sages have speculated that a smoke creature is a kind of psychic reflection of an air creature that died of agonizing burns. The flaw in this theory became apparent when it was learned that fiery smoke creatures also existed on the Elemental Plane of Fire. The current theory is that smoke creatures are native to the Elemental Plane of Fire or to some as yet undiscovered intermediate plane between Air and Fire. Whatever their origins, smoke creatures are coming to the Material Plane with greater frequency and in greater numbers than ever before.

A smoke creature can be easily recognized by its ash-gray body and soot-black hair or feathers. Smoke constantly whirls and plays about its body, concealing much of it from view.

Smoke creatures are deadly foes that use choking smoke to suffocate foes. They can flit about through smoky areas with disturbing adroitness, and they enjoy using this ability to confound foes.

Creating a Smoke Creature

"Smoke creature" is an inherited template that can be added to any living, corporeal, nonaquatic creature with the air or fire subtype (referred to hereafter as the base creature).

A smoke creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to elemental with the appropriate augmented subtype, plus the air, extraplanar, and fire subtypes if the base creature did not already have them. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Change all racial HD to d8s.

Speed: The smoke creature retains the base creature's speeds and gains a fly speed equal to the base creature's slowest speed, with perfect maneuverability. If the base creature already has a fly speed, it remains the same, but the smoke creature's maneuverability becomes perfect if it was not already.



Special Attacks: A smoke creature retains all the base creature's special attacks and gains the one described here.

Breath Weapon (Su): Once every 1d4 rounds, a smoke creature can breathe a cloud of superheated smoke and cinders. This cloud fills a 20-foot cube adjacent to or surrounding the smoke creature, as desired. Every creature within the cloud takes 2d6 points of fire damage each round (no save). Furthermore, any breathing creature within the cloud must succeed on a Fortitude save (DC 10 + 1/2 smoke creature's character level + smoke creature's Con modifier) each round or take 1d4 points of Constitution damage. A creature within the smoke can hold its breath on its initiative to avoid taking the Constitution damage in later rounds (see the *DMG* for more information). The smoke grants concealment as though it were a *fog cloud* spell. The smoke remains in place for 5 rounds despite prevailing winds; thereafter the cloud becomes normal smoke and disperses normally.

Special Qualities: The smoke creature retains all the base creature's special qualities and gains those described here.

Air Mastery (Ex): Any airborne creature takes a –1 penalty on attack and damage rolls against a smoke creature.

Cloud Sight (Ex): A smoke creature can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creatures and objects do not gain concealment from a smoke creature due to such conditions.

Immunities (Ex): A smoke creature is immune to inhaled poisons and gas-, fog-, or cloud-based attacks and spells.

Smoke Travel (Su): At will as a move action, a smoke creature can use *dimension door* (caster level equals smoke creature's character level) to move from any area filled with smoke to any other smoke-filled area within range.

Smokey Form (Ex): The smoke that constantly wreathes a smoke creature's semisolid body is always makes it hard to determine its exact location. Attacks against a smoke creature suffer a 20% miss chance, though *true seeing* allows the caster to ignore that miss chance. This ability does not grant the smoke creature concealment. The effects of *blur* or *displacement* do not stack with this effect; only the best miss chance applies.



Abilities: Increase from the base creature as follows: +4 Dex, +2 Int, +2 Cha.

Skills: A smoke creature gains a +5 circumstance bonus on Hide checks in areas of fog, smoke, or clouds.

Languages: If the smoke creature can speak, it gains the ability to speak Auran and Ignan in addition to any other languages the base creature knows.

Environment: Same as the base creature plus warm climates, the Elemental Plane of Air, and the Elemental Plane of Fire.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +4.

Smoke Characters

A smoke creature favors whichever class the base creature does.

– Sample Creature: Smoke Will-O'-Wisp –

Small Elemental (Air, Augmented Aberration, Fire)

Hit Dice: 9d8 (40 hp)
Initiative: +15
Speed: Fly 50 ft. (perfect) (10 squares)
Armor Class: 31 (+1 size, +11 Dex, +9 deflection), touch 31, flat-footed 20
Base Attack/Grapple: +6/–3
Attack: Shock +18 melee touch (2d8 electricity)
Full Attack: Shock +18 melee touch (2d8 electricity)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon
Special Qualities: Air mastery, cloud sight, darkvision 60 ft., elemental traits, immunities (fire, inhaled poisons and other substances, magic), natural invisibility, smoke travel, smokey form, vulnerability to cold
Saves: Fort +3, Ref +14, Will +9
Abilities: Str 1, Dex 33, Con 10, Int 17, Wis 16, Cha 14
Skills: Bluff +14, Diplomacy +3, Disguise +2 (+4 acting), Hide +16*, Intimidate +14, Listen +17, Search +15, Spot +17, Survival +5 (+7 following tracks)
Feats: Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse[B]

Environment: Temperate and warm marshes, the Elemental Plane of Air, and the Elemental Plane of Fire
Organization: Solitary, pair, or string (3–4)
Challenge Rating: 7
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Usually chaotic evil
Advancement: 10–18 HD (Small)
Level Adjustment: —

Here is an example of a smoke creature using a will-o'-wisp as the base creature.

The smoke will-o'-wisp looks like a smoking torchlight floating on the wind. It has no recognizable features that would make it resemble a living creature, but its evil intent is obvious by its constant need to attack other creatures.

Like normal will-o'-wisps, smoke will-o'-wisps feed on the fear and horror of dying creatures, but they especially enjoy the taste of the pain and anguish experienced by a creature dying of burns or smoke inhalation. Smoke will-o'-wisps are attracted by fires and enjoy hiding in campfires to conceal the origins of their attacks.

A smoke will-o'-wisp speaks Common, Auran, and Ignan. It has no vocal apparatus but can vibrate to create a voice with a ghostly sound.

Combat

Since smoke will-o'-wisps have little to fear from most creatures, they attack boldly, using their breath weapons to confuse and burn foes before moving in to attack.

Breath Weapon (Su): DC 14 Fortitude save; see the smoke creature template.

Air Mastery (Ex): See the smoke creature template.

Cloud Sight (Ex): See the smoke creature template.

Elemental Traits: A smoke will-o'-wisp has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated* or *resurrected* (though a *limited wish, wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Immunities (Ex): See the smoke creature template.

Immunity to Magic (Ex): A smoke will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze.*

Natural Invisibility (Ex): A smoke will-o'-wisp can extinguish its glow, effectively becoming invisible as the per the *invisibility* spell.

Smoke Travel (Su): See the smoke creature template.

Smokey Form (Ex): See the smoke creature template.

Solaric Creature

Some creatures are born under a lucky star. Good fortune follows them from birth throughout their days. Solaric creatures are similarly blessed, although their good fortune has little to do with luck.

A solaric creature is born when conditions are right—perhaps on a night when planets are aligned or during an eclipse.

Parents of a solaric creature rarely know their child's true nature. In most cases, they are simply proud to have such a talented and exceptional child. As the child grows older and begins to display magical abilities, however, there can be little doubt of the supernatural forces at work at its birth. The suspicion and superstition that such abilities usually breed often make solaric creatures pariahs among their own kind.

Creating a Solaric Creature

"Solaric creature" is an inherited template that can be applied to any intelligent living creature (hereafter referred to as the base creature).

A solaric creature uses all of the base creature's statistics and special abilities except as noted here.



Special Attacks: The solaric creature retains all the base creature's special attacks and gains those described here.

Spell-Like Abilities: A solaric creature gains spell-like abilities according to its character level, as indicated on the following table. These abilities are cumulative. Caster level equals solaric creature's character level. The save DCs are Charisma-based.

Spell-Like Abilities

Character Level	Ability
1–2	*Flare* 3/day, *light* at will
3–4	*Flame blade* 1/day, *heat metal* 1/day
5–6	*Continual flame* 1/day, *scorching ray* 1/day
7–8	*Daylight* 3/day
9–10	*Searing light* 2/day
11–12	*Flame strike* 1/day
13–14	*Greater teleport* (destination must be an area lit by sunlight or the *daylight* spell) 1/day
15–16	*Sunbeam* 1/day
17–18+	*Sunburst* 1/day

Special Qualities: The solaric creature retains all the base creature's special qualities and gains those described here.

Resistance to Fire (Ex): A solaric creature has fire resistance 20.

Solaric Immunities (Ex): Solaric creatures are immune to the negative effects of bright light. Thus, if the base creature normally took penalties in bright light, it no longer does so. Bright light that would normally dazzle or blind the base creature no longer has any negative effect. Solaric creatures are immune to *searing light* and to spells and effects with the light subtype (such as *flare, sunbeam,* and *sunburst*).

Sun Savior (Ex): In sunlight or within the radius of a *daylight* spell, each of the solaric creature's speeds increases by +10 feet, and the solaric creature gains a +2 morale bonus on attack rolls, checks, and saves.

Abilities: Change from the base creature as follows: Cha +4.

Challenge Rating: Character level 6th or below, same as the base creature; character level 7th or more, same as the base creature +1.

Level Adjustment: Same as the base creature +2.

Solaric Characters

A solaric creature favors whichever class the base creature does.

Sample Creature: Solaric Gynosphinx

Large Magical Beast

Hit Dice: 8d10+8 (52 hp)
Initiative: +5
Speed: 40 ft. (8 squares), fly 60 ft. (poor)
Armor Class: 21 (–1 size, +1 Dex, +11 natural), touch 10, flat-footed 20
Base Attack/Grapple: +8/+16
Attack: Claw +11 melee (1d6+4)
Full Attack: 2 claws +11 melee (1d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake 1d6+2, spell-like abilities
Special Qualities: Darkvision 60 ft., low-light vision, resistance to fire 20, solaric immunities, sun savior
Saves: Fort +7, Ref +7, Will +8
Abilities: Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 23
Skills: Bluff +17, Concentration +12, Diplomacy +10, Disguise +6 (+8 acting), Intimidate +15, Listen +17, Sense Motive +15, Spot +17
Feats: Combat Casting, Improved Initiative, Iron Will
Environment: Warm deserts
Organization: Solitary, pair, or covey (3–4)
Challenge Rating: 9
Treasure: Double standard
Alignment: Always neutral
Advancement: 9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment: +7 (cohort)

A solaric gynosphinx is as territorial as other sphinxes, but unlike many of her cousins, she tolerates the presence of other creatures that give her tribute and obey her edicts. Such creatures can greatly benefit from a solaric gynosphinx's rule. The wisdom and intelligence of such creatures are legendary, and they always keep always have the interests of their followers at heart.

A typical solaric gynosphinx is about 10 feet long and weighs about 800 pounds. Her leonine body, flaxen hair, and human face possess an alien beauty that is both comforting and intimidating. Her golden wings shimmer and gleam, reflecting the sun's golden light.

Using the Solaric Creature Template

A solaric creature doesn't have to be an accident of birth. This template is especially suited to the worshipers of a sun deity or the guardians of a temple or relic of such a deity. For example, a magic item devoted to the god could grant this template while it is worn. If your campaign features Egyptian aspects, the solaric template could even be applied to one of the mummies or to their tomb guardians.

A solaric gynosphinx speaks Common, Draconic, Elven, Ignan, and Sphinx.

Combat

A solaric gynosphinx flies out of the sun at its foes, using *scorching ray* and *heat metal* to soften up her opponents before swooping in to pounce on them. If the sun does not shine, the solaric gynosphinx casts *daylight* on a piece of jewelry it is wearing before engaging foes.

Pounce (Ex): If a solaric gynosphinx charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +11 melee, damage 1d6+2. A solaric gynosphinx that pounces on a creature can make two rake attacks with its hind legs.

Spell-Like Abilities: 3/day—*clairaudience/clairvoyance, detect magic, read magic, see invisibility*; 1/day—*comprehend languages, locate object, dispel magic, legend lore, remove curse* (DC 20). Caster level 14th. The save DC is Charisma-based.



At will—*light;* 3/day—*flare, daylight;* 1/day—*continual flame, flame blade, heat metal* (DC 18), *scorching ray.* Caster level 8th. The save DC is Charisma-based.

Once per week a gynosphinx can create a *symbol of death,* a *symbol of fear,* a *symbol of insanity,* a *symbol of pain,* a *symbol of persuasion,* a *symbol of sleep,* and a *symbol of stunning,* as the spells (caster level 18th). The save DCs for each of these effects is 22, and each symbol remains for a maximum of 1 week once scribed. The save DCs are Charisma-based.

Solaric Immunities (Ex): See the solaric creature template.

Sun Savior (Ex): See the solaric creature template.

Sonic Creature

Some say the Plane of Sound lies somewhere in the multiverse; others say it is all around us. Whatever its nature, the Plane of Sound remains an obscure theory to most people. The most popular theory is that the Plane of Sound is transitive like the Ethereal Plane, but even more expansive—since noise occurs on all planes, the transitive Plane of Sound must extend through every plane. If this theory is true, the Plane of Sound should provide the means to travel anywhere in the multiverse. A transitive plane that reaches all other planes might seem preposterous, but the existence of sonic creatures lends some credence to this idea.

Sonic creatures are invisible and incorporeal beings that can be found on any plane. They take the form of normal creatures, but they are made entirely of sound, and many scholars believe that these beings were somehow influenced by the Plane of Sound.

Most sonic creatures aren't adventuring wizards who gained their sound forms during quests for the Plane of Sound; indeed, few sonic creatures can explain how they came to consist only of noise. But this mystery doesn't deter those who are dedicated to the concept of a Plane of Sound. They theorize that the Plane of Sound has vortices connecting with the Material Plane that catch creatures unawares, bringing them to the Plane of Sound without their knowledge. Once they are there, their corporeal forms are transformed into sonic ones, much like creatures on the Ethereal Plane can sometimes become ethereal. The truth of this theory has yet to be determined.

Though it is invisible and intangible, a sonic creature constantly makes a terrible noise. This sound could range from a deep hum to a high-pitched keening to a cacophonous racket like that of armor thrown down the stairs. Sometimes the noise a sonic creature makes is somehow related to its corporeal life. A particularly cruel sonic creature's sound might make be a babble of every mean and spiteful thing it ever said, and a birdlike sonic creature might sound like a riotous flock of thousands of birds. All such sounds are obviously unnatural, and most are quite disturbing.

Sonic creatures feed on sounds similar to those they made as corporeal creatures. Thus, a sonic yeth hound might be drawn to follow its old pack, but it might also linger near a wolf or worg pack, feeding off the noises those creatures make. Alternatively, a sonic creature particularly keen on music might seek out bards to feed upon. Sonic creatures must feed on sounds like those they once made for a full day at least once per week or begin to starve. A starving sonic creature often terrifies and wounds creatures in order to force them to make the sounds it needs, or to feast off their screams. Corporeal creatures find pursuit by a sonic creature eerie at best. Some think their pursuer a ghost; others are simply terrified of the noise it makes.

Like most living beings, sonic creatures must sleep regularly. As incorporeal creatures, they have little to fear from foes while they sleep, but most still choose to sleep high in the air or deep within the earth, lest they be disturbed by curious or frightful creatures. Such practices make following a food source for long periods difficult and often force sonic creatures to cast about for new creatures to feed from.

Creating a Sonic Creature

"Sonic creature" is an acquired template that can be applied to any living, corporeal creature (referred to hereafter as the base creature).

A sonic creature uses all of the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to elemental with the appropriate augmented subtype, plus the incorporeal subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.



Hit Dice: Change all racial HD to d8s.

Speed: A sonic creature loses all the base creature's speeds and gains a fly speed equal to double the base creature's highest speed, with perfect maneuverability.

Armor Class: The base creature's armor, shield, and natural armor bonuses no longer apply, but the dread sonic creature gains a deflection bonus to Armor Class equal to its Charisma bonus or +1, whichever is higher. Sonic creatures cannot use or carry equipment of any kind.

