

Bestiary of the Realms: Volume 2

by Thomas M. Costa and Eric L. Boyd

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A NOTE FROM THE AUTHORS

Welcome to volume two of the Bestiary of the Realms. As this is our second volume, you'll find several score new or converted monsters, as well as a few different interpretations of monsters that have already been converted.

A word of caution, just as many official 3E and 3.5E monsters did not slavishly follow earlier write-ups of those monsters, neither do the monsters herein. Instead, we did our best to consider all sources, hopefully make full and creative use of the 3.5E rules (including non-core WotC books), and in many cases add a little bit here and there to many of the monsters, even if it was in only adding or updating their Realms lore. A few have even been renamed. One last note, we've done our best to include source references for all things where appropriate, except those found in the three core rulebooks or *Expanded Psionics Handbook*.

Until then, Sword High!

– Thomas M. Costa and Eric L. Boyd

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OPEN GAME CONTENT

The only open game content, as defined by the Open Gaming License (see Appendix III), in this document are the cattle, pig, ant swarm, awry dog, carrion dead, dark plant, ka'ursa, memnine, and yethay, with the notable exception of the "in Faerûn," "in Eberron," "in Oerth," and "in Rokugan" sections and any and all other references to the Forgotten Realms a trademark of Wizards of the Coast, Inc. However, the authors happily make available any d20 conversion to Wizards of the Coast for its own use.

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Animal: Blacksnake, cattle, cave badger, pig, ka'ursa, moray rat

(Aquatic): Elder sea hag, marl, slithering hoard, sind

(Baatezu): Black ash devil, death devil, vahgazu

(Chaotic): Black beast of bedlam, feelenstial, kholiathra, lady sensate, the render, reverend one, shadowhound, sliver, viper tree, viper tree larva

(Cold): Fog terror, shatjan

Construct: Unholy hand of Bane

Deathless: Phant, shadowstaff, shadowstaff human wizard/loremaster

Dragon: Dzalmaus, young adult dzalmaus, faerie dragon, draken

(Earth): Cairn, cairn stone giant, draken, nature elemental, zu-teren

Elemental: Fog terror, nature elemental

(Evil): Aspect of the shadevari, black ash devil, black beast of bedlam, death devil, hordling, hori no oni, the render, shadowhound, umbral gloom, unholy hand of Bane, ustilagor, vahgazu, viper tree, viper tree larva,

(Extraplanar): Aspect of the shadevari, black beast of bedlam, death devil, feelenstial, harmonious choir of the words, hordling, kholiathra, lady sensate, magebane, nature elemental, reverend one, shadowhound, sliver, umbral gloom, viper tree, viper tree larva, zu-teren

Fey: Quickling, seelie sprite, unseelie sprite, unseelie sprite pixie, shatjan, wood wose, wood wose mystic

(Fire): Fyrefly swarm, memnine

Giant: Ogrima, Zakharon ogre

(Good): Feelenstial, harmonious choir of the words, kholiathra, lady sensate, reverend one, sliver

Humanoid: Alias vessel, alias vessel fighter, alias vessel wizard/aristocrat, ogrillon, sind, zu-teren,

(Incorporeal): Harmonious choir of the words, ghost, haunt, Pasocada ghost, Pasocada ghost human ranger, phant, shadow lich, ascendant shadow lich human wizard, sorrow, shadowhound, shadowstaff, shadowstaff human wizard/loremaster

(Lawful): Black ash devil, death devil, vahgazu, unholy hand of Bane

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(Native): Black ash devil, hori no oni, memnine, the render, vahgazu, yethay

Ooze: Sentient slime, flareater, jabbering gray ooze, jabbering yellow mold, mustard jelly, slithering hoard, stone pudding, subterranean dense pudding, subterranean gray pudding

(Orc): Ogrillon

Outsider: Aspect of the shadevari, black ash devil, black beast of bedlam, death devil, feelenstial, harmonious choir of the words, hordling, hori no oni, kholiathra, lady sensate, memnine, the render, reverend one, shadowhound, sliver, umbral gloom, vahgazu, viper tree, viper tree larva, yethay

Plant: Serpent vine, starwood shambler, starwood shambler shambling mound, wood man, wood man treant

(Psionic): Jabbering gray ooze, jabbering yellow mold, sind, ustilagor

(Shadowlands): Hori no oni

(Shapechanger): Elder sea hag, manggus, zu-teren

(Spirit): Manggus, nature elemental

(Swarm): Ant swarm, atrocity bone swarm, fyrefly swarm, lichling swarm

(Symbiont): Kyuss bloodworm

Template: Alias vessel, barrowe, cairn, carrion dead, dark plant, death fey, dung crawler, ghost, haunt, Pasocada ghost, phant, seelie sprite, sentient slime, shadow lich, shadowstaff, skeletal colossus, sorrow, starwood shambler, unseelie sprite, wood man

Undead: Atrocity bone swarm, barrowe, barrowe hill giant, cairn, cairn stone giant, carrion dead, carrion dead hyena, carrion dead monstrous centipede, dark plant, dark plant treant, death fey, death fey grig, ghost, haunt, lichling swarm, Pasocada ghost, Pasocada ghost human ranger, shadow lich, ascendant shadow lich human wizard, skeletal colossus, skeletal colossus human, skull of Skullport, arcanist skull of Skullport, vassal skull of Skullport, sorrow

Vermin: Ant swarm, burbur, dung crawler, Kyuss bloodworm, opilionid, ring-worm

(Water): Nature elemental

ALPHABETICAL LISTING OF MONSTERS

Alias Vessel	Memnine (Planetouched Canine)
Alias Vessel Fighter	Moray Rat (Animal)
Alias Vessel Wizard/Aristocrat	Morn
Ant Swarm	Mustard Jelly (Sentient Slime)
Arcanist Skull (Skull of Skullport)	Nature Elemental
Arraccat	Night Parade Creature (Fiend, Hordling)
Ascendant Shadow Lich (Ghost, Shadow Lich)	Ogrillon
Ascendant Shadow Lich Wizard (Ghost, Shadow Lich)	Ogrima
Aspect of the Shadevari	Opilionid (Spider)
Atrocity Bone Swarm	Pasocada Ghost (Ghost)
Awry Dog	Pasocada Ghost Ranger (Ghost)
Barrowe	Phant (Ghost)
Barrowe Hill Giant	Pig (Animal)
Black Ash Devil (Fiend)	Quickling
Black Beast of Bedlam (Fiend)	Render, The
Blacksnake (Snake)	Reverend One (Celestial)
Burbur	Ring-Worm
Cairn	Russet Owlmonster
Cairn Stone Giant	Seelie Sprite
Carrion Dead	Sentient Slime
Carrion Dead Hyena	Serpent Vine
Carrion Dead Monstrous Centipede	Shadow Lich (Ghost)
Cattle (Animal)	Shadowhound
Cave Badger (Animal)	Shadowstaff
Dark Plant	Shadowstaff Wizard/Loremaster
Dark Plant Treant	Shatjan
Death Devil (Fiend)	Sind
Death Fey	Skeletal Colossus
Death Fey Grig	Skeletal Colossus Human
Draken	Skull of Skullport
Dung Crawler (Vermin)	Slithering Hoard (Sentient Slime)
Dzalmaus (Dragon)	Sliver (Celestial)
Elder Sea Hag (Hag)	Sorrow (Ghost)
Faerie Dragon (Dragon)	Spellfire Horror
Feelenstial (Celestial)	Starwood Shambler
Flareater (Sentient Slime)	Starwood Shambler Shambling Mound
Flying Spider (Spider)	Stone Pudding (Sentient Slime)
Fog Terror	Subterranean Dense Pudding (Sentient Slime)
Fyrefly Swarm	Subterranean Gray Pudding (Sentient Slime)
Ghost	Umbral Gloom (Fiend)
Hag	Unholy Hand of Bane
Harmonious Choir of the Words (Celestial)	Unseelie Sprite
Haunt (Ghost)	Unseelie Sprite Pixie
Hordling (Fiend)	Ustilagor
Hori no Oni (Fiend, Hordling)	Vahgazu (Fiend)
Ice Viper (Snake)	Vassal Skull (Skull of Skullport)
Jabbering Gray Ooze (Sentient Slime)	Viper Tree (Fiend)
Jabbering Yellow Mold (Sentient Slime)	Viper Tree Larva (Fiend)
Jerul (Fiend, Death Devil)	Wood Man
Ka'Ursa	Wood Man Treant
Kholiathra (Celestial)	Wood Wose
Kyuss Bloodworm (Symbiont)	Wood Wose Mystic
Lady Sensate (Celestial)	Yethay (Planetouched Canine)
Lichling Swarm	Young Adult Dzalmaus (Dragon)
Magebane	Zakharan Ogre (Ogrima)
Manggus	Zu-Teren
Marl	

MONSTERS RANKED BY CHALLENGE RATINGS

Blacksnake (Snake)	1/8
Kyuss bloodworm (Symbiont)	1/8
Burbur	1/4
Carrion dead monstrous centipede	1/4
Pig (Animal)	1/4
Ant swarm	1/2
Moray rat (Animal)	1/2
Cattle (Animal)	1
Cave badger (Animal)	1
Flying spider (Spider)	1
Morin	1
Night Parade creature, Small (Fiend, Hordling)	1
Ogrillon	1
Carrion dead hyena	2
Hordling, Small (Fiend)	2
Hori no oni, Small (Fiend, Hordling)	2
Ice viper (Snake)	2
Memnine (Planetouched Canine)	2
Sind	2
Wood wose	2
Yethay (Planetouched Canine)	2
Dzalmaus, wyrmling (Dragon)	3
Night Parade creature, Medium (Fiend, Hordling)	3
Opilionid (Spider)	3
Ustilagor	3
Viper swarm (Fiend, Vahgazu)	3
Viper tree larva (Fiend)	3
Zu-teren	3
Arraccat	4
Awry dog	4
Death fey grig	4
Draken	4
Dzalmaus, very young (Dragon)	4
Feelenstial (Celestial)	4
Fyrefly swarm	4
Hordling, Medium (Fiend)	4
Hori no oni, Medium (Fiend, Hordling)	4
Magebane	4
Dzalmaus, young (Dragon)	5
Elder Sea Hag (Hag)	5
Night Parade creature, Large (Fiend, Hordling)	5
Ogrima	5
Quickling	5
Ring-worm	5
Russet owlmonster	5

Shadowhound	5
Slithering hoard (Sentient Slime)	5
Sliver (Celestial)	5
Stone Pudding (Sentient Slime)	5
Unseelie sprite pixie, common (Seelie/Unseelie Sprite)	5
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Dzalmaus, juvenile (Dragon)	6
Faerie dragon (Dragon)	6
Fog terror	6
Hordling, Large (Fiend)	6
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Dung crawler	+0
Kyuss bloodworm (Symbiont)	+0
Alias vessel	+1
Carrion dead	+1
Starwood shambler	+1
Dark plant	+1*
Seelie sprite	+1*
Sentient slime	+1*
Unseelie sprite	+1*
Barrowe	+2
Cairn	+2
Haunt (Ghost)	+2
Pasocada ghost (Ghost)	+2
Phant (Ghost)	+2
Shadow lich (Ghost)	+2
Sorrow	+2
Ascendant shadow lich (Ghost)	+3
Death fey	+3
Shadowstaff	+4
Woodman	+5

ANIMAL

	Cattle	Pig
	Large Animal	Medium Animal
Hit Dice:	2d8+4 (13 hp)	1d8+5 (9 hp)
Initiative:	+0	+0
Speed:	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	12 (-1 size, +3 natural), touch 9, flat-footed 12	15 (+5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+1/+7	+0/+1
Attack:	Slam +2 melee (1d6+3) or gore +2 melee (1d8+3)	Bite –4 melee (1d4*) or slam –4 melee (1d4*)
Full Attack:	Slam +3 melee (1d6+3) or gore +3 melee (1d8+3)	Bite –4 melee (1d4*) or slam –4 melee (1d4*)
Space/Reach:	10 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Stampede	Stampede
Special Qualities:	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +5, Ref +3, Will +0	Fort +4, Ref +2, Will +1
Abilities:	Str 15, Dex 10, Con 14, Int 2, Wis 11, Cha 5	Str 13, Dex 10, Con 15, Int 2, Wis 13, Cha 4
Skills:	Listen +5, Spot +4	Listen +4, Spot +2
Feats:	Alertness	Toughness
Environment:	Temperate plains	Temperate plains
Organization:	Solitary, pair, or herd (6-36)	Solitary, pair, or herd (5-20)
Challenge Rating:	1	1/4
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	3-4 HD (Large)	2-3 HD (Medium); 4 HD (Large)
Level Adjustment:	–	–

CATTLE

Like bison, these herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting.

Cattle come in a variety of colors and sizes.

COMBAT

Most cattle will bull rush or slam opponents if defending themselves. Many male (bull) and a few female (cow) varieties of cattle have horns with which they may gore opponents; the statistics for the bison in the *Monster Manual* are a better representation for larger varieties of male cattle. Frightened herds of cattle may stampede.

Stampede (Ex): A frightened herd of cattle flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d10 points of damage for each five cattle in the herd (Reflex DC 13 half). The save DC is Strength-based.

CAVE BADGER

Cave badgers are vicious and stupid, attacking heedless of danger or odds. These plump, gray-and-black furred beasts are larger than common badgers, about three-feet long, with long, curving claws, fearsomely sharp teeth in a long, wide snout, and a white stripe down their backs. They exude a considerable stench and make for a greasy and unpalatable meat dish. Nevertheless, an intact cave badger's hide can fetch as much as 30 gp.

Treat cave badgers as 2-HD badgers (see page 268 of the *Monster Manual*) with a burrow speed of 15 ft. and a Strength 10, necessitating the following changes.

Cave Badger: CR 1; HD 2d8+4; hp 13; Spd 30 ft.; burrow 15 ft.; Base Atk +1; Grp -3; Atk claw +5 melee (1d2); Full Atk 2 claws +5 melee (1d2) and bite +0 melee (1d3); SV Fort +5, Ref +6; Str 10.

Skills and Feats: Balance +5, Escape Artist +10, Listen +3, Spot +3; Agile, Track^B, Weapon Finesse^B.

PIG

Pigs are herd animals that are often ornery and sometimes pushy, but rarely aggressive. They prefer flight to fighting.

Pigs come in a variety of colors and sizes, with most ranging from 3-6-ft. long and weighing from 100-800 lbs.

COMBAT

Domestic pigs are normally harmless unless angered. Pigs may bite or attempt to bull rush and then slam opponents. A few varieties of pigs have tusks with which they may gore (attack bonus +1 melee, damage 1d6+1); the statistics for the boar in the *Monster Manual* are a better representation for larger varieties of tusked swine.

* A pig is not trained for war and does not normally attack, but flees from larger opponents. Its bite and slam attacks are treated as secondary attacks and add only half the pig's Strength bonus to damage.

Stampede (Ex): A frightened herd of pigs flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Medium size or smaller that gets in their way, dealing 1d6 points of damage for each five pigs in the herd (Reflex DC 11 half). The save DC is Strength-based.

MORAY RAT

Moray rats are about the size of a dire rat, but have sharp, inwardly pointing teeth which allow them to hold on to victims. They delight in living in dark holes in caves, sewers, dungeons, and crypts, and grabbing those who poke their nose or hand into their lairs.

Treat moray rats as dire rats (see page 64 of the *Monster Manual*) with the attach special attack (see below) and a Challenge Rating of 1/2.

Attach (Ex): If a moray rat hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached moray rat loses its Dexterity bonus to Armor Class and has an AC of 12.

An attached moray rat can be struck with a weapon or grappled itself. To remove an attached moray rat through grappling, the opponent must achieve a pin against the creature.

ANIMALS IN FAERÛN

Cattle and pigs are ubiquitous wherever humanoids raise farm animals. Cave badgers and moray rats, on the other hand, are far less common. These animals can be found where their typical kin might, though for reasons not yet understood, are more likely to be found in caves, dungeons, and the upper reaches of the Underdark. In particular, the latter two species are known to be found below the Dalelands.

CREDIT

Author Thomas M. Costa. The cattle and pig are informed by material in the *Monstrous Manual* (1993) and v.3.5 *Monster Manual* (2003), and the cave badger and moray rat are based on original material by Jeff Grubb, Don Bingle, and Ed Greenwood. The cave badger and moray rat originally appeared in the 2E *Forgotten Realms Campaign Setting*: Shadowdale booklet (1993).

ANIMAL CREATION

Animals

Hp: Cattle and Cave Badger (2 x 4.5 HD) + (2 x +2 Con) = 13; Pig 4.5 +2 Con +3 Toughness = 9

Base Attack/Grapple: Cattle and Cave Badger +1; Pig +0 as cleric/Cattle +1 BAB +4 size +2 Str = +7; Cave Badger +1 BAB -4 size +0 Str = -3; Pig +0 BAB +1 Str = +1

Full Attack: Cattle +1 BAB -1 size +2 Str = +2; Cave Badger +1 BAB +1 size +3 Dex = +5 (+0 for secondary); Pig +0 BAB +1 Str -5 domestic = -4 (for tusked +0 BAB +1 Str = +1)

Saves: Cattle F +3 good +2 Con = +5, R +3 good +0 Dex = +3, W +0 poor +0 Wis = +0; Cave Badger F +3 good +2 Con = +5, R +3 good +3 Dex = +6; Pig F +2 good +2 Con = +4, R +2 good +0 Dex = +2, W +0 poor +1 Wis = +1

Skill Points: (2 + Int modifier) x (HD +3) = Cattle and Cave Badger 1 x 5 = 5; Pig 1 x 4 = 4; class skill max ranks = HD +3 = Cattle and Cave Badger 5; Pig 4

Skills: Cattle Listen 3 +0 Wis +2 Alertness = +5, Spot 2 +0 Wis +2 Alertness = +4; Cave Badger Balance 0 +3 Dex +2 Gaile = +5, Escape Artist +1 +3 Dex +4 race +2 Agile = +10, Listen +2 +1 Wis = +3, Spot +2 +1 Wis = +3; Pig Listen 3 +1 Wis = +4, Spot 1 +1 Wis = +2

Feats: 1 + (1 per 3 HD) = Cattle 1; Cave Badger 1 +2 bonus = 3; Pig 1

Challenge Rating: Compare to existing animals, cow to a camel or a riding dog and pig to a pony.

Stampede DCs: 10 + 1/2 HD + Str mod = Cattle 10 +1 +2 = 13; Pig 10 +0 +1 = 11

Note: Cave badger statistics include official badger errata.

ANT SWARM

Fine Vermin (Swarm)

Hit Dice: 1d8 (4 hp)

Initiative: +1

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

Armor Class: 19 (+8 size, +1 Dex), touch 19, flat-footed 18

Base Attack/Grapple: +0/–

Attack: Swarm (1d6 plus poison)

Full Attack: Swarm (1d6 plus poison)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, poison

Special Qualities: Darkvision 60 ft., immunity to weapon damage, scent, swarm traits, tremorsense 30 ft., vermin traits

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 1, Dex 12, Con 10, Int –, Wis 11, Cha 2

Skills: Climb +9, Survival +0 (+4 when tracking by scent)

Feats: Track^B

Environment: Warm forests or plains

Organization: Solitary, army (2-8 swarms), or colony (11-20 swarms)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2-4 HD (Fine)

Level Adjustment: –

Row upon row of ants carpet the ground before you as they march on your position.

An ant swarm is a marching army of ants.

Although most swarms do not advance in Hit Dice, different species of ant swarms, fire ants, army ants, velvet ants, etc. are tougher than others are and may have different Hit Dice. Some species may not have poison. Ant swarm statistics may also be used to represent termite swarms.

COMBAT

An ant swarm marches toward any living prey it encounters and devours it.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 10 (DC 11 for 2-3 HD ant swarms, DC 12 for 4 HD ant swarms) Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 10 (DC 11 for 2-3 HD ant swarms, DC 12 for 4 HD ant swarms), initial and secondary damage 1d2 Str (1d4 Str for 3-4 HD ant swarms). The save DC is Constitution-based.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. Ant swarms are immune to all weapon damage.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. 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 an opponent.

An ant swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Ant swarms are susceptible to high winds such as that created by a *gust of wind* spell. For purposes of determining the effects of wind on an ant swarm, treat the swarm as a creature of Fine size. 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 means of nonlethal damage becomes disorganized and dispersed, and does not re-form until its hit points exceed its nonlethal damage.

For full information about the swarm subtype, see pages 315-316 of the *Monster Manual*.

Skills: Ant swarms have a +4 racial bonus on Survival checks when tracking by scent and a +8 racial bonus on Climb checks. An ant swarm uses its Dexterity modifier instead of its Strength modifier for Climb checks. An ant swarm can always choose to take 10 on Climb checks, even if rushed or threatened.

ANT SWARMS IN FAERÛN

Ant swarms can be found in many places across the Realms, but are probably most famous in the Jungles of Chult and on the open plains of the Shaar.

CREDIT

Author Thomas M. Costa, based on original material by Wizards of the Coast. The ant swarm originally appeared in the *Monstrous Manual* (1993).

ANT SWARM CREATION

Fine Vermin (Swarm)

Hp: 4.5 HD = 4

Base Attack/Grapple: +0 as clr/ NA as swarm

Full Attack: Swarm

Saves: F +2 good +0 Con = +2, R +0 poor +1 Dex = +1, W +0 poor +0 Wis = +0

Skill Points: (2 + Int modifier) x (HD +3) = 0, mindless; class skill max ranks = HD +3 = 4

Skills: Climb 0 +8 race +1 Dex = +9, Survival 0 +0 Wis = +0

Feats: 1 + (1 per 3 HD) = 0, mindless +1 bonus

Challenge Rating: Old Method Base: 0 for hp +1 AC, attack/distraction, poison, darkvision/scent/tremorsense, immunity/swarm traits/vermin traits = 5/3 = 1, but a little weaker across the board than the spider swarm, so 1/2.

Level Adjustment: See *Savage Species*, p. 19-24; NA, swarm

DCs: 10 +1/2 HD + Con; 1 HD =10 +0 +0 = 10; 2-3 HD = 10 +1 +0 = 11, 4 HD = 10 +2 +0 = 12

ARRACCAT

Medium Aberration

Hit Dice: 4d8+8 (26 hp)

Initiative: +4

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

Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Base Attack/Grapple: +3/+7

Attack: Bite +7 melee (1d6+4 plus poison)

Full Attack: Bite +7 melee (1d6+4 plus poison) and 6 claws +5 melee (1d3+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, poison, pounce, rake 1d3+1

Special Qualities: Blink, darkvision 60 ft., immunity to mind-affecting effects, low-light vision, scent, tremorsense 60 ft.

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

Abilities: Str 18, Dex 19, Con 15, Int 2, Wis 13, Cha 8

Skills: Balance +12, Climb +12, Hide +9, Jump +16, Listen +6, Move Silently +9, Spot +11

Feats: Alertness, Multiattack

Environment: Temperate forest

Organization: Solitary, pair, or trap (6-10)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral evil

Advancement: 5-6 HD (Medium); 7-12 HD (Large)

Level Adjustment: –

Eight wickedly clawed, almost arachnid, limbs sprout from a torso that most closely resembles that of a large hunting cat except for the chitinous plates that are visible through its tufts of black fur. The creature's maw matches its body, but for the small mandibles about the sides of its jaws and above its muzzle, eight multi-faceted eyes spread across the creature's face and forehead.

These aberrations appear to be the unholy crossbreed of a monstrous tarantula and a big jungle cat.

Unlike most arachnids or cats, they are social creatures that tend to travel in groups called “traps.” They always seem hungry and readily attack most creatures that cross their paths. They see the “blinking” of other creatures such as blink dogs or certain spellcasters as a challenge and will focus their attacks on such creatures first.

Arraccats are nearly 5-foot long and weigh almost 250 lbs. They usually hunt at night.

COMBAT

These aggressive creatures like to swarm their prey, blinking about randomly and surrounding their prey before pouncing on them.

Blink (Su): An arraccat can use *blink* as the spell (caster level 6th), and can evoke or end the effect as a free action.

Improved Grab (Ex): To use this ability, an arraccat 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.

Poison (Ex): Injury (bite), Fortitude DC 14, initial and secondary damage 1d4 Str. The save DC is Constitution-based.

Pounce (Ex): If an arraccat charges a foe, it can make a full attack including six rake attacks.

Rake (Ex): Attack bonus +7 melee, damage 1d3+1.

Skills: Arraccats have a +4 racial bonus on Hide and Move Silently checks, +6 racial bonus on Spot checks, and a +8 racial bonus on Balance, Climb, and Jump checks. An arraccat can always choose to take 10 on a Climb check, even if rushed or threatened.

ARRACCATS IN FAERÛN

Arraccats are known to wander some of the ruins of Myth Drannor and more recently the wilds of Cormanthor. The origin of these foul creatures remains a mystery, but may be tied to one of the outcast Maerimydra drow houses (Freth or Kilsek) that had taken up residence (prior the recent destruction of their own city in 1372 DR) in the City of Song prior to the arrival of the fey'ri and Seiveril's Crusade in 1374 DR or be the effect of wild magic resulting from the city's decaying *mythal*. The fey'ri tried to train many of these creatures, but found they had little time to do so before the elven army of Evermeet defeated them and drove the remaining arraccats out of the city and into the forest of Cormanthor where they now prey on the elves and Dalesmen alike.

CREDIT

Author Thomas M. Costa. The arraccat originally appeared on pages 192-195 of the novel *Pool of Radiance: Ruins of Myth Drannor* (2000) written by Carrie Bebris.

ARRACCAT CREATION

Medium Aberration

Hp: $(4 \times 4.5 \text{ HD}) + (4 \times +2 \text{ Con}) = 18 + 8 = 26$

Base Attack/Grapple: $+3 \text{ as clr}/+3 \text{ BAB} +4 \text{ Str} = +7$

Full Attack: $+3 \text{ BAB} +4 \text{ Str} (-2 \text{ for Multiattack}) = +7$, $+5$ for claws

Saves: F $+1$ poor $+2$ Con $= +3$, R $+1$ poor $+4$ Dex $= +5$, W $+4$ good $+1$ Wis $= +5$

Skill Points: $(2 + \text{Int modifier}) \times (\text{HD} + 3) =$; class skill max ranks $= \text{HD} + 3 =$

Skills: Balance $0 + 8 \text{ race} + 4 \text{ Dex} = +12$, Climb $0 + 4 \text{ Str} + 8 \text{ race} = +12$, Hide $1 + 4 \text{ race} + 4 \text{ Dex} = +9$, Jump $0 + 8 \text{ race} + 4 \text{ Str} + 4 \text{ speed} = +16$, Listen $3 + 1 \text{ Wis} + 2 \text{ Alertness} = +6$, Move Silently $1 + 4 \text{ race} + 4 \text{ Dex} = +9$, Spot $2 + 6 \text{ race} + 1 \text{ Wis} + 2 \text{ Alertness} = +11$

Feats: $1 + (1 \text{ per } 3 \text{ HD}) = 2$

Challenge Rating: Old Method Base: 5 for hp, $+1$ for speed/skills, AC, full attack, improved grab/pounce/rake, darkvision/low-light vision/scent/tremorsense $+2$ for poison, blink $= 14/3 = 4$. Compare to a leopard with the arachnoid creature template, which would be 3, but gain $+2$ Str (which frees up a feat), $+1$ HD, blink, darkvision, and tremorsense and lose a good save and don't gain duplicative template benefits and ability modifiers, so probably about right.

Level Adjustment: See *Savage Species*, p. 19-24

Poison DC: $10 + 1/2 \text{ HD} + 2 \text{ Con} = 14$

Notes: This creature is essentially an advanced leopard with a modified version of the arachnoid creature template from *Underdark* plus the blink ability of a blink dog. The arachnoid creature template was written by James Wyatt and appeared in *City of the Spider Queen* (2002) and *Underdark* (2003)

ASPECT OF THE SHADEVARI

Medium Outsider (Evil, Extraplanar)

Hit Dice: 7d8+14 (45 hp)

Initiative: +10

Speed: 40 ft. (8 squares)

Armor Class: 25 (+5 Dex, +7 natural, +3 deflection), touch 18, flat-footed 20

Base Attack/Grapple: +7/+12

Attack: Claw +12 melee (1d4+5)

Full Attack: 2 claws +12 melee (1d4+5) and bite +7 melee (1d6+2) or 2 claws +12 melee (1d4+5) and gore +7 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: First strike, impale

Special Qualities: Barbed defense, blindsight 120 ft., control light, damage reduction 5/epic, deflect missiles, evasion, fast healing 5, resistance to cold 10, scent, shadow blend, shadow blessing, sightless, spell resistance 19

Saves: Fort +7 (+10 against shadow magic), Ref +10 (+13 against shadow magic), Will +7 (+10 against shadow magic)

Abilities: Str 20, Dex 20, Con 15, Int 12, Wis 15, Cha 17

Skills: Bluff +13, Climb +15, Diplomacy +5, Disguise +3 (+5 to act in character), Escape Artist +15, Hide +21 (+37 in shadows or darkness), Intimidate +15, Jump +19, Listen +18, Move Silently +21, Spot +18, Use Rope +5 (+7 involving bindings)

Feats: Combat Reflexes, Dodge, Mobility

Environment: Plane of Shadow

Organization: Solitary or long shadow (2-4)

Challenge Rating: 8

Treasure: None

Alignment: Always neutral evil

Advancement: –

Level Adjustment: –

The fearsome humanoid figure before you is covered with iron-gray reptilian scales. It has a ghastly, misshapen face with two black tusks curving like scimitars from its maw and shallow depressions where its eyes should be. A single, serrated, onyx horn crowns its forehead, its long-limbed hands and feet end in four blackened talons, and wicked barbs sprout from its chest, shoulders, arms, and the crest atop its head.

The shadevari are cruel creatures from the long-lost past said to serve the mythical Shadowking. It is rumored that their history is recounted in the *Book of Shadows*, but as the book is well-warded and only 13 of these beasts are known to have existed, they are likely to remain a mystery for some time to come.

Native to the Plane of Shadow, they have rarely found their way to the Prime Material Plane, but almost all knowledge of them comes from their few encounters with the mortals of the Prime.

Shadevari appear to be bipedal humanoids. The beasts have retractable talons on their hands and feet. Shadevari speak Common, Malaugrym, and Netherese.

Like other aspects (see *Miniatures Handbook*), the aspects of the shadevari are weaker avatars of the true shadevari. Unlike other aspects, aspects of the shadevari are more than mortal versions of one aspect of a divinity, but exhibit many of the abilities of the near divine shadevari.

COMBAT

Aspects of the shadevari are very quick in combat, ripping into foes with their wicked claws and teeth. An aspect of the shadevari's natural weapons are treated as evil-aligned and epic for the purpose of overcoming damage reduction. Its damage reduction is supernatural.

Barbed Defense (Ex): Any creature striking an aspect of the shadevari with handheld weapons or natural weapons takes 1d4+5 points of piercing and slashing damage from the aspect's barbs. Note that weapons with reach, such as longswords, do not endanger their users in this way.

Control Light (Su): Aspects of the shadevari can decrease the level of natural light within a 70-ft. radius of themselves by any percentage up to 70%. This decreases the overall effective range of vision for characters and creatures dependent on light by the same percentage. For example, a human can normally see 20 feet by the light of a torch. If an aspect of the shadevari were to diminish the light by 50%, the human could see only 10 feet. Creatures within the affected area gain a +1 bonus to Hide checks for each 25% decrease in light.

Deflect Missiles (Ex): Aspects of the shadevari may deflect incoming missiles as the feat Deflect Arrows (see page 93 of the *Player's Handbook*), except they may deflect one missile as a free action and additional missiles each as a move action.

Evasion (Ex): An aspect of the shadevari's amorphous and shadowy form makes it a difficult target to pinpoint. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), it instead takes no damage. A helpless aspect of the shadevari does not gain the benefit of evasion.

Fast Healing (Su): An aspect of the shadevari regains 5 lost hit points every round. The aspect cannot regain hit points when in bright light.

First Strike (Ex): Aspects of the shadevari are extremely quick. They double their Dexterity modifier for the purpose of making initiative checks.

Impale (Ex): An aspect of the shadevari deals 2d4+7 points of piercing damage to a grabbed opponent with a successful grapple check.

Shadow Blend (Su): In any conditions other than full daylight, an aspect of the shadevari can disappear into the shadows, gaining a high degree of concealment (40% miss chance and a +10 circumstance bonus on Hide checks). Artificial illumination, even a *continual flame*, *daylight*, or *light* spell, does not negate this ability.

Shadow Blessing (Su): Infused with the stuff of Shadow, aspects of the shadevari gain a deflection bonus to Armor Class when in darkness and a profane bonus on all saving throws against shadow magic, including spells and effects from the schools of enchantment, illusion, and necromancy, as well as spells with the darkness descriptor, equal to its Charisma bonus (if any).

Sightless (Ex): Aspects of the shadevari are blind and lack the darkvision of most outsiders. They are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. They only can make Spot checks using their blindsight ability.

Skills: Aspects of the shadevari have a +6 racial bonus to Hide, Listen, Move Silently, and Spot checks. In areas of shadow or darkness, the racial bonus to Hide checks increases to +12.

ASPECTS OF THE SHADEVARI IN FAERÛN

Creatures of near divine power from the long-lost past of Toril, shadevari are summoned to be the servants and guardians of Shadowkings, a task to which they are eminently suited. Little is known of the shadevari, but their history is apparently recounted in the *Book of Shadows*, a mystical tome currently in the possession of a wizard in Iriaebor. Only 13 of these creatures ever existed according to legend, and they left or were forced from Toril long ago. In the events described below, at least four aspects of these beings were encountered and destroyed. What this bodes for the race as a whole remains unknown.

The first recorded occurrence of shadevari in modern-day Faerûn was in 1364 DR. One of the aspects of these creatures was sent by Snake, a shade in the service of the Shadowking, after the Harpers Caledan Caldorien (NG male Chondathan human bard 10), Mari Al'maren (NG female Calishite human bard 7), and their allies. After a long pursuit and several battles, the monster was destroyed.

Not long after that, another new Shadowking began to make his presence known in the Realms. This was Caledan Caldorien. Feeling a part within him changing, he fled from his friends and loved ones, fearing for their safety. These same friends went after him, unaware of the reason for his flight.

As the evil within him grew, Caledan developed a split personality. He fought to retain control, but the evil of the Shadowking would overpower him at times and cause havoc. The Shadowking gained control over shadows and tapped into the very power of the Shadow Weave itself. With these tools, the Shadowking wreaked much destruction and grew in strength. The evil within Caledan also released three aspects of the shadevari into the Realms to pursue and kill the Harper's friends.

After a long journey and many trials, the heroes came upon the Shadowking's "birth." While unable to prevent the event, they mortally wounded the newborn king while fighting the aspects of the shadevari. The heroes knew that killing the Shadowking could well cost their friend his life as well. Fortunately, the aspects of the shadevari were destroyed and Caledan emerged from the king's corpse, just barely alive.

CREDIT

Author Thomas M. Costa based on original material by Eric L. Boyd and Dale Donovan. The shadevari originally appeared in *Polyhedron* #93 (1994) and *Villains' Lorebook* (1998).

ASPECT OF THE SHADEVARI CREATION

Medium Outsider

Hp: (7 x 4.5 HD) + (7 x 2 Con) = 31 +14 = +45

Base Attack/Grapple: +7 ftr/+7 BAB +5 Str = +12

Full Attack: +7 BAB +5 Str, -5 secondary = +12, +7

Saves: F +5 good +2 Con = +7, R +5 good +5 Dex = +10, W +5 good +2 Wis = +7

Skill Points: (8 + Int mod) x (HD +3) = 9 x 10 = 90; class skill max ranks = HD +3 = 10

Skills: Bluff 10 +3 Cha = +13, Climb 10 +5 Str = +15, Diplomacy 0 +3 Cha +2 bluff synergy = +5, Disguise 0 +3 Cha (+2 bluff synergy) = +3 (+5 to act in character), Escape Artist 10 +5 Dex = +15, Hide 10 +5 Dex +6 race (+10 shadow blend +6 more race) = +21 (+27 in shadows or darkness), Intimidate 10 +3 Cha +2 bluff synergy = +15, Jump 10 +5 Str +4 speed = +19, Listen 10 +2 Wis +6 race = +18, Move Silently 10 +5 Dex +6 race = +21, Spot 10 +2 Wis +6 race = +18, Use Rope 0 +5 Dex (+2 escape artist synergy) = +5 (+7 involving bindings)

Feats: 1 + 1/3 HD = 1 +2 = 3

Challenge Rating: 10 for hp, +1 for initiative/speed/first strike, impale/barbed defense, blindsight/scent/skills, control light/shadow blend/skills, deflect missiles/evasion, fast healing, resistance to cold/sightless, shadow blessing/saves, +2 for AC, DR, SR = 24/3 = 8

Level Adjustment: +1 for outsider traits, initiative/speed/first strike, impale/barbed defense, DR, deflect missiles, evasion, fast healing, resistance to cold/sightless, +2 for AC, blindsight/scent/skills, control light/shadow blend/skills, shadow blessing, SR, +4 for abilities = +22, but way high so -14 for HD = +8, which is probably about right, but as an aspect it's a moot point.

Notes: Aspects of the shadevari are a conversion of the shadevari in the *Villains' Lorebook*, which were written up prior to the second book dealing with the Shadowking, *Curse of the Shadowmage*, with 3E shadow traits drawn from the shade, the shadow creature template, and petitioners of the Plane of Shadow added. Barbed defense and impale are modeled on the barbed devil.

ATROCITY BONE SWARM

Diminutive Undead (Swarm)

Hit Dice: 8d12 (52 hp)

Initiative: +8

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

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

Base Attack/Grapple: +4/–

Attack: Swarm (2d6 and disease)

Full Attack: Swarm (2d6 and disease)

Space/Reach: 10 ft./–

Special Attacks: Disease, distraction

Special Qualities: Damage reduction 5/bludgeoning, immunity to cold and weapon damage, sightless, swarm traits, tremorsense 40 ft., undead traits

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

Abilities: Str 6, Dex 18, Con –, Int –, Wis 10, Cha 1

Skills: Climb +6, Hide +4 (+16 amongst other bones)

Feats: Improved Initiative^B

Environment: Any

Organization: Individual swarm or cluster of swarms (2-16)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral evil

Advancement: None

Level Adjustment: –

Nothing so much as a pile of bone; fingers, bits of spine, many still connected seemingly by connective tissue, as well as larger bones. The pieces nevertheless have the capacity to move of their own volition and kill anything living that crosses their path, adding bones to their swarm.

Atrocity bones are found in mass grave or battlefield areas where the bones of multiple creatures have mingled, these pieces of bone, and even bone shards, often remain connected by small amounts of the negative energy that animates them and drives them to kill the living. They otherwise appear as bits of regular bones, most no more than one foot in length, though a rare few reach larger sizes.

An atrocity bone swarm may be created with a *create undead* spell cast by a 15th or higher level caster.

COMBAT

Atrocity bone swarms lie, seemingly harmless enough, sometimes in piles, sometimes scattered about, waiting for a living creature to cross their path. They attack swiftly, relying on their infection to add to their swarm.

Disease (Ex): Melting Fury – claw or swarm attack, Fortitude DC 14, incubation 1d6 days, damage 1d4 Str, 1d4 Dex, and 1d4 Con. The save DC is Constitution-based.

Caught by characters that handle undead flesh or attacked by atrocity bones, this disease is as horrific to watch as it is to contract. The victim's flesh slowly liquefies and "melts" off his body until he is dead. The bones of victims that die near atrocity bones, often become atrocity bones as well.

Distraction (Ex): Any living creature that begins its turn with an atrocity bone swarm in its square must succeed on a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Sightless (Ex): Atrocity bones are blind and lack the darkvision of most undead. They are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. They cannot make Spot checks.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. An atrocity bone swarm is immune to all weapon damage.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. 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 an opponent.

An atrocity bone swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Atrocity bone swarms are susceptible to high winds such as that created by a *gust of wind* spell. For purposes of determining the effects of wind on an atrocity bone swarm, treat the swarm as a creature of Diminutive size. 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 means of nonlethal damage becomes disorganized and dispersed, and does not re-form until its hit points exceed its nonlethal damage.

For full information about the swarm subtype, see pages 315-316 of the *Monster Manual*.

Undead swarms are more vulnerable to turning than normal undead. For all purposes related to a turning check or turning damage, treat the undead swarm as having only one-half its normal HD. Add any turn resistance only after halving the swarm's HD.

Skills: Atrocity bone swarms have a +8 racial bonus on Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened.

Atrocity bone swarms gain a +12 racial bonus on Hide checks when amongst other bones.

ATROCITY BONES IN FAERÛN

Atrocity bones are found across the Realms, from the Fields of the Dead to the Battle of Bones to the Fields of Nun, and of late, they have begun to appear in northern Cormyr.

CREDIT

Author Thomas M. Costa.

ATROCITY BONES CREATION

Diminutive Undead and Diminutive Undead Swarm

Hp: $1/4 \times 6.5 = 1$ hp and $8 \times 6.5 = 52$ hp

Base Attack/Grapple: +0 Wiz/+0 BAB -12 size -2 Str = -14 and +4 Wiz/swarms can't grapple

Full Attack: +0 BAB +4 size -2 Str = +2 and swarms don't have an attack bonus

Saves: F = +0 poor +0 Con = +0, R = +0 poor +4 Dex = +4, W = +2 good +0 Wis = +2 and F +2 poor +0 Con = +2, R = +2 poor +4 Dex = +6, W +6 good +0 Wis = +6

Skill Points: Mindless creatures get no skill points

Skills: Mindless creatures get no skill points. Climb +8 racial -2 Str = +6, Hide +4 Dex (+12 race) = +4 (+16 among bones)

Feats: Mindless creatures get no feats

Challenge Rating: Compare an individual atrocity bone to a stirge, small viper, or medium centipede; generally less hp, but have damage reduction and undead traits, so probably about equal. Moving up to CR 1 would probably be excessive. For the swarm, compare to centipede swarm and hellwasp swarm and arguably halfway between the two, so CR 6. Using the old method for CR for the swarm: 11 for hp, +1 for initiative/speed, swarm attack, disease, distraction, immunities, swarm traits, undead traits, tremorsense/Hide skill = $19/3 = 6$, which matches up.

Disease DC: $10 + 1/2 \times 1/4$ HD + 0 Con = 10 and $10 + 1/2 \times 4$ HD + 0 Con = 14

Distraction DC: $10 + 1/2 \times 4$ HD + 0 Con = 14

Notes: Melting fury was originally described on pages 30-31 of the *Book of Vile Darkness*. A powerful disease, but with a relatively low DC since undead lack a Constitution score. In general, compare to animated objects and skeletons.

AWRY DOG

Medium Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Base Attack/Grapple: +4/+7

Attack: Bite +8 melee (1d6+4)

Full Attack: Bite +8 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Darkvision 60 ft., evasion, low-light vision, scent, spell resistance 14, woodsman skills

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

Abilities: Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10

Skills: Hide +10, Jump +19, Listen +10, Move Silently +8, Spot +10, Survival +6 (+10 when tracking by scent), Swim +8

Feats: Alertness, Track^B, Weapon Focus (bite)

Environment: Temperate plains

Organization: Solitary, pair, or pack (3-12)

Challenge Rating: 4

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

Alignment: Usually neutral

Advancement: 5-6 HD (Medium); 7-12 HD (Large)

Level Adjustment: +3 (cohort)

These big hounds of indistinct breed are handsome animals with intelligent eyes and often with certain peculiarities, such as a second set of ears behind the first, blue fur, or silver eyes.

The origin of these dogs is a mystery to all but the most learned wizards. They are descended from a mix of wayward humanoids *polymorphed* into canines, canine animal companions, canine familiars, canine paladin mounts, awakened canines, and other magically empowered canines that somehow found each other amongst the ravages of war and conflict that form the history of certain regions.

Awry dogs are intelligent, wily, and social creatures that also enjoy the company of humanoids and others. They speak the language of all canines and understand Common. While generally big and attractive animals, the awry dogs are mutts that come in the most striking mix of breeds often with minor abnormal features, such as odd fur coloration.

COMBAT

Awry dogs are pack hunters, who use many of the same tactics as wolves in a fight. They will use hit and run tactics to exhaust their quarry, and when engaging their target, a few individuals will attack the foe's front, while the rest of the pack circles and attacks from the flanks or rear, each attempting to trip up the quarry.

Evasion (Ex): An awry dog can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), it instead takes no damage. A helpless awry dog (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Trip (Ex): An awry dog that hits with a bite attack can attempt to trip the opponent (+4 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the awry dog.

Woodsman Skills (Ex): Awry dogs gain skill points as rangers and use the class skill list of rangers. Though most develop skills normally used by mundane animals, occasionally, one will gain surprising skills.

Skills: An awry dog has a +2 racial bonus on Listen, Move Silently, and Spot checks and a +4 racial bonus on Hide and Jump checks.

An awry dog has a +4 racial bonus on Survival checks when tracking by scent.

AWRY DOGS IN FAERÛN

Created by magical mishaps, tragedies, and designs and brought together by happenstance, necessity, and intent, there are only a few packs of these dogs roaming the plains of the Vast.

CREDIT

Author Thomas M. Costa.

AWRY DOG CREATION

Medium Magical Beast

Hp: $(4 \times 5.5 \text{ HD}) + (4 \times 2 \text{ Con}) = 22 + 8 = 30$

Base Attack/Grapple: $+4/+4 \text{ BAB} +3 \text{ Str} = +7$

Full Attack: $+4 \text{ BAB} +3 \text{ Str} +1 \text{ Weapon Focus} = +8$

Saves: F $+4 \text{ good} +2 \text{ Con} = +6$, R $+4 \text{ good} +2 \text{ Dex} = +6$, W $+1 \text{ poor} +2 \text{ Wis} = +3$

Skill Points: $(6 + \text{Int modifier}) \times (\text{HD} +3) = 4 \times 7 = 28$; class skill max ranks = $\text{HD} +3 = 7$

Skills: Hide $4 +4 \text{ race} +2 \text{ Dex} = +10$, Jump $4 +4 \text{ race} +3 \text{ Str} +8 \text{ speed} = +19$, Listen $4 +2 \text{ race} +2 \text{ Wis} +2 \text{ Alertness} = +10$, Move Silently $4 +2 \text{ race} +2 \text{ Dex} = +8$, Spot $4 +2 \text{ race} +2 \text{ Wis} +2 \text{ Alertness} = +10$, Survival $4 +2 \text{ Wis} (+4 \text{ race}) = +6$ (+10 when tracking by scent), Swim $4 +3 \text{ Str} = +8$

Feats: $1 + (1 \text{ per } 3 \text{ HD}) = 2$ plus 1 bonus

Challenge Rating: Old Method Base: 6 for hp, +1 for AC, trip, evasion, speed/senses, skills/feats, abilities, +2 for spell resistance = $14/3 = 4$; Compare to a winter wolf and worg, basically equals a worg with better AC, evasion, spell resistance, and much better skills. Could argue for CR 3, but I think that's a bit too low.

Level Adjustment: +1 for AC (should be +2 but down to +1 because armor not readily available), +1 for spell resistance, and +1 for skills = +3, but that seems high. Worg is +1, but not quite as powerful as a winter wolf's +3, still probably +3

BARROWE (TEMPLATE)

Barrowes represent a form of undeath that effects the least magical of giants, usually a hill giant, but often bog giants, fomorians, or verbeegs. A few may sometimes arise when many giants are slaughtered and their corpses are not properly readied for the afterlife of Jotunheim. These undead (and related giant undead) may also be created in dark rituals.

A barrowe usually appears much as it did in life, except uglier. They often go about naked, especially the less intelligent barrowes of hill or bog giant stock, but do not seem so, for their bodies sport a thick growth of matted, filthy hair. Their eyes glitter like those of most undead, but because the eyes are small, and because the barrowe often stoops over so much, it is often hard to make them out at a distance.

Barrowes usually exist alone or in small groups, placing no value on the company of others, but can be gathered in larger groups by more powerful undead. Their lairs in death are much the same as in life: caverns and other gloomy hill country lairs, such as deep forests, though some find themselves in the Underdark.

Barrowes have no fondness for their living kin. They frequently go out of their way to wipe out a former family, tribe, or raiding band, just for the satisfaction of breaking it up. The only pleasure a barrowe knows comes from breaking up the formerly close-knit bonds of its kin, causing them to separate and become as lonely as it is.

Barrowes exist as much on the Negative Material Plane as on the Prime. The negative energy from the former plane sustains them and provides their life-draining abilities, though they achieve as much satisfaction draining a living being as they once gained from filling an empty stomach.

BARROWES IN FAERÛN

The undead leader of Cairnheim, a realm of cairns (see below) beneath the Western Heartlands, seeks to expand his realm. The “King of Death” has embarked on his campaign by transforming the hill giants of the Giant’s Run Mountains into barrowes and bringing several tribes of orcs and hobgoblins under his thrall. These barrowes, true to their nature are not particularly useful thralls, but serve as the first line of defense against trespasser’s entering the Giant’s Run Mountains and the Dodkong’s destructive desires.

SAMPLE BARROWE

This naked giant has a pronounced simian appearance, with overlong arms, stooped shoulders, low forehead, pronounced jaw, thick, powerful limbs, and a coat of dense, matted, and filthy hair. Its eyes are hard to make out, but glow malevolently as you approach.

This example uses a hill giant as the base creature.

Large Undead (Augmented Giant)

Hit Dice: 12d12+36 (114 hp)

Initiative: -1

Speed: 40 ft. (8 squares)

Armor Class: 24 (-1 size, +15 natural), touch 9, flat-footed 24

Base Attack/Grapple: +9/+22

Attack: Slam +18 melee (1d6+9/19-20 plus energy drain) or rock +8 ranged (2d8+18)

Full Attack: 2 slams +18 melee (1d6+9/19-20 plus energy drain) or rock +8 ranged (2d8+18)

Space/Reach: 10 ft./10 ft.

Special Attacks: Create spawn, energy drain, plant withering, rock throwing

Special Qualities: Damage reduction 10/silver, darkvision 60 ft., immunity to cold, low-light vision, rock catching, undead traits

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

Abilities: Str 29, Dex 8, Con –, Int 6, Wis 10, Cha 15

Skills: Climb +12, Jump +16, Listen +3, Spot +10

Feats: Cleave, Improved Bull Rush, Improved Critical (slam)^B, Improved Natural Attack (slam)^B, Improved Sunder, Power Attack, Weapon Focus (slam)

Environment: Temperate hills

Organization: Solitary or gang (2-4)

Challenge Rating: 9

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +8

COMBAT

The DC is 18 for the Fortitude save to remove a negative level caused by the barrowe's energy drain.

Rock Throwing (Ex): A barrowe hill giant can hurl rocks weighing 40 to 50 pounds each (small objects) up to five range increments. The range increment is 120 feet for a barrowe stone giant's thrown rocks.

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

Possessions: 2 *potions of cause moderate wounds*, bag of holding (type I; filled with rocks), 1,400 gp.

CREATING A BARROWE

"Barrowe" is an acquired template that can be added to any giant with no air, extraplanar, incorporeal, fire, shapechanger, or water subtypes; no supernatural or spell-like abilities; and no natural immunity to any energy types (referred to hereafter as the base creature). A barrowe has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s. Barrowes are particularly tough to destroy and gain +3 bonus hit points for each Hit Die they have.

Armor Class: A barrowe adds +6 to its natural armor bonus.

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

Create Spawn (Su): A giant with no subtype and no natural immunity to an energy type slain by a barrowe's energy drain rises as a barrowe within 1d2 days. The new barrowe is not under the command of the barrowe that created it, and is likely to wander off on its own.

Energy Drain (Su): Living creatures hit by a barrowe's slam attack (or any other natural weapon the barrowe might possess) gain one negative level. A barrowe can use its energy drain ability once per round. The save DC is 10 + 1/2 barrowe's HD + barrowe's Cha modifier. For each negative level bestowed, the barrowe gains 5 temporary hit points.

Plant Withering (Su): Barrowes generate negative energy that causes 1 point of damage/hour to all plants within 100 feet. Over a period of months, this usually leads to the death of all plant life within a quarter-mile radius of the barrowe's lair.

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

Damage Reduction (Su): A barrowe's undead body is tough, giving the creature damage reduction 10/silver.

Immunity to Cold (Ex): Barrowes have immunity to cold spells and effects.

Abilities: Increase from the base creature as follows: Str +4, Cha +8. Being undead, a barrowe has no Constitution score.

Skills: Barrowes have a +4 racial bonus to Spot checks.

Feats: Barrowes gain Improved Critical (slam) and Improved Natural Attack (slam) as bonus feats, assuming the base creature meets the prerequisites and doesn't already have these feats.

Organization: Solitary or gang (2-4).

Challenge Rating: Same as the base creature +2.

Alignment: Any evil.

Level Adjustment: Same as the base creature +4.

CREDIT

Author Thomas M. Costa, based on original material by Gregory W. Detwiler. The barrowe originally appeared in *Dragon Magazine* 254 (December 1998).

BARROWE CREATION

Large Undead

Hp: (12 x 6.5 HD) + (12 x 3 bonus) = 78 + 36 = 114

Base Attack/Grapple: +9 as cleric/+9 BAB + 4 size +9 Str = +22

Full Attack: +9 BAB +9 Str -1 size +1 Weapon Focus = +18 melee, +9 BAB -1 size -1 Dex +1 racial = +8 ranged

Saves: F +8 good +0 Con = +8, R +4 poor -1 Dex = +3, W +4 poor +0 Wis = +4

Skill Points: (2 + Int modifier) x (HD +3) = 1 x 15 = 15; class skill max ranks = HD +3 = 15

Skills: Climb 3 +9 Str = +12, Jump 3 +9 Str +4 speed = +16, Listen 3 +0 Wis = +3, Spot 6 +0 Wis +4 race = +10

Feats: 1 + (1 per 3 HD) = 5 plus 2 bonus = 7

Challenge Rating: Old Method Base: +1 for AC bonus, damage reduction, immunity/undead traits, abilities/skills/feats, +2 create spawn/energy drain = 6/3 = 2, and comparable to a lich, so +2

Level Adjustment: Because high HD, +1 for AC bonus, create spawn/energy drain, damage reduction/immunity, abilities/skills/feats = +4, which seems about right compared to a lich.

Possessions: CR 9 gets 4500 gp of treasure and up to 4 minor magic items, so 600 for potions +2500 for bag +1400 gp = 4500 gp

BURBUR

Diminutive Vermin

Hit Dice: 1/2d8 (2 hp)

Initiative: +1

Speed: 20 ft. (4 squares), climb 20 ft.

Armor Class: 15 (+4 size, +1 Dex), touch 15, flat-footed 14

Base Attack/Grapple: +0/-17

Attack: Bite +5 melee (0 plus plant siphon)

Full Attack: Bite +5 melee

Space/Reach: 1 ft./0 ft.

Special Attacks: Attach, plant carrier, plant siphon

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

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 1, Dex 13, Con 11, Int –, Wis 10, Cha 2

Skills: Climb +9

Feats: Weapon Finesse^B (bite)

Environment: Any

Organization: Solitary or group (2-4)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: 1-2 HD (Diminutive)

Level Adjustment: –

This creature is appears as a plump worm with a pair of segmented forelegs and a tubular mouth it uses to suck down slime and mold. Its enormous eyes glisten like pools of oil.

Burburs are highly prized six-inch- to one-foot-long, worm-like creatures that consume many varieties of slimes, mosses, and molds that might otherwise cause considerable harm to other creatures. Most animals avoid the potentially poisonous burbur.

Burburs are ivory or yellow in color and have soft, moist skin. They have large, glistening black eyes and a sucking tube for a mouth, much like that of a mosquito. Just behind the creature's head is a pair of tiny forelegs of considerable deftness. With its forelegs, a burbur can climb, grip, and manipulate objects. They have a somewhat spicy body odor that has been described as smelling like cinnamon. A burbur that has just fed will be very bloated and somewhat sluggish.

Burburs often build small, out-of-the-way lairs, often near dangerous food sources such as among the coils of a yellow musk creeper, which they visit from time to time to rest and recover from injuries. They otherwise spend all their time wandering in search of food. Once each year, usually in spring, a burbur will begin to swell in size. At this point it develops a bulge at the end of its tail, which forms into a second head. As the second head forms, a pair of forelegs begins to grow out from the body. Shortly thereafter, the burbur splits in half to form two separate creatures.

COMBAT

Burburs are gentle and harmless creatures as far as non-plant creatures are concerned. They feed only on slimes, molds, or mosses. Because they can only damage and eat plants, a burbur will not attack non-plants.

Attach (Ex): If a burbur hits with a bite attack, it uses its powerful siphon to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached burbur has an AC of 14.

Immunities (Ex): A burbur is immune to nonlethal cold damage and any plant's extraordinary acid, disease, poison, gas (including spores), paralysis, or ability damage attacks.

Plant Carrier (Ex): Any creature consuming a burbur that has fed within the last 4 hours is affected as if it were attacked by the extraordinary acid, disease, poison, gas (including spores), paralysis, or ability damage attack of the plant just eaten.

Plant Siphon (Ex): When a burbur makes a successful bite attack, it extends a feeding tube and begins to siphon up the plant. Each round, it feeds, the burbur deals 2d4 points of damage. The burbur can only harm plants, and prefers slimes, molds, and mosses over all other meals. It finds other plants inedible. A burbur ceases feeding after it has drained its victim of hit points equal to six-times its own initial value. For example, a burbur with 2 hit points will be sated after it has dealt 12 points of damage to its victim.

Tremorsense (Ex): Burburs automatically sense the location of anything within 30 feet that is in contact with the ground.

Skills: Burburs have a +8 racial bonus on Climb checks. A burbur can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

BURBURS IN FAERÛN

Adventurers across the Realms often care for the docile burburs, which will stay with their keeper so long as they are well treated and fed at least once a day. In the market place, a captured burbur can be sold for as much as 1,000 gold pieces.

CREDIT

Author Thomas M. Costa, based on original material by Ed Greenwood. The burbur originally appeared in *Dragon Magazine* #101 (1985), *Monstrous Compendium Volume Three: Forgotten Realms Appendix One* (1989) and *Monstrous Compendium Annual 3* (1996)

BURBUR CREATION

Diminutive Vermin

Hp: $1/2 \times 4.5 = 2$

Base Attack/Grapple: +0 as cleric/+0 -12 size -5 St = -17

Full Attack: +0 BAB +4 size +1 Dex = +5

Saves: F +2 good +0 Con = +2, R +0 poor +1 Dex = +1, W = +0 poor +0 Wis = +0

Skill Points and Feats: Mindless so no skill points or feats

Skills: Climb 0 +8 race +1 Dex = +9

Challenge Rating: Hard to say, but compare to monstrous centipedes, scorpions, and spiders

CAIRN

Due to their innate magical nature, undead giants are much more than overgrown humanoid undead. One such undead is the cairn. A cairn is an undead giant tied to the earth and stone, usually a stone giant. A few may sometimes arise when many giants are slaughtered and their corpses are not properly readied for the afterlife of Jotunheim. These undead (and related giant undead) may also be created in dark rituals, sometimes sought out and learned by cairns seeking to add to their numbers.

A cairn usually appears much as it did in life, as a large giant with stone-like skin, except for their glowing eyes. Thus, when the creature's eyes are closed or otherwise not visible to an observer, it can be virtually impossible to tell the difference between a cairn and a living giant. They are sustained wholly by energy from the Negative Material Plane.

Cairn's dwell in mountain caverns, just as they did in life. They rarely dwell in groups of more than three, however, unless in the presence of an overpowering leader. They generally choose the bleakest and most lifeless regions in which to dwell, though their very presence withers most vegetation within a quarter-mile in a matter of months.

CAIRNS IN FAERÛN

According to dwarven legend, the Giant's Run Mountains get their name from a battle won by the armies of High Shanatar under the leadership of Karlyn of House Kuldvelv circa -5350 DR. More than five thousand giants fell to dwarven axes, and the remnants of the giants' armies were driven into the peaks to the east. Among the small group of giants who survived were a handful of stone giants. Instead of remaining on the surface, they traveled into the upper Underdark via the lava tubes of a dormant volcano and made their home underground.

The descendants of the surviving Nedeheim stone giants dwelt in small clans in the upper Underdark, holding their own against the illithids of Oryndoll, the dwarves of Torglor and Korolnor, and countless other threats.

In the Year of the Stone Giant (-160 DR), a cairn came forward who was called the Dodkong, or "King of Death." The Dodkong, whose personal name is unknown even to his subjects, is believed to have been a stone giant chieftain who arose as an undead creature after the dwarves withdrew from the battle. After wandering the western Realms for centuries the Dodkong discovered a giant artifact known as the *Crown of Obadai*. With the crown of the first Faerûnian stone giant on his brow, the Dodkong was able to unite the stone giant clans beneath the Giant's Run Mountains into the kingdom of Cairnheim.

Founded in the shadow of death, Cairnheim's culture has long been tainted by the unloving nature of its monarch and the council of Dodforerir, of "Death Chiefs," who serve him. Each Dodforer served as a clan chieftain in life, and was transformed after death into a cairn by the Dodkong's dark magic.

Those who trespass in Cairnheim – particularly the Stout Folk – risk the wrath of cruel behemoths led by their undead kin. Those who neighbor the realm fear the day the Dodkong seeks to expand. Some claim the "King of Death" has embarked on just such a campaign, noting an increasing number of barrowes (see above) – a form of undead found most commonly among hill giant populations – amid the peaks of the Giant's Run Mountains. When the time is right, the Dodkong may also call upon several large tribes of orcs and hobgoblins.

Note: More information about Cairnheim and the Dodkong can be found in *Underdark*. If using cairns in your campaign, the Dodkong should be a NE male cairn stone giant elder sorcerer 10 (CR 16; Str 34, Dex 14, Con –, Int 15, Wis 18, Cha 24), instead of a lich.

SAMPLE CAIRN

This giant resembles a lean, hardened human made of the rock and stone. Its hairless flesh is gray and as smooth as polished stones. It has gaunt and sunken features that make it appear wizened. Its heavy eyelids mask eyes that glow with the heat of flowing lava.

This example uses a stone giant as the base creature.

Large Undead (Augmented Giant, Earth)

Hit Dice: 14d12+42 (133 hp)

Initiative: +0

Speed: 20 ft. in armor (4 squares); base speed 30 ft.

Armor Class: 32 (-1 size, +19 natural, +1 deflection, +3 hide), touch 10, flat-footed 32

Base Attack/Grapple: +10/+26

Attack: Large greatclub +21 melee (2d8+18) or slam +21 melee (1d6+12/19-20) or rock +10 ranged (2d8+18)

Full Attack: Large greatclub +21/+16 melee (2d8+18) or 2 slams +21 melee (1d6+12/19-20) or rock +10 ranged (2d8+18)

Space/Reach: 10 ft./10 ft.

Special Attacks: Plant withering, rock throwing

Special Qualities: Damage reduction 10/adamantine and magic, darkvision 60 ft., detect thoughts, immunities, low-light vision, rock catching, undead traits

Saves: Fort +9, Ref +4, Will +7

Abilities: Str 35, Dex 11, Con –, Int 10, Wis 12, Cha 15

Skills: Climb +15, Hide +4 (+16 in rocky terrain), Intimidate +6, Jump +9, Listen +5, Move Silently +5, Search +4, Sense Motive +5, Spot +16

Feats: Combat Reflexes, Improved Critical (slam)^B, Improved Natural Attack (slam)^B, Improved Sunder^B, Iron Will, Point Blank Shot, Power Attack, Precise Shot

Environment: Temperate mountains

Organization: Solitary, gang (2-5), 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: 10

Treasure: Standard

Alignment: Always neutral evil

Advancement: By character class

Level Adjustment: +9

COMBAT

A cairn's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. The Will save against this cairn's detect thoughts ability has a DC of 14.

Rock Throwing (Ex): A cairn stone giant can hurl rocks weighing 40 to 50 pounds each (small objects) up to five range increments. The range increment is 200 feet for a cairn stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A cairn stone giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a cairn stone giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projective provides a magical bonus on attack rolls, the DC increases by that amount.) The cairn stone giant must be ready for and aware of the attack in order to make a rock catching attempt. Cairn stone giants gain a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Possessions: 2 *potions of cause serious wounds*, +1 *ring of protection*, hide armor, Large greatclub, 5 gems (10 gp obsidian, 70 gp bloodstone, 100 gp red spinel, 120 gp jet, 500 gp deep blue spinel), 1,500 gp.

CREATING A CAIRN

"Cairn" is an acquired template that can be added to any giant with the Earth subtype (referred to hereafter as the base creature). A cairn has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead, but it retains any subtypes. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s. Cairns are particularly tough to destroy and gain +3 bonus hit points for each Hit Die they have.

Speed: The joints of cairns become calcified. A cairn subtracts 10 ft. from its base speed.

Armor Class: A cairn adds +8 to its natural armor bonus.

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

Improved Rock Throwing (Ex): Cairn's with the rock throwing extraordinary special attack add +20 ft. to their range increment with thrown rocks.

Plant Withering (Su): Cairns generate negative energy that causes 1 point of damage/hour to all plants within 100 feet. Over a period of months, this usually leads to the death of all plant life within a quarter-mile radius of the cairn's lair.

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

Damage Reduction (Ex and Su): A cairn's undead body is tough, giving the creature damage reduction 10/adamantine and magic. Its natural weapons are treated as adamantine magic weapons for the purpose of overcoming damage reduction. Its adamantine damage reduction is extraordinary and its magic damage reduction is supernatural.

Detect Thoughts (Sp): A cairn can *detect thoughts* as though by the spell at will. The save DC is Charisma-based.

Immunities (Ex): Cairns have immunity to acid, cold, and spells with the acid, cold, or earth descriptors, except *stone to flesh* and *transmute rock to mud*. Both *stone to flesh* and *transmute rock to mud* weaken the cairn's damage reduction to 10/magic.

Abilities: Increase from the base creature as follows: Str +8, Dex -4, Cha +4. Being undead, a cairn has no Constitution score.

Skills: Cairns have a +4 racial bonus to Intimidate, Listen, Search, Sense Motive, and Spot checks and a +8 racial bonus to Move Silently checks. A cairn gains a +12 racial bonus on Hide checks in rocky terrain.

Feats: Cairns gain Improved Critical (slam), Improved Natural Attack (slam), and Improved Sunder as bonus feats, assuming the base creature meets the prerequisites and doesn't already have these feats.

Challenge Rating: Same as the base creature +2.

Alignment: Any evil.

Level Adjustment: Same as the base creature +5.

CREDIT

Author Thomas M. Costa, based on original material by Gregory W. Detwiler. The cairn originally appeared in *Dragon Magazine* 254 (December 1998). Cairnheim was first mentioned in *Drizzt Do'Urden's Guide to the Underdark* (1999) and *Underdark* (2003).

CAIRN CREATION

Large Undead

Hp: $(14 \times 6.5 \text{ HD}) + (14 \times 3 \text{ bonus}) = 91 + 42 = 133$

Base Attack/Grapple: +10 as cleric/+10 BAB + 4 size +12 Str = +26

Full Attack: +10 BAB +12 Str -1 size = +21 melee, +10 BAB -1 size +0 Dex +1 racial = +10 ranged

Saves: F +9 good +0 Con = +9, R +4 poor +0 Dex = +4, W +4 poor +1 Wis + 2 Iron Will = +7

Skill Points: $(2 + \text{Int modifier}) \times (\text{HD} + 3) = 2 \times 17 = 34$; class skill max ranks = HD +3 = 17

Skills: Climb 6 +12 Str -3 armor = +15, Hide 11 -4 size -3 size (+12 race in rocky terrain) = +4 (+16), Intimidate 0 +2 Cha +4 race = +6, Jump 6 +12 Str -3 armor -6 speed in armor = +9, Listen 0 +1 Wis +4 race = +5, Move Silently 0 +0 Dex +8 race -3 armor = +5, Search 0 +0 Int +4 race = +4, Sense Motive 0 +1 Wis = 4 race = +5, Spot 11 +1 Wis +4 race = +16

Feats: 1 + (1 per 3 HD) = 5 plus 3 bonus = 8

Challenge Rating: Old Method Base: +1 for AC bonus, damage reduction, detect thoughts, immunities, undead traits, abilities, skills, feats = $8/3 = 2$, and comparable to a lich, so +2

Level Adjustment: Because high HD, +1 for AC bonus, damage reduction, immunities, abilities, skills, feats = +6, which seems a bit high, again comparable to a lich, so lower it to +5.

Detect Thoughts DC: 10 +2 spell level +2 Cha modifier = 14

Possessions: CR 10 gets 5,800 gp of treasure, so 1,500 gp + 800 gp gems +2,000 gp ring + 1500 gp potions = 5,800 gp

Dodkong Math: CR 9 stone giant elder +2 cairn +5 non-associated class levels; base Str 10 +16 race +8 cairn, Dex 14 +4 race -4 Cairn, Con 8 +8 race + nullled undead, Int 12 +0 race +3 age, Wis 13 +2 race +3 age, Cha 15 +2 level +4 Cairn +3 age.

CARRION DEAD

Alive in their undeath, carrion dead are the nightmare remains of animals and vermin that eat rotting meat, such as hyenas, rats, giant ants, and monstrous centipedes, especially in the presence of undead or other sources of negative energy. These animals and vermin desire little more than to spread their undeath to others of their kind and to kill the living. Still they retain a taste for carrion and often let their kills rot for at least a day before dining. Most animals know instinctively to avoid the kills of carrion dead.

Carrion dead appear much as they did in life, except they are often somewhat emaciated and blood oozes and drips from their blood-clouded eyes, nails, claws, and carapace (in the case of most vermin).

CARRION DEAD IN FAERÛN

Carrion dead can appear anywhere in the Realms, but seem most often found among the open plains where large packs of scavengers roam, whether the Shining Plains or the Shaar.

SAMPLE CARRION DEAD

This revolting hyena looks as though it has not eaten in days – still, flecks of rotting food stick to its teeth and gums, and it is covered in gore, from its blood-matted fur to its blood-clouded eyes.

This centipede, aside from its monstrous two-foot length, appears to be almost swimming in blood at first. A closer look reveals that blood is oozing from each segment of its carapace, leaving a trail of drying blood in its wake.

These examples use a hyena and a Tiny monstrous centipede as the base creatures.

	Carrion Dead Hyena	Carrion Dead Monstrous Centipede
	Medium Undead (Augmented Animal)	Tiny Undead (Augmented Vermin)
Hit Dice:	2d12 (13 hp)	1/4d12 (1 hp)
Initiative:	+2	+2
Speed:	50 ft. (10 squares)	20 ft. (4 squares), climb 20 ft.
Armor Class:	18 (+4 Dex, +4 natural), touch 14, flat-footed 14	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14
Base Attack/Grapple:	+1/+5	+0/-11
Attack:	Bite +5 melee (1d6+6 plus disease)	Bite +6 melee (1d3-3 plus disease and poison)
Full Attack:	Bite +5 melee (1d6+6 plus disease)	Bite +6 melee (1d3-3 plus disease and poison)
Space/Reach:	5 ft./5 ft.	2-1/2 ft./0 ft.
Special Attacks:	Bloodied seepage, disease, eye spittle, trip	Bloodied seepage, disease, eye spittle, poison
Special Qualities:	Darkvision 60 ft., easily tracked, low-light vision, scent, undead traits	Darkvision 60 ft., easily tracked, scent, undead traits, vermin traits
Saves:	Fort +3, Ref +7, Will +2	Fort +2, Ref +4, Will +1
Abilities:	Str 18, Dex 19, Con –, Int 2, Wis 15, Cha 14	Str 5, Dex 19, Con –, Int –, Wis 12, Cha 10
Skills:	Hide +5 (+9 in tall grass or heavy undergrowth), Listen +7, Spot +5	Climb +12, Hide +20, Spot +5
Feats:	Alertness	Weapon Finesse ^B
Environment:	Warm deserts	Underground
Organization:	Solitary, pair, or pack (7-16)	Colony (8-16)
Challenge Rating:	2	1/4
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	3 HD (Medium); 4-5 HD (Large)	–
Level Adjustment:	–	–

COMBAT

The DC for the carrion dead hyena's disease is 13. The DC for the carrion dead monstrous centipede's disease is 10.

Poison (Ex): A carrion dead monstrous centipede has a poisonous bite: Injury, Fortitude DC 10, initial and secondary damage 1 Dex. The save DC is Charisma-based.

Trip (Ex): A carrion dead hyena that hits with its bite attack can attempt to trip the opponent (+2 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 carrion dead hyena.

Skills: Carrion dead monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Carrion dead monstrous centipedes can take 10 on Climb checks, even if threatened or distracted.

Carrion dead hyenas have a +4 racial bonus on Hide check in areas of tall grass or heavy undergrowth.

CREATING A CARRION DEAD

“Carrion dead” is an acquired template that can be added to any animal or vermin creature (referred to hereafter as the “base creature”).

The new carrion dead uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead (augmented animal or vermin). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

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

Armor Class: The base creature’s natural armor bonus improves by +2.

Attack: A carrion dead retains all the attacks of the base creature and also gains a bite attack if it didn’t already have one. A creature with natural weapons retains those natural weapons.

Damage: Carrion dead have bite attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the carrion dead’s size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

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

Special Attacks: A carrion dead retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 carrion dead’s HD + carrion dead’s Cha modifier unless otherwise noted. In addition, the save DC for any Constitution-based extraordinary ability the base creature had, such as poison, becomes Charisma-based.

Bloodied Seepage (Ex): Blood seeps from the carrion dead, out of their mouths, from their nails, and the joints of their carapaces (should they have one), among other places. Contact with this blood can infect the victim with carrion fever (see below).

Disease (Ex): Carrion fever – bite and/or claw and contact (see above), Fortitude saving throw, incubation period 1 day; damage 1d3 Dex and 1d3 Con.

An afflicted animal or vermin who dies of carrion fever from a creature of the same type – an animal can infect another animal and a vermin can infect another vermin, but an animal cannot infect a vermin or vice versa – arises as a carrion dead at the next midnight. An animal or vermin who becomes a carrion dead in this way retains none of the abilities it possessed in life. It is not under the control of any other carrion dead, but it hungers for the flesh of the living and behaves like a normal carrion dead in all respects.

Carrion fever can kill other creatures, including plants, and over time, the bloodied seepage (see below) of the carrion dead can lay waste to the plant life across large swathes of land.

Eye spittle (Ex): Carrion dead can shoot blood from their blood-clouded eyes at a single target as a standard action up to 10 ft. The target must make a successful Reflex saving throw or be blinded for 2d6 minutes and also save versus carrion fever (see above). A helmet (included in medium and heavy armors) or other face protection, such as a mask, grants the target a +2 circumstance bonus on its Reflex save, which can temporarily blind and infect victims with carrion fever.

Special Qualities: A carrion dead retains all the special qualities of the base creature and gains those described below.

Easily Tracked (Ex): Due to their constant oozing of blood, carrion dead are much easier to follow and apply a -5 modifier to the Survival DC to track them.

Scent (Ex): Carrion dead can smell the living and gain the scent ability, if they do not already have it.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Wis +2, Cha +8. As an undead creature, a carrion dead has no Constitution score.

Challenge Rating: Same as the base creature +1.

Alignment: Always neutral evil.

Level Adjustment: –.

CREDIT

Author Thomas M. Costa.

CARRION DEAD CREATION

Medium Undead (Augmented Animal) and Tiny Undead (Augmented Vermin)

Hp: $2 \times 6.5 = 13$ and $1/4 \times 6.5 = 1$

Base Attack/Grapple: +1 Clr/+1 BAB +4 Str = +5 and +0 Clr/+0 BAB -8 size – 3 Str = -11

Full Attack: +1 BAB +4 Str = +5 and +0 BAB +2 size + 4 Dex = +6

Saves: F +3 good +0 Con = +3, R +3 good +4 Dex = +7, W +0 poor +2 Wis = +2 and F +2 good +0 Con = +2, R +0 poor +4 Dex = +4, W +0 poor +1 Wis = +1

Skill Points: $(2 + \text{Int modifier, minimum } 1) \times (\text{HD} + 3) = 5$ and mindless; class skill max ranks = HD +3 = 5 and none

Skills: Hide 1 +4 Dex = +5, Listen 3 +2 Wis +2 Alertness = +7, Spot 1 +2 Wis +2 Alertness = +5 and Climb 0 +8 race +4 Dex = +12, Hide 0 +8 race +8 size +4 Dex = +20, Spot 0 +4 race +1 Wis = +5

Feats: $1 + (1 \text{ per } 3 \text{ HD}) = 1$ and mindless, but 1 bonus as base creature

Challenge Rating: In effect the HD change has a good chance of being a loss for many animal and vermin which often have relatively high Constitutions, but that probably balances out more or less with the AC bonus. The bite attack and scent ability are also probably already possessed by many creatures and thus compensated for by the easily tracked negative. This leaves the three related special attacks and ability bonuses, which using the old method of +1 CR per 3 special abilities or so would come out to $4/3 = +1$. This is plays out further because clearly this isn't as powerful as a lich, so +1. Consequently the wolf is $1+1 = 2$ and the centipede $1/8 +1 = 1/4$. You could argue it's a bit more powerful for less powerful creatures and maybe bump them up by +2.

Disease DC: $10 +1 \text{ HD} +2 \text{ Cha} = 13$ and $10 +0 \text{ HD} +0 \text{ Cha} = 10$

Poison DC: $10 +0 \text{ HD} +0 \text{ Cha} = +10$

Notes: Note there is a typo in monstrous centipede skill description entry in the MM that refers to scorpions instead of centipedes

CELESTIAL, FEELNSTIAL

Tiny Outsider (Chaotic, Extraplanar, Good)

Hit Dice: 2d8+4 (13 hp)

Initiative: +6

Speed: 30 ft. (6 squares), fly 90 ft. (good)

Armor Class: 22 (+2 size, +6 Dex, +4 natural), touch 18, flat-footed 16

Base Attack/Grapple: +2/-8

Attack: Claw +10 melee (1d2-2)

Full Attack: 2 claws +10 melee (1d2-2) and bite +5 melee (1d3-2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Captivate, molten touch, pounce, spell-like abilities

Special Qualities: Blink, damage reduction 5/evil or lawful, darkvision 60 ft., fast healing 3, immunity to electricity, fire, mind-affecting effects, poison, and polymorph, improved evasion, low-light vision, nine lives, resistance to acid 10, scent, spell resistance 15, wild empathy

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

Abilities: Str 6, Dex 23, Con 15, Int 12, Wis 23, Cha 24

Skills: Balance +14, Climb +10, Diplomacy +14, Hide +27 (+31 in tall grass or heavy undergrowth), Jump +14, Listen +15, Move Silently +19, Search +6, Sense Motive +11, Spot +19, Survival +15 (+17 when following tracks), Swim +11

Feats: Flyby Attack, Weapon Finesse^B

Environment: Brightwater

Organization: Solitary, pair, or exuberance (3-12)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic good

Advancement: 3-4 HD (Small); 5-6 HD (Medium)

Level Adjustment: +12

This creature resembles a beautiful, indigo-furred, house cat with the brightly-colored feathered wings of an eagle. Golden eyes and teeth shine upon its particularly aquiline and intelligent face, and its golden claws are almost talon-like. It radiates a playful joy that is both captivating and clearly holy.

Creatures of pure joy and energy, feelenstials are free-flying angels of Brightwater, a plane of joy, love, pleasure, good fortune, and wealth. They are commonly found across the plane, especially amongst its parks where they flit among the trees and even swim in the water. They are almost constantly at play with an almost childlike exuberance and daring that belies their wisdom; their goals are usually as simple as getting others to join their fun.

A feelenstial's feathers betray which deity it serves: Lliira's feelenstials have an unequal mix of orange, yellow, and red plumage, Sharess' have amber yellow and ruby red, Sune's have deep crimson, and Tymora's have blue and silver. Very few feelenstials serve Waukeen; those that do often stray closer to neutral alignments, whether it be neutral good or chaotic neutral, and have white and gold plumage. All feelenstials have teeth, nails, and bones of gold; a feelenstial's bones are worth 250 gp, but can usually command at least five times that value with evil necromancers and collectors.

Feelenstials speak Celestial, Common, and Sylvan. Feelenstials can be summoned with a *summon monster V* spell.

COMBAT

Feelenstials prefer to avoid combat when possible and will use their divination powers and impressive defensive qualities to do so. When they must, they will sneak up on their prey and use their spell-like abilities. If forced into physical combat however, they will usually enlarge themselves, heat their metallic nails and teeth, and either strafe their opponents or pounce from above.

A feelenstial's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction. Its damage reduction is supernatural.

Blink (Su): A feelenstial can use *blink* as the spell (caster level 6th), and can evoke or end the effect as a free action.