Attack: The sonic creature retains all the base creature's natural attacks, and its weapon and armor proficiencies. However, all its attacks become incorporeal touch attacks, retaining the same primary or secondary status they had for the base creature. The sonic creature gains a primary incorporeal touch attack if it has no other natural attacks.

A sonic creature uses its primary incorporeal touch attack when making an attack action. Because an incorporeal creature has no Strength score, its Dexterity modifier rather than its Strength modifier applies to all its attack rolls.

Full Attack: A sonic creature uses all its incorporeal touch attacks during a full attack.

Damage: Each of a sonic creature's incorporeal touch attacks that was converted from an attack that dealt hit point damage now deals sonic damage instead. If the attack additionally dealt damage of an energy type (such as acid, cold, electricity, or fire), that damage is also converted to sonic damage. If the sonic creature gained an incorporeal touch attack from the application of this template, its damage is as given on the following table.

Damage

Size	Incorporeal Touch Damage (Sonic)
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Alternate Origins for Sonic Creatures

The sonic creature template turns creatures into beings of incorporeal sound. The strange new monsters thus created can be incorporated into your game in many ways.

Unique Creature: You could apply the template to a particular monster to make a creature unique to your world. For instance, in your game world, howlers might appear only as sonic howlers, and the sonic creature template might not ever be applied to another creature.

Created by a Magic Item: Sonic creatures might be created by a powerful artifact or some other magic item. Such an item might also bend the sonic creatures to its wielder's will.

Created by a Spell: You could devise a high-level spell that allows the caster to take on the sonic creature template for a limited time.

A God's Gift or a Curse: Sonic creatures might be created only by some unique event, such as a god's gift or a curse. For example, perhaps the servants of a god of music take the form of sonic creatures.

A Spell Gone Awry: A spell or scroll reading gone awry could transform the caster into a sonic creature.

Ghosts: Sonic creatures might be ghosts or a specific form of undead. In this case, the template should change the creature's type to undead, and the sound the sonic creature makes should be mournful wailing.

Special Attacks: The sonic creature loses all special attacks that require corporeal contact, except those that dealt hit point damage. Such attacks now deal sonic damage in the same amounts. The sonic creature also gains the special qualities described here. A sonic creature cannot cast spells that require material components unless it has the Eschew Materials feat.

Sonic Trample (Ex): The sonic creature may cause sonic damage to creatures and objects simply by passing through them. As a full-round action, the sonic creature can move up to twice its speed in a straight line. Any creature it moves through can attempt either a Reflex save (DC 10 + 1/2 sonic creature's character level + sonic creature's Dex modifier) for half damage or an attack of opportunity. An unattended, nonmagical object receives no save. No creature or object can be damaged twice in a round by this attack. Sonic creatures do not damage creatures or objects they move through when not using this ability. The creature has to actually intend to cause damage.

The damage dealt by this attack depends on the sonic creature's size, as given in the following table.

Sonic Trample

Size	Sonic Trample Damage
Fine	1d2
Diminutive	1d4
Tiny	1d6
Small	1d8
Medium	2d6
Large	2d8
Huge	4d6
Gargantuan	4d8
Colossal	8d6

Wounding Sound (Ex): When the sonic creature is wounded, its body involuntarily makes a thunderous report. Anyone within 30 feet of a sonic creature when it is wounded must make a Fortitude save (DC 10 + 1/2 sonic creature's character level + sonic creature's Con modifier) or take 1d6 points of sonic damage, be stunned for 1 round, and be permanently deafened by the sudden sound blast. A creature that cannot hear or one that makes its save is not deafened or stunned, but it still takes 1d6 points of sonic damage on a failed save. Any unattended object in the area automatically takes 1d6 points of sonic damage each time the sonic creature makes a wounding sound.

Special Qualities: The sonic creature retains all the base creature's special qualities that do not require corporeal contact with another creature and gains those described here.

Breathless (Ex): Sonic creatures do not need to breathe and are immune to all inhaled effects, including substances such as nauseating gas.

Improved Blindsight (Ex): A sonic creature can see using sound, even while within a solid object. This ability allows it to discern objects and creatures within 60 feet regardless of terrain or barriers that would normally impede vision. The sonic creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight. A *silence* spell negates this ability and forces the sonic creature to rely on the base creature's vision.

Invisibility (Ex): Sonic creatures are naturally invisible; they have no visible solid form. Spells or effects that reveal invisible creatures reveal the sonic creature as a glasslike, transparent version of the base creature. The sonic creature does not normally have access to gaze attacks and other effects that require other creatures to see it, but it may use such attacks against creatures using magic to render the sonic creature visible.

Invisibility grants the sonic creature a 50% miss chance due to total concealment, and foes it attacks are considered flat-footed (see the *invisibility* spell in the *PHB* for more details).

Although a sonic creature cannot normally be seen, it can often (as one might ecpect) be heard. A creature wishing to pinpoint the square that a sonic creature occupies can do so with a successful Listen check opposed by the sonic creature's Move Silently check. Modify the DC as described in the *PHB*.

Silence Vulnerability (Ex): Though an incorporeal creature normally has a 50% chance of remaining unaffected by a spell originating from a corporeal source, *silence* spells are an exception to this rule for sonic creatures. A sonic creature is considered entangled (see **Conditions** in the *DMG*) while within the area of a *silence* spell. A *silence* spell also negates all the sonic creature's normal and special attacks within its area. A *silence* spell cast directly on a sonic creature does not have a silencing effect on the area or an entangling effect on the sonic creature; instead, it causes the sonic creature to become nauseated (see Conditions in the *DMG*) for 1 round per caster level on a failed save.

Sonic Immunity (Ex): Sonic creatures are immune to sonic damage, spells with the sonic descriptor, and other sonic and sound-based effects.

Abilities: As an incorporeal creature, a sonic creature lacks a Strength score, and as an undead creature, it has no Constitution score.

Skills: As a master of sound, a sonic creature gains a +10 racial bonus on Listen checks, and it never takes a penalty on Listen checks because of ambient noise or its own cacophony. Unlike most incorporeal creatures, a sonic creature cannot move silently at will. Its body always makes a telltale humming or keening noise, which gives it a –15 penalty on Move Silently checks. If the base creature has a bonus on Hide checks due to coloration, the sonic creature loses that bonus.

Environment: Any.

Organization: Solitary.

Challenge Rating: Same as the base creature +3.

Treasure: None; sonic creatures cannot use equipment.

Level Adjustment: Same as the base creature +7.

Sonic Creature Characters

A sonic creature favors whichever class the base creature does. The sonic template is very dangerous when placed in a player's hands. Natural invisibility, an incorporeal form, and sonic powers against which few creatures have protection makes a sonic PC unusually deadly. GMs should exercise extreme caution.

Sample Creature: Sonic Howler

Large Elemental (Augmented Outsider, Chaotic, Evil, Extraplanar, Incorporeal)

Hit Dice: 6d8+12 (39 hp)
Initiative: +7
Speed: Fly 60 ft. (perfect) (12 squares)
Armor Class: 13 (–1 size, +3 Dex, +1 deflection), touch 13, flat-footed 10
Base Attack/Grapple: +6/+15
Attack: Incorporeal touch +8 melee (2d8 sonic)
Full Attack: Incorporeal touch +8 melee (2d8 sonic) and 1d4 incorporeal touches +3 melee (1d6 sonic)
Space/Reach: 10 ft./5 ft.
Special Attacks: Howl, sonic trample, wounding sound
Special Qualities: Breathless, darkvision 60 ft., elemental traits, improved blindsight 60 ft., incorporeal traits, invisibility, silence vulnerability, sonic immunity
Saves: Fort +7, Ref +8, Will +7
Abilities: Str —, Dex 17, Con 15, Int 6, Wis 14, Cha 8
Skills: Climb +9, Hide +8, Listen +23, Move Silently –3, Search +7, Spot +13, Survival +2 (+4 following tracks)
Feats: Alertness, Combat Reflexes, Improved Initiative

Environment: Any
Organization: Solitary, pair, gang (3–4), or pack (6–10)
Challenge Rating: 6
Treasure: None
Alignment: Always chaotic evil
Advancement: 7–9 HD (Large); 11–18 HD (Huge)
Level Adjustment: +10

Here is an example of a sonic creature using a howler as the base creature.

A sonic howler sounds like the yips, yowls, howls, growls, whines, barks, and bays of a score of wolves. If the viewer can see invisible creatures, it looks like a moving sculpture of glass in the form of a large and lanky hound with demonic features and huge spikes growing from its back.

A sonic howler hungers for the screams of terror and woe that its corporeal presence once elicited from other creatures. Secure in the knowledge that it cannot be seen and can flee into solid objects when necessary, a sonic howler typically uses its howls outside a settlement for several nights, and then for many hours on the last night. At that point, it creeps in close to howl again and invoke frightened screams from its victims. This noise satisfies the sonic howler, and it ceases its predations for a time unless the people of the settlement set out to hunt it. In that case, the howler makes an example of a hunting party or two in hopes of cowing the others. If the sonic howler's howls fail to result in terrified screams, it enters the settlement to kill everyone within, eliciting countless screams of terror.

Sonic howlers understand Abyssal but speak no language.

Combat

In combat, sonic howlers use a combination of melee attacks and sonic trample attacks to devastate foes. They make full use of their incorporeal natures, fleeing into solid objects when badly wounded.

Howl (Ex): Any creature other than an outsider that is within hearing range of a sonic howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. Howl is a sonic mind-affecting effect.



Sonic Trample (Ex): DC 16 Reflex save, 2d8 sonic damage; see the sonic creature template.

Wounding Sound (Ex): DC 15 Fortitude save; see the sonic creature template.

Breathless (Ex): See the sonic creature template.

Elemental Traits: A sonic howler has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated* or *resurrected* (though a *limited wish, wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Improved Blindsight (Ex): See the sonic creature template.

Incorporeal Traits: A sonic howler is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Invisibility (Ex): See the sonic creature template.

Sonic Immunity (Ex): See the sonic creature template.

Silence Vulnerability (Ex): See the sonic creature template.

Skills: As a master of sound, a sonic creature gains a +10 racial bonus on Listen checks, and it never takes a penalty on Listen checks because of ambient noise or its own cacophony. Unlike most incorporeal creatures, a sonic creature cannot move silently at will. Its body always makes a telltale humming or keening noise, which gives it a –15 penalty on Move Silently checks.

Stone Idol

Hidden beneath a silken cloth and carried on the shoulders of priests, a stone idol can send a frisson of fear through an audience with its mere presence. When the cloth is removed, those nearby rush to worship it, feeling its power in their very souls. When at last its gaze has turned all their fear into love, the stone idol speaks, answering the high priest's questions about what its people must do. Finally, when the moment is right, the idol moves upon the high priest's command, to the rapturous joy of the congregation.

Stone idols are constructs that grant their creators power, prestige, and control over others. Crafted to resemble gods, monstrous creatures, or even heroic individuals, stone idols are used in worship services and to gather cults of both the faithful and the fanatical. The idols' masters must be forever wary, however, since the worship of others sometimes leads stone idols to share their masters' hunger for power.

Creating a Stone Idol

"Stone idol" is a created template that can be added to any living, corporeal creature (referred to hereafter as the base creature).

A stone idol uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to construct with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Change all racial Hit Dice to d10s. The stone idol gains bonus hit points as a construct of its size, as described in the *MM*.



Armor Class: The stone idol natural armor bonus improves by +3 over that of the base creature.

Special Attacks: A stone idol retains all the base creature's special attacks and gains those described here.

Charming Gaze (Su): Any creature within 10 feet of the stone idol that meets its gaze must succeed on a Will saving throw (DC 10 + 1/2 stone idol's character level + stone idol's Cha modifier) or be affected as though by the *charm monster* spell (caster level 7th). So long as the stone idol's creator retains control of it, creatures thus charmed are considered charmed by both the stone idol and its creator.

Fear Aura (Su): At will as a free action, a stone idol can project a continuous aura of fear. Every creature within 60 feet must succeed on a Will saving throw (DC 10 + 1/2 stone idol's character level + stone idol's Cha modifier) or be shaken for 1 hour. Creatures *charmed*, *dominated*, or *summoned* by the stone idol are immune to this effect.



Special Qualities: A stone idol retains all the base creature's special qualities and gains those described here.

Creator's Failsafe (Su): The creator is immune to all the stone idol's special attacks (both those granted by this template and retained from the base creature) so long as control of the stone idol is retained. Normal physical attacks still affect the creator. Thus, the creator could stand unharmed in the midst of the stone idol's breath weapon, but a melee attack from the stone idol would affect the creator normally.

Hardness (Ex): A stone idol has a hardness of 8. Whenever it takes normal hit point damage, subtract 8 from the amount of damage dealt, then subtract any damage negated by damage reduction before applying the damage to the stone idol's hit point total. Divide damage from fire, electricity, and ranged attacks (except siege weapons) by 2 and damage from cold by 4 before applying hardness.

Power from Worship (Ex): For every ten creatures with Intelligence scores of 6 or higher that are currently charmed by the stone idol's charming gaze, the stone idol gains 2 temporary hit points and a +1 bonus on Listen, Sense Motive, and Spot checks. Temporary hit points lost due to damage cannot be regained, but new temporary hit points can be acquired by charming additional creatures. The creator shares the benefits of this ability so long as control is retained.

Restless Spirit (Ex): A stone idol has a will of its own that remains sublimated to its creator's so long as the latter retains control. While controlled, the stone idol follows its creator's commands and acts in that creature's best interests. The stone idol recognizes its creator because of their linked spirits, so no deception can allow another to command the stone idol.

If the stone idol's Charisma score exceeds its creator's, or it uses its charming gaze to charm more creatures of

Intelligence 6 or higher than its creator's character level × 10, the creator and the stone idol must immediately make an opposed Charisma check. If the stone idol loses, the creator retains control for 1 full day, regardless of circumstances that would normally require additional opposed Charisma checks. Thereafter, the process begins anew the next time conditions would require such a check. If the creator loses the opposed Charisma check, the stone idol is forever freed from its creator's control. A free-willed stone idol often seeks to destroy its creator before pursuing any other activities. Thereafter, it seeks to keep as many intelligent creatures charmed by its gaze as it can while pursuing its own agenda.

Sonic Vulnerability (Ex): A stone idol takes double damage from sonic energy on a failed save and half damage on a successful save. If the base creature is immune to sonic energy, the stone idol takes no damage, but it is dazed for 1 round on a failed save against any sonic attack.

Abilities: Change from the base creature as follows: Str +4, Dex –2 (minimum 1), Wis –2 (minimum 1), Cha –4 (minimum 1). In addition, the stone idol's Intelligence score becomes 6, regardless of its previous value. As a construct, a stone idol has no Constitution score.

Environment: Same as the creator.
Organization: Solitary.
Challenge Rating: Same as the base creature +3.
Alignment: Always neutral evil.
Advancement: Same as the base creature.
Level Adjustment: —

Creating a Stone Idol

Stone idols are created in the same manner as golems. Because a stone idol is composed of stone, it weighs three times what the base creature does. Creating the stone idol costs 1,500 gp × the stone idol's CR. Assembling the body requires successful DC 20 Craft (sculpting or masonry) check and the Craft Construct feat (see the *MM*).

The creator must have a character level that equals or exceeds 4 + stone idol's CR and be able to cast either arcane or divine spells. Completing the ritual drains a number of XP equal to the stone idol's creation cost divided by 25, and it requires the spells *charm monster, cause fear, geas/quest, limited wish, polymorph any object,* and *resist elements.*

Stone Idol Characters

A stone idol favors whichever class the base creature does.

⇐ Sample Creature: Stone Idol Imp ⇒

Tiny Construct (Augmented Outsider, Evil, Extraplanar, Lawful)

Hit Dice: 3d10 (16 hp)
Initiative: +2
Speed: 20 ft. (4 squares), fly 50 ft. (perfect)
Armor Class: 22 (+2 size, +2 Dex, +8 natural), touch 14, flat-footed 20
Base Attack/Grapple: +3/–3
Attack: Sting +7 melee (1d4+3 plus poison)
Full Attack: Sting +7 melee (1d4+3 plus poison)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Charming gaze, fear aura, poison, spell-like abilities
Special Qualities: Alternate form, creator's failsafe, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, hardness 8, immunity (poison), power from worship, resistance (fire 5), restless spirit, vulnerability to sonic
Saves: Fort +3, Ref +5, Will +3
Abilities: Str 14, Dex 15, Con —, Int 10, Wis 10, Cha 10
Skills: Diplomacy +6, Hide +16, Knowledge (any one) +6, Listen +6, Move Silently +8, Search +6, Spellcraft +6, Spot +6, Survival +0 (+2 following tracks)
Feats: Dodge, Weapon Finesse

Environment: Same as creator
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always lawful evil
Advancement: 4–6 HD (Tiny)
Level Adjustment: —

A stone idol imp is an excellent false god for cult formation. It appears impressively otherworldly with its bat wings, horns and barbed tail, and its ability to *commune* once per week makes it an excellent oracle for worshipers to consult.

Because the stone idol imp's restless spirit is relatively, weak, the creature is easy to control. Unfortunately, that same lack makes its charming gaze easy for willful creatures to resist. Thus, members of the congregation who ask too many questions must sometimes be brought before the idol and exposed to its gaze for hours to ensure their loyalty.

Combat

A stone idol imp relies on its tough skin and hardness to resist damage, and it enters combat fearlessly. It typically uses its *suggestion* ability on those that resist its charming gaze, then employs any creatures it manages to turn to its side as bodyguards.

A stone idol imp's natural weapons, and any weapons it wields, are treated as evil-aligned and lawful-aligned for overcoming damage reduction.

Charming Gaze (Su): DC 10 Will save; see the stone idol template.

Fear Aura (Su): DC 10 Will save; see the stone idol template.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion* (DC 13). Caster level 6th. The save DC is Charisma-based. Once per week, a stone idol imp can use *commune* to ask six questions. This ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A stone idol imp can assume another form at will as a standard action. This ability functions as a *polymorph* spell (caster level 12th) cast on itself, except that the stone idol imp does not regain hit points for changing form, and it can assume only one or two specific forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Creator's Failsafe (Su): See the stone idol template.

Power from Worship (Ex): See the stone idol template.

Restless Spirit (Ex): See the stone idol template.

Vulnerability to Sonic (Ex): See the stone idol template.

Suzerain

Some are simply born to lead; others seize the moment and rise to greatness. Whatever their paths to leadership, those who show the greatest promise in such roles garner the attention of gods. Occasionally a deity may grant a particularly effective leader the powers of a suzerain as a reward. At other times, a god may create a suzerain because it needs a leader but cannot find a worthy worshiper among its flock.

A suzerain resembles a normal specimen of its kind, but it has an unmistakably regal bearing. Charismatic and confidant, it has many dedicated allies and hundreds who would call it friend. Most suzerains make good use of their gifts by becoming the generals of armies and the leaders of nations.

Creating a Suzerain

"Suzerain" is an acquired template that can be added to any intelligent creature with a Charisma score of 1 or higher (referred to hereafter as the base creature).

A suzerain creature uses all the base creature's statistics and special abilities except as noted here.

Speed: Each of the suzerain's speeds increases by +10 feet over the corresponding speeds of the base creature.

Special Attacks: A suzerain retains all the base creature's special attacks and gains those described here.

Born to Lead (Ex): So long as another free-willed servant of the suzerain is within sight and capable of witnessing its actions, the suzerain has a +4 morale bonus to AC, attacks, damage rolls, checks, and saves. Mounts, familiars, animal companions, and trained animals do not count as free-willed creatures for the purpose of this bonus, but cohorts and followers the suzerain has gained via the Leadership feat do count.

Enchanting Presence (Su): The first time a creature other than a PC comes within 30 feet of the suzerain, its attitude toward the suzerain shifts one category toward the positive, if it was not initially hostile. Thus, unfriendly creatures become indifferent, indifferent creatures become friendly, and friendly creatures become helpful. This shift can be further modified by the suzerain's actions, or it might change over time naturally. The creature must be able to see, hear, or otherwise notice the suzerain to be affected. Enchanting presence is a mind-affecting enchantment effect. PCs are unaffected by this ability.

Special Qualities: A suzerain retains all the base creature's special qualities and gains those described here.

Dauntless Courage (Ex): A suzerain is immune to fear. In addition, any allies within 30 feet that view the suzerain as their leader are immune to fear effects.

Inspiring Example (Ex): Each ally within 60 feet of the suzerain that can see or hear it gains a +2 morale bonus on all attack and damage rolls, checks, and saves so long as the suzerain is alive (or not destroyed, if it is an undead or a construct).

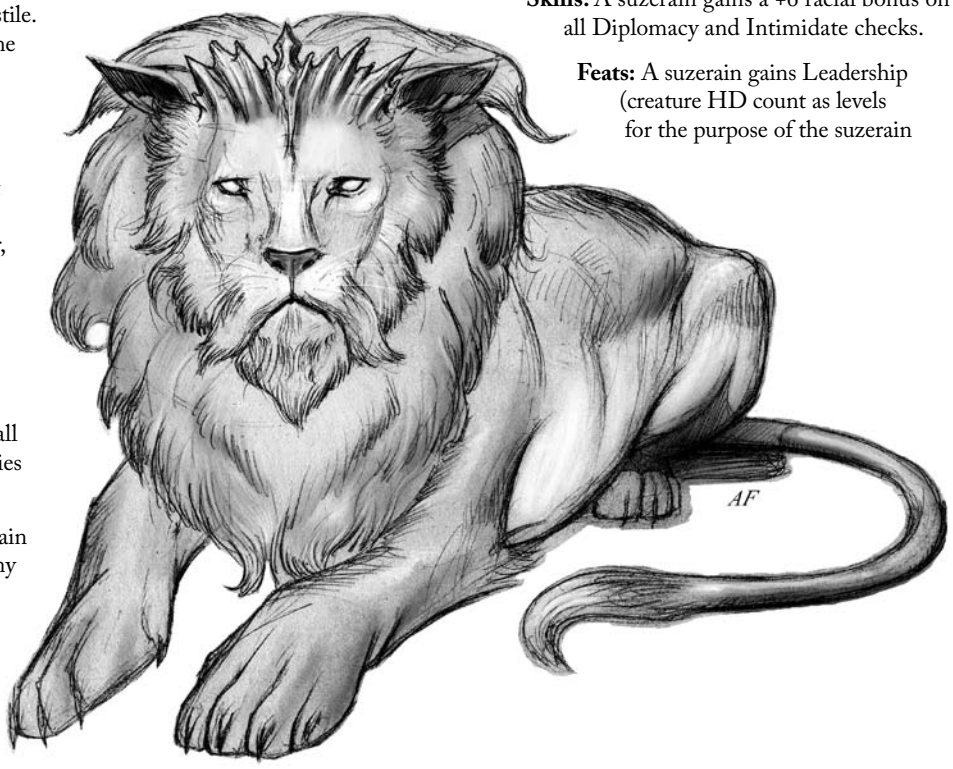
Stirring Speech (Su): As a standard action, a suzerain creature can inspire greatness in its allies, granting them extra fighting capability. The suzerain can target one ally plus one for every 3 character levels it possesses. To inspire greatness, a suzerain must say a few inspiring words (or sounds, if it is incapable of speech), and the targeted allies must hear them. The effect lasts for 5 rounds.

A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effects of spells such as *sleep*. Inspire greatness is a mind-affecting ability. The suzerain can use this ability a number of times per day equal to its Charisma bonus.

Abilities: Change from the base creature as follows: Int +4, Wis +4, Cha +6.

Skills: A suzerain gains a +6 racial bonus on all Diplomacy and Intimidate checks.

Feats: A suzerain gains Leadership (creature HD count as levels for the purpose of the suzerain



creature's Leadership score) as a bonus feat if the base creature did not already have it

Organization: Solitary plus cohort and followers.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +4.

Suzerain Characters

A suzerain character favors whichever class the base creature does. Consider granting this template temporarily to a cleric, paladin, or other character devoted to a god as the deity's blessing for a great service or as an answer to desperate prayers.

– Sample Creature: Suzerain Dire Lion –

Large Animal

Hit Dice: 8d8+24 (60 hp)
Initiative: +2
Speed: 50 ft. (8 squares)
Armor Class: 15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple: +6/+17
Attack: Claw +13 melee (1d6+7)
Full Attack: 2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Born to lead, enchanting presence, improved grab, pounce, rake 1d6+3
Special Qualities: Dauntless courage, inspiring example, low-light vision, scent, stirring speech
Saves: Fort +9, Ref +8, Will +9
Abilities: Str 25, Dex 15, Con 17, Int 6, Wis 16, Cha 16
Skills: Diplomacy +9, Hide +2*, Intimidate +9, Listen +9, Move Silently +5, Spot +9
Feats: Alertness, Leadership[B], Run, Weapon Focus (claw)

Environment: Warm plains
Organization: Solitary plus cohort and followers (see below)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

Here is an example of a suzerain using a dire lion as the base creature.

Suzerain dire lions are beautiful to look upon, and their presence and charisma is undeniable. Atop this immense lion's long, regal mane, spiky ridges of bone project from its brow like a crown. Its 15-foot-long body is covered in lustrous, tawny fur.

A suzerain dire lion is almost never found alone. It typically leads a group of other creatures that recognize its authority and are willing to die for it if needed.

A suzerain dire lion understands Common but cannot speak.

Combat

A suzerain dire lion fearlessly leads the charge into battle. With a terrible roar that frightens most enemies, it heartens its allies and tears into foes with an awful ferocity.

Born to Lead (Ex): See the suzerain template.

Enchanting Presence (Su): See the suzerain template.

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

Pounce (Ex): If a suzerain dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Dauntless Courage (Ex): See the suzerain template.

Inspiring Example (Ex): See the suzerain template.

Stirring Speech (Su): 3/day, 3 allies; see the suzerain template.

Cohort and Followers: The suzerain dire lion has a leadership score of 11 (8 character levels, +3 Charisma bonus, +1 for special power, –1 for moving around a lot). This score grants it a 7th-level cohort and six 1st-level followers. This suzerain dire lion's cohort is a 7th-level human druid with a lioness for an animal companion. The suzerain dire lion allows his cohort to ride him when not in battle and treats the lioness as if she were his mate. Seven 1st-level human druids make up the suzerain dire lion's cadre of followers. Each has a camel as an animal companion, and the camels serve as mounts for crossing the savanna. Although the humans are more intelligent than their leader, they have a deep respect for the suzerain dire lion's instincts and the power of his spirit, and they rely on him to make all important decisions.

Skills: A suzerain dire lion has a +4 racial bonus on Hide and Move Silently checks and a +6 bonus on Diplomacy and Intimidate checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Swamp Lord

A marsh inhabited by a swamp lord is always a dangerous place, thick with entangling vines and sucking quicksand, and it quickly gains a dark reputation throughout the nearby lands. Sometimes, the geography of such a swamp changes overnight, becoming unfamiliar even to longtime neighbors and inhabitants. Worse still, such places are often sucking graveyards that hide the bones of victims drowned, suffocated, or strangled by the swamp lords that hold sway there.

A swamp lord is an evil plant creature that inhabits a fen or quagmire. Its body—a mass of vines, moss, and pond scum—gives it excellent camouflage for moving about its domain. The swamp feeds and cares for the swamp lord, and the creature guards this resource jealously. A swamp lord always seeks to be the dominant power in the watery land it inhabits. It demands the allegiance of any thinking beings that live in its domain and harries those who refuse its suzerainty until they leave.

Creating a Swamp Lord

"Swamp lord" is an inherited template that can be applied to any living, corporeal creature whose Intelligence and Charisma scores are each at least 3 (hereafter referred to as the base creature).

A swamp lord uses all of the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to plant with the appropriate augmented subtype, plus the aquatic subtype if the base creature did not already have it. Do not recalculate base attack bonuses or saves. Size is unchanged.

Hit Dice: Change all racial Hit Dice to d8s.

Speed: Each of a swamp lord's speeds is slower by 10 feet than the corresponding speed of the base creature (minimum 5 feet). If the base creature lacks a land speed, the swamp lord gains a land speed 10 feet slower than the base creature's highest speed. If the swamp lord lacks a climb speed or a swim speed, the swamp lord gains the missing mode of movement at a speed equal to its modified land speed.

Armor Class: The swamp lord's natural armor bonus improves by +2 over that of the base creature.

Attack: The swamp lord retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. Furthermore, the swamp lord gains two tentacle attacks. If it has other natural attacks, it must choose upon creation whether the tentacles are primary or secondary attacks. It cannot thereafter change that decision.

Damage: The base damage for the tentacle attacks granted by this template is as given on the following table.

Damage

Size	Tentacle Base Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6



Reach: Each of the swamp lord's tentacle attacks has a reach 5 feet longer than the base creature's normal reach.

Special Attacks: A swamp lord retains all the base creature's special attacks and gains those described here.

Constrict (Ex): A swamp lord deals automatic tentacle damage with a successful grapple check.

Engulf (Ex): A swamp lord not wearing armor or other garments can make a grapple check to absorb any creature up to one size category smaller than itself that it is already grappling. On a success, the creature is drawn inside the swamp lord's body. An engulfed creature is considered grappled and automatically takes constrict damage each round. The engulfed creature lacks air to breathe and must hold its breath or suffocate if it is an air-breather. It can escape with a successful grapple or Escape Artist check, but upon exiting, it is considered grappled by the swamp lord if the latter wishes and is not already grappling as many other creatures as it can. The swamp lord is not considered grappled when it engulfs a creature.

Improved Grab (Ex): If a swamp lord hits a creature of any size with a natural attack, it deals normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: A swamp lord gains spell-like abilities according to its character level, as indicated on the following table. These abilities are cumulative. Caster level equals swamp lord's character level. The save DCs are Charisma-based.

Spell-Like Abilities

Character Level	Ability
1–2	*Entangle* 2/day, *obscuring mist* 2/day
3–4	*Warp wood* 2/day
5–6	*Fog cloud* 1/day, *soften earth and stone* 1/day
7–8	*Plant growth* 1/day, *quench* 1/day
9–10	*Command plants* 1/day
11–12	*Control water* 1/day
13–14	*Wall of thorns* 1/day
15–16	*Move earth* 1/day
17–18	*Control plants* 1/day
19–20	*Shambler* 1/day

Special Qualities: A swamp lord retains all the base creature's special qualities and gains those described here.

Amphibious (Ex): A swamp lord can breathe both air and water with equal ease.

Commune with Marshlands (Su): At will, the swamp lord can learn facts about any marsh it is in, and the surrounding territory, as though it had cast *commune with nature.*

Marsh Fast Healing (Su): While in a marsh, a swamp lord has fast healing 5.

Resistance to Energy (Ex): A swamp lord has resistance 10 to electricity, sonic, and fire.

Trackless Step (Ex): A swamp lord leaves no trail in natural surroundings and cannot be tracked. It may choose to leave a trail if it desires.

Abilities: Change from the base creature as follows: Str +4, Dex –2 (minimum 1), Con +4.

Skills: Recalculate the swamp lord's skill points for its racial Hit Dice according to the following formula (2 + Int modifier) x (HD +3). Then spend its skill points afresh, treating the base creature's skills as class skills and all others as cross-class skills.

A swamp lord has a +5 racial bonus on Knowledge (nature), Listen, Move Silently, Spot, and Survival checks, and a +10 racial bonus on Escape Artist checks. Furthermore, a swamp lord may use Knowledge (nature) as though trained. *When in a marsh or woodland, it gains a +10 racial bonus on Hide checks.

Changing the Swamp Lord Template

The swamp lord template can be applied to nearly any creature. The Intelligence and Charisma requirements can be ignored, or the template can be applied to creatures that lack high scores in those abilities and grant substantial increases to them. The template could avoid changing the creature's type, or it could change a creature's type to something else, such as undead.