Captivate (Su): The beauty and grace of a feelenstial is so awesome they can captivate the attention of other creatures with their simple presence and joyous acrobatics. This works as the spell *enthrall* (Will DC 18), except the ability does not require the feelenstial to speak or sing and is not language dependent or sonic.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a feelenstial takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Molten Touch (Su): The heat of life is so strong in feelenstials, they can cause their golden nails, teeth, and bones to radiate heat 2/day. The ability lasts for 4 rounds and adds 1d4 points of fire damage to each bite and claw attack. (At times, bits of their nails will melt off and solidify into flecks of gold worth 1-4 gp. These flecks are considered holy to the faithful of the five goddesses of Brightwater.)

Nine Lives (Su): Feelenstials are truly blessed with nine lives and will automatically be resurrected as by the spell *true resurrection* immediately upon death. This power will work nine times.

Pounce (Ex): If a feelenstial uses a charge action to leap or dive upon a foe during the first round of combat, it can make a full attack with its two claws and bite, even if it has already taken a move action.

Spell-like abilities: Continuous – *detect poison*, *detect snares and pits*, *find traps*, *magic circle against evil* (DC 20), *see invisibility*; at will – *detect evil*, *detect good*, *detect thoughts* (DC 19); 3/day – *cure light wounds* (DC 18), *enlarge person* (but usable on self only), *reduce person* (but usable on self only), *Tasha's hideous laughter* (DC 19), *trip* (DC 18; see below); 1/day – *cure moderate wounds* (DC 19), *neutralize poison* (DC 20), *remove disease* (DC 20). Caster level 6th. The save DCs are Charisma-based.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except the feelenstial has a +6 racial bonus on the check.

Skills: Feelenstials have a +4 racial bonus on Climb, Listen, and Survival checks and a +8 racial bonus on Balance, Hide, Jump, Move Silently, and Spot checks. They may use their Strength or Dexterity modifier for Climb, Jump, and Swim checks.

In areas of tall grass or heavy undergrowth, the Hide bonus rises to +12.

FEELNSTIALS IN FAERÛN

Feelenstials are rarely found in Faerûn, preferring the joyous realm of Brightwater to the mundane Prime Material Plane. They simply do not understand why some celestials prefer the realm of mortals. Nevertheless, they do answer the call of service when summoned or sent, and occasionally enter the service of a cleric loyal to one of Brightwater's goddesses.

NEW SPELL (SIDEBAR)

Trip

Transmutation

Level: Drd 1, Rng 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Object up to 10 ft. long

Duration: 1 minute/level

Saving Throw: Reflex (see text)

Spell Resistance: No

This spell creates a magical trap when cast upon a normal object such as a length of vine, a stick, a pole, a rope, or a similar object that can lie upon the floor and catch a creature's feet. The spell causes the object to rise slightly off the ground or floor if it is resting on it to trip Large or smaller creatures crossing it, if they fail their Reflex save. The DC for the Reflex save is 4 higher than normal unless the character makes a successful Spot check (DC 20, DC 24 if running; reduce the Spot DC by 8 if the character has already seen someone else successfully tripped by the ensorcelled object). Creatures that are running suffer 1d6 points of nonlethal damage if tripped upon a hard surface. A tripped character is prone (see Table 8-5: Attack Roll Modifiers on page 151 of the *Player's Handbook*). Standing up from prone is a move-equivalent action. Targets with more than two legs get a +4 stability bonus to their Reflex save. Note, only as many creatures can be tripped as are actually stepping across the ensorcelled object, i.e., no more than 20 Fine, 10 Diminutive, 4 Tiny, 2 Small or Medium, or 1 Large creature each round.

CREDIT

Author Thomas M. Costa. *Trip* is based on original material by Gary Gygax and originally appeared in the 1E *Player's Handbook* (1978), 2E *Player's Handbook* (1989), and *Priest's Spell Compendium, Volume Three* (2000).

FEELNSTIAL CREATION

Tiny Outsider

Hp: (4.5 x 2) + (2 x 2) = 9 + 4 = 13

Base Attack/Grapple: +2/ +2 BAB -8 size -2 Str = -8

Full Attack: +2 BAB +2 size +6 Dex = +10

Saves: F +3 good +2 Con = +5, R +3 good +6 Dex = +9, W +3 good +6 Wis = +9

Skill Points: (8 + 1 Int) x (2 HD +3) = 45; class skill max ranks = HD +3 = 5 (maxed out in 9 skills)

Skills: Name ranks + ability modifier + race + size + synergy + feat – armor = Balance 0 +8 racial +6 Dex = +14, Climb 0 +4 racial +6 Dex = +10, Diplomacy 5 +7 Cha +2 Sense Motive synergy = +14, Hide 5 +8 racial +8 size +6 Dex (+4 more race) = +27 (+31 in tall grass), Jump 0 +8 racial +6 Dex = +14, Listen 5 +4 racial +6 Wis = +15, Move Silently 5 +8 racial +6 Dex = +19, Search 5 +1 Int = +6, Sense Motive 5 +6 Wis = +11, Spot 5 +8 racial +6 Wis = +19, Survival 5 +4 racial +6 Wis = +15 (+17 when following tracks), Swim 5 +6 Dex = +11

Feats: 1 + (1 per 3 HD) = 1 + 1 bonus

Challenge Rating: Old Method Base: 2 for hp, +1 for speed, captivate, damage reduction, molten touch, pounce, blink, immunities/resistance, improved evasion/saves, darkvision/low-light/scent, abilities/skills/wild empathy, +2 for AC, spell-like abilities, fast healing/nine lives, SR = 20/3 = 6, but such low hp and mostly defensive, so 4. Compare to a hound archon, blink dog, and quasit and probably about right.

Level Adjustment: See *Savage Species*, p. 19-24; +1 natural armor, captivate, molten nails, blink, improved evasion, scent, SR, abilities, skills, +2 for flight, immunities/resistance, nine lives, spell-like abilities = +17, which seems way high, so +12

DCs: captivate (10 +1/2 HD +7 Cha = 18), spells 10 +7 Cha + spell level

Notes: This creature was inspired by mixing the outsider type, celestial, petitioner, and winged templates with giant eagle, pegasus, unicorn, cat, eagle, and elven cat.

Tripp is converted from 1E and 2E and to the best of my knowledge has not been converted elsewhere.

CELESTIAL, HARMONIOUS CHOIR OF THE WORDS

Small Outsider (Extraplanar, Good, Incorporeal)

Hit Dice: 10d8 (45 hp)

Initiative: +9

Speed: Fly 120 ft. (perfect) (24 squares)

Armor Class: 25 (+5 Dex, +10 deflection), touch 25, flat-footed 20

Base Attack/Grapple: +10/–

Attack: Light ray +16 ranged touch (2d4 Str and 2d4 Wis)

Full Attack: Light ray +16 ranged touch (2d4 Str and 2d4 Wis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bardic music, light ray, incarnate vessel, spell-like abilities, spells, turn undead

Special Qualities: Bardic lore, damage reduction 10/evil, dispel silence, glyph mastery, immunity to acid, electricity, mind-affecting effects, necromantic effects, and polymorph, incorporeal, protective aura, SR 23, Words of Creation

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

Abilities: Str –, Dex 20, Con 10, Int 20, Wis 20, Cha 20

Skills: Appraise +5 (+7 with related Craft skills), Concentration +13, Craft (any 3) +22, Craft (all other) +9, Diplomacy +22, Knowledge (any 3) +22, Knowledge (all others) +9, Listen +18, Perform (sing) +22, Perform (all others) +9, Sense Motive +20, Spellcraft +18, Spot +18

Feats: Improved Counterspell, Improved Initiative, Negotiator, Weapon Focus (ray)

Environment: House of Knowledge

Organization: Solitary, pair, or good word (3-6)

Challenge Rating: 12

Treasure: Standard

Alignment: Usually neutral good

Advancement: 11-30 HD (Small)

Level Adjustment: –

This small glowing oblong ball of light at first looks like a will-o'-wisp or lantern archon. However, upon closer inspection a faint and alien face with runes coming from its mouth seems visible within its radiance. The writings stream outward constantly, fading as they reach the periphery of the celestial's light. The creature's voice is that of dozens of creatures speaking in perfect unison.

A harmonious choir of the words is a living embodiment of the Words of Creation, the words used to create all things at the beginning of everything. It is in fact made up of many words, which like a sentence or a paragraph come together into a single structure. They are most often found among the enormous libraries and public courtyards of the House of Knowledge.

Harmonious choirs are extremely voluble and often friendly. They love nothing so much as a deeply intellectual conversation. They care little if the conversation is among peers or more of a tutorial; the wrestling of ideas, the enjoyment of learning, and the beauty of language are their own rewards. They sing frequently, compose poetry, and seek out new knowledge, not matter how trivial. Harmonious choirs gladly share their knowledge, though it can be difficult to keep them on topic (requiring a successful Bluff or Diplomacy check, DC 15, to get a complete answer).

Most harmonious choirs serve Deneir, the god of the written word, and the Milil, the god of song and poetry, but a number of harmonious choirs are true neutral alignment and serve Oghma or more rarely Gond.

A harmonious choir speaks the languages of all intelligent creatures, but prefers Celestial.

COMBAT

Harmonious choirs are creatures of language and song and prefer to avoid combat. However, if pushed, they will not shy from defending themselves or those under their protection. A harmonious choir will usually begin combat by targeting spellcasters with its own spell-like abilities and spells and then using its light ray. If fighting with others, it may opt to use its abilities to incapacitate the largest number of enemies before singling out spellcasters.

A harmonious choir's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction. Its damage reduction is supernatural.

Harmonious choirs often take levels in the bard class. They stack their bard levels with their bardic lore, bardic music, and spellcasting abilities.

Bardic Lore (Ex): This ability works like a 10th-level bard's bardic lore class feature (+15).

Bardic Music: This power works like a 10th-level bard's bardic music class feature. The harmonious choir can use the following effects up to a total of ten times per day: countersong, *fascinate*, inspire courage, inspire competence, *suggestion*, and inspire greatness.

Dispel Silence (Su): A harmonious choir may dispel magical silence effects, such as a *silence* spell, at will.

Light Ray (Su): A harmonious choir can shoot forth a ray of bright light up to 120 feet away. The harmonious choir must succeed on a ranged touch attack to strike a target. A non-good subject takes 2d4 points of temporary Strength and Wisdom damage. In addition, unless a Will save (DC 20) is made, all spellcasters, regardless of alignment, lose their ability to cast spells until they rest again.

Glyph Mastery (Ex): A harmonious choir can automatically bypass with no effect, temporarily disable, or dispel any magical glyph, rune, symbol, or writing, including magical books and scrolls and the *explosive runes*, *glyph of warding* and *symbol* spells. They never suffer from the negative effects of these magical writings unless they choose to be, even if surprised.

Incarnate Vessel (Su): A harmonious choir can possess adjacent corporeal creatures with a standard action. A *protection from good* spell or similar magic wards a creature against being possessed in this manner. An unprotected target must make a Will saving throw (DC 20). If the saving throw is successful, that creature is immune to that harmonious choir's possession attempts for one day. If the saving throw is failed, the creature is possessed, though it is not necessarily aware of this fact.

A harmonious choir possessing a creature becomes a part of the subject, so it is no longer incorporeal. It cannot be targeted by spells or attacks separately from the victim, including attacks from ethereal creatures. Damage taken by the possessed creature has no effect on the harmonious choir. If the subject dies, the harmonious choir is forced back into its incorporeal form.

The harmonious choir can sense anything the subject can, even including from the benefits of blindsight or other exceptional sense the subject may have. At any time, the harmonious choir can communicate with the subject telepathically, projecting words in any language the subject understands directly into the subject's thoughts. It can also choose to probe the creature's memories as well, but the victim is allowed a Will save (DC 20). If this saving throw is successful, the harmonious choir cannot probe that creature's thoughts for one day.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the harmonious choir. Otherwise, it functions as a *magic circle against evil* effect with a radius of 20 feet (caster level 10). This aura can be dispelled, but the harmonious choir can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in the harmonious choir's statistic block.)

Spell-like Abilities: Constant – *arcane sight*, *detect evil*, *know direction*, *light*, *speak with animals*, *speak with plants*, *tongues* (DC 18), *true seeing* (DC 20); at will – *analyze dweomer* (DC 21), *commune*, *daylight*, *detect thoughts* (DC 17), *discern lie* (DC 19), *enthrall* (DC 17), *flare* (DC 15), *legend lore*, *message*, *read magic*, *speak with dead* (DC 18), *stone tell*; 3/day – *dispel evil* (DC 20), *dispel magic*, *glyph of warding* (DC 18), *major image* (DC 18); 1/day – *erase*, *hold person* (DC 18), *shatter* (DC 17), *shout* (DC 19), *suggestion* (DC 18), *summon monster V*, *teleport* (DC 20). Caster level 10th. The save DCs are Charisma-based.

Spells: A harmonious choir casts spells as a 10th-level bard. Harmonious choirs do not need material and focus components to cast their spells. The save DCs are Charisma-based.

Typical Spells Known (3/5/4/3/1; save DC 15 + spell level): 0 – *daze*, *ghost sound*, *lullaby*, *mage hand*, *mending*, *prestidigitation*; 1 – *animate rope*, *lesser confusion*, *remove fear*, *sleep*; 2 – *blindness/deafness*, *calm emotions*, *eagle's splendor*, *mirror image*; 3 – *confusion*, *good hope*, *remove curse*, *slow*; 4 – *modify memory*, *rainbow pattern*.

Turn Undead (Su): This ability works like a 10th-level cleric's turn undead class feature and is usable 8 times per day.

Words of Creation (Ex): A harmonious choir uses the words to several effects, and unlike most wielders of the Words of Creation, the choir does not take damage from their usage.

The Words of Creation doubles the effect of several bardic music abilities:

- Inspire Courage: Double the morale bonus on saving throws against charm and fear and the morale bonus on attack and weapon damage rolls.
- Inspire Competence: +4 competence bonus on skill checks.
- Inspire Greatness: Gain 4 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier to these bonus Hit Dice), +4 competence bonus on attacks, and +2 competence bonus on Fortitude saves.
- Inspire Heroics: +8 morale bonus on saving throws, +8 dodge bonus to AC
- For bardic music abilities that require a Perform check (countersong, *fascinate*), the Words of Creation grant the choir a +4 sacred bonus on the check. The Words of Creation also increase the saving throw DC for the *suggestion* and *dominate* abilities by +2.
- The Words of Creation increase the bard's effective caster level for the *song of freedom* by +2.

The Words of Creation can enhance any process of creation.

- If the Words of Creation are spoken as part of the casting of a Conjuration (creation) spell, the duration of the spell is doubled.
- If they are spoken while using a Craft skill, they grant the crafter a +4 sacred bonus on the Craft check.

The Words of Creation help energize good magic.

- If used in conjunction with a good spell that has a verbal component, the Words of Creation increase the spell's effective caster level by +1.

If the choir has discovered a creature's true name (through the use of its *legend lore* and *commune* spell-like abilities), it can exercise its power over that creature in a number of different ways, each of which requires a full-round action.

- It can impose a -4 penalty on the creature's saving throws to resist a specific compulsion spell or effect.
- It can reduce the creature's spell resistance by 4 or reduce the amount of its damage reduction by 5. This reduction lasts for 1 minute.
- It can cast *teleport* or *greater teleport* on the creature without including itself as a target of the spell.
- It can gain a +6 bonus on its opposed Charisma checks to compel service from the creature after it summons it with a *planar binding* spell.

(See the *Book of Exalted Deeds* for more information on the Words of Creation.)

Skills: Harmonious choirs have a +4 racial bonus to all Craft, Knowledge, and Perform checks and the ability to use all Knowledge skills untrained.

HARMONIOUS CHOIRS OF THE WORDS IN FAERÛN

Harmonious choirs visit Faerûn, albeit most often in secret, seeking greater understanding of their own nature and their role in the creation of the mortal world. They also appear at the behest of their gods in service of their loyal servants.

High Scrivener Cadderly Bonaduce, Chosen of Deneir is known to commune with harmonious choirs frequently, seeking their sagacity and assistance in his own pursuit of the *Metatext*. It is rumored that it was their power, at the behest of the Lord of All Glyphs and Images, which kept Cadderly alive during the creation of the Soaring Spirit, and restored his youth.

CREDIT

Author Thomas M. Costa.

HARMONIOUS CHOIR CREATION

Small Outsider

Hp: 10 x 4.5 = 45

Base Attack/Grapple: +10/incorporeal

Full Attack: +10 +5 Dex +1 weapon focus = +16

Saves: F +7 good +0 Con = +7, R +7 good +5 Dex = +12, W +7 good +5 Wis = +12

Skill Points: (8 + Int modifier) x (HD +3) = 13 x 13 = 169; class skill max ranks = HD +3 = 13

Skills: Appraise 0 +5 Int +2 craft synergy = +5 (+7 with related Craft skills), Concentration 13 +0 Con = +13, Craft (any 3) 13 +5 Int +4 race = +22, Craft (all others) 0 +5 Int +4 race = +9, Diplomacy 13 +5 Cha +2 sense motive synergy +2 negotiator = +22, Knowledge (any 3) 13 +5 Int +4 race = +22, Knowledge (all others) 0 +5 Int +4 race = +9, Listen 13 +5 Wis = +18, Perform (sing) 13 +5 Cha +4 race = +22, Perform (all others) 0 +5 Int +4 race = +9, Sense Motive 13 +5 Wis +2 negotiator = +20, Spellcraft 13 +5 Int = +18, Spot 13 +5 Wis = +18

Feats: 1 + (1 per 3 HD) = 4

Challenge Rating: Old Method Base: 10 for hp +1 light ray, bardic music, turn undead, dispel silence/glyph mastery, immunities, protective aura, Words of Creation, saves/abilities, bardic lore/skills +2 speed, AC, incarnate vessel, damage reduction, incorporeal, spell resistance, spell-like abilities, spells = 35/3 = 11, but seems a bit low considering they have almost the full power of a level 10 bard PC (except the treasure) and then some, so 12. Compare to a leonal or a dread wraith and probably about right.

Level Adjustment: See *Savage Species*, p. 19-24, too high

DCs: light ray, incarnate vessel = 10 + 1/2 HD + 5 Cha = 20, spells and spell-like = 10 + 5 Cha + spell level = 15 + spell level.

Notes: The harmonious choir is inspired by the aasimar, wisdom incarnate, light aasimon, translator, watchers, words of creation from the *Book of Exalted Deeds*, House of Knowledge petitioner, and bard.

CELESTIAL, KHOLIATHRA

Medium Outsider (Chaotic, Extraplanar, Good)

Hit Dice: 3d8+3 (16 hp)

Initiative: +7

Speed: Fly 60 ft. (perfect) (12 squares)

Armor Class: 20 (+7 Dex, +3 natural), touch 17, flat-footed 13

Base Attack/Grapple: +3/+4

Attack: Slam +10 melee (1d3+1)

Full Attack: 2 slams +10 melee (1d3+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Buffet, *luck*

Special Qualities: Damage reduction 5/cold iron, darkvision 60 ft., fast healing 3, immunity to electricity and poison, low-light vision, natural invisibility, resistance to cold 10 and fire 10, spell resistance 17, spirit of calm, tongues

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

Abilities: Str 12, Dex 25, Con 12, Int 11, Wis 12, Cha 15

Skills: Balance +9, Bluff +8, Escape Artist +13, Hide +15, Diplomacy +10, Intimidate +4, Jump +3, Listen +11, Move Silently +13, Perform (dance) +8, Search +4, Spot +11, Tumble +13

Feats: Flyby Attack, Weapon Finesse

Environment: Arvandor

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

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic good

Advancement: 4-9 HD (Medium)

Level Adjustment: +8

This androgynous, yet strikingly beautiful, creature appears as a wispy, transparent elf with a glassy outline. It moves easily through the air, flying effortlessly.

Kholiathra are celestial creatures from Arvandor, where they serve Sehanine and the other deities of the Seldarine. They are positively inclined toward elves. Some even claim, rightly, kholiathra are the spirits of departed elves returned to serve their communities. Kholiathra enjoy living near elven groups or bands and using their powers to bring luck to chosen individuals. Seldarine gods often send kholiathra to provide luck at births and during battles.

Kholiathra tend to be found in small groups, often in meadows or in association with elven communities. During the daylight, kholiathra are playful and carefree, cavorting and flying about. The sight of these beautiful creatures floating gracefully through the air, dancing and pirouetting, is a sight not easily forgotten.

Kholiathra speak Celestial, Elvish, and Common. Kholiathra can be summoned with a *summon monster VI* spell, but only by elven casters.

COMBAT

Kholiathra generally do not fight, preferring to turn invisible and flee. If forced to fight, these creatures will use their buffet power to defend themselves.

A kholiathra's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction. Its damage reduction is supernatural.

Buffet (Su): Kholiathras can buffet an enemy with invisible masses of force. The force deals 1d6 hit points of damage to the target out to a range of 120 ft. If the target is a creature, this attack initiates a bull rush. (The force is considered a Large creature with Strength 25 for this purpose.) If the target is a movable object such as a door, the kholiathra can make a Strength check (using the Strength of the buffeting force) to attempt to open the door.

Fast Healing (Ex): Kholiathra gain sustenance from sunlight. In the presence of daylight, a kholiathra gains fast healing 3.

Luck (Sp): As a standard action and at will a kholiathra can bestow either good or bad luck upon any creatures within a 30-foot-radius. The targets receive a Will save (DC 13) to negate the effects. Each target that fails adds or subtracts (at the kholiathra's discretion) a +4 luck bonus to any one attack roll, save, or check, including initiative, grapple, ability and skill checks (at the kholiathra's discretion). The save DC is Charisma-based.

Natural Invisibility (Su): In their natural state, kholiathra are transparent elves, with wispy, glassy outlines, though they can become invisible as a free action at will. This ability allows a kholiathra to remain invisible even when attacking.

Spirit of Calm (Ex): Kholiathras are the epitome of calm determination. They gain immunity to magic *sleep* effects and a +2 racial saving throw bonus against mind-affecting effects.

Tongues (Su): A kholiathra can speak with any creature that has a language as though using a *tongues* spell (caster level 8th). This ability is always active.

Skills: A kholiathra has a +4 racial bonus on Listen, Search, and Spot checks and a +8 racial bonus on Hide checks.

KHOLIATHRA IN FAERÛN

In addition to the goddess Sehanine's cunningly-crafted illusions, Evermeet is also under the protection of the kholiathra. These sly celestials, usually unseen, are a constant presence on and around Evermeet. They keep watch on the elves, ward off vessels that stray too close, and avert minor accidents. Most of the elves are unaware of the kholiathra's existence, but these creatures are largely responsible for the good luck and happy lives of the people of Evermeet.

CREDIT

Author Thomas M. Costa, based on original material by Anthony Pryor. Kholiathra originally appeared in *Elves of Evermeet* (1994) and *Monstrous Compendium Annual Volume Two* (1995).

KHOLIATHRA CREATION

Medium Outsider

Hp: (3 x 4.5 HD) + (3 x 1 Con) = 13 +3 = 16

Base Attack/Grapple: +32 as fighter/+3 BAB +1 Str = +4

Full Attack: +3 BAB +7 Dex = +10

Saves: F +3 good +1 Con = +4, R +3 good +7 Dex = +10, W +3 good +1 Wis = +4

Skill Points: (8 + Int modifier) x (HD +3) = 8 x 6 = 48; class skill max ranks = HD +3 = 6

Skills: Balance 0 +7 Dex +2 synergy = +9, Bluff 6 +2 Cha = +8, Escape Artist 6 +7 Dex = +13, Hide 0 +8 race +7 Dex = +15, Diplomacy 6 +2 Cha +2 synergy = +10, Intimidate 0 +2 Cha +2 synergy = +4, Jump 0 +1 Str +2 synergy = +3, Listen 6 +4 race +1 Wis = +11, Move Silently 6 +7 Dex = +13, Perform (dance) 6 +2 Cha = +8, Search 0 +4 race +0 Int = +4, Spot 6 +4 race +1 Wis = +11, Tumble 6 +7 Dex = +13

Feats: 1 + (1 per 3 HD) = 2

Challenge Rating: Old Method Base: 3 for hp, +1 for outsider traits, buffet, luck, DR, fast healing, abilities/skills +2 for speed, AC, immunities/resistances/spirit of calm, spell resistance = 17/3 = 5

Level Adjustment: +1 for outsider traits, AC, buffet, luck, DR, fast healing, immunities, resistances, abilities, skills, +2 for speed, spell resistance = 14, which is high so +8

CELESTIAL, LADY SENSATE

Medium Outsider (Chaotic, Extraplanar, Good)

Hit Dice: 9d8+9 (49 hp)

Initiative: +6

Speed: 30 ft. (6 squares), fly 90 ft. (perfect), swim 30 ft

Armor Class: 24 (+6 Dex, +8 deflection), touch 24, flat-footed 24

Base Attack/Grapple: +9/+9

Attack: Masterwork dagger +16/+11 melee or ranged (1d4)

Full Attack: Masterwork dagger +16/+11 melee or ranged (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bardic music, caress of pleasure, enthralling voice, entice, spell-like abilities, spells, stunning beauty

Special Qualities: Corona of calm, darkvision 60 ft., damage reduction 10/cold iron, evasion, fast healing 3, freedom of movement, immunity to electricity, mind-affecting effects, paralysis, poison, and polymorph, improved uncanny dodge, lips of rapture, low-light vision, luck, performance magic, resistance to acid 10, spell resistance 23, unearthly grace, wild empathy

Saves: Fort +15, Ref +20, Will +18

Abilities: Str 11, Dex 23, Con 12, Int 16, Wis 19, Cha 26

Skills: Appraise +19, Balance +14, Bluff +24, Concentration +7 (+11 on the defensive), Diplomacy +28, Disguise +12 (+14 to act in character), Gather Information +24, Heal +10, Intimidate +14, Jump +2, Listen +20, Perform (all) +24, Profession (any one, usually gambler) +16, Sense Motive +20, Spot +20, Swim +8, Tumble +12

Feats: Combat Casting, Combat Expertise, Dodge, Weapon Finesse

Environment: Brightwater

Organization: Solitary, pair, party (3-12), or mob (1-4 lady sensates and 6-24 Brightwater petitioners)

Challenge Rating: 12

Treasure: Standard

Alignment: Usually chaotic good (see below)

Advancement: 10-27 HD (Medium)

Level Adjustment: –

The beauty of this otherworldly woman exceeds mere words; she is captivating and free. She has long beautiful hair of red, gold, or silver, flawless skin, large eyes of the most dazzling color, and a shapely figure that defies description.

Lady sensates are creatures of beauty, joy, passion, and good fortune. They are constant revelers, finding the spice of life in all things. They are capable professionals, often gamblers. They serve the five goddesses of Brightwater: Lliira, goddess of joy and dance; Sharess, goddess of hedonism; Sune, goddess of love and beauty; Tymora, goddess of adventure and luck; and Waukeen, goddess of trade and wealth. While Waukeen, has fewer lady sensates in her service – she prefers her faithful and the hired services of others – the occasional lady sensate does serve the Merchants' Friend. These Waukeenar ladies often have a somewhat different approach to life and are of neutral good, neutral, or chaotic neutral alignment. All other lady sensates are always chaotic good.

Lady sensates commonly speak Celestial, Common, Elven, and Sylvan.

COMBAT

Lady sensates prefer to avoid combat and will use their powers to avoid, calm, and charm foes. They will not hesitate to hide or flee and enlist defenders.

A lady sensate's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction. Its damage reduction is supernatural. They usually carry a masterwork dagger.

Bardic Music: This power works as a 9th-level bard's bardic music class feature. The lady sensate can use the following effects up to a total of nine times per day: countersong, *fascinate*, inspire courage, inspire competence, *suggestion*, and inspire greatness.

Caress of Pleasure (Su): A lady sensate has the ability to stun a corporeal creature she touches with an unarmed caress (melee touch attack [+15 bonus] that requires a free hand) by overloading its perceptions of pleasure. She does not provoke attacks of opportunity from armed opponents when she uses this ability. The lady sensate can use this ability at will. A foe touched by the lady sensate is forced to make a Fortitude save (DC 22). If the saving throw fails, the opponent is stunned for 1 round. The saving throw is Charisma-based.

Corona of Calm (Su): Lady sensates may create a corona of sparkling, warm light that springs from their bodies in a 30-foot-radius aura that lasts for 9 minutes. Any creature caught in the corona's light is calmed unless they make a Will save (DC 22). The corona suppresses mind-affecting spells that create negative emotions (such as *confusion*, certain *emotion* effects, and *fear*), negates a barbarian's rage, and stops fighting creatures from doing anything except protect themselves. In addition, effected

creatures react more positively toward others, shifting their attitude to the next more favorable reaction (see the Diplomacy skill in the *Player's Handbook*). The effected creature also suffers a -3 penalty to all Will saves made against the lady's enchantment spells and effects. This ability is usable 3/day. The saving throw is Charisma-based.

Enthralling Voice (Su): Lady sensates can enthrall creatures with their speech and singing at will, as the spell *enthrall*, unless the listener makes a Will save (DC 22). The saving throw is Charisma-based.

Entice (Su): Anyone within 100 feet of a mob of Brightwater's petitioners and/or lady sensates must make a Will saving throw (DC 10 + the number of petitioners within range; maximum DC 20 unless at least one lady sensate is present, in which case the maximum DC is 22) or join the party. While partying with the revelers, those who failed their saves drink, eat, and engage in all manner of pranks and foolery. However, such celebrants take no sustenance, so they suffer the effects of going without food and water. This condition lasts for 101 days or until the enticed character collapses from lack of sustenance. Moving an affected character more than 100 feet from the party ends the effect on him, but he does not leave the revelers willingly.

Evasion (Ex): A lady sensate can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), she instead takes no damage. Evasion can be used only if she is wearing light armor or no armor. A helpless lady sensate (such as one who is unconscious) does not gain the benefit of evasion.

Freedom of Movement (Su): All lady sensates gain the benefit of continuous *freedom of movement*, as the spell cast by a 9th-level spellcaster.

Immunity to Poison (Ex): Lady sensates are immune to the negative effects of drugs and poisons, however, that does not prevent them from feeling any positive effects, such as the happy "buzz" that alcohol might provide.

Improved Uncanny Dodge (Ex): Lady sensates have the improved uncanny dodge ability of a rogue. A lady sensate retains her Dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker. Moreover, she can no longer be flanked, unless the attacker has at least four more rogue levels than the lady sensate has total Hit Dice.

Lips of Rapture (Su): A lady sensate's kiss confers a state of bliss upon its recipient for 10 rounds, conferring a +2 morale bonus on attacks, weapon damage, checks, and saves. Moreover, it temporarily suspends the effects of exhaustion, fatigue, and nausea. An enraptured recipient receives an additional +2 saving throw bonus against enchantment spells and effects. The kiss also dazes the recipient for 1 round, unless the recipient makes a successful Will save (DC 22). The saving throw is Charisma-based.

Luck (Ex): Lady sensates are blessed with good fortune. Three times per day, they may reroll one roll that they have just made. They must take the result of the reroll, even if it's worse than the original roll.

Performance Magic (Ex): With a successful Perform (dance) check (DC 15 + spell level), a lady sensate can substitute dancing for the verbal component of a spell, as if the lady sensate were using the Silent Spell feat. With a successful Perform (singing) check (DC 10 + spell level), a lady sensate can substitute singing for the somatic component of a spell, as if the lady sensate were using the Still Spell feat. Moreover, a successful use of her performance magic also grants the lady sensate the benefits of the Greater Spell Focus (Enchantment) and Spell Penetration feats. If the lady sensate makes her Perform check, these feats can be applied to the lady sensate's bardic music and spell-like abilities as well.

Spell-like Abilities: At will – *dancing lights*, *entangle* (DC 19), *flare* (DC 18), *ghost sound* (DC 18), *identify*, *greater invisibility* (DC 22), *speak with animals*, *speak with plants*, *tongues* (DC 21), *tree shape*; 5/day – *charm monster* (DC 22), *clairaudience/clairvoyance*, *detect thoughts* (DC 20), *good hope* (DC 21), *polymorph (animal, fey, humanoid, or monstrous humanoid only)*, *tree stride*; 3/day – *deep slumber* (DC 21), *sanctuary* (DC 19), *suggestion* (DC 21), *Tasha's hideous laughter* (DC 20); 1/day – *heat metal* (DC 20), *shocking grasp*, *summon nature's ally VI*. Caster level 9th. The save DCs are Charisma-based.

Spells: Lady sensates cast spells as 9th-level bards. They tend to focus less on combat-oriented spells.

Typical Spells Known (3/5/5/4, save DC 18 + spell level): 0 – *detect magic*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*; 1 – *animate rope*, *cure light wounds*, *remove fear*, *silent image*; 2 – *mirror image*, *misdirection*, *rage*, *whispering wind*; 3 – *daylight*, *dispel magic*, *major image*.

Stunning Beauty (Su): This ability affects all humanoids within 30 feet of a lady sensate. Those who look directly at a lady sensate must succeed on a DC 22 Fortitude save or be stunned for 1-4 rounds. Stunned creatures will continue to stare at the lady sensate, forcing them to save continually, should the lady sensate so desire. A lady sensate can suppress or resume this ability as a free action. The save DC is Charisma-based.

Unearthly Grace (Ex): A lady sensate adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses.)

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except a lady sensate has a +9 racial bonus on the check.

Skills: A lady sensate has a +4 racial bonus to Appraise, Listen, Sense Motive, Spot, and all Charisma-based skills checks. Lady sensates have a natural affinity for performances of all types and apply their Perform skill to all subtypes of performance.

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

LADY SENSATES IN FAERÛN

Like their lesser celestial brethren, the feelenstials, lady sensates do not truly understand the pull of the mortal realm of Faerûn, though they are more likely to fall for the charm of a mortal, man or woman, and take up with them for a time. They most often prefer the cities of Faerûn, and are known to be quite fond of Silverymoon, Neverwinter, and other enlightened cities.

It is said that several lady sensates somehow lost their celestial status while serving Sharess during that goddess' dark days of subservience to Shar. What happened to those ladies remains unknown, but some are rumored to remain in the harems of Calimshan's wealthy or to have taken up with the Lady of Loss' faithful in Calimport Below, the Muzhahajaarnadah, peddling in flesh and poisons.

CREDIT

Author Thomas M. Costa.

LADY SENSATE CREATION

Medium Outsider

Hp: (9 x 4.5 HD) + (9 x 1 Con) = 40.5 +9 = 49

Base Attack/Grapple: +9 as fighter/+9 BAB +0 Str = +9

Full Attack: +9 BAB +6 Dex +1 mw = +16

Saves: F +6 good +8 grace +1 Con = +15, R +6 good +8 grace +6 Con = +20, W =+6 good +8 grace +4 Con = +18

Skill Points: (8 + Int modifier) x (HD +3) = 11 x 12 = 132; class skill max ranks = HD +3 = 12

Skills: Appraise 12 +4 race +3 Int = +19, Balance 6 +6 Dex +2 synergy = +14, Bluff 12 +4 race +8 Cha = +24, Concentration 6 +1 Con = +7 (+11 on the defensive), Diplomacy 12 +4 race +8 Cha +4 synergy = +28, Disguise 0 +4 race +8 Cha = +12 (+14 to act in character), Gather Information 12 +4 race +8 Cha = +24, Heal 6 +4 Wis = +10, Intimidate 0 +4 race +8 Cha +2 synergy = +14, Jump 0 +0 Str +2 synergy = +2, Listen 12 +4 race +4 Wis = +20, Perform (all) 12 +4 race +8 Cha = +24, Profession (any one, usually gambler) 12 +4 Wis = +16, Sense Motive 12 +4 race +4 Wis = +20, Spot 12 +4 race +4 Wis = +20, Swim 0 +0 Str +8 race = +8, Tumble 6 +6 Dex = +12

Feats: 1 + (1 per 3 HD) = 4

Challenge Rating: 11 for hp +1 for bardic music, spell-like, spells, damage reduction, fast healing, luck, performance magic, unearthly grace, skills/wild empathy, +2 for speed, AC, caress/enthralling voice/stunning beauty/lips of rapture, entice/corona of calm, evasion/improved uncanny dodge, immunities/freedom of movement/resistance, spell resistance, abilities/high DCs = 36/3 = 12

Level Adjustment: Too high to figure out appropriately.

Charisma-based DCs: 10 + 1/2 HD + Cha mod = 10 +4 +8 = 22

DCs: 10 +1/2 HD +6 Cha = 22. Spells 10 + spell level +6 Cha = 16 + spell level.

CELESTIAL, REVEREND ONE

Medium Outsider (Chaotic, Extraplanar, Good)

Hit Dice: 8d8+24 (60 hp)

Initiative: +5

Speed: 30 ft. in armor (6 squares); base speed 40 ft.

Armor Class: 23 (+5 Dex, +8 *blinding, celestial mithral, elven leaf plate*), touch 15, flat-footed 18

Base Attack/Grapple: +8/+11

Attack: Masterwork elven handle sword +15 melee (1d10+4 plus ravage/17-20) or slam +13 melee (1d3+4 plus ravage)

Full Attack: Masterwork elven handle sword +15/+10 melee (1d10+4 plus ravage/17-20) or 2 slams +13 melee (1d3+4 plus ravage)

Space/Reach: 5 ft./5 ft.

Special Attacks: Celestial reverence, ravage, spell-like abilities, spells

Special Qualities: Ethereal jaunt, damage reduction 10/cold iron and magic, darkvision 60 ft., immunity to ability drain, death effects, energy drain, electricity, paralysis, poison, and *sleep* effects, resistance to cold 10 and fire 10, low-light vision, observant, spell resistance 19

Saves: Fort +9, Ref +11, Will +10

Abilities: Str 17, Dex 21, Con 17, Int 12, Wis 18, Cha 18

Skills: Concentration +14 Diplomacy +15, Heal +15, Jump +14, Knowledge (religion) +12, Knowledge (the planes) +12, Listen +19, Ride +16, Search +5, Sense Motive +8, Spot +19, Survival +4 (+6 on other planes)

Feats: Improved Critical, Weapon Finesse, Weapon Focus (elven handle sword)

Environment: Arvandor

Organization: Solitary, party (2-10), band (11-20), or army (21-100)

Challenge Rating: 9

Treasure: Standard plus *blinding, celestial mithral, elven leaf plate* and masterwork elven handle sword.

Alignment: Always chaotic good

Advancement: 9-24 HD (Medium)

Level Adjustment: +9

A tall, slender elf with pale, almost luminous, skin and brilliant violet eyes stands before you both regal and stern. The warrior is clad in a ribbed plate cuirass atop a leaf-shaped jazeraint coat and wears a highly-shaped, open-faced helmet. In his hands, he wields a blade a little over five feet in length with an overall recurved shape resembling that of an elongated "S." The handle takes up half the weapon length and is etched with gold-inlaid patterns of elven origin.

Reverend ones usually appear on the battlefield when enemies threaten elven nations and form the elite vanguard of Arvandor's armies. Sometimes they carry out solo missions on Faerûn to aid mortals in their confrontations with evil. And when they take to battle, these celestials are impressive creatures that are a potent and terrifying force. They are stern, serious, and unyielding, devoted to the constant pursuit of right. They always vanish as soon as their task is completed.

There is much debate among elven scholars as to exactly what the reverend ones are. Some claim they are spirits of ancient elven warriors who have chosen to fight for their people even beyond the barrier of death. Others say they are warrior-beings created by the Seldarine specifically to defend elven communities. The truth, as in most things, is somewhere in between.

Reverend ones are in fact the spirits of elves-become-petitioners elevated to full celestial status.

Reverend fight afoot, but some legends tell of mounted reverend ones riding into battle on barded warhorses.

Reverend ones understand Celestial, Common, and Elvish, but never speak, preferring to let their actions speak for them. Reverend ones can be summoned with a *summon monster VIII* spell, but only by elven casters.

COMBAT

Reverend ones use their *ethereal jaunt* power to appear at crucial moments and locations, striking enemies from behind, or bolstering beleaguered elven units.

A reverend one's natural weapons, as well as any weapons it wields are treated as chaotic-aligned, good-aligned, and silver weapons for the purpose of overcoming damage reduction. Its damage reduction is supernatural.

Celestial Reverence (Su): A reverend one can surround itself in a 10-foot-radius aura of holy power as a free action. The aura creates awe in those nearby. Allies in the radius are affected as though by a *good hope* spell and enemies as though by a *crushing despair* spell unless they succeed on a DC 19 Will save (caster level 8th).

Ravage (Su): A ravage functions in a manner similar to poison, but deals damage only to evil creatures. Revered lightsblood; Injury, Fortitude DC 18, initial damage 1d4+4 Dex (see below), secondary damage 1d4+4 Con (see below). The save DC is Charisma-based. An evil cleric of an evil deity takes an extra 1 point of damage to each kind of damage and an evil outsider or evil undead takes an extra 2 points of damage to each kind of damage. Revered lightsblood is an ethereal-seeming

substance of pure silvery color that flows from the reverend one to coat its natural or wielded weapons. It first slows and then sickens creatures it affects.

Ethereal Jaunt (Su): A reverend one can shift from whatever plane she is on to the Ethereal Plane as a free action and shift back again as a move action. This ability is otherwise identical to *ethereal jaunt* (caster level 16th).

Observant (Ex): A reverend one's awareness of his environment and those around her are so keen that she has a +4 racial bonus on Listen, Search, Sense Motive, and Spot checks. In addition, a reverend one practically has a sixth sense about hidden portals. A reverend one who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Spell-like Abilities: At will – *augury, clairaudience/clairvoyance, daylight, detect evil, detect law, detect thoughts* (DC 16); 3/day – *cure critical wounds* (DC 18), *hold monster* (DC 18), *Rary's telepathic bond*. Caster level 8th. The save DCs are Charisma-based.

Spells: A reverend one casts divine spells as an 8th-level cleric. A reverend one has access to the Chaos, Elf (see the *Player's Guide to Faerûn* or *Spell Compendium*), Good, and War domains. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/5+1/4+1/4+1/3+1; save DC 14 + spell level): 0 – *cure minor wounds* (x2), *detect magic* (x2), *mending, read magic*; 1 – *protection from chaos, protection from evil, sanctuary, shield of faith, true strike* (x2); 2 – *bear's endurance, bull's strength, cat's endurance, eagle's splendor, silence*; 3 – *dispel magic* (x2), *magic circle against chaos, magic circle against chaos, magic vestment*; 4 – *divine power, holy smite, order's wrath, sending*.

Possessions: Reverend ones all wear *blinding, celestial mithral, elven leaf plate* and carry masterwork elven handle sword.

REVEREND ONES IN FAERÛN

Reverend ones are surprisingly common in Faerûn, having been sent by the Seldarine during nearly every divine attack on the People. Some linger in Evermeet, Evereska, and Wealdath. It is said others joined Seiveril's Crusade to retake Cormanthor and linger there, ready to protect the elven defenders from the foul fiends and drow that yet linger in those ancient woods. Half-celestial elven offspring of reverend ones are more common than many other half-celestials, but nevertheless, still quite rare, as the silence of the reverend one is often off-putting to even those under their auspices.

NEW WEAPON (SIDEBAR)

Elven Handle Sword: This weapon is a little over five feet in length with an overall recurved shape resembling that of an elongated S. The handle takes up half the weapon length and is usually etched with gold-inlaid patterns. The long handle allows the wielder to rotate the sword with both hands into devastatingly fast sweeps.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an elven handle sword sized for you, even though it isn't a light weapon for you. Elves have weapon familiarity with the elven handle sword and may treat it as a martial weapon, rather than an exotic weapon.

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Two-Handed Melee Weapons</i>							
Elven handle sword	60 gp	1d8	1d10	19-20/x2	–	6 lb.	Slashing

NEW ARMOR (SIDEBAR)

Elven Leaf Plate: This heavy armor is the height of elven technology. It consists of a highly-shaped, open-faced helmet, ribbed plate cuirass over a leaf-shaped jazeraint (a type of scale mail) with additional metal pieces to protect further the arms and legs, all over mixed layers of silk and soft leather. Most sets of this armor are of masterwork quality.

Armor	Cost	Armor Bonus	Max. Dex Bonus	Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight
<i>Heavy Armor</i>								
Elven leaf plate	2,500 gp	+8	+2	-5	30%	20 ft.	15 ft.	45 lb.

NEW MATERIAL (SIDEBAR)

Celestial Mithral: This armor has all the qualities of mithral, except it can have magic special abilities without having an enhancement bonus. In addition, the metal somehow taps into the inherent magical nature of celestials. In effect, this doubles most of the benefits of mithral for good outsiders; spell failure chances are decreased by 20%, maximum Dexterity bonus is increased by 4, and armor check penalties are lessened by 6 (to a minimum of 0). The benefits of celestial mithral only apply to armor. Evil creatures who don the armor even briefly cause it to rot, flake, and fall apart in minutes. Armor made from celestial mithral costs 1.5 times that of standard mithral.

CREDIT

Author Thomas M. Costa, based on original material by Anthony Pryor. Reverend Ones originally appeared in *Elves of Evermeet* (1994).

REVEREND ONE CREATION

Medium Outsider

Hp: (8 x 4.5 HD) + (8 x 3 Con) = 36 + 24 = 60

Base Attack/Grapple: +8 as fighter/+8 BAB +3 Str = +11

Full Attack: +8 BAB +5 Dex = +13, +1 mw +1 WF = +15

Saves: F +6 good +3 Con = +9, R +6 good +5 Dex = +11, W +6 good +4 Wis = +10

Skill Points: (8 + Int modifier) x (HD +3) = 9 x 11 = 99; class skill max ranks = HD +3 = 11

Skills: Concentration 11 +3 Con, = +14 Diplomacy 11 +4 Cha = +15, Heal 11 +4 Wis = +15, Jump 11 +3 Str = +14, Knowledge (religion) 11 +1 Int = +12, Knowledge (the planes) 11 +1 Int = +12, Listen 11 +4 race +4 Wis = +19, Ride 11 +5 Dex = +16, Search 0 +4 race +1 Int = +5, Sense Motive 0 +4 race +4 Wis = +8, Spot 11 +4 race +4 Wis = +19, Survival 0 +4 Wis (+2 synergy) = +4 (+6 on other planes)

Feats: 1 + (1 per 3 HD) = 3

Challenge Rating: Old Method Base: 13 for hp, +1 for outsider traits, celestial reverence, ethereal jaunt, spell-like abilities, spells, immunities, resistances and +2 for AC, ravage, DR, SR = 28/3 = 9

Level Adjustment: +1 for outsider traits, celestial reverence, ethereal jaunt, spell-like abilities, spells, immunities, resistances +2 for ravage, DR, SR = +13, but seems high, so +9.

Notes: For this revision, I combined the 2E reverend one with aspects of the 2E agathinon, which 2E elven gods were noted as frequently sending to help their people and which descriptively matched up with the reverend ones, and an Arvandor petitioner. I also replaced the disruption power of the reverend one with the ravage power.

CELESTIAL, SLIVER

Medium Outsider (Chaotic, Extraplanar, Good)

Hit Dice: 3d8+3 (16 hp)

Initiative: +4

Speed: 30 ft. (6 squares), fly 60 ft. (good)

Armor Class: 17 (+4 Dex, +3 deflection), touch 17, flat-footed 13

Base Attack/Grapple: +3/+4

Attack: Starfire hand +4 melee touch (1d8+3 against living or 2d8+3 against undead) or slam +4 melee (1d3+1 nonlethal)

Full Attack: 2 starfire hands +4 melee touch (1d8+3 against living or 2d8+3 against undead) or 2 slams +4 melee (1d3+1 nonlethal)

Space/Reach: 5 ft./5 ft.

Special Attacks: Moon magic, smite evil, spell-like abilities, spells, starfire hand

Special Qualities: Damage reduction 5/evil, darkvision 60 ft., immunity to acid, disease, electricity, fire, light, petrification, and poison, low-light vision, moonglow, moonshield, pure sight, resistance to cold 10 and sonics 10, spell resistance 15

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

Abilities: Str 13, Dex 18, Con 13, Int 10, Wis 12, Cha 15

Skills: Concentration +7, Diplomacy +10, Knowledge (religion) +6, Knowledge (the planes) +6, Listen +9, Sense Motive +7, Spellcraft +6, Spot +9, Survival +1 (+3 on the planes)

Feats: Alertness, Combat Reflexes

Environment: Gates of the Moon

Organization: Solitary or covey (2-7)

Challenge Rating: 5

Treasure: Standard

Alignment: Always chaotic good

Advancement: 4-9 HD (Medium)

Level Adjustment: +9

These beings resemble beautiful human women composed of moonlight and flame, the illumination of which shines visibly in their eyes, their hair, and even from the tips of their fingers.

Slivers, a group of shining female servitors said to have been created from equal parts fire and moonlight, serve the goddess of the moon, Selûne. The goddess often sends these celestials to aid mortals or to show her favor or presence. They can grow feathered wings or banish them as they desire and have long, flowing blue hair and pearly-white skin.

Slivers have an unpredictable temperament. They try to be friendly and accommodating, yet they are quick to anger and easily offended, their moods changing with the phases of the moon. Anything pertaining to Selûne, her realm, the moon, or the slivers themselves might enrage these celestials if phrased as anything but a compliment. If angered, they may attack for a round or two or they might just leave. If treated well, however, slivers may provide guidance and assistance.

Slivers roam the Gates of the Moon, especially the city Mahogany. Mahogany is a swampy river delta of bayous and hidden inlets. The city's buildings are all on stilts, and the slow decay of the place makes it seem less cozy than it is. The town is best known for its beautiful masks and new-moon carnivals. Slivers also serve as guards and guides along the Infinite Staircase at the behest of Selûne.

Some have confused the slivers with the shards (the seven mighty planetars the goddess of the moon keeps in her service as well), but they lack both the power and stature of those awesome beings. The slivers and the lillendi, who also serve the goddess of the moon, tolerate each other, but are not allies. The slivers do not find the lillendi emotive or fervent enough, and the lillendi find the slivers erratic and impractical. Consequently, the slivers avoid those areas under the jurisdiction of the lillendi, and vice versa.

Slivers speak Celestial and Common. Slivers can be summoned with a *summon monster V* spell.

COMBAT

Chaotic, fickle, and easily angered, slivers will attack those that provoke them or evil creatures wildly, striking out with their spell-like abilities and spells, or if need be or more advantageous, their starfire hands.

A sliver's natural weapons, including her starfire hands, are treated as good-aligned, chaotic-aligned, and silver weapons for the purpose of overcoming damage reduction. Its damage reduction is supernatural.

Starfire Hand (Su): A sliver's hands are surrounded by winking motes of light that resemble a cluster of twinkling stars. Slivers deal 1d8+3 points of damage with a melee touch attack against living creatures and 2d8+3 points of damage against undead. In addition, a successful strike with a starfire hand temporarily scrambles magic. On the target's next turn after a hit from a starfire hand, the creature must make a Concentration check to use any spell or spell-like ability. The DC is 10 + points

of damage dealt + spell level. (An opponent hit by a starfire hand while casting a spell must make the usual Concentration check to avoid ruining the spell in addition to the check on its next turn.)

Moon Magic (Ex): A sliver's effective caster level for both spell-like abilities and spells increases by +3 when cast under visible moonlight. This benefit does not apply during the day, underground, during a new moon, or the like.

Moonglow (Su): Against attacks made or effects created by evil creatures, this ability provides a +3 deflection bonus to AC and a +3 resistance bonus on saving throws to anyone within 10 feet of the sliver (including the sliver and included in the statistics above). Otherwise, it functions as a *magic circle against evil* effect (caster level 5th). This aura can be dispelled (or dropped by the sliver), but the sliver can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in the sliver's statistic block.)

Moonshield (Ex): The innate magic of the moonlight within them, allows slivers to resist magic of and frequently enhanced by the Shadow Weave, granting them a +3 bonus on saves against all enchantment, illusion, and necromancy spells and effects, and spells and effects with the darkness descriptor. This bonus applies whether or not the source is from the Weave or the Shadow Weave.

Pure Sight (Ex): Slivers can see as if under constant *find the path* and *true seeing* spells.

Smite Evil (Su): Three times per day a sliver can make a normal melee attack to deal +3 extra points of damage against an evil foe.

Spell-like Abilities: At will – *dancing lights*, *daylight*, *faerie fire*, *flare* (DC 12), *moonbeam* (see page 73 of the *Forgotten Realms Campaign Setting* or page 144 of the *Spell Compendium*) (DC 14), *tongues* (personal only), 3/day – *augury*, *bless*, *burning hands* (DC 13), *detect evil*, *produce flame*, 1/day – *prayer*. Caster level 5th. The save DCs are Charisma-based.

Spells: A sliver casts divine spells as a 3rd-level cleric. A sliver has access to the Chaos and Protection domains. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (4/3+1/1+1; save DC 11 + spell level): 0 – *create water*, *detect magic* (x2), *guidance*, 1 – *command*, *cure light wounds* (x2), *protection from law*; 2 – *shield other*, *spiritual weapon*.

SLIVERS IN FAERÛN

Slivers are frequent visitors to the Realms, as well as other planes of existence, using the Infinite Staircase to take up their own explorations. They are quick to defend the helpless when traveling Faerûn, and often seek out the clergy of their goddess to help them take the battle to her enemies, notably the followers of Shar and Malar. In particular at least two of these celestial beings are said to be advising Feena of Archwood (CG female afflicted werewolf Chondathan human ranger 1/cleric 9/new moon hunter 3; new moon hunters are detailed in Appendix II), leader of the risen New Moon Pack, in Faerûn heartlands of Cormyr, Sembia, and the Dalelands.

CREDIT

Author Thomas M. Costa, based on original material by Monte Cook. Slivers originally appeared as shards in *Tales from the Infinite Staircase* (1998).

SLIVER CREATION

Medium Outsider

Hp: (3 x 4.5 HD) + (3 x 1 Con) = 13 +3 = 16

Base Attack/Grapple: +3 as fighter/+3 BAB +1 Str = +4

Full Attack: +3 BAB +1 Str = +4

Saves: F +3 good +1 Con +3 moonglow = +7, R +3 good +4 Dex +3 moonglow = +10, W +3 good +1 Wis +3 moonglow = +7

Skill Points: (8 + Int modifier) x (HD +3) = 8 x 6 = 48; class skill max ranks = HD +3 = 6

Skills: Concentration 6 +1 Con = +7, Diplomacy 6 +2 Cha +2 synergy = +10, Knowledge (religion) 6 +0 Int = +6, Knowledge (the planes) 6 +0 Int = +6, Listen 6 +1 Wis +2 Alertness = +9, Sense Motive 6 +1 Wis = +7, Spellcraft 6 +0 Int = +6, Spot 6 +1 Wis +2 Alertness = +9, Survival 0 +1 Wis (+2 synergy) = +1 (+3 on the planes)

Feats: 1 + (1 per 3 HD) = 2

Challenge Rating: Old Method Base: 3 for hp, +1 for flight, smite evil, moon magic/spells, starfire hand, immunities, moonglow, moonshield/saves, pure sight, resistances, abilities/skills and +2 for damage reduction, spell resistance, spell-like abilities = 19/3 = 6, which seems maybe a bit high since most of the powers are defensive, so 5. You could also think of them as being equal to 3rd level cleric with a +1 for their various moon powers and +1 for their defensive powers.

Level Adjustment: +1 for flight, spell-like abilities, starfire hand, damage reduction, immunities, moonglow, moonshield/saves, pure sight, resistances, abilities/skills and +2 for spell resistance = +12, but seems very high, so compare to bralani eladrin and only somewhat better, but lower HD, so +9.

Notes: Inspired by the version of shards that originally appeared in *Tales from the Infinite Staircase* (1998) as fairly weak and nondescript creatures. Shards are also discussed in *Faiths and Avatars* (1996), *Planes of Chaos* (1994), and the *Player's Guide to Faerûn* (2004), and pages 275-276 of the novel *Mistress of the Night* (2004) by Don Basingthwaite and Dave Gross, however most of these sources refer to the shards as planetars, which are far more powerful than those presented in the Planescape *Tales from the Infinite Staircase*. These creatures have been renamed slivers to avoid confusion. The information on Mahogany is from the Planescape setting, but still works in the new cosmology.

Starfire hands is inspired by the spell in *Player's Guide to Faerûn*.

DARK PLANT

When the earth is corrupted by the touch of the undead or negative energy, the plants, which are so tied to the soil sometimes die and become corrupted mockeries of their former selves committed to the destruction of the land that once nourished them. Dark plants develop sizeable territories over which they claim demesne, becoming monarchs over the desolation they have wrought. Sentient plant creatures fear dark plants and will flee from them, abandoning their lands, or hire adventures to destroy them.

Dark plants look as they did in life, but somewhat more fragile, withered, and blackened almost as if they had been in a fire. Upon closer inspection, a thick and clear sap coats their stalks and boles. The leaves of leafing plant creatures turn brown and fall away.

DARK PLANTS IN FAERÛN

Dark plants can be found anywhere in the Realms, but are unfortunately common in places like the Rawlinswood of Thesk and among the fields around the Battle of Bones.

SAMPLE DARK PLANT

This tall being looks much like an animated, but long-dead, tree. Its skin is blackened as if by fire, with a bark-like texture. Its arms are gnarled like branches, and its legs look like the split trunk of a tree. Above its black, depthless eyes and along its head are dozens of smaller branches long devoid of leaves.

This example uses a treant the base creature.

Dark Plant Treant

Huge Undead (Augmented Plant)

Hit Dice: 7d12+21 (66 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 28 (-2 size, -1 Dex, +20 natural, +1 deflection), touch 8, flat-footed 28

Base Attack/Grapple: +5/+23

Attack: Slam +13 melee (2d6+10)

Full Attack: 2 slams +13 melee (2d6+10 plus blood drain)

Space/Reach: 15 ft./15 ft.

Special Attacks: Animate trees, blight aura, blood drain, double damage against objects, spell-like abilities, swallow whole, trample 2d6+15

Special Qualities: Damage reduction 10/slashing, darkvision 60 ft., low-light vision, plant traits, resistance to cold, electricity and fire 5, turn immunity, undead traits, vulnerability to fire

Saves: Fort +5, Ref +1, Will +8

Abilities: Str 31, Dex 8, Con –, Int 12, Wis 18, Cha 20

Skills: Diplomacy +7, Hide –9 (+7 in forested areas), Intimidate +10, Knowledge (nature) +6, Listen +9, Sense Motive +9, Spot +9, Survival +9 (+11 aboveground)

Feats: Improved Sunder, Iron Will, Power Attack, Toughness (x7)^B

Environment: Temperate forests

Organization: Solitary or grove (4-7)

Challenge Rating: 10

Treasure: Standard

Alignment: Always neutral evil

Advancement: 8-16 HD (Huge); 17-21 HD (Gargantuan)

Level Adjustment: +9

COMBAT

The save DC for the dark plant treant's blight aura is 18.

Animate Trees (Sp): A dark plant 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 dark plant treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant does.

Double Damage against Objects (Ex): A dark plant treant or animated tree that makes a full attack against an object or structure deals double damage.

Spell-Like Abilities: 2/day – *sleep* (DC 16); 1/day – *deep slumber* (DC 18), *giant vermin*, *summon swarm*. Caster level 7th. The save DCs are Charisma-based.

Swallow Whole (Ex): Creatures swallowed whole by a dark plant treant take 2d8+10 points of bludgeoning damage +5 points of negative energy damage each round. The AC for the dark plant treant's innards is 20 and a swallowed creature must deal 25 points of damage to cut its way out of the dark plant treant.

Trample (Ex): Reflex DC 23 half. The save DC is Strength-based.

Possessions: *Potion of cause moderate wounds*, *ring of protection +1*, *brooch of shielding*, 1,600 gp, 5 gems (2 50-gp jaspers, 3 100-gp red garnets)

CREATING A DARK PLANT

“Dark plant” is an acquired template that can be added to any plant creature (referred to hereafter as the “base creature”).

The new dark plant uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead (augmented plant). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s. As noted below, the dark plant also gains a number of bonus Toughness feats.

Armor Class: Natural armor bonus increases by a number based on the dark plant's size.

Size	Natural Armor Bonus
Fine or Diminutive	+0
Tiny	+1
Small	+2
Medium	+3
Large	+5
Huge	+7
Gargantuan	+9
Colossal	+12

Special Attacks: A dark plant retains all the special attacks of the base creature and gains those described below.

Blight Aura (Su): Dark plants constantly generate an aura that causes plant life to wither and die about them. Any plant or plant creature within a 10-foot radius takes 1 point of damage each round it is within the aura. A Fortitude saving throw equal to 10 + 1/2 dark plant's HD + dark plant's Cha modifier negates the damage for that round. A plant creature that dies in this way turns into a dark plant after 1d4 weeks of rotting.

Blood Drain (Ex): A dark plant can suck blood and water from living victims through its natural attacks. In addition to its normal damage, any natural melee attack the dark plant successfully makes also drains blood, dealing +1d4 points of Constitution drain. On each such successful drain attack, the dark plant gains 5 temporary hit points.

Spell-like Abilities: A dark plant with a Charisma score of 11 or higher has spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative; for example, a dark plant treant (7 HD) can use *sleep*, *summon swarm*, *deep slumber*, and *giant vermin*. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DCs are Charisma-based.

HD	Abilities
1-2	<i>Sleep</i> 2/day
3-4	<i>Summon swarm</i>
5-6	<i>Deep slumber</i>
7-8	<i>Giant vermin</i>
9-10	<i>Insect plague</i>
11-12	<i>Waves of fatigue</i>
13-14	<i>Creeping doom</i>
15-16	<i>Waves of exhaustion</i>
17-18	<i>Shambler</i>
19-20	<i>Soul bind</i> (except the dark plant binds the soul within its bark)

Swallow Whole (Ex): Dark plants develop a maw, if they do not already have one, capable of engulfing foes. A dark plant can try to swallow grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes a number of points of bludgeoning damage based on the dark plant's size (see table below) plus a number of points of negative energy damage equal to their Charisma modifier (if positive) per round from the dark

plant's innards. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal a number of points of damage based on the dark plant's size (see table below) to the innards. The innards of a dark plant have an AC equal to 10 + 1/2 the dark plant's natural armor bonus with no modifiers for size or Dexterity. Once the creature exits, bark closes over the hole; another swallowed opponent must cut its own way out.

Size	Innards Damage per Round	Damage to Cut Out of Innards
Tiny	1d4 + Str modifier	5
Small	1d6 + Str modifier	10
Medium	1d8 + Str modifier	15
Large	2d6 + Str modifier	20
Huge	2d8 + Str modifier	25
Gargantuan	4d6 + Str modifier	30
Colossal	6d6 + Str modifier	35

A dark plant's innards can hold up to 1 creature two sizes smaller, 4 creatures three sizes smaller, 16 creatures four sizes smaller, and 64 creatures five or more sizes smaller.

Special Qualities: A dark plant retains all the special qualities of the base creature and gains those described below.

Resistance (Ex): Dark plants are coated in sap and slime, protecting them from many environmental hazards and granting them resistance to cold, electricity, and fire 5.

Turn Immunity (Ex): A dark plant is immune to turning attempts.

Abilities: Increase from the base creature as follows: Str +2, Wis +2, Cha +8. As an undead creature, a dark plant has no Constitution score.

Feats: Dark plants gain one bonus Toughness feat for each Hit Die. For example, a 7-HD treant would gain seven Toughness feats (+21 hit points).

Challenge Rating: HD 4 or less, as base creature +1; HD 5 or more, as base creature +2.

Alignment: Always evil (any).

Level Adjustment: +4.

CREDIT

Author Thomas M. Costa.

DARK PLANT CREATION

Huge Undead (Augmented Plant)

Hp: (7 x 6.5 HD) + (7 x 3 Toughness) = 45 + 21 = 66

Base Attack/Grapple: +5 Clr/+5 BAB +8 size +10 Str = +23

Full Attack: +5 BAB +10 Str -2 size = +13

Saves: F +5 good +0 Con = +5, R +2 poor -1 Dex = +1, W +2 poor +4 Wis +2 Iron Will = +8

Skill Points: (2 + Int modifier) x (HD + 3) = 3 x 10 = 30; class skill max ranks = HD + 3 = 10

Skills: Diplomacy +5 Cha +2 Sense Motive synergy = +7, Hide -8 size -1 Dex = -9, Intimidate 5 +5 Cha = +10, Knowledge 5 +1 Int = +6, Listen 5 +4 Wis = +9, Sense Motive 5 +4 Wis = +9, Spot 5 +4 Wis = +9, Survival 5 +4 Wis (+2 Knowledge synergy above ground) = +9 (+11 above ground)

Feats: 1 + (1 per 3 HD) = 3 plus bonus Toughness feats

Challenge Rating: Roughly number of powers/3, so +1 for AC, blood drain, spell-like, swallow whole, resistance (and turn immunity), ability score bonuses = +6/3 = +2. This compares favorably to the half-fiend and lich. However at lower HD and smaller sizes, the bonuses and powers are more limited, it should probably be a bit lower for the lower HD.

Level Adjustment: As an undead I questioned whether to include this, but clearly it is more powerful for characters, being undead itself is worth at least an additional +1. The other abilities are not that more powerful on average, encounter to encounter, than they are in one battle, so maybe another +1 above the CR modifier for a +4 total. This also compares to the half-fiend.

Spell-Like DC: *sleep* 10 +1 level +5 Cha = 16, *deep slumber* 10 +3 level +5 Cha = 18. Others do not allow for a save.

Trample DC: 10 +3 HD +10 Str = 23

Possessions: Standard for a CR 10 is 5,800 gp, so 300 gp + 2,000 gp ring + 1,500 gp brooch + 1,600 gp + 400 gp gems = 5,800 gp

Notes: The bonus Toughness feats generally do little more than prevent hit point loss in the transition to undead status since most plants have high Constitution scores. The reason for the split on the challenge rating is because the swallow whole ability doesn't become fully useful until at least 4 HD, which is the minimum HD to be a Huge creature and thus swallow a Medium creature. Similarly, many of the abilities are based on HD or size, which is often tied closely to HD for plants. Compare to the half-fiend and lich for both challenge rating and level adjustment. Also, I have to admit to not being completely enamored with the name dark plant and am very open to other suggestions.

DEATH FEY

When negative energy or the touch of the undead despoils nature, fey, which are both caretakers and a vital part of their environment, sometimes die and become tainted reflections of their former existences, losing all connection to the life force to which they were once bound. The new death fey, becomes wicked and malicious beyond most creature's comprehension, seeking to not to simply kill prey, but to torture them both psychologically and physically, watching them writhe in the pain the fey inflicts. The normally passive fey will do all in their power to destroy a death fey, tears of loss falling from their cheeks the entire time.

A death fey's face looks aged, its eyes turn a wicked red, and its bones, teeth, and nails turn obsidian. It relies on its magic to hide amongst others.

DEATH FEY IN FAERÛN

Death fey are the twisted result of Thayan magic and yet another attempt to harm Rashemen. Since their creation they have spread far from their origins in the Unapproachable East.

SAMPLE DEATH FEY

This tiny being has a humanoid head, torso, and arms, with the wings, antenna, and legs of a locust. Its eyes are a wicked red and its nails and teeth have turned obsidian. Its overlarge smile is unnatural and discomfoting.

This example uses a grig as the base creature.

Tiny Undead (Augmented Fey)

Hit Dice: 1/2d12 (3 hp)

Initiative: +10

Speed: 30 ft. (6 squares), fly 60 ft.

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/x3) or claw +8 melee (1d2-3 plus withering)

Full Attack: Short sword +8 melee (1d3-3/19-20) or longbow +8 ranged (1d4-3/x3) or claw +8 melee (1d2-3 plus withering)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Create spawn, fiddle, keening (countersong, *fascinate*, inspire courage, inspire competence), maddening, spell-like abilities, torturer, withering

Special Qualities: Damage reduction 5/cold iron, darkvision 60 ft., fast healing 5, low-light vision, resistance to cold 10, spell resistance 17, undead traits

Saves: Fort +0, Ref +10, Will +4

Abilities: Str 5, Dex 22, Con –, Int 10, Wis 15, Cha 18

Skills: Bluff +8, Craft (trapmaking) +12, Escape Artist +10, Hide +22, Intimidate +4 (+8 when using torture), Jump +5, Listen +4, Move Silently +14 (+19 in forest settings), Perform (string instruments) +6, Search +2, Spot +4

Feats: Dodge^B, Improved Initiative^B, Lightning Reflexes^B, Weapon Finesse

Environment: Temperate forests

Organization: Gang (2-4), band (6-11), or tribe (20-80)

Challenge Rating: 4

Treasure: No coins; 50% goods; 50% items

Alignment: Always evil

Advancement: 1-3 HD (Tiny)

Level Adjustment: +8

COMBAT

This death fey will not hesitate to use its flasks of acid in traps or as weapons to hurl at foes.

The death fey may use his keening powers a total of 9/day. The DC is 14 for the Will save against the death fey's maddening and Fortitude save against this death fey's withering ability. Its damage reduction is supernatural.

Fiddle (Su): One death fey grig in each band carries a tiny, grig-sized fiddle. When the fiddle plays, any nonsprite (including undead) within 30 feet of the instrument must succeed on a DC 14 Will save or be affected as though by *Otto's irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Spell-Like Abilities: At will – *cause fear* (DC 15), *dancing lights*, *disguise self*, *fog cloud*, *ghost sound* (DC 14), *pass without trace* (DC 15), *touch of fatigue* (DC 14), *undetectable alignment* (DC 16); 3/day – *entangle* (DC 15), *invisibility* (self only), *pyrotechnics* (DC 16), *ventriloquism* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Skills: Death fey grigs have a +8 racial bonus on Jump checks. As death fey, they also have a +8 racial bonus on Craft (trapmaking) checks and a +4 racial bonus on Bluff, Hide, and Move Silently checks.

They also have a +5 racial bonus on Move Silently checks in forest settings.

Possessions: 5 flasks of acid, 1 gem (100-gp piece of amber)

CREATING A DEATH FEY

“Death fey” is an acquired template that can be added to any fey creature (referred to hereafter as the “base creature”).

The new death fey uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead (augmented fey). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

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

Speed: Same as base creature +10 ft. to all speed types, except fly speed +20 ft.

Attack: A death fey’s hands can grow into claws as a free action. It retains all the attacks of the base creature and also gains a claw attack if it didn’t already have one. If the base creature can use weapons, the death fey retains this ability. A creature with natural weapons retains those natural weapons. A death fey fighting without weapons uses either its claw attack or its primary natural weapons (if it has any). A death fey armed with a weapon uses its claw or weapon, as it desires.

Full Attack: A death fey fighting without weapons uses either its claw attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a claw or other natural weapon as a natural secondary attack.

Damage: Death fey have claw attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the death fey’s size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

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

Special Attacks: A death fey retains all the special attacks of the base creature and gains those described below.

Create Spawn (Su): A fey who dies after being hit from the withering attack of death fey rises as a death fey at the next midnight. A fey that becomes a death fey in this way is not under the control of any other death fey, but it behaves like a normal death fey in all respects.

Keening: Death fey may use bardic music as bards of a level equal to either their Hit Dice or if they have spell-like abilities, their caster level, whichever is higher. Death fey determine which music affects they have access to by comparing their effective bard level and double the number of Perform ranks they have to the requirements in the *Player’s Handbook*. Death fey may only use their bardic music abilities, including mind-affecting bardic music abilities, to effect undead. If the base creature has the ability to create magical music, via actual levels of bard or a grig’s fiddle, they may also use those affects to effect undead.

Maddening (Su): Death fey can target one creature within 10 feet to drive mad. The target may negate the effect with a Will save (DC = 10 + 1/2 HD + Cha bonus). The effect lasts for as long as the death fey remains within 10 feet of the target. Characters affected by this madness, become psychotic: illogical, emotionally detached, suffering delusions of persecution, and subject to bursts of destructive and homicidal behavior. Maddened characters do not necessarily rampage wildly; despite their psychosis, they retain whatever wits and guile they had prior becoming affected. In addition, each day the target remains affected by the madness, his or her alignment moves one step closer to chaotic evil, becoming increasingly more selfish, cruel, and capricious. The character may make a new save each day, usually after each night of rest, to throw off the effects of the psychosis. However, if the character fails their save after becoming chaotic evil, they remain permanently insane and chaotic evil. The maddening may be cured by a *break enchantment*, *greater restoration*, *heal*, *limited wish*, *miracle*, *remove curse*, *restoration*, or *wish* spell.

Spell-like Abilities: A death fey with a Charisma score of 11 or higher has several spell-like abilities it can use at will, including *cause fear*, *dancing lights*, *disguise self*, *fog cloud*, *ghost sound*, *pass without trace*, *touch of fatigue*, and *undetected alignment*. Caster level equals 3, the creature’s HD, or if the base creature has spell-like abilities, the caster level for those abilities, whichever is greater, and the save DCs are Charisma-based.

Torturer (Ex): Death fey have an unnatural affinity for tormenting and torturing their prey both psychologically and physically. Once a victim is restrained, the death fey's expertise grants him a +4 competence bonus to any Intimidate checks made while using torture to learn something from a victim.

Death fey may also use their Craft (trapmaking) skill to craft torture devices. Most torture devices, such as thumb screws, flensers, and the rack, add +2 to +6 circumstance bonus to Intimidate checks made during torture (at the DM's discretion or see the *Book of Vile Darkness*).

Withering (Su): With a successful claw attack, the death fey deals 1d4 points of Strength damage and 1d4 points of Constitution damage to any living creature she touches. If she scores a critical hit, the damage from that hit is permanent ability drain. In either case the defender negates the effect with a Fortitude save (DC = 10 + 1/2 HD + Cha bonus).

Special Qualities: A death fey retains all the special qualities of the base creature and gains those described below.

Fast Healing (Ex): A death fey heals 5 points of damage each round so long as it has at least 1 hit point.

Resistance to Cold (Ex): A death fey has resistance to cold 10.

Abilities: Increase from the base creature as follows: Dex +4, Wis +2, Cha +4. As an undead creature, a death fey has no Constitution score.

Skills: The natural inquisitiveness and quick wits of fey become a wicked glee in traps and deception in death fey. Death fey have a +8 racial bonus on Craft (trapmaking) checks and a +4 racial bonus on Bluff, Hide, and Move Silently checks. Otherwise same as the base creature.

Feats: Death fey gain Improved Initiative and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Challenge Rating: Same as the base creature +3.

Alignment: Always evil (any).

Level Adjustment: +6.

CREDIT

Author Thomas M. Costa.

DEATH FEY CREATION

Tiny Undead (Augmented Fey)

Hp: 1/2 x 6.5 = 3

Base Attack/Grapple: +0 Wiz/+0 BAB -8 size -3 Str = -11

Full Attack: +0 BAB +2 size +6 Dex = +8 for all attacks

Saves: F +0 poor +0 Con = +0, R +2 good +6 Dex +2 Lightning Reflexes = +8, W +2 good +2 Wis = +4

Skill Points: (6 + Int modifier) x (HD +3) = 6 x 4 = 24; class skill max ranks = HD +3 = 4

Skills: Bluff 4 Cha +4 race = +8, Craft 4 +0 Int +8 race = +12, Escape Artist 4 +6 Dex = +10, Hide 4 +8 size +6 Dex +4 race = +22, Intimidate 0 +4 Cha (+4 when using torture from torturer ability) = +4 (+8), Jump -3 Str +8 race = +5, Listen 2 +2 Wis = +4, Move Silently 4 +6 Dex +4 race = +14, Perform 2 +4 Cha = +6, Search 2 +0 Int = +2, Spot 2 +2 Wis = +4

Feats: 1 + (1 per 3 HD) = 1 plus 1 normal bonus and 2 template bonuses

Challenge Rating: Using the old method of figuring CR you get +1 for new HD (an increase for most fey), claw attack, keening, maddening, spell-like abilities, create spawn/resistance, ability scores/torturer/skills/ feats, and +2 for withering = 9/3 = +3. This template is probably slightly more powerful than the lich and possibly even a vampire, both of which are +2, so +3 is probably appropriate.

Level Adjustment: Compare to a lich. Being undead is probably an additional +1, keening, maddening, and spell-like abilities another +1, and fast healing another +1, so +3 above the normal CR bonus for a +6 total. This is probably fair especially for such low-level creatures. Combined with the generally high level-adjustment that most magic-rich fey have and the almost inevitably low hit points, it does create a very powerful character that can be killed with only a few hard-to-make hits. Alternately, you could argue the keening and maddening powers should warrant an even higher level adjustment, however, enhancing undead and driving your allies insane are arguably of lesser value to a player. In the end, the two concerns probably balance out.

Withering DC: 10 +0 HD +4 Cha = 14

Fiddle DC: 10 +0 HD +4 Cha = 14

Spell-Like DC: *cause fear* 10 +1 level +4 Cha = 15, *ghost sound* 10 +0 level +4 Cha = 14, *pass without a trace* 10 +1 level +4 Cha = 15, *touch of fatigue* 10 +0 level +4 Cha = 14, *undetectable alignment* 10 +2 level +4 Cha = 16, *entangle* 10 +1 level +4 Cha = 15, *pyrotechnics* 10 +2 level +4 Cha = 16, *ventriloquism* 10 +1 level +4 Cha = 15.

Possessions: Standard for a CR 3 is 900 gp, but grigs gain no coins and only 50% goods and items, so average is 1 100-gp gem and 1 mundane item (in this case 5 flasks of acid worth 10 gp each). I did not include his fiddle in the calculation.

Notes: Note a grig's jump skill should be +5 in the MM, +8 race -3 Str = +5. Also, the only way to make the skill points work out is if the grig's fiddles are masterwork fiddles, which makes sense since it is capable of being used to create magical music, but is not explicitly stated, that give a +2 to their Perform skill. Otherwise they are 2 points short, as they get 24 skill points, split as follows: 4 in Craft, Escape Artist, Hide, and Move Silently and 2 in Listen, Perform, Search, and Spot.

Note that since most death fey have very low Hit Dice and thus low ranks in Perform, I opted to give them "enhanced" bardic abilities. This seemed to jive well with their natural spell casting abilities. That said, the doubled Perform ranks only apply to what powers they may have access to; it doesn't change Perform skill-based DCs. Also compare keening to the Requiem feat in *Song and Silence*. In this example, the death fey grig can use bardic music as if he were bard 9, but only gets access to bardic music effects as if he had 4 ranks of Perform. Without doubling his Perform ranks, he wouldn't have this power at all.

Compare maddening to the discussion of sanity in *Unearthed Arcana* and the spell *morality undone* in the *Book of Vile Darkness*.

See the game details for torture in the *Book of Vile Darkness*. I think I explained enough to use the ability without owning the *Book of Vile Darkness*. I thought about giving them a straight +4 to all Intimidate checks, but that didn't see appropriate or terribly interesting.

DRAGON, DZALMAUS

Age	Size	Hit Dice (hp)	Speed	Armor Class
Wyrmling	T	4d12+4 (30 hp)	30 ft, fly 150 ft. (average)	13 (+2 size, +1 natural), touch 12, flat-footed 14
Very young	S	7d12+7 (52 hp)	30 ft, fly 150 ft. (average)	15 (+1 size, +4 natural), touch 11, flat-footed 15
Young	M	10d12+20 (85 hp)	30 ft, fly 200 ft. (poor)	17 (+7 natural), touch 10, flat-footed 17
Juvenile	M	13d12+26 (110 hp)	30 ft, fly 200 ft. (poor)	20 (+10 natural), touch 10, flat-footed 20
Young adult	L	16d12+48 (152 hp)	30 ft, fly 200 ft. (poor)	22 (-1 size, +13 natural), touch 9, flat-footed 22
Adult	L	19d12+76 (199 hp)	30 ft, fly 200 ft. (poor)	25 (-1 size, +16 natural), touch 9, flat-footed 25
Mature adult	H	22d12+110 (253 hp)	30 ft, fly 200 ft. (poor)	27 (-2 size, +19 natural), touch 8, flat-footed 27
Old	H	25d12+125 (287 hp)	30 ft, fly 200 ft. (poor)	30 (-2 size, +22 natural), touch 8, flat-footed 30
Very old	H	28d12+168 (350 hp)	30 ft, fly 200 ft. (poor)	33 (-2 size, +25 natural), touch 8, flat-footed 33
Ancient	H	31d12+186 (387 hp)	30 ft, fly 200 ft. (poor)	36 (-2 size, +28 natural), touch 8, flat-footed 36
Wyrmling	G	34d12+238 (459 hp)	30 ft, fly 250 ft. (clumsy)	37 (-4 size, +31 natural), touch 6, flat-footed 37
Great wyrmling	G	37d12+296 (536 hp)	30 ft, fly 250 ft. (clumsy)	40 (-4 size, +34 natural), touch 6, flat-footed 40

Age	Init	Base Atk	Grp	Atk	Breath Weapon (DC)	Frightful Presence DC	Caster Level	Damage Reduction	SR
Wyrmling	+0	+4	-4	+6	—	—	—	—	—
Very young	+0	+7	+4	+9	—	—	—	—	—
Young	+0	+10	+12	+12	—	—	—	—	—
Juvenile	+0	+13	+16	+16	—	—	—	—	—
Young adult	+0	+16	+24	+19	1 (21)	20	—	5/magic	16
Adult	+0	+19	+29	+24	1 (23)	22	—	—	18
Mature adult	+0	+22	+38	+28	2 (26)	24	—	10/magic	20
Old	+0	+25	+42	+32	2 (27)	26	—	—	21
Very old	+0	+28	+46	+36	3 (30)	28	—	15/magic	23
Ancient	+0	+31	+50	+40	3 (31)	30	—	—	24
Wyrmling	+0	+34	+58	+42	4 (34)	32	—	20/magic	25
Great wyrmling	+0	+37	+62	+46	4 (36)	34	—	—	27

Age	Special Abilities	Fort Save	Ref Save	Will Save	Str	Dex	Con	Int	Wis	Cha	CR	LA
Wyrmling	Extra attacks, immunities	+5	+4	+4	11	10	13	10	11	10	3	+2
Very young		+6	+5	+5	13	10	13	10	11	10	4	+2
Young		+9	+7	+8	15	10	15	12	13	12	5	+3
Juvenile		+10	+8	+10	17	10	15	14	15	14	6	+3
Young adult		+13	+10	+12	19	10	17	14	15	14	9	—
Adult		+15	+11	+14	23	10	19	16	17	16	11	—
Mature adult		+18	+13	+16	27	10	21	16	17	16	14	—
Old		+19	+14	+18	29	10	21	18	19	18	16	—
Very old		+22	+16	+20	31	10	23	18	19	18	18	—
Ancient		+23	+17	+22	33	10	23	20	21	20	19	—
Wyrmling		+26	+19	+24	35	10	25	20	21	20	20	—
Great wyrmling		+28	+20	+26	37	10	27	22	23	22	22	—

Dragon

Environment: Temperate plains (the Hordelands)

Organization: Wyrmling, very young, young, and juvenile: solitary or clutch (2-5); young adult: solitary; adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary or family (1 and 2-5 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 5; juvenile 6; young adult 9; adult 11; mature adult 14; old 16; very old 18; ancient 19; wyrmling 20; great wyrmling 22

Treasure: None

Alignment: Always chaotic evil

Advancement: Wyrmling 5-6 HD; very young 8-9 HD; young 11-12 HD; juvenile 14-15 HD; young adult 17-18 HD; adult 20-21 HD; mature adult 23-24 HD; old 26-27 HD; very old 29-30 HD; ancient 32-33 HD; wyrm 35-36 HD; great wyrm 38+ HD
Level Adjustment: Wyrmling +2; very young +2; young +3; juvenile +3; others –

While clearly a dragon, the tremendous creature before you is quite different from what you expected of such magnificent creatures. The creature seems somewhat flattened, with no back ridges and a tail that resembles nothing so much as an enormous tape worm. Its coloration is a drab sand-brown, probably to better blend into the tall grasses of the steppe. Its wings at first resemble the membranes of animals capable only of gliding, stretching between the dragon's back four legs, for the monster has six limbs, four enormously powerful three-clawed legs like most dragons and two somewhat smaller, five-taloned arms just to the front of its forelegs. However what is most unique are its three broad heads, with eyes sitting high on its skulls and frilled ears. Whiskers create the appearance of beards upon each of its three faces.

The dzalmaus, like all dragons, is a dreaded monster. And while the creature is a terror at any age, upon reaching adulthood, the dzalmaus becomes more frightening as many of its special abilities mature at once. Unlike other dragons, however, it is not the least bit sociable, not even to others of its species. They make no known lair and do not collect treasure. As a consequence they roam the dusty grasslands of the steppe following the movements of their nomadic prey. Dzalmauses live on a diet of meat, with horseflesh most common, followed by humans. In times of famine, they will eat whatever is available.

Dzalmauses only mate as necessary. The female raises the young on her own. At this time, the mother makes a concealed nest, usually in the tall grass or a small stand of trees. Bold humans often search for these nests, hoping to steal the infants away while the mother is out hunting. Such thefts invariably cause the mother to go on a rampage, at which point the thief had best be far away. The young can be sold as exotic rarities for thousands of gold pieces.

Dzalmauses lack the shapechanging powers of many other true dragons. Moreover, sages speculate the dzalmaus' connection to the Negative Material Plane might also make cross fertilization difficult. Consequently, there are no known half-dragons, creatures with the draconic template, or dragon disciples with dzalmaus ancestry.

Dzalmauses speak Draconic and Tuigan. Many, especially adults, also speak Common, Shou, and other tongues.

COMBAT

The dzalmaus is a constant predator, preferring to conceal its body in the tall grasses of the steppe before attacking its prey or swooping down from the air. It then strikes with its three heads, quickly rending the victim apart. Adult dragon's will usually soften up targets with their breath weapon first.

Breath Weapon (Su): Dzalmauses of young adult age or greater possess a breath weapon attack. Each of the dzalmaus' three heads can breathe a cone of negative energy that appears as heat waves. Once a head breathes, that particular head can't breathe again until 1d4 rounds later. The breath weapon has an energy drain effect (see page 308 of the *Monster Manual*), except negative levels always go away after 24 hours have passed or they are removed with a spell, such as *restoration*. Creatures within the cone gain the number of negative levels indicated under the Breath Weapon column in the tables above. A successful Reflex save (given on the tables above) reduces the number of negative levels by half (round down). The save DCs are Constitution-based. The dzalmaus gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour.

Extra Attacks (Ex): Dzalmauses gain 3 bite attacks, one for each of its three heads. They can attack with each head as a standard action; additional attacks require a full round action. They have shorter necks than most dragons and do not gain a farther reach with their bite attacks as they get older. Dzalmauses also gain 4 claw attacks, 2 at the normal damage value and two as if they were one size smaller (Tiny dragons deal 1d2 points of damage with these smaller claws.)

Immunities (Ex): In addition to a dragon's immunity to magic sleep and paralysis effects, dzalmauses are immune to mind-affecting effects and to negative energy effects, including energy drain attacks and *inflict* spells.

True Dragon Traits: Dzalmauses are true dragons and have the extraordinary space, reach, natural weapons and attacks, frightful presence, immunities, spell resistance, blindsense, keen senses, skills, and feats and supernatural damage reduction of true dragons (see pages 68-70 of the *Monster Manual*).

Skills: Hide, Move Silently, and Survival are considered class skills for dzalmauses. Use Magic Device is not a class skill for dzalmauses. Dzalmauses have a +4 racial bonus on Listen, Search, and Spot checks thanks to their multiple heads.

Feats: A dzalmaus gains Combat Reflexes as a bonus feat, and the feat allows it to use all its heads for attacks of opportunity.

DZALMAUSES IN FAERÛN

Dzalmauses roam the Hordelands, terrorizing the Tuigan nomads there, but are better known for stalking caravans from Semphar and Murghôm. Brave nomads have been known to steal their eggs and sell them in the markets of Semphar, which has led to more than one dzalmaus rampage in the towns of that mercantile land.

YOUNG ADULT DZALMAUS

CR 9; Large dragon; HD 16d12+48; hp 152; Init +0; Spd 30 ft., fly 200 ft. (poor); AC 22, touch 9, flat-footed 22; Base Atk +16; Grp +24; Atk +20 melee (2d6+4, 3 bites); Full Atk +20 melee (2d6+4, 3 bites), +17 melee (1d8+2, 2 claws), +17 melee (1d6+2, 2 claws), +17 melee (1d6+2, 2 wings), +17 melee (1d8+6, tail slap); Space/Reach 10 ft./5 ft.; SA breath weapon, extra attacks, frightful presence; SQ blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., immunity to mind-affecting effects, negative energy effects, *sleep* and paralysis, low-light vision, spell resistance 16; AL CE; SV Fort +13, Ref +10, Will +12; Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14.

Skills and Feats: Diplomacy +4, Escape Artist +9, Hide +15, Gather Information +4, Intimidate +11, Knowledge (geography) +12, Knowledge (Hordelands local) +12, Listen +21, Move Silently +19, Search +12, Sense Motive +11, Spot +21, Survival +12 (+14 to keep from getting lost or avoid hazards or following tracks), Swim +13, Use Rope +0 (+2 involving bindings); Combat Reflexes^B, Hover, Multiattack, Power Attack, Snatch, Wingover, Weapon Focus (bite)

Breath Weapon (Su): 40-ft. cone for each of three heads, damage 1 negative energy level, Reflex DC 21 half.

Frightful Presence (Ex): 150-ft. radius, HD 15 or less, Will DC 20 negates.

This young adult dzalmaus, Eladmorickharmok, known as “Harm,” is a cruel terror that has recently begun pillaging caravans traveling along the Golden Way and Spice Road. One of his more recent takes despoiled a gift of magical silk from the Emperor of Shou Lung for the Steel Regent Alusair of Cormyr. The Emperor was only recently made aware of the death of her great father, whom he had respected for his successful Crusade against the Tuigan. The Emperor has made it known that whoever catches the monster responsible for destroying his gift will be well rewarded.

Harm is believed to have an underground lair somewhere near the southern base of the Glittering Spines, southeast of the Winterkeep on the Great Ice Sea of Yal Tengri.

Harm is not a totally unreasonable creature, but having just reached young adulthood, he is exulting in his newfound powers and ability to dominate lesser beings. Nevertheless, he is amenable to bribery involving a great deal of horse flesh and much groveling. During the recent Rage of Dragons, Harm was at first distressed by his loss of control, but eventually found it not so discomfiting, as he slaughtered an entire clan of nomads and feasted for weeks on them and their livestock.

CREDIT

Author Thomas M. Costa, based on original material by David “Zeb” Cook. The dzalmaus originally appeared in *Dragon Magazine* #163 (November 1990).

DZALMAUS CREATION

Young Adult Dzalmaus

Large Dragon

Hp: (16 x 6.5 HD) + (16 x 3 Con) = 104 + 48 = 152

Base Attack/Grapple: +16 as ftr/+16 BAB +4 size +4 Str = +24

Full Attack: +16 BAB -1 size +4 Str = +19 +1 Weapon Focus or -2 Multiattack = +20 or +17

Saves: F +10 good +3 Con = +13, R +10 good +0 Dex = +10, W +10 good +2 Wis = +12

Skill Points: (6 + Int modifier) x (HD +3) = 8 x 19 = 152; class skill max ranks = HD +3 = 19

Skills: Diplomacy 0 +2 Cha +2 sense motive synergy = +4, Escape Artist 9 +0 Dex = +9, Hide 19 -4 size +0 Dex = +15, Gather Information 0 +2 Cha +2 knowledge local synergy = +4, Intimidate 9 +2 Cha = +11, Knowledge (geography) 10 +2 Int = +12, Knowledge (Hordelands local) 10 +2 Int = +12, Listen 19 +2 Wis = +21, Move Silently 19 +0 Dex = +19, Search 10 +2 Int = +12, Sense Motive 9 +2 Wis = +11, Spot 19 +2 Wis = +21, Survival 10 +2 Wis (+2 to keep from getting lost or avoid hazards or following tracks) = +12 (+14 to keep from getting lost or avoid hazards or following tracks), Swim 9 +4 Str = +13, Use Rope 0 +0 Dex (+2 involving bindings) = +0 (+2 involving bindings);

Feats: 1 + (1 per 3 HD) = 1 +5 +1 bonus = 7

Challenge Rating: Challenge rating is done completely in comparison to other dragons. The dzalmaus has the extra attacks and eventually extra breath weapons (though it is a relatively weak breath weapon), which probably balances out to some degree against the more potent breath weapons, spell-like abilities, spellcasting, and treasure of other true dragons. Nevertheless, true dragon CRs are quite tough to figure out – they should be much higher in general than they are.

Level Adjustment: See *Savage Species*, p. 19-24; Level adjustment is also done in comparison to other dragons, however unlike other dragons, the dzalmaus does not gain a breath weapon and spellcasting abilities prior to becoming a young adult, so the level adjustment is slightly less than that of most dragons.

DCs: Breath weapon 10 +1/2 HD +3 Con = 21; frightful presence 10 +1/2 HD +2 Cha = 20

DRAGON, FAERIE

Tiny Dragon

Hit Dice: 2d12+2 (15 hp)

Initiative: +4

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

Armor Class: 19 (+2 size, +4 Dex, +3 natural), touch 16, flat-footed 15

Base Attack/Grapple: +2/-7

Attack: Bite +8 melee (1d4-1)

Full Attack: Bite +8 melee (1d4-1) and 2 claws +3 melee (1d3-1)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Breath weapon, spells

Special Qualities: Darkvision 60 ft., emotional grace, *greater invisibility*, immunity to sleep effects and paralysis, low-light vision, scent, spell resistance 15, telepathy, water breathing

Saves: Fort +4, Ref +7, Will +6

Abilities: Str 8, Dex 19, Con 12, Int 16, Wis 17, Cha 17

Skills: Bluff +8, Diplomacy +7, Disguise +3 (+5 to act in character), Hide +17, Intimidate +5, Knowledge (nature) +8, Listen +8, Move Silently +9, Search +8, Sense Motive +8, Sleight of Hand +11, Spot +8, Survival +3 (+5 in aboveground natural environments or when following tracks, +7 when following tracks in aboveground natural environment), Swim +7

Feats: Hover^B, Flyby Attack, Weapon Finesse^B

Environment: Temperate forests

Organization: Solitary, pair, clan (3-6), or faerie troupe (1-2 faerie dragons plus 2-4 pixies)

Challenge Rating: 6

Treasure: Standard coins, double goods, double items

Alignment: Always chaotic good

Advancement: 3-6 HD (Tiny)

Level Adjustment: +8

This creature resembles a miniature dragon about the size of a housecat, with a thin body, long, prehensile tail, gossamer, butterfly wings, two backward curving horns, and a huge, toothy grin. Its smooth scales are orange with some more red or yellow of hue, and its large jovial, eyes are blue-green. It easily hovers in mid-air, wings fluttering and body bobbing, and then flits quickly to and fro.

These chaotic and boastful dragonets thrive on high jinks, tomfoolery, and practical jokes, and take advantage of every opportunity to wreak mischief on passers-by, frequently using forest creatures to help them in their pranks. Though many of these pranks are spontaneous, spur-of-the-moment affairs, months of preparation can go into a single, spectacular practical joke. A tell-tale giggle, which sounds like the tinkling of tiny silver bells, often alerts potential victims to the presence of invisible faerie dragons.

Faerie dragons live in peaceful, tangled forests, where they make their lairs in the hollows of high trees, preferably near a pond or stream, because they are fond of swimming and diving. They often live in the company of sprites or other fey, such as nymphs or dryads.

Faerie dragons are believed to be distant cousins of pseudodragons. The color of the dragon's scales ranges through the spectrum, changing as it ages, from the predominantly red of the wyrmling (1-HD Diminutive faerie dragons), the orange of the young (presented in the statistics noted above), yellow of the adult, green of the old, blue of the ancient, and the violet of the wyrm. The hides and horns of females have a golden tinge that sparkles in the sunlight, while males have a silver tinge that gleams in the moonlight. Their eyes usually range in color between a deep green to bright blue. Their tails constantly flick and twitch with happiness and excitement.

Faerie dragons eat fruit, vegetables, nuts, roots, honey, and grains. They are especially fond of fruit pastries and have been known to go to great lengths to get fresh apple pie. They also love magic and glittering gems, and usually hide such treasures in their hollows.

Faerie dragons speak Draconic, Elven, and Sylvan. They can easily converse with animals. Most also know Common, Gnome, or Treant. Amongst themselves, they often communicate telepathically, especially when preparing a joke.

Unlike most dragons and due to their impressive spellcasting development and spell resistance, faerie dragons add +1 to their Challenge Rating for each additional Hit Die. For example, a 6-HD advanced faerie dragon would have a CR of 10.

COMBAT

Faerie dragons avoid combat and never intentionally inflict damage unless cornered or defending their lairs or young. If attacked, however, they engage in spirited defense, ably supported by friendly sprites and fey, until the opponents are driven

away. A faerie dragon usually begins its attacks by turning invisible and using its breath weapon, avoiding direct melee conflict if at all possible.

Breath Weapon (Su): A faerie dragon has one type of breath weapon, a 10-foot cone of euphoric gas that causes victims to wander aimlessly in a state of elated bliss. Any creature within the area of the gas must succeed on a DC 12 Will save or become dazed for 1d6 rounds. Once the faerie dragon breathes, it can't breathe again until 1d4 rounds later. The save DC is Constitution-based.

Emotional Grace (Ex): Faerie dragons never seem to become truly angry or sad. They gain a bonus equal to their Charisma bonus (if positive) on all saving throws against spells and effects that cause negative emotions, such as the spells *crushing despair* and *rage*, and even the *Dracorage mythal* (see *Dragons of Faerûn*).

Greater Invisibility (Sp): A faerie dragon can become invisible at will and remain invisible even when it attacks as the *greater invisibility* spell (see page 245 of the *Player's Handbook*). The faerie dragon's caster level equals twice its Hit Dice.

Spells: A faerie dragon casts spells as a sorcerer of twice its Hit Dice. It can choose its spells known from the bard and druid spell lists (but not the sorcerer spell list), except for necromancy spells (such as *cause fear*, *blight*, *blindness/deafness*, *death ward*, *eyebite*, *fear*, *finger of death*, *poison*, and *scare*). The druid spells are considered arcane spells for a faerie dragon, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/4; CL 4th; save DC 13 + spell level): 0 – *dancing lights*, *detect magic*, *flare*, *lullaby*, *mage hand*, *message*; 1st – *entangle*, *obscuring mist*, *ventriloquism*; 2nd – *mirror image*.

Faerie dragons that take levels in sorcerer, their favored class, add any actual sorcerer levels they have to their effective sorcerer level to determine their spellcasting ability, including caster level, spells per day, and spells known, but use their actual sorcerer level and character level to determine other class abilities. Faerie dragon sorcerers can choose their spells known from the bard and druid spell lists (but not the sorcerer spell list), except necromancy spells. Faerie dragon sorcerers do not gain the saving throws, class skills, skill points per level, and familiar of a sorcerer, but instead, gain the saving throws, class skills, and skill points per level of a bard.

Faerie dragons develop most of their spells for their mischief potential. Favorite faerie dragon spells include: 0 – *create water*, *dancing lights*, *detect magic*, *flare*, *ghost sound*, *lullaby*, *mage hand*, *mending*, *message*, *prestidigitation*; 1st – *charm animals*, *charm person*, *entangle*, *faerie fire*, *magic mouth*, *obscuring mist*, *silent image*, *sleep*, *unseen servant*, *ventriloquism*; 2nd – *detect thoughts*, *glitterdust*, *gust of wind*, *minor image*, *mirror image*, *misdirection*, *pyrotechnics*, *suggestion*, *tree shape*, *warp wood*; 3rd – *charm monster*, *major image*, *plant growth*, *slow*, *speak with plants*, *stone shape*; 4th – *air walk*, *hallucinatory terrain*, *legend lore*, *modify memory*, *rainbow pattern*, *summon nature's ally IV*; 5th – *animal growth*, *baleful polymorph*, *commune with nature*, *control winds*, *mind fog*, *transmute rock to mud*; 6th – *animate object*, *Otto's irresistible dance*, *project image*, *transport via plants*.

Spell Resistance (Ex): A faerie dragon has spell resistance equal to 11 + twice its faerie dragon Hit Dice.

Telepathy (Su): Faerie dragons can communicate telepathically with one another within 2 miles.

Skills: A faerie dragon 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.

FAERIE DRAGONS IN FAERÛN

Faerie dragons are found throughout the Heartlands from the Trollbark Forest to the Reaching Woods to Cormanthyr and the Gray Forest. They are also quite prevalent amid Tethyr's Wealdath and within Myrloch Vale on the Moonshae Isle of Gwynneth where they are favored by the Earthmother (a more rustic aspect of the goddess Chauntea).

CREDIT

Author Thomas M. Costa, based on original material by Brian Jaeger and others. The faerie dragon originally appeared in *Dragon Magazine* #62 (1982), the first edition *Monster Manual II* (1983), *Monstrous Compendium Volume Three* (1989), and *Monstrous Manual* (1993). Unofficial 3E conversions appeared in Necromancer Games' *The Tome of Horrors* (2002) and Bastion Press' *Faeries* (2003) and a quite different official 3.5E version in the 3.5E *Draconomicon* (2003).

FAERIE DRAGON CREATION

Tiny Dragon

Hp: (2 x 6.5 HD) + (2 x 1 Con) = 13 +2 = 15

Base Attack/Grapple: +2 as fighter/+2 BAB – 8 size –1 Str = -7

Full Attack: +2 BAB +4 Dex +2 size, -5 secondary = +8, +3

Saves: F +3 good +1 Con = +4, R +3 good +4 Dex = +7, W +3 good +3 Wis = +6

Skill Points: (6 + Int modifier) x (HD +3) = 9 x 5 = 45; class skill max ranks = HD +3 = 5

Skills: Bluff 5 +3 Cha = +8, Diplomacy 0 +3 Cha +2 bluff synergy +2 sense motive synergy = +7, Disguise 0 +3 Cha +2 bluff synergy acting = +3 (+5 act in character), Hide 5 +8 size +4 Dex = +17, Intimidate 0 +3 Cha +2 bluff synergy = +5, Knowledge (nature) 5 +3 Int = +8, Listen 5 +3 Wis = +8, Move Silently 5 +4 Dex = +9, Search 5 +3 Int = +8, Sense Motive 5 +3 Wis = +8, Sleight of Hand 5 +4 Dex +2 bluff synergy = +11, Spot 5 +3 Wis = +8, Survival 0 +3 Wis +2 knowledge synergy aboveground +2 search synergy tracking = +3 (+5 in aboveground natural environments or when following tracks), Swim 0 -1 Str +8 race = +7

Feats: 1 + (1 per 3 HD) = 1 plus 2 bonus

Challenge Rating: Old Method Base: 3 for hp +2for flight/Hover feat, swim/water breathing/Swim skill, AC, breath weapon, darkvision/low-light vision/telepathy/converse with animals, scent, emotional grace/immunities/saves, abilities/skills, +2 for spells, *greater invisibility*, spell resistance = 18 = 6, which is about right because they are better than a human 4th-level sorcerer in lots of little ways, including speed, AC, attacks, special attacks, special qualities, saves, abilities, skills, and equipment – notably they can fly, turn invisible, and have spell resistance – though they lack a character's familiar, so 6. Also compare to a pixie and probably about right, they lack damage reduction, but are also better in lots of little ways, notably having better hit points, AC, saves and spells per day. The higher CR also works better as they advance in levels.

Level Adjustment: See *Savage Species*, p. 19-24; +1 for dragon traits, flight/Hover feat, swim/water breathing/Swim skill, natural armor, breath weapon, *greater invisibility*, scent, +2 for spells, spell resistance, +4 for abilities = 15, but seems way too high, so cut in half to +8

Save DCs: breath weapon $10 + 1/2 \text{ HD} + 1 \text{ Con} = 12$, spells $10 + \text{Cha mod} + \text{spell level} = 13 + \text{spell level}$

Notes: I felt the 3.5E *Draconomicon* lost much of the flavor of the original faerie dragon, and I had some slightly different ideas on conversion than the other non-official 3E write-ups that had seen print, so I decided to work up my own 3.5E version.

Faerie dragon sorcerers are probably balanced in that they have the weaker spell lists of bards and druids rather than that of sorcerers and lack familiars but gain access to an arguably wider selection of spells, a good Reflex save, and much better skills. In addition, the comparison between a faerie dragon and a sorcerer of twice the dragon's Hit Dice holds as the dragon advances, thus the CR adjustment.

The favorite spell list is drawn from the list of spell-like abilities and common spells from all previous sources.

DRAKEN

Small Dragon (Earth)

Hit Dice: 4d12+8 (34 hp)

Initiative: +0

Speed: 20 ft. (4 squares), fly 40 ft. (average)

Armor Class: 18 (+1 size, +7 natural), touch 11, flat-footed 17

Base Attack/Grapple: +4/+2

Attack: 3 bites +8 melee (1d6+2)

Full Attack: 3 bites +8 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapons, shocking bites

Special Qualities: Darkvision 60 ft., immunity to electricity, *sleep* and paralysis, low-light vision, water susceptibility

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

Abilities: Str 14, Dex 10, Con 14, Int 7, Wis 11, Cha 7

Skills: Hide +11, Listen +9, Spot +9, Survival +9

Feats: Combat Reflexes^B, Flyby Attack, Weapon Focus (bite)

Environment: Temperate deserts

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

Challenge Rating: 4

Treasure: None

Alignment: Always lawful evil

Advancement: 5-6 HD (Small); 7-12 HD (Medium)

Level Adjustment: +7 (cohort)

This miniature dark blue-hued dragon, about the size of a larger dog, appears much like its larger blue cousin, with frilled ears and a horn emerging from each of its three snouts, for unlike its much larger kin, it has three heads. The faint smell of ozone wafts forth from the creature.

These extremely rare dragons spend a most of the day in their burrows sleeping, coming out in the cool desert night to hunt. They do not hoard treasure like their larger kin, though incidental items are occasionally found in their lairs. They are finicky and quick tempered. Drakens rarely speak any language other than Draconic.

A draken resembles a four-foot long, three-headed blue dragon in appearance, except that its coloration is much darker (nearly Prussian blue) and its wings and eyes are tinged cyan. Drakens lack the size of their larger kin, growing to adulthood within a year's time after being hatched (given sufficient food). The draken appears to be distantly related to blue dragons in the same way that fire drakes and ice lizards are to red and white dragons.

COMBAT

A drakens primary attack form is its breath weapon. The draken may use any combination of bites and breath weapons from its three heads in a round (a breath need not be at the same target as bite attacks). Drakens do not use their claws in combat.

Breath Weapons (Su): Line of lightning 5-feet high, 5-feet wide, and 60-feet long, every 1d4 rounds per head; damage 2d8, Reflex half DC 14. The save DC is Constitution-based.

Shocking Bites (Su): If two bite attacks successfully strike the same target, the draken generates an electrical charge that courses through the victim, dealing an additional 2d4+4 points of electrical damage. If all three bites attacks successfully strike the same target, the charge deals 3d4+6 points of electrical damage.

Water Susceptibility (Ex): If a draken is sprayed with at least a 1/2 gallon of water, it cannot generate its breath weapon for an additional 1d4+1 rounds.

Skills: Drakens receive a +2 racial bonus to Listen and Spot checks, thanks to their multiple heads.

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

DRAKENS IN FAERÛN

Drakens inhabit the vast Calim Desert of Calimshan, where they are renowned for their irascibility. Some Calishite sages have speculated that drakens may be one of Tiamat's original experiments with spawn (see page 128 of *Monster Manual 4*).

CREDIT

Author Thomas M. Costa, based on original material by Malcolm Bowers. The draken originally appeared in *Dragon Magazine* #146 (1989).

DRAKEN CREATION

Small Dragon

Hp: $(4 \times 6.5 \text{ HD}) + (4 \times 2 \text{ Con}) = 26 + 8 = 34$

Base Attack/Grapple: $= +4 \text{ as fighter}/+4 \text{ BAB} -4 \text{ size} +2 \text{ Str} = +2$

Full Attack: $+4 \text{ Ftr} +2 \text{ Str} +1 \text{ size} +1 \text{ Weapon Focus} = +8$

Saves: $\text{F} +4 +2 \text{ Con} = +6, \text{R} +4 +0 \text{ Dex} = +4, \text{W} +4 +0 \text{ Wis} = +4$

Skill Points: $(6 + \text{Int mod}) \times (\text{HD} + 3) = 4 \times 7 = 28$; class skill max ranks $= \text{HD} + 3 = 7$

Skills: $\text{Hide } 7 +0 \text{ Dex} +4 \text{ size} = +11, \text{Listen } 7 +0 \text{ Wis} +2 \text{ race} = +9, \text{Spot } 7 +0 \text{ Wis} +2 \text{ race} = +9, \text{Survival } 7 +0 \text{ Wis} = +7$

Feats: $1 + 1/4 \text{ HD} = 1 + 1 = 2 + 1 \text{ bonus}$

Challenge Rating: 7 for hp, +1 for speed, AC, attacks, breath weapon, shocking bite, dragon traits/electricity immunity, saves/feats $= 14 / 3 = 4$

Level Adjustment: +1 for AC (should be +2, but armor not readily available so +1), speed, natural weapons/Combat Reflexes, breath weapon, shocking bites, electricity immunity $= +7$; compare to blue dragon and probably about right

Breath Weapon DC: $10 + 1/2 \text{ HD} + \text{Con mod} = 10 + 2 + 2 = 14$

FIEND, BLACK ASH DEVIL

Large Outsider (Baatezu, Evil, Lawful, Native)

Hit Dice: 11d8+88 (137 hp)

Initiative: +1

Speed: 50 ft. in armor (10 squares); base speed 60 ft.

Armor Class: 25 (-1 size, +1 Dex, +10 natural, +5 masterwork breastplate), touch 10, flat-footed 24

Base Attack/Grapple: +11/+30

Attack: Slam +21 melee (1d6+11) or gore +21 melee (2d6+5)

Full Attack: 4 slams +21 melee (1d6+11), 2 hooves +19 melee (1d8+5), and gore +19 melee (2d6+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fear aura, fighter feats, powerful charge 8d6+15, spell-like abilities

Special Qualities: Damage reduction 10/good, darkvision 60 ft., freedom of movement, immunity to ability damage, ability drain, acid, death effects, disease, energy drain, fire, paralysis, and poison, low-light vision, resistance to cold 10, electricity 10 and sonics 10, scent, see in darkness, spell resistance 24, stability, telepathy 100 ft.

Saves: Fort +15, Ref +8, Will +10

Abilities: Str 32, Dex 13, Con 26, Int 9, Wis 16, Cha 7

Skills: Climb +22, Intimidate +12, Jump +30, Knowledge (religion) +13, Listen +17, Spot +17, Swim +19

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Grapple, Improved Sunder, Multiattack, Power Attack, Ride-By Attack, Trample

Environment: Warm desert (Black Ash Plain of Unther)

Organization: Solitary, pair, or team (4-8)

Challenge Rating: 14

Treasure: Standard

Alignment: Always lawful evil

Advancement: 12-18 HD (Large); 19-33 HD (Huge)

Level Adjustment: –

At first resembling an enormous centaur, upon closer inspection this creature's torso is that of a four massively-armed ogre armored in a blackened-steel breastplate and its lower body that of a massive bull. Its bald head is dominated by an enormous pair of forward-curved horns, wicked yellow eyes, and full, golden, ringleted beard.

Named after the place of their first sighting and apparent birth, the Black Ash Plain of Unther, these mighty fiends may be the result of Gilgeam's death, springing from his carcass, as they suggest, or perhaps they were once native to Zigguraxus, the home of the Untheric pantheon.

Black ash devils enjoy nothing so much as physical pleasures, especially contests of battle. Amid their homes amid the Black Ash Plain they enjoy the challenge of wrestling, and often destroying, the ash giants (black-skinned stone giants) of the region. Neither are they reluctant to battle the brown dragons of the plain. They despise the worshipers of Tiamat and Mulhorandi above all others and will stop at nothing to slay them. They are cruel, exceedingly proud, and covetous of wealth, though they have little use for it.

Black ash devils stand nearly 12 feet tall and weigh almost 11,000 pounds. Black ash devils speak Infernal and Untheric; smarter examples of these fiends often speak Common or Mulhorandi as well.

COMBAT

These enormous fiends prefer to attack physically, charging and trampling over those that get in their way. They are fearsome warriors, whose might is not to be underestimated. They use their spell-like abilities to empower themselves or manipulate weaker creatures when time allows or need requires.

A Black ash devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its damage reduction is supernatural.

Fear Aura (Su): Black ash devils are shrouded in a constant aura of terror and evil. Creatures within a 30-foot radius must succeed at a Will save (DC 13) or become shaken. Shaken creatures suffer a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Subjects that make their saving throw against this ability are immune to that black ash devils aura for one day. The save DC is Charisma-based.

Fighter Feats (Ex): Black ash devils gain bonus feats as if they were fighters of an equal level to their Hit Dice.

Freedom of Movement (Su): Black ash devils retain a measure of their god's power and cannot be impeded. They gain the benefit of continuous *freedom of movement*, as the spell cast by an 11th-level spellcaster.

Powerful Charge (Ex): A black ash devil typically begins battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition the normal benefits and hazards of a charge, this allows the fiend to make a single gore attack with a +21 attack bonus that deals 8d6+16 points of damage.

See in Darkness (Su): All baatezu can see perfectly in darkness of any kind, even that created by *deeper darkness*.

Spell-like Abilities: At will – *command* (DC 14), *enthrall* (DC 15); 3/day – *divine power*, *fear* (DC 17), *magic vestment*, *order's wrath* (DC 17), *spell immunity* (DC 17), *spiritual weapon* (heavy mace); 1/day – *call lightning* (DC 16), *control weather*, *greater command* (DC 18), *iron body*, *righteous might*, *summon monster V* (1d4+1 fiendish bison only). Caster level 11th. The save DCs are Wisdom-based.

Stability (Ex): Black ash devils are exceptionally stable on their feet. They have a +12 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). This bonus includes the bonus creatures gain from having four or more legs.

BLACK ASH DEVILS IN FAERÛN

It's been suggested black ash devils were responsible for burying the Citadel of Black Ash in the fiery ash that slew all within in 1372 DR, leaving only undead huecuvas behind. Since that time, it is suspected that well over a score of these fiends have taken up residence in the citadel, using it as a base of operations. Some have also noted the brown dragons and giants they've defeated appear to have come under their sway, as they plot to destroy the Mulhorandi invaders and the clergy of Tiamat. They are also known to have contacted their gods former chosen, the mad Shuruppak (LE male Mulan human fighter 20/rogue 3/wizard 7; see pages 304-305 of the *Epic Level Handbook*), with the aim of playing the Thayans, Mulhorandi, and church of Tiamat against one another in an effort to bring the same destruction to faithless Unther that their progenitor suffered....

CREDIT

Author Thomas M. Costa.

BLACK ASH DEVIL CREATION

Large Outsider

Hp: (11 x 4.5 HD) + (11 x 8 Con) = 49 + 88 = 137

Base Attack/Grapple: +11/+11 BAB +4 size +11 Str +4 Improved Grapple = +30

Full Attack: +11 BAB -1 size +11 Str, -2 Multiattack = +21 slam or gore attack, or +19 hoof or gore full attack

Saves: F +7 good +8 Con = +15, R +7 good +1 Dex + +8, W +7 good +3 Wis = +10

Skill Points: (8 + Int modifier) x (HD +3) = 98; class skill max ranks = HD +3 = 14

Skills: Climb 14 +11 Str -3 armor = +22, Intimidate 14 -2 Cha = +12, Jump 14 +11 Str -3 armor +8 speed in armor = +30, Knowledge (religion) 14 -1 Int = +13, Listen 14 +3 Wis = +17, Spot 14 +3 Wis = +17, Swim 14 +11 Str -6 armor = +19

Feats: 1 + (1 per 3 HD) = 4 + 6 fighter feats = 10

Challenge Rating: Old Method Base: 30 for hp +1 speed/freedom of movement/stability, attacks/powerful charge, fear aura, fighter feats, immunities, resistances, darkvision/scent/see in darkness, saves/abilities/skills, +2 AC, spell-like, damage reduction, spell resistance = 46/3 = 15, which seems high especially when you consider most of the CR comes from hit points, so 14. Compare to a glabrezu and nalfeshnee and I think a little more powerful than a glabrezu, so 14 is about right.

Level Adjustment: See *Savage Species*, p. 19-24, too high

DCs: fear aura (10 +5 HD -2 Cha = 13), spell-like (DC 10 +3 Wis + spell level)

Notes: The powerful charge is modeled on the minotaur language and uses the same damage progression plus one higher for its higher speed and 4 legs.

FIEND, BLACK BEAST OF BEDLAM

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 15d8+75 (142 hp)

Initiative: +7

Speed: 60 ft. (12 squares), climb 60 ft.

Armor Class: 26 (-1 size, +3 Dex, +14 natural), touch 12, flat-footed 23

Base Attack/Grapple: +15/+25

Attack: Bite +20 melee (2d8+6 plus corporeal instability)

Full Attack: 2 claws +20 melee (2d6+6 plus corporeal instability), bite +18 melee (2d8+3 plus corporeal instability)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon, corporeal instability, *damning darkness*, screech, spell-like abilities

Special Qualities: Damage reduction 15/good and cold iron *or* lawful and cold iron, darkvision 120 ft., fast healing 5, freedom of movement, immunity to electricity, light-effects, mind-affecting effects, poison, and sonic effects, low-light vision, malleability, mockery, resistance to acid 10, fire 10, and cold 10, scent, spell resistance 27, tremorsense 120 ft.

Saves: Fort +13, Ref +12, Will +14

Abilities: Str 23, Dex 17, Con 21, Int 16, Wis 16, Cha 16

Skills: Balance +5, Bluff +21 (+29 to imitate another), Climb +14, Diplomacy +5, Disguise +21 (+23 to act in character), Escape Artist +11, Hide +21, Intimidate +23, Jump +28, Knowledge (religion) +21, Listen +25, Move Silently +21, Search +25, Sense Motive +21, Spot +25, Survival +3 (+5 when following tracks), Tumble +29

Feats: Blind Fight^B, Combat Reflexes^B, Dodge^B, Greater Spell Focus (illusion), Improved Initiative, Iron Will, Mobility, Multiattack^B, Spell Focus (illusion), Spring Attack

Environment: Supreme Throne

Organization: Solitary

Challenge Rating: 16

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 16-22 HD (Large); 23-45 HD (Huge); or by character class

Level Adjustment: –

Foul and horrifying, the creature before you has no set form. It constantly melts and reforms, apparently drawing each shape from every nightmare that has ever plagued humankind. It maddeningly shifts through dozens of monstrous forms before shaping itself into a slithering, ebon blob covered with spines and tentacled claws, eyes swimming in viscous sacs. Darting above the monstrosity, a floating human skull cackles and screeches out the praises of the Prince of Lies.

Created by Cyric at the same time he created the Supreme Throne from the pandemonium of the planes. Black beasts of bedlam are the result of Cyric's young divinity and madness, and little more than the mangled result of his amalgamating a chaos beast and phasm with less discernable creatures. They are now an expression of his will, creatures of betrayal, cunning, deceit, discord, mayhem, paranoia, slaughter, and treachery, wandering the Supreme Throne with impunity.

Black beasts speak Abyssal, Common, and Slaadi. They also have an uncanny ability to mimic voices and throw their voices. One of the black beast's favorite tricks is to "replay" the voices of its victims. Black beasts can also manipulate their shadow to appear as any creature they've devoured at will.

Black beasts of bedlam are able to qualify for the strifeleader prestige class (see *Faiths and Avatars*) without having the Weapon Focus feat; Cyric considers their natural abilities ample enough.

COMBAT

Black beasts of bedlam pride themselves on being unpredictable. They are as likely to strike out with their spell-like abilities as charge into melee. They are not, however, stupid, and will not disadvantage themselves by allowing their love of chaos guide them to unwise tactics. Ultimately, their aim is to cause the most fear and mayhem as possible.

A black beast of bedlam's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction. Its damage reduction is supernatural.

Breath Weapon (Su): A black beast of bedlam can breathe out a poisonous cloud of gas equal to a *cloudkill* spell (DC 21; caster level 15th) as a standard action. Once a black beast breathes, it can't breathe again until 1d4 rounds later. The save DC is Constitution-based.

Corporeal Instability (Su): A blow from a black beast of bedlam against a living creature can cause a terrible transformation. The creature must succeed on a DC 21 Fortitude save or become a spongy amorphous mass. Unless the victim manages to control the effect (see below), its shape 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, even shirts – hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act 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 a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast (see the *Monster Manual*). A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for bedlam beasts with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Damning Darkness (Sp): Once per day as a standard action, a black beast of bedlam can create *darkness* as the spell, except that those within the area of darkness also take unholy damage. Creatures of good alignment take 2d6 points of damage per round in the darkness, and creatures neither good nor evil take 1d6 points of damage. Creatures get no saving throw, nor does spell resistance apply. As with the *darkness* spell, the effect lasts for 10 minutes per caster level, the area of *darkness* is a 20-foot radius, and the object that serves as the spell's target can be shrouded to block the *darkness* (and thus the damaging effect). *Damning darkness* counts as a 4th-level spell effect and counters or dispels any light spell of 4th or lower level. The black beast uses this ability as a 15th-level sorcerer.

Freedom of Movement (Su): All black beasts gain the benefit of continuous *freedom of movement*, as the spell cast by a 15th-level spellcaster.

Malleability (Ex): No mortal magic can forcibly or permanently affect or fix a black beast of bedlam's form. A black beast has immunity to poison, *sleep*, paralysis, petrification, polymorph, and stunning effects. It is not subject to critical hits and, having no true front or back (even when it appears to have one), cannot be flanked.

Mockery (Ex): Black beasts have the ability to mimic animal cries and voices in any language, and throw their voices like a professional ventriloquist. They can repeat the voices of their victims, including screams, with uncanny accuracy. Black beasts gain a +8 racial bonus on Bluff checks made to imitate another creature's voice.

Screech (Ex): All beings other than outsiders that hear the black beast of bedlam's screech are subject to its effect, though it does not help the black beast in combat. Screeching is a standard action. Anyone within hearing range of a black beast must succeed on a DC 20 Will save or become panicked as though by a *fear* spell and take 2 points of Wisdom damage. Once the black beast screeches, it can't screech again for 1d4 rounds. The save DC is Charisma-based. This is a sonic, mind-affecting effect.

Spell-like Abilities: At will – *disguise self* (as humanoid only); 3/day – *confusion* (DC 17), *deeper darkness*, *desecrate*, *detect good*, *detect law*, *major image* (DC 18), *shatter* (DC 15), *tongues* (DC 16), *unhallow* (DC 18); 1/day – *bestow curse* (DC 17), *dread blast* (DC 17; see the *Player's Guide to Faerûn*; replace with *enervation* if the *Player's Guide to Faerûn* is unavailable), *greater invisibility* (DC 19), *insanity* (DC 20), *nightmare* (DC 20), *phantasmal killer* (DC 19), *shout* (DC 17), *shrieking skull* (see below), *triple mask* (DC 22; see the *Player's Guide to Faerûn*; replace with *project image* if the *Player's Guide to Faerûn* is unavailable). Caster level 15th. The save DCs are Charisma-based.

Skills: Black beasts of bedlam receive a +4 racial bonus to Listen, Search, and Spot checks and +8 racial bonus to Climb, Escape Artist, Jump, and Tumble checks.

BLACK BEASTS OF BEDLAM IN FAERÛN

Black beasts sometimes escape the madness of the Supreme Throne to wreak havoc and destruction on the Realms and were known to have played a large role in the destruction of Zhentil Keep during the Cyrinishad debacle. Cyric has also been known to send them on a whim to attack the enemies of his chosen, such as Malik el Sami yn Nasser (unique NE male Calishite human rogue 12), his Seraph of Lies. Malik suspects his god is behind the untimely demise of some of his foes, but remains uncertain by what means and fears to ask his lord.

NEW SPELL (SIDEBAR)

Shrieking Skull

Necromancy

Level: Initiate of Cyric 3 (see *Player's Guide to Faerûn*)

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: One touched intact humanoid skull

Duration: 20 min./level

Saving Throw: None

Spell Resistance: No

This spell temporarily turns the skull of a dead humanoid into a floating undead skull with glowing black eye sockets and elongated fangs, which shouts out the praises of Cyric, the One True Faith. The skull acts much like a wizard's familiar, speaks whatever languages you understand, and follows your spoken commands. The shrieking skull remains under your control for the duration of the spell and can follow any orders you give it with one caveat; the skull will not violate the dogma of Cyric and will attack the caster if ordered to carry out any action that would do so. It remains animated until the spell ends or it is destroyed. (A destroyed shrieking skull can't be animated again.) You can't create or control more than one shrieking skull at a time.

The skull has the following base statistics (see also familiar basics below):

Shrieking Skull: CR —; Diminutive undead (chaotic, evil); HD 1d12; hp 1/2 caster's; Init +8; Spd fly 30 ft. (good); AC 20, touch 18, flat-footed 16; Base Atk +0; Grp -13; Atk +8 melee (1d6-1 bite); Full Atk +8 melee (1d6-1 bite); Space/Reach 0 ft./—; SA shrieking; SQ damage reduction 5/bludgeoning, darkvision 60 ft., deliver touch spells, familiar basics, immunity to cold, improved evasion, share spells, undead traits; AL CE; SV Fort +0, Ref +4, Will +5; Str 9, Dex 19, Con —, Int 10, Wis 16, Cha 12.

Skills and Feats: Intimidate +5, Knowledge (religion) +4, Listen +7, Spot +7; Improved Initiative^B, Weapon Finesse.

Deliver Touch Spells (Su): A shrieking skull can deliver touch spells for its caster. If the caster and the shrieking skull are in contact at the time the caster casts a touch spell, the caster can designate the skull as the "toucher." The shrieking skull can then deliver the touch spell just as the caster could. As usual, if the caster casts another spell before the touch is delivered, the touch spell dissipates.

Familiar Basics (Ex): Use the basic statistics for the shrieking skull above, but make the changes to Hit Dice, hit points, attacks, saving throws, and skills as noted in the Familiars sidebar on page 52 of the *Player's Handbook*.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a shrieking skull takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells (Sp): At the caster's option, he may have any spell (but not spell-like ability) he casts on himself also affect his shrieking skull. The skull must be within 5 feet at the time of the casting to receive the benefits. If the spell or effect has a duration other than instantaneous, it stops affecting the skull if it moves farther than 5 feet away and will not affect the skull again even if it returns to the caster before the duration expires. Additionally, the caster may cast a spell with a target of "You" on his shrieking skull (as a touch range spell) instead of on himself. A caster and his skull can share spells even if the spells normally do not affect creatures of the familiar's type (undead).

Shrieking (Sp): A shrieking skull can let out a piercing scream that can cause madness. This power can be used 2/day and functions as a different spell, depending on the caster's level, except all spells add the sonic descriptor, have a range of 30 ft., and have an area of cone-shaped burst. If the caster level is 5-10, the shrieking equals a *lesser confusion* (DC 14) spell; if the caster level is 11-15 the shrieking equals a *confusion* (DC 17) spell; and if the caster level is 16-20, the shrieking equals an *insanity* (DC 20) spell. The save DC is Wisdom-based.

CREDIT

Author Thomas M. Costa.

BLACK BEAST OF BEDLAM CREATION

Large Outsider

Hp: (15 x 4.5 HD) + (15 x 4 Con) = 67 + 60 = 127

Base Attack/Grapple: = +15/+15 BAB +4 size +6 Str = +25

Full Attack: +15 BAB -1 size +6 Str, -2 Multiattack = +20, +18

Saves: F +9 good +4 Con = +13, R +9 good +3 Dex = +12, W +9 good +3 Wis +2 Iron Will = +14

Skill Points: (6 + Int mod) x HD = 4 x 4 = 16; class skill max ranks = HD +3 = 7

Skills: Balance 0 +3 Dex +2 tumble synergy = +5, Bluff 18 +3 Cha = +21, Climb 0 +8 race +6 Str = +14, Diplomacy 0 +3 Cha +2 bluff synergy = +5, Disguise 18 +3 Cha (+2 bluff synergy) = +21 (+23 to act in character), Escape Artist 0 +8 race +3 Dex = +11, Hide 18 +3 Dex = +21, Intimidate 18 +3 Cha +2 bluff synergy = +23, Jump 0 +8 race +6 Str +12 speed +2 tumble synergy = +28, Knowledge (religion) 18 +3 Int = +21, Listen 18 +4 race +3 Wis = +25, Move Silently 18 +3 Dex = +21, Search 18 +4 race +3 Int = +25, Sense Motive 18 +3 Wis = +21, Spot 18 +4 race +3 Wis = +25, Survival 0 +3 Wis +2 search synergy when following tracks = +3 (+5 when following tracks), Tumble 18 +8 race +3 Dex = +29

Feats: 1 +1/3 HD = 6 + 4 bonus = 10

Challenge Rating: 31 for hp, +1 for speed, attacks/feats, reach, breath weapon, screech, fast healing, freedom of movement, abilities, mockery/skills +2 for AC, corporeal instability, spell-like, damage reduction, darkvision/low-light vision/scent/tremorsense, spell resistance, +3 for immunities/malleability/resistances/saves = 55/3 = 18, but clearly less powerful than a marilith, but probably comparable to a horned devil, so 16

Level Adjustment: See *Savage Species*, p. 19-24, too high

DCs: 10 + 1/2 HD +4 Con/+3 Wis mod = 21 if Con, 20 if Wis, spell-like abilities are 13 + spell level +2 if an illusion from Greater Spell Focus, shrieking skull shrieking = 13 + spell level.

Notes: Damning darkness is essentially copied from the *Book of Vile Darkness*.

Shrieking Skull: This spell is inspired by the 2E purifier kit ability in *Warriors and Priests of the Realms*. Compare to *summon monster III* and generally weaker than a hell hound, offers less choices than a *summon monster* spell, has a much longer casting time and shorter range, but its familiar-like powers offer more options and spell has a much longer duration. Since the user must spend a feat, Initiate of Cyric, to access the spell, probably okay.

FIEND, DEATH DEVIL (JERUL)

Large Outsider (Baatezu, Evil, Extraplanar, Lawful)

Hit Dice: 10d8+20 (65 hp)

Initiative: +6

Speed: 40 ft. (8 squares), fly 60 ft. (average)

Armor Class: 25 (-1 size, +6 Dex, +10 natural), touch 15, flat-footed 19

Base Attack/Grapple: +10/+19

Attack: Masterwork scythe +15 melee (2d6+7/x4 plus exhausting) or claw +14 melee (1d6+5 plus exhausting)

Full Attack: Masterwork scythe +11/+6 melee (2d6+7/x4 plus exhausting) and +1 *whip of stinging* +11 melee (1d4+3 nonlethal plus exhausting) and claw +12 melee (1d6+5 plus exhausting)

Space/Reach: 10 ft./10 ft. (25 feet with whip)

Special Attacks: Exhausting, ghost strike, sadism, spell-like abilities, rebuke undead, *summon baatezu*

Special Qualities: Damage reduction 10/bludgeoning and silver, darkvision 60 ft., detection as undead, fortification, immunity to ability damage, ability drain, cold, death effects, disease, energy drain, fire, mind-affecting effects, paralysis, and poison, necrotic life, resistance to acid 10, *resurrection*, see in darkness, spell resistance 22, telepathy 100 ft.

Saves: Fort +9, Ref +13, Will +10

Abilities: Str 20, Dex 22, Con 15, Int 14, Wis 17, Cha 17

Skills: Bluff +16, Climb +5 (+7 involving climbing ropes), Concentration +15, Diplomacy +7, Disguise +3 (+5 to act in character), Escape Artist +6 (+8 involving ropes), Heal +16, Intimidate +18, Knowledge (religion) +15, Knowledge (the planes) +15, Listen +16, Sense Motive +16, Spot +16, Survival +3 (+5 when on other planes), Use Rope +19

Feats: Combat Expertise, Combat Reflexes, Dichard^B, Endurance^B, Multiattack, Multiweapon Fighting

Environment: The Fugue Plane

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

Challenge Rating: 11

Treasure: Standard plus +1 *whip of stinging*

Alignment: Always lawful evil

Advancement: 11-20 HD (Large); 21-30 HD (Huge)

Level Adjustment: –

This enormous skeletal creature is clad in a billowing, black-cowled robe. Upon closer inspection, its alien head is that of an emaciated vulture with mantis-like mandibles. Its four sunken eyes gleam with a cold and evil yellow light. Its gray-skinned body is almost scaly with knobby lesions. Four bony arms covered with withered sinews, ending in elongated, claw-like hands, sprout from its torso, and four skeletal wings covered in wasted flesh extend from its back. The creature carries an enormous scythe and a wicked whip.

Death devils are more often known as the Tormentors of the Faithless and False or as jerul in the Infernal tongue. Some claim these devils are the result of a bet by Jergal and/or Myrkul with one of the more powerful devil royalty, others that they are a type of devil that have evolved from eons of life on the Fugue Plane. Whatever their origins, they are the most common devils found on the Fugue Plane, and with the leave of Kelemvor (and Cyric, Myrkul, and Jergal before him), they are allowed to extract punishment from the spirits of the Faithless and False.

Death devils stand about 10 feet tall and weigh about 550 pounds. Death devils speak Abyssal, Celestial, Common, and Infernal.

COMBAT

Death devil's are greater torturers and prefer to attack physically, teleporting up close to their foes and using the full attack action. Powerful foes are usually softened up with spell-like abilities.

A death devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its bludgeoning damage reduction is extraordinary, and its silver damage reduction is supernatural.

Detection as Undead (Ex): Death devils register as undead creatures for the purposes of spells and effects that detect undead (such as *detect undead*). A death devil counts as half its HD for the purposes of aura strength.

Exhausting (Su): A death devil's natural weapons, as well as any weapons it wields, cause those struck to become exhausted unless they make a Fortitude save (DC 17) each time they are struck. Exhausted characters move at half speed and take a -6 penalty to Strength and Dexterity. The save DC is Constitution-based.

Ghost Strike (Su): A death devil's natural weapons, as well as any weapons it wields, deal damage normally against incorporeal creatures, regardless of their bonus. In addition, they can deliver sneak attacks or critical hits to an undead creature as if it were not undead.

Fortification (Ex): When a critical hit or sneak attack is scored on the death devil, there is a 50% chance the critical hit or sneak attack is negated, and damage is instead rolled normally. If the death devil gains the fortification quality from another source, such as armor, use the better percentage value.

Necrotic Life (Ex): Even on a failed save, a death devil suffers only half damage from spells and effects that deal hit point damage due to negative energy, such as *inflict* spells, and with a successful save, a death devil suffers no damage.

Rebuke Undead (Su): Death devils may rebuke undead (see page 159 of the *Player's Handbook*) as a 12th-level cleric at will. (Note a death devil's ranks in the Knowledge (religion) grant the devil a +2 synergy bonus on turning checks.)

Resurrection (Sp): Once per decade, a death devil is able to resurrect a soul on the Fugue Plane. However, the fiend never agrees to do so unless the soul is willing to make devilish promises to perform evil, subject its soul to torment when it dies next, or the like. This works as the spell *resurrection*, except the target is also automatically subject to a Heightened (9th-level) *mark of justice* spell that ignores spell resistance. Should the target have the *mark of justice* removed, the devil will know it and hunt the offender down to the best of its ability with the goal of capturing their soul for eternal torment (such faithlessness even garners the devil Kelemvor's approval).

Sadism (Ex): For every 10 points of damage, lethal or nonlethal, a death devil deals in a round, it gains a +1 luck bonus on attacks rolls, saving throws, and skill checks during the next round.

See in Darkness (Su): All baatezu can see perfectly in darkness of any kind, even that created by *deeper darkness*.

Spell-like Abilities: At will – *animate dead*, *greater teleport* (self plus 50 pounds of objects only), *dimensional anchor* (+15 ranged touch attack); 3/day – *deeper darkness*, *desecrate*; 1/day – *enervation* (+15 ranged touch attack), *unboly blight* (DC 17). Caster level 10th. The save DC is Charisma-based.

Summon Baatezu (Sp): Once per day, a death devil can attempt to summon 2d10 lemures or 1d4 kocrachons (see the *Book of Vile Darkness*; use bearded devils if this source is not available) with a 50% chance of success, or another death devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

DEATH DEVILS IN FAERÛN

Death devils are loathe to leave their privileged positions on the Fugue Plane for Faerûn, but have been known to answer planar ally and planar binding spells. However, most of these fiends found in the mortal realm, are most likely there to collect on a bargain made with a once dead mortal or collect their vengeance on mortals who have reneged on their bargains. Such collectors will often stalk what their prey finds precious first, especially family members, before turning to the torment of their double-dealing quarry.

NEW MAGIC WEAPON SPECIAL ABILITY (SIDEBAR)

Stinging: This ability can only be applied to whips and similar weapons that deal lesser or no damage against creatures with armor or natural armor. This weapon deals normal damage against creatures with armor or natural armor.

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *gaseous form*; Price +1 bonus.

CREDIT

Author Thomas M. Costa.

DEATH DEVIL CREATION

Large Outsider

Hp: (10 x 4.5 HD) + (10 x 2 Con) = 45 + 20 = 65

Base Attack/Grapple: +10/+10 BAB +4 size + Str = +19

Full Attack: +10 BAB -1 size +5 Str +1 masterwork scythe/whip = +15 or +14 with claw, with Multiweapon -4 to all attacks, but -2 with claw from Multiattack; +10 BAB +6 Dex -1 size = +15 ray

Saves: F +7 good +2 Con = +9, R +7 good +6 Dex = +13, W +7 good +3 Wis = +10

Skill Points: (8 + Int modifier) x (HD +3) = 10 x 13 = 130; class skill max ranks = HD +3 = 13

Skills: Bluff 13 +3 Cha = +16, Climb 0 +5 Str +2 use rope synergy = +5 (+7 involving climbing ropes), Concentration 13 +2 Con = +15, Diplomacy 0 +3 Cha +2 bluff synergy +2 sense motive synergy = +7, Disguise 0 +3 Cha +2 bluff synergy = +3 (+5 to act in character), Escape Artist 0 +6 Dex +2 use rope synergy = +6 (+8 involving ropes), Heal 13 +3 Wis = +16, Intimidate 13 +3 Cha +2 bluff synergy = +18, Knowledge (religion) 13 +2 Int = +15, Knowledge (the planes) 13 +2 Int = +15, Listen 13 +3 Wis = +16, Sense Motive 13 +3 Wis = +16, Spot 13 +3 Wis = +16, Survival 0 +3 Wis +2 knowledge synergy = +3 (+5 when on other planes), Use Rope 13 +6 Dex = +19

Feats: 1 + (1 per 3 HD) = 4 +2 bonus

Challenge Rating: Old Method Base: 14 for hp, +1 for speed, attacks, exhausting, ghost strike, sadism, rebuke undead, darkvision/see in darkness/telepathy, saves/abilities, skills/feats, +2 for AC, spell-like/summon, damage reduction, fortification/necrotic life, immunities/resistances, spell resistance = 35/3 = 11; Compare to a hezrou and about right (less hit points, but better attacks and much better defenses)

Level Adjustment: See *Savage Species*, p. 19-24, too high

DCs: exhausting (10 +5 HD +2 Con = 17), spell-like (10 +3 Cha + spell level)

Notes: Some of the language is adapted from the discussion of half-undead in *Dragon Magazine* #313 (November 2003). The ghost strike ability is modeled on the weapon ability in *Libris Mortis* (2004). Kocrachons are noted as Hell's favorite torturers and the sadism ability is modeled on them.

FIEND, HORDLING

	Small Outsider (Evil, Extraplanar)	Medium Outsider (Evil, Extraplanar)
Hit Dice:	1d8 (4 hp)	4d8+4 (22 hp)
Initiative:	+6	+5
Speed:	20 ft. (4 squares)	30 ft. (6 squares)
Armor Class:	15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+1/-3	+4/+6
Attack:	Claw +2 melee (1d4)	Claw +6 melee (1d6+2)
Full Attack:	2 claws +2 melee (1d4)	2 claws +6 melee (1d6+2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Powers of the wicked	Powers of the wicked
Special Qualities:	Darkvision 60 ft., immunity to cold and fire, powers of the wicked, resistance to acid 10 and electricity 10	Darkvision 60 ft., immunity to cold and fire, powers of the wicked, resistance to acid 10 and electricity 10
Saves:	Fort +2, Ref +4, Will +0	Fort +5, Ref +5, Will +4
Abilities:	Str 11, Dex 15, Con 10, Int 6, Wis 7, Cha 10	Str 15, Dex 13, Con 12, Int 6, Wis 7, Cha 10
Skills:	Climb +4, Intimidate +4, Jump -2, Listen +2, Spot +2, Survival +2	Climb +9, Intimidate +7, Jump +9, Listen +5, Spot +5, Survival +5
Feats:	Improved Initiative	Improved Initiative, Iron Will
Environment:	Shavarath and Mabar (Eberron)/Barrens of Doom and Despair and the Bloodrift (Forgotten Realms)/Gray Wastes of Hades (Greyhawk)/Shadowlands (Rokugan)	
Organization:	Solitary, party (3-6), cell (7-12), or nest (3-12 cells)*	
Challenge Rating:	2*	4*
Treasure:	Standard	
Alignment:	Always neutral evil	
Advancement:	2-3 HD (Small)	5-6 HD (Medium)
Level Adjustment:	+8*	+8*

	Large Outsider (Evil, Extraplanar)	Huge Outsider (Evil, Extraplanar)
Hit Dice:	7d8+21 (52 hp)	13d8+65 (123 hp)
Initiative:	+4	+3
Speed:	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed 14	16 (-2 size, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+7/+17	+13/+31
Attack:	Claw +12 melee (1d8+6)	Claw +21 melee (2d6+10)
Full Attack:	2 claws +12 melee (1d8+6)	2 claws +21 melee (2d6+10)
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	Powers of the wicked	Powers of the wicked
Special Qualities:	Darkvision 60 ft., immunity to cold and fire, powers of the wicked, resistance to acid 10 and electricity 10	Darkvision 60 ft., immunity to cold and fire, powers of the wicked, resistance to acid 10 and electricity 10
Saves:	Fort +8, Ref +5, Will +5	Fort +13, Ref +7, Will +8
Abilities:	Str 23, Dex 11, Con 16, Int 6, Wis 7, Cha 10	Str 31, Dex 9, Con 20, Int 6, Wis 7, Cha 10
Skills:	Climb +16, Intimidate +10, Jump +20, Listen +8, Spot +8, Survival +8	Climb +26, Intimidate +16, Jump +30, Listen +14, Spot +14, Survival +14
Feats:	Improved Initiative, Iron Will, Power Attack	Cleave, Improved Initiative, Improved Sunder, Iron Will, Power Attack
Environment:	Shavarath and Mabar (Eberron)/Barrens of Doom and Despair and the Bloodrift (Forgotten Realms)/Gray Wastes of Hades (Greyhawk)/Shadowlands (Rokugan)	
Organization:	Solitary, party (3-6), cell (7-12), or nest (3-12 cells)*	
Challenge Rating:	6*	10*
Treasure:	Standard	
Alignment:	Always neutral evil	

Advancement:	8-12 HD (Large)	14-24 HD (Huge)
Level Adjustment:	+8*	+8*

Each of these fiendish creatures is completely different from the rest, some with animal-like features, others humanoid, some slithering about the ground, while others float above, some with hooved feet, others with lobster-like limbs. The only constant is a palpable aura of malignance.

Hordlings are found in abundance on all fiendish planes. They roam these dark planes, preying on those weaker than themselves, including other hordlings. Hordlings are petty, hateful, vile, and hideous fiends, most likely one step removed from fiendish larva. They sometimes serve under strong leaders, such as night hags, but few leaders maintain hordlings for long, for they are unruly, quarrelsome, and untrustworthy.

Hordlings vary wildly in size and appearance. These creatures have no set racial form or standard powers, but all are clearly not mere humanoids – for that matter many are not even vaguely humanoid – and all have at least some small amount of power. The exact appearance of a given hordling creature can be determined randomly (see tables below). Hordlings understand Abyssal and Infernal, however, most are illiterate and some are incapable of speech.

*The challenge rating and level adjustment for hordlings are averages. Some allowable variations may generate rare combinations that add plus or minus 1 to the creature's challenge rating or level adjustment. Moreover, because hordlings sometimes have powers that can enhance their fellow party or cell members, the encounter level of groups of these creatures, particularly with advance planning, can sometimes be higher than the expected encounter level.

For ease of use, DMs should feel free to mix certain other creatures, especially aberrations such as the choker, chuul, ettercap, and grick, or even the athach, destrachan, ethereal filcher, skum, and umber hulk, in with hordling parties and cells and treat them as hordlings. Simply tweak their descriptions and reclassify these creatures as Outsiders with the Evil and Extraplanar subtypes and add immunity to cold and fire and resistance to acid 10 and electricity 10. These changes add +1 to the challenge rating and +1 to the level adjustment of the base aberration.

COMBAT

Given the extreme variety of options that each hordling may have available in combat, they have no set form of attack, but will use whatever powers they have to best press their advantage and achieve their cruel ends.

Powers of the Wicked: The wicked nature of hordlings grants each hordling 3-6 special powers chosen from the list below. For the purpose of balance, powers denoted with a dagger (†) count as two powers. Powers denoted with a double dagger (‡) can be taken twice and their effects stack as noted. You may determine what powers each creature has randomly with a percentile roll (reroll duplicative powers that you can't take twice), choose yourself, or use a mix of both methods. Powers will often help determine, in part, the appearance of the creature. For example, a hordling with an additional +8 bonus to its natural armor, might have a lobster-like shell; a hordling with a flight speed might have wings; and a hordling with a longer reach and the constrict special attack might have long, tentacled arms. Dungeon Masters should feel free to consider other powers or crafting even more bizarre variations of these creatures using the rules for creating new monsters in the *Monster Manual*.

- 1-2 = *Improved natural armor*†: The creature gains a +4 bonus to its natural armor. This power can be chosen twice, stacking the bonuses.
- 3-4 = *Natural flyer* (Ex): The creature gains a natural flight speed equal to its standard speed with average maneuverability. The creature may have wings or not.
- 5-6 = *Natural burrower* (Ex): The creature gains a natural burrow speed equal to half its standard speed.
- 7-8 = *Natural climber* (Ex): The creature gains a natural climb speed equal to its standard speed. The creature has a +8 racial bonus on Climb checks. It can always choose to take 10 on Climb checks, even if rushed or threatened. It may use its Strength or Dexterity modifier for Climb checks.
- 9-10 = *Natural swimmer* (Ex): The creature gains a natural swim speed equal to its standard speed. The creature gains the Aquatic subtype and 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.
- 11-12 = *Fast movement*† (Ex): The creature doubles the speed of one type of movement. This power can be chosen twice, either applying it to different types of movement or tripling the speed of one type of movement.
- 13-14 = *Additional natural attack*† (Ex): The creature gains an additional natural attack such as a bite, sting, gore, or tail slap, or even an additional claw attack. The attack does 1d4 points of damage if Small, 1d6 if Medium, 1d8 if Large, and 2d6 if Huge. This power may be chosen twice, each time granting a new additional natural attack.
- 15-16 = *Extra Reach*†: The creature adds +5 ft. to its Reach. This power may be chosen twice to add +10 ft. to Reach.
- 17-18 = *All-Around Vision* (Ex): The creature has extra eyes granting them a +4 racial bonus to Search and Spot checks. In addition, the creature cannot be flanked.
- 19-20 = *Blindsight*† (Ex): The creature gains the blindsight out to 60 ft. This power may be chosen twice to double the range.

- 21-22 = *Blood Drain (Ex)*: The creature can suck blood from a living victim with a specified attack (usually a bite) by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the creature gains 5 temporary hit points.
- 23-24 = *Breath weapon† (Su)*: The creature gains the breath weapon special attack of one type of half-dragon (see the *Monster Manual* and *Draconomicon*) or a 30-foot cone of gas that otherwise functions like a *stinking cloud* spell. This power may be chosen twice to grant the creature two different types of breath weapon.
- 25-26 = *Change shape (Su)*: The creature can assume the shape of any giant or humanoid within one size category of itself. In giant or humanoid form, the creature loses its natural attacks. The creature can remain in its giant or 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. When using its change shape ability, the creature gets an additional +10 circumstance bonus on Disguise checks.
- 27-28 = *Constrict (Ex)*: The creature gains the constrict special attack, dealing damage equal to its claw attack + its Str modifier.
- 29-30 = *Damage reduction (Su)*: The creature gains damage reduction with a vulnerability to one of the following materials: cold iron, silver, wood, or magic. The amount of damage reduction is dependent on the creature's Hit Dice: 1-6 HD is 5/specified material and 7+ HD is 10/specified material.
- 31-32 = *Disease† (Ex)*: The creature can transmit a specified non-supernatural disease with one of its melee attacks (such as claws or bite). The save DC is equal to 10 + 1/2 the creature's HD + the Creature's Con modifier. This power can be chosen twice to allow the selection of a supernatural disease.
- 33-34 = *Energy touch (Ex)*: The creature generates some form of energy such that its mere touch deals 1d6 points of additional energy damage.
- 35-36 = *Fast healing (Ex)*: The creature gains fast healing 3.
- 37-38 = *Ferocity (Ex)*: The creature is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.
- 39-40 = *Frightful presence (Ex)*: The creature gains the frightful presence special attack.
- 41-42 = *Gaze attack† (Su)*: The creature gains one of three types of gaze attack all with a range of 30 feet: Ability damage deals 1d4 points of ability damage to a specified ability score of targets, unless they make a Fortitude save to negate the effect; Charm charms targets as though by a charm monster spell unless they make a Will save to negate the effect; Petrification turns targets to stone permanently unless they make a Fortitude save to negate the effect. The save DCs are Charisma-based. This power counts as two powers for the purpose of determining the number of powers the creature has.
- 43-44 = *Immunity to disease and poison (Ex)*: The creature gains immunity to disease (including afflictions) and poison (including ravages).
- 45-46 = *Immunity to mind-affecting effects (Ex)*: The creature gains immunity to all mind-affecting effects.
- 47-48 = *Evasion† (Ex)*: The creature gains the evasion class feature of a rogue. This power can be chosen twice, allowing the creature to gain the improved evasion class feature.
- 49-50 = *Improved grab (Ex)*: To use this ability, the creature must hit a creature of up to one size larger than itself with a specified attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it has the constrict ability and wins the grapple check, it establishes a hold and can begin to constrict.
- 51-52 = *Improved vision (Ex)*: The creature gains darkvision 120 ft., low-light vision, and a +4 racial bonus to Search and Spot checks.
- 53-54 = *Infernal wound (Ex)*: Every time a creature hits with one of its natural attacks (such as claws or bite), it causes a persistent wound. Any creature so injured loses 1 additional hit point each round. The wound does not heal naturally and resists magical healing. The continuing hit point loss can be stopped by a Heal check (DC 11 + the creature's Con modifier), or a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* or *heal* spell on a target damaged by the creature's attack must succeed on a caster level check against the same DC as the Heal check, or the spell has no effect. A successful level check automatically stops the continuing hit point loss and restores hit points as normal.
- 55-56 = *Paralysis (Ex)*: Those hit by the creature's natural attacks must succeed on a Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Constitution-based.
- 57-58 = *Poison† (Ex)*: The creature can transmit a specified injury poison with a price of up to 250 gp with one of its melee attacks (such as claws or sting). The save DC is equal to 10 + 1/2 the creature's HD + the creature's Con modifier. This power can be chosen twice to allow the selection of an injury poison with a value of up to 1000 gp.
- 59-60 = *Pounce and Rake (Ex)*: The creature gains the pounce and rake special attacks. Pounce allows the creature to make a full attack, including a rake attack, if it charges. Rake allows the creature to make an additional attack with its full attack bonus and deal the same damage as its claw attack plus 1/2 its Strength modifier.

- 61-62 = *Powerful charge (Ex)*: The creature gains the powerful charge special attack and can deal triple damage with such an attack.
- 63-64 = *Rage (Ex)*: If the creature takes damage in combat, it flies into a berserk rage on its next turn, attacking madly until it or its opponent is dead. It gains a +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.
- 65-66 = *Resistance to energy $\frac{1}{2}$ (Ex)*: The creature gains resistance to a specific energy type 10. This power can be chosen twice to either apply to a new energy type or stack the resistance on an existing resistance.
- 67-68 = *Scent (Ex)*: The creature gains the scent special quality and an additional +4 racial bonus on Survival checks when tracking by scent.
- 69-70 = *Smite good (Su)*: Once per day, the creature can make a normal melee attack to deal extra damage equal to its total Hit Dice (maximum of +20) against a good foe.
- 71-72 = *Spell resistance $\frac{1}{2}$ (Ex)*: The creature gains spell resistance equal to 5 + its Hit Dice. This power can be chosen twice to add +5 to the spell resistance.
- 73-74 = *Spell-like ability, medium $\frac{1}{2}$ (Sp)*: Use Table 7-22: Scroll Spell Levels, using the medium column, to determine the spell level of a single arcane spell. Then use Table 7-23: Arcane Spell Scrolls to determine which spell the creature can use 1/day. The caster level equals the minimum caster level or the creature's Hit Dice, whichever is greater. The creature casts the spell as a sorcerer; the save DC is Charisma-based. This power can be chosen as a psionic power instead of a spell-like ability. This power can be chosen twice, each time applying to a new spell.
- 75-76 = *Spell-like ability, minor $\frac{1}{2}$ (Sp)*: Use Table 7-22: Scroll Spell Levels, using the minor column, to determine the spell level of a single arcane spell. Then use Table 7-23: Arcane Spell Scrolls to determine which spell the creature can use 3/day. The caster level equals the minimum caster level or the creature's Hit Dice, whichever is greater. The creature casts the spell as a sorcerer; the save DC is Charisma-based. This power can be chosen as a psionic power instead of a spell-like ability. This power can be chosen twice, each time applying to a new spell.
- 77-78 = *Tremorsense $\frac{1}{2}$ (Ex)*: The creature gains tremorsense out to 60 ft. This power may be chosen twice to double the range.
- 79-80 = *Trip (Ex)*: When the creature hits with a specified attack (usually a bite attack), it can attempt to trip the opponent (+1 modifier if Small, +3 if Medium, +5 if Large, and +7 if Huge) 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 creature.
- 81-82 = *Uncanny dodge $\frac{1}{2}$ (Ex)*: The creature gains the uncanny dodge class feature of a rogue. This power can be chosen twice, allowing the creature to gain the improved uncanny dodge class feature.
- 83-84 = *Ability score bonus $\frac{1}{2}$* : The creature gains a +4 bonus to an ability score. This power can be chosen twice, either to apply to two different ability scores or to stack on the same ability score.
- 85-86 = *Skill check bonus $\frac{1}{2}$* : The creature gains a +6 racial bonus to a skill check. This power can be chosen twice, either to apply to two different skill checks or to stack on the same skill check.
- 87-88 = *Bonus feat $\frac{1}{2}$* : The creature gains a bonus feat and may ignore the normal prerequisites for the feat. This power can be chosen twice, each time applying to a different feat.

Some hordlings lack some of the average abilities of their kind, gaining detriments. They gain an additional power for each detriment the creature has. A detriment cannot be taken more than once.

- 89-90 = *Ability score penalty*: The creature gains a -6 penalty to an ability score. Ability scores cannot be lowered below 1.
- 91-92 = *Less Tough (Ex)*: The creature has no natural armor and gains a -2 penalty to either its Strength or Constitution score. Ability scores cannot be lowered below 1.
- 93-94 = *Sightless (Ex)*: The creature is blind and lacks darkvision. It is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. It cannot make Spot checks unless it has blindsight and cannot gain darkvision or low-light vision.
- 95-96 = *Slow (Ex)*: The creature's base speed is halved (use the original base speed to determine flight, burrow, climb, and swim speeds if applicable) and gains a -2 penalty to its Dexterity score. Ability scores cannot be lowered below 1.
- 97-98 = *Unthreatening (Ex)*: The creature has no claw attacks and only one slam attack that deals a base 1d2 points of nonlethal damage if Small, 1d3 if Medium, 1d4 if Large, and 1d6 if Huge.
- 99-00 = *Vulnerability to Energy (Ex)*: The creature takes half again as much (+50%) damage as normal from a specified energy type, regardless of whether a saving throw is allowed, or if the save is successful. Vulnerability to energy negates any resistance or immunity to that energy type.

HORDLING APPEARANCE

One of the essential allures of using hordlings is the mystery surrounding each member's appearance, powers, and detriments. The following charts are presented to create unique looking members. DMs may roll on as many of the random tables as they

like to determine the appearance of any particular hordling or determine each creature's appearance as appropriate or combine both approaches however they like.

While most random combinations will work with any powers of the wicked the creature may have, DMs should feel free to ignore or reroll any combination that seems unworkable to them or add appropriate descriptive elements based on the individual hordling's powers. A roll on the appearance tables below cannot grant the creature additional powers. A result that would seemingly grant the creature an additional power of the wicked instead is nonfunctional. For example, if the creature rolls bat-wings but cannot fly, the wings are small and/or of insufficient power to allow the creature to fly. Similarly, a roll that gives the creature fangs does not grant the creature a bite attack.

Head

- 1 = Wedge-shaped
- 2 = Conical
- 3 = Discoid
- 4 = Spherical
- 5 = Cubical
- 6 = Ovoid

Head Adornment

- 1 = Bald
- 2 = Mane
- 3 = Frills
- 4 = Lumps
- 5 = Spikes (2-8)
- 6 = Horns (1-4)

Ears

- (1-4 = 2 ears, 5-6 = 4 ears)
- 1 = Large, pointed
- 2 = Small, pointed
- 3 = Large, drooping
- 4 = Large, fan-like
- 5 = Huge, humanoid
- 6 = None

Eyes

- (1-2 = 1 eye, 3-5 = 2 eyes, 6 = 3 eyes)
- 1 = Huge, protruding
- 2 = Small, stalked
- 3 = Large, turreted
- 4 = Small, sunken
- 5 = Large, round
- 6 = Small, slitted

Eye Color

- 1 = Dull black
- 2 = Purple
- 3 = Metallic
- 4 = Maroon
- 5 = Blank white
- 6 = Opalescent

Nose

- 1 = Wide, protruding
- 2 = Slits only
- 3 = Hanging snout
- 4 = Long, pointed
- 5 = Large, many-warted

- 6 = Narrow, beaked

Mouth

- (1-4 = normal, 5-6 = enormous)
- 1 = Protruding tusks
- 2 = Many small fangs
- 3 = Long canines
- 4 = Small tusks
- 5 = Crushing teeth
- 6 = Saw-toothed

Overall Visage

- 1 = Gibbering, drooling
- 2 = Glaring, menacing
- 3 = Twitching, crawling
- 4 = Wrinkled, seamed
- 5 = Hanging, flaccid
- 6 = Rotting, tattered

Coloration

- 1 = Black-brown
- 2 = Russet-red
- 3 = Orange-yellow
- 4 = Olive-green
- 5 = Blue-purple
- 6 = Gray-white

Skin

- 1 = Thick
- 2 = Woody, fibrous
- 3 = Waxy
- 4 = Stony
- 5 = Metallic
- 6 = Fleishy

Neck

- 1 = Short, thick
- 2 = Short, thin
- 3 = Long, thick
- 4 = Thrust forward, thick
- 5 = Long, thin
- 6 = None apparent

Torso

- 1 = Fat
- 2 = Rubbery
- 3 = Thin
- 4 = Narrow, long

- 5 = Wide

- 6 = Short, thick

Back

- 1 = Humped
- 2 = Hunched
- 3 = Knob-maned
- 4 = Bristle-maned
- 5 = Fan-winged
- 6 = Bat-winged

Arms

- (1 = 1 arm, 2-5 = 2 arms, 6 = 3 or 4 arms)
- 1 = Multi-jointed
- 2 = Telescoping
- 3 = Short, thick
- 4 = Trunk-like
- 5 = Long, thin
- 6 = Tentacle

Hands

- 1 = Large, thick-fingered
- 2 = Clawed
- 3 = Taloned
- 4 = Pincer-like
- 5 = Barbed
- 6 = Knobbed

Legs

- (1-4 = 2 legs, 5 = 3 legs, 6 = 4 legs)
- 1 = Long, thin
- 2 = Short, bowed
- 3 = Short, massive
- 4 = Springing
- 5 = Hopping
- 6 = Serpentine tail, no legs

Feet

- 1 = Prehensile toes, long
- 2 = Full hoofed
- 3 = Splay hoofed
- 4 = Clawed
- 5 = Suckered
- 6 = Full webbed

Tail

- 1 = Long, prehensile

2 = Short
 3 = Long
 4 = Long, clubbed
 5 = Long, barbed
 6 = None

Miscellaneous Features

(1-2 = 0 features, 3-4 = 1 feature, 5-6 = 2 features)
 1 = Forked tongue

2 = Hairless body
 3 = Covered in feathers
 4 = Boneless/amorphous
 5 = Foul smelling
 6 = Animalistic feature or features

HORDLINGS IN EBERRON

Hordlings are found in numbers amidst Shavarath, the Battleground. There they are scavengers, picking over battlefield corpses of celestials and fiends. At times, they are pressed into service by devils or demons, whereupon they serve as fodder for the puissance of the archons, softening the celestial host for the might of the fiends. However, Mabar, the Endless Night, is believed to be the home plane of these noisome creatures, who dream of little more than slaughtering the mortals of Eberron at the behest of their yugoloth masters. (As the night hags of Eberron are neither extraplanar nor evil, these fiends are rarely found in their service.)