If the swamp lord gained a climb speed from the application of this template, it has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. If the swamp lord gains a swim speed from the application of this template, it has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A swamp lord gains Track as a bonus feat if the base creature did not already have it.

Environment: Any marsh.

Challenge Rating: Same as the base creature +2.

Alignment: Often neutral evil.

Level Adjustment: Same as the base creature +6.

Swamp Lord Characters

If the base creature favored a class rather than advancing by Hit Dice, its favored class changes to druid. Otherwise, the swamp lord favors whichever class the base creature does.

– Sample Creature: Swamp Lord Barghest –

Medium Plant (Aquatic, Augmented Outsider, Evil, Extraplanar, Lawful, Shapechanger)

Hit Dice: 6d8+18 (45 hp)
Initiative: +5
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple: +6/+11
Attack: Bite +11 melee (1d6+5) or tentacle +11 melee (1d6+5)
Full Attack: Bite +11 melee (1d6+5) and 2 claws +6 melee (1d4+2) and 2 tentacles +6 melee (1d6+2)
Space/Reach: 5 ft./5 ft. (10 ft. with tentacles)
Special Attacks: Constrict, engulf, feed, improved grab, spell-like abilities
Special Qualities: Amphibious, commune with marshlands, change shape, damage reduction 5/magic, darkvision 60 ft., marsh fast healing 5, resistances to electricity 10, fire 10, and sonic 10, scent, trackless step
Saves: Fort +8, Ref +6, Will +7
Abilities: Str 21, Dex 13, Con 17, Int 14, Wis 14, Cha 14
Skills: Climb +19, Escape Artist +11, Hide +7*, Knowledge (nature) +7, Listen +13, Move Silently +12, Spot +13, Swim +19, Survival +13
Feats: Combat Reflexes, Improved Initiative, Track

Environment: Hell
Organization: Solitary
Challenge Rating: 6
Treasure: Double standard
Alignment: Always lawful evil
Advancement: Special (see below)
Level Adjustment: —

Here is an example of a swamp lord using a barghest as the base creature.

A swamp lord barghest is a marsh creature from the lower planes. Accustomed to the deadly swamps of the Hell and the Abyss, swamp lord barghests consider the marshes of the Material Plane nothing short of paradise.

In its natural form, a swamp lord barghest has a body made of moss, swamp slime, and vines. It has two legs, and its two arms bear thornlike claws. Two long and powerful tentacle-vines extend from its shoulders over a lupine head made of vegetable matter.

The swamp lord barghest can also assume a goblinoid form or a wolf, both of which lack tentacles. It takes these forms only to confuse and deceive foes, since the shapes offer little in the way of combat advantages and its plant nature is still obvious.

Swamp lord barghests grow stronger by devouring the bodies of creatures as powerful as themselves. When it comes to a Material Plane swamp, the swamp lord barghest seeks out the most powerful creatures there and observes them, seeking to determine whether victory through direct confrontation is feasible. If not, it schemes toward its rivals' downfall, arranging "accidents," ambushes, and attacks by other creatures.

Barghests speak Goblin, Infernal, and Worg.

Combat

A swamp lord barghest hides and observes its foes, waiting for an opportune moment to attack. When it does decide to strike, it usually does so in its tentacled form. The swamp lord barghest makes liberal use of its spell-like abilities, using *charm monster, crushing despair, entangle,* and *warp wood* to stymie foes before engaging in melee. Once it does so, it tries to engulf Small foes and batter larger enemies with its many natural attacks. If the battle seems to be going against it, the swamp lord barghest grapples a foe and flees underwater, hoping to drown one enemy and return later to win complete victory over the others.

A swamp lord barghest's natural weapons, and any weapons it wields, are treated as evil-aligned and lawful-aligned for overcoming damage reduction.

Constrict (Ex): See the swamp lord template.

Engulf (Ex): See the swamp lord template.

Feed (Su): When a swamp lord barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of *raising* or *resurrection* that requires part

of the corpse. There is a 50% chance that a *wish, miracle,* or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A swamp lord barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses it devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor each increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The swamp lord barghest advances only by consuming the corpses of creatures whose character levels are equal to or greater than its own current total. A swamp lord barghest that reaches 9 Hit Dice through feeding immediately becomes a greater swamp lord barghest upon completion of the act (see **Greater Swamp Lord Barghest**, below).

Improved Grab (Ex): See the swamp lord template.

Spell-Like Abilities: At will—*blink, levitate, misdirection* (DC 14), *rage* (DC 15); 2/day—*Entangle* (DC 13), *obscuring mist*, *warp wood* (DC 14); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door, fog cloud, soften earth and stone.* Caster level 6th. The save DCs are Charisma-based. As the swamp lord barghest gains HD due to feeding, it gains more spell-like abilities; see the swamp lord template.

Amphibious (Ex): See the swamp lord template.

Change Shape (Su): A swamp lord barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, it cannot use its natural weapons but can wield weapons and wear armor. In wolf form, it loses its claw attacks but retains its bite attack.

Commune with Marshlands (Su): See the swamp lord template.

Marsh Fast Healing (Su): See the swamp lord template.

Pass without Trace (Ex): A swamp lord barghest in wolf form can use *pass without trace* (as the spell) as a free action.

Trackless Step (Ex): See the swamp lord template.

Skills: A swamp lord barghest has a +5 racial bonus on Knowledge (nature), Listen, Move Silently, Spot, and Survival checks, and a +10 racial bonus on Escape Artist checks. Furthermore, a swamp lord barghest may use Knowledge (nature) as though trained. *When in a marsh or woodland, it gains a +10 racial bonus on Hide checks, regardless of its form.

The swamp lord barghest has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Greater Swamp Lord Barghest

A swamp lord barghest that reaches 9 Hit Dice through feeding becomes a greater swamp lord barghest. At this point, it can change shape into a goblinoid creature of Large size (about 8 feet tall and 400 pounds) or a dire wolf. In goblinoid form, a greater swamp lord barghest cannot use its natural weapons but can wield weapons and wear armor. In dire wolf form, it loses its claw attacks but retains its bite attack. A greater swamp lord barghest can reach a maximum of 18 Hit Dice through feeding.

Spell-Like Abilities: In addition to the spell-like abilities all swamp lord barghests possess, a greater swamp lord barghest gains the following abilities: At will—*invisibility sphere;* 1/day—*mass bull's strength*, *mass enlarge.* Caster level equals the greater barghest's character level.

Thunder Child

A thunder child is the essence of a summer storm given physical form. On the Elemental Plane of Air, thunder children live and frolic in storm fronts a thousand miles wide. They tend to be short-tempered and impatient but mentally astute and perceptive. Thunder children are quick to anger and quick to action, but a natural wariness saves them from getting into too much trouble. Thunder children have a cruel streak, and many enjoy lashing out with lightning without provocation.

A thunder child's body is the color of clouds heavy and dark with rain, and lightning crackles about its form. When it takes gaseous form, it appears as a lightning-laden storm cloud.

Creating a Thunder Child

"Thunder child" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature).

A thunder child uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to elemental with the appropriate augmented subtype, plus the air and extraplanar subtypes if the base creature did not already have them. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Change all racial Hit Dice to d8s.

Speed: Each of the thunder child's speeds is double the corresponding speed of the base creature.

Armor Class: A thunder child gains a +4 dodge bonus to AC.

Special Attacks: A thunder child retains all the base creature's special attacks and gains those described here.

Breath Weapon (Ex): Once every 1d4 rounds, a thunder child can breathe a 5-foot-wide line of lightning 100 feet long plus 10 feet per 2 character levels it possesses. If the thunder child wishes, it may breathe a line half as long but 10 feet wide. Every creature in the area must make a Reflex save (DC 10 + 1/2 thunder child's character level + thunder child's Con modifier) or take 1d6 points of electricity damage per 2 character levels the thunder child possesses (minimum 1d6). Success halves the damage.

Electric Aura (Ex): A thunder child emits an aura of electricity that can wound nearby creatures. Any creature within 10 feet of a thunder child must succeed on a Reflex save (DC 10 + 1/2 thunder child's character level + thunder child's Con modifier) each round that it remains within range or take 1d6 points of electricity damage. A thunder child can suppress or resume the use of this ability as a free action.

Electric Grapple (Ex): Any creature grappling a thunder child takes 2d6 points of electricity damage each round that the grapple is maintained.

Electricity (Ex): Each of a thunder child's natural melee attacks and attacks with metallic melee weapons deals +1d6 points of electricity damage.

Spell-Like Abilities: 3/day—*fog cloud, gaseous form, sound burst.* Caster level equals thunder child's character level. The save DCs are Charisma-based. A thunder child may use these abilities and all its extraordinary abilities while in gaseous form.



Special Qualities: A thunder child retains all the base creature's special qualities and gains those described here.

Air Breather (Ex): A thunder child can breathe air even if the base creature breathed only water.

Cloud Sight (Ex): A thunder child can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creatures and objects do not gain concealment from a thunder child due to such conditions. A thunder child may use this ability while gaseous.

Resistance to Cold (Ex): A thunder child has cold resistance 10.

Immunities (Ex): A thunder child is immune to inhaled poisons and gas-, fog-, or cloud-based attacks and spells.

Lightning Jump (Ex): When a thunder child breathes lightning, it may teleport with no chance of error to any location within the area of the lightning attack as a free action. It must make this jump immediately after using its breath weapon.

Abilities: Change from the base creature as follows: Dex +4, Int +2, Wis +2.

Skills: The base creature gains a +4 racial bonus on Knowledge (nature) and Survival checks.

Languages: If the thunder child can speak, it gains the ability to speak Auran in addition to any other languages the base creature knows.

Feats: A thunder child gains Improved Initiative, Lightning Reflexes, and Quick Draw as bonus feats, assuming that it meets any prerequisites and the base creature does not already have them.

Environment: Same as the base creature, plus the Elemental Plane of Air.

Challenge Rating: Same as the base creature +2.

Alignment: Often chaotic evil.

Level Adjustment: Same as the base creature +6.

Thunder Child Characters

A thunder child favors whichever class the base creature does. Thunder children tend to be tempestuous and quick to violence, but they also have a wandering nature that lends itself well to adventuring.

– Sample Creature: Thunder Child Storm Giant –

Huge Elemental (Air, Augmented Giant, Extraplanar)

Hit Dice: 19d8+114 (199 hp)
Initiative: +8
Speed: 70 ft. (14 squares), swim 60 ft. (12 squares) in breastplate; base speed 100 ft., swim 80 ft.
Armor Class: 33 (–2 size, +4 Dex, +4 dodge, +12 natural, +5 breastplate) touch 16, flat-footed 25
Base Attack/Grapple: +14/+36
Attack: Greatsword +26 melee (4d6+21/19–20 plus 1d6 electricity) or slam +26 melee (1d6+14 plus 1d6 electricity) or composite longbow (+14 Str bonus) +16 ranged (3d6+14/×3)
Full Attack: Greatsword +26/+21/+16 melee (4d6+21/19–20 plus 1d6 electricity) or 2 slams +26 melee (1d6+14 plus 1d6 electricity) or composite longbow (+14 Str bonus) +16/+11/+6 ranged (3d6+14/×3)
Space/Reach: 15 ft./15 ft.
Special Attacks: Breath weapon, electric aura, electric grapple, electricity, spell-like abilities
Special Qualities: Cloud sight, elemental traits, freedom of movement, immunities, immunity to electricity, lightning jump, low-light vision, resistance (electricity 10), rock catching, water breathing
Saves: Fort +17, Ref +12, Will +14
Abilities: Str 39, Dex 18, Con 23, Int 18, Wis 22, Cha 15
Skills: Climb +20, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +19, Jump +24, Listen +23, Perform (sing) +12, Sense Motive +23, Spot +25, Survival +10, Swim +18*
Feats: Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Initiative[B], Improved Sunder, Iron Will, Lightning Reflexes[B], Power Attack, Quick Draw[B]

Environment: Warm mountains and the Elemental Plane of Air
Organization: Solitary or family (2–4 plus 35% noncombatants plus 1 sorcerer or cleric of 7th–10th level plus 1–2 thunder child rocs, 2–5 thunder child griffons, or 2–8 thunder child sea cats)
Challenge Rating: 15
Treasure: Standard coins; double goods; standard items
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: —

Here is an example of a thunder child using a storm giant as the base creature.

Thought by sages to be some sort of elemental reflection of true storm giants, thunder child storm giants are in fact no relation to the Material Plane giants, though their physical similarities are unmistakable. On the Material Plane, thunder child storm giants tend to inhabit the same areas as normal storm giants, and the elemental giants tend to gain the upper hand in conflicts over territory.

A thunder child storm giant has gray skin, lightning-blue hair, and eyes that flash with electricity. The air around it crackles with electricity as arcs of lightning shoot from its body to nearby objects and creatures.

Thunder child storm giants speak Aquan, Auran, Common, Giant, Ignan, and Terran.

Combat

Thunder child storm giants enjoy fighting foes from the cover of a storm. In gaseous form, their bodies are hard to spot in low clouds, and their breath weapon attacks can be misconstrued as natural lightning strikes. When they engage in a true battle, however, thunder child storm giants are ruthless and quick. Their composite longbows have a range increment of 180 feet.

Breath Weapon (Ex): DC 21 Reflex, 9d6 electricity; see the thunder child template.

Spell-Like Abilities: 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 3/day—*fog cloud, gaseous form, sound burst.* Caster level 19th. 2/day—*control weather, levitate*. Caster level 20th. The save DCs are Charisma-based.

Cloud Sight (Ex): See the thunder child template.

Elemental Traits: A thunder child storm giant has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated* or *resurrected* (though a *limited wish, wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Electric Aura (Ex): DC 21 Reflex; see the thunder child template.

Electric Grapple (Ex): See the thunder child template.

Electricity (Ex): See the thunder child template.

Freedom of Movement (Su): A thunder child storm giant has a continuous *freedom of movement* ability, as the spell (caster level 20th). The effect can be dispelled, but the thunder child storm giant can create it again on its next turn as a free action.



Immunities (Ex): See the thunder child template.

Lightning Jump (Ex): See the thunder child template.

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

Skills: A thunder child storm giant gains a +4 racial bonus to Knowledge (nature) (if skilled) and Survival checks. A thunder child storm giant has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
*Thunder child storm giants ignore all weight penalties for gear carried when swimming.

Time Seer

Equally blessed and cursed, time seers must learn to live with two visions of events. One of a time seer's eyes sees moments in the past, and the other looks an instant into the future. Neither eye views the present, though the time seer can hear and feel what is going on about it. This time disparity means the time seer's mind must constantly reassess what it sees to match events from the recent past and the near future with the present situation. A time seer that can manage to concentrate on what its eyes tell it can divine future events and peer into the past, gaining considerable advantages in both combat and social situations. But the task is difficult, and most time seers eventually go mad from the strain.

Time seers are both born and made. Some creatures seem gifted (or cursed) with time seer powers from birth; others gain their visions by accident or design, often much to their dismay.

Creating a Time Seer

"Time seer" is an inherited or acquired template that can be applied to any creature whose Intelligence and Wisdom scores are each 13 or higher (hereafter referred to as the base creature).



A time seer uses all of the base creature's statistics and special abilities except as noted here.

Armor Class: A time seer gains a +2 dodge bonus to Armor Class.

Special Attacks: A time seer retains all the base creature's special attacks and gains those described here.

Preternatural Knowledge (Ex): Once per round as a free action, a time seer may attempt a DC 15 Concentration check. On a success, the time seer gains a +4 bonus on its next attack roll, check, or saving throw, whichever comes first. On a failure, the time seer misinterprets its vision of the future and takes a –4 penalty on its next attack roll, check, or saving throw, whichever comes first.

Spell-Like Abilities: At will—*augury;* 1/day—*true strike, vision.* Caster level equals time seer's character level. Each time the time seer wishes to use one of these abilities, it must make a successful Concentration check (DC 10 + spell level). Failure means the attempt produces no effect but that usage is wasted.

Special Qualities: A time seer retains all the base creature's special qualities and gains those described here.

Conflicted Vision (Ex): Before a time seer rolls initiative, it must attempt a DC 10 Concentration check. On a success, the time seer gains a +4 bonus on its initiative roll. On a failure by less than 5, the time seer rolls for initiative normally. A failure by 5 or more imposes a –4 penalty on the initiative roll.

Uncanny Dodge (Ex): A time seer retains its Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker, though it still loses its Dexterity bonus when immobilized. If the base creature already has uncanny dodge, the time seer gains improved uncanny dodge instead.

Abilities: Change from the base creature as follows: Wis +4, Cha –2 (minimum 1).

Skills: A time seer has a +5 racial bonus on Knowledge and Search checks, and a +5 racial bonus on Spellcraft checks made to identify spells as they are being cast. It takes a –5 penalty on Concentration, Sense Motive, and Spot checks.

Alignment: Often chaotic neutral.

Level Adjustment: Same as the base creature +1.

Time Seer Characters

A time seer favors whichever class the base creature does.

– Sample Creature: Kethane Maxurilius –

(Time Seer Hound Archon) Medium Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 6d8+6 (33 hp)
Initiative: +4
Speed: 40 ft. (8 squares)
Armor Class: 21 (+9 natural, +2 dodge), touch 12, flat-footed 19
Base Attack/Grapple: +6/+8
Attack: Bite +8 melee (1d8+2) or greatsword +8 melee (2d6+3/19–20)
Full Attack: Bite +8 melee (1d8+2) and slam +3 melee (1d4+1); or greatsword +8/+3 melee (2d6+3/19–20) and bite +3 melee (1d8+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Preternatural knowledge, spell-like abilities
Special Qualities: Aura of menace, change shape, conflicted vision, damage reduction 10/evil, darkvision 60 ft., immunities (electricity, petrification), magic circle against evil, scent, spell resistance 16, teleport, tongues, uncanny dodge
Saves: Fort +6 (+10 against poison), Ref +7, Will +6
Abilities: Str 15, Dex 10, Con 13, Int 10, Wis 17, Cha 10
Skills: Concentration +5, Diplomacy +2, Hide +9*, Jump +15, Listen +12, Move Silently +9, Search +5, Sense Motive +7, Spot +7, Survival +12* (+14 following tracks)
Feats: Improved Initiative, Power Attack, Track

Environment: Any lands
Organization: Solitary, pair, or squad (3–5)
Challenge Rating: 4
Treasure: No coins; double goods; standard items
Alignment: Chaotic neutral
Advancement: 7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment: +6

Here is an example of a time seer using a hound archon as the base creature.

Kethane Maxurilius was once a heroic hound archon who fought valiantly against evil wherever he was called upon to do so. On one mission for the powers of good, he battled demons in the service

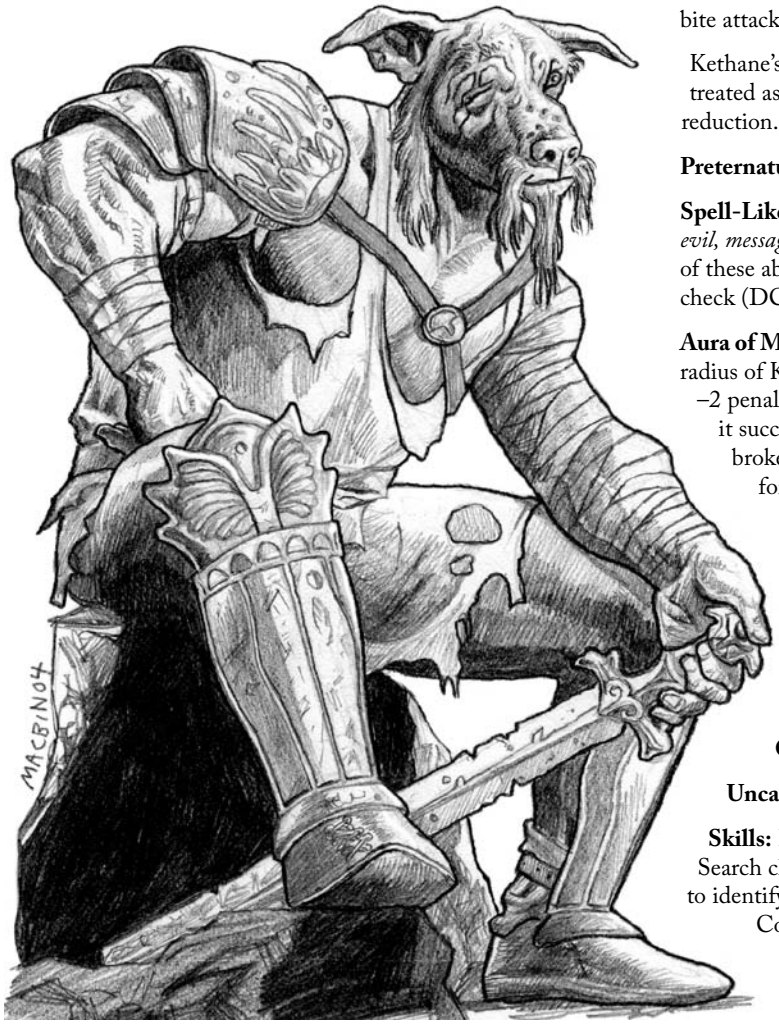
Using the Time Seer Template

The time seer template offers some interesting roleplaying opportunities for both GMs and players. A character such as Kethane Maxurilius can provide the GM with a unique, recurring character who serves alternately as welcome advisor and dreaded aggravation. Such an NPC can adopt a role similar to Merlin, or it could be more like the Sybil. More importantly, however, the time seer can be a rich source of adventure hooks and hints.

As GM, you could create a quest in which a character must acquire the power to see the future by gaining this template. The players can then decide with the template is a blessing or a curse, and either take steps to cure the affected character or guard her from the attentions of others who desire her power.

of a trickster deity. The waters from a certain well in the deity's palace were reputed to give drinkers the power to see the future, and although Kethane did not seek to drink from the well as greedier creatures would, he found himself forced to hide there and inadvertently tasted the water.

Some time later, his compatriots found Kethane in the well. Barely conscious and half drowned, he ranted and raved incoherently, answering some of his friends' questions before they uttered them but offering no response to questions they had asked minutes earlier. The situation did not improve after Kethane returned home. At one point, in a vain attempt to blind himself to future events, Kethane clawed out his right eye. The celestials attempted many times to cure Kethane's madness, but before they could find the proper spell or quest that would grant him sanity, he fled to the Material Plane.



Now Kethane wanders the world in the form of a large dog or wolf. He is easily recognizable because he lacks a right eye in all of his forms, with ugly scar tissue covering the socket.

Kethane offers his wisdom and knowledge of future events to other creatures according to some design that only he understands. Though Kethane never reveals his nature or his knowledge, he sometimes acts in small ways to guide events toward the end he believes is proper. He never remains in one place or travels with one creature for long, since his celestial brethren are still seeking him, and he wishes to avoid their ministrations.

Combat

Kethane avoids direct involvement in conflict, but he relishes witnessing the kinds of battles between good and evil that he used to participate in on an almost daily basis. If forced to fight, he takes hound archon form and battles foes using his greatsword and bite attack.

Kethane's natural weapons, and any weapons he wields, are treated as good- and lawful-aligned for overcoming damage reduction.

Preternatural Knowledge (Ex): See the time seer template.

Spell-Like Abilities: At will—*aid, augury, continual flame, detect evil, message;* 1/day—*true strike, vision.* Caster level 6th. To use any of these abilities, Kethane must make a successful Concentration check (DC 10 + spell level).

Aura of Menace (Su): Any hostile creature within a 20-foot radius of Kethane must succeed on a DC 16 Will save or take a –2 penalty on attack rolls, AC, and saves for 24 hours or until it successfully hits Kethane. A creature that has resisted or broken the effect cannot be affected again by Kethane's aura for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Change Shape (Su): Kethane can assume any canine form of Small to Large size. While in canine form, he loses his bite, slam, and greatsword attacks but gains the bite attack of the chosen form. For the purpose of this ability, canines include any doglike or wolflike creatures of the animal type.

Conflicted Vision (Ex): See the time seer template.

Uncanny Dodge (Ex): See the time seer template.

Skills: Kethane has a +5 racial bonus on Knowledge and Search checks, and a +5 racial bonus on Spellcraft checks made to identify spells as they are being cast. He takes a –5 penalty on Concentration, Sense Motive, and Spot checks. *While in canine form, Kethane gains a +4 circumstance bonus on Hide and Survival checks.

Transforming Construct

Made mutable to adapt to their masters' changing needs, transforming constructs seem like typical examples of beings created with equal parts of craft and magic. Their seemingly normal outward appearance disguises a potent power to change shape and undertake a wealth of different tasks. A transforming construct has limitless utility, and those who specialize in the manufacture of constructs often seek the secrets of their creation most avidly.

Transforming constructs come in six different varieties according to their alternate forms: bipedal, climber, digger, flyer, roller, and swimmer. These forms are defined as follows.

- **Bipedal:** When the transforming construct takes on bipedal form, parts of its body become legs, and other parts become arms with grasping hands.
- **Climber:** When the transforming construct takes on climber form, any legs it possesses are split into a half-dozen spiderlike limbs. If it lacks legs, part of its main body mass instead splits open and becomes legs.
- **Flyer:** When the transforming construct takes on flyer form, it loses any legs or wheels it originally had and gains wings.
- **Digger:** When the transforming construct takes on digger form, it loses any arms it has, and its torso becomes a great drill.
- **Roller:** When the transforming construct takes on roller form, it loses any legs and arms it possesses and gains great rollers for movement.
- **Swimmer:** When the transforming construct takes on swimmer form, its shape becomes more streamlined, and its lower body transforms into a large propeller.

Creating a Transforming Construct

"Transforming construct" is a created template that can be added to any construct (referred to hereafter as the base creature) that meets the qualifications given for the desired alternate form, as follows.

Bipedal: This form is available only to a transforming construct whose normal form is not bipedal.

Climber: The climber form is available only to a transforming construct that has no a climb speed in its normal form.

Flyer: This form is available only to a transforming construct that cannot fly in its normal form.



Digger: This form is available only to a transforming construct composed primarily of stone or metal that lacks a burrow speed in its normal form.

Roller: This form is available only to a transforming construct that does not move about using wheels in its normal form.

Swimmer: This form is available only to a transforming construct that lacks a swim speed in its normal form.

A transforming construct uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the shapechanger subtype if the base creature did not already have it.

Speed: When the transforming construct takes its alternate form, its speed changes depending on the form assumed, as follows.

Bipedal: Unless the bipedal transforming construct normally moves about on rollers or wheels, its land speed in bipedal form is double that of the base creature. If it did move about on rollers or wheels, its land speed is one-half that of the base creature (minimum 5 feet) when in bipedal form. Swim and burrow speeds, if any, are each reduced to one-half the base creature's values. If the base creature has a fly speed, its maneuverability is reduced by one category (minimum clumsy).

Climber: The climber transforming construct's land, burrow, fly, and swim speeds are each equal to one-half the base creature's values (minimum 5 feet). It gains a climb speed equal to the base creature's highest speed. In climber form, the transforming construct can climb sheer surfaces and ceilings like a spider.

Flyer: When in flyer form, the transforming construct gains a fly speed equal to double the base creature's highest speed and loses its land, burrow, and swim speeds. It flies with average maneuverability.

Digger: When in digger form, a transforming construct gains a burrow speed equal to the base creature's highest speed and loses any climb, fly, or swim speed it had. The digger can burrow through stone if its body is made mostly of metal, and it does not leave a tunnel behind it when it burrows.

Roller: When the transforming construct is in roller form, its land speed is double that of the base creature, or equal to the base creature's highest speed if it lacks a land speed. The transforming construct loses its climb speed (if any) in roller form. Swim and burrow speeds, if any, are each reduced to one-half the base creature's values. If the base creature has a fly speed, its maneuverability is reduced by one category (minimum clumsy).

Swimmer: When in swimmer form, the transforming construct gains a swim speed equal to double the base creature's highest speed and loses its fly speed, if any. Land, climb, and burrow speeds, if any, are each reduced to one-half the base creature's values.

Attack: The transforming construct retains all the base creature's attacks, which retain the same primary or secondary status they had for the base creature. When in its alternate form,

it loses any attacks associated with limbs it no longer has. In addition, it may gain new attacks when in its alternate form, as follows.

Bipedal: In this form, the transforming construct gains two slam attacks if it did not already have them. In addition, it can wield weapons and it is proficient with two that are given in its attack entry.

Digger: The transforming construct gains a deadly gore attack with its drill in digger form.

Roller: A transforming construct in roller form gains a single slam attack, which it makes by ramming into a foe.

Swimmer: In swimmer form, the transforming construct gains a bite attack if it did not already have one.

Damage: If the transforming construct gained an attack from the application of this template, its base damage is as given on the following table.

Damage

Size	Slam Base Damage	Gore Base Damage	Bite Base Damage
Fine	—	1d2	1
Diminutive	1	1d3	1d2
Tiny	1d2	1d4	1d3
Small	1d3	1d6	1d4
Medium	1d4	1d8	1d6
Large	1d6	2d6	1d8
Huge	1d8	2d8	2d6
Gargantuan	2d6	4d6	2d8
Colossal	2d8	4d8	4d6

Special Attacks: A transforming construct retains all the base creature's special attacks. In its alternate form, it loses any special attacks that depend on limbs it no longer has and gains those described here.

Alternate Attack: The exact attacks that the transforming construct gains depend on its alternate form, as follows.

Digger: *Dire Charge (Ex):* When the transforming construct charges, it deals double damage with a successful gore attack.

Roller: *Trample (Ex):* The transforming construct can trample foes up to one size category smaller than itself. This attack follows the normal rules for trample attacks as described in the *MM.* The base damage depends on its size, as given in the following table, and it adds 1-1/2 times its Strength bonus, if any.

Trample

Size	Trample Base Damage
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Swimmer: *Dire Charge (Ex):* When the transforming construct charges, it deals double damage with a successful bite attack.

Special Qualities: A transforming construct retains all the base creature's special qualities. In its alternate form, the transforming construct loses any special qualities that depend on limbs it no longer has and gains those described here.

Alternate Form (Su): A transforming construct can take an alternate form as a standard action. The specific form is chosen when the template is applied and cannot thereafter be changed. A transforming construct retains its hit points in when it changes forms, and it can remain in alternate form indefinitely. *True seeing* or similar magic reveals the transforming construct's many forms simultaneously.

Tremorsense (Ex): A transforming construct in digger form can sense the locations of all creatures or objects in contact with the ground within 60 feet so long as it remains in contact with the ground. For more information on the tremorsense ability, see the *MM.*

Abilities: Change from the base creature (in all forms) as follows: Str +2.

Skills: A transforming construct gains bonuses on certain skill checks according to its alternate form, as follows.

Climber: A transforming construct in climber form receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Flyer: A transforming construct in flyer form has a +4 competence bonus on Spot checks.

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

Feats: While in its alternate form, the transforming construct gains the indicated bonus feats assuming that the base creature does not already have them.

Bipedal: Two-Weapon Fighting.

Climber: Skill Focus (Climb).

Digger: Toughness.

Flyer: Fly-by Attack.