HORDLINGS IN FAERÛN

These creatures are native to the Barrens of Doom and Despair and the Bloodrift, where their numbers are seemingly endless. Nevertheless, they sometimes escape into the Realms themselves through planar rifts or other summonings, where they revel in little more than mayhem until destroyed.

The Realms are also home to the Night Parade....

Night Parade: Frightening in monstrous variety and ambition, the self-named Night Parade consists of bizarre, otherworldly creatures that have established small colonies in cities across the Realms. The Night Parade sought to colonize the Realms to escape their own world, and having done so, wish to live in safety and security while ruling the humanoids among whom they dwell. The only other clear agenda of the Night Parade is to abduct humanoid infants to magically alter them into their own. The Night Parade creatures adopt and care for their newborns much like a normal family, and the transformed children lose any emotional or physical ties to their birth parents. The Night Parade has adopted the mark of a purple eye of swirling energy with a black pupil, symbolic of entropic creatures of nightmare by which they were born.

In the Year of the Serpent (1359 DR), Lord of Arabel and Harper Myrmeen Lhal exposed the Night Parade's existence in Calimport, shocking even the most jaded pashas into alert fear of what lay in their midst. At that time, the Night Parade numbered 6,000 strong amidst the squalor of the City of Sultans' alleys and sewers, only exiting their lairs by night and thus earning their name. Through various adventures while searching for her daughter, long ago lost to the Night Parade, Lhal slew many of the monsters, and in the process she destroyed a Night Parader whose hypnotic powers kept most folk from noticing the existence of these strange creatures among them. In the resulting panicked riots, nearly every Night Parader within Calimport was destroyed. Myrmeen Lhal returned to Arabel and alerted other leaders in the Realms so none would be unaware of the dangers among them.

Still, given the immeasurable depths and labyrinths of Dark Calimport, the Muzhahajaarnadah, a number of the monsters managed to survive the "Nightcleansing," as many Calishites called that bloody night, long ago. With their numbers sorely depleted, the Night Parade went into hiding, or they traveled beyond Calimport, to places that did not suspect their presence.

A year after the Nightcleansing, in the Year of the Turret (1360 DR), a squad of Night Parade creatures infiltrated Arabel and attempted to open a *portal* through which hundreds of their kind could enter and overthrow the city's appointed lord. Although unsuccessful, their efforts demonstrated that the Night Parade was a threat to cities across the Realms, confirming the warnings of the King's Lord of Arabel.

Among the Harpers of Arabel, Lorya Songheart has developed an intriguing theory about the Night Parade. After investigating all available lore about the creatures and conducting personal interviews with Lord Lhal, Lorya posed a new idea that fits in with her other studies of magic-using nonnative beings across the Realms: The Night Parade might not be otherworldly, after all, but merely a magically transformed enclave of wizards and beings from Netheril. In fact, Lorya is correct. In -681 DR, the Year of Nightmares, Netherese arcanists emigrated to the Demiplane of Nightmares, and the magical energies of that nightmarish realm transformed their descendents into the assortment of horribly twisted creatures now known as the Night Parade.

Over the ensuing years since the Nightcleansing, the Night Parade has managed to rebuild itself. To avoid another disastrous blow, they no longer rely on charms and hypnosis to avoid detection but stealth and cunning. Since each cell is rarely larger than a dozen members, the discovery of one cell does not betray the existence of all. Within Calimport, the Night Parade numbers no less than 75 creatures. The Night Parade is also known to infest many other cities, including Athkatla (217 members), Iriaebor (27 members), Keltar (40 members), Myratma (102 members), Nimpeth (45 members), Sheirtalar (1,485 members), Teshburl (18 members), and Urmlaspyr (9 members). The Parade had infiltrated Westgate, but was destroyed by the Night Masks, who were unwilling to brook any interference with their plans for the city. In addition, Those Who Harp have actively sought to expose the Night Parade across the Realms (almost destroying the Iriaebor cell, among others), continuing the ongoing war between the two groups. Faced with mounting losses, the Night Parade has been forced to seek out Netherese

ruins across Faerûn in the hopes of recovering powerful artifacts to use in their own defense. Unfortunately, their contacts with the returned city of Shade, have found their one-time brethren disgusted with the Parade, leaving them with at least one less potential ally. Rumors, however, suggest the Night Parade may have allied with the malaugrym and are seeking a way to ally with the mad skulls of Skullport (see below).

Among the more prominent Night Parade leaders in Calimshan are the Naga, who appears much like a true naga, and his partner Master Khanar, a headless man with eyes on his fingertips and mouths in his palms, Lady Seryx y Tarub, who appears as a scaled vulture with an alligator-like head, and the most dangerous Night Parade leader, Nadim the Hound who looks like nothing more than a common street mongrel.

Though there is no connection between hordlings and the Night Parade, Night Parade creatures can be treated as hordlings with the Aberration type and no subtypes, and the following additional modifications: no immunity to cold and fire, no resistance to acid 10 and electricity 10, add *transformation of the Parade* special ability (see below), Strength -4, Intelligence +4, Wisdom +2, and add racial skill bonuses (see below). Change shape is a common power of the wicked among the Night Parade. Night Parade creatures often advance by character class, but do not reach Huge size. These changes require subtracting 1 from the challenge rating and subtracting 2 from the level adjustment and recalculating attack bonuses, damage, saves, and skills and warrant a slight change in feat selection (see below). The warm plains of Calimshan's urban centers are their native environment. Night Parade creatures are usually chaotic evil in alignment. Most Night Parade creatures speak Common, Alzhedo, and their own strange tongue. (DMs should feel free to incorporate rules from *Heroes of Horror* into adventures involving the Night Parade. For example, the original Netherese arcanists that traveled to the Demiplane of Nightmares could have been tainted scholars and the Demiplane could follow the suggestions written for nightmare realms. The Demiplane could also mimic the Far Realm detailed in the *Manual of the Planes*. In that case, Night Parade creatures should also have immunity to the maddening effects of the Realm.)

Transformation of the Parade (Sp): Members of the Night Parade cannot produce offspring of their own. They steal or kidnap human infants and pre-pubescent children, gather them, bind them, and during an hours-long magical ritual transform the children into the next generation of the Night Parade. The ritual requires the creation of an electricity-charged magical apparatus of great power, which acts as a *portal* to the Demiplane of Nightmare, and the powers of five or more Night Parade creatures. The result is either totally random or intentionally hideous, for the transformed child rarely looks even remotely like the race that spawned it. The subject becomes forever a Night Parade creature, losing all of its previous classes and abilities. At this point, only a *wish* or *miracle* spell can restore the victim.

Skills: Night Parade creatures have a +2 racial bonus on Bluff, Hide, Move Silently, and Survival checks.

Small Night Parade Creature: CR 1; Level Adj +6; Small aberration; Base Atk +0; Grp -6; Atk -1 melee (1d4-2, claw); Full Atk -1/-1 melee (1d4-2, 2 claws); SA powers of the wicked; SQ darkvision 60 ft., powers of the wicked; AL NE; SV Fort +0, Ref +2, Will +1; Str 7, Int 10 Wis 9.

Skills and Feats: Bluff +4, Hide +8, Listen +1, Move Silently +4, Spot +1, Survival +3; Improved Initiative.

Medium Night Parade Creature: CR 3; Level Adj +6; Medium aberration; Base Atk +3; Grp +3; Atk +3 melee (1d6, claw); Full Atk +3/+3 melee (1d6, 2 claws); SA powers of the wicked; SQ darkvision 60 ft., powers of the wicked; AL NE; SV Fort +2, Ref +4, Will +3; Str 11, Int 10, Wis 9.

Skills and Feats: Bluff +4, Hide +5, Listen +2, Move Silently +5, Spot +2, Survival +3; Improved Initiative, Lightning Reflexes.

Large Night Parade Creature: CR 5; Level Adj +6; Large aberration; Base Atk +5; Grp +13; Atk +8 melee (1d8+4, claw); Full Atk +8/+8 melee (1d8+4, 2 claws); SA powers of the wicked; SQ darkvision 60 ft., powers of the wicked; AL NE; SV Fort +5, Ref +4, Will +4; Str 19, Int 10, Wis 9.

Skills and Feats: Bluff +4, Hide +2, Listen +3, Move Silently +5, Spot +3, Survival +4; Improved Initiative, Lightning Reflexes, Power Attack.

HORDLINGS IN OERTH

Rumors persist of a great artifact lost among the planes of the World of Greyhawk, called the *Bringer of Doom*, which is capable of summoning forth an army of these revolting creatures from a wicked plane known as the Gray Wastes of Hades. Such a device, should it ever make its way back to the Prime Material Plane could lead to unimaginable devastation.

Bringer of Doom: The Age of Doom is so long in the past that it cannot even be conceived of by mortals. It was a time of great lamenting, for the society of that age was destroyed in the twinkling of an eye. Their own powerful magics and exalted sciences became too great for them, and their passions overcame their senses. In a great wave of power, the race destroyed itself, leaving but one remnant. It would have been better had they left nothing behind, but the major artifact known as the *Bringer of Doom* somehow survived that great holocaust.

The *Bringer of Doom* is a small box with a strange, circular red gem set upon its top. If the gem is touched and depressed, the box itself explodes in a blinding flash of power and destruction. So great is the force of the blast that everything within 100 feet of the item (including the user and the box) is utterly destroyed. The explosion also opens a temporary, one-way *portal* to the

Gray Wastes of Hades, from which 10 to 1,000 hordlings pour forth and rain destruction down upon everything they encounter. There is a 10 percent chance that some other, greater fiend, often a greater yugoloth or night hag, will come through the rift as well.

The *Bringer of Doom* always reforms after destruction and manages to be discovered at a later time by the unknowing.

HORDLINGS IN ROKUGAN

Shadowlands oni of the Oriental world of the Five Rings come in innumerable permutations. Amongst the Shadowlands, hordlings are known as the hori no oni and serve side-by-side with the bakemonos of the Shadowlands armies. In truth, some suspect they are the offspring of the bakemono and more powerful oni or other Shadowlands creatures.

Hori no oni are treated as hordlings with the following modifications: no Extraplanar subtype, add Native and Shadowlands subtypes, no immunity to cold and fire, no resistance to electricity 10, add immunity to poison, retain resistance to acid 10, add resistance to cold 10 and fire 10, add fear aura (see below), add telepathy, and add a taint score of 7. Hori no oni only receive 2-5 powers of the wicked. The Shadowlands are their native environment. Hori no oni creatures are always chaotic evil in alignment. Most hori no oni speak Shadowlands and Rokugani (Common).

Fear Aura (Su): Oni are shrouded in a constant aura of terror and evil. Creatures within a 30-foot radius must succeed at a Will save (DC 10 + 1/2 the oni's Hit Dice + the oni's Charisma modifier) or become shaken. Shaken creatures suffer a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Subjects that make their saving throw against this ability are immune to that oni's aura for one day.

CREDIT

Author Thomas M. Costa, based on original material by Dale Donovan, Steven Schend, Gary Gygax, and others. The Night Parade originally appeared in *Villains' Lorebook* (1997), *Empires of the Shining Sea* (1998), and *Cloak and Dagger* (2000). They are also mentioned in *Lost Empires of Faerûn* (2005). The hordling originally appeared in *Monster Manual II* (1983) and *Planescape Monstrous Compendium Appendix* (1994). The *bringer of doom* originally appeared in the *Outer Planes MC Appendix* (1991) and *Encyclopedia Magica, Volume 1* (1994). A different 3.5E version of the hordling by Robert J. Kuntz appeared in *Dungeon Magazine* #124 (July 2005). This version was written prior to that publication, and I think, offers more options than that fine version without increasing the difficulty of creating hordlings.

HORDLING CREATION

Small-Huge Outsider

Small: 1 x 4.5 HD = 4 hp; Base Atk +1 as fighter; Grp +1 BAB -4 size +0 Str = -3; Full Atk +1 BAB +1 size +0 Str = +2; SV Fort +2 good +0 Con = +2, Ref +2 good +2 Dex = +4, Will +2 good -2 Wis = +0;

Skl (8 -2 Int) x (1 +3) = 24; Climb 4 +0 Str = +4, Intimidate 4 +0 Cha = +4, Jump 4 +0 Str -6 speed = -2, Listen 4 -2 Wis = +2, Spot 4 -2 Wis = +2, Survival 4 -2 Wis = +2; Fts 1 + (1 per 3 HD) = 1.

Medium: (4 x 4.5 HD) + (4 x 1 Con) = 18 +4 = 22 hp; Base Atk +4 as fighter; Grp +4 BAB +2 Str = +6; Full Atk +4 BAB +2 Str = +6; SV Fort +4 good +1 Con = +5, Ref +4 good +1 Dex = +5, Will +4 good -2 Wis = +2 Iron Will = +4;

Skl (8 -2 Int) x (4 +3) = 42; Climb 7 +2 Str = +9, Intimidate 7 +0 Cha = +7, Jump 7 +2 Str = +9, Listen 7 -2 Wis = +5, Spot 7 -2 Wis = +5, Survival 7 -2 Wis = +5; Fts 1 + (1 per 3 HD) = 2.

Large: (7 x 4.5 HD) + (7 x 3 Con) = 31 +21 = 52 hp; Base Atk +7 as fighter; Grp +7 BAB +4 size +6 Str = +17; Full Atk +7 BAB -1 size +6 Str = +12; SV Fort +5 good +3 Con = +8, Ref +5 good +0 Dex = +5, Will +5 good -2 Wis = +2 Iron Will = +5;

Skl (8 -2 Int) x (7 +3) = 60; Climb 10 +6 Str = +16, Intimidate 10 +0 Cha = +10, Jump 10 +6 Str +4 speed = +20, Listen 10 -2 Wis = +8, Spot 10 -2 Wis = +8, Survival 10 -2 Wis = +8; Fts 1 + (1 per 3 HD) = 3.

Huge: (13 x 4.5 HD) + (13 x 5 Con) = 58 +65 = 123 hp; Base Atk +13 as fighter; Grp +13 BAB +8 size +10 Str = +31; Full Atk +13 BAB -2 size +10 Str = +21; SV Fort +8 good +5 Con = +13, Ref +8 good -1 Dex = +7, Will +8 good -2 Wis = +2 Iron Will = +8;

Skl (8 -2 Int) x (13 +3) = 96; Climb 16 +10 Str = +26, Intimidate 16 +0 Cha = +16, Jump 16 +10 Str +4 speed = +30, Listen 16 -2 Wis = +14, Spot 16 -2 Wis = +14, Survival 16 -2 Wis = +14; Fts 1 + (1 per 3 HD) = 5.

CR: Old Method Base: 1 for hp, +1 for AC, immunities, resistances, outsider traits/abilities, +4 for powers of the wicked = 9/3 = 3 and 4 for hp, +1 for AC, immunities, resistances, outsider traits/abilities, +4 for powers of the wicked = 12/3 = 4 and 11 for hp, +1 for AC, immunities, resistances, outsider traits/abilities, +4 for powers of the wicked = 19/3 = 6 and 27 for hp, +1 for AC, immunities, resistances, outsider traits/abilities, +4 for powers of the wicked = 35/3 = 11, but the Small creatures seem a bit weak with their very low hit points, so lower them to 2 and Huge creatures slightly weak so lower to 10 (which is what you get from using the standard advancement rules in the 3.5E MM)..

Level Adj: +1 for AC, immunities, resistances, and +5 for powers of the wicked (assuming 4-5 powers on average, one of which may be worth +2) = +8

Night Parade Math: hp and feats are the same math

Base Attack/Grapple: +0 as cleric/+0 BAB -4 size -2 Str = -6 and +3 as cleric/+3 BAB and +5 as cleric/+5 BAB +4 size +4 Str = +13

Full Attack: +0 BAB +1 size -2 Str = -1 and +3 BAB = +3 and +5 BAB -1 size +4 Str = +8

Saves: F +0 poor +0 Con = +0, R +0 poor +2 Dex = +2, W +2 good -1 Wis = +1 and F +1 poor +1 Con = +2, R +1 poor +1 Dex +2 Lightning

Reflexes = +4, W +4 good -1 Wis = +3 and F +2 poor +3 Con = +5, R +2 poor +0 Dex +2 Lightning Reflexes = +4, W +5 good -1 Wis = +4

Skill Points: (2 + Int modifier) x (HD +3) = 2 x 4 = 8 and 2 x 7 = 14 and 2 x 10 = 20; class skill max ranks = HD +3 = 4 and 7 and 10 (+2 race Bluff, Hide, Move Silently, Survival)

Skills: Small: Bluff 2 +2 race +0 Cha = +4, Hide 0 +2 race +4 size +2 Dex = +8, Listen 2 -1 Wis = +1, Move Silently 0 +2 race +2 Dex = +4, Spot 2 -1 Wis = +1, Survival 2 +2 race -1 Wis = +3

Medium: Bluff 2 +2 race +0 Cha = +4, Hide 2 +2 race +1 Dex = +5, Listen 3 -1 Wis = +2, Move Silently 2 +2 race +1 Dex = +5, Spot 3 -1 Wis = +2, Survival 2 +2 race -1 Wis = +3

Large: Bluff 2 +2 race +0 Cha = +4, Hide 4 +2 race -4 size = +2, Listen 4 -1 Wis = +3, Move Silently 3 +2 Dex = +5, Spot 4 -1 Wis = +3, Survival 3 +2 race -1 Wis = +4

Challenge Rating: Old Method Base: 1 for hp, +1 for AC, +4 for powers of the wicked = $6/3 = 2$ and 4 for hp, +1 for AC, +4 for powers of the wicked = $9/3 = 3$ and 11 for hp, +1 for AC, +4 for powers of the wicked = $16/3 = 5$, but the Small creatures seem a bit weak with their very low hit points, so lower them to 1.

Level Adjustment: +1 for AC and +5 for powers of the wicked (assuming 4-5 powers on average, one of which may be worth +2) = +6

Notes: Hordlings were developed by essentially merging all the 1E and 2E versions of hordlings and the Night Parade.

I didn't increase their ability scores for increases in HD, only for size increases because I do not view them as "advancing," but more as new creatures; some are simply bigger than others, plus it makes them easier to use to have all the basic statistics available.

Hordlings would be the perfect creatures to be summoned with a *summon monster* spell. Unfortunately, their variability does not lend itself to the quick use of a *summon monster* spell, so I have not included notes on using them with such spells.

The Rokugan notes are derived from OA and the errata for OA, particularly as it involves the fear aura.

FIEND, UMBRAL GLOOM

Large Outsider (Evil, Extraplanar)

Hit Dice: 7d8+21 (52 hp)

Initiative: +10

Speed: 60 ft. (12 squares), swim 40 ft.

Armor Class: 23 (-1 size, +2 Dex, +8 natural, +4 deflection), touch 15, flat-footed 21

Base Attack/Grapple: +7/+15

Attack: Slam +11 melee (1d6+4)

Full Attack: 12 slams +11 melee (1d6+4)

Space/Reach: 10 ft./15 ft.

Special Attacks: Crushing despair, engulf, spell-like abilities

Special Qualities: All-around vision, damage reduction 10/magic, *control light*, darkvision 120 ft., deeper darkness, evasion, fast healing 2, low-light vision, no discernable anatomy, immunity to blindness, cold, energy drain, poison, sleep effects, paralysis, and polymorph, shadow blend, shadow blessing, shadow stride, shadow talk, see in darkness, spell resistance 21

Saves: Fort +8*, Ref +7*, Will +6*

Abilities: Str 19, Dex 15, Con 16, Int 12, Wis 13, Cha 18

Skills: Bluff +14, Diplomacy +8, Gather Information +14, Hide +14 (+24 in shadows), Intimidate +14, Listen +11, Move Silently +18, Search +19, Sense Motive +11, Spot +19, Survival +1 (+3 when following tracks), Swim +12

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (Slam)

Environment: Plane of Shadow

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always neutral evil

Advancement: 8-14 HD (Large); 15-21 HD (Huge)

Level Adjustment: –

This mass of rubbery, glistening black tentacles is studded with many small purple eyes. The nightmare creature is lost within an umbral miasma that seeps from its slimy flesh.

Umbral glooms are among the most valued servitors of the goddess of darkness, Shar, reminding all those they touch of the power of loss. Shar will often send them to punish her hopeful clergy, and they are frequently summoned by powerful members of her clergy, arcane or divine. Mask, Lord of Shadows, has subverted many of these fiends to his own will – and for now, Shar tolerates his theft.

Umbral glooms prefer to wander the darkness of Shadow, passing into Faerûn to bring fear and inflict pain on the meek mortals of that weak plane.

Umbral glooms speak Common and Loross, the language of fallen High Netheril now spoken only in Thultanthar (Shade) and the Gates of the Moon's Selûnarra (Opus). Umbral glooms can be summoned with a *summon monster IX* spell.

COMBAT

Umbral glooms always begin combat by removing most light sources and then sneaking up on their foes to engulf them in despair. One of their greatest pleasures, however, is using their power to inflict nightmares on the innocent and helpless.

An umbral gloom's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction. Its damage reduction is supernatural.

All-Around Vision (Ex): Umbral glooms are exceptionally alert and savvy. Their many eyes give them a +8 racial bonus on Spot and Search checks, and they can't be flanked.

Control Light (Sp): Umbral glooms can decrease the level of natural light within a 120-ft. radius of themselves by any percentage up to 100%. For example, a human can normally see 20 feet by the light of a torch. If an umbral gloom were to diminish the light by 50%, the human could see only 10 feet. Creatures within the affected area gain a +1 bonus to Hide checks for each 25% decrease in light.

Crushing Despair (Su): A creature hit by an umbral gloom's slam attack or engulfed by it succumbs to great sadness (Will DC 17 negates). Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. This effect counters and dispels *good hope*. The save DC is Charisma-based.

Deeper Darkness (Su): An umbral gloom can radiate shadowy illumination out to a 60-foot radius at will. All creatures within the area gain concealment (20% miss chance). Even creature that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of 3rd or lower level (such as *dancing lights*, *daylight*,

or *light*). Higher level light spells are not affected by the deeper darkness. Deeper darkness counters or dispels any light spell of 3rd or lower level.

Engulf (Ex): An umbral gloom can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The umbral gloom merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against an umbral gloom, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the creature moves forward. Engulfed creatures are subject to crushing despair (Will DC 17) and are considered to be grappled. The save DCs are Charisma-based.

Evasion (Ex): An umbral gloom's amorphous and shadowy form makes it a difficult target to pinpoint. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), it instead takes no damage. A helpless umbral gloom does not gain the benefit of evasion.

No Discernable Anatomy (Ex): Umbral glooms have no discernable anatomy and are not subject to critical hits or stunning.

Shadow Blend (Su): In any conditions other than full daylight, the umbral gloom can disappear into the shadows, gaining a high degree of concealment (40% miss chance and a +10 circumstance bonus on Hide checks). Artificial illumination, even a *continual flame*, *daylight*, or *light* spell, does not negate this ability.

Shadow Blessing (Su): Infused with the stuff of Shadow, umbral glooms gain a constant bonus to initiative checks, deflection bonus to Armor Class, and *a profane bonus on all saving throws against spells and effects from the schools of enchantment, illusion, and necromancy, as well as spells with the darkness descriptor, equal to its Charisma bonus (if any). In addition, the umbral gloom can choose to share this blessing with others (usually only the faithful of Mask or Shar) who are willing with a touch. The shared blessing lasts for 7 rounds and can be granted 1/day.

Shadow Stride (Su): An umbral gloom can vanish from its current location and reappear in any shadowy area within 360 feet, as often as once every 2 rounds. Using this ability is a move-equivalent action.

Shadow Talk (Su): Umbral glooms are able to communicate mystically through the shadows of the mind. They can whisper short messages to all other creatures of their choice from the Plane of Shadow and/or that worship Mask or Shar within 500 feet. Others may be able to hear the umbral gloom mutter if they are within 10 feet of the umbral gloom (a DC 15 Listen check), but cannot decipher the ineffable whispers.

See in Darkness (Su): Umbral glooms can see perfectly in darkness of any kind, even that created by *deeper darkness*.

Spell-like Abilities: At will – *knock* (by touch only); 3/day – *scare* (DC 16), *modify memory* (except cannot increase clarity or recall; DC 18), *plane shift* (self to or from the Plane of Shadow only); 1/day – *nightmare* (DC 19).

Skills: An umbral gloom has a +6 racial bonus on Hide and Move Silently checks.

An umbral gloom 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.

UMBRAL GLOOMS IN FAERÛN

Umbral glooms are frighteningly common in the Realms, seeping through the soft spots separating the Realms from Shadow, though their acts of evil are rarely attributed to them. They rely on their powers to drive mortals into sin and despair, leaving them bereft of what good they had and lost in grief over their crimes.

CREDIT

Author Thomas M. Costa.

UMBRAL GLOOM CREATION

Large Outsider

Hp: (7 x 4.5 HD) + (7 x 3 Con) = 31 + 21 = 52

Base Attack/Grapple: +7/+7 BAB +4 size +4 Str = +15

Full Attack: +7 BAB -1 size +4 Str +1 Weapon Focus = +11

Saves: F +5 good +3 Con = +8, R +5 good +2 Dex = +7, W +5 good +1 Wis = +6

Skill Points: (8 + Int modifier) x (HD + 3) = 9 x 10 = 90; class skill max ranks = HD + 3 = 10

Skills: Bluff 10 +4 Cha = +14, Diplomacy 0 +4 Cha +2 bluff synergy +2 sense motive synergy = +8, Gather Information 10 +4 Cha = +14, Hide 10 +2 Dex -4 size +6 race (+10 in shadows) = +14 (+24 in shadows), Intimidate 10 +4 Cha = +14, Listen 10 +1 Wis = +11, Move Silently 10 +2 Dex +6 race = +18, Search 10 +8 race +1 Int = +19, Sense Motive 10 +1 Wis = +11, Spot 10 +8 race +1 Wis = +19, Survival 0 +1 Wis +2 search synergy = +1 (+3 when following tracks), Swim 0 +4 Str +8 race = +12

Feats: 1 + (1 per 3 HD) = 3

Challenge Rating: As a living spell -- 4 *crushing despair* +3 half caster level + 2 *Evard's black tentacles* +1 *deeper darkness* +1 shadow creature/petitioner/shade = 11 or by old method -- 11 for hp +1 speed, crushing despair, engulf, all-around vision/darkvision/low-light vision/see in darkness, control light/deeper darkness, shadow blend/shadow talk, evasion, no discernable anatomy, immunities, shadow blessing, saves/abilities, skills, +2 AC, spell-like abilities, damage reduction, fast healing, spell resistance = 33/3 = 11. Hard to compare to other creatures, but arguably a bit weak for CR 11 despite following the living spell rules. Perhaps 10 is better.

Level Adjustment: See *Savage Species*, p. 19-24, too high.

DCs: Charisma-based = 10 +3 HD + 4 Cha = 17, spell-like = 14 + spell level

Notes: The inspiration for this spell began with a (1) living spell of *crushing despair*, *deeper darkness*, and *Evard's black tentacles* which (2) was modified in various ways to become an outsider with a mix of the shadow creature template (*Manual of the Planes*), shadow petitioner (*Player's Guide to the Forgotten Realms*), and shade template (*Forgotten Realms Campaign Setting*) and (3) given certain powers akin to the 2E manifestations and specialty priests of Mask and Shar.

FIEND, VAHGAZU

Medium Outsider (Baatezu, Evil, Lawful, Native)

Hit Dice: 9d8+27 (67 hp)

Initiative: +11

Speed: 40 ft. (8 squares), climb 40 ft., fly 60 ft. (good)

Armor Class: 24 (+7 Dex, +7 natural), touch 17, flat-footed 17

Base Attack/Grapple: +9/+12

Attack: +1 *cold iron crippling keen kukris* +16 melee (1d4+4/15-20) or claw +16 melee (1d4+3)

Full Attack: 2 +1 *cold iron crippling keen kukris* +14/+9 and +14 melee (1d4+4/15-20) and bite +14 melee (1d4+1) and tail sting +14 melee (1d6 plus infernal wound) or 2 claws +16 melee (1d4+3) and bite +14 melee (1d4+1) and tail sting +14 melee (1d6 plus infernal wound)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, confusing gaze, infernal wound, *morality undone*, sneak attack +4d6, spell-like abilities, sulfurous miasma, summon baatezu

Special Qualities: Animal companion, damage reduction 10/good or silver, darkvision 60 ft., fast healing 5, immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, telepathy 100 ft.

Saves: Fort +9, Ref +13, Will +8

Abilities: Str 17, Dex 24, Con 17, Int 14, Wis 14, Cha 17

Skills: Bluff +15, Climb +11, Diplomacy +19, Disguise +3 (+5 to act in character), Forgery +14, Gather Information +15, Hide +27, Intimidate +17, Listen +14, Move Silently +23, Sense Motive +14, Spot +14, Survival +2 (+4 when following tracks)

Feats: Combat Expertise, Combat Reflexes^B, Improved Feint, Improved Initiative, Multiattack^B, Multiweapon Fighting, Weapon Finesse^B

Environment: Any land and underground (Faerûn)

Organization: Solitary

Challenge Rating: 12

Treasure: Standard plus two +1 *cold iron crippling keen kukris*

Alignment: Always lawful evil

Advancement: 10-15 HD (Medium); 16-27 HD (Large)

Level Adjustment: –

These beautiful humanoids appear as devil-spanned elves: lithe, noble features, almond shaped eyes, long and pointed ears, but also a monkey-like tail ending in a wicked barb, bat-like wings sprouting from its back, pronounced fangs, and shining yellow eyes. Aside from their head hair, which flows long past their shoulders, their entire bodies are covered in short, soft, indigo fur, almost like felt. Five long fingers extend from each hand, as well as a thumb placed opposite the fingers, much closer to the wrist. The creature's voice is soft and low.

It's been said that Gargauth secured his divinity by consuming the power of fiends across the mortal realm. Godhood now secured, however, the Outcast has begun to create fiendish servants of corruption, the vahgazu. These he sends about the Realms to serve and corrupt those in power. There are only a few of these fiends currently in the Realms, but Gargauth appears bent on creating more and exerting his influence and sway more broadly and deeply than ever before.

These almost seven-foot tall devils are the result of many tortured magical rituals. Crafted by the arch devil to, in part, appease (or corrupt depending on one's point of view) mortals, these baatezu are the very image of a devil.

Vahgazu speak Common, Infernal, and one other language of their choice.

COMBAT

Vahgazu prefer to attack with surprise, suddenly turning their breath or gaze on an unsuspecting victim or slipping their kukris into a foe's back. That said, they prefer to use their skills and powers to manipulate and corrupt, rather than in melee combat.

A vahgazu's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its damage reduction is supernatural.

Animal Companion (Ex): All vahgazu are accompanied by a fiendish medium viper with the bonuses and special abilities of a 9th-level druid's animal companion. These companions usually serve as either spies or surprise battle companions.

Fiendish Medium Viper Companion: Medium magical beast; HD 8d8; hp 36; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 24, touch 15, flat-footed 19; Base Atk +6; Grp +0; Atk +11/+6 melee (1d6 plus poison, bite); Full Atk +11/+6 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA multiattack, poison, smite good; SQ bonus tricks, damage reduction 5/magic, darkvision 60 ft., devotion, evasion, link, resistance to cold 10 and fire 10, scent, share spells, spell resistance 13; AL LE; SV Fort +6 Ref +11, Will +3; Str 11, Dex 20, Con 11, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +13, Climb +13, Hide +16, Listen +7, Spot +7, Swim +8; Ability Focus (poison), Improved Initiative, Improved Natural Attack, Weapon Finesse^B.

Bonus Tricks: As a magical beast with an intelligence of 3, the fiendish viper companion knows all the tricks listed under the Handle Animal skill on pages 74-75 of the *Player's Handbook*.

Devotion (Ex): A fiendish viper companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): If fiendish viper companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex): A vahgazu can handle its fiendish viper companion as a free action, or push it as a move action.

Poison (Ex): Injury, Fortitude Save DC 16, initial and secondary damage 1d6 Con.

Share Spells (Ex): This ability only applies to spells and not spell-like abilities. See page 36 of the *Player's Handbook* for more details.

Smite Good (Su): Once per day the fiendish viper companion can make a normal melee attack to deal +8 extra damage against a good foe.

Breath Weapon (Su): A vahgazu's breath can *scare* creatures up to 10 feet away as the spell cast by a 9th-level sorcerer. A Will save DC 17 negates. Creatures that save once against the vahgazu's breath are immune to its effects for the rest of the day. The save DC is Charisma-based.

Confusing Gaze (Su): A vahgazu's gaze can cause *lesser confusion* in a single creature as the spell up to 30 feet away as a free action once per round. A Will save DC 17 negates. The save DC is Charisma-based.

Infernal Wound (Su): The damage a vahgazu deals with its tail attack causes a persistent wound. An injured creature loses 1 additional hit point each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 17 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a vahgazu's tail must succeed on a DC 17 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Morality Undone (Sp): Once per day a vahgazu can turn one creature up to 30 feet away evil for 3 hours unless the creature makes a Will save (DC 17). The chaotic/neutral/lawful component of the subject's alignment is unchanged. The subject retains whatever outlook and allegiances it had before, as long as they do not conflict with the new alignment. Otherwise, it acts with its new selfish, bloodthirsty, cruel outlook on all things. Vahgazu often use this ability with *charm person* or *suggestion* because this ability changes what acts are against the subject's nature. The save DC is Charisma-based.

For example, a wizard might not immediately turn on her fighter companion for no apparent reason, particularly in the middle of a combat when they're fighting on the same side. But she might try to steal the fighter's bag of gems, even using spells against her friend. She might even eventually decide to betray or attack her friend if there is some potential gain involved.

See in Darkness (Su): All baatezu can see perfectly in darkness of any kind, even that created by *deeper darkness*.

Sneak Attack (Ex): This ability works like a the rogue's sneak attack class feature, allowing the vahgazu to deal an extra +4d6 damage with a successful sneak attack.

Spell-like Abilities: At will – *charm person* (DC 14), *comprehend languages*, *detect good*, *disguise self* (as humanoid only), *tongues* (DC 16); 3/day – *deeper darkness*, *desecrate*, *detect thoughts* (DC 15), *discern lies* (DC 17), *produce flame*, *pyrotechnics*; 1/day – *fireball* (DC 16), *suggestion* (DC 16), *summon nature's ally VI* (viper swarm only; see below). Caster level 9th. The save DCs are Charisma-based.

Sulfurous Miasma (Su): A vahgazu can surround itself with a 10-ft. radius nimbus of choking, caustic, sulphurous fire at will. The miasma causes creatures and anything flammable to catch fire unless they make a DC 17 Reflex save (see pages 303-304 of the *Dungeon Master's Guide*). In addition, the noxious fumes have the same effect as heavy smoke, forcing those effected to make a Fortitude save (DC 17, +1 per previous check), or spend the round choking and coughing (see page 304 of the *Dungeon Master's Guide*). The save DCs are Constitution-based.

Summon Baatezu (Sp): Once per day, a vahgazu can attempt to summon 2d10 lemures with a 50% chance of success, or an erinyes with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Vahgazu have a +4 racial bonus to Move Silently checks and a +8 racial bonus to Climb and Hide checks.

VAHGAZU IN FAERÛN

Little is known about the machinations of the vahgazu on Faerûn, but one is said to assist Ghauntz the Cloaked (LE male Tethyrian human Clr 15 of Gargauth; see page 153 of *Lords of Darkness*), the Second Lord of the Knights of the Shield, as both advisor and protector. And at least four are said to have risen from the Dark Pit of Maleficence in the ruins of Peleveran. These four are rumored to be active in the Vilhon Reach and Lake of Steam regions, quietly working to manipulate and corrupt many of the already less-than-noble leaders of those regions and in the wake of the Rage, subvert or undermine the leadership of the growing Cult of the Dragon cells in those same areas.

NEW MAGIC WEAPON SPECIAL ABILITY (SIDEBAR)

Crippling: This weapon is imbued with magic capable of laming a foe. Anytime the wielder of the crippling weapon scores a critical hit, the target's move rate is halved. This reduction lasts for one day, until the creature is successfully treated with the Heal skill (DC 15), or until it receives at least 1 point of magical healing. Creatures with multiple movement rates have only one of their movement rates reduced by each critical hit. Roll randomly to determine which movement rate is affected.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *slow*; Price +1 bonus.

UPDATED MONSTER (SIDEBAR)

Viper Swarm: CR 3; Diminutive Animal (swarm); HD 5d8+5; hp 27; Init +6; Spd 15 ft., climb 15 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp –; Atk swarm (1d6 plus poison, swarm); Full Atk swarm (1d6 plus poison, swarm); Space/Reach 10 ft./0 ft.; SA distraction, poison; SQ immunity to weapon damage, scent, swarm traits; AL N; SV Fort +5 Ref +6, Will +2; Str 1, Dex 15, Con 12, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +8, Listen +7, Spot +7; Ability Focus (poison), Improved Initiative, Weapon Finesse^B.

Distraction (Ex): A living creature that begins its turn with a viper swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude Save DC 13, initial and secondary damage 1d4 Con.

CREDIT

Author Thomas M. Costa.

VAHGAZU CREATION

Medium Outsider

Hp: (9 x 4.5 HD) + (9 x 3 Con) = 40 + 27 = 67

Base Attack/Grapple: +9/+9 BAB +3 Str = +12

Full Attack: +9 BAB +7 Dex, -2 Multiweapon Fighting and all light weapons = +16 or +14 – note I'm not sure if I figured out the Multiattack and Multiweapon Fighting properly – first, some of the weapons are natural and second, all of the weapons are light, so I took it that all attacks suffered a –2 to attack rolls.

Saves: F +6 good +3 Con = +9, R +6 good +7 Dex = +13, W +6 good +2 Wis = +8

Skill Points: (8 + Int modifier) x (HD + 3) = 10 x 12 = 120; class skill max ranks = HD + 3 = 12

Skills: Bluff 12 +3 Cha = +15, Climb 0 +8 race +3 Str = +11, Diplomacy 12 +3 Cha +2 bluff synergy +2 sense motive synergy = +19, Disguise 0 +3 Cha +2 bluff synergy = +3 (+5 to act in character), Forgery 12 +2 Int = +14, Gather Information 12 +3 Cha = +15, Hide 12 +8 race +7 Dex = +27, Intimidate 12 +3 Cha +2 bluff synergy = +17, Listen 12 +2 Wis = +14, Move Silently 12 +4 race +7 Dex = +23, Sense Motive 12 +2 Wis = +14, Spot 12 +2 Wis = +14, Survival 0 +2 Wis +2 search synergy = +2 (+4 when following tracks)

Feats: 1 + (1 per 3 HD) = 4 +2 bonus

Challenge Rating: Old Method -- 14 for hp +1 initiative, speed, attacks/kukris, breath weapon, confusing gaze, infernal wound, sneak attack, sulfurous miasma, animal companion, damage reduction, immunities/resistances, darkvision/see in darkness/telepathy, saves/abilities, skills/feats, +2 AC, morality undone/spell-like abilities/summon baatezu, fast healing, spell resistance = 36/3 = 12; Compare to a leonal and probably about right, because while the leonal would win in a straight up fight, if the vahgazu is given a little opportunity to choose the circumstances of battle, he has fair chance of winning.

Level Adjustment: See *Savage Species*, p. 19-24, too high

DCs: Constitution and Charisma-based = 10 +4 HD +3 mod = +17, spell-like = 10 +3 Cha + spell level.

Notes: Morality undone (see page 99 of the *Book of Vile Darkness*) is tweaked from its original spell write-up.

Crippling: This ability is derived from and updated from the kukri of crippling in the *Arms and Equipment Guide*.

Viper Swarm is updated from the *Fiend Folio*. I dropped hive mind (since no animal or vermin swarms have this) and low-light vision (since 3.5E snakes don't have this) and added feats (which were missing for some reason), note see also the 3.5E update of the *Fiend Folio*.

FIEND, VIPER TREE

	Viper Tree Larva	Viper Tree
	Medium Outsider (Chaotic, Evil, Extraplanar)	Large Outsider (Chaotic, Evil, Extraplanar)
Hit Dice:	2d8+4 (13 hp)	5d8+20 (42 hp)
Initiative:	+7	+6
Speed:	30 ft. (6 squares), climb 30 ft., swim 30 ft.	0 ft.
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	14 (-1 size, +2 Dex, -2 dodge, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple:	+2/+4	+5/+15
Attack:	Bite +5 melee (1d4+2 plus poison)	2 bites +10 melee (1d6+6 plus poison)
Full Attack:	Bite +5 melee (1d4+2 plus poison)	2 bites +10 melee (1d6+6 plus poison)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Bevy of bites, poison	Bevy of bites, poison, viper spawn
Special Qualities:	Damage reduction 5/slashing and cold iron or slashing and good, darkvision 60 ft., immunity to acid, cold, and poison, scent, spell resistance 13, swarm of sibilance (+1), telepathy 100 ft., vulnerability to fire	All-around vision, damage reduction 10/slashing and cold iron or slashing and good, darkvision 60 ft., immunity to acid, cold, and poison, plant-like traits, scent, rooted, spell resistance 14, swarm of sibilance (+2), telepathy 100 ft., vulnerability to fire
Saves:	Fort +5*, Ref +6*, Will +4*	Fort +8*, Ref +4*, Will +6*
Abilities:	Str 14, Dex 17, Con 15, Int 3, Wis 12, Cha 10	Str 22, Dex 15, Con 19, Int 5, Wis 14, Cha 12
Skills:	Balance +11, Climb +11, Hide +7, Intimidate +5, Listen +10, Search +5, Spot +10, Survival +1 (+3 following tracks), Swim +10	Gather Information +3, Intimidate +9, Knowledge (local – the Abyss or the Bloodrift) +5, Listen +14, Search +9, Spot +14, Survival +2 (+4 following tracks)
Feats:	Combat Reflexes ^B , Improved Initiative, Weapon Finesse ^B	Ability Focus (poison), Combat Reflexes ^B , Improved Initiative
Environment:	The Abyss or the Bloodrift	The Abyss or the Bloodrift
Organization:	Solitary or pair	Solitary, pair, grove (3-20), or forest (2-8 groves)
Challenge Rating:	3	6
Treasure:	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	3-4 HD (Medium)	6-8 HD (Large), 9-16 HD (Huge), 17-30 HD (Gargantuan)
Level Adjustment:	+9	–

From a distance, the tree appears to be a white beech or similar tree swaying in the breeze. Viewed up close, however, the white, scaly bark is a reptilian hide and the tree's branches are living snakes' heads.

A legend exists among the tanar'ri that the lords of Baator once amused themselves by forming viper trees from manes and other creatures they captured in the Blood War. Others say the Abyssal lords made examples of a thousand least demons who refused to march against a position that a million of their fellows had already failed to take. In either case, they were once tanar'ri, and is most likely why they usually side with the tanar'ri against the baatezu. The demons still tell the tale to prevent desertions, but it may hold a kernel of truth to it; some tanar'ri lords are believed to know the secret to the transformation.

Viper trees are a strange hybrid of tanar'ri, reptile, and plant – a sort of fiendish, egg-laying plant. They lay eggs once a month, and each egg lies protected at the base of its parent. Once it hatches, the newly hatched viper tree larva is pushed on its own by its parent. In their larval form, viper trees resemble fully mobile, two- to four-headed snakes. Larval viper trees are insatiably hungry, constantly devouring manes, cranium rats, and other small prey and searching for a suitable place to put down roots. When larval trees kill suitably large prey, they lodge their tails through the kill and into the earth and begin the plant phase of their growth.

Viper trees speak Infernal. Groves of viper trees hiss and whisper to each other unnervingly during the night, speaking of their kills, their hungers, and their treasures. They usually sway in the breeze as other trees – but they also move even in the

absence of any breeze, sometimes writhing and reaching as snakes do. Their woody stumps and branches bleed a brownish-amber sap when cut, and their wood burns quickly.

Viper trees are common in Azzagrat, the 45th to 47th layers of the Abyss; elsewhere in the Abyss they are used as guards in gardens, around moats, and at gates. Great groves of viper trees also grow on the sites of some Blood War battlefields, where the trees defend themselves against attacks from baatezu by growing in large clusters. The viper trees allow tanar'ri armies to pass through freely and even take cover under their branches, but baatezu are always attacked, even if all the viper trees are slain as a result. Yugoloth armies are usually ignored.

COMBAT

Single viper trees rarely attack creatures of their own size or bigger. Viper tree groves are notably more aggressive, however, willing to attack small groups and creatures of their own size. If attacked with missile weapons, viper trees will send forth their viper spawn, though they are reluctant to lose them.

A viper tree's natural weapons are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

All-Around Vision (Ex): Adult viper trees (size Large or larger) are exceptionally alert and circumspect. They can't be flanked.

Bevy of Bites (Ex): A viper tree has as many heads as it has Hit Dice, but it can only command half of them at a time. When a branch is slain, one of the tree's "sleeping" branches wakes, for the brain of a viper tree is actually deep in the tree's heartwood.

Damage Reduction (Ex and Su): Medium viper trees and all viper spawn (see below) have damage reduction 5/slashing and cold iron or slashing and good; Large and Huge viper trees have damage reduction 10/slashing and cold iron or slashing and good; and Gargantuan viper trees have damage reduction 15/slashing and cold iron or slashing and good. Its slashing damage reduction is extraordinary, and its cold iron and good damage reduction are supernatural.

Plant-like Traits (Ex): Like a true tree, adult viper trees (size Large or larger) have no clear front or back and little discernable anatomy. Adult viper trees are immune to poison, sleep effects, paralysis, polymorph, and stunning. They are not subject to critical hits.

Poison (Ex): Viper trees have poisonous bites. The details vary by the viper tree's size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is both initial and secondary.

Size	Fort DC	Damage
Medium	13 (11 for viper spawn)	1d6 Dex
Large	18 (11 for viper spawn)	1d8 Dex
Huge	22 (14 for viper spawn)	2d6 Dex
Gargantuan	28	3d6 Dex

Rooted (Ex): An adult viper tree (size Large or bigger) lays down roots and cannot move of its own volition from that location. Consequently, it suffers a -2 dodge penalty to AC and -2 penalty to Reflex saves. In addition, many Dexterity-based skills are usually impossible, useless, or non-applicable, including Balance, Escape Artist, Move Silently, Ride, and Tumble.

Spell Resistance (Ex): A viper tree has spell resistance equal to 12 + 1/2 its HD.

Swarm of Sibilance (Ex): *Because of their multiple heads, a viper trees gain a bonus equal to 1/2 their Hit Dice to saving throws against any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*).

Viper Spawn (Ex): Adult viper trees (size Large or larger) can break off their own branches to crawl toward their attackers. These branches ooze sap from their broken end and die within an hour. They can send a number of spawn equal to half their Hit Die. Treat these spawn as viper snakes (see pages 279-281 of the *Monster Manual*) of one size category smaller than the viper tree with the following modifications: viper spawn are outsiders with the chaotic, extraplanar, evil, and tanar'ri subtypes; have the poison special attack of a viper tree; and have the damage reduction 5/slashing and cold iron or slashing and good, darkvision 60 ft., immunity to acid, cold, and poison, scent, spell resistance, telepathy 100 ft., and vulnerability to fire special qualities of a viper tree.

Skills: Viper trees have a +4 racial bonus on Listen, Search, and Spot checks thanks to their multiple heads.

Viper tree larvae (size Medium) have a +4 racial bonus on Hide checks and +8 racial bonus on Balance and Climb checks. Viper tree larva can always choose to take 10 on a Climb check, even if rushed or threatened. Viper tree larvae use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A viper tree larva 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 viper tree's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

VIPER TREES IN FAERÛN

Reportedly, several zulkirs among the Red Wizards have imported viper trees from the Abyss and planted them in Thay. Lauzoril, the Zulkir of Enchantment, apparently is developing magic to control the trees so they will ignore those who know a password or bear his sigil. (Whether he'll share his research with the other zulkirs is another story.) Getting the viper trees to take root and survive, let alone thrive, outside the Abyss is only achievable through powerful and sustained magic, and sages such as Elminster of Shadowdale have questioned the wisdom and feasibility of such an undertaking. Nevertheless, the Red Wizards are notorious for their ingenuity and tenacity, so it may be possible that a native strain of the viper tree may be developed on Toril.

If this plan is true and the Red Wizards are successful, viper tree forests may spread across Faerûn if unchecked. Even worse, their aggressive nature indicates a possibility that their roots will leech the soil dry of all nutrients in short order, killing all flora around them in addition to any fauna they can reach. Such an infestation could conceivably spread across the Realms, destroying the native ecology and turning Toril into a Prime version of the Abyss! In fact, the introduction of the viper tree to Thay may be part of a larger plan to annex the Realms by Graz'zt, Abyssal Lord of the Triple Realm and cultivator of the Viper Forest of Zrintor, the most famous cluster of viper tree groves across the planes.

CREDIT

Author Thomas M. Costa, based on original material by Lester Smith, Wolfgang Bauer, and Dale Donovan. The viper tree originally appeared in the *Planescape Campaign Setting* (1994) and *For Duty and Deity* (1998). A different version of the viper tree has since appeared in *Fiendish Codex I: Hordes of the Abyss* (2006) as an abyssal hazard and terrain feature.

VIPER TREE CREATION

Medium or Large Outsider

Hp: $(2 \times 4.5 \text{ HD}) + (2 \times 2 \text{ Con}) = 9 + 4 = 13$ and $(5 \times 4.5 \text{ HD}) + (5 \times 4) = 22.5 + 20 = 42$

Base Attack/Grapple: +2 as ftr/+2 BAB +2 Str = +4 and +5 as ftr/+5 BAB +4 size +6 Str = +15

Full Attack: +2 BAB +3 Dex = +5 and +5 BAB = 1 size +6 Str = +10

Saves: F +3 good +2 Con = +5, R +3 good +3 Dex = +6, W +3 good +1 Wis = +4 and F +4 good +4 Con = +8, R +4 good +2 Dex -2 rooted = +4, W +4 good +2 Wis = +6

Skill Points: $(2 + \text{Int modifier}) \times (\text{HD} + 3) = (8 - 4) \times (2 + 3) = 20$ and $(8 - 3) \times (5 + 3) = 40$; class skill max ranks = HD +3 = 5 and 8

Skills: Viper tree larva Balance 0 +8 race +3 Dex = +11, Climb 0 +8 race +3 Dex = +11, Hide 0 +4 race +3 Dex = +7, Intimidate 5 +0 Cha = +5, Listen 5 +4 race +1 Wis = +10, Search 5 +4 race -4 Int = +5, Spot 5 +4 race +1 Wis = +10, Survival 0 +1 Wis (+2 synergy) = +1 (+3 following tracks), Swim 0 +2 Str +8 race = +10

Viper tree Gather Information 0 +1 Cha +2 knowledge synergy = +3, Intimidate 8 +1 Cha = +9, Knowledge (local – the Abyss or the Bloodrift) 8 -3 Int = +5, Listen 8 +4 race +2 Wis = +14, Search 8 +4 race -3 Int = +9, Spot 8 +4 race +2 Wis = +14, Survival 0 +2 Wis (+2 synergy) = +2 (+4 following tracks)

Feats: 1 + (1 per 3 HD) = 1 +2 bonus and 2 +1 bonus

Challenge Rating: Old Method Base: viper tree larva 2 for hp, +1 for speed, AC, poison, damage reduction, immunities, scent/telepathy, spell resistance, swarm of sibillance/saves, skills/feats, -1 for vulnerability = $10/3 = 3$, which is probably about right because they equal a Medium viper (CR 1) with slightly better hit points, speed, attacks, damage, saves, abilities, skills, and feats, plus damage reduction, immunities, and spell resistance.

Viper tree 9 for hp, +1 for reach, bevy of bites, poison, viper spawn, all-around vision/plant-like traits, damage reduction, immunities, scent/telepathy, spell resistance, swarm of sibillance/saves, abilities, skills/feats, -1 for speed/rooted, vulnerability = $19/3 = 6$, which is probably about right because if you use the standard improved monster CR increase they would get +1.5 from outsider HD, +1 from size increase to Large, and probably about +.5 for increased use of bevy of bites (with the benefits of viper spawn essentially canceling out the negatives of the loss of speed and rooted).

Level Adjustment: See *Savage Species*, p. 19-24; +1 for AC, poison, immunities, scent/telepathy, feats +2 for DR, SR, abilities = 11, but seems to high so +9 and +1 for AC, bevy of bites, poison, viper spawn, all-around vision/darkvision, immunities, scent/telepathy, feats, +2 for DR, SR, +3 for abilities, -2 for rooted = 13, but seems a bit high, so lower to +11, but because they are rooted, they make poor cohorts so NA.

Poison DCs: 10 +1/2 HD + Con mod; Medium 10 + 1 +2 = 13, Large 10 +2 +4 +2 Ability Focus = +18, Huge 10 +4 +6 Con +2 Ability Focus = 22, Gargantuan 10 + 8 +8 +2 Ability Focus = +28, Medium viper spawn 10 +1 +0 = 11, Large viper spawn 10 +1 +0 = 11, Huge viper spawn 10 +3 +1 = 14

Notes: I considered dropping the viper tree when I saw it appeared in the *Fiendish Codex*, however, I felt the two versions were quite different and that my version was truer to the original, cooler, and as an actual monster, in many ways more playable.

FOG TERROR

Medium Elemental (Air, Cold)

Hit Dice: 6d8+12 (39 hp)

Initiative: +10

Speed: 40 ft. (8 squares)

Armor Class: 20 (+6 Dex, +4 natural), touch 16, flat-footed 14

Base Attack/Grapple: +4/+1

Attack: Claw +10 melee (1d3-3)

Full Attack: 2 claws +10 melee (1d3-3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Animate corpses, fear aura, lightning bolt

Special Qualities: Damage reduction 10/wood and magic, darkvision 60 ft., electric aura, elemental traits, fog sight, immunity to cold, electricity, and gases, obscuring mist, ozone odor, telepathy 100 ft., vulnerability to light

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

Abilities: Str 4, Dex 22, Con 15, Int 12, Wis 15, Cha 15

Skills: Hide +6 (+14 in fog, mist, or smoke), Listen +13, Move Silently +15, Sense Motive +10, Spot +13

Feats: Alertness^B, Blind Fight^B, Dodge, Improved Initiative^B, Mobility, Spring Attack, Weapon Finesse^B

Environment: Cold mountains

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral evil

Advancement: 7-8 HD (Medium); 9-16 HD (Large); 17-24 HD (Huge)

Level Adjustment: +6

Through the fog, there appears to be a misty, vaguely humanoid shape, somewhat darker than the surrounding fog. As it approaches, an alien head that bears a resemblance to a mantis without mandibles tops a lanky almost wraith-like frame with long, four-fingered claws. Small motes of electricity dance across its body.

Fog terrors are solitary creatures that feed on strong emotions, especially the fear it creates in victims. They prefer intelligent prey, though they can survive on the fear of animals. They favor naturally cold and fog-enshrouded environments where they can prowl relentlessly for other creatures to terrorize.

Fog terrors are a type of para- or quasi-elemental creature, composed of fog, ice, and electricity. If destroyed, they evaporate completely leaving not a trace. Though they are capable of telepathic communication, most fog terrors choose not to communicate, believing it enhances the fear of their prey and taste of their meal.

Fog terrors understand Aquan, Auran, and Common. Fog terrors can be summoned with a *summon nature's ally VI* spell.

COMBAT

A fog terror does not willingly engage in battle, preferring to panic opponents in an enclosed space and feed off their fear. In fact, it usually does not attack at all unless it is attacked. If forced to fight, it will hide amid the fog, cast out lightning bolts, and then use its animate corpse ability while it recharges.

A fog terror's natural weapons are treated as magic for the purpose of overcoming damage reduction. Its damage reduction is supernatural.

Fog terrors are often sorcerers (their preferred class) and can choose spells known from the sorcerer list and from the Air, Cold (see page 85 of the *Player's Guide to Faerûn* or page 271 of the *Spell Compendium*), Evil, and Storm (see page 91 of the *Player's Guide to Faerûn* or page 280 of the *Spell Compendium*) domains. The domain spells are considered arcane spells for a fog terror, meaning the creature does not need a divine focus to cast them.

Animate Corpses (Su): The electrical aura of a fog terror allows it to temporarily animate mostly intact corpses into false zombies at will. This ability works as the spell *animate dead* (see pages 198-199 of the *Player's Handbook*) cast by a cleric, except a fog terror can animate one or more corpses within 15 feet and the animation lasts only so long as the corpse is within 15 feet of a fog terror. The animated corpses are treated as zombies (for typical zombies see pages 265-267 of the *Monster Manual* and pages 170-172 of *Libris Mortis*) except they are constructs and not undead. They have construct traits (see page 307 of the *Monster Manual*), except they gain no bonus hit points, instead of undead traits (the mathematical statistics for animated corpses are the same as for undead zombies). A fog terror may animate up to twice its Hit Dice of zombies in a round and control up to four times its Hit Dice of zombies. A fog terror increases the radius in which it can animate corpses by 5 ft. for each additional Hit Die.

Electric Aura (Su): A fog terror constantly generates electricity such that any metal that comes into contact with a fog terror, including a successful attack with a metal weapon, and any creature holding the metal object are effected by the creature's lightning bolt power (see below), except the lightning does not deal half damage to the object as usually the case with electricity attacks against objects. Both the metal object and the wielder must make saving throws. If the object is destroyed by the electricity, it is accompanied by a brilliant flash. (See pages 165-167 and 177 of the *Player's Handbook* for more information on smashing or breaking objects and items making saving throws.)

Fear Aura (Su): A fog terror prefers to terrorize opponents and feed on their fear. It can generate a fear aura in a 30-ft. radius that functions as the spell *fear* (DC 15) at will. Subjects that make their saving throw against this ability are immune to that fog terror's aura for one day. The save DC is Charisma-based. A fog terror increases the radius of its aura by 5 ft. for each additional Hit Die.

Fog Sight (Ex): A fog terror can see clearly through fog, smoke, *obscuring mist*, and similar forms of concealment. Creatures behind or within such concealment gain no benefit from it against a fog terror or its animated corpses. A fog terror cannot see through other forms of concealment such as shadows, darkness, or dense foliage.

Lightning Bolt (Su): A fog terror can deliver a powerful bolt of electricity every 1d4 rounds as spell *lightning bolt*, except it has a range of 30 ft., an area equal to a 30-ft. line, deals 3d6 points of electricity damage (Reflex DC 15 for half damage). The save DC is Constitution-based. A fog terror increases the range and area by 5 ft. for each additional Hit Die and the damage by +1d6 for every 2 additional Hit Dice.

Obscuring Mist (Su): A fog terror constantly generates fog and mist equal to an *obscuring mist* spell (see page 258 of the *Player's Handbook*). The vapor has a 20-ft. radius, obscures all sight beyond 5 feet, and grants creatures 5 feet away concealment (attacks have a 20% miss chance, and creatures farther away total concealment (50% miss chance and the attacker cannot use sight to locate the target). A moderate wind disperses the fog in 4 rounds, a strong wind in 1 round, and a *fireball*, *flame strike*, or similar spell burns away the fog in the spell's area. A fog terror in an enclosed space can fill a much larger area with fog.

Ozone Odor (Su): A fog terror smells of ozone and causes hairs to prickle. The smell is noticeable at 60 ft. and counts as a strong scent for creatures that track by scent. The odor of Large fog terrors extends to 90 ft. and Huge fog terrors to 120 ft.

Sense Emotions (Su): A fog terror has a minor empathic ability to sense emotions. This gives it a +8 racial bonus to Sense Motive checks (included above).

Vulnerability to Light (Ex): A fog terror shuns sunlight, and can be destroyed by it. A fog terror takes 1 point per minute of exposure to sunlight or similar level of light and takes half again as much (+50%) damage as normal from light attacks and effects, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Skills: Fog terrors have a +8 racial bonus to Hide checks in fog, mist, or smoke (included above).

FOG TERRORS IN FAERÛN

Arctic druids of the Cold Lands of the Great Glacier, Damara and Vaasa are particularly wary of fog creatures, especially the faithful of Ulutiu and the arctic dwarves. These creatures are also found amid the Spine of the World, where they pose a particular threat to the orc tribes. Several years ago, Obould Many Arrows lost several hunting bands trying to recruit one of these creatures to his employ. After a time, he used the creature to dispatch petty chieftains whose ambitions ran ahead of fealty, but nevertheless, could not refuse the mighty Obould's request that they negotiate with the creature.

CREDIT

Author Thomas M. Costa, based on original material by Jeff Crook. The fog terror originally appeared as the fogwarden in *Dungeon Magazine* #54 (1995) and *Monstrous Compendium Annual 4* (1998).

FOG TERROR CREATION

Medium Outsider

Hp: $(6 \times 4.5) + (6 \times 2) = 27 + 12 = 39$

Base Attack/Grapple: +4 as cleric/+4 BAB -3 Str = +1

Full Attack: +4 BAB +6 Dex = +10

Saves: F +2 poor +2 Con = +4, R +5 good +6 Dex = +11, W +2 poor +2 Wis = +4

Skill Points: $(2 + \text{Int modifier}) \times (\text{HD} + 3) = 3 \times 9 = 27$; class skill max ranks = HD + 3 = 9

Skills: Hide 0 +6 Dex +8 race in fog = +6, +14 in fog, Listen 9 +2 Wis +2 Alertness = +13, Move Silently 9 +6 Dex = +15, Sense Motive 0 +2 Wis +8 race = +10, Spot 9 +2 Wis +2 Alertness = +13

Feats: 1 + (1 per 3 HD) = 3 +4 bonus = 7

Challenge Rating: Old Method Base: 8 for hp, +1 for initiative/speed/Dex/Improved Initiative/Weapon Finesse, animate corpse, fear aura, lightning bolt, darkvision/fog sight/telepathy/Alertness/Blind Fight, electric aura, elemental traits, immunities, obscuring mist, +2 for AC, damage reduction, -1 for attack/full attack/ozone odor/vulnerability to light/Str, treasure = 19/3 = 6

Level Adjustment: See *Savage Species*, p. 19-24; +1 AC, animate corpses, fear aura/obscuring mist, lightning bolt/electric aura, damage reduction, immunities, bonus feats, +6 abilities -1 ozone odor/vulnerability to light -6 HD = +6

DCs: 10 + 1/2 HD + Con or Cha modifier = 10 +3 +2 = +15

Notes: Although the 2E version could not generate its own fog, I opted to change this because while fog does occur naturally in arctic environments, it is not to the best of my knowledge that common or long-lasting.

I considered treating the animated corpses more differently than I did – for example, they could use a $d10 + \text{construct bonus hit points}$ instead of $d12 + 3 \text{ Toughness}$, have a cleric's BAB, and have a poor Will save and Wisdom 1 – but felt changing the math would slow things down, not offer much difference, and/or didn't fit the concept.

FYREFLY SWARM

Fine Magical Beast (Fire, Swarm)

Hit Dice: 4d10 (22 hp)

Initiative: +2

Speed: 5 ft. (1 square), fly 40 ft. (average)

Armor Class: 20 (+8 size, +2 Dex), touch 20, flat-footed 18

Base Attack/Grapple: +4/–

Attack: Swarm (1d6 plus fiery touch)

Full Attack: Swarm (1d6 plus fiery touch)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, fiery touch, heat aura

Special Qualities: Darkness dispersal, darkvision 60 ft., immunity to fire, mind-affecting effects, and weapon damage, swarm traits, vulnerability to cold

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 1, Dex 14, Con 11, Int –, Wis 13, Cha 10

Skills: Spot +5, Survival +1 (+5 to orient itself)

Feats: –

Environment: Temperate forests

Organization: Solitary or fireball (2-8 swarms)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: –

Ahead you notice something rolling across the landscape and zigzagging through the sky like uncontrollable fireballs. As it approaches, you notice the ball appears to be made of innumerable flaming flies flitting about in a frenzied swarm.

Fyreflies generally flit about, gorging themselves on pollen by day and lighting up the night. On clear summer evenings, however, fyreflies mistake the stars in the firmament as rival flies and try to drive off the stars with fiery displays and threatening motions. When these efforts invariably fail, they gather in frenzied swarms, rolling across the landscape and zigzagging through the sky like uncontrollable fireballs. The swarms scorch everything in their paths, leaving behind broad swaths of smoking grass, blackened trees, and incinerated animals. Fyrefly swarms cause more fires than lightning, careless travelers do, or any other forest creatures do; burning down their own habitats. The random devastation continues until the swarm dissipates from sheer exhaustion, or they scatter in the rays of the rising sun.

COMBAT

Fyrefly swarms attack randomly until the sun rises, they're defeated in combat, or 2d4 hours pass, whichever occurs first.

Darkness Dispersal (Ex): Fyrefly swarms only form on starry nights. Any spell or magical effect that completely or partially obscures the swarm's view of the stars, such as a *darkness* spell centered on the swarm, causes the swarm to become disorganized and disperse. The swarm may reform the next night if too is a starry night.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Fiery Touch (Su): The fyreflies of a swarm actually ignite, dealing 4d4 points of additional fire damage with each swarm attack unless the target saves for half damage (Reflex DC 12 half). The swarm sets afire all flammable substances it touches. The save DC is Constitution-based.

Heat Aura (Su): Anyone within 10 feet of the fyrefly swarm must succeed on a DC 12 Fortitude save or take 2d4 points of nonlethal fire damage per round from the heat. The save DC is Constitution-based.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. Fyrefly swarms are immune to all weapon damage.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. 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 an opponent.

A fyrefly swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Fyrefly swarms are susceptible to high winds such as that created by a *gust of wind* spell. For purposes of determining the effects of wind on a fyrefly swarm, treat the swarm as a creature of Fine size. 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 means of nonlethal damage becomes disorganized and dispersed, and does not re-form until its hit points exceed its nonlethal damage.

For full information about the swarm subtype, see pages 315-316 of the *Monster Manual*.

Skills: A fyrefly swarm has a +4 racial bonus on Spot checks. It also has a +4 racial bonus on Survival checks to orient itself.

FYREFLY SWARMS IN FAERÛN

Fyreflies are most common in the forest of Cormanthor. Some years ago, a swarm ignited a pine forest in the rimwood south of Shadowdale, destroying the primary nesting ground of the needle wrens. As the needle wrens were primarily responsible for keeping the area's locust population in check, Shadowdale farmers had to deal with locust swarms in their corn fields. Nearly all the game fish in an Elvenflow tributary were killed following a fyrefly fire that burned down a beech grove; the fish that weren't poisoned by ashes died from the high temperatures. A rimwood fire east of Hap not only wiped out every last blade of peppergrass, it also seared the topsoil; autumn's winds dried out and blew away the upper layers, spring rain washed away the rest. Some years later, the 40-square mile area is only just beginning to show signs of plant life.

Efforts to control the fyreflies have been futile. Rangers introduced giant wasps into fyrefly territory, hoping the wasps would eat the flies' favorite cornflower pollen and force them to move on. The fyreflies learned to eat dried pigweed and quack grass instead. Fyreflies lay eggs in such massive quantities, that destroying their nests is a waste of time. An elven wizard named Horquine had spent years trying to breed azmyths in the witch hazel groves of the eastern rimwood with a taste for fyreflies. Though each azmyth consumed triple its weight in fyreflies each day, the effect on the fyrefly population was incidental. Worse, the azmyths were unable to digest the flies' abdomens, the source of the magical flames. The azmyths passed the organs as a blast of fire.

CREDIT

Author Thomas M. Costa, based on original material by Rick Swan and others. The fyrefly swarm originally appeared in *Elminster's Ecologies: Cormanthor* (1994) and appeared as individual monsters in the *Monstrous Manual* (1993).

FYREFLY SWARM CREATION

Fine Magical Beast (Swarm)

Hp: 4 x 5.5 HD = 22

Base Attack/Grapple: +4 as ftr/ N/A swarm

Full Attack: Swarm

Saves: F +4 good +0 Con = +4, R +4 good +2 Dex = +6, W +1 poor +1 Wis = +2

Skill Points: 0, mindless

Skills: Spot 0 +1 Wis +4 race = +5, Survival 0 +1 Wis (+4 race to orient itself) = +1 (+5)

Feats: 0, mindless

Challenge Rating: Old Method Base: 4 for hp +1 for speed, AC, attack, distraction, fiery touch, heat aura, immunities, swarm traits = 12/3 = 4

Level Adjustment: See *Savage Species*, p. 19-24; N/A swarm

DCs: 10 + 1/2 HD + Con mod = 10 +2 +0 = 12

GHOST (TEMPLATE)

As in the *Monster Manual*, ghosts are the spectral remnants of intelligent beings that, for one reason or another, cannot rest easily in their graves. Several new types of ghosts found in the Forgotten Realms are described below.

GHOSTS IN FAERÛN

The Realms are home to a wide variety of ghosts.

Haunt: A haunt is the restless spirit of a person who died leaving some vital task unfinished. Its sole purpose is to take over a living body and use it to complete the task, thus gaining a final release from the mortal world. Its motives are always powerful – revenge, greed, love, hate, etc. Often great distances need to be traveled before a task can be completed. For this purpose, haunts will try to possess the first humanoid that enters its domain. They drive their hosts mercilessly to complete their unfinished task, ignoring the need for food or sleep. One in ten haunts retain some instinctual feelings from their former lives other than their inexorable drive. Those that can sense these feelings, often feel the haunt's remorse at having to prey upon the living. Haunts usually appear as typical ghosts, but can also appear as a hovering luminescent ball of light (similar to a will-o'-wisp).

Haunts are identical to standard ghosts in the *Monster Manual*, except as noted. They possess the Dexterity draining touch, a modified version of malevolence (see below), and manifestation special attacks and the domain bound, rejuvenation, and turn resistance special qualities. A haunt can only use its malevolence attack against creatures that are immobile (usually resulting from the haunt's draining touch), however possessed creatures automatically regain all the Dexterity points the haunt drained. Haunts are mindless and have no Intelligence score, feats, or skill points.

Pasocada Ghost: In the Pasocada Basin, especially Esh Alakar, and in similar areas of the True World of Maztica, those who die but are not buried properly often return by night as ghosts who haunt the places of their deaths. They are cursed to haunt an area until someone interrs their corpse correctly, performs a proper burial service, or otherwise satisfies the ghost. They are usually invisible, but they become visible in order to attack those who enter the areas of their haunt. They appear with much the same form as they had when alive, though they are translucent and always carry bows and arrows.

Pasocada ghosts are identical to standard ghosts in the *Monster Manual*, except as noted. They possess the contagion arrows (described below) and manifestation special attacks. While battlefields and the like may be home to many of Pasocada ghosts, these creatures are solitary and care little for others of their kind, making them unlikely to be organized into gangs or mobs. These ghosts are always lawful evil.

Phant: Phants are the spirits of strong-willed individuals who retain some memory of their earthly existence. These include both heroic figures such as warriors, wizards, and well-known and strong-willed kings, war leaders, guild masters, and others. These individuals can be of any alignment, but in life all were leaders of men (or other intelligent creatures), who showed concern about the well-being of their charges. If in life the phant was evil and conniving, so, too, will be its phant. If the original mortal was good and kindly, so it will be with the phant.

A phant normally dwells in the Outer Plane where its spirit would normally reside, but will return to the lands of its mortal form if some sufficient need exists. Such needs may include desecration of their remains or danger to family homelands or heirs, but there is no telling what threats may bring back a phant. Phants usually appear as a warning or to serve as advisors, although the duration of their visits is not often long. Phants are no more or less wise than their original forms, and either cannot or will not use information gained from beyond the grave in their extraplanar homes.

Phants have appeared on occasion in all major cities, as the large collection of dead and graves in such communities establish strong ties with the hereafter. The story of one phant, Myrrth of Waterdeep, a once-pudgy, blond-haired jester of some renown, is detailed in the entry for the colossal skeleton below.

Phants are identical to standard ghosts in the *Monster Manual*, except as noted. Phants have the deathless type instead of the undead type. (See pages 275-276 of the *Eberron Campaign Setting* or pages 157-158 of the *Book of Exalted Deeds*. If these sources are not available, replace with undead that have turn immunity). Phants lack the ability to cast spells or employ spell-like abilities, even if they had them in life. Upon returning to the mortal realm, phants lose any knowledge gained in the afterlife until once again returning to the Outer Planes. A phant has only the corrupting touch and manifestation special attacks and the greater invisibility (see below), rejuvenation, and turn resistance special qualities.

Shadow Lich: As evil men and women grow older and see their deaths before them, many decide to take their chances with becoming a lich. Most fail and die. The unlucky few who survive the process but fail to achieve lichdom become ghosts known as shadow lichs or less commonly arch-shadows or demi-shades.

During the process of achieving lichdom, the spellcaster creates a special phylactery in which to store his or her life force. If this item ruptures during the process – more often than not due to faulty construction or a slight error in the incantation that causes the delicate process to break down – there is a 5% chance the spellcaster becomes a shadow lich instead of being utterly destroyed. Once the lich process has failed and the creature has become a shadow lich, however, survival is not guaranteed. The shadow lich must make a DC 15 Fortitude save to maintain its unlife on the edge of both the Ethereal and Negative Energy Planes or be sucked into the Negative Energy Plane where it is destroyed. If the shadow lich survives, it must install its life force into a powerful magic item (see the shadow lich receptacle ability below) that has never felt the touch of the shadow lich. The

shadow lich's drive to find a proper receptacle is all consuming for it can only hold off the pull of the Negative Energy Plane for a tenday. The shadow lich sees as if it has constant *arcane sight* and *analyze dweomer* spells cast upon itself for the duration of its search. Once finding a suitable receptacle, the shadow lich infuses the item with its life force.

By draining life energy, these shadow lichs grow in power and eventually gain the power to shape a corporeal body and take up their magic studies again. These ascendant shadow lichs are sometimes known as mature arch-shadows or demi-shades.

Shadow lichs resemble ghosts or banshees that wander the earth. In their natural form shadow lichs appear as ghastly silhouettes of their original bodies. Piercing blue-white pinpoints of light serve as eyes, their hair has become ebony, and their fingernails have turned blue-black. However, after gazing at a shadow lich in its true form for 1d4 rounds, viewers see another side of this undead. The skin that covers their ghostly bodies becomes withdrawn and tight, and their blue-white eyes tinged with crimson. Their faces are contorted in pain and agony. Sages have speculated this was the shadow lich's final appearance before death, but only the shadow lichs know for sure. Ascendant shadow lichs look much the same, but their skin changes to a deep shade of gray-black and their eyes burn a fierce crimson.

Shadow lichs are relentless, brutal, and unforgiving in their pursuit of their independence and the fulfillment of their own dark plans. Typically their desire is to drain enough life energy to achieve an ascendant state, which allows the shadow lich the security of forming a material body. If there is a way to cause widespread destruction and fear while in the pursuit of achieving their ascendancy, so much the better. These acts serve only to reinforce the fear of the shadow lichs' power. Shadow lichs are most often destructive nihilists with a fierce determination to see the world crushed around them. Nevertheless, they will readily cooperate with adventurers or any other creatures that help them accomplish their goals. (Creatures aiding a shadow lich should expect little more than the chance to serve once the shadow lich ascends to its final form. Ascendant shadow lichs expect loyalty from their subjects, but have no honor to offer their followers.) Unlike lichs, who usually take very little interest in the affairs of the living, shadow lichs are most interested in the happenings of the intelligent races.

Shadow lichs are identical to standard ghosts in the *Monster Manual*, except as noted. They possess the corrupting touch, energy drain (see below), and manifestation special attacks and the shadow lich receptacle (see below) and turn resistance special qualities. These creatures are always evil solitary creatures. Shadow lichs often find it difficult to cast spells and advance as spellcasters due to their inability to manipulate spellbooks, scrolls, and material and focus components. (Many shadow lichs have the Eschew Materials feat, which mitigates some of these factors.) Consequently, they wish to ascend and gain the ability to manifest a corporeal body.

Ascendant shadow lichs are identical to standard ghosts in the *Monster Manual*, except as noted. They possess the corrupting touch, enhanced energy drain (see below), and manifestation special attacks and the corporeality (see below), shadow lich receptacle (see below), and turn resistance special qualities. They have a +8 racial bonus to Move Silently in addition to a standard ghost's racial skill bonuses. They gain Improved Supernatural Attack (corrupting touch) (see below) as a bonus feat. These creatures are always evil solitary creatures. Ascendant shadow lichs have a challenge rating equal to the base creature +3 and a level adjustment equal to the base creature +6.

Sorrow: A sorrow is the restless spirit – akin to a haunt – of a person who died while performing a task that was personally and morally important. It appears only on the anniversary of the tragic event and desires the fulfillment of some task. Often a sorrow may be seen as a phantom guard of a keep or at any other job that would be considered routine. The sorrow simply wants to continue whatever duty it was performing when it was alive. It does not understand that it is dead. Sorrows usually appear as typical ghosts, but can also appear as a hovering luminescent ball of light (similar to a will-o'-wisp).

Sorrows have no memory of the time that passes between their time on Faerûn and whatever plane their souls went to following their death. Part of their essence is forced to the Ethereal Plane during the anniversary of their death. However, one in ten sorrows retains some instinctual feelings from their former lives other than their inexorable drive. Those that can sense these feelings, often feel the sorrow's remorse, fear, or frustration.

Sorrows rely on living beings to understand their plight and allow the sorrow to accompany the individual or group in hopes some deed done by those living will free the sorrow from its haunting obligation. If the majority of an approaching party or if an approaching individual has an alignment opposite to that of a sorrow (good vs. evil or lawful vs. chaotic), the sorrow will use its frightful moan to scare the person off.

Sorrows are identical to standard ghosts in the *Monster Manual*, except as noted. They possess the frightful moan and manifestation special attacks and rejuvenation, sense alignment, and turning immunity special qualities. They are mindless and have no Intelligence score, feats, or skill points, but instinctively retain their alignment.

SAMPLE GHOSTS

This ghost appears to be a translucent hunter of Maztica, armed with a bow and arrow and garbed in leather pants. His face has some form of war paint that appears faded in his ethereal state and his straight black hair whips about in a phantom breeze.

This example Pasocada ghost uses a male Maztican human ranger 6 as the base creature.

A malevolent spirit made up of drifting shadows coalesces into the leering form of spellcasting wizardess well dressed in open gray robes and green and purple embroidered undergarments. Her hair whips about violently.

This example ascendant shadow lich uses a female Damaran human wizard 18 as the base creature.

	Hopro of the Azuposi, Pasocada Ghost Ranger 6	Gothyl, Ascendant Shadow Lich Wizard 18
	Medium Undead (Augmented Humanoid, Incorporeal)	Medium Undead (Augmented Humanoid, Incorporeal)
Hit Dice:	6d12 (39 hp)	18d12 (117 hp)
Initiative:	+3	+6
Speed:	Fly 30 ft. (perfect) (6 squares)	Fly 30 ft. (perfect) (6 squares)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 12, or 15 (+3 Dex, +3 +1 <i>leather</i>), touch 13, flat-footed 12	17 (+2 Dex, +5 deflection), touch 17, flat-footed 15, or (+2 Dex, +5 natural), touch 17, flat-footed 15
Base Attack/Grapple:	+6/+8	+9/+9
Attack:	Masterwork spear +9 melee (1d8+3/x3) or +1 shortbow +10 ranged (1d6/x3)	Incorporeal touch +11 melee or +9 against ethereal foes (1d6 plus energy drain)
Full Attack:	Masterwork spear +9/+4 melee (1d8+3/x3) or +1 <i>shortbow</i> +10/+5 ranged (1d6/x3) or +1 <i>shortbow</i> with Rapid Shot +8/+8/+3 ranged (1d6/x3)	Incorporeal touch +11 melee or +9 against ethereal foes (1d6 plus energy drain)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Animal companion, contagion arrows, favored enemies, manifestation, spells	Corrupting touch, enhanced energy drain, manifestation, spells
Special Qualities:	Rejuvenation, turn resistance +4, undead traits, wild empathy	Corporeality, shadow lich receptacle, turn resistance +4, undead traits
Saves:	Fort +5, Ref +8, Will +3	Fort +6, Ref +8, Will +13
Abilities:	Str 14, Dex 16, Con –, Int 12, Wis 13, Cha 14	Str 10, Dex 14, Con –, Int 23, Wis 15, Cha 20
Skills:	Hide +20, Knowledge (geography) +10, Knowledge (nature) +12, Listen +18, Move Silently +12, Search +18, Spot +18, Survival +10 (+12 aboveground, to avoid hazards, and when tracking)	Concentration +26, Decipher Script +27, Hide +10, Knowledge (arcana) +27, Knowledge (religion) +26, Listen +16, Move Silently +10, Search +20, Spellcraft +29, Spot +16, Survival +2 (+4 when following tracks)
Feats:	Dodge, Endurance, Manyshot, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Track	Combat Casting, Craft Wand, Craft Wondrous Item, Eschew Materials, Greater Spell Penetration, Improved Initiative, Improved Supernatural Attack (corrupting touch) ^B , Scribe Scroll, Silent Spell, Spell Focus (Conjuration), Spell Focus (Enchantment), Spell Focus (Evocation), Spell Penetration
Environment:	Warm plains (Pasocada Basin of Maztica)	Temperate forest (Spiderhaunt Wood)
Organization:	Solitary	Solitary
Challenge Rating:	8	21
Treasure:	None	None
Alignment:	Lawful evil	Chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+5	+6

Hopro of the Azuposi

Combat

Ghostly equipment (such as Hopro's masterwork spear) works normally on the Ethereal Plane, but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement (such as Hopro's +1 *shortbow*) has a 50% chance of harming material creatures. The Fortitude save DC is 15 against this Pasocada ghost's contagion arrows.