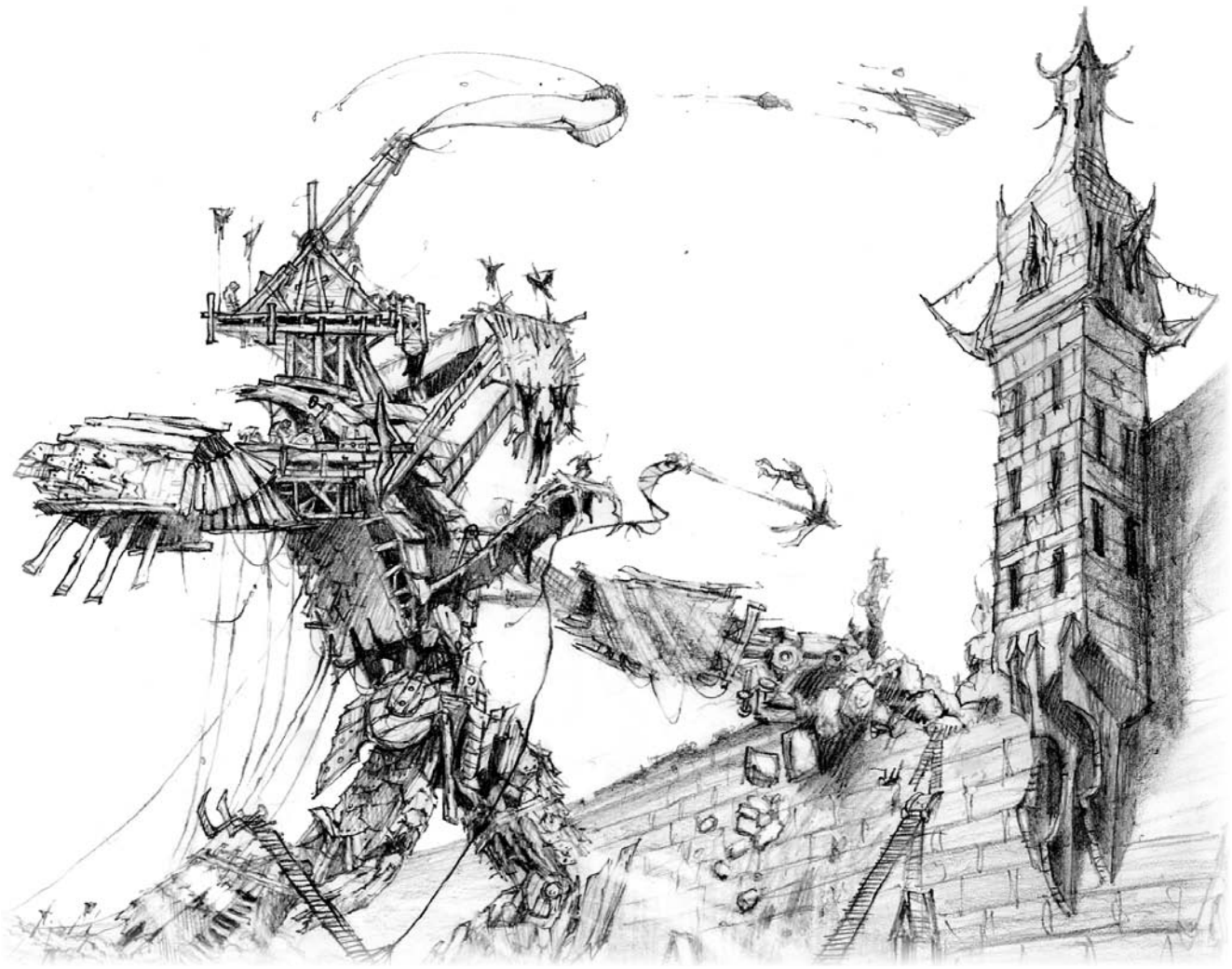
Swimmer: Weapon Focus (bite).

Challenge Rating: Same as the base creature with one alternate form; same as the base creature +1 with two or three alternate forms; same as the base creature +2 with four to six alternate forms.

Level Adjustment: Same as the base creature +2 for each application of the template.

Transforming Construct Characters

Most constructs are not playable characters, but if it the base creature has a level adjustment, the transforming construct favors whichever class the base creature does.



– Sample Creature: Transforming Colossal Animated Object –

Galleon Form

Colossal Construct (Shapechanger)

Hit Dice: 32d10+80 (256 hp)
Initiative: –3
Speed: 10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Armor Class: 11 (–8 size, –3 Dex, +12 natural), touch –1, flat-footed 11
Base Attack/Grapple: +24/+51
Attack: Slam +27 melee (4d6+16)
Full Attack: Slam +27 melee (4d6+16)
Space/Reach: 30 ft./30 ft.
Special Attacks: Blind, constrict 4d6+16
Special Qualities: Alternate forms, construct traits, darkvision 60 ft., hardness 5, low-light vision
Saves: Fort +10, Ref +7, Will +5
Abilities: Str 32, Dex 4, Con —, Int —, Wis 1, Cha 1
Skills: —
Feats: —

Environment: Any
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Swimmer Form

Colossal Construct (Shapechanger)

Hit Dice: 32d10+80 (256 hp)
Initiative: –3
Speed: 5 ft. (1 square), swim 20 ft.
Armor Class: 11 (–8 size, –3 Dex, +12 natural), touch –1, flat-footed 11
Base Attack/Grapple: +24/+51
Attack: Bite +28 melee (4d6+11)
Full Attack: Bite +28 melee (4d6+11) and slam +22 melee (4d6+5)
Space/Reach: 30 ft./30 ft.
Special Attacks: Dire charge
Special Qualities: Alternate forms, construct traits, darkvision 60 ft., hardness 5, low-light vision
Saves: Fort +10, Ref +7, Will +5
Abilities: Str 32, Dex 4, Con —, Int —, Wis 1, Cha 1
Skills: Swim +19
Feats: Weapon Focus (bite)

Environment: Any
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Using the Transforming Construct Template

This template offers a way to add zest and surprise to a construct by allowing it to take another shape. For example, a transforming flesh golem could leap into the water and set its legs to spinning around like a propeller while its face opens to reveal sharklike jaws. Or a transforming iron golem could spread its legs into wings and soar into the air. Or a transforming shield guardian could change its legs to wheels and crush enemies even as it speeds away. This template can also be applied to a construct more than once, allowing it to take multiple forms.

The template uses some broad language so that you have some latitude to interpret how it should be applied to the particular construct you have chosen. If you need an idea or for some reason find yourself at a loss as to how the template should be applied, review the quadrupedal and bipedal templates for rules on changing a creature's form. You might even want to put your construct through one of these two templates first.

If you allow players to create transforming constructs or want to be stringent about how NPCs do so, add 2,000 gp per alternate form to the cost of a transforming construct and increase the Craft DCs by +1 per new form. If you create a transforming animated object using the *animate object* spell, each new form counts as two Small objects toward the spell's limitations.

Bipedal Form

Colossal Construct (Shapechanger)

Hit Dice: 32d10+80 (256 hp)
Initiative: –3
Speed: 20 ft. (4 squares)
Armor Class: 11 (–8 size, –3 Dex, +12 natural), touch –1, flat-footed 11
Base Attack/Grapple: +24/+51
Attack: Slam +27 melee (2d8+11) or flail +27 melee (6d6+11)
Full Attack: 2 slams +27 melee (2d8+11) or flail +25/+20/+15/+10/+5 melee (6d6+11) and light mace +25 melee (4d6+5)
Space/Reach: 30 ft./30 ft.
Special Attacks: —
Special Qualities: Alternate forms, construct traits, darkvision 60 ft., hardness 5, low-light vision
Saves: Fort +10, Ref +7, Will +5
Abilities: Str 32, Dex 4, Con —, Int —, Wis 1, Cha 1
Skills: —
Feats: Two-Weapon Fighting

Environment: Any
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Here is an example of a transforming construct using a galleon turned into a colossal animated object as the base creature.

A transforming animated galleon is a beautiful ship that can be commanded to guard against pirates. As a Colossal animated object, it can move about on its own and attack foes, or even moving onto land with its legs. As a transforming construct, however, it can present an even greater threat.

When the transforming animated galleon takes its swimmer form, the aft of the ship becomes a great propeller that gives it greater maneuverability both on and below the surface of the water. Its prow forms a jagged mouth, and its masts and sails lay along its back like great fins. In its bipedal form, the transforming animated galleon can walk about on land with great alacrity and wield its anchor and one of its masts as weapons.

Combat

A transforming animated galleon fights well on land in bipedal form. Its creator can command it to lash out at foes with its anchor as though it were wielding a flail and attack with its spar as though it were wielding a light mace. In water, it fights best in swimmer form, chewing through enemy ships with a prow formed into a biting maw. Even in normal galleon form, a transforming animated galleon represents a significant threat, especially to foes who board it.

A transforming animated galleon obeys the commands only of the powerful spellcaster who created it.

Blind (Ex): An animated galleon can wrap its sails around foes to blind them. If it grapples an opponent up to three size categories larger than itself, it may make a normal grapple check. On a success, it wraps itself around the opponent's head, blinding it until its grapple is broken or removed. A transforming animated galleon can make blind attacks against multiple creatures at once, as long as each of them is at least two sizes smaller than the galleon and can fit in its squares.

Constrict (Ex): A transforming animated galleon can wrap its ropes and anchor chains around foes up to one size category larger than itself, dealing damage equal to its base slam damage plus 1-1/2 times its Strength bonus on a successful grapple check. An animated galleon can make constriction attacks against multiple creatures at once, as long as each of them is at least two sizes smaller than the galleon and can fit in its squares.

Dire Charge (Ex): See the transforming construct template for details.

Alternate Forms (Su): The transforming animated galleon can take bipedal and swimmer forms; see the transforming construct template for details.

Construct Traits: A transforming animated galleon has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Hardness (Ex): An animated galleon has a hardness of 5. See the animated object entry in the *MM* for details.

Unholy Creature

Just as good deities can empower their most devout followers, so too can deities of darkness grace their champions with greatness. These unholy creatures bear the black taint of ultimate corruption, which gives them unholy strength. Not only are their bodies and souls are immune to the evil energies of the Plane of Negative Energy, they can draw power from the black energy that drains most creatures. The very presence of an unholy creature brings a chill to the souls of creatures whose hearts are not equally black, and their touch is a blight to pure souls.

An unholy creature appears much as it did before receiving its dark gods' gifts, but its exceptional strength and unnatural quickness mark it as somehow changed.

Creating an Unholy Creature

"Unholy creature" is an acquired template that can be added to any evil creature that uses negative energy or has the evil subtype (referred to hereafter as the base creature). Evil clerics, blackguards, evil necromancers, demons, devils, and most undead are appropriate choices for the unholy template. Should the creature's alignment ever change from evil, it loses this template.

An unholy creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the evil subtype if the base creature does not already have it.

Speed: Each of an unholy creature's speeds increases by +10 feet over the corresponding speed of the base creature.

Special Attacks: An unholy creature retains all the base creature's special attacks and gains those described here.



Awful Presence (Su): Every nonevil creature within 30 feet of an unholy creature automatically takes a –1 penalty on all attack rolls, checks, and saves. Awful presence is a mind-affecting fear effect.

Profane (Su): Each of an unholy creature's melee attacks with a natural or manufactured weapon deals +1d6 points of extra damage to a creature of good alignment. All of its natural and manufactured weapons are treated as evil-aligned for overcoming damage reduction.

Unholy Spellcasting (Su): An unholy creature's effective caster level for necromancy spells or spells with the evil descriptor increases by +1 over that of the base creature. This benefit stacks with itself, so the unholy creature's effective caster level for a spell that fits both parameters is higher by +2 than that of the base creature.

Special Qualities: An unholy creature retains all the base creature's special qualities and gains those described here.

Damage Reduction (Su): The unholy creature gains damage reduction 5/good.

Darkvision (Su): An unholy creature has darkvision to a range of 60 feet.

Negative Energy Immunity (Su): Unholy creatures are immune to energy drain, ability damage and ability drain due to negative energy (such as the special attacks of undead), and hit point damage from negative energy.

Protection from Good (Su): An unholy creature gains a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks by good creatures. Furthermore, it is immune to any attempt by a good creature to possess, charm, or influence it.

Unholy Body (Su): An unholy creature is healed by negative energy and harmed by positive energy like an undead creature. Thus, *inflict light wounds* would heal an unholy creature and *cure light wounds* would harm it.

Abilities: Change from the base creature as follows: Str +4, Dex +4, Cha +4.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +5.

Unholy Characters

An unholy character favors whichever class the base creature does.

Sample Creature: Grakkus Heartfeast

Orc Cleric 9, Medium Humanoid (Evil, Orc)

Hit Dice: 9d8+9 (49 hp)
Initiative: +1
Speed: 30 ft. (5 squares); base speed 40 ft.
Armor Class: 24 (+1 Dex, +10 *+2 full plate*, +2 heavy wooden shield, +1 *ring of protection +1*), touch 12, flat-footed 21
Base Attack/Grapple: +6/+13
Attack: +14 morningstar (1d8+7 plus profane)
Full Attack: +14/+9 masterwork morningstar (1d8+7 plus profane)
Space/Reach: 5 ft./5 ft.
Special Attacks: Awful presence, profane, rebuke undead, spells, unholy spellcasting
Special Qualities: Damage reduction 5/good, darkvision 60 ft., light sensitivity, immunity (negative energy), protection from good, unholy body
Saves: Fort +8, Ref +5, Will +10
Abilities: Str 24, Dex 12, Con 12, Int 14, Wis 16, Cha 18
Skills: Concentration +9*, Intimidate +7, Knowledge (religion) +10, Listen +5, Ride +8, Spellcraft +10, Spot +5, Survival +7
Feats: Alertness, Combat Casting, Lightning Reflexes, Skill Focus (Ride)

Environment: Temperate hills
Organization: Solitary, mounted (Grakkus plus winter wolf), cadre (Grakkus plus winter wolf, and 48 HD of skeletons and zombies)
Challenge Rating: 10
Treasure: Standard (see equipment)
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +5

Here is an example of an unholy creature using an orc cleric 9 as the base creature.

When Grakkus Heartfeast heard the call of a deity of cold and death, he answered without hesitation. Once the laughingstock of a tribe of barbarian orcs, Grakkus is now feared by his former tormentors and all who meet him. Chosen by his god to be its instrument of negative energy, Grakkus Heartfeast is nearly always accompanied by a host of undead servitors that he has raised from the bodies of fallen foes.

Grakkus rides a winter wolf named Frost Tooth into battle. The winter wolf agreed to serve Grakkus and his god after the priest wrestled him into submission. Mounted on this terrible creature, Grakkus leads his minions to war, casting spells and laying about him with his morningstar.

Grakkus Heartfeast speaks Common, Elven, and Orc.



Combat

Grakkus reserves his *cure* spells to heal Frost Tooth, but he casts his other spells liberally. Mounted on Frost Tooth and protected by defensive magic, he has no fear of melee and eagerly attacks those foolish enough to think they can match him in battle.

Grakkus Heartfeast's natural weapons, and any weapons he wields, are treated as evil-aligned for overcoming damage reduction.

Awful Presence (Su): See the unholy creature template.

Profane (Su): See the unholy creature template.

Rebuke Undead (Su): Grakkus receives a +2 bonus on rebuke attempts because of his ranks in Knowledge (religion).

Spells: Grakkus Heartfeast casts spells as 9th-level cleric.

Typical Cleric Spells Prepared (6/6/6/5/3/2; DC 13 + spell level): 0—*cure minor wounds* (2), *detect magic* (2), *read magic, resistance;* 1st—*bane* (2), *bless, cause fear*†, cure light wounds, shield of faith;* 2nd—*aid, bull's strength* (2), *desecrate††*, *hold person, shield other;* 3rd—*animate dead†††*, *deeper darkness, dispel magic* (2), *protection from energy;* 4th—*air walk, greater magic weapon, unholy blight*††*; 5th—*flame strike, slay living†††*.

*Domain spells. Domains: Death (death touch 1/day), Evil (cast evil spells at +1 caster level).

†Caster level 10th. ††Caster level 11th. †††Caster level 12th.

Unholy Spellcasting (Su): See the unholy creature template.

Damage Reduction (Su): See the unholy creature template.