Animal Companion (Ex): Hopro lost his animal companion upon becoming a Pasocada ghost.

Favored Enemy (Ex): Hopro found himself battling conquerors from Amn so often they became a favored enemy, but it was an incursion of fiends that killed him. Hopro gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and damage rolls against folk from Amn and a +4 bonus against evil outsiders.

Spells: Hopro has learned to cast a few divine spells, which are now granted by the god, Masauwu the Skeleton Man.

Ranger Spells Prepared (2; save DC 11 + spell level; Caster level 3rd): 1 – *entangle* (x2).

Wild Empathy (Ex): Hopro's adds +8 (from ranger levels and Charisma modifier) to his wild empathy checks.

Possessions: +1 *leather armor*, +1 *shortbow*, 40 arrows, masterwork spear.

Hopro in Faerûn

Hopro is a lonely spirit who was slain over a century ago in an intertribal war. His memories are mostly lost to time, and all he has left is a rage at his undead state. He wishes nothing more than the sweet release of a proper death, but is too proud and angry to seek assistance.

Gothyl

Combat

Gothyl prefers to strike from hiding and then exploit her spells to the best of her ability. The Fortitude save for Gothyl's enhanced energy drain is 24.

Spells: Gothyl casts spells as wizard.

Typical Spells Prepared (4/6/6/5/5/5/5/3/3/2; save DC 16 + spell level, DC 17 + spell level for conjurations, enchantments, and evocations): 0 – *detect magic*, *mage hand*, *open/close*, *read magic*; 1 – *burning hands*, *color spray*, *magic missile*, *obscuring mist*, *shield*, *true strike*, *unseen servant*; 2 – *darkness*, *Melf's acid arrow*, *mirror image*, *misdirection*, *scare*, *web*; 3 – *arcane sight*, *deep slumber*, *hold person*, *lightning bolt*, *nondetection*; 4 – *Evard's black tentacles*, *fire shield*, *ice storm*, *lesser globe of invulnerability*, *stoneskin*; 5 – *Bigby's interposing hand*, *cloudkill*, *cone of cold*, *magic jar*, *wall of force*; 6 – *analyze dweomer*, *eyebite*, *flesh to stone*, *greater dispel magic*, *symbol of persuasion*; 7 – *finger of death*, *greater teleport*, *power word blind*; 8 – *Bigby's clenched fist*, *power word stun*, *symbol of insanity*; 9 – *mass hold monster*, *time stop*. Gothyl knows most of the wizard spells in the *Player's Handbook*, as well as several rare spells such as *dreamglobe* (see below).

Possessions: *Sword of the Dales* (Gothyl's receptacle).

Gothyl in Faerûn

Gothyl's tale is detailed in the *Sword of the Dales* sidebar below.

CREATING GHOSTS OF THE REALMS

The *Monster Manual* describes many common powers of ghosts, including manifestation, rejuvenation, and turn resistance. Certain ghosts in the *Forgotten Realms* setting (see *Monsters of Faerûn*) have unusual powers not mentioned in that book. Additional ghostly powers are described below.

Special Attacks: Certain ghosts have developed a unique attack in order to defend themselves.

Contagion Arrows (Su): When the ghost manifests, it may fire magical arrows from a ghostly shortbow. The ghost may fire as many ghostly arrows each round as it could have fired normal arrows in life. The shortbow has a maximum range of 600 ft. The ghostly arrows strike unerringly even if the target is in melee combat, ignoring armor class altogether, or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Many feats, such as *Far Shot*, *Rapid Shot*, *Many Shot*, and *Shot on the Run*, have the same effect on the ghostly bow and arrow as they did in life on a real bow and arrow.

Those hit by the arrows take no damage, but must make a Fortitude save or contract a cursed disease known as spirit rot (described below). The disease causes both the body and soul to flag, with the body quickly losing cohesion and eventually turning to dust and the soul losing its connection to the body and eventually dissolving into the ether.

Aura of Despair (Su): Some ghosts generate an aura of despair. All creatures within a 10-foot radius must make a Will save or suffer from great sadness. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Spirit Rot (Su): Supernatural disease – arrow; Fortitude DC 10 + 1/2 HD + Cha modifier; incubation period 1 minute; damage 1d4 Con and 1d4 Cha. The save DC is Charisma-based.

Spirit rot is a powerful curse, not a natural disease. Unlike normal diseases, spirit rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

A character attempting to cast any conjuration (healing) spell on a creature afflicted with spirit rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate spirit rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim and the spirit rot can be magically cured as any normal disease. Nothing short of a *miracle* or *true resurrection* will bring a victim who dies from spirit rot back to life.

Energy Drain (Su): Living creatures hit by the ghost's incorporeal touch attack gain one negative level. Against ethereal opponents, it adds its Strength modifier to attack rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls. The DC for the Fortitude save to remove a negative level is 10 +1/2 the ghost's HD + the draining ghost's Charisma modifier. For each negative level bestowed, the ghost gains 5 temporary hit points. A ghost can use its energy drain ability once per round. This ability is often possessed in conjunction with the corrupting touch ability and allows the ghost to both deal damage and energy drain with its incorporeal touch attack.

Enhanced energy Drain (Su): Living creatures hit by the ghost's incorporeal touch attack gain one negative level. Against ethereal opponents, it adds its Strength modifier to attack rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls. The DC for the Fortitude save to remove a negative level is 10 +1/2 the ghost's HD + the draining ghost's Charisma modifier. For each negative level bestowed, the ghost gains 5 temporary hit points. The attack also acts as a targeted *greater dispel magic* effect against spells and magic items that protect against energy drain, such as a *death ward* spell or *scarab of protection*. The ghost's effective caster level for the dispel check equals its HD. A ghost can use its energy drain ability once per round. This ability is often possessed in conjunction with the corrupting touch ability and allows the ghost to both deal damage and energy drain with its incorporeal touch attack.

Ghastly Stench (Su): Some ghosts give off the stink of death and corruption. Living creatures within 10 feet must succeed on a Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A *break enchantment*, *greater dispel magic*, or *remove curse* removes the effect from a sickened creature.

Special Attacks: Certain ghosts have developed unique qualities.

Corporeality (Su): Ghosts are naturally incorporeal. Some ghosts gain the ability to become corporeal on the Prime Material Plane at will. Their corporeal body is, however, far tougher than that of most mortals. Except as noted below, treat the ghost's corporeal body as its ethereal form. The ghost's corporeal body has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is greater. The ghost's corporeal body also gains immunity to cold and supernatural damage reduction 15/magic. The ghost's corporeal body's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction and can deliver special attacks normally dependent on the ghost's incorporeal touch or strike attack, such as corrupting touch or enhanced energy drain (see above).

Domain Bound (Ex): Some ghosts are bound to the area in which they died and cannot travel more than a certain distance from where it died unless it uses the malevolence power to escape the domain in a host body. The default distance is 180 feet, but some ghosts may have a range of a few miles. This area is known as the ghost's domain.

Greater Invisibility (Su): Some ghosts can remain invisible even when they attack. This ability is constant, but the ghost can suppress or resume it as a free action.

Shadow Lich Receptacle (Su): Some ghosts, known as shadow lichs, have receptacles much like a lich's phylactery, except the ghost's receptacle is always a magic item of at least 18,000 gp value that has never been touched by the shadow lich and is not an artifact or intelligent item. A shadow lich will never choose a single-use item, such as a potion or scroll, as its receptacle unless it has no choice. Once chosen, the shadow lich cannot change or replace its receptacle.

Unless its receptacle is destroyed, a shadow lich reappears 1d10 days after its apparent death. Should the receptacle be destroyed, the shadow lich cannot and does not heal and loses 10 hit points per day until it too is destroyed.

Shadow lichs may enter their receptacle at will, becoming totally hidden within. They may manifest from within their receptacle, allowing them to cast spells. As the receptacle of their life force, shadow lichs may cast spells with a target of "You" or "Personal" such as *contingency*, on its receptacle (as a touch spell) instead of on itself. Consequently, receptacles are often ward with many abjuration spells.

To become an ascendant shadow lich, the shadow lich must bestow 10 negative levels over a 1-hour period, thereby gaining 50 temporary hit points, to creatures that have touched their receptacle within the last 24 hours.

Sense Alignment (Su): Some ghosts can instinctively sense the alignment of those around them. This ability functions as constant *detect chaos*, *detect evil*, *detect good*, and *detect law* spells.

Turning Immunity (Ex): Some ghosts cannot be turned or destroyed.

NEW FEAT (SIDEBAR)

Improved Supernatural Attack [General]

The creature's supernatural attacks, such as a ghost's corrupting touch, are more dangerous than those of a typical creature of its type would dictate.

Prerequisite: Supernatural attack that deals hit point damage, base attack bonus +5.

Benefit: Choose one the creature's supernatural attack forms. The damage for this supernatural attack increase by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A supernatural attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

NEW SPELL (SIDEBAR)

Dreamglobe

Evocation [Force]
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous; until released or 24 hours; see text
Saving Throw: Will partial; see text
Spell Resistance: Yes

This spell traps its target inside a sphere of magical force that causes the victim to enter a dream-like trance.

With a successful melee touch attack, the target is engulfed in a shimmering field of force and immobilized until released, either at your command or after 24 hours have elapsed, or the field is destroyed. The field has a hardness of 10 and 50 hit points. Damage done in excess of the 50 hit points damages the target. The field can also be destroyed by a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell, or a targeted *dispel magic* spell without harm to the target. A target released or freed from a *dreamglobe* is dazed for 1 round. Nothing can pass through the field, inside or out, though the subject can breathe normally. While trapped in the field, the target does not sleep or regain spells. It is kept in a dream-like trance unaware of its surroundings except for your questions.

While the target is trapped, you may ask one question per hour of the target. Asking questions requires your full concentration. The target is entitled to a Will saving throw to resist each question. Effects that offer the target protection from divination spells of 5th-level or higher, such as *mind blank* or *nondetection* spell, function normally against this questioning aspect of the *dreamglobe*.

NEW MAGIC ITEM (SIDEBAR)

Sword of the Dales: The *Sword of the Dales* is a regional icon – a weapon of immense power intended to save the Dales from the forces of evil – made of highly polished silver and inlaid with nearly 100 gp of precious gems in its pommel. Nevertheless, most collectors would be wary of owning the weapon due to the number of visitors and thieves it would draw.

In the Year of Brighter Blades (996 DR), the mage-lord Shraevyn the Weapons-Mage, knowing he was dying, created a sword of tremendous power to serve as symbol of authority for the ruler of Merrydale (now Daggerdale). The sword was designed to take the battle to two groups then troubling the Dale, an increasing number of lycanthropic Malarites taking up residence along the border of Cormanthor and the never-ending stream of wizard would-be conquerors and their guardians. Upon his death, the powerful blade disappeared, and no one knew what became of his sword. Most believed it remained hidden in his secret annex when he died. This hideaway was lost to history until the Year of the Gauntlet (1369 DR). Lord Randal Morn (NG male Chondathan human fighter 6/rogue 4), then a local rebel leader who battled against the Zhentarim occupation, learned the crypt had been accidentally discovered. He immediately pulled together a search party and rushed to the tomb to recover the weapon. What Morn didn't know was that some 150 years past, a wizardess of tremendous power had failed in her attempt to achieve lichdom. Left a shadow lich, she found the Sword of the Dales and made it her receptacle. When Morn retrieved the sword, he was captured by Gothyl. Fortunately for Morn, a party of adventurers came to his rescue and helped Morn reclaim Dagger Falls from the Zhentarim. Unfortunately, Gothyl escaped with the sword and achieved an ascendant state.

The *Sword of the Dales* is a +3 *construct bane*, *shapechanger bane*, *silver longsword* that glows with a soft blue radiance at all time. The shapechanger bane property affects all creatures with the shapechanger subtype regardless of their current form, as well as all creatures in an alternate form, in a changed shape, or polymorphed at the time they are struck. The sword has three other powers. The sword turns all electricity and polymorph spells and effects, including area effects, which would affect the wielder, back upon the original caster or user as a *spell turning* spell. The sword can unlock non-magical chains and manacles within 30 feet of the wielder by speaking the word "Merrydale." Lastly, the sword allows the wielder to breathe water as a *water breathing* spell 1/day for up to 12 hours.

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *knock*, *spell turning*, *summon monster I*, *water breathing*; Price 280,000 gp.

CREDIT

Author Thomas M. Costa, based on original material by Gary Gygax (haunt), John Nephew and Jonathan Tweet (Pasocada ghost), Jeff Grubb (phant), Jim Butler (shadow lich, *dreamglobe*, *Sword of the Dales*), and Walt Baas and Kira Glass (sorrow). The haunt originally appeared in the 1E *Monster Manual II* (1983) and 2E *Monstrous Manual* (1993); the phantom originally appeared in DC Comics Inc.'s *Advanced Dungeons and Dragons* comic #5 (April 1989); the Pasocada ghost originally appeared in *City of Gold* (1992); the shadow lich originally appeared as the arch-shadow and demi-shade along with Gothyl, *dreamglobe*, and the *Sword of the Dales* in *The Sword of the Dales* (1995), *The Secret of Spiderhaunt* (1995), and *The Return of Randal Morn* (1995); and the sorrow in *Nightwatch in the Living City* (1991).

GHOST CREATION

Medium Undead

Hp: Hopro 6 x 6.5 HD = 39; Gothyl 18 x 6.5 HD = 117

Base Attack/Grapple: Hopro +6 as ranger/+6 BAB +2 Str = +8; Gothyl +9 as wizard/+9 BAB +0 Str = +9

Full Attack: Hopro +6 BAB +2 Str +1 masterwork spear = +9/+4, +6 BAB +3 Dex +1 *shortbow* = +10/+5 or one additional attack all at -2 with Rapid Shot, +8/+8/+3; Gothyl +9 BAB +2 Dex or +0 Str on Ethereal = +9 or +11

Saves: Hopro F +5 good +0 Con = +5, R +5 good +3 Dex = +8, W +2 poor +1 Wis = +3; Gothyl F +6 poor +0 Con = +6, R +6 poor +2 Dex = +8, W +11 good +2 Wis = +13

Skill Points: Hopro (6 + Int modifier +1 human) x (HD +3) = 8 x 9 = 72; class skill max ranks = HD +3 = 9; Gothyl (2 + 3 Int mod at time +1 human) x (7 +3) plus (2 +4 Int mod +1 human) x 8 plus (2 + 5 Int mod +1 human) x 3 = 60 +56 + 24 = 140; class skill max ranks = HD +3 = 21

Skills: Hopro Hide 9 +3 Dex +8 race = +20, Knowledge (geography) 9 +1 Int = +10, Knowledge (nature) 9 +1 Int +2 synergy = +12, Listen 9 +1 Wis +8 race = +18, Move Silently 9 +3 Dex = +12, Search 9 +1 Int +8 race = +18, Spot 9 +1 Wis +8 race = +18, Survival 9 +1 Wis + various synergy = +10 (+12 aboveground, to avoid hazards, and when tracking)

Gothyl Concentration 21 +5 Cha = +26, Decipher Script 21 +6 Int = +27, Hide 0 +2 Dex +8 race = +10, Knowledge (arcana) 21 +6 Int = +27, Knowledge (religion) 20 +6 Int = +26, Listen 12 cc +2 Wis +8 race = +16, Move Silently 0 +2 Dex +8 race = +10, Search 12 cc +6 Int +8 race = +20, Spellcraft 21 +6 Int +2 synergy = +29, Spot 12 cc +2 Wis +8 race = +16, Survival 0 +2 Wis (+2 synergy) = +2 (+4 when following tracks)

Feats: Hopro 1 + (1 per 3 HD) +1 human + 4 ranger = 8; Gothyl 1 +18/3 + 1 human +4 wizard +1 bonus = 13

Challenge Rating: Hopro Not significantly different from standard ghost options, so +2. Hopro is level 6 + ghost's +2 = 8; Gothyl 18 + ascendant shadow lich's +3 = 21

Level Adjustment: Same as standard ghost.

Contagion Arrows DC: Hopro 10 + 1/2 level + Cha modifier = 10 +3 +2 = 15; Gothyl 10 + 1/2 level + Cha mod = 23

Possessions: Hopro 5,600 for a level 6 NPC, but normally only bring a few items into the afterlife, so 1,160 for leather +2,330 for shortbow + 2 gp for 40 arrows + 302 spear = 3,794 gp; Gothyl none but receptacle

Notes: The diseased arrows of the Pasocada ghost were described as the 2E fatal disease delivered by a cause disease spell, which caused hit point damage and Charisma damage. This led me to crafting a disease that caused Con and Cha damage, whereupon I stumbled on mummy rot as described in the MM. It fit almost perfectly, but I didn't want it to be identical, so I tweaked it.

Sword of the Dales Pricing: 315 gp (masterwork longsword) +90 gp (silver) +95 gp (gems in pommel) +75,000 gp (+5 equivalent weapon x 1.5 for multiple different abilities) +10,800 gp (knock, 2 spell level x 4 caster level [minimum +1 because don't gain benefits from higher caster level except increased dispel difficulty] x 1800 command word x .5 for weaker range and effect x 1.5 multiple different abilities) +182,000 gp (spell turning, 7 spell level x 13 caster level x 2000 continuous x 1 for effecting non-spells, but limited to two types of effects) +9,720 gp (water breathing, 3 spell level x 6 caster level (for spell duration plus increased dispel difficulty] x 1800 command word x .2 once/day x 1.5 multiple different abilities) = 278,020 gp, which seems high, but its value is increased by its historical importance, so round up to 280,000 gp.

HAG, ELDER SEA

Medium Monstrous Humanoid (Aquatic, Shapechanger)

Hit Dice: 3d8+9 (22 hp)

Initiative: +1

Speed: Swim 50 ft. (10 squares)

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

Base Attack/Grapple: +3/+9

Attack: Claw +9 melee (1d4+6)

Full Attack: 2 claws +9 melee (1d4+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Charmed eye, horrific appearance, spells

Special Qualities: Change shape, immunity to mind-affecting effects, spell resistance 15

Saves: Fort +3, Ref +4, Will +5

Abilities: Str 22, Dex 13, Con 15, Int 12, Wis 15, Cha 16

Skills: Concentration +5, Craft or Knowledge (any one) +3, Disguise +5*, Hide +4, Intimidate +5, Listen +6, Search +5, Spot +8, Swim +14

Feats: Alertness, Toughness

Environment: Temperate aquatic

Organization: Solitary

Challenge Rating: 5

Treasure: Standard plus *salt grinder*

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: –

This creature looks like an elderly mermaid, her skin wrinkled and yellowed and her tail spotted and flaking with age. Her hair smells of salt and lays about her like wilted seaweed, but her eyes glow with a wicked glee that belies her withered form.

One of the most dreaded denizens of the deep, elder sea hags are fortunately rare. They are jealous and suspicious of all other life. They see danger and strong foes as challenges and serve as the ultimate predator of equal-size or smaller opponents.

Much of their time is spent grinding salt through the use of magical rock-crushing devices; elder sea hags derive essential sustenance from sea salt. When not grinding salt or hunting prey, elder sea hags seek to enrich their treasure hoards, often with the help of charmed helpers or evil aquatic creatures. They take pride in knowing their undersea surroundings well and can often spot concealed or magically disguised intruders or newly arrived items by the change in familiar seafloor topography. On the other hand, elder sea hags won't hesitate to boldly strike forth into new territories, making long forays into strange seas.

Elder sea hags usually lair in undersea caves filled with the spoils they have salvaged from sunken vessels; sometimes they claim captain's cabins of those ships if the chambers are lavish enough. In general, they favor regions having interesting sea bottoms, such as reefs, underwater crags and rifts, and ship graveyards adorned with lots of wrecks. While they sometimes dwell with their lesser kin, they never seem to take part in coveys.

They appear as wrinkled, withered, old crones with seaweed-green hair that covers their green-scaled bodies, iron-like claws, and fiery red eyes. But for their merfolk-like tails, some can't be distinguished from lesser sea hags, but others are noticeably larger and more charismatic.

Elder sea hags speak Common, Giant, and Serusan. While most elder sea hags are mighty sorceresses wielding fell magic, a rare few elder sea hags have developed unpredictable psionic powers.

COMBAT

Unlike their lesser cousins, elder sea hags can be quite subtle and circumspect. They are smarter and craftier with more devious powers. They will often use their change shape power to appear as a beautiful mermaid and deceive seafarers into following a dangerous course – onto rocks, reefs, or other hazards. Nevertheless, they do not shy away from the physical challenge of melee, relishing the to and fro.

Change Shape (Su): An elder sea hag can assume the shape of any Small to Large humanoid or monstrous humanoid. An elder sea hag can remain in its new form until it chooses to assume a new one. A change in form cannot be dispelled, but an elder sea hag reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Charmed Eye (Su): Three times per day, an elder sea hag can cast its disarming gaze upon any single creature within 30 feet. The target must succeed on a DC 14 Will save or be *charmed* as though by a *charm monster* spell. The *charmed* creature remains so *charmed* until the hag is killed or the *charm* is magically dispelled. The *charm* bestowed by this power cannot be dispelled with

dispel magic, but it can be removed with a *break enchantment*, *greater dispel magic*, *limited wish*, *miracle*, or *wish* spell. The save DC is Charisma-based.

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 14 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Spells: An elder sea hag casts spells as a sorcerer of a level equal to its Hit Die plus any levels in sorcerer it may have. It can choose spells known from the sorcerer list.

Typical Spells Known (6/6; save DC 13 + spell level; Caster level 3rd): 0 – *dancing lights*, *daze*, *ghost sound*, *flare*, *touch of fatigue*; 1 – *magic missile*, *silent image*.

Skills: An elder sea hag has a +2 racial bonus on Search and Spot checks.

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

*When using its change shape ability, an elder sea hag gets an additional +10 circumstance bonus on Disguise checks.

ELDER SEA HAGS IN FAERÛN

The waters of the Fire River in the Vast and flowing out into the Sea of Fallen Stars, seem to attract elder sea hags, though they can be found throughout the Inner Sea.

Elder sea hags are thought by some to have descended from twisted servitor creations of Olhydra, princess of evil water creatures and ruler over much of the Plane of Elemental Water (which in turn may argue that lesser sea hags, and perhaps all other hags, are merely degenerate descendants of elder sea hags, though it is more likely there is some fiendish blood mixed into their line at some point).

NEW MAGIC ITEM (SIDEBAR)

Salt Grinder: These magical stones are used to turn natural, uncut or unworked rock of any sort into an equal volume of salt, in a fashion similar to the spell *transmute rock to mud*, except the *grinder* has a range of touch, can only effect a 1-ft.-cube of rock, the rock is changed into salt, and the effect has no obvious combat uses.

Moderate transmutation; CL 9th; Craft Wondrous Item, *transmute rock to mud*; Price 900 gp; Weight 2 lb.

CREDIT

Author Thomas M. Costa, based on original material by Vince Garcia. The elder sea hag (as the greater sea hag) in *Polyhedron* #44 (1988) and *The City of Ravens Bluff* (1998).

ELDER SEA HAG CREATION

Medium Monstrous Humanoid

Hp: (3 x 4.5 HD) + (3 x 2 Con) +3 Toughness = 13.5 +6 +3 = 13 +9 = 22

Base Attack/Grapple: +3 as fighter/+3 BAB +6 Str = +9

Full Attack: +3 BAB + 6 Str = +9

Saves: F +1 poor +2 Con = +3, R +3 good +1 Dex = +4, W +3 good +2 Wis = +5

Skill Points: (2 + Int modifier) x (HD +3) = 3 x 6 = 18; class skill max ranks = HD +3 =

Skills: Concentration 3 +2 Con = +5, Craft or Knowledge (any one) 2 +1 Int = +3, Disguise 2 +3 Cha = +5, Hide 3 +1 Dex = +4, Intimidate 2 +3 Cha = +5, Listen 2 +2 Wis +2 Alertness = +6, Search 2 +1 Int + 2 race = +5, Spot 2 +2 Wis +2 Alertness +2 race = +8, Swim 0 +6 Str +8 race = +22

Feats: 1 + (1 per 3 HD) =

Challenge Rating: Old Method Base: 4 for hp, +1 for AC, change shape, immunity, spell resistance, abilities, +2 for charmed eye, horrific appearance, spells = 15 /3 = 5 and despite not having the evil eye of a sea hag, slightly more powerful overall, so probably about right.

Level Adjustment: Like its lesser kin, the powers, environment, and disposition of an elder sea hag do not easily lend themselves to a level adjustment.

Charmed Eye/Horrific Appearance DC: 10 + 1/2 HD + Cha modifier = 10 +1 +3 = 14

Spell DC: 10 + Cha modifier + spell level = 13 + spell level

Salt Grinder: A magic item that would *transmute rock to mud* would have a value of 5 spell level x 9 caster level x 2000 use activated = 90,000 gp. The *grinder* has a range of touch, effects a fraction of the area, and has no obvious combat utility, so I went with 1/100th the cost.

KA'URSA

Large Animal

Hit Dice: 12d8+60 (114 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17

Base Attack/Grapple: +9/+23

Attack: Gore +18 melee (2d6+10)

Full Attacks: 2 claws +18 melee (1d8+10) and bite +13 (2d6+5) and gore +13 melee (2d6+5)

Space/Reach: 10 ft./5 ft.

Special Attacks: Ferocity, improved grab, powerful charge 4d6+15, rage

Special Qualities: Low-light vision, resistance to cold 3, scent

Saves: Fort +13, Ref +10, Will +6

Abilities: Str 31, Dex 14, Con 21, Int 2, Wis 14, Cha 7

Skills: Hide +4 (+8 in forested areas), Listen +8, Move Silently +8, Spot +7, Survival +2 (+6 when tracking by scent)

Feats: Endurance, Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Natural Attack (gore), Run, Track^B

Environment: Cold forests

Organization: Solitary, pair, or family (3-4)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 13-16 HD (Large); 17-18 HD (Huge)

Level Adjustment: –

Rearing before you is what at first appears to be the largest grizzly you've ever seen, but for its two enormous, forward-curving horns, pronounced canines, and tangled beard. Its claws are nearly the length of your forearm. It is covered in short reddish-brown – almost copper – fur with white spots similar to those of a large jungle cat and has a bushy tail similar to that of a fox.

One of the most powerful natural predators to stalk the taiga forests and alpine tundra, the ka'ursa is a force to be feared. It is territorial, ornery, and hard to predict. Ka'ursas mate for life, though the two beasts often do not dwell in the same den unless there are young to care for, over whom they watch for several years. The only good thing about this predator is its relatively slow reproductive cycle. Otherwise, this carnivore would easily displace the other predators of the frostfell.

A ka'ursa prefers to walk and run on all fours, though it is capable of rearing up and walking on two feet like a bear, if somewhat awkwardly.

For the purposes of animal companions and *summon* spells, a ka'ursa can be used instead of a dire bear.

COMBAT

Ka'ursas are fearsome opponents. Even fires do not keep them at bay when they smell meat. After stalking their prey, they quickly charge into battle, goring, before grabbing and tearing into their prey with claws and teeth. Injured ka'ursa are even more dangerous.

Ferocity (Ex): A ka'ursa is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Improved Grab (Ex): To use this ability, a ka'ursa must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. A grappled opponent cannot be gored.

Powerful Charge (Ex): A ka'ursa typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the animal to make a single gore attack with a +18 attack bonus that deals 4d6+15 points of damage.

Rage (Ex): A ka'ursa that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains a +4 Strength, +4 Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: Ka'ursa have a +4 racial bonus on Hide and Move Silently checks. In forested areas, the Hide bonus improves to +8. Ka'ursa have a +4 racial bonus on Survival checks when tracking by scent.

KA'URSA IN FAERÛN

The ka'ursa is found throughout the north central portion of the Realms, from the Tortured Lands, across the Great Glacier, and into Sossal. It often dens near areas rich with copper and iron, eagerly lapping up the metal-heavy red water of nearby streams.

CREDIT

Author Thomas M. Costa.

KA'URSA CREATION

Large Animal

Hp: $(12 \times 4.5 \text{ HD}) + (12 \times 5 \text{ Con}) = 54 + 60 = 114$

Base Attack/Grapple: +9 as clr/+9 BAB +10 Str +4 size = +23

Full Attack: +9 BAB +10 Str – 1 size = +18

Saves: F +8 good +5 Con = +13, R +8 good +2 Dex = +10, W +4 poor +2 Wis = +6

Skill Points: $(2 + \text{Int modifier}) \times (\text{HD} + 3) = 1 \times 15 = 15$; class skill max ranks = HD +3 = 15

Skills: Hide 2 –4 size +4 (+8) race +2 Dex = +4 (+8 in forested areas), Listen 6 +2 Wis = +8, Move Silently 2 +4 race +2 Dex = +8, Spot 5 +2 Wis = +7, Survival 0 (+4) race +2 Wis = +2 (+6 when tracking by scent)

Feats: 1 + (1 per 3 HD) = 1 +4 = 5 +1 bonus

Challenge Rating: Old Method Base: 25 for hp +1 for AC, ferocity, improved grab, powerful charge, rage, scent/Track = 31 = 10, but high for an animal. Compare to a polar bear and +4 HD and +3 special attacks + other minor improvements across the board so 7, also compare to a dire bear, and slightly less damage, but some other special attacks, so probably about equal, so 7.

Level Adjustment: N/A as an animal

LICHLING SWARM

Fine Undead (Swarm)

Hit Dice: 14d12 (91 hp)

Initiative: +5

Speed: 10 ft. (2 squares), climb 10 ft., fly 50 ft. (good)

Armor Class: 23 (+8 size, +5 Dex), touch 23, flat-footed 18

Base Attack/Grapple: +7/–

Attack: Swarm (3d6)

Full Attack: Swarm (3d6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Distraction, iron mandibles, lingering lichlings, stench

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunity to cold, electricity, and weapon damage, swarm traits, tremorsense 60 ft., undead traits

Saves: Fort +4, Ref +9, Will +11

Abilities: Str 1, Dex 20, Con –, Int –, Wis 14, Cha 14

Skills: Climb +17, Hide +29, Move Silently +13

Feats: Weapon Finesse^B

Environment: Any

Organization: Solitary, brain cloud (2-4 swarms), or brain plague (5-8 swarms)

Challenge Rating: 11

Treasure: None

Alignment: Always neutral evil

Advancement: None

Level Adjustment: –

Before you flies a swarm of what at first look like big, coal-black cockroaches. As they near, you notice these oval, flat-bodied bugs have heads shaped almost like a miniature humanoid skulls, each with two flexible antenna and serrated insect-like mandibles. Two pairs of ragged, gauzy wings and six legs, which look more like skeletal arms, sprout from their chitinous thoraxes. Black ichor oozes from the joints of their thorax and abdomen, and the swarm gives off the faint odor of rotting meat.

Lichlings are vicious, insect-like terrors spawned from the brains of the undead. Using arcane and complex necromantic rituals (that involve a corporeal undead caster using a *create greater undead* spell on themselves among other unknown steps), certain undead, especially lichs and demiliches, are able to transform their skulls into incubation chambers, causing their brains to turn into a horrific form of undead larvae. Over several decades the larvae grow into a swarm of cockroach-like undead, each only inches long. These lichlings, as they are known, are cold to the touch and feel like greasy glass.

Lichlings feed off of emotional trauma and fear (even that caused by other sources). Consequently, lichling swarms will often linger near battlefields to take in the emotional turmoil of combatants. They also appear drawn to the life supporting potential of seed grains such as wheat and like locusts destroy grain fields.

Lichlings are under the complete control of the host undead that spawned them, but can be controlled by the magic of others, such as mighty necromancers, if their host is destroyed.

Some tales have told of innocents finding a dormant lichling in their bread, the lichling having lost consciousness gorging itself on grain and then mistakenly cooked into the bread. In the innocent's surprise and fright the lichling revives and kills them. Other tales maintain that lichlings continue to grow and that over centuries can reach a length of 80 feet. These terrors are said to be able to spew sharp bone fragments from their massive maws. While interesting tales, neither set of stories has yet proven true.

COMBAT

Lichling swarms attack any living creatures they see, soaring in a straight line toward the most vulnerable areas of their victims, such as the neck and other exposed flesh.

A lichling swarm's natural weapons are treated as magic for the purposes of overcoming damage reduction. Its damage reduction is supernatural.

Distraction (Ex): Any living creature that begins its turn with a lichling swarm in its space must succeed on a DC 17 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Iron Mandibles (Ex): A lichlings mandibles are as strong as iron and so powerful they ignore hardness of 10 or less when sundering weapons or attacking objects.

Lingering Lichlings (Ex): If a lichling swarm has successfully damaged a creature, many of the lichlings from the swarm will remain attached even after the creature has left the swarm behind. These lichlings will continue to inflict 1d6 points of

damage each round for 1d6 rounds after the creature leaves the swarm. The lingering lichlings can be attacked as a lichling swarm, and die after taking 6 or more points of damage (though this damage does not count against the hit points of the lichling swarm from which they came). However, even in death lichlings remain attached to their victims. Removing the lichlings causes an additional 1d6 points of damage unless a successful Heal check (DC 17) is made. The check DC is Constitution-based.

Stench (Su): Lichlings secrete an oily ichor that nearly every form of life finds offensive. Every creature within 30 feet of the lichling swarm must make a DC 19 Fortitude save or be nauseated for 1d4 rounds. Whether or not the save is successful, the creature cannot be affected again by any lichling swarm's stench for 1 hour. The save DC is Charisma-based.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A lichling swarm is immune to all weapon damage.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. 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 an opponent.

A lichling swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Lichling swarms are susceptible to high winds such as that created by a *gust of wind* spell. For purposes of determining the effects of wind on a lichling swarm, treat the swarm as a creature of Fine size.

For full information about the swarm subtype, see pages 315-316 of the *Monster Manual*.

Undead swarms are more vulnerable to turning than normal undead. For all purposes related to a turning check or turning damage, treat the undead swarm as having only one-half its normal HD. Add any turn resistance only after halving the swarm's HD.

Tremorsense (Ex): A lichling swarm can automatically sense the location of any creature or object within 60 feet that is in contact with the ground.

Skills: A lichling swarm has a +12 racial bonus on Climb checks, +8 racial bonus on Hide checks, and +8 racial bonus on Move Silently checks. Lichling swarms use either their Strength modifier or Dexterity for Climb checks, whichever is higher. A lichling swarm can always choose to take 10 on Climb checks even if rushed or threatened.

LICHLINGS IN FAERÛN

Lichlings were introduced into Faerûn following the destruction of Wolover's Keep located in the Veilstone Peaks of the Sunset Mountains northwest of Cormyr, about 50 miles west of the Farsea Marshes. A demilich named Icelia was using the keep as a spawning ground for thousands of lichlings, which she planned to use toward her own wicked ends. Fortunately, her plans were thwarted over a decade ago by a band of adventurers. (The band also claims to have fought an animated lichling of about 80-foot length on a demiplane, but given the nature of the undead and the power of demiliches, it is more likely it was an illusion or the result of some other power of Icelia). In the wake of her destruction, the keep exploded and lichlings were scattered to the surrounding hills and valleys and from there into the Western Heartlands and Cormyr. For years, lichling swarms menaced the eastern foothills of the Storm Horns, the Gnoll Pass, and even the outskirts of Eveningstar and Arabel. However, in the wake of Cormyr's recent troubles, lichling swarms have made it deeper into Cormyr, yet one more challenge facing the Princess-Regent.

CREDIT

Author Thomas M. Costa, based on original material by Rick Swan. The lichling originally appeared in *Nightmare Keep* (1991) and *Elminster's Ecologies: The Settled Lands* (1994).

LICHLING SWARM CREATION

Fine Undead (Swarm)

Hp: (14 x 6.5 HD) = 91

Base Attack/Grapple: +7 as wiz/N/A as swarm

Full Attack: Swarm

Saves: F +4 poor + -- Con = +4, R +4 poor +5 Dex = +9, W +9 good +2 Wis = +11

Skill Points: (2 + Int modifier) x (HD +3) + N/A mindless

Skills: Climb +12 race +5 Dex = +17, Hide +16 size +8 race +5 Dex = +29, Move Silently +8 race +5 Dex = +13

Feats: 1 + (1 per 3 HD) = N/A mindless, one bonus feat in case someone desires to make an individual lichling...

Challenge Rating: Old Method Base: 20 for hp +1 for speed, swarm attack/reach, darkvision/tremorsense, distraction, iron mandibles, lingering lichlings, stench, immunities, swarm traits, undead traits, skills, +2 for AC, damage reduction = 35/3 = 11, and compare to a hellwasp swarm and probably about right

Level Adjustment: See *Savage Species*, p. 19-24; N/A.

DCs: 10 +7 for HD +-- for Con or +2 for Cha = 17 or 19

Notes: I took liberties with dismissing the idea of colossal lichlings and lichlings going into a torpor after eating bread.

MAGEBANE

Tiny Aberration (Extraplanar)

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 30 ft. (good)

Armor Class: 16 (+2 size, +2 Dex, +2 natural), touch 14, flat-footed 14

Base Attack/Grapple: +1/-10

Attack: Claws +5 melee (1d4-3/x3)

Full Attack: Claws +5 melee (1d4-3/x3 plus 1d4+1 force)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Death throes, force tail slash (1d4-3/19-20/x3), honed talons

Special Qualities: Amorphous, arcane host, arcane sight, darkvision 60 ft., immunity to psionics, invisibility, spell absorption, spell resistance 14

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

Abilities: Str 5, Dex 15, Con 14, Int 7, Wis 14, Cha 16

Skills: Hide +14, Listen +7, Move Silently +8, Spot +8

Feats: Flyby Attack, Weapon Finesse^B

Environment: The Supreme Throne or underground

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always chaotic neutral

Advancement: 3-4 HD (Tiny); 5-6 HD (Small)

Level Adjustment: +12 (cohort)

A creature that at first resembles a large, black bat with a needle-like barbed tail and cold, blue eyes flutters by your head, staring at you patiently or perhaps wickedly. The monster has many long, spidery black claws on its underside – there are at least eight, but they're could be more – it's hard to tell. Its torso seems to shift like a waterskin as the creature flutters about.

These rare and mysterious creatures inhabit tombs, ruins, subterranean places and caverns on Faerûn, the Supreme Throne, and perhaps other planes as well.

Magebanes feed on magic, spending most of their time accompanying or searching for hosts, powerful arcane spellcasters. They then attach themselves to the host – to whom they soon prove an almighty nuisance and danger. Magebanes go to great lengths to remain silent and not reveal themselves to their host, so their presence may be unknown to the host and any companions for some time. (Arcane spellcasters who detect a magebane accompanying someone who seeks tutoring will be very reluctant to train them, whatever payment is offered.) It is not at all clear whether or not magebanes understand Common or speak their own alien tongue.

Magebanes seem to absorb and require only moisture, light and heat, and magical energy. They reproduce only seldom, when they encounter another magebane, whereupon both magebanes abandon their arcane hosts to undertake mating. Mating is a month-long process that results in each hermaphroditic parent giving live birth 4 months later to 1-3 baby magebanes.

Predators that eat bats will also prey upon magebanes if they can detect or catch them. Alchemists and wizards have found many uses for magebane flesh as a power component and will pay 400 gp or more for a largely intact carcass.

COMBAT

A magebane will never attack its arcane host. On the contrary, it takes an interest in its arcane host's safety. It will swoop down invisibly to rake anyone visibly menacing or attacking its arcane host with its claws and tail slash, becoming invisible, before again turning invisible. If attacked by its arcane host, the magebane will simply try to avoid battle with its arcane host, but will not flee. A magebane seems unable to anticipate even obvious spell effects, read the intentions of a spellcaster, or recognize any spell by its casting process.

Amorphous (Ex): Despite having an apparent form, the body of a magebane is amorphous. A magebane has immunity to poison, *sleep*, paralysis, polymorph, and stunning effects. It is not subject to extra damage from critical hits and cannot be flanked.

Arcane Host (Ex): A magebane will follow beings that cast arcane spells and choose the individual who is capable of casting the most powerful spells as its arcane host. Once its host is chosen, the magebane attaches itself somehow to the Weave that surrounds the host. This has two effects. A magebane's host can always see 'through' the magebane's *invisibility* (forcing the magebane to use its Hide skill to avoid revealing itself to its host). On the other hand, the magebane gains a +4 bonus to its

spell resistance against all spells cast by its host. The magebane will attempt to remain within 30 feet of its host at all times, usually flitting about behind the host, unless it is sure to be spotted.

A magebane may reselect its arcane host if it encounters a more powerful alternative to its present host. Otherwise, it must be slain for a host to be free of it. A magebane seldom moves from one member of an adventuring band to another, even if the ranks of a party include a far more powerful arcane spellcaster than the one to which it is presently attached. Magebanes shun the presence of former hosts.

Arcane Sight (Ex): Magebanes can see as if under the effects of a permanent *arcane sight* spell (see page 201 of the *Player's Handbook*). They cannot detect psionic powers of any sort, however.

Death Throes (Ex): When killed, a magebane explodes in a burst of magical force, doing 2d4+2 points of force damage to all within 10 ft. and causing all arcane spellcasters within 30 ft. to make a Will save (DC 14) or be confused for 1 round as by a *lesser confusion* spell (see page 212 of the *Player's Handbook*).

Force Tail Slash (Ex): When in flight, the magebane gains an additional attack (even when using the Flyby Attack feat) with a +5 attack bonus with its razor-sharp, needle-like, barbed, and whip-like tail that deals 1d4-3 points of damage and has an increased critical threat range and damage of 19-20/x3. In addition, the tail also delivers a jolt of force energy that causes an additional 1d4+1 points of force damage.

Honed Talons (Ex): A magebane attacks with all of its spidery black claws at once as a single attack that deals 1d4-3 points of damage. Its claws do triple damage on a critical hit.

Immunity to Psionics (Ex): Magebanes are immune to all psionic attacks and effects. In addition, they are 'invisible' to psionics and cannot be detected by clairsentience or other psionic abilities.

Invisibility (Sp): Magebanes may become invisible at will as the spell *invisibility* cast by a 6th-level sorcerer. They will remain invisible constantly if they can, becoming invisible again as quickly as possible after they attack or if the effect is dispelled.

Spell Absorption (Su): If a magebane readies its action (see page 160 of the *Player's Handbook*) and is within 5 feet of its host, it will absorb whatever arcane spell its host casts. The magebane must then make a special level check (1d20+4) at least equal to the spell's DC (spells without save DCs should be treated as if they did for this purpose). If it succeeds, it completely absorbs the spell, nullifying it. If the magebane fails, it still manages to absorb a portion of the spell's energy causing all variable, numeric effects of the spell (including range, area, number of targets, duration, and damage) to be cut in half (variables cannot be reduced below 1) and decreasing the save DC by 4.

Skills: Magebanes have a +4 racial bonus to Hide, Listen, Move Silently, and Spot checks.

MAGEBANES IN FAERÛN

These creatures are found most often at sites of great magic such as the ruins of Myth Drannor, and of late, have been plaguing the wizards of Evereska in large numbers.

CREDIT

Author Thomas M. Costa, based on original material by Ed Greenwood. The magebane originally appeared in *Dragon Magazine* #140 (December 1988), *Ruins of Myth Drannor* (1993), and *Monstrous Compendium Annual Volume One* (1994).

MAGEBANE CREATION

Tiny Aberration

Hp: (2 x 4.5 HD) + (2 x 2 Con) = 9 + 4 = 13

Base Attack/Grapple: +1 BAB as clr/+1 BAB -8 size -3 Str = -10

Full Attack: +1 BAB +2 size +2 Dex = +5

Saves: F 0 poor +2 Con = +2, R 0 poor +2 Dex = +2, W +3 good +2 Wis = +5

Skill Points: (2 + Int modifier) x (HD +3) = 1 x 5 = 5; class skill max ranks = HD +3 = 5

Skills: Hide 0 +8 size +4 race +2 Dex = +14, Listen 1 +4 race +2 Wis = +7, Move Silently 2 +4 race +2 Dex = +8, Spot 2 +24 race +2 Wis = +8

Feats: 1 + (1 per 3 HD) = 1 plus 1 bonus

Challenge Rating: Old Method Base: 2 for hp, +1 for speed, AC, death throes, force tail slash/honed talons/Weapon Finesse, amorphous, arcane sight/darkvision/skills, immunity to psionics, invisibility, +2 for spell absorption, spell resistance = 14 / 3 = 4. Compare to a janni and a pixie and probably about right, especially when you consider them almost as a living trap of sorts as well.

Level Adjustment: See *Savage Species*, p. 19-24. +1 for speed, AC, death throes, force tail, amorphous, arcane sight, immunity to psionics, skills, +2 for invisibility, spell absorption, spell resistance, abilities -2 for HD = 14, which seems high, so +12.

DCs: Death Throes = 10 + 1/2 HD +3 Cha = 14. For spell absorption, the +4 bonus to the check and -4 penalty to the saving throw DC are both derived from 1/2 HD + Cha mod.

Notes: I re-added a few abilities that were dropped in the transition from 1E to 2E.

MANGGUS

Large Monstrous Humanoid (Shapechanger, Spirit)

Hit Dice: 8d8+32 (68 hp)

Initiative: +1

Speed: 30 ft. in armor (6 squares); base speed 40 ft.

Armor Class: 21 (-1 size, +1 Dex, +8 natural, +3 masterwork hide, shield), touch 10, flat-footed 20

Base Attack/Grapple: +8/+18

Attack: Large maul +13/+8 melee (2d8+9/x3) or bite +13 melee (2d6+6)

Full Attack: Large maul +13/+8 melee (2d8+9/x3) and bite +11 melee (2d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/jade or silver, darkvision 60 ft., immunity to cold, enchantment effects, and fear, scent, vulnerability to fire

Saves: Fort +6, Ref +7, Will +8

Abilities: Str 23, Dex 12, Con 18, Int 12, Wis 15, Cha 15

Skills: Bluff +11*, Concentration +9, Diplomacy +6, Disguise +9* (+11* acting), Intimidate +9, Listen +7, Sense Motive +7, Spot +7

Feats: Cleave, Multiattack, Power Attack

Environment: Temperate plains

Organization: Solitary or pair

Challenge Rating: 8

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +7

Two enormous fangs extend from both jaws of this monstrous and evil looking creature. Blood tears from its eyes. Nearly twice the size of a man, its skin hangs in wrinkled folds all about its muscled frame.

The manggus is a powerful evil spirit that lives in the lands of men. There it uses its powers to terrorize and exact sacrifices from the population.

In its natural form, the manggus is a fearsome-looking creature. It stands about the size of an ogre. Skin hangs loose on its body in wrinkled folds. Its eyes are bloodshot, and when they water, drops of blood flow like tears. It has four long fangs, two extending upward almost to its eyes, and two extending down, well below its chin. Its true form is seldom seen, however, since the creature most often travels in different shapes.

The manggus tends to be a solitary creature, living alone or in devoted mated pairs, avoiding the competition over it favored human prey others of its kind would create. The manggus are intelligent and prefer to use trickery and deceit to trap its meals. Its favorite method is to use its powers and rule over a village or small town in human form. There it uses other forms to terrorize the populace into making offerings and sacrifices. However, as often, the manggus prey on lonely travelers or isolated farmhouses.

The manggus speak Common, Shou, and Tuigan.

COMBAT

In the rare instances when encountered in its natural form, the manggus fights with an enormous weapon, usually a maul, and fangs. It fights with great ferocity in the initial rounds and will continue to do so as long as the fight goes its way. However, if outnumbered, outnumbered, or unlucky, it will flee at the first opportunity. If it cannot flee it will try to surrender. If these options fail, it continues to fight to the best of its ability.

A manggus' damage reduction is supernatural.

Spell-like Abilities: The manggus has a number of innate spell-like abilities that it may use at will and focus several times a day. At will – *alter self* (into humanoids only), *cause fear* (DC13), *comprehend languages*, *detect thoughts* (DC 14), *touch of fatigue* (DC 12); 3/day – *contagion* (DC 16), *fear* (DC 16), *polymorph* (personal only and up to 12 HD), *Rary's telepathic bond*, *tongues* (personal only). Caster level 12th. The save DCs are Charisma-based.

Skills: A manggus has a +4 racial bonus on Bluff and Disguise checks. *When using *alter self* or *polymorph*, a manggus gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind with *detect thoughts*, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

MANGGUS IN FAERÛN

Manggus wander the steppes of the Hordelands, avoiding large towns and cities where the risk of discovery is too great. Some suggest they are related to ogre mages or even the tsuno of another world.

CREDIT

Author Thomas M. Costa, based on original material by David “Zeb” Cook. The manggus originally appeared in *The Horde* (1990).

MANGGUS CREATION

Large Monstrous Humanoid

Hp: $(8 \times 4.5 \text{ HD}) + (8 \times 4 \text{ Con}) = 36 + 32 = 68$

Base Attack/Grapple: +8 as fighter/+8 BAB +4 size +6 Str = +18

Full Attack: +8 BAB -1 size +6 Str, -5 secondary attack, -2 bite = +13/+8 and +11

Saves: F +2 poor +4 Con = +6, R +6 good +1 Dex = +7, W +6 good +2 Wis = +8

Skill Points: $(2 + \text{Int modifier}) \times (\text{HD} + 3) = 3 \times 11 = 33$; class skill max ranks = HD +3 =11

Skills: Bluff 5 +4* race +2 Cha = +11, Concentration 5 +4 Con = +9, Diplomacy 0 +2 Cha +2 Bluff synergy +2 Sense Motive synergy = +6, Disguise 3 +4* +2 Cha = +9 (+11 in character), Intimidate 5 +2 Cha +2 Bluff synergy = +9, Listen 5 +2 Wis = +7, Sense Motive 5 +2 Wis = +7, Spot 5 +2 Wis = +7

Feats: 1 + (1 per 3 HD) = 3

Challenge Rating: Old Method Base: 15 for hp, +1 for full attack, spell-like abilities, darkvision/scent, immunities, abilities, skills, +2 for AC, damage reduction = $25/3 = 8$; compare to ogre mage – no flight or regeneration, but higher hp, attack bonus, attacks, and damage reduction, and comparable spell-like and abilities, so about right.

Level Adjustment: +1 for spell-like abilities, damage reduction, immunities, scent, skills, +2 for abilities = +7; compare to ogre mage, and again about right.

Spell-like DCs: 10 +Cha mod + spell level so 12+ spell level.

MARL

Huge Monstrous Humanoid (Aquatic)

Hit Dice: 10d8+30 (75 hp)

Initiative: +4

Speed: 20 ft. (4 squares), climb 20 ft., swim 40 ft.

Armor Class: 17 (-2 size, +4 Dex, +5 natural), touch 12, flat-footed 13

Base Attack/Grapple: +10/+26

Attack: Primary Huge club +17 melee (2d6+8); or slam +17 melee (1d6+8)

Full Attack: Primary Huge club +17/+12 melee (2d6+8) and 3-7 Huge clubs +17 melee (2d6+4); or 4-8 slams +17 melee (1d6+8)

Space/Reach: 15 ft./15 ft.

Special Attacks: Constrict 1d8+12, improved grab

Special Qualities: Amphibious, darkvision 60 ft., immunity to mind-affecting spells and effects and psionic powers and effects, scent

Saves: Fort +6, Ref +11, Will +9

Abilities: Str 27, Dex 19, Con 17, Int 12, Wis 14, Cha 14

Skills: Balance +12, Climb +16, Escape Artist +12, Hide +13 (+21 in marshes), Listen +19, Spot +19, Swim +16

Feats: Combat Expertise, Combat Reflexes, Multiweapon Fighting, Weapon Focus (club)

Environment: Warm marshes

Organization: Solitary, pair, or family (3-4)

Challenge Rating: 8

Treasure: Standard

Alignment: Usually neutral

Advancement: 11-16 HD (Huge); 17-30 HD (Gargantuan)

Level Adjustment: +7

This gigantic snake-like creature has the hood and head of a cobra and six giant, scaled arms sprouting from its serpentine body. Its scales are brown with green splotches, its underbelly white.

Marls, or slime devils, are enormous aquatic snake-like creatures with hoods like those of cobras and several humanoid arms. They are most often found in the wild, in swamps or along rivers. They are often willing to serve as guardians or mercenaries, especially for dragons and fellow serpentfolk, such as nagas, ophidians, sarrukh, and yuan-ti.

Marls are the creation of the sarrukh (though some mistakenly credit the yuan-ti), but were considered less than successful, because despite their enormity and power, they have such short life spans – up to 20 or so years. In addition, the creatures have littler commerce with one another in general. Consequently, marls have no real culture of their own. They do not build, nor do they engage in art or crafts. Marls live to hunt – primarily avians and mammals, including most humanoids, of Medium size or smaller – and lie in the warmth of the sun. Nevertheless, they adapt readily to other societies and learn rapidly. Some “civilized” marls even develop a strong talent for artistic endeavors such as painting.

Marls mate in the late winter, producing eggs about three months later. The eggs hatch after another five months, producing cobra-like snakes about two-feet long. Over the next two years, these young grow rapidly; their arms begin to grow after about a year.

Marls speak Draconic, Common, and Yuan-ti.

COMBAT

Marls do not shy away from the fray of melee. A marl can attack several opponents at the same time, if they are ranged along the creature’s length; the marl’s body is supple enough that it can quickly whip around to bring more arms to bear against several opponents clustered at its head. This grants the creature a greater reach than most creatures of its size.

Marls never attack with their bite unless they are desperate in the extreme. Their bite attack is a secondary attack with a +12 attack bonus that deals 1d8+4 points of damage.

Constrict (Ex): On a successful grapple check, a marl deals 1d8+12 points of damage.

Improved Grab (Ex): To use this ability, a marl must hit a creature with at least one slam. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it establishes a hold and can constrict.

Skills: A marl has a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus to Balance, Climb, and Escape Artist checks. In marsh areas or in the water, the Hide bonus improves to +12.

A marl can always choose to take 10 on a Climb check, even if rushed or threatened. It can use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

A marl 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: In combination with its natural abilities, a marl's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

MARLS IN FAERÛN

Marls are most common in the southwestern realms, especially along the Chultan peninsula where they work for the yuan-ti of Serpentes, though they have stretched as far north as Najara, the Kingdom of Snakes in the Marsh of Chelimer where they serve the ruling naga. At least one has made its way to the Moonshae Isles...

The bronze dragon Nymmurh, the Wyrms Who Watches, lairs among the high peaks of Alaron, an island of the Korinn Archipelago in the northern Moonshaes. The side-passages and caverns of the Pit, as the dragon calls his home, are too small for a full-grown bronze dragon. One of these tangled networks leads some miles away to the surface: a small cave-entrance under the waters of a cold, swiftly-flowing mountain river. This cave is inhabited, and guarded for Nymmurh in return for gifts of food, by Annaclathaer, a marl. Their long-standing agreement has become a firm friendship, and if the marl breaks a magical glass "signal chime" Nymmurh gave him, and the bronze dragon is at home to hear it, the great wyrm speeds to Annaclathaer's aid, ready to fight any foe.

CREDIT

Author Thomas M. Costa, based on original material by Jon Pickens and others. The marl originally appeared in *Monstrous Compendium Volume Two* (1995). The information on Nymmurh first appeared in *Dragon Magazine* #250 (August 1998) and was updated online at <http://www.wizards.com/default.asp?x=dnd/wn/20041201a>.

MARL CREATION

Huge Monstrous Humanoid

Hp: (10 x 4.5 HD) + (10 x 3 Con) = 45 + 30 = 75

Base Attack/Grapple: +10 as ftr/+10 BAB +8 size +8 Str = +26

Full Attack: +10 BAB -2 size +8 Str +1 Weapon Focus = +17

Saves: Fort +3 poor +3 Con = +6, Ref +7 good +4 Dex = +11, Will +7 good +2 Wis = +9

Skill Points: (2 + Int modifier) x (HD +3) = 3 x 13 = 39; class skill max ranks = HD +3 = 13

Skills: Balance 0 +8 race +4 Dex = +12, Climb 0 +8 race +8 Str = +16, Escape Artist 0 +8 race +4 Dex = +12, Hide 13 -8 size +4 race +4 Dex (+8 more race) = +13 (+21 in marshes), Listen 13 +4 race +2 Wis = +19, Spot 13 +4 race +2 Wis = +19, Swim 0 +8 Str +8 race = +16

Feats: 1 + (1 per 3 HD) = 4

Challenge Rating: Old Method Base: 16 for hp, +1 for speed/amphibious/skills, AC, reach, constrict/improved grab, darkvision/scent, immunities, abilities, +2 for full attack/feats = 25/3 = 8

Level Adjustment: See *Savage Species*, p. 19-24; +1 for speed/amphibious, AC, constrict/improved grab, immunities, scent, +2 for full attack, skills, +6 for abilities - 8 for CR = +7

MORIN

Tiny Magical Beast

Hit Dice: 1/2d10 (7 hp)

Initiative: +2

Speed: 40 ft. (8 squares), burrow 40 ft.

Armor Class: 16 (+2 size, +2 Dex, +2 natural), touch 14, flat-footed 14

Base Attack/Grapple: +0/-10

Attack: Claw +2 melee (1d3-2)

Full Attack: 2 claws +2 melee (1d3-2)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Attach, pounce, rake 1d3-2, swarmfighting

Special Qualities: Low-light vision, mob mentality, stability, tremorsense 60 ft., weak vision

Saves: Fort +4, Ref +4, Will +0

Abilities: Str 6, Dex 14, Con 15, Int 2, Wis 11, Cha 7

Skills: Climb +4, Hide +14, Jump +10, Listen +6, Spot -2

Feats: Toughness, Weapon Finesse^B

Environment: Temperate plains

Organization: Pair, pack (3-12), or pod (2-8 packs)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 1 HD (Tiny); 2 HD (Small)

Level Adjustment: –

These tiny beasts are oblate in shape. Their heads and rears are difficult to distinguish, except for their beak-like mouths. The creatures' eyes are small. They have six short legs that end in three, thick claws good for burrowing and slashing. The almost-hairless creatures are dirty mauve, pale and sickly in appearance.

Morin are dangerous, but rarely seen, burrowing pack creatures of the steppes. However, when they do appear, their ferocity, speed, and numerous attacks make them dangerous. Morin are predators and scavengers most active at dusk. While they prefer to make their own kills, the pack will also scavenge carrion on the steppe. They normally hunt small mammals and antelope and only attack humans or larger targets when they are swarming. They are a plague on shepherds, since sheep are a favorite prey. Morin are exceptionally fast diggers, using this ability to hunt, lying in wait just below the surface. And once their prey is slain morin immediately begin burrowing, taking their prey with them.

Morin live in colonies known as pods. During most of the day they live in large underground nests, sealed off from the surface. These are collections of tunnels, bolt holes, storage chambers, and dens. (They breed quickly, producing litters of two to five young every year.) On the surface, a morin colony looks very much like a prairie dog town – mounds built up around holes. One or two morin are always listening for danger, although they have few predators to fear.

Morin drink little, getting most of their moisture from their kills. During times of drought, when game is scarce, morin hibernate. All the members of the pod hibernate in a single chamber. When the rains return, the morin surge forth and immediately swarm in search of food. The chance to encounter morin increases after a thunderstorm, making such times dangerous on the steppe.

Perhaps once in a score of years, morin gather into a great swarm of 100 or more creatures. Such swarms are the stuff of terrifying tales, and when this happens, there is little for normal folk to do but leave the area. Such swarms eventually disintegrate through attrition and natural events.

COMBAT

The morin are pack animals and never encountered singly. Individually, they are not fearsome creatures, although their numerous attacks do pose a threat. What makes the morin truly fearsome, however, is the swarm. A swarm will easily attack any Large or smaller creature. When attacking, the morin spring at their target, becoming a whirlwind of claws. They often rely on their speed to run down their prey.

The sheer number of attacks a pack of morin are able to make may slow down the game. Consequently, the DM can give a pack of morin a swarm attack that deals a base 2d6 points of damage as if they were a swarm (see page 316 of the *Monster Manual*). A swarm attack would replace the benefits of the morins' attach, pounce, rake, and swarmfighting special attacks.

Attach (Ex): If a morin hits with its two claw attacks, it uses all of its claws to latch onto the opponent's body and automatically deals damage from both its claw attacks and its four rake attacks each round it remains attached. An attached morin loses its Dexterity bonus to Armor Class and has an AC of 14.

A morin will retain its hold until someone – it or the victim – dies. An attached morin can be struck with a weapon or grappled itself. To remove an attached morin through grappling, the opponent must achieve a pin against the creature.

Mob Mentality (Ex): Each morin gains a morale bonus to all saving throws against fear and morale effects equal to the total number of morin within a 40-ft. radius of them including themselves.

Pounce (Ex): When attacking, a morin prefers to spring at its target: If a morin charges a foe, it can make a full attack including a rake attack.

Rake (Ex): A morin that pounces can rake with its four other claws. This allows the beast to make four rake attacks with a +2 attack bonus that deal 1d3-2 points of damage each.

Stability (Ex): With their six legs and squat frame, morin are exceptionally stable on their fee. Morin have a +12 bonus (including the standard bonus for having more than two legs) 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).

Swarmfighting (Ex): Morin swarm over and around each other with ease. Up to twelve morin can occupy the same square. When they engaging a Small or larger creature in melee, they gain a +1 morale bonus on the attack roll for each morin that threatens the same target up to a maximum bonus of +6.

Weak Vision (Ex): Morin have small, weak eyes. They lack the darkvision typical of magical beasts and have a -2 racial penalty to Spot checks.

Skills: Morin have a +4 racial bonus to Hide and Listen checks and +6 racial bonus to Climb and Jump checks.

MORIN IN FAERÛN

Morin are found across the Hordelands of the Endless Waste and Plain of Horses. The Tuigan and other nomadic tribes know to avoid the morin, though they will trap them in times of famine.

CREDIT

Author Thomas M. Costa, based on original material by David “Zeb” Cook. The morin originally appeared in *Dragon Magazine* #163 (November 1990) and *Monstrous Compendium Forgotten Realms II Appendix* (1991).

MORIN CREATION

Tiny Magical Beast

Hp: 2.5 HD +2 Con +3 Toughness = 7 hp

Base Attack/Grapple: +0 as 1/2 ftr/+0 BAB -8 size – 2 Str = -10

Full Attack: 0 BAB +2 Dex = +2

Saves: F +2 good +2 Con = +4, R +2 good +2 Dex = +4, W +0 poor +0 Wis = +0

Skill Points: (2 + Int modifier) x (HD +3) = 1 x 4 as minimum; class skill max ranks = HD +3 = 4

Skills: Climb 0 -2 Str +6 race = +4, Hide 0 +8 size +2 Dex +4 race = +14, Jump 2 -2 Str +6 race +4 speed = +10, Listen 2 +0 Wis +4 race = +6, Spot 0 +0 Wis -2 race = -2

Feats: 1 + (1 per 3 HD) = 1 +0 +1 bonus = 2

Challenge Rating: Old Method Base: 1 for hp, +1 for speed/skills, AC, attach/pounce/rake/Weapon Finesse, swarmfighting, low-light vision/tremorsense/skills, mob mentality/stability = 7/3 = 2, which seems high, so 1

Level Adjustment: See *Savage Species*, p. 19-24; n/a for creatures w/ Int 2

Notes: I seriously considered converting the morin into an 8 HD swarm with characteristics as detailed below, but felt it didn't quite capture them and frankly, detracted a great deal from what made the morin interesting as a not quite swarm.... They would lose attach, pounce, rake, stability, and swarmfighting, but retain weak vision and skills as noted above.

Feats: Endurance, Improved Natural Attack (swarm), Improved Toughness (see *Monster Manual* 3)

Distraction (Ex): Any living creature that begins its turn with a morin swarm in its square must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Mob Mentality (Ex): A morin swarm is immune to fear and morale effects.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A morin swarm takes half damage from slashing and piercing weapons.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. 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 an opponent.

A morin swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not re-form until its hit points exceed its nonlethal damage.

For full information about the swarm subtype, see pages 315-316 of the *Monster Manual*.

NATURE ELEMENTAL

Huge Elemental (Air, Earth, Extraplanar, Spirit, Water)

Hit Dice: 18d8+108 (189 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 27 (-2 size, -1 Dex, +20 natural), touch 7, flat-footed 27

Base Attack/Grapple: +13/+31

Attack: Slam +21 melee (2d10+10/19-20)

Full Attack: 2 slams +21 melee (2d10+10/19-20)

Space/Reach: 15 ft./15 ft.

Special Attacks: Destructive slams, trample 2d10+15

Special Qualities: Damage reduction 10/—, darkvision 60 ft., earth glide, elemental traits, low-light vision, natural creature, one with nature, plant-like traits, regeneration 10, return to nature, woodsense 60 ft.

Saves: Fort +17, Ref +5, Will +8

Abilities: Str 31, Dex 8, Con 23, Int 8, Wis 15, Cha 11

Skills: Hide -9 (+7 in natural environments), Listen +12, Spot +13

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Power Attack

Environment: House of Nature

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Usually neutral

Advancement: 19-35 HD (Huge); 36-54 HD (Gargantuan)

Level Adjustment: —

The gigantic elemental creature before you stands stories tall. It looks like a walking earthen humanoid composed of the biosystem surrounding it. It is covered in sod and shrubs, small rivulets run over its body in defiance of gravity, and small animals move over its body.

The origins of these elementals are a mystery. They are believed to originate on the House of Nature. Some theorize nature elementals are actually the avatars of nature deities (most believe of Chauntea herself). Others have speculated that nature elementals are composed of earth, fire, water, and air, as well as the force that some sages call the fifth element, wood, or plant life. In truth, the nature elemental is a servitor of the gods of nature and is made up of just that, nature, a mix of plant life, earth, water, and air, but not fire. Nevertheless, the nature elemental is one of the most powerful of elemental beings.

Nature elementals do not speak, though they instinctively understand Aquan, Auran, Druidic, Sylvan, Terran, and Treant. Language is unimportant to them, as they perform one task only; to return a certain area to an uncultivated state. Things such as villages, buildings, and even humanoid creatures are destroyed by the elemental in the process of performing its duty. Even the smallest grass hut is not above the notice of the creature. The nature elemental actually restructures the immediate environment. New plants grow to a mature state in its wake almost immediately, animals are attracted overnight to the location, water sources are purified, and signs of destruction, cultivation, and civilized habitation or influence disappear.

COMBAT

Fighting a nature elemental is extremely difficult. Most creatures would prefer to avoid one rather than confront it. The elemental attacks by simply striking with its massive fists. Once threats are dispatched, the nature elemental will begin sundering all crafted items or objects it finds, including magic items. Those items that cannot be destroyed or destroyed completely are buried deep in the ground in the hope that time can achieve what the elemental could not.

Destructive Slams (Ex): Nature elementals are summoned to destroy the handiwork of intelligent species. A nature elemental that makes a full attack against an object or structure deals double damage.

Earth Glide (Ex): A nature elemental can glide through any sort of dirt or soil capable of supporting animal or plant life, which usually includes all types of earth except huge stone or metal deposits, as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing nature elemental flings the elemental back 30 feet.

Natural Creature (Ex): Nature elementals are made up of whatever native, natural environment into which they are conjured (note they are not summoned creatures). They are not treated as extraplanar creatures by effects intended to hold at bay extraplanar creatures, such as *protection from evil* and similar spells. They are treated as extraplanar creatures for other purposes, including returning them to their home plane (through such spells as *banishment*, *dismiss nature's ally* [see below], and *dismissal*) and their inability to be raised, reincarnated, or resurrected short of a *limited wish*, *wish*, *miracle*, or *true resurrection* (see Elemental Type on page 308 of the *Monster Manual*).

One with Nature (Su): Nature elementals can *calm animals* (DC 19) and *commune with nature* as the spells at will. The save DC is Charisma-based.

Plant-like Traits (Ex): In addition to their elemental traits, nature elementals share many plant-like traits, granting them additional immunities to mind-affecting effects and polymorph effects.

Regeneration (Ex): Cold iron weapons (that overcome its damage reduction), electricity, and fire deal normal damage to a nature elemental. If a nature elemental loses a limb or body part, the lost portion regrows in 1 round. In addition, it only regenerates so long as it is in contact with its surrounding environment (including air or water); should the elemental end up in a vacuum, in Wildspace, or on another plane, for example, it would not be able to regenerate.

Return to Nature (Su): A nature elemental actually restructures the immediate environment. In its wake, indications of its fury are cleared and the ground returned to nature – that is, the destroyed signs of cultivation and civilized habitation or influence disappear. The earth turns, burying the obvious destruction to compost; water sources are purified; and new plants grow rapidly to a mature state. (Animals and vermin are quickly attracted to the location, as well, although not by magic so much as by the richness of the environment left behind.) These effects are similar to those of the spells *move earth*, *plant growth*, and *purify food and water*, except each automatically begins to effect the space the nature elemental just occupied, providing all evidence of cultivation and civilized habitation has been destroyed, and the effect occurs gradually over an hour-long period. An *antimagic field* or similar magic automatically prevents the effects from beginning if it is in place prior to the nature elementals destruction or reaching completion if put in place following the nature elementals destruction.

Trample (Ex): Reflex DC 29 half. The save DC is Strength-based.

Wood Sense (Ex): A nature elemental can automatically sense the location of anything within 60 feet that is in contact with vegetation, even if the nature elemental is not in contact with the same vegetation.

Skills: Nature elementals have a +16 racial bonus to Hide checks in natural environments.

NATURE ELEMENTALS IN FAERÛN

The nature elemental is a being whose origins date back to the height of Netheril where they were most closely affiliated with the goddess Jannath (Chauntea). The spell of its calling is extremely rare, having been rediscovered by the faithful of Chauntea only a few years ago. The spell has since been shared with the faithful of Silvanus and the other Gods of Nature. The Faithful of Rillifane Rallathil are also interested in learning the spell. Chauntea's faithful are considering their request and negotiations continue among both divinities and their mortal followers.

NEW SPELLS (SIDEBAR)

Conjure Nature Elemental

Conjuration (Calling) [see text]

Level: Initiate of Chauntea 7, Initiate of Nature 7

Components: V, S, M, DF, XP

Effect: One 18-HD nature elemental

This spell functions like *lesser planar ally* (see page 261 of the *Player's Handbook*), except that you may call a single nature elemental of 18 HD.

Faithful are taught to only cast this spell after great consideration upon the damage it will inflict when used, because the only task the nature elemental knows is returning an area to an uncultivated state. It will destroy all creatures – except the caster, animals, elementals, fey, oozes, plants, and vermin – and obliterate all signs of civilization within a one-mile radius of where it is conjured. The caster may designate up to ten living creatures (including the crafted goods on their bodies, but not other goods such as housing) per caster level to be spared the nature elemental's fury.

The nature elemental will remain until its task is completed or 24 hours elapses whichever occurs first, whereupon it disperses back into the ground from whence it came leaving no sign of its presence or departure. If the area it is summoned into is free of signs of civilization, the elemental disperses. The only payment the elemental requires is at least 9,000 gp of crafted goods (including structures) within the one-mile radius that it can destroy. However, the nature elemental makes no distinction between its payment and other crafted goods – if it's within the one-mile radius, the elemental will try to destroy it.

(Note that as conjured and not summoned creatures, a *protection from evil* and similar spells, do not prevent bodily contact by the nature elemental.)

Material Components: A breath of air, a handful of soil, a glass of water, and a plant seed, nut, fruit, or flower.

XP Cost: 500 XP.

Dismiss Nature's Ally

Abjuration

Level: Drd 7, Initiate of Chauntea 7, Initiate of Nature 7

Components: V, S, F, DF

Effect: One or more elementals, creatures native to the Inner Planes, or fey, no two of which can be more than 30 ft. apart

This spell functions like *banishment* (see page 203 of the *Player's Handbook*) except it only enables the you to force elementals and creatures native to the Inner Planes of Elemental Air, Elemental Earth, Elemental Fire, Elemental Water, Positive Energy, and Negative Energy, and extraplanar fey out of your home plane. In addition, it also allows you to force fey native to the Material Plane to Faerie, the extraplanar home of the fey (evil fey are affected, but do not seem to end up in Faerie; where they end up remains a mystery), despite the fact that fey are not extraplanar creatures. (Most fey are able to make their way back in 6-36 hours using the many *portals* on Faerie.)

CREDIT

Author Thomas M. Costa, based on original material by Kevin Melka and John Terra. The nature elemental originally appeared in *Ruins of Zbentil Keep* (1995) and *Monstrous Compendium Annual Two* (1995). The spell *conjure nature elemental* originally appeared in *Ruins of Zbentil Keep* (1995) and the *Priest's Spell Compendium Volume One* (1999).

NATURE ELEMENTAL CREATION

Huge Elemental

Hp: $(18 \times 4.5 \text{ HD}) + (18 \times 6 \text{ Con}) = 81 + 108 = 189$

Base Attack/Grapple: +13 as clr/+13 BAB +8 size +10 Str = +31

Full Attack: +13 BAB -2 size +10 Str = +21

Saves: F +11 good +6 Con = +17, R +6 poor -1 Dex = +5, W +6 poor +2 Wis = +8

Skill Points: $(2 + \text{Int modifier}) \times (\text{HD} + 3) = 1 \times 21 = 21$; class skill max ranks = HD +3 = 21

Skills: Hide 0 -8 size -1 Dex (+16 in nature) = -9 (+7), Listen 10 +2 Wis = +12, Spot 11 +2 Wis = +13

Feats: 1 + (1 per 3 HD) = 1 +6 = 7

Challenge Rating: Old Method Base: 42 for hp +1 for full attack, reach, destructive slams, trample, darkvision/low-light vision/one with nature/wood sense, earth glide/return to nature, elemental traits, natural creature/plant-like traits, abilities/skills, +2 for AC, damage reduction, regeneration = 57 = 19, but seems high, so lower to 12, compare to a 19 HD treant (CR 13) and a 21 HD earth elemental (CR 9) and probably somewhere in between

Level Adjustment: See *Savage Species*, p. 19-24; Too high

DCs: Note the *charm animals* DC is based off of the creature's HD, not the spell as it's a supernatural ability, so $10 + 1/2 \text{ HD} + \text{Cha mod} = 10 + 9 + 0 = 19$. Trample is $10 + 9 + 10 = 29$.

Notes: In working up the nature elemental, I began with an 18-HD earth elemental and added some treant and wood elemental qualities. I reduced its height to better match up with the earth elemental – otherwise it would be much bigger than earth elementals with more HD, which made no sense to me. I reduced the power of its slams to that of the already extremely enhanced earth elemental and compensated for their “loss” by giving them the treant-like abilities destructive slams and trample and choosing Improved Critical as one of their feats. Natural creature, one with nature, and return to nature were my best attempts to define their relatively undefined 2E powers into 3.5E. I reduced the power of their regeneration to something manageable and because they are very powerful as it stands. I replaced the idea that they were made of all four elements and a spirit element with the idea that they were made of 3 elements and a plant or wood element for two reasons. In the *Priest's Spell Compendium*, the conjure spell is tied directly to Chauntea, who has no love of fire, and because the concept of an elemental having a spirit doesn't work with the spirit-less elementals and outsiders. Nevertheless, I did back off of the creatures being only Chauntea's. *Dismiss nature's ally* is a reworking of the reverse of the 2E *conjure nature elemental*, *dismiss nature elemental*. I tweaked it for two reasons; to give it more utility and to give druids access to some form of *banishment* spell (as well, for that matter, as a *planar ally* spell).

OGRILLON

Medium Humanoid (Orc)

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 20 ft. in armor (4 squares); base speed 30 ft.

Armor Class: 16 (+3 natural, +3 hide armor), touch 10, flat-footed 16

Base Attack/Grapple: +1/+5

Attack: Slam +5 melee (1d6+4) or Large javelin +1 ranged (1d8+4)

Full Attack: 2 slam +5 melee (1d4+4) or Large javelin +1 ranged (1d8+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: –

Special Qualities: Darkvision 60 ft., giant/orc blood, powerful build

Saves: Fort +4, Ref +0, Will -1

Abilities: Str 18, Dex 10, Con 13, Int 8, Wis 9, Cha 7

Skills: Climb +2, Listen +1, Spot +1

Feats: Bony Fists

Environment: Temperate hills

Organization: Solitary, pair, or gang (3-4)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +1

Clearly a mix of ogre and orc parentage, this hulking creature looks like a primitive human with thick, gray skin, light red eyes, and long, coarse hair. It has a stooped posture, low forehead, large almost-lupine ears, and a pronounced jaw with prominent lower canines that resemble a boar's tusks. Its knuckles are covered with bone spurs that have breached its skin. It wears cured skins.

Ogrillons are the fierce offspring of ogres and orcs. They generally display the brutish tendencies of their larger sires, but are more cunning, violent, and prone to mutation. Ogrillons are almost obsessed in their single-minded drive for combat. An ogrillon out of combat is restless and troubled, but is often seen chuckling wickedly to itself during particularly brutal fights. Ogrillons often serve their orc kin as valued mercenaries, as often for the love of combat and destruction, as for the gold.

Library-bound sages once speculated that ogrillons and orogs were both the result of mixed ogre-orc parentage, believing ogrillons (particularly those with the Bony Fists feat) were the issue of female orcs and male ogres, while orogs were the issue of male orcs and female ogres. This absurd notion has since been dispelled by more adventurous loremasters. Nevertheless, ogrillons are still sometimes known as orogs or as half-ogres (which while accurate is usually reserved for the unfortunate pairing of a human and ogre). Also contrary to speculation, these half-breeds are fully capable of siring offspring just as half-orcs may.

Ogrillons usually favor the coloration of their orc sires with light red eyes, grayish skin, and black hair, though a small percentage have one or more characteristics of ogres, whether purple eyes with white pupils, black teeth, yellowed skin, and/or dull, dark green hair. Most ogrillons sport at least a few visible bony protrusions or spurs on their bodies, usually around their joints including their shoulders, elbows, knuckles, hips, knees, and toes. If you wish to determine an ogrillon's height and weight randomly, refer to Table 1-13: Random Height and Weight on page 32 of the *Player's Guide to Faerûn*, using the half-orc modifiers with a base height of 6'4" (male) or 6'0" (female) and base weight of 240 lb. (male) or 200 lb. (female). Ogrillons speak Giant and Orc.

COMBAT

Ogrillons love mayhem. In combat they often disdain weapons and plunge in with both fists, especially those with the Bony Fists feat. It is a point of pride to pummel one's enemies. Those that use weapons often prefer to exploit their size and use oversized greataxes, greatclubs, greatswords, javelins, longswords, and spears.

Giant/Orc Blood (Ex): For all effects related to race, an ogrillon is considered a giant and an orc. Ogrillons, for example, are just as vulnerable to special effects that affect giants as their ogre ancestors are, and they can use magic items that are only usable by giants.

Powerful Build (Ex): The physical stature of an ogrillon lets him function in many ways as if he were one size category larger. Whenever an ogrillon is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the ogrillon is treated as one size category larger if doing so is advantageous to him. An ogrillon is also considered to be one size larger when determining whether a creature's special attacks based on size

(such as improved grab or swallow whole) can affect him. An ogrillon's unarmed strikes deal damage as if he were one size category larger, and he can use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

OGRILLONS AS CHARACTERS

Most ogrillons are barbarians or fighters. Many ogrillon barbarians take up the primal rager prestige class (see *Dragon Magazine* #295 [May 2002]). Ogrillon monks are almost unheard of, but those few who have found the discipline to pursue that path have often achieved fame for the power of their blows. Ogrillon clerics usually worship Bahgtru, the Leg Breaker, orc god of brute strength, or the ogre god, Vaprak the Destroyer. An ogrillon cleric of Bahgtru has access to two of the following domains – Chaos, Evil, Orc (see page 89 of the *Player's Guide to Faerûn* or page 278 of the *Spell Compendium*), and Strength – while an ogrillon cleric of Vaprak has access to two of the following domains – Chaos, Destruction, Evil, and War – although most ogrillon spellcasters are adepts. The favored weapon of Bahgtru is the spiked gauntlet and of Vaprak, the greatclub.

Ogrillon characters possess the following racial traits.

- +8 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -4 Charisma
- Medium Size: As Medium creatures, ogrillons have no special bonuses or penalties due to their size. However, see the powerful build ability description for more details.
- Space/Reach: 5 feet/5 feet.
- An ogrillon's base land speed is 30 feet.
- Darkvision 60 ft.
- Racial Hit Dice: An ogrillon begins with 2 levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: An ogrillon's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Climb, Listen, and Spot.
- Racial Feats: An ogrillon's humanoid levels give it 1 feat.
- Weapon Proficiency: An ogrillon is proficient with all simple weapons.
- Armor Proficiency: An ogrillon is proficient with all light and medium armor and shields.
- +3 natural armor bonus.
- Special Qualities (see above): Ogre/orc blood, powerful build.
- Automatic Languages: Giant, Orc. Bonus Languages: Common, Dwarven, Gnoll, Goblin, Undercommon.
- Favored Class: Barbarian.
- Level Adjustment: +1.

OGRILLONS IN FAERÛN

Ogrillons are found anywhere orcs and ogres are found together – which includes most of the northern half of the Realms. They are perhaps most common within the Ice Mountains, Desertmouth Mountains, the Great Grey Land of Thar, and Vaasa, but are also surprisingly common among Small Teeth range of Amn, the Giant's Plain, and southern Erklarzar.

NEW FORGOTTEN REALMS REGIONS (SIDEBAR)

Aside from their bonus languages, ogrillons from region to region demonstrate few cultural differences.

Table OGR-1: Ogrillon Regions						
Region	Recommended Subrace	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Giant's Plain (Amn)	Ogrillon	Giant, Orc	Chondathan, Common, Draconic, Gnoll, Undercommon	Orc pantheon, Vaprak	Bony Fists, Brute, OGREBRUD	(A) Large greataxe* or Large greatclub*, or (B) Breastplate* with armor spikes
Ice Mountains (The North)	Ogrillon	Giant, Orc	Common, Draconic, Dwarven, Goblin, Illuskan	Orc pantheon, Vaprak	Bony Fists, Brute, OGREBRUD	(A) Large greataxe* or Large greatclub*, or (B) Breastplate* with armor spikes
Stonelands and Desertmouth	Ogrillon	Giant, Orc	Chondathan, Damaran,	Orc pantheon, Vaprak	Bony Fists,	(A) Large greataxe* or Large greatclub*,

Mountains (Anauroch)			Common, Draconic, Gnoll, Goblin, Midani		Brute, Ogrebrud	or (B) Breastplate* with armor spikes
Thar (The Moonsea)	Ogrillon	Giant, Orc	Chondathan, Common, Damaran, Draconic, Dwarven	Orc pantheon, Vaprak	Bony Fists, Brute, Ogrebrud	(A) Large greataxe* or Large greatclub*, or (B) Breastplate* with armor spikes
Vaasa	Ogrillon	Giant, Orc	Common, Damaran, Dwarven, Goblin, Undercommon	Orc pantheon, Vaprak	Bony Fists, Brute, Ogrebrud	(A) Large greataxe* or Large greatclub*, or (B) Breastplate* with armor spikes

NEW FEATS (SIDEBAR)

Bony Fists [Regional]

The bones of your knuckles are particularly large and pronounced to the point where they may be visible – a common mutation among your crossbred kind.

Prerequisites: Ogrillon.

Benefit: You gain an additional slam attack at no attack penalty. Furthermore, you are considered armed even when unarmed – that is, you do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponents who make unarmed attacks against you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Bony Fists counts as the Improved Unarmed Strike feat.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Brute [Regional]

You fear no one and thrill at exerting your might over others.

Prerequisites: Giant or half-giant (including half-ogre and ogrillon).

Benefit: You cannot become shaken, and you ignore the effects of the shaken condition. You can still be frightened or panicked, however, you may use your Strength modifier instead of your Wisdom modifier to make Will saves against fear effects. You can also use your Strength modifier instead of your Charisma modifier to make Intimidate checks.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Ogrebrud [Regional]

You are closer to your giant kin than your orc kin.

Prerequisites: Ogrillon.

Benefit: You are a giant, not a humanoid. You are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*. You also have low-light vision. Furthermore, you gain a +2 bonus on all Climb checks and ignore hampered movement penalties for steep slopes (see Movement in Chapter 9 of the *Player's Handbook*).

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

CREDIT

Author Thomas M. Costa, based on original material by R.K.R. Chilman and others. This version of the ogrillon is a conversion of both the 1E and 2E ogrillon and 2E orog. The ogrillon originally appeared in the first edition *Fiend Folio* (1981) and *Monstrous Manual* (1993). The orog originally appeared in the 2E *Monstrous Compendium* (1989) and *Monstrous Manual* (1993). Unofficial 3E versions of the ogrillon and orog appeared in Necromancer Games' *The Tome of Horrors* (2002). Finally, a 3E version of the ogrillon appeared in *Dungeon* #83 (2000), but this version appeared to ignore much of the flavor of the original.

OGRILLON CREATION

Medium Humanoid

Hp: (2 x 4.5 HD) + (2 x 1 Con) = 9 + 2 = 11

Base Attack/Grapple: +1 as clr/+1 BAB + 4 Str = +5

Full Attack: +1 BAB + 4 Str = +5

Saves: F +3 good +1 Con = +4, R +0 poor +0 Dex = +0, W +0 poor -1 Wis = -1

Skill Points: (2 + Int modifier) x (HD +3) = 1 x 5 = 5; class skill max ranks = HD +3 = 5

Skills: Climb 1 +4 Str -3 armor = +2, Listen 2 -1 Wis = +1, Spot 2 -1 Wis = +1

Feats: 1 + (1 per 3 HD) = 1

Challenge Rating: Old Method Base: 2 for hp, +1 for AC, powerful build = 4/3 = 1 and compare to orc and ogre and probably about right.

Level Adjustment: See *Savage Species*, pl. 9-24; +1 for natural AC, powerful build, abilities, but -2 for HD = +1. Compare to ogre and goliath from *Races of Stone* and probably about right.

Notes: I tried to combine the 1E and 2E ogrillon and orog into one creature with inspiration from the half-ogre, so I compared every version of all three creatures I could find. Originally I was going to have Large sized greater ogrillon, but decided to use the powerful build of the goliath and half-giant instead. I decided to come up with some regional feats for them, deciding that if orogs didn't have bony fists, maybe it was just a common mutation.

Dungeon #83 3E Version: CR1; Medium-size Humanoid; HD 2d8+4; hp 13 each; Init +0, Spd 20 ft.; AC 17 (+2 natural, +3 hide armor, +2 shield); Atk +6 (1d10+4, greatclub) or +1 ranged (1d8+4/crit x3, longsphear); SQ darkvision 60 ft.; AL CE; SV Fort +5, Ref +0; Will -1; Str 18; Dex 10; Con 14, Int 7, Wis 9, Cha 8. Skills: Climb +5, Listen +1, Spot +1. Feat: Weapon Focus (greatclub). Possessions: Hide armor, large wooden shield, greatclub, longsphear, sack containing 200 gp.

Bony Fists: This feat covers the original ogrillon's bony fists natural attack from earlier editions. This feat essentially treats the ogrillons natural attacks as almost any other monster and combines the Improved Unarmed Strike Feat with certain aspects of the Two-Weapon Fighting feat. Given that weapons are almost always a better choice over fists, this feat should not be too powerful, even for the possible ogrillon monk (which is a poor class choice for the ogrillon in any case).

Brute: This feat covers the 2E orogs role as a troop leader by way of force.

Ogrebrud: This feat makes the ogrillon a bit more ogre than orc and is modeled on Otherworldly.

OGRIMA

Large Giant

Hit Dice: 4d8+12 (30 hp)

Initiative: +3

Speed: 30 ft. in armor (6 squares); base speed 40 ft.

Armor Class: 17 (-1 size, -1 Dex, +5 natural, +4 reinforced hide armor), touch 8, flat-footed 17

Base Attack/Grapple: +3/+12

Attack: Large greatsword +8 melee (3d6+7/19-20) or Large longbow +1 ranged (2d6/x3)

Full Attack: Large greatsword +8 melee (3d6+7/19-20) or Large longbow +1 ranged (2d6/x3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., low-light vision, regeneration 3, spell resistance 11

Saves: Fort +7, Ref +0, Will +2

Abilities: Str 21, Dex 9, Con 16, Int 11, Wis 12, Cha 12

Skills: Concentration +7, Listen +6, Spot +6

Feats: Improved Initiative, Weapon Focus (greatsword)

Environment: Temperate hills

Organization: Solitary, pair, or gang (3-4)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +5

This hulking creature looks like a big demonic humanoid of over nine feet. It has sickly, bluish-green hide, thick, greasy hair, a single nascent horn protruding from its forehead, and dark red eyes. Its fingers end in cracked and thick black nails and its mouth is filled with jutting and broken black canine. The giant wears skins.

Found only in lands where both ogres and ogre mages dwell, the ogrima is a half-breed resulting from the intermingling of blood between the two races. Ogrimas are raiders, hunters, and scavengers, favoring the same terrain as their cousins the ogres and usually found alone or in gangs made up of siblings. Both ogres and ogre mages usually consider the ogrima to be social outcasts and treat them accordingly. This has hardly done anything to improve the evil temper the ogrimas have inherited from their parents. Consequently, ogrimas are foul and irritable, quick to anger and attack, yet easily cowed by displays of might and magic.

Adult ogrimas stand close to ten feet tall and weigh 650 pounds. Their skin color ranges from a sickly bluish-green to yellow and their eyes range from bright blue to dark red. Like their ogre mage parent, they tend to favor bright-colored, loose-fitting, comfortable clothing, but don bone-reinforced hide armor when planning a raid.

Ogrima speak Giant and Common.

COMBAT

Although far from being the brilliant tacticians the ogre mages are, ogrimas are quite cunning and to be underestimated. They favor overwhelming odds, sneak attacks, and ambushes and will use their bows to soften up their foes (focusing on spellcasters first) before closing, much like their ogre forbearers. However, they also use their spell-like abilities to deadly effect, using their *levitate*, for example to keep them out of the reach of their targets, while they either fire, strike, or use their other spell-like abilities from above. They are not above charming an animal into fighting (and usually dying) for them. They usually leave at least one use of their blur ability in reserve in case they are forced to flee.

Spell-like Abilities: 5/day – *levitate*; 3/day – *blur* (DC 13; except, like *invisibility*, the effect ends if the subject attacks any creature), *darkness*; 1/day – *alter self*, *charm animal* (DC 12), *freezing hands* (DC 12; as *burning hands*, except causes cold damage and cannot burn materials), *lullaby* (DC 11). Caster level 5th. The save DCs are Charisma-based.

Regeneration (Ex): Fire and acid deal normal damage to an ogrima.

OGRIMAS AS CHARACTERS

Ogrima leaders tend to be fighters. Ogrima clerics worship Vaprak. An ogrima cleric has access to two of the following domains: Chaos, Destruction, Evil, and War. Most ogrima spellcasters are sorcerers.

Ogrima characters possess the following racial traits.

- +10 Strength, -2 Dexterity, +6 Constitution, +2 Wisdom, +2 Charisma

- Large size: -1 penalty to Armor class, -1 penalty to attack rolls, -4 penalty to Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- An ogrima's base land speed is 40 feet.
- Darkvision out to 60 ft and low-light vision
- Racial Hit Dice: An ogrima begins with 4 levels of giant, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.
- Racial Skills: An ogrima's giant levels give it skill points equal to 7 x (2 + Int modifier). Its class skills are Concentration, Listen, and Spot.
- Racial Feats: An ogrima's giant levels give it two feats.
- Weapon Proficiency: A ogrima is proficient with simple weapons, martial weapons, light armor, medium armor, and shields.
- +5 natural armor bonus.
- Special Attacks (see above): Spell-like abilities.
- Special Qualities (see above): regeneration 3, spell resistance 11
- Automatic Languages: Common, Giant. Bonus Languages: Dwarven, Goblin, Infernal, Midani, Orc, Terran.
- Favored Class: Fighter.
- Level Adjustment: +5.

OGRIMAS IN FAERÛN

In most of Faerûn, an ogrima is a rarity that appears from time to time, usually resulting from the mating of a dominant ogre mage with one of its ogre minions.

In Zakhara far to Faerûn's southeast, ogrima have bred true and qualify as a separate race. Indeed, reverse discrimination is practiced; ogres and ogre mages who mate into an ogrima tribes are treated with great contempt.

Zakharan ogrimas are basically social, more so than their ogre forbearers. The typical ogrima tribe is made up of 3-12 different extended families of 3-18 ogrimas each of different ages and genders. The young are minded by those too elderly to go out, while the adults (men and women) hunt and raid. The extremely aged, crippled, and deformed are ruthlessly left out in the wilderness to die.

The tribe centers around the chieftain's compound, though families may be spread over a broad range of land, and tribes may move frequently once an area has been over hunted. Chieftains almost always come from one of the family lines.

Each family builds its own compound, independent of the other families. Ogrimas are greatly skilled with tools and crafts, which allows them to prepare dwellings more like the fortified compounds of the ogre mages, typically wooden stockades or caves with entrances fortified by rocks and wooden walls. Several exits are sure to exist, and a guard is always on watch. Each compound is the work and property of an extended ogrima family, and careful preparations are always made to defend the home against attackers.

Ogrimas must always be watchful against raids by their own cousins, the ogres and ogre mages. Ogres seek to destroy the more skilled, but inferior-ranked ogrima, thus removing their threat. Ogre mages prefer the ogrima to the ogres as followers, but are always wary of their potential. The ogrima are more difficult to control, but have greater understanding and resources the ogre mages favor. In desperate times, ogrima tribes have been known to submit themselves to the rule of an ogre mage chieftain.

Zakharan ogrimas are also found in bands of 5-8 and more often wear lamellar armor (see page 15 of the *Arms and Equipment Guide* or 76 of *Oriental Adventures*) and wield Large great falchions (see pages 96-97 of *Sandstorm*) and Large composite shortbows.

NEW MONSTER SUBRACE (SIDEBAR)

Zakharan Ogre

Most ogres in Zakhara have been civilized and are respected members of society. They can be calm and relatively rational and are greatly prized as workers for their great strength. Zakharan ogres generally dislike ogrima and ogre mages, though they usually follow the demands of honor and give them a chance to prove worthy of respect.

Zakharan ogres have a -2 to Intelligence (instead of -4; which has no other effect on the ogre's statistics), speak Midani, have a favored class of fighter, and are more likely to wear lamellar armor (see page 15 of the *Arms and Equipment Guide* or 76 of *Oriental Adventures*) and wield Large great falchions (see pages 96-97 of *Sandstorm*).

NEW ARMOR (SIDEBAR)

Reinforced Hide: This armor usually consists of a helmet made of bone (usually an animal skull) and a full set of hide armor studded with bits of bone, including a hide jerkin usually reinforced with the bones of an animal's ribcage. It includes leather gloves. Other versions of this armor are reinforced with wood, metal, or a mix of materials.

Armor	Cost	Armor Bonus	Max. Dex Bonus	Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight ¹
<i>Medium Armor</i>								
Reinforced hide	30 gp	+4	+3	-4	25%	20 ft.	15 ft.	30 lb.

¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

CREDIT

Author Thomas M. Costa, based on original material by David "Zeb" Cook. The ogrima originally appeared in *Golden Voyages* (1992).

OGRIMA CREATION

Large Giant

Hp: (4 x 4.5 HD) + 4 x 3 Con) = 18 +12 = 30

Base Attack/Grapple: +3 as Clr/+3 BAB +4 size +5 Str = +12

Full Attack: +3 BAB -1 size +5 Str +1 Weapon Focus = +8 melee or +3 BAB -1 size -1 Dex = +1 ranged

Saves: F +3 good +3 Con = +6, R +1 poor -1 Dex = +0, W +1 poor +1 Wis = +2

Skill Points: (2 + Int modifier) x (HD +3) = 2 x 7 = 14; class skill max ranks = HD +3 = 7

Skills: Concentration 4+3 Con = +7, Listen 5 +1 Wis = +6, Spot 5 +1 Wis = +6

Feats: 1 + (1 per 3 HD) = 2

Challenge Rating: Old Method Base: 6 for hp +1 AC, speed/damage, reach, spell-like abilities, abilities, +2 for regeneration, spell resistance = 15/3 = 5, which is midway between the ogre mage and ogre, so probably about right

Level Adjustment: See *Savage Species*, p. 19-24; +1 for AC, Reach, spell-like abilities, spell resistance, +2 for regeneration, +3 for abilities -4 for HD = +5, which is midway between the ogre mage and ogre, so probably about right

DCs: 10 + 1 Cha + spell level = 11 + spell level

Notes: Most of the stats were done by directly averaging the ogre and ogre mage, sometimes rounding up and sometimes rounding down. In 2E the ogrima regeneration was 1 and ogre mage was 3. In 3.5E the ogre mage has 5, so I upped the ogrima to 3. The ogre mage's spell resistance is 11 + CR, so gave the ogrima 6 + CR. I also tweaked the spells of the 2E ogrima to better match up with ogre mage. The ogre mage spell-like abilities were changed as follows: flight at will and *gaseous form* 1/day became *levitate* 5/day, *darkness* at will became *darkness* 3/day, *invisibility* at will became modified *blur* 3/day, *charm person* 1/day became *charm animal* 1/day, *cone of cold* became modified *burning hands* 1/day, *polymorph* 1/day became *alter self* 1/day, and *sleep* 1/day became *lullaby* 1/day.

PLANETOUCHED CANINE, MEMNINE

Medium Outsider (Fire, Native)

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+4

Attack: Bite +4 melee (1d6+3)

Full Attack: Bite +4 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fiery bite

Special Qualities: Darkvision 60 ft., low-light vision, scent, resistance to fire 5

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

Abilities: Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +9, Intimidate +3, Jump +15, Listen +8, Move Silently +9, Spot +8, Swim +3, Survival +6*

Feats: Alertness, Track^B

Environment: Warm plains

Organization: Solitary or pack (5-12)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-6 HD (Medium)

Level Adjustment: –

This large hound has a short, coal-black pelt, reddish-orange eyes, a short tail, and short, floppy ears.

Descended from the union of canines and hell hounds, memnines are hounds that retain a small measure of their infernal heritage.

Carrying Capacity: A light load for a memnine is up to 100 pounds, a medium load, 101-200 pounds, and a heavy load, 201-300 pounds. A memnine can drag 1,500 pounds.

COMBAT

Memnines generally hunt in packs, chasing and exhausting prey until they can hunt it down.

Fiery Bite (Su): A memnine deals an extra 1 point of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Trip (Ex): A memnine that hits with its bite attack can attempt to trip an opponent (+2 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 memnine.

Skills: Memnines have a +4 racial bonus on Jump checks and a +2 racial bonus on Hide and Move Silently checks.

*Memnines have a +4 racial bonus on Survival checks when tracking by scent.

MEMNINES IN FAERÛN

Memnines are a popular canine variant in Calimshan and Tethyr, favored by the elites of Memnon and Myratma. Wild packs of Memnines are not uncommon in the western Marching Mountains. Popular legend holds that memnines trace their ancestry back to the days of efreeti-ruled Memnonnar.

CREDIT

Author Eric L. Boyd.

MEMNINE CREATION

Medium Outsider

Hp: (2 x 4.5 HD) + (2 x 2 Con) = 9 + 4 = 13

Base Attack/Grapple: +2 as Ftr/+2 BAB +0 size +2 Str = +4

Full Attack: +2 BAB +0 size +2 Str = +4 melee

Saves: F +3 good +3 Con = +6, R +1 poor -1 Dex = +0, W +3 good +1 Wis = +4

Skill Points: (8 + Int modifier) x (HD +3) = 8 x 5 = 40; class skill max ranks = HD +3 = 5

Skills: Hide 5+2 Dex +2 racial = +9, Intimidate 5 -2 Cha = +3, Jump 5 +2 Str +4 racial +4 speed = +15, Listen 5 +1 Wis +2 Alertness = +8, Move Silently 5+2 Dex +2 racial = +9, Spot 5 +1 Wis +2 Alertness = +8, Swim 5 +2 Str = +7, Survival 5 +1 Wis = +6.

Feats: 1 + (1 per 3 HD) = 2

Challenge Rating: Old Method Base: 2 (nearly 3) for hp + 1 for AC/speed +1 for fiery breath/fire resistance +1 for senses/Track +1 for outsider traits/skills = $6/3 = 2$. Compare to a riding dog and should be right

Level Adjustment: N/A

DCs: N/A

Notes: Memnines are basically derived by comparing riding dogs/wolves to hell hounds and by comparing planetouched humanoids with humans.

PLANETOUCHED CANINE, YETHAY

Medium Outsider (Native)

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+4

Attack: Bite +4 melee (1d6+3)

Full Attack: Bite +4 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Intimidating howl

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

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

Abilities: Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +9, Intimidate +8, Jump +15, Listen +6, Move Silently +7, Spot +6, Swim +3, Survival +6*

Feats: Skill Focus (Intimidate), Track^B

Environment: Warm plains

Organization: Solitary or pack (5-12)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-6 HD (Medium)

Level Adjustment: –

This gaunt hound has a short, blue-black pelt, an emaciated build, sinister red eyes, a patchy tail, and short, upward-pointing ears.

Descended from the union of hounds, yeth hounds, and shadow mastiffs, yethays are fierce jackal-like hounds that retain a small measure of their dark heritage.

Carrying Capacity: A light load for a yethay is up to 100 pounds, a medium load, 101-200 pounds, and a heavy load, 201-300 pounds. A yethay can drag 1,500 pounds.

COMBAT

Yethays generally hunt in packs, chasing and exhausting prey until they can hunt it down. Unlike most canines, yethays are generally nocturnal.

Intimidating Howl (Su): As a swift action, a yethay can howl once per round, giving it an additional +4 circumstance bonus on Intimidate checks. In addition, a yethay can aid another yethay on Intimidate checks in combat, even if they do not directly threaten the opponent threatened by the yethay they are aiding and even if the opponent cannot see them.

Trip (Ex): A yethay that hits with its bite attack can attempt to trip an opponent (+2 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 yethay.

Skills: Yethays have a +4 racial bonus on Jump checks and a +2 racial bonus on Hide and Intimidate checks. *Yethays have a +4 racial bonus on Survival checks when tracking by scent.

YETHAYS IN FAERÛN

Yethays are a popular canine variant in Thay, favored by the Red Wizards. Wild packs of yethays are not uncommon in unsettled areas across the Plateau of Thay. Yethays are a relatively young breed, descended from deliberate pairings of summoned yeth hounds and shadow mastiffs with native canine species in the early years of Red Wizard rule in Thay who have since bred true. Most yethays are trained as guard dogs and used to keep Thay's large slave population in check.

CREDIT

Author Eric L. Boyd.

YETHAY CREATION

Medium Outsider

Hp: (2 x 4.5 HD) + (2 x 2 Con) = 9 +4 = 13

Base Attack/Grapple: +2 as Ftr/+2 BAB +0 size +2 Str = +4

Full Attack: +2 BAB +0 size +2 Str = +4 melee

Saves: F +3 good +3 Con = +6, R +1 poor -1 Dex = +0, W +3 +1 Wis = +4

Skill Points: $(8 + \text{Int modifier}) \times (\text{HD} + 3) = 8 \times 5 = 40$; class skill max ranks = $\text{HD} + 3 = 5$

Skills: Hide $5 + 2 \text{ Dex} + 2 \text{ racial} = +9$, Intimidate $5 - 2 \text{ Cha} + 2 \text{ racial} + 3 \text{ Skill Focus} = +8$, Jump $5 + 2 \text{ Str} + 4 \text{ racial} + 4 \text{ speed} = +15$, Listen $5 + 1 \text{ Wis} = +6$, Move Silently $5 + 2 \text{ Dex} = +7$, Spot $5 + 1 \text{ Wis} + 2 = +6$, Swim $5 + 2 \text{ Str} = +7$, Survival $5 + 1 \text{ Wis} = +6$.

Feats: $1 + (1 \text{ per } 3 \text{ HD}) = 2$

Challenge Rating: Old Method Base: 2 (nearly 3) for hp + 1 for AC/speed +1 for howl +1 for senses/Track +1 for outsider traits/skills = $6/3 = 2$. Compare to a riding dog and should be right.

Level Adjustment: N/A

DCs: N/A

Notes: Memnines are basically derived by comparing riding dogs/wolves to hell hounds and by comparing planetouched humanoids with humans.

QUICKLING

Small Fey

Hit Dice: 1d6 (3 hp)

Initiative: +11

Speed: 240 ft. (48 squares)

Armor Class: 22 (+1 size, +11 Dex), touch 22, flat-footed 22

Base Attack/Grapple: +0/-6

Attack: Small rapier +12 melee (1d4-2/18-20 plus poison)

Full Attack: Small rapier +12/+12 melee (1d4-2/18-20 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Hasted action, poison, spell-like abilities

Special Qualities: Blurred, damage reduction 5/cold iron, fast healing 1, improved evasion, low-light vision, slow fall, speed climb, speedy feats, uncanny dodge

Saves: Fort +0, Ref +13, Will +3

Abilities: Str 7, Dex 32, Con 11, Int 14, Wis 13, Cha 14

Skills: Bluff +6, Climb +19, Escape Artist +15, Hide +19, Jump +86, Listen +5, Move Silently +15, Spot +5, Survival +5

Feats: Combat Reflexes^B, Dodge^B, Mobility^B, Quick Draw^B, Spring Attack^B, Weapon Finesse

Environment: Temperate forests

Organization: Solitary, gang (3-6 plus one advanced quickling), or clan (7-12 plus 1-3 advanced quicklings)

Challenge Rating: 5

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 2-3 HD (Small) or by character class

Level Adjustment: +9

The small, slender being before you appears much like a miniature elf with pale blue skin and silver hair. It can't seem to stand still, and its form seems to constantly shift and shimmer, blurring what you're able to see as it darts about at amazing speed. Still, its features are extremely aquiline and almost feral looking. Its ears are unusually large and rise to points above its head. Its eyes are cold and cruel with a tiny spark of yellow light. It wears fine clothes of silver and black, accented with bright colors.

Centuries or perhaps millennia ago, quicklings were brownies (see <http://www.wizards.com/default.asp?x=dnd/al/20041006a> at the WotC website), but their sorcerer ancestors sought out dark and dangerous powers. It may be they intended to do good with their powers at one time, but the evil source of their new powers was too strong. Where once the quicklings were a gentle race of woodland beings, they are now corrupted savage hunters and cruel killers. Most see humanoids as little more than enemies, prey, and victims.

Quicklings live in extended family units, but their incredible speed and short life-spans have combined to create a culture that values wanderlust. They tend to have several dark and evil dwellings, often amid groves of twisted and wicked-looking trees, near poisoned or cursed springs, and in overgrown areas once ruled by powerful chaotic beings.

Quicklings usually avoid contact with others, except when it promotes their own evil ends. They have been known to ally, often serving as spies and assassins (many quicklings take levels in rogue), with powerful humanoid villains that impress with their quick wits or other evil magical races, including wood woses and outsiders such as quasits and other demons.

Quicklings speak very quickly. To the unfamiliar, their speech is nothing but a meaningless stream of noise with individual sounds and words passing so quickly that no one can follow it. Quicklings wishing to communicate with other beings, who they generally view as dim-witted if not outright stupid, take care to speak very slowly. They speak Sylvan, and usually two of the following: Abyssal, Common, Elf, and/or Halfling.

Because of their greatly accelerated metabolism, quicklings are perhaps the shortest lived of fey. They mature in less than a year and are adults by the age of two. At the age of six they are middle-aged, old at nine, and venerable at twelve, though few make it to that age. No quickling has ever lived beyond 15 without the aid of powerful magic.

COMBAT

Quicklings are far more dangerous than their size would lead opponents to believe. In combat, they make full use of their speed and feats to place themselves where they can maximize their attacks of opportunity and escape retributive strikes. They will often recoat their weapons in the midst of combat by escaping out of range and hiding for the round before returning in a series of blinding strikes. They use their spell-like abilities as they feel the need. (Quicklings never wear armor or clothing that might hinder their speed.)

A quickling's damage reduction is supernatural.

Blurred (Su): Quicklings are in continuous magical motion. Their entire body is blurred, granting them concealment (20% miss chance). This ability is constant, but the quickling can suppress or resume it as a free action. The quickling can use concealment to make a Hide check even without cover. A *see invisibility* spell does not counteract the blurred effect, but a *true seeing* spell does. Opponents that cannot see the quickling ignore the ability effect (though fighting an unseen opponent usually carries penalties of its own).

Hasted Action (Ex): Quicklings act more quickly than normal. When making a full attack action, a quickling may make one extra attack with any weapon it is holding (included above). The attack is made using the quickling's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *haste* spell or a *weapon of speed*, nor does it actually grant an extra action, so the quickling can't use it to cast a second spell or otherwise take an extra action in the round.)

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a quickling takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Poison (Ex): Quicklings use a poison similar to that used by drow. An opponent hit by a quickling's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical quickling carries 1d3-1 doses of quickling knock-out poison. Quicklings typically coat their rapier with this poison, but it can also be applied to ranged weapons such as arrows.

Note that quicklings have no special ability to apply poison without risking being poisoned themselves.

Slow Fall (Ex): A quickling within arm's reach of a wall can use it to slow its descent and fall any distance without harm.

Speed Climb (Ex): A quickling can run and scamper up or down walls and slopes with great speed. It can climb at its speed as a move action with no penalty; however, it must begin and end the round on a horizontal surface (such as the ground or a rooftop). If it does not end its movement on a horizontal surface, it falls.

Speedy Feats (Ex): A quickling's hands and feet are so fast, it gains Combat Reflexes, Dodge, Mobility, Quick Draw, and Spring Attack as bonus feats regardless of whether or not it meets the prerequisites for those feats.

Spell-like Abilities: 1/day – *forget* (DC 14; see below), 2nd-level Heightened *hypnotism* (DC 14), *soften earth and stone*, *shatter* (DC 14), and *ventriloquism* (DC 13). Caster level 4th. The save DCs are Charisma-based.

Uncanny Dodge (Ex): A quickling can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC (if any) even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

Skills: Quicklings have a +8 racial bonus on Climb checks. Quicklings use their Dexterity modifier for Climb checks.

QUICKLINGS IN FAERÛN

Quicklings are believed to have originated in the south perhaps in the Forest of Amtar or the Lluirwood and some suspect the then-elf goddess Araushnee (now the drow goddess Lolth) as the source of their corruption.

Today, quicklings are found across the Realms from the Neverwinter Wood to the Wood of Sharp Teeth to the Forest of Tethir to Cormanthor (where they had become increasingly common in light of the rise of the drow and arrival of the daemonfey, both of whom they actually respected until their defeat at the hands of Seiveril's Crusade) to the Chondalwood to the Forest of Lethyr to the Lluirwood, often living in roving camps similar to the gypsy-like Gurs.

NEW SPELL (SIDEBAR)

Forget

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

This spell functions like *modify memory*, except that it only enables you to eliminate up to 3 minutes of memories.

CREDIT

Author Thomas M. Costa, based on original material by Gary Gygax. The quickling originally appeared in *Monster Manual II* (1983) and *Monstrous Compendium Annual Volume Two* (1995). A different unofficial 3E version of the quickling appeared in Necromancer Games' *The Tome of Horrors* (2002).

QUICKLING CREATION

Small Fey

Hp: 1 x 3.5 HD = 3

Base Attack/Grapple: +0 as wiz/+0 BAB -4 size -2 Str = -6

Full Attack: +0 BAB +1 size +11 Dex + hasted action = +12/+12

Saves: F +0 poor +0 Con = +0, R +2 good +11 Dex = +13, W +2 good +1 Wis = +3

Skill Points: (8 + Int modifier) x (HD +3) = 32; class skill max ranks = HD +3 = 4

Skills: Bluff 4 +2 Cha = +6, Climb 0 +8 race +11 Dex = +19, Escape Artist 4 +11 Dex = +15, Hide 4 +4 size +11 Dex = +19, Jump 4 -2 Str +84 speed = +86, Listen 4 +1 Wis = +5, Move Silently 4 +11 Dex = +15, Spot 4 +1 Wis = +5, Survival 4 +1 Wis = +5

Feats: 1 + (1 per 3 HD) = 1 + 4 bonus feats = 5

Challenge Rating: Old Method Base: +1 speed/slow fall/speed climb/skills, hasted action, poison, blurred, damage reduction, fast healing, improved evasion, uncanny dodge +2 for AC, spell-like abilities, ability scores, feats = 16/3 = 5, compare to pixie and more threatening in combat, so probably about right

Level Adjustment: See *Savage Species*, p. 19-24; +1 for hasted action, blurred, damage reduction, fast healing, improved evasion, speedy feats, uncanny dodge +2 for speed/slow fall/speed climb/skills, spell-like abilities, +3 for abilities = +14, but that seems way too high, so +9

DCs: spell-like abilities 10 + spell level + 2 Cha = 12 + spell level

Notes: I tweaked many of the quickling's abilities. Their very good AC was converted easily, particularly with the addition of the Dodge feat and uncanny dodge ability, which seemed appropriate. Their not quite full invisibility in 2E was changed to a blur effect because it was only 90% when running, because their Hide skill is very high and concealment allows them to Hide without cover, and because they seem less interesting to me if the character's can't tell how fast the quickling is moving because its invisible (some similar thinking was behind changing the levitate ability as well). Their 2E ability to make 3 attacks was changed to the hasted action ability and Combat Reflexes feat. I simplified the haste ability to hasted action because I essentially incorporated the other benefits directly into their high Dexterity. Their ability to dart around was changed into the speedy feats. Their ability to save as high-level clerics was covered by their high Dexterity and improved evasion ability. Their daggers became Small rapiers. Their poison seemed similar to drow poison and it seemed fitting to intimate some connection with the drow, so I made it mechanically equivalent. I replaced *levitate* with slow fall, speed climb, and their high Jump score because those seemed cooler to me and more in keeping with the super speedster-type comic characters. *Forget* was converted to 3.5E. *Dig* (which was more or less replaced by *move earth* in 3.5E) was replaced with *soften earth and stone* and *fire charm* (which doesn't have a 3.5E equivalent) with *hypnotism*, which seemed to have a similar fascinating effect. I wanted to keep the spells to level 2 (which coincidentally the *blur* spell is as well) to keep them from getting too powerful. Their physical ability scores were loosely based off of a level 10 elf rogue that had a permanent cat's grace, size reduction, with the benefits of haste and taking various feats (such as Improved Initiative, Lightning Reflexes, Agile, Stealthy) and trap sense folded into their Dexterity. I added the fast healing ability to make them a little tougher given their low hp and because it seemed appropriate. I added the damage reduction because all fey have it now and because it played off the bonus hit points they had in 2E. It arguably should be raised to 10/cold iron for balance reasons, but combined with their high speed, high AC and various defensive special qualities, it's probably not necessary.

THE RENDER

Large Outsider (Chaotic, Evil, Native)

Hit Dice: 15d8+135 (202 hp)

Initiative: +7

Speed: 50 ft. (10 squares)

Armor Class: 29 (-1 size, +3 Dex, +17 natural), touch 12, flat-footed 26

Base Attack/Grapple: +15/+27

Attack: Bite +22 melee (2d6+8)

Full Attack: Bite +22 melee (2d6+8) and 2 claws +20 melee (1d6+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Brutality, frightful gaze, improved grab, rage, rend 2d6+12

Special Qualities: Damage reduction 15/cold iron and magic, darkvision 60 ft., immunity to mind-affecting effects and poison, low-light vision, regeneration 10, resistance to acid 10, scent, spell resistance 26

Saves: Fort +18, Ref +12, Will +12

Abilities: Str 27, Dex 17, Con 29, Int 14, Wis 16, Cha 18

Skills: Climb +26, Escape Artist +21, Hide +17, Intimidate +22, Jump +34, Listen +29, Move Silently +21, Search +20, Spot +29, Survival +21 (+23 following tracks), Use Rope +3 (+5 with bindings)

Feats: Blind Fight^B, Cleave, Great Cleave, Improved Initiative^B, Improved Overrun, Multiattack, Power Attack, Track

Environment: Temperate hills (Far Hills)

Organization: Solitary (unique)

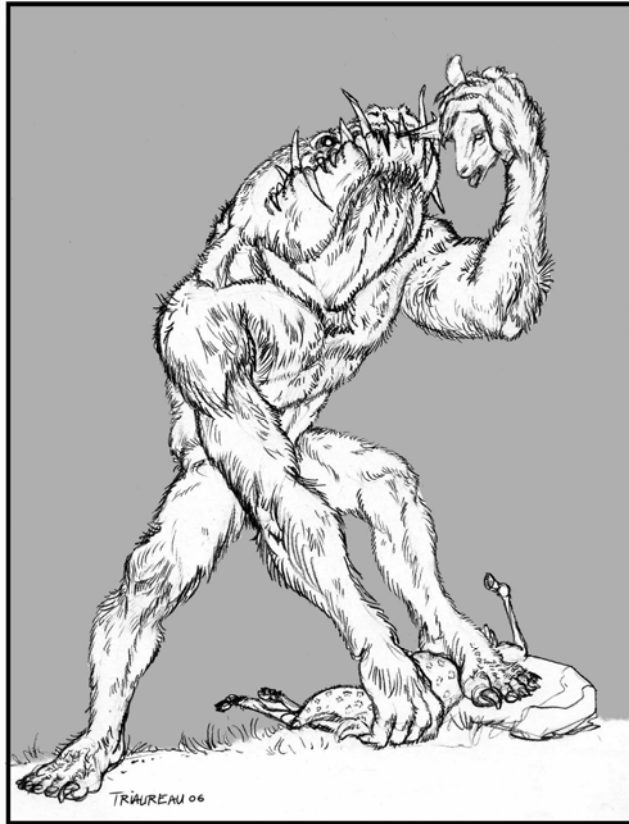
Challenge Rating: 16

Treasure: None

Alignment: Chaotic evil

Advancement: N/A

Level Adjustment: –



This fearsome humanoid monstrosity is an imposing nine feet of muscle, sinew, claws, and teeth. It has deep black, short fur that covers its entire body and is matted down with a slimy, sweat-like secretion. The creature's hulking frame is somewhat stooped with a pronounced spinal column, its shoulders broad, and its arms long. Its sloped head is dominated by a wide and powerful mouth filled with black teeth between five- and nine-inches long, and razor sharp. The beast's claws are equally as long, and appear caked with the remains of hapless victims. However, the most unnerving thing about the creature is its two glowing amber eyes, which promise little but death.

The render, sometimes known as the black render or demon render, is without a doubt, one of the most savage creatures to ever walk. It was created deep within an experimental lab by an accident that joined together a tanar'ri (some suspect a hezrou) and a gray render, though many misleading and false rumors surround its creation. Fortunately, efforts to duplicate the experiment that brought life to the beast have since met with failure. However, many fear the render will prove as fertile as its asexual sire and soon produce offspring on its own.

The render has no memory of its former lives. As far as it is concerned, its existence began in a dungeon lab. The render is in constant pain from its unholy union and has a deep hatred of all life. The only way the creature knows to temporarily relieve its pain is to kill and consume prey, which it does constantly and without mercy or remorse. The beast's stomach can digest anything organic, and it care nothing about the freshness of its meal.

The render is thought to be composed of impossibly dense muscle and bone, which grant it the strength and stamina of a demon. It can walk both upright and on all fours, but always fights standing up. It stands nine-feet tall in spite of its hunched posture and is four-feet wide. It weighs almost 4,500 pounds.

The render understands and speaks Abyssal, Common, Chondathan, and Vaasan, though it rarely chooses to speak, preferring instead to make its intentions known through bestial grunts and growls.

COMBAT

The render is one of the most barbarous, feral, and deranged creatures in existence. It is extremely cunning and prefers to surprise its prey. The render then makes use of its incredible quickness to wade into its foes, terrifying those it can (with both its frightful gaze and Intimidation skill) and using its reach, full attack, and combat feats to eagerly dispatch as many foes each round as it can, while simultaneously using its foes as shields against spellcasters. Though the render has no fear, neither is it stupid: if any enemy wields electricity, the render will use its speed and the Improved Overrun feat to reach that foe and brutally rend them to pieces.

The render's natural weapons are treated as magic for the purpose of overcoming damage reduction. Its damage reduction is supernatural.

Brutality (Ex): So brutal are the attacks of the render that it can perform a coup de grace attack against a helpless defender as a standard action, rather than a full-round action.

Frightful Gaze (Su): The gaze of the render's glowing eyes is shocking and unnerving. Causes subject to be dazed 1 round and then shaken for 2d6 additional rounds; 30 ft.; Will save DC 21 negates. Subjects that make their saving throw against this ability are immune to the render's frightful gaze for one day. The save DC is Charisma-based.

Improved Grab (Ex): The render's massive jaws allow it to easily maul and thrash its prey. To use this ability the render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rage (Ex): When the render takes 60 or more points of damage in combat, it flies into a berserk rage on its next turn, clawing and biting madly until it or its opponents are dead. It gains +6 to Strength, +6 to Constitution, +3 morale bonus to Will saves, and -2 to Armor Class. The creature cannot end its rage voluntarily. While the render rages, the following changes to the above statistics are in effect:

hp +45 to current total; AC 27, touch 10, flat-footed 24; Grp +30; Atk bite +25 melee (2d6+11); Full Atk bite +25 melee (2d6+11) and 2 claws +23 melee (1d6+5); SA rend 2d6+16; SV Fort +21, Will +15; Str 33, Con 35; Climb +29, Jump +37.

Regeneration (Ex): One of the render's most potent qualities, its ability to regenerate, makes the creature almost impossible to defeat or kill. Electricity deals normal damage to the render. If the render loses a limb or body part, the lost portion regrows in 2d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Rend (Ex): When the render wins a grapple check after a successful bite attack establishes a hold, it latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage (or 2d6+16 points of damage while raging).

Skills: The render's keen senses give it a +8 racial bonus on Listen and Spot checks.

THE RENDER IN FAERÛN

The render was created accidentally in 1369 DR, the Year of the Gauntlet, deep within the experimental labs of the Darkhold by a Zhentarim wizard. The wizard had used scrolls to summon a tanar'ri, sending the demon to slaughter a captive gray render that had been captured near the border of Cormyr (some have mistakenly suggested the tanar'ri was killing a human Cormyrian prisoner). Unfortunately, the wizard miscast an unknown spell from one of his scrolls. The spell killed the wizard and merged the demon and the dying gray render into some gestalt creature. The resulting monster killed hundreds of Zhents in the Darkhold before escaping into the Far Hills to the south of the citadel, where it has hunted ever since. The Zhentarim are desperate to capture the render, but all attempts to do so thus far have led to innumerable casualties and met with no success. Some Zhents suspect the banished Sememmon may have reached an agreement with the render for it to kill the wizard's former compatriots.

CREDIT

Author Thomas M. Costa, based on original material by Kevin Melka and John Terra. The render originally appeared in *Ruins of Zbentil Keep* (1995) and *Monstrous Compendium Annual 3* (1996).

RENDER CREATION

Large Outsider

Hp: (15 x 4.5 HD) + (15 x 9 Con) = 67.5 + 135 = 202 [Rage + 15 x 3 = +45]

Base Attack/Grapple: +15 as fighter/+15 BAB +4 size +8 Str = +27 [Rage +3 = +30]

Full Attack: +15 BAB -1 size +8 Str, -2 Multiattack = +22, +20 [Rage +3 = +25, +23]

Saves: F +9 good +9 Con [Rage +3] = +18 [Rage +21], R +9 good +3 Dex = +12, W +9 good +3 Wis [Rage +3] = +12 [Rage +15]

Skill Points: (8 + Int modifier) x (HD +3) = 10 x 18 = 180; class skill max ranks = HD +3 = 18

Skills: Climb 18 +8 Str = +26 [Rage: +29], Escape Artist 18 +3 Dex = +21, Hide 18 -4 size +3 Dex = +17, Intimidate 18 +4 Cha = +22, Jump 18 +8 Str +8 speed = +34 [Rage: +37], Listen 18 +3 Wis +8 race = +29, Move Silently 18 +3 Dex = +21, Search 18 +2 Int = +20, Spot 18 +3 Wis +8 race = +29, Survival 18 +3 Wis +2 search synergy following tracks = +21 (+23 following tracks), Use Rope 0 +3 Dex +2 escape artist synergy with bindings = +3 (+5 with bindings)

Feats: 1 + (1 per 3 HD) = 1 +5 = 6 +1 bonus = 7

Challenge Rating: Old Method Base: 44 for hp +1 for full attack/reach/brutality, frightful gaze, improved grab/rend, rage, darkvision/low-light vision/scent/Blind Fight, immunities/resistance/saves, abilities/skills/Improved Initiative, +2 for AC, damage reduction, regeneration, spell resistance = 59/3 = 19, but seems too high and more on par with a planetar or horned devil and less powerful than a marilith or frost giant jarl, so 16.

Level Adjustment: See *Savage Species*, p. 19-24: Too high.

Frightful Gaze DC: 10 + 1/2 HD + Cha mod = 10 +7 +4 = 21

Notes: The creation of the gray render for 3E seems to have taken a great deal of inspiration from the “the” render of 2E. Consequently, I used a gray render as my starting point, changed it into an outsider, increased its Hit Dice to 15 (because the 13 with max hit points it had in 2E seemed low and gray renders max out Large size with 15 HD and because many outsiders had their HD bumped up from 2E to 3.5E), applied several tanar’ri traits (since it is a mishap brought about by combining a tanar’ri and a mortal), and of course converted various abilities of the 2E render as appropriate. I made its speed equal to a giant barbarian, its incredible quickness became a high Dex and bonus Improved Initiative, regeneration became 10 because a troll went from 3 to 5 and the render averaged a regeneration of 6 in 2E, some vulnerability to silver was dropped in favor of their tanar’ri heritage in 3E, its rage was made equal to that of a 15th-level barbarian and set off at 60 points because that equals the massive damage amount for Large creatures, and its ability to cause death through massive damage was tweaked into the brutality ability and feat selection since the 3E rules for death by massive damage are quite different.

RING-WORM

Fine Vermin

Hit Dice: 1/4d8 (1 hp)

Initiative: +0

Speed: 1 ft., climb 1 ft.

Armor Class: 22 (+8 size, +4 natural), touch 18, flat-footed 22

Base Attack/Grapple: +0/-21

Attack: –

Full Attack: –

Space/Reach: 1/2 ft./0 ft.

Special Attacks: Magic absorption

Special Qualities: Arcane sensitivity 30 ft., damage reduction 15/magic, detect magic 30 ft., magic aura, natural disguise, resistance to acid 5, cold 5, electricity 5, and sonics 5, sightless, tremorsense 30 ft., vermin traits, vulnerability to fire

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

Abilities: Str 1, Dex 10, Con 10, Int –, Wis 10, Cha 1

Skills: Climb +8

Feats: –

Environment: Temperate plains (usually cities and metropolises)

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: –

Level Adjustment: –

Before you lays a plain, but well-wrought, gold ring

These 1-2 inch worms have the appearance and feel of gold and shape themselves into corkscrew-like rings when sensing potential hosts.

Ring-worms find homes where there is a food supply. For this reason, they prefer to live in cities where they might find many arcane spellcasters in a relatively small area. Ring-worms are also found in areas where adventurers frequently can be found, such as dungeons and taverns. Usually these worms find their new homes when their previous “host” discovers the worm’s true nature.

A breeding pair of ring-worms can lay 10-50 eggs. When the eggs hatch, the worms scatter and live solitary lives. It is extremely unlikely that anyone would ever find more than one ring-worm at a time.

Because of the ring-worm’s need for and attraction to arcane magic, they are easily lured into traps. It has been rumored that some people have captured the worms for use against magical foes.

COMBAT

Ring worms don’t fight. They simply seek to feed. They are unintelligent, but will instinctively try to target the most powerful arcane spellcaster it can find. If the ring-worm feels excessive heat, it detaches itself and tries to escape.

A ring worm’s damage reduction is supernatural.

Arcane Sensitivity (Su): Ring-worms can instantly determine if any creature within a 30-ft. radius can cast arcane spells and the maximum spell level it can cast.

Detect Magic (Su): Ring-worms constantly *detect magic* as the spell in a 30-ft. radius.

Magic Absorption (Su): When worn, the ring-worm feeds on arcane magic used by the wearer. If an arcane caster wears a ring-worm, he loses one spell level per day that he wears the ring. For example, he loses one spell level the first day, two spell levels the second day, three spell levels the third day, and so on. 0-level spells count as 1/2-level spells for this purpose. The lost spells per day slots are randomly determined by the Dungeon Master. In addition, lost spell levels can be broken down; that is, if the wearer loses two spell levels, the ring could feed on four 0-level spells, two 1st-level spells, one 2nd-level spell, or even two 0-level spells and one 1st-level spell. Spontaneous casters, such as bards and sorcerers, not only lose the spells per day slot or slots, but also suffer a cumulative 5% chance per day of having their ability to call up any single spell they know suppressed. A suppressed spell cannot be recalled and cast. Once a spell is suppressed, it remains so until the ring is removed. In the case of casters that prepare their spells, such as wizards, the caster simply forgets these spells immediately after memorizing them, losing the spells per day slots.

If the ring-worm is worn by a non-arcane spellcaster or has consumed all of the caster’s spells, it then steals magic from arcane-crafted magic item, except artifacts, the person is carrying. Any item with an arcane spell among its crafting prerequisites

is considered arcane for this purpose. If the item's arcane or divine origins are unknown, it should be treated as an arcane item. The worm will absorb spell trigger items (such as staves and wands) first, then spell completion items (such as scrolls) second, and then other items. If the wearer carries multiple items of a certain type, the item is chosen at random. Single use items are simply absorbed after one-day, becoming useless. Charged items lose 1 charge per day. Other items, suffer a cumulative 10% chance per day of having their magic suppressed. Suppressed magic items exhibit no magical abilities and are treated as nonmagical as long as they are suppressed. Once an item's magic is absorbed or suppressed, the worm moves on to a new magic item.

If the wearer attempts to remove the ring, he finds the ring has bonded with his skin. Only a successful dispel check from a *dispel magic* or similar spell allows the ring-worm to be removed. The DC for the dispel check equals 15 plus 1 for every two continuous days in a row the worm has fed. (Ring-worms are also vulnerable to fire. They will detach themselves if they feel excessive heat.)

Once the ring-worm is removed arcane spellcasters may recall spells normally and suppressed items have a cumulative 10% chance per day of recovering their magic.

Magic Aura (Su): Ring-worms surround themselves in a false magical aura similar to a *Nystul's magic aura* spell. They radiate faint abjuration magic and identify as *rings of protection +1* to divination spells of 3rd level or lower, including *identify*. An *analyze dweomer* spell, however, will see through the worm's magic aura. As the worm feeds, its aura grows in strength, becoming a moderate aura after 1 day of feeding, strong after 2 more days of feeding, and overwhelming after 8 more days of feeding.

Natural Disguise (Ex): When sensing the presence of others (usually through use of its detect magic or tremorsense abilities), ring-worms will stop moving and curl into a corkscrew-like shape that resembles a plain gold ring. Seeing through the worm's ring-like disguise requires a successful Spot check (DC 25).

Sightless (Ex): Ring-worms are blind and lack the darkvision of most vermin. They are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. They cannot make Spot checks.

Skills: Ring-worms have a +8 racial bonus on Climb checks. They use their Dexterity modifier for Climb checks. Ring-worms can take 10 on Climb checks, even if threatened or distracted.

RING-WORMS IN FAERÛN

As Red Wizard Enclaves have spread rapidly across the Realms, so has the prevalence of ring-worms. The worms have as often been picked up by the Wizards as by potential customers – who will most likely not be customers again once they discover the worms. The Wizards believe the worms are an act of terrorism, but have not been able to pin the blame on any group in particular yet, though they suspect the Zhentarim, the Harpers, and the Moonstars. In the meantime, the Wizards have sent out warnings to their Enclaves, but to only middling affect; many of the Red Wizards ignore these warnings, confident in their own power to protect them.

CREDIT

Author Thomas M. Costa, based on original material by Wizards of the Coast. The ring-worm originally appeared in *Monstrous Compendium Forgotten Realms Appendix "2"* (1991).

RING-WORM CREATION

Fine Vermin

Hp: .25 x 4.5 HD = 1

Base Attack/Grapple: +0 as clr/+0 BAB -16 size -5 size = -21

Full Attack: N/A

Saves: F +2 good +0 Con = +2, R +0 poor +0 Dex = +0, W +0 poor +0 Wis = +0

Skill Points: Mindless

Skills: Climb 0 +0 Dex +8 race = +8.

Feats: Mindless

Challenge Rating: Old Method Base: 0 for hp, +1 for arcane sensitivity/detect magic/tremorsense, magic aura/natural disguise, resistances, sightless/vermin traits, +2 for AC, magic absorption, damage reduction = 10/3 = 3, but this is not an accurate measurement of their battle prowess. Ring-worms are really more like traps, though they cause no damage. The traps rules don't really work for setting the ring-worms CR. However, to have a fair chance to identify the creature, you need an observant druid, monk, ranger, or rogue of about 6th level; to have a fair chance to remove them you need a 5th-or 6th-level caster to use *dispel magic*; and to have a fair chance to hit them with a weapon, you need a 6th- or 7th-level warrior type with a very high damage roll, but they are still very easy to kill – the easiest way would be for the wearer to put their hand in a fire for 1 round, so I'm going to set their CR at 5.

Level Adjustment: See *Savage Species*, p. 19-24; N/A

DCs: The dispel check DC and Spot check DC were both set somewhat arbitrarily to work with a CR 5.

Notes: I considered using the mechanic of negative levels for arcane-related abilities and requiring use of *restoration*, rather than 10% chance to recover per day, but decided that might be too powerful and to stick to the more unique mechanic.

RUSSET OWLMONSTER

Large Magical Beast

Hit Dice: 6d10+30 (63 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

Base Attack/Grapple: +6/+15

Attack: Claw +10 melee (1d6+5)

Full Attack: 2 claws +10 melee (1d6+5), bite +5 melee (1d8+2), and antenna touch +5 melee (rust)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, rust

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

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

Abilities: Str 21, Dex 13, Con 21, Int 2, Wis 14, Cha 10

Skills: Listen +8, Spot +9

Feats: Alertness, Power Attack, Track

Environment: Underground

Organization: Solitary, pair, or family (3-4)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 7-8 HD (Large); 9-18 HD (Huge)

Level Adjustment: –

From afar, this creature superficially resembles a bear. Up close its thick, lumpy, armored hide is covered in most places by a coat of feathers and fur. It has an avian head with big, round reddened eyes and a hooked beak, and two long moth-like antennae above each eye. A vestigial armor-plated tail that ends in a bony projection that looks like a double-ended paddle grows from its backside.

The russet owlmonster is a highly aggressive predator if given the chance, attacking without provocation. Fortunately, most of these magically-bred creatures have been trained, with some difficulty, as guardians. Nevertheless, they remain dangerous to intruders as well as their owners and trainers.

A russet owlmonster's coat is generally a red-brown color lightening toward its front; its beak is more of a ferrous brown. A full-grown male owlmonster can stand as tall as 8 feet and weigh up to 1,750 pounds.

COMBAT

Russet owlmonsters, like their owlbear progenitors, attack prey on sight, relentlessly fighting to the death. They slash with claws and beak and destroy the weapons of enemies with their antennae, all the while trying to grab their prey and rip it apart. The creature will use its antennae to first rust attacking objects like weapons and then the armor shells that protect its prey.

A russet owlmonster can scent a metal object from up to 90 feet away. Fortunately, the creatures can eat just about anything, and will not charge after metal objects unless hungry.

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

Rust (Ex): A russet owlmonster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 20 Reflex save or be dissolved. The save DC is Constitution-based and includes a +2 racial bonus.

A metal weapon that deals damage to a russet owlmonster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

RUSSET OWLMONSTERS IN FAERÛN

Nestor Podgin (NG male Tethyrian human transmuter 14) is a native Waterdhavian. After a magical mishap, he decided to relocate to the Port of Shadows below the City of Splendors. His business, Skullport's Monsters Made to Order, specializes in developing reliable guardians and watch beasts, which he sells about Skullport and the lands above. The russet owlmonster is his most successful experiment to date, a hybrid of the dreaded owlbear and the rust monster (using his own improved version of *Dublarke's animerge* spell [see *Bestiary of the Realms, Volume One*]). A few years ago he had finished crafting three of these beasts and begun to breed them. Unfortunately, even the young have proven very difficult to train, but Podgin has had success with the subtle use of enchantments and begun to sell his creations across the Realms.

CREDIT

Author Thomas M. Costa, based on original material by Joseph C. Wolf. The russet owlmonster originally appeared in *Skullport* (1999).

RUSSET OWLMONSTER CREATION

Large Magical Beast

Hp: $(6 \times 5.5 \text{ HD}) + (6 \times +5 \text{ Con}) = 33 + 30 = 63$

Base Attack/Grapple: $+6 \text{ as ftr}/+6 \text{ BAB} +4 \text{ size} +5 \text{ Str} = +15$

Full Attack: $+6 \text{ BAB} -1 \text{ size} +5 \text{ Str} = +10$, $+5$ for secondary attacks

Saves: F $+5 \text{ good} +5 \text{ Con} = +10$, R $+5 \text{ good} +1 \text{ Dex} = +6$, W $+2 \text{ poor} +2 \text{ Wis} = +4$

Skill Points: $(2 + \text{Int modifier}) \times (\text{HD} + 3) = 1 \times 9 = 9$; class skill max ranks = $\text{HD} + 3 = 9$

Skills: Listen $4 +2 \text{ Wis} +2 \text{ Alertness} = +8$, Spot $5 +2 \text{ Wis} +2 \text{ Alertness} = +9$

Feats: $1 + (1 \text{ per } 3 \text{ HD}) = 3$

Challenge Rating: Old Method Base: 14 for hp, $+1$ for AC, improved grab, rust, darkvision/low-light vision/scent = $18/3 = 6$, which is probably a bit high since a little more powerful than an owlbear, so lower to 5.

Level Adjustment: See *Savage Species*, p. 19-24; N/A for animal intelligence

SEELIE/UNSEELIE SPRITE TEMPLATE

Seelie and unseelie sprites are some of the smallest fey and of widely varied appearance. They live hidden along the mystical byways behind the world. Both are mischievous, though where the seelie are usually annoying, the unseelie are vicious. The two races are locked in a centuries-long war, a war that neither seems capable of winning. Hatred is strong and they attack one another on sight.

Seelie Sprites: Seelie sprites are furtive and shy, reluctant to make contact with the outside world and often puckish and exasperating when they do. They have little stomach for direct combat. Their days are dedicated to feasting and reveling, and they never seem to work. The only thing the seelie seem to take seriously is the threat represented by their cruel cousins, the unseelie.

Seelie society is divided into commoners, nobility, and royalty. They live in fanciful palaces built upon the mystical crossroads that crisscross the face of Faerûn, invisible to normal eyes.

Seelie sprites vary greatly in appearance. Most resemble diminutive humans of great beauty and grace. Though some are distorted or imp-like, they still possess an otherworldly aura. Some have animal heads, tails, or limbs, while still others are entirely alien in appearance, though still strangely beautiful. Most of the seelie can fly, though some have translucent, membranous wings. The seelie sometimes ride large insects such as dragonflies, bumblebees, and hornets.

Unseelie Sprites: Twisted and evil cousins of the seelie sprites, the unseelie fight an endless war against the seelie. While the seelie are merely rascally, the unseelie are sadistic and murderous. While the seelie merely taunt and annoy those who blunder into their realms, the unseelie take delight in causing pain and killing those found in unseelie territory after nightfall. Captives find themselves bound and tormented by dozens of wicked unseelie sprites, who derive great amusement from inflicting hurt and suffering before finally murdering victims. Even those who escape have problems -- they often do so under the effects of a *baleful polymorph* or worse....

The unseelie live under a malevolent anarchy, each individual doing as he or she pleases, usually at the behest of or under the control of the individual with the more powerful magical abilities. These individuals often style themselves king, queen, or emperor, but they are just as often deposed. Unseelie communities are found along dark and twisted mystical crossroads, in gnarled trees, grim swamps, or dreary, weed-infested meadows where they live in ugly, black structures bristling with spikes, carved skulls, and images of horrifying monsters.

The nocturnal unseelie are ugly, dark-skinned creatures. They usually have tattered insect wings, long thin arms, and broad, large-nosed faces. Like the seelie, the unseelie vary greatly in appearance, often with the faces or limbs of beasts with claws, fangs, or oversized, monstrous eyes. The unseelie sometimes ride common bats or stirges.

SEELIE AND UNSEELIE SPRITES IN FAERÛN

The seelie and unseelie sprites live hidden just off the mystical crossroads and backroads that crisscross the Realms.

In the numinous reaches of the Yuirwood, where the ancient Yuir elves once walked and worshiped strange gods, these unusual fey are encountered more often than any other places in Faerûn. There, the unseelie have always fought their seelie cousins. The two groups of fey battle across the length and breadth of the Yuirwood, and woe unto any travelers caught in the middle. Some have even found their way into Sildëyuir.

While the seelie have little effect on the Yuirwood ecology, the same cannot be said of the unseelie. They hunt animals for the fun of it, despoil pleasant glades, fell trees, and attack human and half-elf travelers. Experienced explorers know the signs of a nearby unseelie settlement: twisted and blackened vegetation, animals killed and left to rot, smashed trees, and poisoned water. Those who know the Yuirwood are always careful to avoid such regions.

It remains unclear why the seelie and unseelie sprites are seen more readily in the Yuirwood than elsewhere on Faerûn.

SAMPLE UNSEELIE SPRITE

Clearly some wicked variety of faerie, this miniscule humanoid has the grotesque head of a tusked boar, long, three-clawed limbs, and a moth's wings.

This example uses a pixie as its base creature to create a common unseelie sprite.

Common Unseelie Sprite Pixie

Diminutive Fey

Hit Dice: 1d6 (3 hp)

Initiative: +7

Speed: 10 ft. (4 squares), fly 60 ft. (good)

Armor Class: 21 (+4 size, +6 Dex, +1 natural), touch 20, flat-footed 15

Base Attack/Grapple: +0/-17

Attack: Tiny short sword +11 melee (1d2-2/19-20) or Tiny mw longbow +12 ranged (1d3-2/x3)

Full Attack: Tiny short sword +11 melee (1d2-2/19-20) or Tiny mw longbow +12 ranged (1d3-2/x3)

Space/Reach: 1 ft./0 ft.

Special Attacks: Innate spells, otherworldly aura, spell-like abilities, special arrows

Special Qualities: Crossroads mastery, damage reduction 15/cold iron, greater invisibility, low-light vision, spell resistance 17

Saves: Fort +0, Ref +9, Will +4

Abilities: Str 1, Dex 24, Con 11, Int 16, Wis 15, Cha 18

Skills: Bluff +8, Concentration +4, Escape Artist +11, Hide +19, Listen +10, Move Silently +11, Ride +11, Search +9, Sense Motive +6, Spot +10

Feats: Alertness, Dodge^B, Weapon Finesse^B

Environment: Temperate forests

Organization: Gang (2-4), band (6-11), or tribe (20-80)

Challenge Rating: 5 (6 with *Otto's irresistible dance*)

Treasure: No coins, 50% goods, 50% items

Alignment: Usually chaotic evil

Advancement: 2-3 HD (Tiny)

Level Adjustment: +7 (+9 with *Otto's irresistible dance*)

COMBAT

The DC is 14 for this unseelie sprite pixie's otherworldly aura of horror. Its damage reduction is supernatural.

Greater Invisibility (Su): An unseelie sprite pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Innate Spell (Sp): 1/day – *scorching ray* (+11 ranged touch). Caster level 6th.

Spell-like Abilities: 1/day – *lesser confusion* (DC 15), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 16), *dispel magic*, *entangle* (DC 15), *permanent image* (DC 19; visual and auditory elements only), *polymorph* (self only). Caster level 8th. The save DCs are Charisma-based.

Special Arrows (Ex): Unseelie sprite pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: Any opponent struck by this arrow must succeed on a DC 16 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities, but forgets everything else until he or she receives a heal spell or memory restoration with limited wish, miracle, or wish.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 16 Fortitude save or be affected as though by a sleep spell. The save DC is Charisma-based and includes a +2 racial bonus.

Possessions: Tiny short sword, Tiny masterwork longbow, 300 gp piece of amber (with two fully-preserved, mantis-like insects grappling each other within).

Note: A common seelie sprite pixie is identical to the common unseelie sprite pixie, except she looks like a beautiful miniature pixie, her innate spell is *Tasha's hideous laughter* (DC 16), her otherworldly aura is one of forgetfulness (DC 14), her alignment is chaotic neutral, and her piece of amber has some sort of butterfly stuck within.

CREATING A SEELIE/UNSEELIE SPRITE

“Seelie sprite” and “unseelie sprite” are inherited templates that can be added to any Small or smaller fey that does not have the incorporeal or swarm subtypes (referred to hereafter as the “base creature”); pixies appear to be the most common base creature. While good and neutral fey are usually appropriate base creatures to create unseelie sprites, evil fey are usually inappropriate base creatures to create seelie sprites. All seelie and unseelie sprites are treated as the same race, despite the widely varying base creatures.

The new seelie or unseelie sprite uses all the base creature's statistics and special abilities except as noted here. Seelie and unseelie sprites have three caste groupings, all with slightly different statistics and abilities, commoners, nobles, and royals.

Size: Seelie and unseelie sprites reduce their size by two categories (minimum Fine), and apply all the appropriate changes from the size reduction, including modifiers to Strength (minimum 1), Dexterity, Constitution (minimum 1), natural armor, armor class, attacks, grapple checks, damage, and Hide checks.

Seelie and unseelie sprites are able to control their size within their size category at will, though this has no game effect. For example, a diminutive seelie sprite can change its size anywhere from six to twelve inches. Fine sprites can shrink to a minimum of one inch.

Speed: Seelie and unseelie sprites reduce their land speed by 10 ft. (minimum 5 ft.) because of their shrunken size. Non-aquatic seelie and unseelie sprites have wings and can fly at a speed of 50 ft. (good maneuverability). If the base creature has a fly speed, use whichever speed and maneuverability class is better.

Special Attacks: A seelie or unseelie sprite retains all of the base creature's special attacks and also gains those special attacks listed below.

Innate Spells (Sp): Seelie and unseelie sprites can cast a number of spells depending on their caste. Common sprites can cast one spell per day and know one spell of 0-3rd level chosen from the bard or sorcerer spell lists. Noble sprites can cast two spells per day and know two spells, one of 0-3rd level and one of 2nd-5th level. Royal sprites can cast three spells per day and know three spells, one of 0-3rd level, one of 2nd-5th level, and one of 4th-9th level. Spells can be determined randomly by rolling on Table 7-22: Scroll Spell Levels – using the Minor column for 0-3rd level spells, Medium column for 2nd-5th level spells, and Major column for 4th-9th level spells – and Table 7-23: Arcane Spell Scrolls on pages 238-241 of the *Dungeon Master's Guide* or chosen by the dungeon master. Common sprites cast their spells as if they were 6th-level sorcerers, nobles as if they were 12th-level sorcerers, and royals as if they were 18th-level sorcerers.

Seelie and unseelie sprites are quite proud of their innate spells and enjoy using them. Seelie sprites usually prefer spells that are nonlethal but annoying, such as *dancing lights*, *deep slumber*, *fog cloud*, *major image*, *obscuring mist*, *slow*, *stinking cloud*, and the like. Spells such as *baleful polymorph*, *Otto's irresistible dance*, and *Tasha's hideous laughter* are popular also because of their hilarious results. On the other hand, unseelie sprites usually prefer spells that are damaging and painful such as *baleful polymorph*, *cloudkill*, *lightning bolt*, and *magic missile*, or that summon servitors to fight on their behalf such as the *summon monster* spells. Dungeon masters should feel to reroll or choose appropriate spells if they are not satisfied with their random results.

Otherworldly Aura (Su): Seelie and unseelie sprites have a presence that is almost palpable.

Seelie sprites have an aura of forgetfulness that causes all memory of interaction with and events involving the seelie sprite within the last five minutes to gradually fade. The effect is continuous so long as the affected subject remains in the aura radius. Faded memories are not noticed by the affected subject unless another individual or events force the affected subject to try to recollect their experiences during the affected time period.

Unseelie sprites have an aura of horror that causes creatures to fear them. The unseelie's aura causes creatures that spot them to become shaken (suffering a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws) so long as they remain in the aura radius.

Both auras are mind-affecting effects that only effect non-fey, have a radius of 30 feet, and may be ignored with a successful Will save (DC = 10 + 1/2 the sprite's HD + the sprite's Charisma modifier). Depending on the results of the saving throw, the individual will automatically resist (if they made their save) or succumb to (if they failed their save) the otherworldly aura of that specific sprite should they enter that sprite's aura radius again until 24 hours has elapsed or the affected subject has rested, whichever comes first (at which point a new save will have to be made).

Special Qualities: A seelie or unseelie sprite retains all of the base creature's special qualities and also gains those special qualities listed below.

Crossroads Mastery (Sp): Seelie and unseelie sprites are the masters of crossroads and backroads and responsible for the creation of many of them. Most of these fey actually live in palaces built alongside the mystical crossroads behind the world. They *detect crossroads* as the spell at will. In addition, royal sprites can *create crossroads and backroad* as the spell 1/tenday. Common sprites are treated as 6th-level sorcerers, nobles as 12th-level sorcerers, and royals as 18th-level sorcerers. See pages 44-47, 86, 88-89, and 183-184 of *Magic of Faerûn* for more information on crossroads and backroads. (If you do not own *Magic of Faerûn*, you may ignore this power.)

Damage Reduction (Su): Due to their extremely magical nature, seelie and unseelie sprites gain +5 to their damage reduction. For example, a seelie sprite grig's damage reduction would increase from 5/cold iron to 10/cold iron.

Spell Resistance (Ex): Also due to their magical nature, seelie and unseelie sprites gain +2 (common seelie or unseelie sprites), +4 (noble seelie or unseelie sprites), or +6 (royal seelie or unseelie sprites) spell resistance or as a bonus to their existing spell resistance.

Abilities: In addition to any changes to due to size change, adjust from base creature as follows: Dex +2, Cha +2 (common seelie or unseelie sprites), +4 (noble seelie or unseelie sprites), or +6 (royal seelie or unseelie sprites).

Feats: Seelie and unseelie sprites gain Weapon Finesse as bonus feat, regardless of whether they meet the prerequisites or not.

Organization: Gang (2-4), band (6-11), or tribe (20-80)

Challenge Rating: Same as the base creature +1 (common seelie or unseelie sprites), +2 (noble sprites), or +3 (royal sprites)

Alignment: Always chaotic. Seelie sprites are usually chaotic neutral (but sometimes chaotic good). Unseelie sprites are usually chaotic evil (but sometimes chaotic neutral).

Level Adjustment: Same as the base creature +3 (common seelie or unseelie sprite), +4 (noble sprites), or +5 (royal sprites).

CREDIT

Author Thomas M. Costa, based on original material by Anthony Pryor. The seelie and unseelie sprites originally appeared in *Spellbound* (1995) and *Monstrous Compendium Annual Volume Two* (1995).

SEELIE/UNSEELIE SPRITE CREATION

Diminutive Fey

Hp: 1 x 3.5 HD = 3
Base Attack/Grapple: +0 as wiz/+0 BAB -12 size -5 Str = -17
Full Attack: +0 BAB +4 size +7 Dex (+1 mw bow) = +11 for melee or ranged touch, +12 with bow
Saves: F +0 poor +0 Con = +0, R +2 good +7 Dex = +9, W +2 good +2 Wis = +4
Skill Points: (6 + Int modifier) x (HD +3) = 9 x 4 = 36; class skill max ranks = HD +3 = 4
Skills: Bluff 4 +4 Cha = +8, Concentration 4 +0 Con = +4, Escape Artist 4 +7 Dex = +11, Hide 0 +12 size +7 Dex = +19, Listen 4 +2 race +2 Wis +2 Alertness = +10, Move Silently 4 +7 Dex = +11, Ride 4 +7 Dex = +11, Search 4 +2 race +3 Int = +9, Sense Motive 4 +2 Wis = +6, Spot 4 +2 race +2 Wis +2 Alertness = +10
Feats: 1 + (1 per 3 HD) = 1 +2 bonus = 3
Challenge Rating: Old Method Base: +1 for size/feat, speed, innate spells/crossroads mastery, otherworldly aura, DR/SR/abilities = 5 /3 = 1, which is probably about right for commoners, especially when you consider that most small or smaller fey are not gaining a fly speed, much in the way of spell-like abilities, and the bonus feat is already a bonus feat for most of them. Then add +1 more for each of the advances to noble and royal.
Level Adjustment: +1 for speed/innate spells/crossroads mastery, otherworldly aura, DR/SR/abilities = +3 and add +1 for each of the advances to noble and royal.
DCs: All but spell-like abilities 10 +1/2 HD +4 Cha (+2 race for arrows) = 14 (16 for arrows); spell-like abilities = 10 +4 Cha + spell level = 14 + spell level
Possessions: 50% goods and items gives a CR 5 creature 1 gem and 1 mundane item, which should have a total value somewhere below 800 gp, so 10 gp (short sword) +375 gp (mw longbow) +300 gp (gem) = 685 gp.
Notes: Based on their description as being wildly different looking, I thought it more interesting to write the seelie up as a template for many kinds of fey rather than as their own distinct type of fey. I gave the seelie their own otherworldly aura, which seemed appropriate and balanced them with the unseelie. The addition of the crossroads and backroads seemed like a neat idea that cleared up the idea of them living in demiplanes and made use of the little-used crossroads, which I like. It also helped explain lots of little aspects of their description fairly well I felt.

SENTIENT SLIME (TEMPLATE)

The Realms Below are home to all manner of oozes and slimes. Normally mindless, some oozes have received the gift of sentience from the god of oozes, slimes, and jellies, while others are the successful, or more often unsuccessful, result of magical experimentation. These creatures usually have a developed and wicked alien mind that mixes cold logic and madness.

SENTIENT SLIME IN FAERÛN

The Realms are home to a wide variety of sentient slimes.

Flareaters: Flareaters appear to be related to green slime – and are most likely slime altered into a new form and given intelligence by magical experiments. Flareaters are methodical and eternally hungry, ever searching out their favorite food – light. Nevertheless, some sages speculate flareaters could evaporate with long exposure to full sunlight, their fluid bodies being better suited for the damp atmosphere and darkness of caverns – these sages are most likely... wrong.

Though actually deep emerald green, flareaters' glossy hides seem almost black in dark dungeons. They are unnaturally warm to the touch and move at surprisingly quick rate, like running water. Those who witness flareaters say their movement is unnerving, like watching dark, evil water flowing over stone walls.

Large colonies of flareaters are rumored to exist in the lowest levels of Undermountain, where wizards have been known to hunt them in the hopes the creatures' remains (or a live specimen) can be used as power components for darkness and polymorph spells, and potions that grant resistance to fire.

Jabbering Sentient Slimes: The largest slimes and oozes once venerated Ghaunadaur, but That Which Lurks struck most of them mad in a fit of fury for some transgression and stole their collective intellects. As a result many of its worshipers, and most of its power, ceased to exist. Only in recent millennia have evil beings such as aboleths, drow, humans, ropers, and other sentient crawling things seeking an alternative to established deities begun to worship That Which Lurks. In response to their entreaties, Ghaunadaur has occasionally returned the gift of intellect, albeit unhinged by madness, to its original followers.

Jabbering sentient slimes retain their original ooze-like appearance, with the addition of iridescent shimmerings of color that dance across their forms. Followers of Ghaunadaur claim the teachings of the deity are revealed to those who intensely study such patterns, but others believe that doing so is simply one of the first hints of incipient madness.

Jabbering sentient slimes are most frequently encountered deep beneath the Forest of Mir, in and around the Pit of Ghaunadaur deep beneath Mount Waterdeep, beneath one of the hillocks south and west of the city of Westgate, and in and around the aboleth city of Llurth Dreier deep beneath the Shaar.

Mustard Jelly: Mustard jelly originated when a young Netherese wizard attempted to *polymorph* herself into an ochre jelly, unknowingly amid an area of wild magic. Her spell failed, and she became a mustard jelly. The stuff has multiplied rapidly in the years since her accident, and it is now a serious threat in many areas across the northern Realms.

Mustard jelly is translucent, and very hard to see until it attacks. The only clue to its presence is a faint odor, similar to blooming mustard plants. Once it does attack, it may become yellowish brown in color. That and its odor give the jelly its name.

Although intelligent, mustard jelly does not value treasure of any sort, except as a lure for greedy adventurers.

Slithering Hoard: Slithering hoards are modified cousins of the gelatinous cube that appear as amorphous blobs about twenty feet in diameter with numerous pieces of metal, including coins, weapons, and armor, and gems coating them. This outer layer of detritus functions both as a set of teeth and also as a protective coating of armor.

The slithering hoard has a voracious appetite for organic material. What intelligence it possesses guides it to find loose treasure it can use as its teeth and armor. It displays a crude bit of cunning, almost instinctual, in its hunting habits. The slithering hoard has learned to adapt to its surroundings and take advantage of its natural camouflage to lure prey to it. In dungeons, it can compress itself into a pile shape, using its protective coating to appear as a large pile of treasure. Underwater, it is usually harder to spot as it buries itself among silt or other debris to appear like loose treasure undulating in the current.

The slithering hoard was created by the Red Wizards of Thay, who adapted gelatinous cubes for the unique and insidious task of retribution against their enemies. The hoard was magically shrunk and hidden in weak ceramic jars and then secreted among tributes and ransoms sent to various states and rich persons. Once it was deposited among a true treasure hoard, the slithering hoard would dissolve its container, grow to normal size, and begin armoring itself, becoming a nasty surprise for the recipients.

Stone and Subterranean Puddings: Sages believe all stone, dense, and gray puddings are magically altered black puddings. Most believe they were created by mad Halaster Blackcloak of Undermountain, whose experiments gave them intelligence and resistance to magic. They are viscous, slimy creatures that resemble massive lumps of oatmeal more than living things. They range from gray to deep blue in color. They seem to constantly search for food, moving along floors, ceilings, and walls to find prey.

SAMPLE SENTIENT SLIMES

Flareater

What at first appeared to be a large patch of some harmless, dark dungeon slime, suddenly moves with impressive speed becoming a deep emerald green as it attacks your light.

This example uses a 6-HD Medium patch of green slime as the base hazard.

Jabbering Gray Ooze

This slimy horror moves like some enormous watery protozoan. Iridescent color shimmers and dances across its form.

This example uses an advanced 7-HD gray ooze as the base ooze.

	Flareater	Jabbering Gray Ooze
	Medium Ooze (Altered Plant)	Large Ooze (Psionic)
Hit Dice:	6d10+30 (63 hp)	7d10+49 (87 hp)
Initiative:	+10	-5
Speed:	40 ft. (8 squares), climb 40 ft.	10 ft. (2 squares)
Armor Class:	20 (+10 Dex), touch 20, flat-footed 10	4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple:	+4/+5	+5/+14
Attack:	Slam +14 melee (1d6+1 plus dissolution)	Slam +9 melee (1d8+7 plus 1d8 acid)
Full Attack:	Slam +14 melee (1d6+1 plus dissolution)	Slam +9 melee (1d8+7 plus 1d8 acid)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Constrict 1d8+1 plus dissolution, dissolution, improved grab	Acid, constrict 1d8+7 plus 1d8 acid, improved grab, jabbering, psi-like abilities
Special Qualities:	Blindsight 60 ft., flareater, fluidity, immunity to acid, electricity, fire, light, sonics, and slashing and piercing weapons, ooze traits, vulnerability to cold	Blindsight 60 ft., immunity to cold and fire, naturally psionic, ooze traits, power resistance 12, transparent
Saves:	Fort +7, Ref +12, Will +4	Fort +9, Ref -3, Will +4
Abilities:	Str 12, Dex 30, Con 21, Int 10, Wis 11, Cha 7	Str 20, Dex 1, Con 25, Int 15, Wis 11, Cha 8
Skills:	Climb +9, Hide +15, Knowledge (dungeoneering) +6, Move Silently +15, Survival +0 (+2 when underground)	Concentration +17, Knowledge (dungeoneering) +12, Knowledge (psionics) +12, Psicraft +14, Survival 0 (+2 when underground)
Feats:	Iron Will, Stealthy, Weapon Finesse	Closed Mind, Iron Will, Power Penetration
Environment:	Underground	Cold marshes
Organization:	Solitary or mass (2-4)	Solitary or mass (2-4)
Challenge Rating:	8	8
Treasure:	None	None
Alignment:	Usually neutral evil	Usually neutral evil
Advancement:	7-9 HD (Large), 10-12 HD (Huge); or by character class	8-9 HD (Large); or by character class
Level Adjustment:	—	—

Combat

Acid (Ex): A jabbering gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 20 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 20 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 20 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Dissolution (Ex): A flareater deals 1d6 points of Constitution damage with each slam. Against wood or metal, the strike deals 2d6 points of damage, ignoring metal's hardness, but not that of wood. It does not harm stone.