Darkvision (Su): See the unholy creature template.

Immunity to Negative Energy (Su): See the unholy creature template.

Protection from Good (Su): See the unholy creature template.

Unholy Body (Su): See the unholy creature template.

Possessions: Masterwork morningstar, *+2 full plate*, *+2 heavy wooden shield, ring of protection +1, gauntlets of ogre power, cloak of resistance +1, boots of the winterlands.*

Unseelie Creature

Unseelie creatures are evil beings that oppose the seelie. Though these strange creatures are native to the Ethereal Plane, they rely on the verdant Material Plane for most of their needs.

Seelie creatures that turn toward selfishness or sinful acts are cast out from the Seelie Realm. Such beings become unseelie creatures and must live out their lives in the Material World. This practice has resulted in generations of embittered unseelie creatures, all of which are now native to the Material Plane. Unseelie creatures strive to block the seelie creatures at every opportunity. They often defile forests and fields in hopes of destroying all areas where the seelie creatures can use their faerie walk ability, thus forcing them to the Material Plane where they can be destroyed.

Creating a Unseelie Creature

"Unseelie creature" is an inherited template that can be added to any living, intelligent, evil creature (referred to hereafter as the base creature). It is also an acquired template that is added to any creature that loses the seelie template.

An unseelie creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the extraplanar subtype if the base creature did not already have it. If the base creature is not of the fey type, it also gains the feyblood subtype (see **Feyblood Subtype** on page 218).

Special Attacks: The unseelie creature retains all the base creature's special attacks and gains those described here.

Spell-Like Abilities: At will—*invisibility;* 3/day—*ghost sound, silent image;* 1/day—*alter self, darkness, magic mouth, sleep.* Caster level equals unseelie creature's character level. The save DCs are Charisma-based.



Special Qualities: The unseelie creature retains all the base creature's special qualities and gains those described here.

Damage Reduction (Ex): A seelie creature has damage reduction 5/silver.

Darkvision (Ex): An unseelie creature has darkvision with a 60-foot-range.

Resistance to Cold (Ex): An unseelie creature has cold resistance 5.

Unseelie Pact (Ex): An unseelie creature that becomes neutral or good loses the unseelie template, but it retains the evil subtype and vulnerability to silver weapons. If it becomes a good-aligned creature, it gains the seelie template.

Unseelie Sight (Ex): An unseelie creature using its *invisibility* ability can see other unseelie creatures using the same ability. In addition, it automatically succeeds on saves against illusion spells and effects produced by unseelie creatures and immediately recognizes such effects as illusions.

Abilities: Change from the base creature as follows: Dex +4, Cha –2 (minimum 1).

Skills: An unseelie creature gains a +4 racial bonus on Hide and Move Silently checks.

Languages: If the unseelie creature can speak, it gains the ability to speak Sylvan in addition to any other languages the base creature knows.

Environment: Any.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +2.

Unseelie Characters

An unseelie creature favors whichever classes the base creature does.

– Sample Creature: Unseelie Shadow Mastiff –

Medium Outsider (Extraplanar, Feyblood)
Hit Dice: 4d8+12 (30 hp)
Initiative: +7
Speed: 50 ft. (10 squares)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +4/+7
Attack: Bite +7 melee (1d6+4)
Full Attack: Bite +7 melee (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Bay, spell-like abilities, trip
Special Qualities: Damage reduction 5/silver, darkvision 60 ft., resistance (cold 5), shadow blend, scent, unseelie pact, unseelie sight
Saves: Fort +7, Ref +7, Will +5
Abilities: Str 17, Dex 17, Con 17, Int 4, Wis 12, Cha 11
Skills: Hide +14, Listen +8, Move Silently +14, Spot +8, Survival +8*
Feats: Dodge, Improved Initiative, Track[B]

Environment: Plane of Shadow
Organization: Solitary, pair, or pack (5–12)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral evil
Advancement: 5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment: +4

Here is an example of an unseelie creature using a pixie as the base creature.

Unseelie shadow mastiffs travel invisibly and silently through the world, tracking and ambushing unwary seelie creatures and creatures who defend with the green woods and fields that the seelie call home. Even when they are not invisible, their forms blend into shadow.

An unseelie shadow mastiff is a sleek, powerful, black-furred hound with a hellish-looking mastiff's head. Its powerful jaws are studded with unnaturally long teeth.

Unseelie shadow mastiffs speak broken Sylvan, but with their mean intelligence, they rarely communicate.



Combat

Unseelie shadow mastiffs use their *shadow blend* and *invisibility* together with their natural cunning to remain unobserved, but they are less apt to use their other spell-like abilities. Some have learned to use *silent image* and *ghost sound* to distract foes or fool them as to their whereabouts.

Bay (Su): When an unseelie shadow mastiff howls or barks, every creature except evil outsiders within a 300-foot spread must

succeed on a DC 12 Will save or become panicked for 2d4 rounds. Bay is a sonic, mind-affecting, fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

Spell-Like Abilities: At will—*invisibility;* 3/day—*ghost sound* (DC 10), *silent image* (DC 11); 1/day—*alter self, darkness, magic mouth, sleep* (DC 11). Caster level 4th. The save DCs are Charisma-based.

Trip (Ex): An unseelie shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the unseelie shadow mastiff.

Damage Reduction (Ex): See the unseelie creature template.

Darkvision (Ex): See the unseelie creature template.

Resistance to Cold (Ex): See the unseelie creature template.

Shadow Blend (Su): In any condition of illumination other than full daylight, an unseelie shadow mastiff can disappear into the shadows, gaining total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

Unseelie Pact (Ex): See the unseelie creature template.

Unseelie Sight (Ex): See the unseelie creature template.

Skills: An unseelie shadow mastiff gains a +4 racial bonus on Hide and Move Silently checks.*It has a +4 racial bonus on Survival checks when tracking by scent.

Verminoid Creature

Verminoids are verminlike creatures with humanoid bodies and intellects. Some sages speculate that they are the abominable results of druidic magic gone awry and the experiments of arcane spellcasters obsessed with vermin.

A verminoid has two legs to walk upon and two arms with hands that can manipulate tools. It walks upright but otherwise retains all the hideous aspects of its vermin form.

Creating a Verminoid

"Verminoid creature" is an inherited or acquired template that can be added to any living vermin (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to monstrous humanoid with the appropriate augmented subtype. Size is unchanged.

Shape: If the base creature has wings or a tail, these appendages adjust to fit the verminoid. Of its other limbs, two become legs, and all others become arms. Any creature that does not have enough limbs of the appropriate kind to form at least two legs and two arms simply grows the necessary limbs.

Hit Dice: If the base creature has only a fractional racial Hit Die, increase it to 1 racial HD.

Speed: If the creature has a land speed slower than 10 feet (or no land speed at all), its land speed becomes 10 feet.

Base Attack Bonus: The verminoid's base attack bonus from racial Hit Dice is equal to its racial Hit Dice.

Attack: The verminoid retains all the base creature's attacks except those that depended on limbs that have turned to legs. Any other natural attacks it has retain the same primary or secondary status they had for the base creature. The manimal has the weapon and armor proficiencies of creatures of the monstrous humanoid type.

Space/Reach: The verminoid has a space and reach appropriate for its size, as noted in the following table. If the base creature had greater than normal reach for its size, add 5 feet to the reach indicated on the table.

Space/Reach

Size	New Space/Reach
Fine	1/2 ft./0 ft.
Diminutive	1 ft./0 ft.
Tiny	2-1/2 ft/0 ft.
Small	5 ft/5 ft.
Medium	5 ft/5 ft.
Large	10 ft/10 ft.
Huge	15 ft/15 ft.
Gargantuan	20 ft/20 ft.
Colossal	30 ft/30 ft.

Special Attacks: A verminoid retains all of the base creature's special attacks except rake.

Special Qualities: The verminoid retains all the base creature's special qualities and gains the one described here.

Impenetrable Mind (Ex): Due to its heritage as a nonintelligent

New Spell: Create Verminoid

Transmutation

Level: Druid 5, Sorcerer/Wizard 7
Components: V, S, XP
Casting Time: 1 day
Range: Touch
Target: Nonintelligent vermin touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

If you'd like a swift way to introduce verminoids into your campaign, try this spell.

You grant a nonintelligent vermin a humanlike form and intelligence. If you succeed on a Will saving throw (DC 10 + target's character level), the vermin gains the verminoid template. The resulting creature initially views you as an ally, but you have no special empathy with it. A verminoid speaks a number of languages equal to 1 + its Intelligence bonus (if any), chosen from among those its creator knows.

XP Cost: 250 XP.

insect, a verminoid gains a +4 racial bonus on saves against mind-affecting effects.



Saves: Fortitude and Reflex are a verminoid's good saves; Will is poor. Recalculate the portion of each of the base creature's save bonuses derived from racial HD. The portion of the base save bonus derived from class levels remains the same. See **Chapter 3: Classes** of the *PHB* for the progression of good and poor saves. New ability scores and new feats may also alter save bonuses.

Abilities: Increase from the base creature as follows: Int +8, Cha +6.

Skills: Ignore the base creature's skill modifiers. Recalculate skill points for the verminoid's racial Hit Dice according to the formula (2 + Int modifier, minimum 1) x (HD +3), then purchase its skills afresh, treating the base creature's skills and Listen, Spot, and Survival as class skills and all others as cross-class skills. The verminoid retains any skill points gained from class levels and any racial bonuses the base creature has. New size modifiers and new ability scores all modify skill modifiers.

Languages: A verminoid speaks a number of languages equal to 1 + its Intelligence bonus (if any), chosen from among those its creator knows.

Feats: The verminoid retains the base creature's bonus feats but loses all others. Assign new feats as desired, giving preference to those that the base creature possessed. The verminoid must still meet any prerequisites for feats chosen to fill vacant feat slots.

Challenge Rating: Base creature's character level less than 1, increase to 1/2; character level 1st or higher, same as the base creature.

Treasure: Standard.

Alignment: Usually neutral.

Advancement: By character class.

Level Adjustment: The verminoid template has no level adjustment, but it can easily be used to make vermin playable characters. A verminoid's level adjustment should be relatively easy to judge. Consider the creature's size, ability score adjustments, and any special attacks it has. When making a particular verminoid PC or NPC, you can determine its racial adjustments after the application of this template and roll 3d6 for its ability scores.

Verminoid Characters

Verminoids usually favor the barbarian class, but some especially charismatic types favor the bard or the sorcerer class.

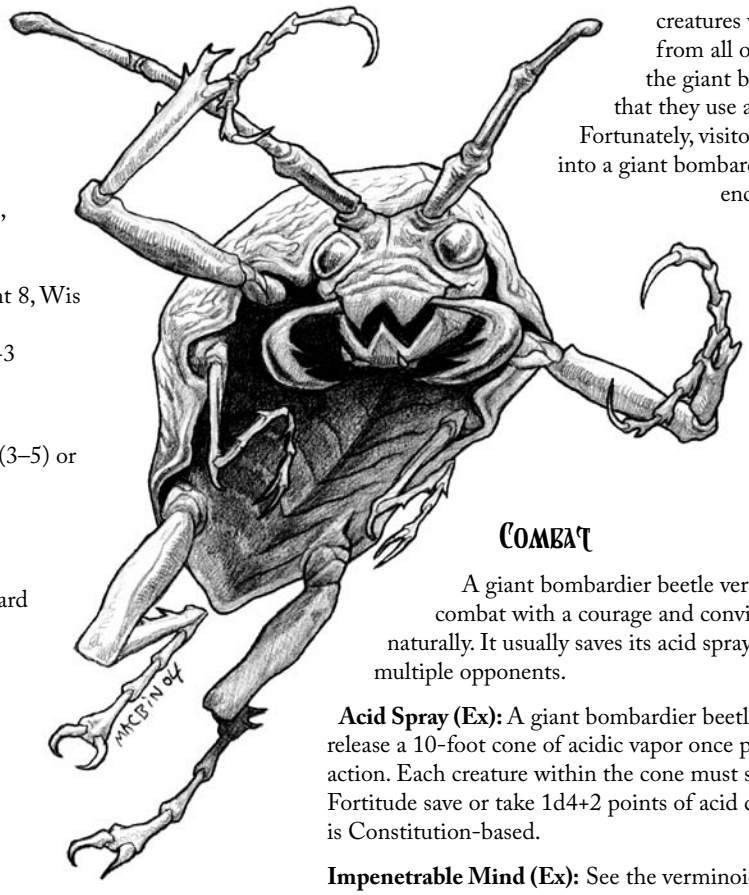
– Sample Creature: Giant Bombardier Beetle Verminoid –

Medium Monstrous Humanoid (Augmented Vermin)

Hit Dice: 2d8+4 (13 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +2/+3
Attack: Spear +3 melee (1d8+1) or bite +3 melee (1d4+1)
Full Attack: Spear +3 melee (1d8+1) and bite –2 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid spray
Special Qualities: Darkvision 60 ft., impenetrable mind
Saves: Fort +5, Ref +3, Will +0
Abilities: Str 13, Dex 10, Con 14, Int 8, Wis 10, Cha 15
Skills: Listen +3, Spot +3, Survival +3
Feats: Alertness

Environment: Warm forests
Organization: Solitary, pair, cluster (3–5) or click (6–11)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class (bard is favored)
Level Adjustment: +2

Giant bombardier beetle verminoids look similar to their vermin counterparts. Indeed, when such a creature crawls on its belly, most viewers would not be able to distinguish its humanoid characteristics from a distance.



Like their vermin counterparts, giant bombardier beetle verminoids feed primarily on carrion and offal, and they spend considerable time collecting these materials into vast piles. The verminoids use this heaped-up refuse as homes and nesting areas in which to lay eggs, carving tunnels through houses that also serve as food supplies. They guard their food-homes from other creatures with intense ferocity from all other creatures except the giant bombardier beetles that they use as guard creature. Fortunately, visitors need not blunder into a giant bombardier beetle verminoids encampment unaware. The creatures have a natural knack for singing, and the alien and buzzing songs they sing while working can often be heard long before the verminoids can be seen.

Combat

A giant bombardier beetle verminoid enters melee combat with a courage and conviction that comes naturally. It usually saves its acid spray as a surprise for multiple opponents.

Acid Spray (Ex): A giant bombardier beetle verminoid can release a 10-foot cone of acidic vapor once per round as a standard action. Each creature within the cone must succeed on a DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

Impenetrable Mind (Ex): See the verminoid template.

War Machine

A war machine is a construct of terrible power built from various metals and granted the powers of another creature. Designed to resemble a living creature, its body is a complicated construction of layered metals that give it the shape the desired creature normally would have. Magic grants the war machine the powers of the creature it was built to resemble.

A war machine follows the commands of its creator much as a golem does. Although unintelligent, it has an instinctual understanding of its abilities and of combat. A war machine is capable of limited strategy when carrying out its creator's instructions and it can follow any simple command that the creator can give in a couple sentences.

Creating a War Machine

"War machine" is a created template that can be added to any living, corporeal creature except an ooze (referred to hereafter as the base creature).

A war machine uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to construct with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Hit Dice: Change all racial Hit Dice to d10s. The creature gains bonus hit points as a construct of its size category. Since it has no Constitution score, it does not gain bonus hit points based on high Constitution.

Speed: Each of the war machine's speeds is double the corresponding speed of the base creature.

Armor Class: The war machine's natural armor bonus improves by +5 over that of the base creature.

Special Attacks: A war machine retains all the base creature's special attacks and gains those described here.

Body Blades (Ex): Spikes and blades cover a war machine's body. When another creature attacks it with handheld or natural weapons, the attacker takes 1d8 points of slashing and piercing damage. Incorporeal creatures and creatures using weapons with exceptional reach, such as longspears, do not take this damage. In addition, a war machine deals 1d8 points of piercing and slashing damage to a grabbed opponent with each successful grapple check.