Psi-like Abilities: A jabbering gray ooze has the following psi-like abilities: At will – *aura sight*, *detect psionics*; 3/day – *psionic dazzle* (DC 13), *id insinuation* (DC 14); 1/day – *cloud mind* (DC 14), *mental disruption* (DC 14), *mindwipe* (DC 16). Manifest level 7th. The save DCs are Intelligence-based.

Transparent (Ex): A jabbering gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

Jabbering Yellow Mold

This patch of some strange yellow mold, seems to almost dance with iridescent colors.

This example uses a Gargantuan patch of yellow mold as the base hazard.

Mustard Jelly

Giant pseudo pods rise out of large, transparent amoeboid shape that rapidly fills with a mustard coloration as if it were angry.

This example uses an ochre jelly as the base creature.

	Jabbering Yellow Mold	Mustard Jelly
	Gargantuan Ooze (Altered Plant, Psionic)	Large Ooze
Hit Dice:	16d10+144 (232 hp)	6d10+36 (69 hp)
Initiative:	-1	+5
Speed:	20 ft. (4 squares), climb 20 ft.	40 ft. (8 squares)
Armor Class:	1 (-4 size, -5 Dex), touch 1, flat-footed 1	14 (-1 size, +5 Dex), touch 14, flat-footed 9
Base Attack/Grapple:	+12/+31	+4/+10
Attack:	Slam +15 melee (3d6+10 plus spores; if psionically focused, 7d6+10 plus spores)	Slam +8 melee (2d4+3 plus 2d4 acid)
Full Attack:	Slam +15 melee (3d6+10 plus spores; if psionically focused, 7d6+10 plus spores)	Slam +8 melee (2d4+3 plus 2d4 acid)
Space/Reach:	20 ft./15 ft.	10 ft./5 ft.
Special Attacks:	Jabbering, psi-like abilities, spores	Constrict 2d4+3 plus 1d4 acid, enhanced acid, improved grab, lethargic vapor
Special Qualities:	Blindsight 60 ft., immunity to acid, cold, electricity, sonics, and magic, naturally psionic, ooze traits, power resistance 21, sunlight dormancy, vulnerability to fire	Blindsight 60 ft., damage reduction 5/magic, force magic absorption, liquidity, split, ooze traits, resistance to cold 10, spell resistance 11, transparent
Saves:	Fort +14, Ref +0, Will +7	Fort +8, Ref +7, Will +4
Abilities:	Str 24, Dex 1, Con 28, Int 19, Wis 10, Cha 7	Str 15, Dex 20, Con 22, Int 11, Wis 11, Cha 8
Skills:	Climb +15, Concentration +27, Knowledge (arcana) +23, Knowledge (dungeoneering) +23, Knowledge (psionics) +23, Knowledge (religion) +23, Psicraft +25, Survival +0 (+2 when underground)	Knowledge (arcana) +9, Knowledge (nature) +9, Survival +0 (+2 in aboveground natural environments)
Feats:	Closed Mind, Greater Psionic Fist, Improved Initiative, Iron Will, Power Penetration, Psionic Fist	Dodge, Iron Will, Weapon Finesse
Environment:	Underground	Temperate marshes
Organization:	Solitary or mass (2-4)	Solitary or mass (2-4)
Challenge Rating:	13	8
Treasure:	None	None
Alignment:	Usually neutral evil	Usually neutral evil
Advancement:	17-24 HD (Gargantuan), 25-48 HD (Colossal); or by character class	7-9 HD (Large); 10-18 HD (Huge); or by character class
Level Adjustment:	—	—

Combat

Lethargic Vapor (Ex): The save DC for the mustard jelly's lethargic vapor is 19.

Psi-like Abilities: A jabbering yellow mold has the following psi-like abilities: At will — *aura sight*, *detect psionics*, *psionic true seeing*; 3/day — *id insinuation* (DC 16), *insanity* (DC 21), *psionic dazzle* (DC 15), *psychic crush* (DC 19); 1/day — *catapsi* (DC 19), *cloud mind*

(DC 16), *mass cloud mind* (DC 20), *mental disruption* (DC 16), *mindwipe* (DC 18). Manifest level 16th. The save DCs are Intelligence-based.

Spores (Ex): When it attacks or is disturbed, a jabbering yellow mold burst forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 27 Fortitude save or take 1d6 points of Constitution damage. Another DC 27 Fortitude save is required a minute later – even by those who succeeded on the first save – to avoid taking 2d6 points of Constitution damage. The save DC is Constitution-based.

Sunlight Dormancy (Ex): Sunlight renders a jabbering yellow mold completely dormant, making it helpless.

Slithering Hoard

The treasure undulates for a moment, before being dragged and raised by some sort of transparent blob. The treasure grinds together like gnashing teeth as the blob moves toward you.

This example uses a gelatinous cube as the base ooze.

Stone Pudding

This creature resembles nothing so much as a blob of indigo goop.

This example uses a black pudding as the base ooze.

	Slithering Hoard	Stone Pudding
	Huge Ooze (Aquatic)	Medium Ooze
Hit Dice:	4d10+32 (54 hp)	5d10+20 (47 hp)
Initiative:	-5	-5
Speed:	15 ft. (3 squares), swim 15 ft.	20 ft. (4 squares), climb 20 ft.
Armor Class:	11 (-2 size, -5 Dex, +8 armor), touch 3, flat-footed 11	5 (-5 Dex), touch 5, flat-footed 5
Base Attack/Grapple:	+3/+11	+3/+2
Attack:	Bite +2 melee (2d6 plus 1d6 acid)	Slam +3 melee (1d6-1 plus 1d6 acid)
Full Attack:	Bite +2 melee (2d6 plus 1d6 acid)	Slam +3 melee (1d6-1 plus 1d6 acid)
Space/Reach:	15 ft./10 ft.	5 ft./5 ft.
Special Attacks:	Acid, adhesive, engulf, grinding, paralysis	Constrict 1d6-1 plus 1d6 acid, immune to piercing and slashing weapons, improved grab, weakened acid
Special Qualities:	Amphibious, armor, blindsight 60 ft., immunity to electricity, ooze traits, torpor, treasure disguise	Blindsight 60 ft., spell resistance 15, split, ooze traits
Saves:	Fort +9, Ref -4, Will +4	Fort +5, Ref -4, Will +2
Abilities:	Str 10, Dex 1, Con 26, Int 10, Wis 12, Cha 8	Str 9, Dex 1, Con 18, Int 7, Wis 8, Cha 8
Skills:	Disguise -1 (+11 as treasure or debris), Knowledge (dungeoneering) +7, Knowledge (nature) +7, Survival +1 (+3 in aboveground natural environments and underground), Swim +8	Climb +7, Knowledge (dungeoneering) +6, Survival -1 (+1 when underground)
Feats:	Iron Will, Weapon Focus (bite)	Iron Will, Weapon Focus (slam)
Environment:	Underground	Underground
Organization:	Solitary or mass (2-4)	Solitary or mass (2-4)
Challenge Rating:	5	5
Treasure:	None	None
Alignment:	Usually neutral evil	Usually neutral evil
Advancement:	5-12 HD (Huge); 13-24 HD (Gargantuan); or by character class	6 HD (Medium) 7-9 HD (Large); 10-15 HD (Huge); or by character class
Level Adjustment:	—	—

Combat

Acid (Ex): A slithering hoard's acid does not harm metal or stone.

Adhesive (Ex): The save DC for the slithering hoard's adhesive is 20.

Engulf (Ex): Although it moves slowly, a slithering hoard 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 slithering hoard merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the hoard, but if they do so they are not entitled to saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the hoard moves forward. Engulfed creatures are subject to the slithering hoard's paralysis and acid, and are considered grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A slithering hoard secretes an anesthetizing slime. A target hit by a hoard's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The hoard can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Subterranean Dense Pudding

The large black pudding before you oozes and seeps forth toward you.

This example uses a black pudding as the base ooze.

Subterranean Gray Pudding

This gray ooze at first appears to be the particularly moist leavings of some strange creature.

This example uses a black pudding as the base ooze.

	Subterranean Dense Pudding	Subterranean Gray Pudding
	Huge Ooze	Huge Ooze
Hit Dice:	10d10+60 (115 hp)	10d10+60 (115 hp)
Initiative:	-5	-5
Speed:	20 ft. (4 squares), climb 20 ft.	20 ft. (4 squares), climb 20 ft.
Armor Class:	3 (-2 size, -5 Dex), touch 3, flat-footed 3	3 (-2 size, -5 Dex), touch 3, flat-footed 3
Base Attack/Grapple:	+7/+18	+7/+18
Attack:	Slam +8 melee (2d6+4 plus 2d6 acid plus disease)	Slam +8 melee (2d6+4 plus 4d6 acid)
Full Attack:	Slam +8 melee (2d6+4 plus 2d6 acid plus disease)	Slam +8 melee (2d6+4 plus 4d6 acid)
Space/Reach:	15 ft./10 ft.	15 ft./10 ft.
Special Attacks:	Acid, constrict 2d6+4 plus 2d6 acid plus disease, enhanced acid, improved grab	Acid, constrict 2d6+4 plus 4d6 acid, enhanced acid, improved grab
Special Qualities:	Blindsight 60 ft., immune to acid and cold and piercing and slashing weapons, ooze traits, shadow blend, spell resistance 15, split	Blindsight 60 ft., immune to acid and cold and piercing and slashing weapons, ooze traits, shadow blend, spell resistance 15, split
Saves:	Fort +9, Ref -2, Will +6	Fort +9, Ref -2, Will +6
Abilities:	Str 17, Dex 1, Con 22, Int 10, Wis 12, Cha 8	Str 17, Dex 1, Con 22, Int 10, Wis 12, Cha 8
Skills:	Climb +12, Hide +0 (+8 in darkness or shadows), Knowledge (dungeoneering) +13, Move Silently -3, Survival +7 (+9 when underground)	Climb +12, Hide +0 (+8 in darkness or shadows), Knowledge (dungeoneering) +13, Move Silently -3, Survival +7 (+9 when underground)
Feats:	Iron Will, Skill Focus (Hide), Stealthy, Track	Iron Will, Skill Focus (Hide), Stealthy, Track
Environment:	Underground	Underground
Organization:	Solitary or mass (2-4)	Solitary or mass (2-4)
Challenge Rating:	9	9
Treasure:	None	None
Alignment:	Usually neutral evil	Usually neutral evil
Advancement:	11-15 HD (Huge); 16-30 HD (Gargantuan); or by character class	11-15 HD (Huge); 16-30 HD (Gargantuan); or by character class
Level Adjustment:	—	—

Combat

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Enhanced Acid (Ex): A dense pudding's enhanced acid includes the disease slimy doom. The save DC for the slimy doom is 21.

CREATING A SENTIENT SLIME

"Sentient slime" is an unusual inherited or acquired template, in that it is applied to either mindless oozes (referred to hereafter as the base ooze) or non-monstrous slime, mold, lichen, or fungi hazards (see page 76 of the *Dungeon Master's Guide* and 110 of *Underdark*; referred to hereafter as the base hazard). The template can be applied to oozes or any patch of slime, mold, lichen, or fungi (except discreet fungi such as mushrooms). It is further made up of several suites of powers as described under special attacks and qualities. Each sentient slime may only have one suite of powers.

Size and Type: If an ooze, same as the base ooze.

If a hazard, a sentient slime's size depends on how much space it takes up. A 1/2-foot square is Fine, a 1-foot square is Diminutive, a 2-1/2-foot square is Tiny, a 5-foot square is Small or Medium (at the DM's discretion), a 10-foot square is Large, a 15-foot square is Huge, a 20-foot square is Gargantuan, and a 30-foot square is Colossal. A base hazard's type changes to ooze with the altered plant subtype.

Hit Dice: If an ooze, same as the base ooze.

If a hazard, a sentient slime's Hit Dice depend on its size (see table SS-3: Base Hazard Statistics below). Its Hit Dice are d10s.

Speed: If an ooze, same as the base ooze.

If a hazard, a sentient slime's speed depends on its size (see table SS-3: Base Hazard Statistics below). It has a climb speed equal to its land speed.

Armor Class: If an ooze, same as the base ooze.

If a hazard, a sentient slime has no armor class bonus and usually suffers an AC penalty from its low Dexterity.

Attack, Full Attack, and Damage: If an ooze, same as the base ooze.

If a hazard, a sentient slime gains a slam attack it can use once per round. It has a base attack bonus equal to $\frac{3}{4}$ total HD (as a cleric; see table SS-3: Base Hazard Statistics below). The slam attack deals damage based on the sentient slime's size (see table SS-3: Base Hazard Statistics below) plus 1-1/2 times its Strength bonus. A successful slam attack also affects the target (and its equipment) as though it had come into contact with the base hazard, with normal saving throws (if applicable) applying.

Space/Reach: If an ooze, same as the base ooze.

If a hazard, a sentient slime's space and reach is as for a long creature of its size (see Table 7-1: Creature Sizes on page 314 of the *Monster Manual*).

Special Attacks and Qualities: Sentient slimes retain whatever special attacks and qualities the base ooze or base hazard had and gains the following special attacks and qualities.

Due to their alien minds, sentient slimes remain immune to mind-affecting spells and effects despite the fact that they are no longer mindless.

All base hazards sentient slimes have blindsight out to 60 feet and ooze traits. Now as oozes, the special attacks and qualities of certain hazards may need some tweaking; examples of how to handle this are given in the flareater and jabbering yellow mold above. Most base hazard special attacks with DCs should have their DCs changed to equal $10 + \frac{1}{2}$ the base hazard's HD + the base hazard's Con modifier (for extraordinary attacks) or Cha modifier (for spell-like and supernatural attacks). Many base hazards are vulnerable to certain attacks; such attacks do half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure. Many base hazards are immune to most attack forms except those to which they are listed as vulnerable. This grants such sentient slimes immunity to energy special qualities. Sentient slimes take damage from physical attacks, such as weapons, unless otherwise noted.

Immunity to Energy (Ex): A sentient slime hazard is immune to all energy types (acid, cold, electricity, fire, and sonic), except for those to which the base hazard is noted as being vulnerable.

Slime base hazards (but not molds, lichens, or fungi) also gain the constrict, immunity to piercing and slashing weapons, and improved grab special attacks and qualities.

Constrict (Ex): A sentient slime whose base hazard is a slime deals automatic slam damage and automatically delivers special attacks dependent on touch, such as acid, with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against any special attacks dependent on touch the slime has.

Immunity to Piercing and Slashing Weapons (Ex): Slimes are immune to damage from piercing and slashing weapons.

Improved Grab (Ex): To use this ability the sentient slime whose base hazard is a slime 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.

Challenge Rating: +1.

In addition, a sentient slime often develops one of the following suites of special attacks and qualities.

Flareater Suite: This suite is applied to green slime hazards, usually of at least 6-HD. Note slime base hazards, also gain the constrict, immunity to piercing and slashing weapons, and improved grab special attacks and qualities noted above.

Flareater (Ex): Flareaters absorb light, which causes them to advance in Hit Dice. Every light-based effect or spell with the light descriptor the flareater comes into contact with or is attacked by is dispelled and adds its spell level or half its damage dice, whichever is less, in Hit Dice to the flareater. For example, a 3rd-level *continual light* spell would add 3 Hit Dice to the flareater. The flareater's size and other statistics change along with its Hit Dice. 0-level spells and light sources other than natural daylight or moonlight, such as torches and lanterns, are dispelled or snuffed out and add 1d10 temporary hit points, which last for 1 hour.

Once the creature reaches twice its normal starting Hit Dice, it splits in two, creating two creatures of its normal starting Hit Die. The division process takes 4 full rounds; once the process begins, it cannot be halted. If the original flareater is damaged during this time, simply divide its total hit points between its two offspring.

Fluidity (Ex): Flareaters add +30 ft. to their base land speed and, if they have one, climb speed.

Immunities and Vulnerabilities (Ex): Flareater sentient slimes gain immunity to fire and light-based spells and effects and vulnerability to cold. This replaces any natural immunity, resistance, or vulnerability to fire or cold the base ooze or hazard had.

Abilities: Flareaters gain whichever is higher of a Dexterity 30 or their base ooze or base hazard's Dexterity.

Challenge Rating: +2.

Jabbering Suite: This suite must be applied to a Small or larger creature and is usually applied to a mindless ooze, especially gray ooze, or patch of mold, especially yellow mold. Note slime base hazards, also gain the constrict, immunity to piercing and slashing weapons, and improved grab special attacks and qualities noted above.

A jabbering sentient slime gains the psionic subtype and can take psionic feats if it meets the prerequisites for such feats.

Jabbering (Su): Jabbering sentient slimes can communicate telepathically with any creature within 60 feet that has a language. However, their communication consists solely of an unintelligible gibbering, bestial language once spoken in the god of oozes' great court of mingled mud and gelatin pools. Any creature that has a language receives a -4 circumstance penalty to Will saves while "hearing" this jabbering. Oozemasters (see *Masters of Wild*), slime lords (see the *Player's Guide to Faerûn*), thralls of Juiblex (see the *Book of Vile Darkness*), and characters with the cleric's ooze (see *Fiendish Codex 1: Hordes of the Abyss*) or slime (see the *Player's Guide to Faerûn* or *Spell Compendium*) domain are immune to this effect and can telepathically understand and respond to jabbering sentient slimes.

Naturally Psionic (Ex): A jabbering sentient slime gains 2 bonus power points. (If you are not using psionic rules in your game, ignore this ability.)

Power Resistance (Ex): Jabbering sentient slimes have power resistance equal to its HD +5 (maximum 25). (If you are not using psionic rules in your game, replace this ability with spell resistance.)

Psi-like Abilities: Jabbering sentient slimes possess the psi-like abilities indicated on table SS-1: Jabbering Psi-like Abilities below depending on its size. The abilities are cumulative. Manifest level is equal to the creature's HD. The save DCs for the jabbering sentient slimes' psi-like abilities are Intelligence-based. See the *Expanded Psionics Handbook* for details.

Table SS-1: Jabbering Psi-like Abilities	
Size	Abilities
Small	At will – <i>detect psionics</i> ; 3/day – <i>psionic dazzle</i> ; 1/day – <i>cloud mind</i>
Medium	3/day – <i>id insinuation</i> ; 1/day – <i>mental disruption</i>
Large	At will – <i>aura sight</i> ; 1/day – <i>mindwipe</i>
Huge	3/day – <i>psychic crush</i> ; 1/day – <i>catapsi</i>
Gargantuan	At will – <i>psionic true seeing</i> ; 3/day – <i>insanity</i> ; 1/day – <i>mass cloud mind</i>
Colossal	At will – <i>personal mind blank</i> ; 3/day – <i>apopsi</i> ; 1/day – <i>ultrablast</i>

(If you are not using psionic rules in your game, replace these abilities with the abilities indicated on table SS-2: Jabbering Psionic Abilities. Caster level is equal to the creature's HD. The save DCs for the jabbering sentient slimes' psionics are Intelligence-based.)

Table SS-2: Jabbering Psionic Abilities	
Size	Abilities
Small	At will – <i>detect magic</i> ; 3/day – <i>daze</i> ; 1/day – <i>scare</i>
Medium	3/day – <i>daze monster</i> ; 1/day – <i>Tasha's hideous laughter</i>
Large	At will – <i>arcane sight</i> ; 3/day – <i>touch of idiocy</i> ; 1/day – <i>rage</i>
Huge	3/day – <i>confusion</i> ; 1/day – <i>crushing despair</i>
Gargantuan	At will – <i>true seeing</i> ; 3/day – <i>feeblemind</i> ; 1/day – <i>fear</i>
Colossal	At will – <i>mind blank</i> (self only); 3/day – <i>insanity</i> ; 1/day – <i>power word stun</i>

Abilities: Jabbering sentient slimes gain an additional +1 to their Intelligence score per 2 HD.

Challenge Rating: Small to Medium size, same as base creature +1; Large to Huge size, same as base creature +2; Gargantuan to Colossal size, same as base creature +3.

Mustard Jelly Suite: This suite is applied to ochre jellies.

Damage Reduction (Su): Mustard jellies have damage reduction 5/magic. A mustard jelly's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Enhanced Acid (Ex): This ability works as the ochre jelly special attack, except it deals an additional +1d4 points of acid damage with each slam attack and dissolves wood and other plant-based objects or life, as well as flesh.

Force Magic Absorption (Ex): Mustard jellies absorb magic force effects they come in contact with or with which they are attacked, such as magic missiles. They add 1d10 temporary hit points, which last for 1 hour, for each spell level of the force effect they absorb.

Lethargic Vapor (Ex): Mustard jellies can produce a poisonous cloud of vapor in a 10-ft. radius that causes exhaustion unless creatures within the radius make a Fortitude save each round they are within the radius. The save DC is equal to 10 + 1/2 the mustard jelly's HD + the mustard jelly's Constitution modifier.

Liquidity (Ex): Mustard jellies add +30 ft. to their base land speed, but lack a climb speed and a racial bonus on Climb checks.

Resistance to Cold (Ex): Mustard jellies have resistance to cold 10.

Spell Resistance (Ex): A mustard jelly has spell resistance equal to its HD +5 (maximum 25).

Split (Ex): This ability works as the ochre jelly special quality, except the mustard jelly can choose to split at will. It is not necessarily split by slashing and piercing weapons and electricity, though it is still dealt no damage by such attacks.

Transparent (Ex): Mustard jellies are hard to see, even under ideal conditions, unless it is attacking. It gains a +25 bonus to Hide checks when it is not attacking and can use the Hide skill even while being observed. While attacking, the creature loses its transparency.

Abilities: Mustard jellies gain whichever is higher of a Dexterity 20 or their base ooze or base hazard's Dexterity.

Challenge Rating: +2.

Slithering Hoard Suite: This suite is applied to gelatinous cubes.

Adhesive (Ex): Anything that touches or makes an unsuccessful melee attack against slithering hoard must succeed on a Reflex save, or stick to the slithering hoard. The save DC equals 10 + 1/2 the slithering hoard's HD + the slithering hoard's Constitution modifier. Wielded objects such as weapons are yanked out of the wielder's grasp. Creature's using natural weapons are automatically grappled if they get stuck. Objects (except metal and stone objects) or creatures stuck to the slithering hoard automatically take slam and acid damage each round and must save versus the slithering hoard's paralysis special attack. The adhesive lasts until the slithering hoard dies and up to three days thereafter. Pulling a stuck object or limb from a slithering hoard requires a DC 20 Strength check.

Armor (Ex): All of the coins, gems, small weapons, and pieces of armor that adhere to the slithering hoard, function as armor, providing the creature a +3 to +12 (usually +8) armor bonus. This negates the benefits of the creature's transparency.

Amphibious (Ex): Slithering hoards are amphibious and gain the aquatic subtype. They have a swim speed equal to their land speed. They have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 on a Swim check, even if distracted or endangered. They can use the run action while swimming, provided they swim in a straight line.

Grinding (Ex): All of the coins, gems, small weapons, and pieces of armor that adhere to the slithering hoard function almost as teeth, changing the slam attack into a bite attack and increasing the attack damage of the base creature by one step if the

creature's armor bonus is +6 or less and 2 steps if the creature's armor bonus is higher than +7 or higher, as if the creature's size had increased by two categories.

Torpor (Ex): Magical cold effects cause slithering hoards to become exhausted.

Treasure Disguise (Ex): A slithering hoard has a +12 racial bonus to Disguise checks to disguise itself as a pile of treasure or debris.

Challenge Rating: +1.

Stone Pudding Suite: This suite is applied to smaller-than-usual Medium black puddings.

Immunities (Ex): Stone puddings are immune to piercing and slashing weapons.

Reduced (Ex): Stone puddings are much smaller than black puddings. They are usually Medium size and have a base 5 HD. Their size modifiers to Armor Class, grapples, attacks, slam and acid damage, space, reach, and constrict damage are modified for their new size (see pages 291 and 314 of the *Monster Manual*). Their Strength is reduced by 8 and their Constitution by 4, but their Dexterity remains the same. Unlike most sentient slimes, stone puddings only gain 2d6 points of Intelligence and Wisdom.

Spell Resistance (Ex): A subterranean pudding has spell resistance equal to its HD +10 (maximum 25).

Split (Ex): Electricity and fire deal no damage to a stone pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points. The creature retains its immunity to slashing and piercing weapons.

Weak Acid (Ex): Stone pudding acid does not eat through metal, wood, or leather.

Challenge Rating: -3.

Subterranean Pudding Suite: This suite is usually applied to black pudding. It is known to come in two further sub-varieties depending on the effects of its acid, dense pudding and gray pudding.

Enhanced Acid (Ex): This ability works as the black pudding's special attack, except either it is tainted with the disease slimy doom found on page 292 of the *Dungeon Master's Guide* (and is known as dense pudding) or deals an additional +2d6 of acid damage (and is known as a gray pudding). The save DC for the slimy doom is equal to 10 + 1/2 the creature's HD + the creature's Constitution modifier.

Immunities (Ex): Subterranean puddings are immune to acid and cold and piercing and slashing weapons.

Shadow Blend (Ex): Subterranean puddings have a +8 racial bonus to Hide checks in dark or shadowy areas.

Spell Resistance (Ex): A subterranean pudding has spell resistance equal to its HD +5 (maximum 25).

Split (Ex): Electricity and fire deal no damage to a stone pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points. The creature retains its immunity to slashing and piercing weapons.

Challenge Rating: +1

Saves: If an ooze, same as the base ooze.

If a hazard, a sentient slime has normal saves for a creature of the ooze type (no good saves; see table SS-3: Base Hazard Statistics below).

Abilities: If an ooze, the base ooze gains +3d6 points of Intelligence and Wisdom and +2d6 points of Charisma.

If a hazard, a sentient slime's Strength and Constitution scores depend on its size (see table SS-3: Base Hazard Statistics below). It has a Dexterity of 1 and gains 3d6 points of Intelligence and Wisdom and 2d6 points of Charisma.

Skills: Sentient slimes gain skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die. Class skills include any skills the base creature already has plus Concentration, Knowledge (any), Psicraft, and Spellcraft.

In addition, if the sentient slime has a climb speed, it also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Unless otherwise noted, sentient slimes lack the vocal chords to speak any language except an unintelligible gibbering, bestial language spoken in the god of oozes' great court of mingled mud and gelatin pools. It is impossible for non-oozes to learn this language without magical assistance. Those with a high enough intelligence score often understand Undercommon and/or Common.

Feats: Sentient slimes gain feats equal to 1 + (1 per 3 HD). Iron Will is usually the first feat chosen by sentient slimes.

Environment: Same as the base ooze or base hazard, usually underground.

Organization: Solitary or mass (2-4).

Challenge Rating: If an ooze, same as base ooze +1 plus the suite CR modifier.

If a hazard, a sentient slime's challenge rating is the greater of either the base hazard's CR or the base CR of its size (see table SS-3: Base Hazard Statistics below) +1 plus the suite CR modifier plus an addition +1 if the base hazard was a slime.

Treasure: None.

Alignment: Usually neutral evil. Sentient slimes are usually the amoral result of evil arcane experimentation (or mistakes) or servitors of evil gods. They are almost never good and rarely lawful.

Advancement: If an ooze, same as base creature or by character class (usually psion).

If a hazard, a sentient slime can advance by size as using the above noted modifiers or by character class (usually psion).

Level Adjustment: Sentient slimes make poor choices for character races or cohorts. They are not given a level adjustment.

Table SS-3: Base Hazard Statistics										
Size	Hit Dice	hp	Speed	Base Atk	Grp	Damage	Base Save	Str	Con	Base CR
Fine	1/2d10+3	5 hp	1 ft.	+0	-18	1d1-2	+0	6	16	1/2
Diminutive	1d10+3	8 hp	1 ft.	+0	-14	1d2-2	+0	7	17	1
Tiny	2d10+8	19 hp	5 ft. (1 square)	+1	-8	1d3-1	+0	8	18	2
Small	3d10+12	28 hp	5 ft. (1 square)	+2	-2	1d4	+1	10	19	3
Medium	4d10+20	42 hp	10 ft. (2 squares)	+3	+4	1d6+1	+1	12	21	4
Large	7d10+42	80 hp	10 ft. (2 squares)	+5	+11	1d8+3	+2	15	22	5
Huge	10d10+70	125 hp	20 ft. (4 squares)	+7	+19	2d6+6	+3	18	25	7
Gargantuan	16d10+144	232 hp	20 ft. (4 squares)	+12	+31	3d6+10	+5	24	28	9
Colossal	25d10+275	412 hp	20 ft. (4 squares)	+18	+45	4d6+16	+8	32	32	12

CREDIT

Author Thomas M. Costa (jabbering sentient slime Thomas M. Costa and Eric L. Boyd), based on original material by Gary Gygax, Eric L. Boyd, Steven E. Schend, Thomas M. Reid, Jean Rabe, Norm Ritchie, Donald Bingle, and others. The flareater, stone pudding, and subterranean puddings originally appeared in *Ruins of Undermountain II* (1994) and *Monstrous Compendium Annual Two* (1995). Psionic gray ooze and psionic yellow mold originally appeared in the 1E *Monster Manual* (1977), *The Complete Psionics Handbook* (1991), and 2E *Monstrous Manual* (1993). The mustard jelly originally appeared in the 1E *Monster Manual II* (1983) and 2E *Monstrous Manual* (1993). The slithering hoard originally appeared in *Wyrm'skull Throne* (1999).

SENTIENT SLIME CREATION

Ooze

Hp:

Flareater: (6 x 5.5 HD) + (6 x 5 Con) = 33 + 30 = 63

Jabbering Gray Ooze: (7 x 5.5 HD) + (7 x 7 Con) = 38.5 + 49 = 87

Jabbering Yellow Mold: (16 x 5.5 HD) + (16 x 9 Con) = 88 + 144 = 232

Mustard Jelly: (6 x 5.5 HD) + (6 x 6 Con) = 33 + 36 = 69

Slithering Hoard: (4 x 5.5 HD) + (4 x 8 HD) = 22 + 32 = 54

Stone Pudding: (5 x 5.5 HD) + (5 x 4 HD) = 27.5 + 20 = 47

Subterranean Pudding: (10 x 5.5 HD) + (10 x 6 Con) = 55 + 60 = 115

Base Hazard Statistics: Fine (1/2 x 5.5 HD) + 3 Con = 5; Diminutive 5.5 HD + 3 Con = 8; Tiny (2 x 5.5 HD) + (2 x 4 Con) = 11 + 8 = 19; Small (3 x 5.5 HD) + (3 x 4 Con) = 16.5 + 12 = 28; Medium (4 x 5.5 HD) + (4 x 5 Con) = 22 + 20 = 42; Large (7 x 5.5 HD) + (7 x 6 Con) = 38.5 + 42 = 80; Huge (10 x 5.5 HD) + (10 x 7 Con) = 55 + 70 = 125; Gargantuan (16 x 5.5 HD) + (16 x 9 Con) = 88 + 144 = 232; Colossal (25 x 5.5 HD) + (25 x 11 Con) = 137.5 + 275 = 412

Base Attack/Grapple:

Flareater: +4 as cleric/+4 BAB +1 Str = +5

Jabbering Gray Ooze: +5 as cleric/+5 BAB +5 Str +4 size = +14

Jabbering Yellow Mold: +12 as cleric/+12 BAB +7 Str +12 size = +31

Mustard Jelly: +4 as cleric/+4 BAB +2 Str +4 size = +10

Slithering Hoard: +3 as cleric/+3 BAB +0 Str +8 size = +11

Stone Pudding: +3 as cleric/+3 BAB -1 Str = +2

Subterranean Pudding: +7 as cleric/+7 BAB +3 Str +8 size = +18

Base Hazard Statistics: see page 22 of the PH/Fine +0 BAB -2 Str -16 size = -18; Diminutive +0 BAB -2 Str -12 size = -14; Tiny +1 BAB -1 Str -8 size = -8;

Small +2 BAB +0 Str -4 size = -2; Medium +3 BAB +1 Str = +4; Large +5 BAB +2 Str +4 size = +11; Huge +7 BAB +4 Str +8 size = +19; Gargantuan +12

BAB +7 Str +12 size = +31; Colossal +18 BAB +11 Str +16 size = +45

Full Attack:

Flareater: +4 BAB +10 Dex = +14

Jabbering Gray Ooze: +5 BAB +5 Str -1 size = +9

Jabbering Yellow Mold: +12 BAB +7 Str -4 size = +15

Mustard Jelly: +4 BAB +5 Dex -1 size = +8

Slithering Hoard: +3 BAB -2 size +1 WF = +2

Stone Pudding: +3 BAB -1 Str +1 WF = +3

Subterranean Pudding: +7 BAB +3 Str -2 size +8

Saves: F =, R =, W =

Flareater: F +2 poor +5 Con = +7, R +2 poor +10 Dex = +12, W +2 poor +2 IW = +4

Jabbering Gray Ooze: F +2 poor +7 Con = +9, R +2 poor -5 Dex = -3, W +2 poor +2 IW = +4

Jabbering Yellow Mold: F +5 poor +9 Con = +14, R +5 poor -5 Dex = -3, W +5 poor +0 Wis +2 IW = +7

Mustard Jelly: F +2 poor +6 Con = +8, R +2 poor +5 Dex = +7, W +2 poor +2 IW = +4

Slithering Hoard: F +1 poor +8 Con = +9, R 1 poor -5 Dex = -4, W +1 poor +1 Wis +2 IW = +4
 Stone Pudding: F +1 poor +4 Con = +5, R +1 poor -5 Dex = -4, W +1 poor -1 Wis +2 IW = +2
 Subterranean Pudding: F +3 poor +6 con = +9, R +3 poor -5 Dex = -2, W +3 poor +1 Wis +2 IW = +6

Skill Points: (2 + Int modifier) x (HD +3); class skill max ranks = HD +3

Flareater: 2 x (6+3) = 18; 18

Jabbering Gray Ooze: (2 +2) x (7 + 3) = 40; 10

Jabbering Yellow Mold: (2 +4) x (16 +3) = 114; 19

Mustard Jelly: 2 x (6 +3) = 18; 9

Slithering Hoard: 2 x (4 +3) = 14; 7

Stone Pudding: (2 -2; min 1) x (5 +3) = 8; 8

Subterranean Pudding: 2 x (10 +3) = 26; 13

Skills: Name ranks + ability modifier + race + size + synergy + feat –armor =

Flareater: Climb 0 +8 race +1 Str = +9, Hide 6 cc +10 Dex +2 Stealthy = +15, Knowledge (dungeoneering) 6 +0 Int = +6, Move Silently 6 cc +10 Dex +2

Stealthy = +15, Survival +0 (+2 when underground)

Jabbering Gray Ooze: Concentration 10 +7 Con = +17, Knowledge (dungeoneering) 10 +2 Int = +12, Knowledge (psionics) 10 +2 Int = +12, Psicraft 10 +2 Int +2 knowledge synergy = +14, Survival 0 (+2 when underground)

Jabbering Yellow Mold: Climb 0 +8 race +7 Str = +15, Concentration^{EPsi} 19 +8 Con = +27, Knowledge (arcana) 19 +4 Int = +23, Knowledge (dungeoneering) 19 +4 Int = +23, Knowledge (psionics) 19 +4 Int = +23, Knowledge (religion) 19 +4 Int = +23, Psicraft^{EPsi} 19 +4 Int +2 synergy = +25, Survival +0 (+2 when underground)

Mustard Jelly: Knowledge (arcana) 9 +0 Int = +9, Knowledge (nature) 9 +0 Int = +9, Survival 0 +0 Wis (+2 knowledge synergy) = +0 (+2 in aboveground natural environments)

Slithering Hoard: Disguise 0 -1 Cha (+12) = -1 (+11 as treasure or debris), Knowledge (dungeoneering) 7 +0 Int = +7, Knowledge (nature) 7 +0 Int = +7, Survival 0 +1 Wis (+2 synergies) = +1 (+3 in aboveground natural environments and underground), Swim 0 +0 Str +8 race = +8

Stone Pudding: Climb 0 -1 Str +8 race = +7, Knowledge (dungeoneering) 8 -2 Int = +6, Survival 0 -1 Wis (+2 synergy) = -1 (+1 when underground)

Subterranean Pudding: 26; Climb 1 +3 Str +8 race = +12, Hide 0 -5 Dex +3 SF +2 Stealthy (+8 race) = +0 (+8 in darkness or shadows), Knowledge (dungeoneering) 13 +0 Int = +13, Move Silently 0 -5 Dex +2 Stealthy = -3, Survival 12 cc +1 Wis (+2 synergy) = +7 (+9 when underground)

Feats: 1 + (1 per 3 HD)

Flareater: 1 + 6/3 = 3

Jabbering Gray Ooze: 1 +7/3 = 3

Jabbering Yellow Mold: 1 +16/3 = 6

Mustard Jelly: 1 + 6/3 = 3

Slithering Hoard: 1 +4/3 = 2

Stone Pudding: 1 +5/3 = 2

Subterranean Pudding: 1 +10/3 = 4

Challenge Rating: I tried to compare the base hazard CR to that of standard oozes and extrapolate from there. The various suites used the old method of adding +1 CR for every 3 powers or so to establish a baseline. I then compared them again to existing oozes.

Level Adjustment: See *Savage Species*, pl. 9-24; Sentient slimes make poor choices for characters or cohorts, and thus have no level adjustment.

DCs:

Flareater: NA

Jabbering Gray Ooze: acid 10 +3 HD +7 Con = 20, psionics 10 + power level +2 Int = 12 + power level

Jabbering Yellow Mold: psi-like 10 + power level + 4 Int = 14 + power level; spores 10 +8 HD + 9 Con = 27

Mustard Jelly: vapor 10 +3 HD + 6 Con = 19

Slithering Hoard: adhesive and paralysis 10 +2 HD +8 Con = 20

Stone Pudding: NA

Subterranean Pudding: acid and enhanced acid 10 +5 HD +6 Con = 21

Notes: I decided to work most of these oozes up as ‘suites’ so that DMs could apply them to other types of oozes even if listed for specific types of oozes – I felt the examples were helpful in their variety. Even those suites that note specific base creatures, can usually be applied to other types of oozes with no or a little tweaking. Note in 3.5E (unlike 3E) oozes can have Intelligence, albeit rarely.

Jabbering sentient slimes are inspired by the description of Ghaunadaur in *Faiths & Pantheons* and *Demihuman Deities* and the fact that in 1E and 2E, larger gray oozes and patches of yellow mold sometimes manifested psionics, an ability until now untranslated in 3E.

Base hazard statistics were derived from comparing the statistics of existing oozes and the size advancement tables.

SERPENT VINE

Huge Plant

Hit Dice: 13d8+26 (84 hp)

Initiative: +3

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

Armor Class: 19 (-2 size, +3 Dex, +8 natural), touch 11, flat-footed 16

Base Attack/Grapple: +9/+26

Attack: Bite +16 melee (1d8+13)

Full Attack: Bite +16 melee (1d8+13)

Space/Reach: 15 ft./10 ft.

Special Attacks: Constrict 1d8+13, improved grab, spell-like abilities

Special Qualities: Damage reduction 5/slashing, low-light vision, plant traits, scent, vulnerability to fire

Saves: Fort +10, Ref +9, Will +6

Abilities: Str 28, Dex 17, Con 15, Int 10, Wis 14, Cha 15

Skills: Balance +11, Climb +17, Hide +10 (+18 in forests), Listen +16, Spot +16, Survival +10, Swim +17

Feats: Alertness, Dodge, Endurance, Lightning Reflexes, Skill Focus (Hide)

Environment: Warm forests

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Usually neutral evil

Advancement: 13-18 HD (Huge); 19-34 HD (Gargantuan), 35-39 (Colossal)

Level Adjustment: +4 (cohort)

Before you hangs a sizeable, mottled-green vine covered with heart-shaped green leaves and smaller vines that curve around its entire length. As you approach, a serpentine head sways forward, green eyes staring at you.

Serpent vines are a cross between a giant constrictor snake and a plant. These monsters look like vines, and are difficult to distinguish as threats. The leaves that cover their bodies actually aid their movement, acting like small feet that help propel the vines quickly through the underbrush. The vines' green skin color changes shades to match that of the trees they hang from or foliage in which they lie.

Serpent vines are solitary creatures which do not even associate with others of their kind except to mate. They are very rarely encountered on bare ground; the vines prefer to cling to the green foliage of the trees for protection. Vines live high in the trees, laying their eggs in hollowed sections of thick branches or trunks. Each vine (as all vines are hermaphroditic) will lay 1-6 eggs every four months, and will warm the eggs with its body until they hatch (usually three to four weeks). The vines are less active during this time, attacking prey only to eat and not for enjoyment. The baby serpent vines are roughly one-foot long upon hatching, and are quickly sent down the tree to survive on their own or to fall prey to other carnivores. Serpent vines speak their own sibilant tongue.

Serpent vines often kill more than they can eat. They will go out of their way to attack humanoids, especially gnomes and halflings, which they consider sweet flesh, but prey upon all warm-blooded creatures within their forests. Consequently, the vines are often hunted by rangers and druids who do not consider the creatures as natural parts of the environment and view them as a serious threat.

COMBAT

A serpent vine prefers to surprise victims while hanging amid normal vines on tall trees, where they are hidden and have the best vantage point to use their spell-like abilities or drop upon unsuspecting prey. A vine is cunning and will often use *major image* to add luscious-looking, ripe fruit to its body – especially around its mouth. It uses its other spell-like abilities to hint that affected humanoids should relax, come closer, and touch the vine. Once a victim is *charmed* or *dominated* and allows itself to be hugged, the vine eases its body from the tree, wraps itself about the target, covering its mouth, and attacks, biting and constricting the victim until its dead. If there are many creatures, the vine will order *dominated* creatures to not move.

If a party of adventurers encounters a serpent vine, and the vine's spells do not effect any of its intended targets, the vine will hide in the undergrowth and slink away. A vine is not foolish enough to attack when the odds are against it. Further, a vine will rarely attack groups of drow, which have proven resistant to its spell-like abilities. However, the vines have been known to attack up to 3 individuals unaffected by their magic.

Constrict (Ex): On a successful grapple check, a serpent vine deals 1d8+13 points of damage.

Improved Grab (Ex): To use this ability, a serpent vine 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 constrict.

Spell-like Abilities (Sp): 3/day – *dominate person* (DC 17), *major image* (DC 15); 1/day – *mass charm person* (as *mass charm monster* but it's treated as a level 5 sorcerer spell and only affects humanoids; DC 17). Caster level 13th. The save DCs are Charisma-based.

Skills: A serpent vine has a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus to Balance and Climb checks. In forested areas, the Hide bonus improves to +12

A serpent vine can always choose to take 10 on a Climb check, even if rushed or threatened. It can use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

A serpent vine 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.

SERPENT VINES IN FAERÛN

Believed to be a creation of one of Halaster Blackcloak's apprentices, to date, serpent vines have only been found in the subterranean forest within Undermountain, Wyllowood. There they serve as an important part of the insular food chain of the forest ecosystem. In particular, the kills they leave behind serve as food for lesser carnivores and help nourish the natural and sentient plant life.

Some sages believe serpent vines (or very similar creatures) exist within the jungles of Chult, where reports of living vines surface from time to time, and that perhaps Halaster's apprentice purposefully recreated the monsters in Undermountain.

CREDIT

Author Thomas M. Costa, based on original material by Jena Rabe and Norm Ritchie. The serpent vine originally appeared in *Ruins of Undermountain II: The Deep Levels* (1994) and *Monstrous Compendium Annual Volume Two* (1995).

SERPENT VINE CREATION

Huge Plant

Hp: (13 x 4.5 HD) + (13 x 2 Con) = 58 + 26 = 84

Base Attack/Grapple: +9 as clr/+9 BAB +8 size +9 Str = +26

Full Attack: +9 BAB -2 size +9 Str = +16

Saves: F +8 good +2 Con = +10, R +4 poor +3 Dex +2 Lightning Reflexes = +9, W +4 poor +2 Wis = +6

Skill Points: (2 + Int modifier) x (HD + 3) = 2 x 16 = 32; class skill max ranks = HD + 3 = 16

Skills: Balance 0 +8 race +3 Dex = +11, Climb 0 +8 race +9 Str = +17, Hide 8 -8 size +4 race +3 Dex +3 Skill Focus (+8 more race) = +10 (+18 in forests), Listen 8 +4 race +2 Wis +2 Alertness = +16, Spot 8 +4 race +2 Wis +2 Alertness = +16, Survival 8 +2 Wis = +10, Swim 0 +9 Str +8 race = +17

Feats: 1 + (1 per 3 HD) = 5

Challenge Rating: Old Method Base: 18 for hp, +1 for speed, AC, reach, constrict/improved grab, spell-like abilities, DR, plant traits/vulnerability, scent, abilities/skills = 27/3 = 9; Using the giant constrictor as a base (CR 5) adding +1 for the effects of an *awaken* spell and +3 for gaining similar benefits to the woodling template with improved stats and better spell-like abilities (see MM3) would equal CR 9, so it seems to work out about right.

Level Adjustment: See *Savage Species*, p. 19-24, +1 for speed/skills, constrict, improved grab, spell-like abilities, DR, scent, skills, +2 for AC, plant traits/vulnerability, +6 for abilities = +17 then argue -1 per HD = +4, which seems fair

Spell-like DCs: 10 +2 Cha + spell level = 12 + spell level

Notes: I started with a giant constrictor snake in the MM and then added an *awaken* spell. After that I turned the creature into a plant, added a little to its Str and Con, and used the woodling template in the MM3 for inspiration before finally adding its spell-like abilities and giving it a high enough Cha to cast 5th-level spells. I changed the spell-like abilities to I think make them more progressive and useful and so that they were not language-dependent spells. Dominate person seemed to cover charm person, hold person, and suggestion and the textual description of 'dominating' targets, for example. Consequently, I felt it appropriate to swap mass suggestion for mass charm person with the idea being they could give a lot of humanoids the 'warm fuzzies,' but only focus that enchantment to control a few.

SHADOWHOUND

Medium Outsider (Chaotic, Evil, Extraplanar, Incorporeal)

Hit Dice: 3d8+6 (19 hp)

Initiative: +3

Speed: 50 ft. (6 squares)

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

Base Attack/Grapple: +3/–

Attack: Incorporeal bite +6 melee touch (1d8+3 negative energy)

Full Attack: Incorporeal bite +6 melee touch (1d8+3 negative energy)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear aura, negative energy bite

Special Qualities: Darkvision 60 ft., immunity mind-affecting effects and poison, improved tracking, incorporeal, resistance to acid 5, cold 5, electricity 10, and fire 5, spell resistance 10

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

Abilities: Str –, Dex 16, Con 15, Int 5, Wis 14, Cha 16

Skills: Bluff +9, Hide +13 (+17 in shadowy areas, +9 in bright light), Jump +17, Listen +10, Spot +10

Feats: Improved Feint, Run, Track^B

Environment: Infinite Layers of the Abyss

Organization: Solitary, pair, or pack (5-12)

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic evil

Advancement: 4-6 HD (Medium); 7-9 HD (Large)

Level Adjustment: +9 (cohort)

Before you stands the murky silhouette of a large, black dog, similar perhaps to a shepherd or husky, with a long, whipping tail. Its razor-sharp teeth are bared in a silent growl, which is perhaps more unnerving, and it appears ready to strike.

Shadowhounds are fierce canines from the Infinite Layers of the Abyss. They like to roam cold, subterranean passageways looking for easy prey. These horrible canines seem to glide over terrain without making the slightest noise. In fact, even when agitated or injured, they remain silent. They feed off the fear of their victims by chilling them with their shadowy bite.

Many tanar’ri lords keep huge kennels of shadowhounds in their palaces, where they serve to quickly remove trespassers from undesirable areas (such as the approach to a place). Because of their ferocious nature, relative loyalty (for chaotic creatures), and ability to easily surprise intruders, they make excellent watch dogs. Shadowhounds tend to naturally latch on to chaotic evil masters from whom they will gladly accept any reasonable order. They will serve until they die, their master dies, or they come across a more powerful or more evil patron to serve (at which point, they switch alliances without a thought).

Shadowhounds are dispatched frequently to the Prime Material Plane to serve the mortal thralls of the demon princes. Shadowhounds can be summoned with a *summon monster* V spell. Shadowhounds understand Abyssal.

COMBAT

Shadowhounds are clever hunters that like to operate in packs. They are afraid of nothing and rely on their incorporeality and many special qualities to keep them safe. They always attack in complete silence. The hounds prefer to frighten targets into fleeing and then run them down. In battle, they feint constantly, which in combination with their touch attack, denies targets most bonuses to AC.

Fear Aura (Su): Shadowhounds are shrouded in a constant aura of terror and evil. All creatures except evil outsiders within a 30-foot radius must succeed at a Will save (DC 14) or become frightened. A frightened creature flees from the source of its fear as best as it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Subjects that make their saving throw against this ability are immune to that shadowhound’s aura for one day.

Improved Tracking (Ex): Shadowhounds are consummate trackers and make Spot checks instead of the usual Survival checks to trace a creature’s passage and use the Track feat.

Negative Energy Bite (Ex): Shadowhounds have a touch attack that uses negative energy to deal 1d8 + their Charisma modifier points of damage to living creatures; a Will save (DC 14) halves the damage.

Skills: Shadowhounds have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Hide checks. In areas of shadowy illumination, the Hide bonus improves to +8. In areas of bright light, the Hide bonus drops to +0. Shadowhounds use their Dexterity modifier for Jump checks.

SHADOWHOUNDS IN FAERÛN

Baphomet is said to have many kennels of shadowhounds and has often sent large packs of a shadowhounds to the ogres of the Ice Spires (see *Bestiary of the Realms, Volume One* at <http://www.ericlboyd.com/dnd/monsters.html>). On the Abyss, Graz'zt is known to keep a kennel of them in his palace for hunts in Zrintor, the Viper Forest.

CREDIT

Author Thomas M. Costa, based on original material by Ray Winninger. The shadowhound originally appeared in *Giantcraft* (1995).

SHADOWHOUND CREATION

Medium Outsider

Hp: (3 x 4.5 HD) + (3 x 2 Con) = 13 +6 = 19

Base Attack/Grapple: +3 as ftr/N/A incorporeal

Full Attack: +3 BAB +3 Dex (incorporeal) = +6

Saves: F +3 good +2 Con = +5, R +3 good +3 Dex = +6, W +3 good +2 Wis = +5

Skill Points: (8 + Int modifier) x (HD +3) = 5 x 6 = 30; class skill max ranks = HD +3 = 6

Skills: Bluff 6 +3 Cha = +9, Hide 6 +4 race +3 Dex (+4/-4 more race) = +13 (+17 in shadowy areas, +9 in bright light), Jump 6 +3 Dex +8 speed = +17, Listen 6 +2 race +2 Wis = +10, Spot 6 +2 race +2 Wis = +10

Feats: 1 + (1 per 3 HD) = 2 + 1 bonus

Challenge Rating: Old Method Base: 4 for hp +1 for speed/darkvision/improved tracking/bonus feat, AC, fear aura, immunities/resistances, spell resistance, abilities/skills, outsider traits, +2 for attack/negative energy bite, incorporeal = 15/3 = 5, which is probably about right if you compare it to a hell hound and shadow mastiff.

Level Adjustment: See *Savage Species*, p. 19-24; +1 for outsider, speed/ improved tracking/Track, fear aura, negative energy bite, immunities, resistances, spell resistance, skills, +2 for incorporeal, abilities = +12, but a little high so lower to +9.

DCs: fear aura 10 +1 for HD +3 for Cha = 14

SHADOWSTAFF (TEMPLATE)

Shadowstaves are once mortals made deathless by the gods of magic, but only if the being is willing to enter such service and judged fitting for such an existence. They resemble ghosts or wraiths and delight in observing the work and doings of intelligent creatures. Nevertheless, unless direct contact or confrontation with particular mortal beings is ordered, the deities who create shadowstaves usually prefer mortals remain unaware they are under scrutiny and of the nature of shadowstaves.

Shadowstaves advise the few mortal spellcasters who are aware of and call on them or pray to the gods for their guidance. They serve as unseen guardians of many temples and holy places sacred to the gods of magic. The gods of magic also use them as unseen watchers over magic. Remaining hidden, they manipulate the affairs of individual mortal spellcasters to teach them the responsibility that wielding magic carries; ensure spellcasters know the consequence of their spellcraft; and drop hints and clues to goad spellcasters ever on to greater magical creativity. Even the most knowledgeable spellcasters are unaware of how extensive, numerous, and tireless are the tasks set for shadowstaves by the gods.

Being servitors of allied gods, shadowstaves never willingly fight each other (though they may disagree in a lively manner over what should be done, and how best it can be accomplished), and with rare exceptions, work together loyally and smoothly in the service of those gods.

Shadowstaves are doomed to slowly, over millennia, fade away as their souls become utterly exhausted. Some come to love particular mortals they see or are commanded to watch over. In either case, some shadowstaves request their existence end – to either become petitioners in service of the gods or in a new form (perhaps restored to mortality to woo or consort with their beloved). The gods have shown great compassion in granting such requests, but often alter the memories of former shadowstaves, so as to keep divine secrets.

SHADOWSTAVES IN FAERÛN

Shadowstaves are created by Mystra, Azuth, and now Savras from the souls of deeply loyal worshipers or a former Magister. (In fact, many of these former Magisters keep the Magisterial duels of potential new Magisters free from interference.)

Shadowstaves defend Aglarond and Rashemen against Thay. Their efforts force the Red Wizards to strive ever harder to develop spells to defeat the foes that defy them, instead of turning on each other and destroying magical knowledge in a struggle that blasts Thay into a wasteland. In fact, it is quite likely that shadowstaves played a role in inspiring the Thayan Enclaves that now sell magic across the Realms. Like those of the Unapproachable East, lurking shadowstaves in the Heartlands repeatedly thwart Zhentarim mages who attack various Dales, so the mages of the Black Network work to craft ever more powerful spells.

During the Time of Troubles, Midnight, the new Mystra, grew greatly in maturity and knowledge upon making mental contact with her shadowstaves. The sheer load of human grief, suffering, and experience carried in those memories, however, nearly drove her insane; much of her love for Elminster is due to his swift and gentle work to shield and support her sanity at that time.

Mystra, Azuth, and Savras can contact and “see through the eyes of” their shadowstaves at any time. Nevertheless, it would be a mistake to assume the gods monitor all of their shadowstaves all the time. Furthermore, the powers cannot manifest or speak directly through a shadowstaff without destroying it.

SAMPLE SHADOWSTAFF

Like a wraith or a ghost, a translucent, shadowy figure rises before you. The figure's body fades into nothingness below its torso and its features are lost within the cowl of its tattered, black cloak

This example uses the former Magister, Imrul Athelzedar, a male Turami human wizard 7/lore master 10 as the base character.

Imrul Athelzedar

Shadowstaff Wizard 7/Loremaster 10

Medium Deathless (Augmented Humanoid, Incorporeal)

Hit Dice: 17d12 (110 hp)

Initiative: +4

Speed: 40 ft. (8 squares), fly 60 ft. (perfect)

Armor Class: 20 (+4 Dex, +1 dodge [lore master secret], +5 deflection), touch 20, flat-footed 15

Base Attack/Grapple: +8/+8

Attack: +1/+1 *ghost touch, greater dispelling, speed, striking, sure striking, imbued quarterstaff* +9 melee (1d6+1)

Full Attack: +1/+1 *ghost touch, greater dispelling, speed, striking, sure striking, imbued quarterstaff* +9/+9/+4 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Magic missiles*, paralyzing touch, shadowstaff, spells

Special Qualities: Azuth's blessing, Azuth's understanding, Azuth's vision, deathless traits, familiar (imbued staff), greater lore, incorporeal, lore +17, loremaster secrets, Mystra's glow, Mystra's shield, Mystra's touch, resistance to acid 10 and fire 10, spell resistance 27, true lore, turn resistance +4, vulnerability to fire

Saves: Fort +5, Ref +11, Will +16

Abilities: Str 10, Dex 18, Con –, Int 26, Wis 19, Cha 20

Skills: Concentration +25, Gather Information +15, Hide +12, Knowledge (arcana) +36, Heal +9, Knowledge (history) +28, Knowledge (religion) +28, Knowledge (the planes) +18, Listen +12, Search +16, Sense Motive +12, Spellcraft 1+38 (+40 to decipher spells on scrolls), Spot +12, Use Magic Device +31 (+33 with scrolls), Survival +4 (+6 to Survival checks on other planes)

Feats: Eschew Materials, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Imbued Defense (see *Dragon Magazine* #338), Recharge Staff (see *Dragon Magazine* #338), Scribe Scroll, Skill Focus (Knowledge [arcana]), Spell Penetration

Environment: Any

Organization: Solitary

Challenge Rating: 21

Treasure: Double goods (see below)

Alignment: Lawful neutral

Advancement: By character class

Level Adjustment: +8

Imrul speaks Chondathan, Common, Draconic, Elven, Halruaan, Loross, and Roushoum, though Azuth's understanding generally supersedes his own linguistic abilities.

Combat

The save DC for Imrul's paralyzing touch is 23. In melee combat, Imrul freely uses the charges in his staff to deal the maximum damage he can.

Familiar: Imrul has foregone a normal familiar in order to imbue his staff with that portion of his power. (See pages 54-61 of *Dragon Magazine* #338 [December 2005].) Imrul's staff is a +1/+1 *ghost touch*, *greater dispelling* (see page 119 of the *Player's Guide to Faerûn*), *speed*, *striking* (see sidebar), *sure striking* (see page 120 of the *Player's Guide to Faerûn*) *imbued quarterstaff* with the imbued powers of a 7th-level wizard's staff, including: 3/day – *light*, 1/day – *message*, deliver touch spells, and remote viewing. The staff has a hardness of 10 and 20 hit points. Imrul keeps it fully charged with his Recharge Staff feat.

Greater Lore (Ex): Imrul understands magic items as if he were using the identify spell.

Lore: Imrul has the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge (see page 28 of the *Player's Handbook*). He adds +20 to his lore checks.

Loremaster Secrets: Imrul knows five loremaster secrets, including the secret knowledge of avoidance (+2 bonus on Reflex saves), dodge trick (+1 dodge bonus to AC), applicable knowledge (Eschew Materials feat), newfound arcana (1 bonus 1st-level spell), and more newfound arcana (1 bonus 2nd-level spell).

Spells: Imrul casts spells as a wizard.

Typical Wizard Spells Prepared (4/7/7/6/5/5/5/4/2/1; caster level 17th; save DC 18 + spell level): 0 – *ghost sound*, *mage hand*, *mending*, *message*; 1 – *erase*, *mage armor*, *ray of enfeeblement*, *shield*, *silent image*, *sleep*, *Tenser's floating disk*; 2 – *detect thoughts*, *fog cloud*, *fox's cunning*, *gust of wind*, *lightning bolt*, *misdirection*, *summon swarm*, *touch of idiocy*; 3 – *clairaudience/clairvoyance*, *dispel magic* (x2), *baste*, *stinking cloud*, *suggestion*; 4 – *charm monster*, *dimension door*, *dimensional anchor*, *fire shield*, *polymorph*; 5 – *break enchantment*, *dismissal*, *feeblemind*, *magic jar*, *summon monster V*; 6 – *chain lightning*, *disintegrate*, *eyebite*, *greater dispel magic*, *mass suggestion*; 7 – *banishment*, *Bigby's grasping hand*, *spell turning*, *summon monster VII*; 8 – *discern location*, *horrid wilting*; 9 – *time stop*. Note Imrul had extensive spellbooks that included almost every spell in the *Player's Handbook* and many other rarer spells. These spellbooks are secreted in hidden caches across Faerûn.

True Lore (Ex): Once per day, Imrul can use his knowledge to gain the effect of a *legend lore* or *analyze dweomer* spell.

Possessions: Imbued staff (see above). Athelzedar also has at least 20 hidden caches of fully-charged *wands* of various 1st-level spells across Faerûn.

Imrul Athelzedar in Faerûn

The god Azuth has spoken of Imrul as “one of the most diligent gardeners of the plot that is Faerûnian magecraft.” A wise and careful mage sensitive to the needs and desires of others all his life, Imrul was less powerful than many mages when Azuth came to offer him the office of the Magister – but far more caring and hard-working than most.

His long reign as Magister – from 1328-1354 DR – saw him study the state of Faerûn more than most of his predecessors in office and act accordingly. Much of Imrul's time was spent flitting all over the Realms aiding and slaying and leaving magic to be found like a craftworker endlessly putting the finishing touches on a carving.

His research and diligent prayers to Azuth and Mystra led him to learn of Maxiladanarr Torstren's Incipient Clans. Torstren had been Magister from 1322-1328 DR and had manipulated the marriages of several families to promote flourishing sorcerous families known as the Incipient Clans (the Belvrost of Reddansyr; the Chaserperi originally of Amn; the Dauntrael of Tethyr; the Klaeverdar of the uplands near Secomber, Elturel, and Amnwater; and the Phaerdinzer of Amn). Upon discovering the Torstren's breeding program, Imrul also worked to guard and nurture the Clans insofar as he could do so without ever being detected. His efforts to bring together suitable young lasses of magical skill with various ardent young males of the Incipient Clans are masterpieces of subtlety.

In the Year of the Bright Blade, 1347 DR, Imrul grew weary of being Magister. Over the next several years and as with all things, he chose his successor, Nouméa Drathchuld, a shy and gentle librarian, with care and subtlety. He apprenticed her, guarded, and tested her, eventually becoming a shadowstaff to bring about a transfer of office to Drathchuld, the best candidate he could find – who, like himself, was of more character and diligence than magical might. (Drathchuld herself would reign from 1354-1370 DR before becoming a Chosen of Mystra and passing on the mantle of Magister to Talatha Vaerovree of Innarlith.)

Today, Athelzedar continues his wanderings across the Realms, serving where Azuth requests. He still enjoys Drathchuld's company, and shares it when opportunities arise. He still keeps several caches of wands scattered about his homeland, Erkazar, east of Amn and Tethyr.

CREATING A SHADOWSTAFF

"Shadowstaff" is an acquired template that can be added to any humanoid creature (referred to hereafter as the "base creature"), providing the creature has an arcane caster level of at least 9 and no Shadow Weave feats. Nearly all shadowstaves meet the arcane caster level requirement with levels in wizard, though some have or also have levels in other spellcasting classes.

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

Type: The creature's type changes to deathless. (See pages 275-276 of the *Eberron Campaign Setting* or pages 157-158 of the *Book of Exalted Deeds*. If these sources are not available, replace with undead that have turn immunity.) Do not recalculate base attack bonus, saves, or skill points. It gains the incorporeal subtype.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Shadowstaves gain a supernatural fly speed of 60 feet, unless the base creature has a higher fly speed, with perfect maneuverability, in both corporeal and incorporeal form.

Armor Class: Natural armor is the same as the base creature's when corporeal. An incorporeal shadowstaff gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack and Full Attack: A shadowstaff retains all the attacks of the base creature, but cannot deliver attacks that rely on physical contact when incorporeal.

Special Attacks: A shadowstaff retains all the special attacks of the base creature.

Magic Missiles (Sp): A corporeal shadowstaff can cast Empowered, Quicken *magic missile* spells at will, allowing it to cast two such spells each round. Unlike normal magic missiles, the shadowstaff can choose whether each missile deals lethal or nonlethal force damage. The shadowstaff's caster level is equal to its HD.

Paralyzing Touch (Su): A corporeal shadowstaff that hits with a melee touch attack can paralyze its target as a *hold monster* spell for 1 round/shadowstaff's HD unless the target makes a Will save. Each round on its turn, the target may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.) The save DC is equal to 10 + 1/2 the shadowstaff's HD + the shadowstaff's Cha modifier. A shadowstaff that uses its paralyzing touch cannot use its *magic missiles* spell-like ability or become incorporeal again for 1d4 rounds.

Shadowstaff (Su): A shadowstaff can drain charges from charged magic devices and items, including wands, scepters (see *Lost Empires of Faerûn*), staves, and certain other magic items, to achieve two different effects. In neither case does the magic item get a saving throw to resist the drain.

First, a corporeal or incorporeal shadowstaff in contact with a charged magic item can drain one charge per round in order to replace the material and focus components of a spell they are casting, regardless of the cost or rarity of the components.

Second, an incorporeal shadowstaff can enter a charged magic item, vanishing into it, and drain one charge per round in order to heal itself 1d12 points per drained charge. The shadowstaff can only heal itself and cannot gain hit points above its normal maximum. If the charged item is destroyed while the shadowstaff is within it, the shadowstaff also is destroyed. Once the shadowstaff leaves the magic item, it cannot become corporeal again for 10 minutes.

Spellcasting (Sp): A shadowstaff can cast any spell it could cast while alive. A shadowstaff still needs material and focus components to cast its spells, preventing it from casting most of its spells while incorporeal. (The shadowstaff special attack [see above] and/or the Eschew Materials feat lessen this need).

Special Qualities: A shadowstaff has all the special qualities of the base creature and gains deathless traits (see pages 275-276 of the *Eberron Campaign Setting* or pages 157-158 of the *Book of Exalted Deeds*), as well as those described below. The shadowstaff's effective caster level is equal to its HD for all supernatural abilities that mimic spells.

Azuth's Blessing (Ex): Shadowstaves that prepared spells as mortals can prepare all their spells without referring to a spellbook, though they still need to have learned the spells they prepare. In addition, they only need 10 minutes to prepare spells instead of an hour.

Azuth's Understanding (Su): A shadowstaff functions as if under permanent *comprehend languages*, *read languages*, and *tongues* spells.

Azuth's Vision (Su): A shadowstaff sees as if under permanent *analyze dweomer*, *arcane sight*, *darkvision*, and *true seeing* spells, all out to 120 ft. The *analyze dweomer* effect does not allow a saving throw under any circumstances.

Incorporeal (Su): Shadowstaves are naturally incorporeal (see pages 310-311 of the *Monster Manual*), but can become corporeal at will. Shadowstaves usually become corporeal when attacking or otherwise interacting with others. Items a shadowstaff holds when corporeal do not become incorporeal when the shadowstaff returns to its natural state. Shadowstaves are unaffected by holy water, but are affected by unholy water just as most incorporeal creatures are affected by holy water.

Mystra's Glow (Su): Shadowstaves can cause all items within 120 feet that have a magical aura to glow with a cold white radiance as a *faerie fire* spell for 1 min./shadowstaff's HD at will. The shadowstaff need not be aware of which items are magical to make this power work on such items.

Mystra's Shield (Ex): A shadowstaff is constantly protected by a Heightened (10th-level) *mind blank*, that also protects against all psionics and all forms of possession, including a *magic jar* spell, a ghost's malevolence special attack, and a fiend of possession's possess creature class feature.

Mystra's Touch (Su): Any object a shadowstaff grasps and releases *levitates* as the spell. This effect ends as normal, but also ends if the object is grasped by another creature or hit by a *gust of wind* spell or equally strong magical wind. The shadowstaff has no control over this ability, preventing the creature from wielding most missile weapons including bows. (Crossbows may be wielded if the shadowstaff has some one else load the crossbow or waits for its levitation effect to end on the bolt.)

Shadowstaves sometimes grab items away from creatures and then fly high up to release them, floating out of reach or hanging menacingly above foes.

Resistances (Ex): Shadowstaves have resistance to cold 10 and electricity 10.

Spell Resistance (Ex): A shadowstaff gains spell resistance equal to the base creature's HD +10 (maximum 35).

Turn Resistance (Ex): A shadowstaff has +4 turn resistance.

Vulnerability to Fire (Ex): Shadowstaves are vulnerable to fire and take half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure. Moreover, fire attacks ignore a shadowstaff's incorporeal defenses against corporeal attacks.

Abilities: Increase from the base creature as follows: Dex +4, Int +4, Wis +4, Cha +4. Being a deathless, a shadowstaff has no Constitution score.

Skills: Shadowstaves have a +8 racial bonus on Hide, Knowledge (arcana), Listen, Search, Sense Motive, Spellcraft, and Spot checks and a +16 racial bonus on Use Magic Device checks, all of which they can use untrained. Otherwise same as the base creature.

Environment: Any, often as base creature.

Organization: Solitary, cowl (2-4), or cloak (5-8).

Challenge Rating: Same as the base creature +4.

Treasure: Usually none. Most treasure is simply too difficult to carry as it requires the shadowstaff to remain corporeal.

Some shadowstaves do have double goods or more rarely double coins. Shadowstaves in or near their lair, sometimes have *ghost touch* weapons and/or charged magic items, especially wands, scepters, or preferably staves, often of their own making. They may also have coins and gems, if preparing to purchase materials to craft a staff or other magical item. Shadowstaves with the capacity to do so prefer to craft their staves to be +1 *ghost touch* weapons on one end in addition to their standard abilities; this allows them to carry the staff with them at all times and adds +12,600 gp to the value of the staff.

Alignment: Usually lawful neutral.

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

NEW MAGIC WEAPON SPECIAL ABILITY (SIDEBAR)

Striking: Due to its construction (as a charged item), this weapon ability is almost exclusively added to quarterstaves, though it can be added to any weapon providing the crafter meets all the prerequisites. Such staves are usually made of a sanded hardwood like oak and sometimes shod at one or both ends in iron.

By expending charges, this weapon deals additional damage to opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) with one end for 1 round. If 2 charges are expended (as a free action), the staff causes triple damage (x4 on a critical hit) with one end for 1 round. If the quarterstaff is being used as a double weapon, this property can affect both ends of the staff, but requires expending separate charges for both ends.

A newly created weapon has 50 charges. When all the charges are expended, the weapon retains its other non-charged properties.

Moderate evocation; CL 7th; Craft Magic Arms and Armor and Craft Scepter, Staff, or Wand, *thunderlance* (see page 75 of the *Forgotten Realms Campaign Setting*); Price +14,000 gp.

CREDIT

Author Thomas M. Costa, based on original material by Ed Greenwood. The shadowstaff and Imrul Athelzedar originally appeared in *Secrets of the Magister* (2000).

SHADOWSTAFF CREATION

Medium deathless

Hp: $6.5 \times 17 = 110$

Base Attack/Grapple: +3 wiz +5 LM = +8/+8 BAB +0 Str = +8

Full Attack: +8 BAB +1 weapon = +9, note full attack includes speed weapon

Saves: F +2 Wiz +3 LM +0 Con = +5, R +2 Wiz +3 LM +4 Dex +2 LM secret = +11, W +5 Wiz +7 LM +4 Wis = +16

Skill Points: $[(2 + 3 \text{ Int at time}) \times (7 \text{ wiz} + 3)] + [(4 + 4.5 \text{ Int at time}) \times (10 \text{ LM})] = 50 \text{ wiz} + 85 \text{ LM} = 135$; class skill max ranks = HD +3 = 20

Skills: Concentration 10 wiz +10 LM +5 Cha = +25, Gather Information 10 LM +5 Cha = +15, Hide 0 +4 Dex +8 race = +12, Knowledge (arcana) 10 wiz +10 LM +8 Int +8 race = +36, Heal 5 LM +4 Wis = +9, Knowledge (history) 10 wiz +10 LM +8 Int = +28, Knowledge (religion) 10 wiz +10 LM +8 Int = +28, Knowledge (the planes) 10 LM +8 Int = +18, Listen 0 +4 Wis +8 race = +12, Search 0 +8 Int +8 race = +16, Sense Motive 0 +4 Wis +8 race = +12, Spellcraft 10 wiz +10 LM +8 Int +8 race +2 know synergy (+2 UMD synergy) = +38 (+40 to decipher spells on scrolls), Spot 0 +4 Wis +8 race = +12, Use Magic Device 10 LM +5 Cha +16 race (+2 synergy) = +31 (+33 with scrolls), Survival 0 +4 Wis (+2 know synergy) = +4 (+6 to Survival checks on other planes)... Lore 10 LM +8 Int +2 know synergy = +20

Feats: 1 +17/3 +1 human +2 wizard +1 loremaster secret = 9

Challenge Rating: Old Method Base: +1 for magic missiles, paralyzing touch, shadowstaff, Azuth's blessing/understanding/ vision, Mystra's glow/shield/touch, resistances/turn resistance, abilities/skills, +2 for deathless traits, speed, incorporeal, spell resistance = $15/3 = 5$, but seems a little high compared to other templates, so +4.

Level Adjustment: See *Savage Species*, p. 9-24; +2 for deathless traits, speed, magic missiles, paralyzing touch, Azuth's blessing/understanding/ vision, incorporeal, Mystra's glow/shield/touch, resistances/turn resistance, spell resistance, abilities/skills = +20, which seems way high, so lower to +8

DCs: Paralyzing touch 10 +8 HD +5 Cha = 23; Spells = 18 + spell level

Notes: Abilities are standard wizard 17 plus +3 for age to Int, Wis, and Cha + deathless. Wizard spells prepared include modifiers for high Intelligence and loremaster secrets.

Possessions: As a 17th-level NPC = 100,000 gp. Staff = +14,000 gp for striking +79,200 greater dispelling +50,000 gp for ghost touch (+1), speed (+3), sure striking (+1) weapon) $\times 1.2$ for imbued staff (though +1 enhancement and staff are not counted toward cost) = 171,840 gp $\times .5$ since he crafted it himself = 85,920 gp, plus various wands, should be about right.

Striking Weapon Ability: This is a conversion of the 1E and 2E *staff of striking*, but is modeled more closely on the 3.5E *staff of power* smiting language because a direct conversion would be kind of weak. I chose *thunderlance* because I like it being an arcane, evocation, and force effect and aside from the divine *inflict* spells, could not find many other spell choices I liked. Its price is based off the standard charged spell item formula with a twist; 4 spell level $\times 7$ minimum caster level $\times 1000$ for charged item (2000 $\times .5$ for continuous use spell effect) $\times .5$ arbitrarily because do not get benefits of higher Strength, cannot dispel force effects, and triple damage costs 2 charges = 14,000 gp, which probably works out okay. It compares favorably to many of the +2 bonus weapon special abilities that are worth roughly 16,000 gp in a +1 weapon, so since charged probably okay.

SHATJAN

Medium Fey (Cold)

Hit Dice: 8d6+24 (52 hp)

Initiative: +2

Speed: 30 ft. in armor (6 squares); base speed 40 ft.

Armor Class: 20 (+2 Dex, +5 natural, +3 masterwork hide), touch 12, flat-footed 18

Base Attack/Grapple: +4/+7

Attack: Harpoon +7 melee (1d10+4/x3; see page 76 of *Frostburn*) or harpoon +6 ranged (1d10+3/x3; see page 76 of *Frostburn*) or composite short bow +6 ranged (1d6+3/x3) or gore +7 melee (1d4+4)

Full Attack: Harpoon +7 melee (1d10+4/x3; see page 76 of *Frostburn*) or harpoon +6 ranged (1d10+3/x3; see page 76 of *Frostburn*) or composite short bow +6 ranged (1d6+3/x3) or gore +7 melee (1d4+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, spell-like abilities

Special Qualities: Damage reduction 10/cold iron, immunity to cold, low-light vision, scent, snowsight, vulnerability to fire

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

Abilities: Str 17, Dex 14, Con 17, Int 11, Wis 14, Cha 14

Skills: Balance +0 (+8 on ice and snow), Hide +11, Knowledge (nature) +11, Listen +13, Move Silently +11, Spot +13, Survival +15 (+17 in aboveground natural environments)

Feats: Endurance, Great Fortitude, Power Attack, Track^B

Environment: Cold forest

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

Challenge Rating: 6

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 9-12 HD (Medium); 13-16 (Large); or by character class

Level Adjustment: +5



Strong and stocky, this humanoid has the body of a hirsute man and the head of a reindeer with two large antler racks. Its head, neck, shoulders, and forearms are covered with a thick gray to dark-brown coat. Garbed in furs, the creature is clearly clothed functionally and not to protect itself from the cold.

The shatjan is a powerful protector of the icy far north. There it lives in solitude, watching over the flocks of reindeer that roam the tundra, moving with their annual migrations. This guardianship does not mean they defend against all predators. The shatjan become involved only if the predators become too damaging in their attacks. In addition, they act to minimize the damage from natural disasters, such as fires or famine, by guiding the herds to safe grounds.

During the summer, shatjan live in a small family group at the edge of the forest and tundra. There they build temporary camps, little wickiups of fir branches and birch bark. During the winter they follow the reindeer back into the forests and live in ice caves or leather tents. Since shatjan do not need to protect themselves against the cold, they build these shelters for convenience and comfort. A typical camp has only one male and one female, who mate for life, and a number of young.

The shatjan has the body of a human, but the head of a reindeer. Males sport large antler racks, while females have antlers that are somewhat smaller. They are 5-7 feet tall and weigh from 200-300 pounds. Shatjan clothing is made from skins and bark, often decorated with fey patterns and symbols. They eat much the same foods as reindeer.

Shatjan have are indifferent to humans and most humanoids, viewing them as yet another force with which to contend. In addition, they sometimes trade with them for vegetable delicacies they cannot get in the north. They speak Common (though some know Tuigan or Shou instead) and Sylvan.

COMBAT

The shatjan is not by nature a warrior, and seldom seeks out battle. However, in its role as protector the herds, the shatjan is often forced to fight against predators of all types. It uses its environment to its advantage trying to lure its opponents to a position that places them at a disadvantage – a deep drift or a slippery patch of ice. In addition to harpoons and composite bows, they sometimes wield greatclubs.

A shatjan's damage reduction is supernatural.

Breath Weapon (Su): 5 ft. line of cold, 1/round, damage 4d6 cold, Reflex DC 17 half. The DC is Constitution-based.

Snowsight (Ex): Shatjan can see to the normal limits of their vision even in whiteout conditions, and ignore all penalties due to snow glare and snow blindness.

Spell-like Abilities: At will – *commune with nature*, *control temperature* (cold only; see page 92 of *Frostburn*), *mass charm monster* (deer and other cervidae only; DC 20), *speak with animals*. Caster Level: 16th. The save DCs are Charisma-based.

Skills: A shatjan has a +2 racial bonus on Survival checks. Shatjan gain a +8 racial bonus to Balance checks on ice and snow.

SHATJAN IN FAERÛN

The people of Sossal and the nomadic human tribes of the northern portions of the Hordelands of the Endless Waste and Plain of Horses consider the shatjan to be powerful totem spirits. The creatures figure strongly in local folklore, since the reindeer herds are vital to the survival of the tribes. No wise hunter begins a hunt without first making an offering to the shatjan. When the creatures are encountered, tribesmen treat them with great respect and consider the meeting to be a good omen.

CREDIT

Author Thomas M. Costa, based on original material by David “Zeb” Cook. The shatjan originally appeared in *The Horde* (1990).

SHATJAN CREATION

Medium Fey

Hp: (8 x 3.5 HD) + (8 x 3 Con) = 28 + 24 = 52

Base Attack/Grapple: +4 as wiz/+4 BAB +3 Str = +7

Full Attack: +4 BAB +3 Str = +7 melee or +4 BAB +2 Dex = +6 ranged

Saves: Fort +2 +3 Con +2 GF = +7, Ref +6 +2 Dex = +8, Will +6 +2 Wis = +8

Skill Points: (2 + Int modifier) x (HD + 3) = (6) x (8 HD + 3) = 66; class skill max ranks = HD + 3 = 11

Skills: Balance +2 -2 armor (+8 race) = +0 (+8 on ice), Hide 11 +2 Dex -2 armor = +11, Knowledge (nature) 11 +0 Int = +11, Listen 11 +2 = +13, Move Silently 11 +2 Dex -2 armor = +11, Spot 11 +2 Wis = +13, Survival 11 +2 Wis (+2 Knowledge synergy) = +13 (+15 in aboveground natural environments)

Feats: 1 + (1 per 3 HD) = 3

Challenge Rating: Old Method Base: 12 for hp +1 AC, breath weapon, spell-like abilities, immunities, low-light vision/scent/snowsight/skills/Track, abilities, +2 for DR = 20/3 = 6

Level Adjustment: See *Savage Species*, p. 19-24; +1 for AC, breath weapon, immunity, scent/Track, low-light vision/snowsight/skills, +2 for damage reduction, spell-like abilities, +4 for = +13, but a high so abilities -8 for HD = +5

DCs: breath weapon 10 + 1/2 HD +3 Con = 17, *mass charm monster* 10 +8 level +2 Cha = 20

SIND

Medium Humanoid (Aquatic, Psionic)

Hit Dice: 3d8+3 (16 hp)

Initiative: +0

Speed: 30 ft. (6 squares), swim 45 ft.