The war machine's creator can create a war machine that can carry her as a rider without subjecting her to the damage from this effect, but for 500 gp,

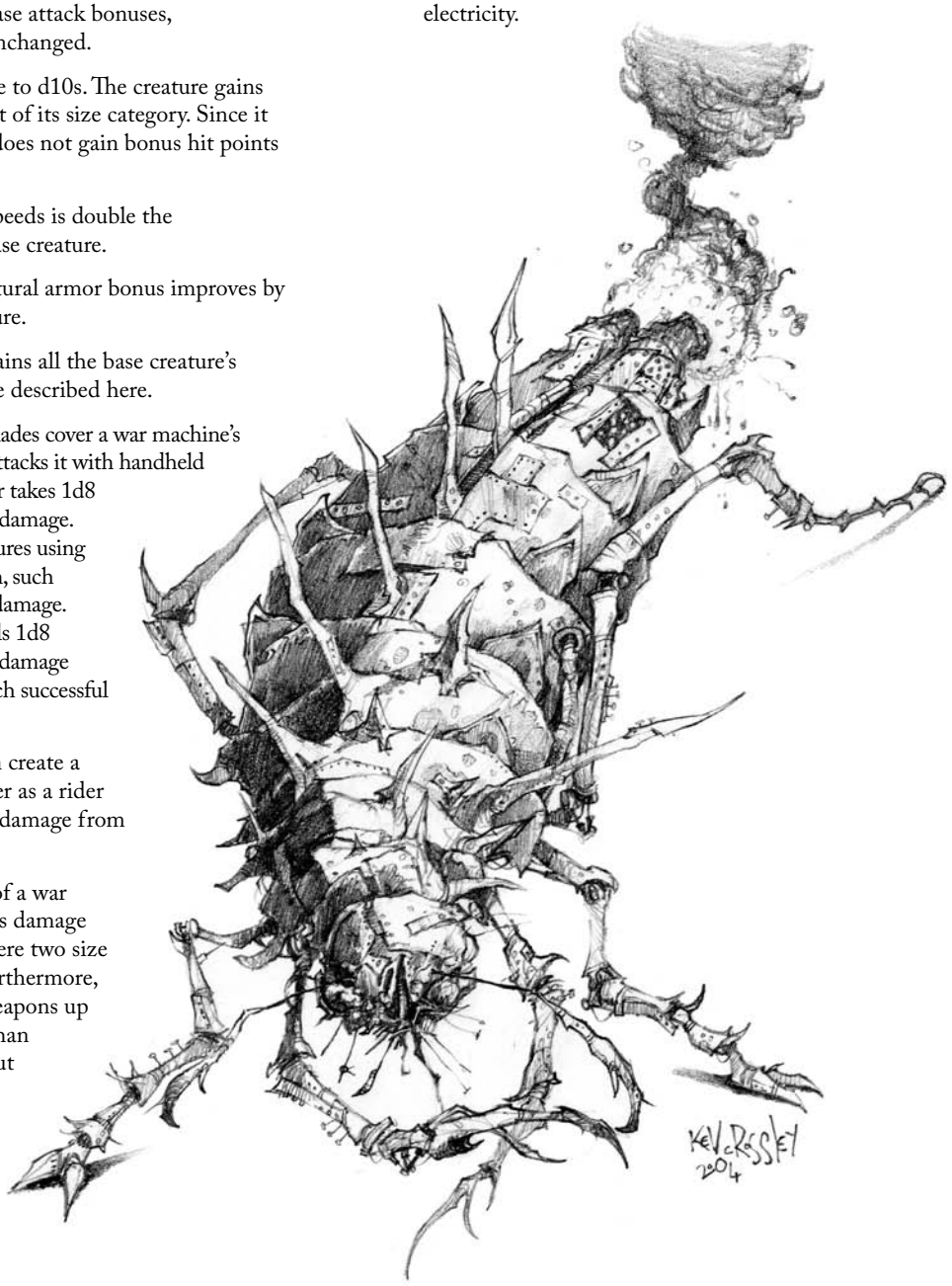
Enlarged Attacks (Ex): Each of a war machine's natural attacks deals damage as though the war machine were two size categories larger than it is. Furthermore, the war machine can wield weapons up to two size categories larger than the base creature could without taking penalties.

Sprint (Ex): Once per hour, a war machine can move up to 10 times its normal speed when it charges.

Special Qualities: A war machine retains all the base creature's special qualities and gains those described here.

Hardness (Ex): A war machine has a hardness of 10. This quality functions like object hardness, even though a clockwork creature is not an object.

Immunity to Electricity (Ex): A war machine is immune to electricity.



Metal Body (Ex): Beneath its skin, a war machine is largely composed of metal. It counts as a ferrous creature for the purposed of *rusting grasp* and other spells that have special effects on metal.

Resistances (Ex): A war machine has resistance 10 to acid, cold, and fire. If the base creature has better resistance or immunity, use the better value.

Abilities: Change from the base creature as follows: Str +6, Dex +6, Wis +4, Cha –4 (minimum 1). As an unintelligent construct, a war machine has no Constitution or Intelligence score.

Skills: Ignore the base creature's skill modifiers, since a war machine has no skill points. However, it retains any racial bonuses that the base creature has. In addition, a war machine gains a +10 racial bonus on Balance, Climb, Jump, Listen, Spot, and Tumble checks. A war machine creature can use Tumble as though trained even if it possesses no ranks in the skill.

Feats: A war machine retains the base creature's bonus feats but loses all others.

Environment: Same as creator.

Organization: Solitary, pair, or gang (3–4).

Challenge Rating: Same as the base creature +3.

Alignment: Always neutral.

Advancement: —

Level Adjustment: —

Creating a War Machine

War machines are created in the same manner as golems. Because a war machine is composed of various metals, it weighs three times what the base creature does.

Creating the war machine costs 1,200 gp × the war machine's CR. Assembling the body requires DC 25 Craft (armorsmithing) and a DC 25 Craft (weaponsmithing) check, plus the Craft Construct feat (see the *MM*). The creator must have a character level that equals or exceeds 5 + war machine's CR and be able to cast either arcane or divine spells. Completing the ritual drains a number of XP equal to the war machine's creation cost divided by 25, and it requires the spells *geas/quest, limited wish, polymorph any object,* and *resist elements.*

– Sample Creature: War Machine Ankheg –

Large Construct

Hit Dice: 3d10+30 (46 hp)
Initiative: +3
Speed: 60 ft. (12 squares), burrow 40 ft.
Armor Class: 26 (–1 size, +3 Dex, +14 natural), touch 9, flat-footed 23
Base Attack/Grapple: +3/+15
Attack: Bite +10 melee (4d8+12 plus 1d4 acid)
Full Attack: Bite +10 melee (4d8+12 plus 1d4 acid)
Space/Reach: 10 ft./5 ft.
Special Attacks: Body blades, enlarged attacks, improved grab, spit acid, sprint
Special Qualities: Darkvision 60 ft., construct traits, hardness 10, immunity (electricity), low-light vision, metal body, resistances (acid 10, cold 10, fire 10), tremorsense 60 ft.
Saves: Fort +3, Ref +3, Will +4
Abilities: Str 27, Dex 16, Con —, Int —, Wis 17, Cha 2
Skills: Balance +13, Climb +18, Jump +30, Listen +13, Spot +13, Tumble +13
Feats: —

Environment: Same as creator
Organization: Solitary, pair, or gang (3–4)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Here is an example of a war machine using an ankheg as the base creature.

The war machine ankheg is a burrowing construct that measures about 10 feet long and weighs about 2,500 pounds. It looks something like a demonic cockroach made of metal and covered in spikes.

A war machine ankheg burrows with its legs and mandibles. A burrowing war machine ankheg usually does not make a usable tunnel, but it can be commanded to construct one. When so doing, it burrows at half speed and creatures a tunnel 5 feet tall and 5 feet wide.

Combat

A war machine ankheg can be commanded to burrow beneath the ground and lie in wait for foes it detects with tremorsense. When left to its own devices in combat, it takes grappled foes into the tunnels it digs and crushes them against its body blades.

Body Blades (Ex): See the war machine template.

Enlarged Attacks (Ex): See the war machine template.

Improved Grab (Ex): To use this ability, a war machine ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spit Acid (Ex): Once every 6 hours, a war machine ankheg can spit a 30-foot line of acid. Any creature in the path of this acid takes 4d4 points of acid damage (Reflex DC 14 half). One such attack depletes the war machine ankheg's acid supply for 6 hours, during which it cannot spit acid or deal acid damage. The save DC is Constitution-based.

Sprint (Ex): See the war machine template.

Construct Traits: A war machine ankheg has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Hardness (Ex): See the war machine template.

Metal Body (Ex): See the war machine template.

Resistances (Ex): See the war machine template.

Appendix: Challenge Rating Ranks



Templates By Challenge Rating

Template	CR Modifier	Template	CR Modifier
Feral Dragon	–4 or Special	Half-Drow	+1
Amalgam	Varies	Half-Giant	+1
Gigantean	Varies	Holy Creature	+1
Miniature	Varies	Icy Creature	+1
Monstrous Lycanthrope	Varies	Id Ooze	+1
Psychic	Varies	Inveigler	+1
Transforming Construct	Varies	Magma Creature	+1
Amphibious Creature	+0	Metal Clad: Brass	+1
Arboreal Creature	+0	Metal Clad: Copper	+1
Bipedal Creature	+0	Metal Clad: Gold	+1
Cave Creature	+0	Metal Clad: Lead	+1
Creature Swarm	+0	Mist Creature	+1
Fortune-Spurned Creature	+0	Negative-Energy-Charged Creature	+1
Fungal Creature	+0	Nightmare Creature	+1
Half-Plant	+0	Ooze Creature	+1
Lifespark Construct	+0	Plague Bearer	+1
Lunatic Creature	+0	Poisonous Creature	+1
Nocturnal Creature	+0	Primitive Creature	+1
Quadrupedal Creature	+0	Quickling	+1
Savant	+0	Ravenous Creature	+1
Time Seer	+0	Saurian	+1
Verminoid Creature	+0	Seasonal Creature	+1
Manimal	+0 or +1	Seelie Creature	+1
Prismatic Creature	+0 or +1	Slithering Ooze	+1
Solaric Creature	+0 or +1	Smoke Creature	+1
Bramble Creature	+1	Suzerain	+1
Celestial Blessed	+1	Unholy Creature	+1
Crystal Creature	+1	Unseelie Creature	+1
Demon Possessed: Babau	+1	Blood Knight	+2
Demon Possessed: Bebilith	+1	Broken Soul	+2
Demon Possessed: Dretch	+1	Clockwork Creature	+2
Demon Possessed: Hezrou	+1	Demon Possessed: Balor	+2
Demon Possessed: Nalfeshnee	+1	Demon Possessed: Glabrezu	+2
Demon Possessed: Quasit	+1	Demon Possessed: Marilith	+2
Demon Possessed: Retriever	+1	Devil Bound: Barbed Devil	+2
Demon Possessed: Succubus	+1	Devil Bound: Bearded Devil	+2
Demon Possessed: Vrock	+1	Devil Bound: Bone Devil	+2
Devil Bound: Chain Devil	+1	Devil Bound: Erinyes	+2
Devil Bound: Hellcat	+1	Devil Bound: Ice Devil	+2
Devil Bound: Imp	+1	Dread Bodak	+2
Divine Guardian	+1	Dread Morhg	+2
Dread Ghast	+1	Dread Shadow	+2
Dread Ghoul	+1	Dread Wight	+2
Dread Lacedon	+1	Four Horsemen	+2
Dread Skeleton	+1	Genie-Bound	+2
Dread Zombie	+1	Metal Clad: Bronze	+2
Dream Creature	+1	Poltergeist	+2
Dust Creature	+1	Swamp Lord	+2
Element-Infused Creature	+1	Thunder Child	+2
Flesh Plant	+1	Apocalypse Swarm	+3
Force Creature	+1	Devil Bound: Horned Devil	+3
Fortune-Blessed Creature	+1	Devil Bound: Pit Fiend	+3
Green Warden	+1	Dread Allip	+3

Template	CR Modifier
Dread Devourer	+3
Dread Ghost	+3
Dread Lich	+3
Dread Mummy	+3
Dread Spectre	+3
Dread Vampire	+3
Dread Wraith Sovereign	+3
Metal Clad: Iron	+3
Metal Clad: Platinum	+3
Metal Clad: Silver	+3
Sonic Creature	+3
Stone Idol	+3
War Machine	+3
Jotunblood Giant	+4
Metal Clad: Steel	+4
Metal Clad: Mithral	+5
Metal Clad: Adamantine	+6

Sample Creatures by Challenge Rating

Template	CR
Arboreal Halfling Warrior	1/2
Bramble Wild Elf Warrior	1
Cave Squid	1
Dread Zombie Aasimar Warrior	1
Fortune-Spurned Light Warhorse	1
Fungal Lizardfolk	1
Miniature Formian Warrior	1
Mud Creature	1
Pseudodragon Savant	1
Quasit-Possessed Goblin Warrior	1
Seelie Grig	1
Crystal Shark	2
Dread Ghast Gnoll	2
Giant Bombardier Beetle Verminoid	2
Ooze Troglodyte	2
Amphibious Giant Preying Mantis	3
Clairaudient/Clairvoyant/Telepath Bugbear	3
Crystal Sahuagin	3
Dread Skeleton Blink Dog	3
Half-Drow/Half-Derro	3
Magma Azer	3
Primitive Ogre	3
Vargouille Plague Bearer	3
Clockwork Choker	4
Force Gelatinous Cube	4
Kethane Maxurilius	4
Lunatic Yeth Hound	4
Negative-Energy-Charged Wight	4
Nocturnal Brown Bear	4
Quickling Magmin	4
Saurian Centaur	4
Seasonal Dryad (autumn)	4
Tiefling Werehellhound Warrior	4
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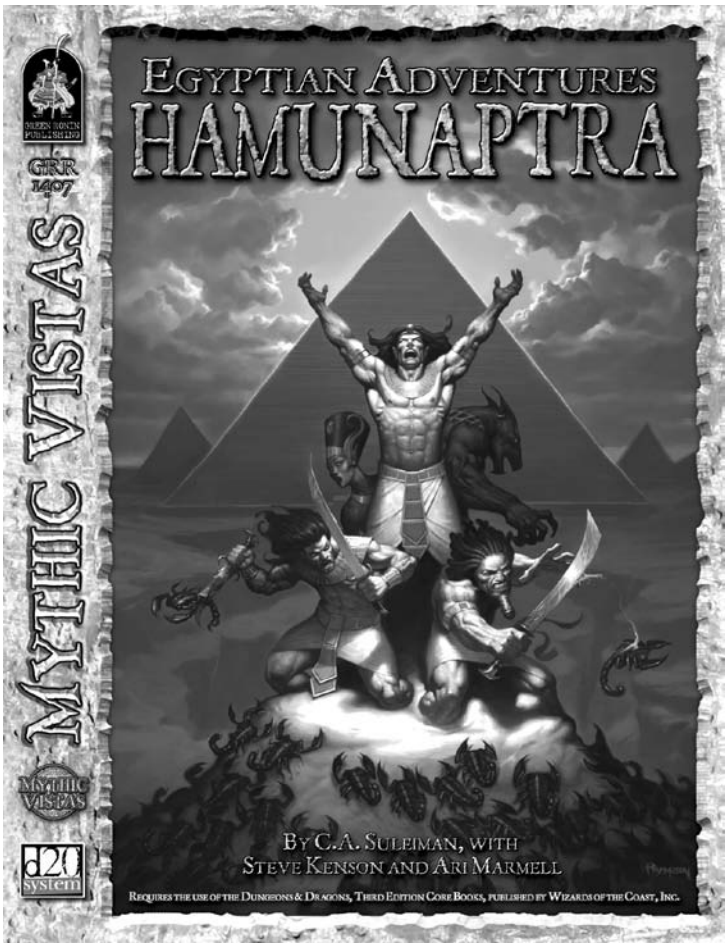
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