Armor Class: 16 (+2 natural, +4 inertial armor), touch 10, flat-footed 16

Base Attack/Grapple: +2/+2

Attack: Masterwork quarterstaff +4 melee (1d6) or dagger +2 melee or +4 ranged (1d4) or claw +2 melee (1d3)

Full Attack: Masterwork quarterstaff +4 melee (1d6) or dagger +2 melee or +4 ranged (1d4) or 2 claws +2 melee (1d3) and bite -3 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Amphibious, damage reduction 2/bludgeoning, immunity to enchantment spells and effects, *inertial armor*, poison resistance, scent, water walk

Saves: Fort +4, Ref +3, Will +2

Abilities: Str 11, Dex 14, Con 13, Int 11, Wis 12, Cha 10

Skills: Concentration +4, Hide +7, Profession (fisher) +4, Survival +4, Swim +8

Feats: Weapon Focus (quarterstaff)

Environment: Temperate marshes

Organization: Solitary, family (2-4), or colony (10-100)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral good

Advancement: By character class

Level Adjustment: +3

This creature is a very tall, but slight, humanoid with a grim, sunken-checked, and sharp-nosed face reminiscent of a githzerai. It has tough, horny skin of greenish-brown hue and greenish-gray, reed-like head hair, but no facial hair. Its long limbs are webbed like those of a frog. And it wears loose, earth-colored clothes with a hat that keeps the hot sun from drying its skin.

Sind, or “marshwiggles,” are an uncommon humanoid race related to the githzerai, who dwell in marshlands in peaceful colonies. They tend to be dour, cynical pessimists, but they are also stubborn, pragmatic, good-natured, and sensitive. If one is befriended, he will trust, and can be trusted, absolutely. Sind have a dry, slow sense of humor.

Sind speak Common and a variation of Gith, the language of the githyanki and githzerai. Those that know a third language, usually learn Draconic, the language of lizardfolk. Sind and lizardfolk are sometimes allies against common enemies; nevertheless, they are more often neighbors who coexist peacefully, largely ignoring one another. There is seldom strife between the two races.

COMBAT

Sind will fight to defend themselves or their fellows, or for a cause or being they support, but are not aggressive. They prefer to remain inconspicuous and hidden. They usually have a quarterstaff and dagger when encountered, though those with a more martial bent, often wield swords, bows, tridents, or spears. Their skin is not easily harmed by sharp weaponry and surroundings, and they can handle prickly or sharp objects, or scratching and biting animals, without harm. Though they find it distasteful, sind will strike out with their natural weapons if forced to do so.

Inertial Armor (Sp): Sind can use psionic force to block an enemy's blows. This ability gives them a +4 armor bonus to AC as long as they remain conscious. This is the equivalent of a 1st-level spell.

Poison Resistance (Ex): Sind are hardy and resistant to toxins; they gain a +3 racial bonus on saving throws against poison, excluding alcohol, against which they suffer a -3 racial penalty on saving throws.

Psionics (Sp): 3/day – *daze* (DC 10). A sind of 11th level or higher can use *plane shift* (DC 17) 1/day. A sind of 15th level or higher can use *sequester* (DC 17) 1/day. Effective caster level equals the sind's total Hit Dice. The save DCs are Charisma-based.

Water Walk (Su): A sind has the psionic power to *water walk* as the spell at will.

Skills: A sind has a +2 racial bonus on Hide checks.

A sind also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. A sind 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.

SIND SOCIETY

Sind prefer privacy, each dwelling alone in a dry, warm straw-lined wigwam built of sticks arranged in a conical shape and sealed with a thick layer of mud. Such wigwams are always located within a marsh, where the sind fish for small eels, crayfish, frogs, and small fish. Because of their size, sind seldom capture a meal by swimming after it, but prefer to fish with a hook and line, a net, or even by snatching prey from the water with their long, webbed fingers. Sind often fish during the night, using lanterns to light their way (the source of many bobbing lights seen deep in marshes).

When at leisure, sind enjoy a good smoke (employing pipes and a tobacco mixed with marsh mud, which produces a thick, black smoke heavier than air). They avoid intoxicating drinks except for special occasions, for they are easily made tipsy.

Sind will work and trade with other beings, but are not avaricious; they value treasure for its bargaining power in obtaining goods (such as clothes and weapons, which they seldom make) and services (such as leaving the sind alone), and will collect any they find in the marsh (from hoards, burials, or unfortunate intruders).

Sind generally mate for life and produce children (“wiggles”) once every three to four summers, having one or two at a time. Such children are miniature, one-foot tall, replicas of their parents and are able to fend for themselves immediately. Normally they remain with their parents for two to six years, until full grown. Sind colonies are loosely ruled by a council of elders, but their word is by no means absolute.

Sind worship Sindar, an alias of Shaundakul and also called “Marshwinter” or “The Tall One.” Sindar is a wandering, immortal, sind of nearly 20 feet, who aids his people in their need. He has been known to appear, unannounced, to lead colonies of threatened sind into battle. Sindar is known on sight by all sind, any of whom will obey him absolutely. However, Sindar has no symbol and no organized worship among the sind; each sind makes his or her own private devotions, consisting of prayers, promises, and confessions.

SIND AS CHARACTERS

Sind leaders tend to be experts. Sind clerics worship Sindar, an alias of Shaundakul. A sind cleric has access to two of the following domains: Air, Chaos, Portal (see the *Player's Guide to Faerûn* or *Spell Compendium*), Protection, Trade (see the *Player's Guide to Faerûn* or *Spell Compendium*), Travel. Most sind clerics favor the Protection and Trade domains, though wandering sind clerics often choose the Portal and/or Travel domains instead.

Sind characters possess the following racial traits.

- +4 Dexterity, +2 Constitution, +2 Wisdom.
- Medium size.
- A sind's base land speed is 30 feet. The sind also has a base swim speed of 45 feet.
- Racial Hit Dice: A sind begins with 3 levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +1, and Will +1.
- Racial Skills: A sind's humanoid levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Its class skills are Concentration, Hide, Profession, Survival, and Swim.
- Racial Feats: A sind's humanoid levels give it two feats.
- Weapon Proficiency: A sind is proficient with all simple weapons.
- +2 natural armor bonus.
- Natural Weapons: 2 claws (1d3) and bite (1d4).
- Special Attacks (see above): Psionics.
- Special Qualities (see above): Damage reduction 2/bludgeoning, immunity to enchantment spells and effects, *inertial armor*, poison resistance, scent, water walk
- +2 racial bonus on Hide checks. +8 racial bonus on any Swim check to perform some special action or avoid a hazard. A sind 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.
- Automatic Languages: Common, Gith. Bonus Languages: Abyssal, Celestial, Chondathan, Damaran, Draconic, Elven, Gnome, Orc.
- Favored Class: Expert.
- Level Adjustment: +3.

SIND IN FAERÛN

Generations ago, a tribe of githzerai was attacked on the Warrior's Rest by invading githyanki. The githyanki were led by the consort of their then-living queen. During the battle, the tribe's leader, Sind, used his unique power to *sequester* the githyanki leader's very being. Nevertheless, outnumbered, the githzerai fled with the comatose githyanki leader using their *plane shift* powers, and in their panic, the tribe ended up on the rocky island of the Gates of the Moon. Sadly, Sind died shortly after delivering his people, leaving them with their comatose prisoner. The remaining tribesmen knew the githyanki would not rest

until they had recovered their leader. So they devised a means of hiding the githyanki consort, forever comatose, below the Gates of the Moon.

The tribe settled in along the ocean shore and paid their respects to the lillendi and shards of that realm. Over the ensuing generations, the constant use of psychometabolic powers to survive the plane became permanent. The tribe, now known after their leader as the sind, had adapted to their new coastal environment.

Often the tribe was visited by a giant of great wisdom, who was seen as the reincarnation of Sind himself and named “Sind who has risen” or simply Sindar. Sindar helped the sind negotiate with the celestial beings that lived among the moonlight. However, after a time, the sind were found by the githyanki. They begged Sindar to lead them once again to deliverance. Sindar could not refuse and led his people to Eastern Heartlands of the Realms. There he settled them among the wetlands of the region sometime before the fall of Myth Drannor.

Today sind are most prevalent in the Eastern Heartlands, particularly in the Marsh of Chelimber and the Marsh of Tun, though many also live among the various marshes of the Nelanther (on various small, nameless isles). A few survivors hang on in the Vast Swamp in Cormyr and small colonies still live in coastal marshes along the Sword Coast (the places young sind go to ‘have adventures’). When Sindar first brought them to the Realms, some sind made their way to the marshes in eastern Aglarond. These sind are long since slain by the undead armies of Thayan aggression.

PSIONIC VARIANT (SIDEBAR)

Psionic Sind

Sind in a psionic campaign using the *Expanded Psionics Handbook* can be adjusted from the version above as follows.

Special Attacks: Psi-like abilities

Special Qualities: Damage reduction 2/bludgeoning, poison resistance, scent

Combat

A psionic sind does not possess the *sequester*, immunity to enchantment spells and effects, *inertial armor*, or water walk abilities of a standard sind. Instead, it has psi-like abilities.

Psi-like Abilities: 3/day – *body equilibrium*, *inertial armor*, *psionic dazzle* (DC 11), *thought shield*. Sind of 11th level or higher gain *psionic plane shift* 1/day. Sind of 15th level or higher gain *psionic sequester* (DC 17) 1/day. Manifest level is equal to 1/2 the sind’s Hit Dice (minimum 1). The save DCs are Charisma-based.

Sind as Characters

Psionic sind characters are naturally psionic, have different special attacks and qualities, and have a different favored class than standard sind characters.

- Naturally Psionic (Ex): Psionic sind gain 2 bonus power points at 1st level.
- Special Attacks (see above): Psi-like abilities.
- Special Qualities (see above): Damage reduction 2/bludgeoning, poison resistance, scent
- Favored Class: Psion

CREDIT

Author Thomas M. Costa with supplementary material by Ed Greenwood, based on original material by Ed Greenwood, which in turn, was originally inspired by C.S. Lewis’ *Narnia Chronicles*. The sind originally appeared in *Dragon Magazine* #89 (September 1984).

SIND CREATION

Medium Humanoid

Hp: (3 x 4.5 HD) + (3 x 1 Con) = 13.5 +3 = 16

Base Attack/Grapple: +2 as cleric/+2 BAB +0 Str = +2

Full Attack: +2 BAB = +2 for all, +1 Weapon Focus +1 masterwork = +4 masterwork quarterstaff, +2 Dex = +4 ranged dagger, -5 multiattack = -3 for bite

Saves: F +3 good +1 Con = +4, R +1 poor +2 Dex = +3, W +1 poor +1 Wis = +2

Skill Points: (2 + Int modifier) x (HD +3) = 2 x 6 = 12; class skill max ranks = HD +3 = 6

Skills: Concentration 3 +1 Con = +4, Hide 3 +2 race +2 Dex = +7, Profession (fisher) 3 +1 Wis = +4, Survival 3 +1 Wis = +4, Swim 0 +0 Str +8 race = +8

Feats: 1 + (1 per 3 HD) = 1 +1 = 2

Challenge Rating: Old Method Base: 3 for hp, +1 for AC, psionics/water walk, damage reduction, immunity/resistance, scent = 8/3 = 2

Level Adjustment: +1 for swim, natural armor/natural attacks, psionics, damage reduction, immunity/resistance, scent = +6, but that seems high, so +3

Notes: Query from Thomas M. Costa: “Ed, I was thinking of potentially affiliating the sind with Shaundakul (with Sindar being an alias -- it seems to fit with Shaundakul’s wandering nature, giant-size, time on the Realms, and temporary demigod status) and/or maybe with a forgotten offshoot of the gith (the picture made them look a bit gith-like). Any thoughts/comments on either?” Answer from Ed Greenwood: “Ah, yes, the Sind (the Realms version of the Narnian marshwiggles, changed enough to be legally okay, though due to some editorial glitch the acknowledgement of their derivation went missing on the in-print version). I’m FINE with Sindar being Shaundakul (fits like a glove, doesn’t it? Suspicious, that. Almost as if someone designed it that way. :)) The gith link idea is intriguing, and I like it, because it does move them farther away from C.S. Lewis.”

SKELETAL COLOSSUS

Skeletal colossuses are enlarged and empowered skeletons created through a form of ritual magic. Like skeletons their very nature is one of evil, despite their lack of intellect. They are seldom garbed in more than the rotting remnants of their burial clothes.

SKELETAL COLOSSUSES IN FAERÛN

The skeletal colossus of Waterdeep was created by a group of bards and sorcerers belonging to the “Jesters’ Guild” of that city in 1358 DR, the Year of Shadows. These jesters warped existing spells into humorous gag-lines to empower and activate the creature, using the bones of the deceased master jester, Myrrth Anteos of Waterdeep, who over a hundred years earlier had killed an entire room with a joke (using the Disguise Spell feat [see page 108 of *Complete Adventurer*]). Their intention was to set the monster loose on Waterdeep to call attention to their demands for full recognition as a guild of professionals.

As is often the case with new or modified magics, the colossus went on a rampage, bent on destroying as much of the city as possible, even attacking Castle Waterdeep itself. Further, the monster’s undead nature gave it an unintended evil streak and free will that caused it to rebel against its creators. Sages argued this may have been a logical consequence of amateurs meddling in the unknown, or the subliminal desire of jesters to fail (as failure is often funnier than success).

The skeletal colossus of Waterdeep was defeated by the combined forces of the Guard, Watch, Lord Piergeiron, Khelben Arunsun, a band of hardy adventurers, who convinced the remaining jesters to deactivate the colossus using the reverse of the spells that brought the monster into being, and the phant of Myrrth himself (see the ghost entry above). The Master Mage Khelben declared the effects of the jesters’ spells were localized phenomena that worked because the jesters used a jester’s bones. The effects, says Khelben, should not be easily repeated; however, mages from Amn to Thay have all noted the effects and pursued their own research into creating such magical colossuses.

SAMPLE SKELETAL COLOSSUS

This enormous skeleton stands several stories tall. Its eyes glow wickedly and it wears the tattered orange- and blue-colored clothes of a jester.

This examples uses Myrrth Anteos, a male Tethyrian human bard 10/jester 10 (see *Dragon Magazine* #330) of Waterdeep, as the base creature.

Gargantuan Undead

Hit Dice: 16d12+80 (184 hp)

Initiative: +5

Speed: 50 ft. (10 squares)

Armor Class: 18 (-4 size, +1 Dex, +11 natural), touch 7, flat-footed 17

Base Attack/Grapple: +8/+32

Attack: Claw +16 melee (2d6+12)

Full Attack: 2 claws +16 melee (2d6+12)

Space/Reach: 20 ft./20 ft.

Special Attacks: Breath weapons, withering gaze

Special Qualities: Damage reduction 10/bludgeoning, darkvision 60 ft., immunity to cold, fire, and magic, undead traits, unholy toughness

Saves: Fort +5, Ref +6, Will +11

Abilities: Str 34, Dex 12, Con –, Int –, Wis 12, Cha 20

Skills: –

Feats: Improved Initiative^B

Environment: Any (Waterdeep)

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always neutral evil

Advancement: 17-20 HD (Gargantuan)

Level Adjustment: –

COMBAT

The Reflex save DCs for Myrrth’s breath weapons and Fortitude save DC for Myrrth’s withering gaze are 23. His breath weapons cause 8d6 points of damage.

CREATING A SKELETAL COLOSSUS

“Skeletal colossus” is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the “base creature”). A skeletal colossus uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s size increases by 3 steps and its type changes to undead. Modify the creature’s Strength and Dexterity as appropriate for its size increase. It retains any subtype except for alignment subtypes (such as evil) and subtypes that indicate kind (such as goblinoid or reptilian). It does not gain the augmented subtype.

Hit Dice: Drop any Hit Dice gained from class levels (to a minimum of 1), multiply that number by 16 to take into consideration its increase in size and power, and raise the remaining Hit Dice to d12s. If the creature would have more than 20 Hit Dice, it can’t be made into a skeleton colossus.

Speed: Increase base speed by +20 ft. Winged skeletal colossuses can’t use their wings to fly. If the base creature flew magically, so can the skeleton.

Armor Class: Natural armor bonus changes to a number based on the skeleton’s size:

Small	+2
Medium	+3
Large	+5
Huge	+8
Gargantuan	+11
Colossal	+15

Attacks: A skeletal colossus retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature, except for attacks that can’t work without flesh (such as a mind flayer’s tentacle attacks). A creature with hands gains one claw attack per hand; the skeletal colossus can strike with each of its claw attacks at its full attack bonus. A skeletal colossus’ base attack bonus is equal to 1/2 its Hit Dice.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton’s size. (If the base creature already had claw attacks with its hands, use the skeleton claw damage only if it’s better).

Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A skeletal colossus retains none of the base creature’s special attacks, but gets those listed below. The save DCs for the skeletal colossus’ special attacks are Charisma-based.

Breath Weapons (Su): A skeletal colossus has two breath weapons, a 60-foot cone of ice and 120-foot line of flame. Both breath weapons deal a number of d6 in cold or fire damage, respectively, equal to 1/2 the skeletal colossus’ HD. Using either breath weapon is a standard action and once each is used, each breath weapon cannot be used again until 1d4 rounds later. Creatures caught in the breath weapon’s area of effect can attempt a Reflex save to take half damage. The save DCs are Charisma-based and equal 10 + 1/2 HD + Cha modifier.

Withering Gaze (Su): A skeletal colossus has a withering gaze that causes 1d4 points of Strength damage and 1d4 points of Constitution damage and has a range of 60 feet. Using the gaze is a standard action and once used, cannot be used again until 1d4 rounds later. A Fortitude save negates the ability damage. The save DC is Charisma-based and equals 10 + 1/2 HD + Cha modifier.

Special Qualities: A skeletal colossus loses most special qualities of the base creature. It retains any extraordinary special quality that improves its melee or ranged attacks. A skeletal colossus gains the following special qualities.

Damage Reduction (Ex): Skeletal colossuses lack flesh or internal organs. They gain damage reduction 10/bludgeoning.

Immunity to Cold and Fire (Ex): Skeletal colossuses are not affected by cold or fire.

Immunity to Magic (Ex): A skeletal colossus is immune to any spell or spell-like ability that allows spell resistance.

Unholy Toughness (Ex): A skeletal colossus gains a bonus to its hit points equal to its Charisma modifier (if positive) x its Hit Dice.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD +2.

Abilities: A skeletal colossus’ Strength increases as a result of its size increase, Dexterity decreases as a result of its size increase and then increases by +2, and it has no Constitution or Intelligence scores.

Skills: A skeletal colossus has no skills.

Feats: A skeletal colossus loses all feats of the base creature and gains Improved Initiative as a bonus feat.

Environment: Any, usually same as the base creature.

Organization: Any, usually solitary.

Challenge Rating: Depends on Hit Dice, as follows:

4-5 HD	6
6-7 HD	7
8-9 HD	8
10-11 HD	9
12-13 HD	10
14-15 HD	11
16-17 HD	12
18-20 HD	13

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature up to 20 HD (or – if the base creature advances by character class).

Level Adjustment: –.

NEW SPELLS (SIDEBAR)

Create Skeletal Colossus

Necromancy [Evil]

Level: Clr 7, Sor/Wiz 7

Casting Time: 1 hour

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

Target: On corpse

This spell functions like *animate dead* except you can only create one skeletal colossus and it is not under your control. The colossus will simply rampage and destroy objects before it.

Material Components: A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth or eye socket of the corpse. The magic of the spell turns these gems into worthless shells.

Return to the Grave

Necromancy

Level: Clr 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft./level)

Target: One or more mindless undead, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

You revert up to three times your caster level of mindless undead back into mundane corpses they were before being turned into undead.

CREDIT

Author Thomas M. Costa, based on original material by Jeff Grubb and Dan Mishkin. The skeletal colossus originally appeared in DC Comics Inc.'s *The Advanced Dungeons & Dragons Comic* #7 (1989), though it and Myrrth's story was told through issues #5-8.

SKELTAL COLOSSUS CREATION

Gargantuan Undead

Hp: (6.5 x 16 HD) + (4 Cha x 16 HD) = 104 + 80 = 184

Base Attack/Grapple: +8 as wiz; +8 BAB +12 Str +12 size = +32

Full Attack: +8 BAB +12 Str -4 size = +16

Saves: F +5 poor +0 Con = +5, R +5 poor +1 Dex = +6, W +10 good +1 Wis = +11

Skill Points: Mindless

Feats: Mindless, 1 bonus

Challenge Rating: Old Method Base: Say you have a 5 HD colossus with a 12 Cha, 8 for hp and unholy toughness, +1 for size/speed/reach, breath weapons, withering gaze, +2 for undead type, AC, damage reduction, immunities = $19/3 = 6$, which is about right if you compare it to a gauth, and if you compare a 16 HD human skeletal colossus to a stone and iron golem, it is probably somewhere in the middle, so 12 for the 16 HD version should work, which should make the other CRs fall into place.

Level Adjustment: See *Savage Species*, p. 19-24; NA as mindless undead

DCs: $10 + 1/2 \text{ HD} + 5 \text{ Cha} = 23$

Notes: The comic's game notes noted the colossus is 35 ft. tall, but the artist clearly portrayed it as much larger – probably closer to double that size; nevertheless 35 ft. is at the bottom end of Gargantuan, so it worked. I lowered the creatures HD from 20 to 16 because I took a base 1 HD humanoid multiplied it by 2 three times for size increase and one more time for good measure to get 16 (this was also the size of standard Gargantuan 3E skeleton), but decided to add unholy toughness to compensate, plus I think it makes them more interesting. This also worked well with their variable breath weapon damage, which was 9d6 and 2d6, so making them both 8d6, 1/2 their HD, seemed fair.

Compare *create skeletal colossus* to *animate dead* and *create greater undead*. Return to the grave seems relatively balanced and was created because the colossus was eventually defeated by reversing the spell, which seemed an awkward conversion.

SKULL OF SKULLPORT

	Vassal Skull	Arcanist Skull
	Diminutive Undead	Diminutive Undead
Hit Dice:	10d12 (65 hp)	20d12 (130 hp)
Initiative:	+8	+11
Speed:	Fly 60 ft. (average) (12 squares)	Fly 90 ft. (good) (18 squares)
Armor Class:	22 (+4 size, +4 Dex, +4 natural), touch 18, flat-footed 18	28 (+4 size, +7 Dex, +7 natural), touch 21, flat-footed 21
Base Attack/Grapple:	+5/-7	+10/-1
Attack:	Slam +9 melee (1d2)	Slam +15 melee (1d2+1)
Full Attack:	Slam +9 melee (1d2)	Slam +15 melee (1d2+1)
Space/Reach:	1 ft./0 ft.	1 ft./0 ft.
Special Attacks:	Summon wizshades	Create vassal, spells, summon wizshades
Special Qualities:	Collective consciousness, damage reduction 10/bludgeoning and magic, darkvision 60 ft., hide in plain sight, immunity to cold, inviolate form, mantle bound, spell resistance 20, undead traits, unlife	Collective consciousness, damage reduction 15/bludgeoning and magic, darkvision 60 ft., hide in plain sight, immunity to cold, inviolate form, mantle bound, reformation, spell resistance 30, undead traits, unlife
Saves:	Fort +3, Ref +7, Will +10	Fort +6, Ref +13, Will +17
Abilities:	Str 10, Dex 18, Con –, Int 18, Wis 16, Cha 18	Str 12, Dex 24, Con –, Int 24, Wis 20, Cha 24
Skills:	Appraise +14, Craft (any) +14, Decipher Script +14, Diplomacy +6, Disable Device +14, Forgery +14, Hide +29, Knowledge (arcana) +27, Knowledge (any other) +14, Listen +16, Move Silently +17, Search +27, Sense Motive +16, Spellcraft +29, Spot +16, Survival +3 (+5 when tracking)	Appraise +17, Concentration +30 (+34 casting on the defensive), Craft (any) +17, Decipher Script +17, Diplomacy +9, Disable Device +17, Forgery +17, Gather Information +30, Hide +42, Intimidate +30, Knowledge (arcana) +40, Knowledge (any other) +17, Listen +28, Move Silently +30, Search +40, Sense Motive +28, Spellcraft +42, Spot +28, Survival +5 (+7 when tracking)
Feats:	Flyby Attack, Hover, Improved Initiative, Wingover	Combat Casting, Epic Spellcasting ^B , Eschew Materials, Flyby Attack, Hover, Improved Initiative, Spell Penetration, Wingover
Environment:	Underground (Skullport)	Underground (Skullport)
Organization:	Solitary, skull count (2-5 vassal skulls and 1 arcanist skull), gathering of skulls (6-12 vassal skulls and 2-5 arcanist skulls), or conclave of skulls (12-26 vassal skulls, 6-13 arcanist skulls, and 6-13 wizshades)	
Challenge Rating:	10	20
Treasure:	None	
Alignment:	Always chaotic neutral	
Advancement:	11-20 (Diminutive)	21-40 (Diminutive)
Level Adjustment:	–	–

This creature appears like nothing more than a flying humanoid skull with a gleeful glow within its otherwise empty eye sockets.

The skulls are floating, mysterious, and disembodied skulls and the tyrant rulers of Skullport, the Port of Shadows. They are possessed of a strange, alien intellect and are known to speak cryptic phrases and ancient tongues long since vanished from the Realms. The skulls often make bizarre demands of those who cross their paths or otherwise attract their attention, and their reaction to events is unpredictable. The only indisputable truth regarding the skulls known to all citizens of the port is that the skulls are intricately linked to the Port of Shadow in ways not wholly understood.

The skulls spend most of their time apparently ignoring what goes on and then suddenly focus their attention on events, for good or ill. Disturbances attract the notice of the skulls, though no one can predict what they will do. They may give someone who annoys them or just attracts their interest an odd task to perform, or they may use spells or summon their wizshade servants to incinerate the disturbance where it stands. The one thing everyone knows the skulls do not like is restraint of trade. And they take a very liberal definition of restraint of trade that is laid out in the only hard and fast rule they have ever given out

about the port: “This be safe haven to all traders and customers; keep your weapons and your uncivil tongue sheathed lest you find the grinning skull of Death smiling in your face.”

The skulls also seem to have a compunction to make bizarre demands of those who cross their path. The nature of those demands varies, ranging from mundane and annoying to the impossible with lethal consequences, including such things as ‘go help a goblin harvest his mushrooms,’ ‘climb to the highest point in the port and leap to the ground,’ or ‘sell your every possession to a passerby for 1 silver piece.’ Those of particularly arrogant or self-righteous demeanors are most likely to garner such attention.

Thanks to their hive mind, the skulls are known to speak almost every language known to intelligent creatures in the last 2500 years, but have often been heard speaking to themselves or each other in what a few have deciphered as the dead tongues of Aragrakh, Loross, Seldruin, and Thorass.

COMBAT

Both types of skulls rely primarily on their reputations to compel obedience. If forced into combat, they will summon wizshades to fight on their behalf. Arcanist skulls will then use their spells to ravage virtually any foe. Both types of skulls will not hesitate to call their brethren for assistance if they feel it necessary. However, if forced into melee, the skulls will rely on their near invulnerability as they slam into their opponents from above.

The skull’s natural weapons, as well as any weapons they wield, are treated as magic for the purpose of overcoming damage reduction.

Collective Consciousness (Ex): The skulls share a collective consciousness, akin to a swarm’s hive mind, which allows them to share their knowledge through a telepathic bond with any other skull within 2 miles. The skulls have the ability to use all Intelligence-based skills untrained and receive a +10 racial bonus to all Intelligence-based skills. The skulls also have knowledge of almost every known language, granting them an extraordinary ability equivalent to constant *comprehend languages* and *tongues* spells. Lastly, this power puts no limits on the spells known and grants all arcanist skulls access to all spells in the *Players Handbook* (and other sources at the DM’s discretion) as if they were drawing on a shared spell pool.

Create Vassal (Su): Any humanoid arcane spellcaster slain by an arcanist skull becomes a vassal skull in 1d4 days. Vassal skulls are under the command of the arcanist skull that created them and remain enslaved so long as the arcanist skull is not dead or is capable of reformation. Arcanist skulls can control up to 5 skulls at any given time. Vassal skulls do not possess any of the abilities they had in life.

Hide in Plain Sight (Ex): The skulls are adept at finding niches and shadow in which to secret themselves. While in any urban or underground environment, the skulls can use the Hide skill even while being observed.

Inviolate Form (Ex): The skulls are immune to spells and effects that would significantly change their bodily forms or composition, including polymorph, petrification, gaseous form, and transformative attacks such as the touch of an aboleth’s tentacle or a chaos beast. They are incapable of lowering their immunity to these effects, even to their own spells.

Mantle Bound (Su): Each skull is mystically bound to the magical mantle that surrounds Skullport, though the effects of this binding have varied somewhat in recent years. At present, none of the arcanist skulls can leave the boundaries of Skullport’s *mythal*. However, vassal skulls are able to explore the halls of Undermountain for up to three hours per day each.

Reformation (Su): The magic mantle that surrounds Skullport functions much like a lich’s phylactery, immediately reforming any arcanist skull that is defeated, even if it is disintegrated. Destroyed skulls always reform from the skull of an unlucky victim, chosen at random from the currently resident human population of Skullport, unless the victim makes a Fortitude save (DC 27). Any remnants of the skull’s prior form immediately dissolve as the new form emerges from the new host, usually in a spectacularly bloody fashion. If the victim saves, the skull finds a new victim. The save DC is Charisma-based.

Spells (Sp): Arcanist skulls collectively share and can draw on the spellcasting of a single 40th-level sorcerer. As noted above, the arcanist skulls do not have a limited list of spells known; each of the arcanist skulls effectively knows all sorcerer spells in the *Player’s Handbook*. In addition, they gain the Epic Spellcasting feat (see page 55 of the *Epic Level Handbook*) as a bonus feat and the ability to cast 2 bonus epic level spells per day (for a total of 4). This grants the arcanist skulls a caster level of 40 and the ability to cast collectively 6/8/8/8/7/7/7/7/6/6 spells per day plus 4 epic spells per day. For applicable spells, the arcanist skulls have a melee touch attack of +15 and the ranged touch attack of +21. The save DC for an arcanist skull’s spells is 17 + spell level. The save DCs are Charisma-based.

Summon Wizshades (Sp): This ability allows a vassal skull to summon 1 wizshade every round and an arcanist skull to summon 1-3 wizshades every round, subject to the restriction that collectively all 13 skulls and their vassal skulls can summon at most 13 wizshades at any given time. This ability otherwise functions as a *summon monster VIII* spell. Wizshades are detailed in *Bestiary of the Realms, Volume 1*, and updated to 3.5E rules below.

Unlife (Ex): The skulls are not treated as undead for the purpose of determining the effects of extraordinary, spell-like, and supernatural abilities. The skulls are unaffected by such spells as *command undead*, *consecrate*, *control undead*, *desecrate*, *disrupt undead*, *hallow*, *halt undead*, and *unhallow*, as well as *cure* and *inflict* spells. Spells that have lesser or greater than normal effect against undead creatures – including *chill touch*, *magic stone*, *searing light*, *sunbeam*, *sunburst*, and *wall of fire* – do not have these enhanced effects

against the skulls. The skulls take only 1d6 points of damage from *searing light*. They are immune to turning and unaffected by *disrupting* weapons and holy water.

SKULLS OF SKULLPORT IN FAERÛN

The skulls for which the Port of Shadow is named are the sentinels of order in an otherwise dangerous place. The true nature of the skulls has been a mystery since the port's founding, but their authority has never been successfully challenged since the arrival of Shradin Mulophor (NE male Netherese human necromancer 16/archmage 2), the Lord of Bones.

Some scholars believe the skulls to be a ghostly haunting by an ancient race that inhabited the caverns millennia ago, an explanation that is not all that far from the truth. Others have concluded the skulls are actually constructs, fashioned by the necromancer Mulophor as a means to keep watch over and police his domain. Some residents believe the skulls are actually representatives of certain good and neutral deities placed in the Port of Shadows to act as guardians over some ancient evil entombed beneath the streets.

In truth, the skulls are the remains of a Netherese outpost founded circa -800 DR that was destroyed in the Year of Sundered Webs (-339 DR) by a magical backlash from the Archmage Karsus' folly. At the exact moment the Weave faltered following the death of Mysteryl, Mystra's predecessor, many Netherese arcanists were experimenting with the great magical mantle, akin to an elven *mythal*, that encompassed the Sargauth Enclave where Skullport now lies. The wizards were absorbed into the mantle and wracked with surges of wild magic.

When the dust settled, little remained of the outpost, but the disembodied skulls of the 13 most powerful Netherese archmages. They had merged with the enveloping mantle, forming something both more and less than what they had been before. Over time, the skulls lost most of their individual identities and developed a collective consciousness. They learned to summon their lesser brethren in the form of wizshades. All the while, they searched for a way to break their confinement.

In the Year of the Angry Sea (1148 DR), the skulls were contacted by Mulophor with the leave of Undermountain's master, Halaster Blackcloak. They agreed to allow Mulophor to build the Port of Shadows, Skullport. As Skullport grew, the skulls learned they could absorb and empower many of the wizards killed by their collective magics and create vassal skulls.

Recent events during the Fall of the Gods in the Year of Shadows (1358 DR) and Halaster's Highharvestide in the Year of the Gauntlet (1369 DR) allowed the skulls to use epic magic to create unique servitor creatures out of the wizard known as the Rag Mage (CN male drow sorcerer 15/archmage 4) and Mulophor himself (who became a NE nishruu necromancer 22/archmage 5 and was subsequently replaced by the clone that now runs the port) to channel magical energy to Skullport's mantle. Each servitor granted a single skull the ability to escape the confines of the mantle binding it to Skullport. However, a few years later as the skulls continued their search for new servitors, the extraplanar creature Vhostym used an artifact called the *Weave Tap* to drain some of Skullport's *mythal*, resulting in the destruction of several skulls and the binding of the arcanist skulls more tightly to the Port of Shadows.

Additional details about the history of the skulls and the Port of Shadows can be found in *Skullport* and *City of Splendors: Waterdeep*.

UPDATED MONSTER (SIDEBAR)

Wizshade

The wizshade appeared in *Bestiary of the Realms, Volume One* at <http://www.erictboyd.com/dnd/monsters.html>. Only relevant game information is updated below.

Wizshade: Medium Aberration (Incorporeal); Level Adj -; HD 10d8+10; hp 55; Base Atk +7, Grp -; Space/Reach 5 ft./5 ft.; SQ use the incorporeal description in the MM, replace the *detect magic* spell-like ability with *arcane sight*, spell resistance 19; SV Fort +4, Ref +6, Will +8.

Skills and Feats: Replace all racial skill bonuses with a +4 racial bonus to Concentration and Spellcraft checks. Concentration +18 (+22 when casting on defensive), Knowledge (arcana) +18, Knowledge (the planes) +18, Listen +14, Search +18, Spellcraft +24, Spot +14, Survival +1 (+3 on the planes or when following tracks); Combat Casting, Improved Initiative, Lightning Reflexes, Spell Penetration.

CREDIT

Author Thomas M. Costa, based on original material by Joseph C. Wolf. The skulls of Skullport originally appeared in *Skullport* (1999). In *City of Splendors: Waterdeep* (2005), the skulls have been converted into modified flameskulls. While that official version works, space prevented a full detailing of Skullport, and it is the opinion of this author that this version of the skulls is more reflective of their original write up.

SKULLS OF SKULLPORT CREATION

Diminutive Undead

Hp: 10 x 6.5 HD = 65 and 20 x 6.5 HD = 130

Base Attack/Grapple: +5 as wizard/+5 BAB -12 size = -7 and +10 as wizard/+10 BAB -12 size +1 Str = -1

Full Attack: +5 BAB +4 size = +9 and +10 BAB +4 size +1 Str = +15 (ranged touch attack +10 BAB +4 size +7 Dex = +21)

Saves: F +3 poor +0 Con = +3, R +3 poor +4 Dex = +7, W +7 good +3 Wis = +10 and F +6 +0 Con = +6, R +6 poor +7 Dex = +13, W +12 good +5 Wis = +17

Skill Points: $(4 + \text{Int modifier}) \times (\text{HD} + 3) = 8 \times 13 = 104$ and $11 \times 23 = 253$; class skill max ranks = HD +3 = 13 and 23

Skills: Vassal Skull: Diplomacy 0 +4 Cha +2 synergy = +6, Hide 13 +12 size +4 Dex = +29, Knowledge (arcana) 13 +10 race +4 Int = +27, Listen 13 +3 Wis = +16, Move Silently 13 +4 Dex = +17, Search 13 +10 race +4 Int = +27, Sense Motive 13 +3 Wis = +16, Spellcraft 13 +10 race +4 Int +2 synergy = +29, Spot 13 +3 Wis = +16, Survival 0 +3 Wis (+2 synergy) = +3 (+5 when tracking)... Appraise 0 +10 race +4 Int = +14, Craft (any) 0 +10 race +4 Int = +14, Decipher Script 0 +10 race +4 Int = +14, Disable Device 0 +10 race +4 Int = +14, Forgery +14, Knowledge (any other) 0 +10 race +4 Int = +14

Arcanist Skulls: Concentration 23 +7 Cha (+4 Combat Casting) = +30 (+34), Diplomacy 0 +7 Cha +2 synergy = +9, Gather Information 23 +7 Cha = +30, Hide 23 +12 size +7 Dex = +42, Intimidate 23 +7 Cha = +30, Knowledge (arcana) 23 +10 race +7 Int = +40, Listen 23 +5 Wis = +28, Move Silently 23 +7 Dex = +30, Search 23 +10 race +7 Int = +40, Sense Motive 23 +5 Wis = +28, Spellcraft 23 +10 race +7 Int +2 synergy = +42, Spot 23 +5 Wis = +28, Survival 0 +5 Wis (+2 synergy) = +5 (+7 when tracking)... Appraise +17, Craft (any) +17, Decipher Script +17, Disable Device +17, Forgery +17, Knowledge (any other) +17

Feats: 1 + (1 per 3 HD) = 4 and 7

Challenge Rating: Vassal Skulls: Old Method Base: 14 for hp, +1 for collective consciousness, hide in plain sight, ability scores, +2 for flight/feats, AC, summon wizshade, damage reduction, immunities/inviolable form/unlife, spell resistance, undead traits = $31/3 = 10$, which is probably about right. Without the summon wizshade probably closer to CR 8 or perhaps less, but two CR 8 creatures equal CR 10, which is probably about right.

Arcanist Skulls: 28 for hp, +1 for hide in plain sight, +2 for flight/feats, AC, create vassal, summon wizshade, collective consciousness, damage reduction, immunities/inviolable form/unlife, reformation, spell resistance, undead traits, ability scores +3 for spells = $54/3 = 18$, but spellcasting equals a level 20+ sorcerer (even though this power is shared among all 13 arcanist skulls) and powers probably comparable to a level 20 sorcerer's full equipment and familiar so 20.

Level Adjustment: The skulls make poor character choices.

Reformation DC: $10 + 1/2 \text{ HD} + \text{Cha modifier} = 10 + 10 + 7 = 27$

Spellcasting DC: $10 + \text{Cha modifier} + \text{spell level} = 17 + \text{spell level}$

Wizshade Update: hp $(10 \times 4.5 \text{ HD}) + (10 \times 1 \text{ Con}) = 45 + 10 = 55$; Base Atk as cleric +7; Grp incorporeal so none; SQ spell resistance = $11 + \text{CR} = 19$; SV F +3 +1 Con = +4, R +3 +1 Dex +2 Lightning Reflexes = +6, W +7 +1 Wis = +8; Level Adj is over +10.

Skills and Feats: $(2 + \text{Int modifier}) \times (\text{HD} + 3) = 7 \times 13 = 91$; Concentration 13 +1 Con +4 race = +18, Knowledge (arcana) 13 +5 Int = +18, Knowledge (the planes) 13 +5 Int = +18, Listen 13 +1 Wis = +14, Search 13 +5 Int = +18, Spellcraft 13 +5 Int +4 race +2 synergy = +24, Spot 13 +1 Wis = +14, Survival 0 +1 Wis (+2 synergy bonuses) = +1 (+3); Feats are $1 + \text{HD}/3 = 1 + 3 = 4$.

Notes: Because they were likely epic level Netherese arcanists (see the *Players Guide to Faerûn*), I opted to give them some epic level spellcasting. I also bumped up their hit die a bit because I felt it appropriate to the possible levels given the *Epic Level Handbook*. I dropped the skull's inability to use illusionary guises on themselves, as vassal skulls were able to use invisibility and it didn't follow logically to me. That said, I also replaced a vassal skull's *invisibility* 5/day with their hide in plain sight ability, high Hide skill, speed, and the corresponding ease with which they can find cover.

SNAKES

SNAKE, BLACKSNAKE

This dangerous-looking tomb snake is relatively harmless to most humanoids and prefers to avoid anything larger than mice. Blacksnakes, which can grow to a length of seven feet, prefer roomy stone lairs, and so are often found in tombs, ruins, and cellars. They don't mind sharing these with other creatures – but their appearance and presence have given them a fearsome reputation among common folk in the Realms.

Use the statistics for a Small viper (detailed on pages 279-281 of the *Monster Manual*) for these snakes, except the snake has no swim speed (nor any Swim skill ranks or racial bonuses on Swim skill checks) and no poison. The challenge rating for this snake is 1/8.

Blacksnakes in Faerûn

Blacksnakes are found throughout the Western Heartlands and northward to Neverwinter and the High Forest. They are particularly prevalent in the basements of Waterdeep and Undermountain.

SNAKE, ICE VIPER

Small Magical Beast

Hit Dice: 2d10+2 (13 hp)

Initiative: +7

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

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

Base Attack/Grapple: +2/-3

Attack: Bite +6 melee (1d3-1 and poison)

Full Attack: Bite +6 melee (1d3-1 and poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Resistance to cold 5 and fire 5, scent

Saves: Fort +4, Ref +6, Will +1

Abilities: Str 8, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Skills: Balance +11, Climb +11, Hide +12, Listen +7, Spot +7, Swim +7

Feats: Improved Initiative, Weapon Finesse^B

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

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

Level Adjustment: –

This snake appears to be a dusty, purple-gray snake of otherwise nondescript appearance.

Ice vipers appear to be a species of dusty, purple-gray, and nondescript snake. In the right light, their scales can adopt almost any hue. The slender ice viper gains its name from its ability to remain active in mild sub-zero temperatures and very hot sun, unlike most reptiles. During the day, ice vipers lie atop the snow or sand, basking in the sunlight. At dawn and at dusk they hunt by “swimming” through newly fallen snow and unpacked sand.

COMBAT

The ice viper relies on its venomous bite to kill prey and defend itself.

Poison (Ex): Injury, Fortitude save (DC 12); initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Skills: Ice vipers have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus to Balance and Climb checks.

An ice viper can always choose to take 10 on a Climb check, even if rushed or threatened. They can use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

An ice viper 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.

ICE VIPERS IN FAERÛN

Ice vipers are indigenous to the northern reaches of Anauroch, particularly the western edge of the High Ice. They have also been introduced to the depths of Undermountain by Halaster the Mad Mage.

CREDIT

Authors Thomas M. Costa and Eric L. Boyd, based on original material by Ed Greenwood. The blacksnake and ice viper originally appeared in *Ruins of Undermountain* (1991).

ICE VIPER CREATION

Small Magical Beast

Hp: $(2 \times 5.5 \text{ HD}) + (2 \times 1 \text{ Con}) = 11 + 2 = 13$

Base Attack/Grapple: +2 as ftr/+2 -1 Str -4 Small = -3

Full Attack: +2 BAB +3 Dex +1 size = +6

Saves: F +3 +1 Con = +4, R +3 +3 Dex = +6, W +0 +1 Wis = +1

Skill Points: $(2 + \text{Int modifier}) \times (\text{HD} + 3) = 1 \times 5 = 5$; class skill max ranks = $\text{HD} + 3 = 5$

Skills: Balance 0 +3 Dex +8 race = +11, Climb 0 +3 Dex +8 race = +11, Hide 1 +3 Dex +4 race +4 size = +12, Listen 2 +1 Wis +4 race = +7, Spot 2 +1 Wis +4 race = +7, Swim 0 -1 Str +8 race = +7

Feats: $1 + (1 \text{ per } 3 \text{ HD}) = 1 \text{ plus } 1 \text{ bonus}$

Challenge Rating: Old Method Base: 2 for hp, +1 for AC, speed/skills, poison, scent/skills, resistances = $7 / 3 = 2$ and compare to Medium vipers and have slightly better hp, AC, BAB (but not Grp), Atk (but not Dmg), resistance, saves, abilities, and poison (DC and damage), which is probably worth about +1 more so 2.

Level Adjustment: See *Savage Species*, p. 19-24, n/a for Int 2 creatures

Poison DC: $10 + 1/2 \text{ HD} + \text{Con mod} = 10 + 1 + 1 = 12$

SPELLFIRE HORROR

Medium Aberration

Hit Dice: 10d8+50 (95 hp)

Initiative: +9

Speed: 50 ft. (10 squares)

Armor Class: 25 (+5 Dex, +10 deflection), touch 25, flat-footed 20

Base Attack/Grapple: +7/+9

Attack: Slam +9 melee (1d4+2)

Full Attack: 2 slams +9 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spellfire, wild magic flare

Special Qualities: Arcane sight, darkvision 60 ft., immunity to magic, magic absorption, vulnerability to arcane manipulators, vulnerability to dead magic zones

Saves: Fort +8, Ref +8, Will +6

Abilities: Str 15, Dex 20, Con 20, Int 5, Wis 9, Cha 20

Skills: Listen +7, Spot +8

Feats: Ability Focus (magic absorption), Ability Focus (spellfire), Alertness, Improved Initiative

Environment: Temperate plains

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: 11-30 HD (Medium)

Level Adjustment: –

This monster has the shape of a man, but is made up of nothing more than an iridescent and silvery azure energy, lacking the features and details of mortal creature.

Spellfire horrors, sometimes mistakenly referred to as magic golems, are the wicked union of a humanoid arcane spellcaster and wild magic. They are composed of pure magic, often times known as spellfire or silver fire. These aberrations seek little more than the opportunity to absorb magic and please arcane spellcasters. Unfortunately, they are easily manipulated by evil wizards.

Like the constructs they have sometimes been confused for, spellfire horrors do not eat, breathe, or sleep, though they do seem to enjoy absorbing magic. Spellfire horrors not under the manipulative thumb of a master, wander aimlessly in search of a source of magic to absorb.

Spellfire horrors understand Common, but lack mouths with which to speak.

COMBAT

Spellfire horrors are simple combatants. They attack foes mercilessly with their spellfire each round. They will only attack with their fists if forced to do so.

Arcane Sight (Su): Spellfire horrors can see magic as if under the permanent effects of an *arcane sight* spell.

Immunity to Magic (Ex): A spellfire horror is immune to any spell or spell-like ability that allows spell resistance. Spellfire horrors also ignore the magical properties of magic items directed at them or their area, including enhancement bonuses to damage (though enhancement bonuses – while they last – still apply to attack rolls). A *limited wish* can negate the spellfire horror's immunity to magic and magic absorption for one round per caster level and a *miracle* or *wish* spell can negate both powers for one hour.

Magic Absorption (Ex): A spellfire horror acts as a magic magnet, similar to a rod of absorption, drawing all spells and spell-like abilities within a 20-ft. radius into itself and nullifying the spell's effect. Spells affecting an area that would be both inside and outside the spellfire horror's magic absorption radius are completely nullified as soon as the spell comes into contact with the area of the spellfire horror's magic absorption.

There are a few notable exceptions to this instant nullification. Spells and spell-like abilities that create an anti-magic area take 5 rounds to be absorbed. Spells and spell-like abilities that create layered effects that have a duration longer than instantaneous, such as a *prismatic sphere* and *prismatic wall*, take one round to dispel per layer (so a *prismatic sphere* or *prismatic wall* takes 7 rounds to absorb). A *limited wish* can negate the spellfire horror's immunity to magic and magic absorption for one round per caster level and a *miracle* or *wish* spell can negate both powers for one hour.

The magic of magic items (including minor artifacts) is similarly absorbed. Charged items lose 1d10 charges each round they are within the magic absorption radius. Magic arms and armor first lose the power with the highest market price modifier and then each individual plus of the item each round they are within the magic absorption radius. A magic item without charges or

pluses loses one power or function, beginning with the most powerful, of the item each round it is within the magic absorption radius. The drain is permanent.

Intelligent items lose their intelligence and all the powers that come with that intelligence first, unless the item makes a Will save (DC 22) each round. (Intelligent items have a Will save bonus equal to 2 + one-half its caster level + its Wisdom modifier.) Major artifacts do not operate while within the magic absorption radius and for 1 round thereafter, but are not permanently absorbed. Like intelligent items, magical constructs, including living constructs, are allowed a Will save (DC 22) each round to avoid absorption. If they fail, they gain one negative level each round as if they had been hit by an energy drain attack., except without the benefit of some sort of restorative spell that effects constructs, the drain is permanent and does not heal, and at the end of the encounter, the creature loses one Hit Die for each negative level. If the construct drops 0 HD, it is destroyed, having become an inert statue.

Wild magic zones are also absorbed by spellfire horrors. The horror absorbs a 5-ft. by 5-ft. square area of wild magic in 10 minutes, returning that area to an area of normal magic. The horror gains 5 temporary hit points for each square of wild magic it absorbs. For each 15 temporary hit points, the spellfire horror permanently gains 1 HD up to a maximum of 30 HD. The horror will remain in the wild magic zone until the zone is totally absorbed unless swayed to do otherwise (though this is almost as difficult as convincing the creature to sacrifice its life). As a side effect of absorbing the wild magic, the spellfire horror becomes uncontrollable and takes on a hostile attitude, lashing out at all who possess or wield magic – including its creator or master, for a number of days equal to half its HD. After its hostility ends, it becomes indifferent attitude to others.

Absorption requires no action the part of the spellfire horror. The save DCs are Charisma-based.

Spellfire (Su): A spellfire horror can attack each round by blasting opponents with some sort of spellfire or silver fire that appears to shoot forth from its forehead. Each blast is a line with a range of 180 feet. The blast deals 4d12 points of damage. (Reflex save half, DC 22). Spellfire damage is half fire damage and half raw magical power. Creatures with extraordinary immunity, resistance, or protection against fire effects apply these to half of the damage, but not the other half. The save DC is Charisma-based.

The spellfire blast automatically overcomes spell resistance and magical barriers, except an anti-magic area or layered protective effect such as a *prismatic sphere* or *prismatic wall*. The blast also sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Unlike most supernatural abilities, spellfire is affected by spells and magic items that affect spell-like abilities, such as a *rod of absorption* or *rod of negation* (if pointed at the manifestation rather than the wielder), provided the magic item is not within the spellfire horror's magic absorption radius. It can be thwarted or counterspelled by dispel magic or another's spellfire. However, as a supernatural ability, spellfire does not provoke an attack of opportunity when used.

Vulnerability to Arcane Manipulators (Ex): Spellfire horrors are easily controlled through force of will. Moreover, they somehow sense the power of arcane casters, who add their arcane caster level to all Charisma checks and Charisma-based skill checks involving a spellfire horror.

Vulnerability to Dead Magic Zones (Ex): If a spellfire horror comes into contact with a dead magic zone, the horror and zone cancel each other out, instantly destroying the spellfire horror and returning the dead magic zone to a zone of normal magic function.

Wild Magic Flare (Su): Spellfire horrors are constantly generating wild magic, which builds up in their bodies, and must be released once each day as a wild magic flare. The horror has no control over when the build up occurs, but such build ups seem to be sped by the use of the creature's spellfire. The creature has a 5% chance each round of experiencing its daily build-up. This chance increases by 10% with each blast of the creature's spellfire, up to a maximum of a 75%. In the round the build up occurs, the spellfire horror must release the wild magic as a free action, though it may direct the wild magic effect at an opponent. The wild magic flare has the same effect as a *rod of wonder* (see page 237 of the *Dungeon Master's Guide*). The spellfire horror's magic absorption prevents effects that affect the "wielder" and have no noticeable effect. Effects that would fall within the horror's magic absorption radius are instead pushed 10 ft. outside of its radius.

SPELLFIRE HORROR CREATION

A spellfire horror is formed when an arcane caster casts *detect magic*, *Rary's mnemonic enhancer*, and *anti-magic field* in that order on himself or herself while standing in a wild magic zone (See pages 55-56 of the *Forgotten Realms Campaign Setting* or page 10 of *Magic of Faerûn*). The spells themselves must escape any effects of the wild magic zone and go off as normal (only a 2.7% chance). The caster then gains the ability to transform another arcane caster within the wild magic zone into a spellfire horror, which in turn absorbs the wild magic zone into itself, permanently returning the area to a normal magic area. The target receives no saving throw, although spell resistance applies. The new spellfire horror automatically begins with a helpful attitude toward its creator.

SPELLFIRE HORRORS IN FAERÛN

After the Time of Troubles, Zhentarim wizards began to catalog all of the areas of wild magic in an effort to study these areas more closely. During an expedition to a remote wild magic area in the Hordelands, an unfortunate sequence of spells cast by one Zhentarim wizard accidentally turned another wizard into a spellfire horror. Since that time, the Zhents have unraveled the accident and created three more of these creatures, all of them under the control of the Black Network. The Zhents have only speculated on their vulnerability to dead magic zones – none have been willing to test the theory.

CREDIT

Author Thomas M. Costa, based on original material by Kevin Melka and John Terra. The spellfire horror originally appeared as a magic golem in *Ruins of Zhentil Keep* (1995) and *Monstrous Compendium Annual Volume Three* (1996).

SPELLFIRE HORROR CREATION

Medium Aberration

Hp: (10 x 4.5 HD) + (10 x 5 Con) = 45 + 50 = 95

Base Attack/Grapple: +7 as clt/+7 BAB +2 Str

Full Attack: +7 BAB +2 Str

Saves: F +3 poor +5 Con = +8, R +3 poor +5 Dex = +8, W +7 good -1 Wis = +6

Skill Points: (2 + Int modifier) x (HD +3) = 1 x 13 = 13; class skill max ranks = HD +3 = 13

Skills: Listen 6 -1 Wis +2 Alertness = +7, Spot 7 -1 Wis +2 Alertness = +8

Feats: 1 + (1 per 3 HD) = 4

Challenge Rating: Old Method Base: 21 for hp +1 for initiative/speed, wild magic flare, arcane sight/darkvision, abilities, +2 for AC, spellfire, immunity to magic, magic absorption = 33/3 = 11, which seems about right

Level Adjustment: See *Savage Species*, p. 19-24; too high

DCs: 10 +1/2 HD + Cha mod + Ability Focus = 10 +5 +5 +2 = 22

Notes: I re-envisioned the magic golem a bit. Despite the fact that it was created, the magic golem was not a construct in 2E, but a living creature that was transmuted into something... else. Its description of wielding pure magic brought to mind spellfire, so I reworked the creature into a spellfire wielding aberration. I raised their Hit Die because they had max hit points (as 2E golems did) in 2E and to match up with the caster level of a *rod of wonder*. I simplified the wild magic flare of the magic golem in order to prevent it from having unbalancing effects such as *times stop* and *earthquake*, and because many of the effects were already included or had similar effects on the *rod of wonder* table.

SPIDER

	Flying Spider	Opilionid
	Small Magical Beast	Large Vermin
Hit Dice:	1d10+1 (6 hp)	3d8+3 (16 hp)
Initiative:	+4	+4
Speed:	40 ft. (8 squares), climb 20 ft., fly 60 ft. (average)	40 ft. (8 squares), climb 20 ft.
Armor Class:	16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12	14 (-1 size, +4 Dex, +1 natural), touch 13, flat-footed 10
Base Attack/Grapple:	+1/-4	+2/+7
Attack:	Bite +6 melee (1d4+1 plus poison)	Bite +5 melee (1d8+1)
Full Attack:	Bite +6 melee (1d4+1 plus poison)	Bite +5 melee (1d8+1)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Poison, web	Spit acid
Special Qualities:	Darkvision 60 ft., immunity to mind-affecting effects, leaping, low-light vision, scent, tremorsense 60 ft., true seeing	Darkvision 60 ft., immunity to acid and paralysis, nonsticky, scent, tremorsense 60 ft., vermin traits
Saves:	Fort +3, Ref +6, Will +2	Fort +4, Ref +5, Will +2
Abilities:	Str 8, Dex 19, Con 12, Int 7, Wis 15, Cha 12	Str 13, Dex 19, Con 12, Int –, Wis 12, Cha 6
Skills:	Climb +12, Hide +10, Jump +18, Move Silently +10, Spot +10	Climb +12, Hide +8, Jump +17, Spot +9
Feats:	Endurance, Weapon Finesse ^B	Weapon Finesse ^B
Environment:	Underground	Underground
Organization:	Solitary	Solitary, colony (2-8) or swarm (9-20)
Challenge Rating:	1	2
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	2-3 HD (Medium), 4-6 HD (Large)	4-9 HD (Large)
Level Adjustment:	+3 (cohort)	–

FLYING SPIDER

This monstrous and hairless spider has a shiny black body, translucent gossamer wings that allow it to flit back and forth, and impossibly sharp fangs dripping with ichor.

These beasts are most likely the result of some magical experimentation by the drow. They make excellent sentinels and can be trained as a guardian. If fed regularly, they need not use their poison to hunt prey, and can remain in one place –patient, alert and attentive guards capable of recognizing a master (and other approved persons) by smell, voice, and gestures – and remain loyal.

This creature is a rare species of magical monstrous spider that has translucent gossamer wings. Large (advanced) flying spiders are often known as hunting spiders or “chasm spiders” in the Underdark due to the usual location of their lairs.

Flying spiders can be acquired with the Improved Familiar feat by an arcane spellcaster of at least 7th level and any alignment.

Combat

These spiders rely on their senses to avoid surprise and allow them to gain the same on their quarry. They will then drop down on their target, biting them and counting on their poison to sufficiently weaken their prey.

Leaping (Ex): Flying spiders can use their wings to aid and steer in prodigious leaps, allowing the creatures to double the distance of any jump check result and fall any distance without harm upon landing (so long as their wings are intact and have room to beat).

Poison (Ex): Injury, Fortitude DC 11, initial damage 1d4 Str, secondary damage 1d4 Str. The save DC is Constitution-based.

True Seeing (Su): The eight magical eyes of a flying spider can see things as they actually are. This ability is the equivalent of a constant *true seeing* spell.

Web (Ex): Flying spiders can spin webs to use in their lairs, creating 5-foot square sheets of sticky webbing. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become entangled. An entangled creature can escape with a successful Escape Artist check (DC 11) or burst it with a Strength check (DC 15). Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling

free. Each 5-foot section has the 6 hit points, and sheet webs have damage reduction 5/—. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

A flying spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills: Flying spiders have a +4 racial bonus to Hide and Move Silently checks, a +8 racial bonus to Climb and Spot checks, and a +16 racial bonus to Jump checks.

A flying spider can always choose to take 10 on Climb checks, even if rushed or threatened. Flying spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

Flying Spiders in Faerûn

In Skullport, many flying spiders are used as guardians. Quietly, they also serve in many noble villas, merchants' strong rooms, and wizards' apartments of Waterdeep and other cities in Faerûn, notably those of Calimshan. Many also serve wizards (especially drow wizards) as familiars. Larger hunting spiders are relatively common throughout Undermountain and the Northdark.

OPILIONID

This enormous mottled, lichen-like gray-green spider has impossibly-thin, long legs and a relatively small egg-shaped central body studded with many eyes. Barbed mandibles and a wicked, many-toothed mouth clack furiously. A rotting smell surrounds the monster.

Found only in caves, large stone ruins, or subterranean areas, opilionids, or “cave harvestmen,” are eight-legged spider-like creatures. Most such species are small, of hand-size or less, and meek, but this uncommon and monstrous variety is always hungry, hunting, and aggressive.

Opilionids do not spin webs, but wander ceaselessly in search of food, attacking together if they detect strong prey or an easy meal. Cave harvestmen, as their nickname suggests, eat living or decayed plant matter, but they are omnivores and eat carrion or anything they can catch. Their favored food is carrion-crawler flesh; they are also fond of dwarf. They never fight among themselves, though they will eat dead or dying fellows. Cave harvestmen wave their long, sharply jointed legs continually as they move, signaling to their fellows about danger or the presence of a foe or potential prey, and wafting air to their scent glands.

Harvestmen appear as giant “daddy longlegs.” Unlike most spiders, their bite is not poisonous. However, the chemical creation of this acid causes an unpleasant, sulfur smell, which is quite noticeable when groups of these creatures gather, and it is exuded continuously.

Cave harvestmen travel far in their lives, mating often. Within 10-40 days after mating, a female lays a cocoon-wrapped cluster of eggs in a relatively inaccessible area of a cavern, such as the ceiling, and leaves them, with some prey for the infant opilionids to eat, to hatch and grow on their own. Infant opilionids hatch 1-6 weeks after the eggs are laid, and grow to maturity in six months. (Infants are Small size [with all the modifiers normally applied for size increases in the *Monster Manual* applied in reverse] and have 1HD. Infant opilionids always hunt in swarms [as noted in the Organization entry above] for mutual protection.)

Combat

Opilionids pounce on prey and use their powerful bite to kill. They customarily leap up to 40 ft., and in combat, dance about continually like acrobatic fencers. A cave harvestman usually jets its acid when physically attacked (but not when attacked by missile fire or unseen opponents).

Nonsticky (Ex): Opilionid are immune to the effects of webs (magical or monstrous), which do not stick to them – although other effects that cause entanglement, such as a *rope of entanglement*, has a normal chance of entrapping them.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 2d4 acid plus splash, Reflex DC 12 half. The acid spit splashes upon impact; every creature within 5 feet of the point of where the acid hits takes 1-2 points of acid damage from the splash. One such attack depletes the opilionids acid supply for 6 hours. It cannot spit acid during this time. The save DC is Constitution-based.

Skills: Opilionids have a +4 racial bonus to Hide checks, a +8 racial bonus to Climb and Spot checks, and a +12 racial bonus to Jump checks.

An opilionids can always choose to take 10 on Climb checks, even if rushed or threatened. Opilionids use either their Strength or Dexterity modifier for Climb checks, whichever is higher

Opilionids in Faerûn

Opilionids are most common in the Deep Wastes below the Dalelands and are seen frequently in the caverns about Sschindylryn.

CREDIT

Author Thomas M. Costa, based on original material by Ed Greenwood (flying spider/hunting spider and opiloid). The flying spider (and hunting spider) originally appeared in *Drow of the Underdark* (1991), *Ruins of Undermountain* (1991) and *Monstrous Manual* (1993), and opiloid in *Dragon Magazine* #118 (February 1987)

SPIDER CREATION

Small Magical Beast and Large Vermin

Hp: 5.5 HD +1 Con = 6 and (3 x 4.5 HD) + (3 x 1 con) = 13 +3 = 16

Base Attack/Grapple: +1 as fighter/+1 BAB -1 Str -4 size = -4 and +2 as cleric/+2 BAB +1 Str +4 size = +7

Full Attack: +1 BAB +4 Dex +1 size = +6 and +2 BAB +4 Dex -1 size = +5

Saves: F +2 good +1 Con = +3, R +2 good +4 Dex = +6, W 0 poor +2 Wis = +2 and F +3 good +1 Con = +4, R +1 poor +4 Dex = +5, W +1 poor +1 Wis = +2

Skill Points: (2 + Int modifier) x (HD +3) = 1 x 4 = 4 and mindless; class skill max ranks = HD +3 = 4 and mindless

Skills: Climb 0 +4 Dex +8 race = +12, Hide 2 +4 Dex +4 race = +10, Jump 0 -2 Str +16 race +4 speed = +18, Move Silently 2 +4 Dex +4 race = +10, Spot 0 +2 Wis +8 race = +10 and Climb 0 +8 race +4 Dex = +12, Hide 0 +4 race +4 Dex = +8, Jump 0 +12 race +1 Str +4 race = +17, Spot 0 +8 race +1 Wis = +9

Feats: 1 + (1 per 3 HD) = 1 +1 bonus = 2 and mindless +1 bonus = 1

Challenge Rating: Old Method Base: flying spider 1 for hp, +1 for fly/leaping, poison, web, immunity, skills/feats, +2 for darkvision/low-light vision/scent/tremorsense/true seeing = 8/3 = 2, but compare to a pseudodragon and comparable so 1 and 3 for hp +1 spit acid, immunities/nonsticky, scent/tremorsense, vermin traits = 7/3 = 2 and compare to monstrous spider and about right

Level Adjustment: +1 for fly/leaping, poison, immunity, skills and +2 for darkvision/low-light vision/scent/tremorsense/true seeing = +6, but compare to pseudodragon and comparable so +3 and not applicable

Poison DC: 10 + 1/2 HD + Con modifier = 11

Web DC: 10 + 1/2 HD + Con modifier, +4 for burst = 11 and 15

Spit Acid DC: 10 + 1/2 HD + Con modifier = 10 +1 +1 = 12

STARWOOD SHAMBLER (TEMPLATE)

Starwood shamblers are shambling mounds that have been mutated by eating berries infected with a supernatural disease. They are social creatures, at least amongst themselves, but extremely protective of their berries.

Their bodies have become elongated like those of giant constrictor snakes, but the mutation has done nothing to weaken the creature's overall might, but instead has enhanced their speed and deftness.

At this time, it remains unknown how the berries might affect other plant creatures....

STARWOOD SHAMBLERS IN FAERÛN

In the depths of the old-growth interior or starwood of eastern Cormanthor, a few miles north of Halfaxe Trail, grows a hundred acres of blueberry shrubs. Until they ripen, the berries are inedible, pale green, and hard as stone. By late spring, the berries turn purple and swell to the size of watermelons. And the taste is that of the sweetest blueberries glazed in honey with a just a hint of cinnamon.

At one time, a small tribe of elves and dozens of shambling mounds subsisted on these berries. It was an unusual living arrangement, since shambling mounds rarely congregate with others of their kind, let alone with other species. Thanks the abundance and quality of the berries, the elves and mounds got along fine. They ate at their leisure from summer through autumn and then stockpiled berries to get them through the winter.

One starless summer night, a couatl spiraled from the sky and crashed into the berry field. It died on impact, but not even the force of its landing could explain its strange markings and coloration. Both the mounds and the elves refused to examine the creature's remains any closer, convinced they'd seen too much already. The superstitious elves were afraid of the corpse, and the mounds, who might be tempted to eat it in other circumstances, were suspicious of its strange smell and stuck with the berries. In time, the corpse decomposed and was absorbed into the earth. The mysterious couatl was soon forgotten.

The following spring, the blueberries blossomed as usual. Days before the berries matured, their stems stretched and broke, and the unripened berries fell to the ground. The elves and mounds watched helplessly as one by one, the berries dropped, the thin stems unable to support their weight. Within a month, the entire crop was ruined.

The elves examined the bushes and discovered a brown dust covering the stems. The decomposing couatl had infected the field with a form of vine blight that had caused the stems to elongate. The elves blamed their leader for the crop loss, and at the urging of the leader's lieutenant, crushed his skull with a rock. The lieutenant, an evil priest who called himself Blackjackal, assumed leadership of the tribe. He convinced several of the shambling mounds to become allies. The elves and mound were last encountered roaming the starwood, assaulting innocents in the name of the dark god Talos.

The remaining mounds stayed behind, hoping the field would recover. Eventually it did, but not before the impatient mounds ate the old berries. The tainted berries caused the mounds' bodies to stretch until they resembled immense serpents. These serpentine shambling mounds, known as starwood shamblers by those who have encountered them, still dwell in the area, nesting in mossy tress, and guarding their blueberry field from trespassers.

SAMPLE STARWOOD SHAMBLER

Just over thirty-feet in length, this serpentine creature looks like a mass of leaves and vines with a vaguely humanoid torso and powerful ropy arms.

This example uses an advanced 11-HD shambling mound as the base creature.

Starwood Shambler

Large Plant

Hit Dice: 11d8+44 (93 hp)

Initiative: +3

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Armor Class: 23 (-1 size, +3 Dex, +11 natural), touch 12, flat-footed 20

Base Attack/Grapple: +8/+17

Attack: Slam +13 melee (2d6+5)

Full Attack: 2 slams +13 melee (2d6+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, constrict 2d6+7

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

Saves: Fort +11, Ref +6, Will +5

Abilities: Str 21, Dex 16, Con 19, Int 7, Wis 10, Cha 11

Skills: Balance +11, Climb +13, Hide +14 (+22 in forests and swamps), Listen +9, Move Silently +12

Feats: Iron Will, Power Attack, Skill Focus (Hide), Weapon Focus (slam)

Environment: Temperate forests (starwood of eastern Cormanthor)

Organization: Solitary, pair, or congregation (3-12)

Challenge Rating: 7

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

Alignment: Usually chaotic neutral

Advancement: 12 HD (Large); 13-24 HD (Huge)

Level Adjustment: +7

Combat

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

Immunity to Electricity (Ex): Starwood shamblers take no damage from electricity. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) used against a starwood shambler temporarily grants it 1d4 points of Constitution. The starwood shambler loses these points at the rate of 1 per hour.

Improved Grab (Ex): To use this ability, a starwood shambler must hit with one of its 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.

Skills: Starwood shamblers have a +4 racial bonus on Listen and Move Silently checks and a +8 racial bonus on Balance, Climb, and Hide checks. They racial bonus on Hide checks in forested or swampy areas improves to +16.

CREATING A STARWOOD SHAMBLER

“Starwood shambler” is an acquired or inherited template that can be added to any shambling mound (referred to hereafter as the base creature). A starwood shambler has all the base creature’s statistics and special abilities except as noted here.

Speed: A starwood shambler gains a natural climb speed of 20 ft.

Special Attacks: A starwood shambler retains all the base creature’s special attacks and gains those described below.

Improved Grab (Ex): To use this ability, a starwood shambler must hit with one of its 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. This ability replaces the improved grab ability of the base creature.

Abilities: Increase from base creature as follows: Dex +6, Con +2, Cha +2.

Skills: A starwood shambler replaces the racial bonus to Hide checks of the base creature with a +8 racial bonus that improves to +16 when in a swampy or forested area. A starwood shambler gains a +8 racial bonus to Balance and Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened. It can use either its Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

Environment: Temperate forests (starwood of eastern Cormanthor).

Organization: Solitary, pair, or congregation (3-12).

Challenge Rating: Same as the base creature +1.

Alignment: Usually chaotic neutral.

Level Adjustment: Same as the base creature +1.

CREDIT

Author Thomas M. Costa, based on original material by Rick Swan. The starwood shambler originally appeared as the serpentine shambling mound in *Elminster’s Ecologies* (1994).

STARWOOD SHAMBLER CREATION

Large Plant

Hp: (11 x 4.5 HD) + (11 x 4 Con) = 49.5 + 44 = 93

Base Attack/Grapple: +8 as cleric/+8 BAB +4 size +5 Str = +17

Full Attack: +8 BAB -1 size +5 Str +1 Weapon Focus = +13

Saves: F +7 good +4 Con = +11, R +3 poor +3 Dex = +6, W +3 poor +0 Wis +2 Iron Will = +5

Skill Points: (2 + Int modifier) x (HD +3) = 1 x 14 = 14; class skill max ranks = HD +3 = 14

Skills: Balance 0 +8 race +3 Dex = +11, Climb 0 +8 race +5 Str = +13, Hide 4 -4 size +8 race +3 Dex +3 Skill Focus (+8 more race) = +14 (+22 in forests and swamps), Listen 5 +4 race +0 Wis = +9, Move Silently 5 +4 race +3 Dex = +12

Feats: 1 + (1 per 3 HD) = 1 +3 = 4, 1 more than base creature

Challenge Rating: Old Method Base: +1 for better improved grab, ability scores, climb speed/skills = 3/3 = +1 for template. Note using an advanced shambling mound does not increase its CR in this case.

Level Adjustment: An additional +1 for ability scores/skills of template

Note: I considered not making this template, but decided it was worthwhile if only to make it easier for DMs to modify the effects of the berries on other plant creatures.

SYMBIONT, KYUSS BLOODWORM

Symbionts are complete creatures, generally capable of surviving apart from a host creature for at least some length of time. They are generally Tiny or smaller, and physically very weak on their own. They survive by joining with a host creature, usually granting the host certain benefits in exchange for the protection afforded by a larger body. This symbiotic relationship usually benefits both parties (though in some cases they symbiont might better be described as a parasite).

A symbiont occupies part of the host creature's body – sometimes, but not always, limiting the number of magic items the host can use in the same way as a magic item does. Like intelligent magic items, symbionts have Ego scores, which reflect their strength of will and drive for power. Symbionts with high Ego scores, like such magic items, can sometimes take control of their host creatures.

The Ego score of a symbiont is determined in the same way as that of an intelligent magic item, and listed with each symbiont's entry. Add the symbiont's Intelligence, Wisdom, and Charisma bonuses (if any) to determine its base Ego score. Add 1 for each special quality and 2 for each special attack. Add 4 if the symbiont is an outsider.

If the host creature does not share the symbiont's alignment and goals, a conflict results between the symbiont and the host creature. Similarly, a symbiont with an Ego score of 20 or higher always considers itself superior to its host, and a personality conflict results if the host does not always agree with the symbiont.

When a personality conflict occurs, the host must make a Will saving throw (DC = symbiont's Ego). If the host creature succeeds, it is dominant. If the host fails, the symbiont is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the symbiont or the host, and so on – DM's discretion). Should a symbiont gain dominance, it directly controls the host creature's actions until the host regains dominance.

Kyuss Bloodworm

Fine Vermin (Symbiont)

Hit Dice: 1/4 d8 (1 hp)

Initiative: +0

Speed: 1 ft., swim 5 ft.

Armor Class: 18 (+8 size), touch 10, flat-footed 18

Base Attack/Grapple: +0/-21

Attack: Bite +3 melee (infest)

Full Attack: Bite +3 melee (infest)

Space/Reach: 0 ft./0 ft.

Special Attacks: Infest

Special Qualities: Darkvision 60 ft., fast healing 5, share spells, silver vulnerability, symbiont traits, touch of the grave, vermin traits, vile animus

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

Abilities: Str 1, Dex 4, Con 10, Int –, Wis 11, Cha 15, Ego 12

Skills: –

Feats: –

Environment: Temperate marsh

Organization: Solitary (symbiont)

Challenge Rating: 1/8 or host +0

Treasure: None

Alignment: Always chaotic evil

Advancement: –

Level Adjustment: –

This writhing worm of putrescent green hue is about 2 inches long. It has a lamprey-like orifice at one end, lined with a thicket of sharp teeth. Its tongue is also covered with teeth, which can be used to rasp a hole in flesh.

A Kyuss bloodworm is a symbiotic variant of the writhing green worms that infest a spawn of Kyuss. Once it acquires a host, a Kyuss bloodworm swims through the blood vessels of the creature carrying it. Some sages believe that Kyuss bloodworms are the original species from which Kyuss created his spawn.

Combat

A Kyuss bloodworm is almost totally helpless when not infesting a host. It hides in wet areas and attacks creatures that pass through its space, using surprise to avoid attacks of opportunity.

Fast Healing (Ex): A Kyuss bloodworm enables its host to regain lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and nor does it allow the host to regrow or reattach lost body parts.

Infest (Ex): If a Kyuss bloodworm hits a living creature with its bite attack, it burrows into the target's flesh and makes its way into the bloodstream. Since the bite deals not damage and the bloodworm secretes an anesthetic, the host is often unaware it has been bitten. Its bite attack is ineffective against creatures with a natural armor bonus of +5 or more. A Kyuss bloodworm can also enter the bloodstream by being ingested and then burrowing out of the stomach or through an open wound. (This form of infestation is effective against all living creatures.) An open wound is one caused by a piercing or slashing attack in a creature that has not yet been healed through magic, time, or a Heal check.

While a Kyuss bloodworm is inside a host, a *remove curse* or *remove disease* effect destroys it, and a successful Heal check (DC 20) extracts the bloodworm and kills it.

Kyuss bloodworms reproduce by laying eggs in the host's blood that hatch upon the death of the host and eat their way out.

Share Spells (Su): Any spell the host creature casts on itself automatically also affects the symbiont. Additionally, the host may cast a spell with a target of "You" on the symbiont instead of on itself. Likewise, a symbiont can choose to have any spell or spell-like ability it uses on itself also affect the host creature, and may cast a spell with a target of "You" on its host instead of on itself. The host and symbiont can share spells even if the spells normally do not affect creatures of the host or symbiont's type. Spells targeted on the host by another spellcaster do not affect the symbiont, and vice versa.

Silver Vulnerability (Ex): A Kyuss bloodworm is killed instantly by the touch of silver. A Kyuss bloodworm passes a form of this vulnerability to its host; if the host has damage resistance, the bypass conditions have "or silver" added to them. For example, if the host had damage reduction 5/magic, it would become damage reduction 5/magic or silver after infestation.

Symbiont Traits: When joined with a host, a symbiont gains a number of benefits. It acts on its host's turn each round, regardless of its own initiative modifier. It is not flat-footed unless its host is, and it is aware of any danger its host is aware of.

If it a symbiont is grafted onto a visible part of the host creature's body, opponents can attack the symbiont itself instead of its host creature. This works the same way as attacking an object. The symbiont gains the benefit of the host's Dexterity modifier to AC instead of its own, and gains any deflection bonus to AC the host has as well. Its own size modifier and natural armor bonus, if any apply. Attacking a symbiont instead of its host provokes an attack of opportunity from the host.

A symbiont never takes damage from attacks directed at the host. Like a worn magic item, a symbiont is usually unaffected by spells that damage the host, but if the host rolls a 1 on its saving throw, the symbiont is one of the "items" that can be affected by the spell (see page 166 of the *Player's Handbook*). A symbiont uses its host's base saving throw bonuses if they are better than its own.

Touch of the Grave: Although it is not undead, a Kyuss bloodworm is immune to mind-affecting effects, poison, magic 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.

A Kyuss bloodworm conveys these immunities to its host. In addition, although the host is not undead, it is susceptible to turning or command attempts, as if it were.

Vile Animus (Su): A Kyuss bloodworm receives a +4 bonus to its Ego score due to its supernatural ties with Kyuss. If a Kyuss bloodworm achieves dominance over its host, the host becomes temporarily chaotic evil, attacking any living creature it encounters.

Kyuss Bloodworms in Faerûn

Kyuss bloodworms are believed to be native to the Jungles of Chult, however, they have been encountered across Faerûn, particularly in areas where the necromantic Cult of Kyuss, perhaps a patron or even an aspect of Velsharoon, is seeking to make inroads among the local populace. In recent years, agents of the Wormgod's cult have been unmasked in the vicinity of Skull Gorge, suggesting that rumors of a place called Wormcrawl Fissure, said to be a subterranean chasm branching off that gorge, may be true.

CREDIT

Author Eric L. Boyd.

KYUSS BLOODWORM CREATION

Fine Vermin

Hp: 1/4 d8 = 1

Base Attack/Grapple: 1/4 HD = +0/+0 BAB -16 size -5 Str = -21

Full Attack: +0 BAB +8 size -5 Str = +3

Saves: F +2 good +0 Con = +2, R +0 poor -3 Dex = -3, W +0 poor +0 Wis = +0

Ego: +4 (racial bonus) +2 (Cha) +2 (1 special attack) +4 (4 special qualities) = 12; **Skill Points:** N/A; **Feats:** N/A

Challenge Rating: Compare to other symbionts and about right; **Level Adjustment:** See *Savage Species*, p. 19-24; NA as mindless symbiont

Notes: Symbionts are detailed on page 215 of the *Fiend Folio*. Compare vile animus to *morality undone* in the *Book of Vile Darkness*.

UNHOLY HAND OF BANE

Large Construct (Evil, Lawful)

Hit Dice: 9d10+20 (69 hp)

Initiative: +2

Speed: Fly 30 ft. (good) (6 squares)

Armor Class: 22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20

Base Attack/Grapple: +5/+21

Attack: +16 melee (1d6+12, slam)

Full Attack: +16 melee (1d6+12, slam)

Space/Reach: 10 ft. /5 ft.

Special Attacks: Constrict 2d6+12, improved grab

Special Qualities: Absorption, construct traits, damage reduction 5/adamantine or good, detect magic, immunity to electricity and fire, immunity to magic

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

Abilities: Str 35, Dex 14, Con –, Int –, Wis 11, Cha 1

Skills: –

Feats: –

Environment: Any

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always lawful evil

Advancement: 10-13 HD (Large); 14-27 HD (Huge)

Level Adjustment: –

This enormous hand crafted from obsidian and twice the size of a man floats and motions with a threatening false life.

The Church of Bane constructs animate, obsidian incarnations of the symbol of its dread god. Known as unholy hands of Bane, such constructs resemble immense, obsidian human right hands that float upright over altars of the Lord of Darkness.

COMBAT

An unholy hand of Bane floats motionless above the altar it is directed to guard. It attacks any good-aligned creature approaching within 60 ft. of the altar. It will pursue intruders throughout the temple it guards if activated by their intrusion into its guarded area.

An unholy hand of Bane's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Absorption (Su): An unholy hand of Bane acts a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or ray directed at the unholy hand of Bane. The hand then nullifies the spell's effect as a free action and stores its potential. A running total of absorbed spell levels should be kept. These spell levels are consumed at a rate of one level per day, dissipating harmlessly. If more than forty spell levels are absorbed, each additional spell level heals the hand 1 point of damage.

Detect Good (Sp): A holy hand can detect the presence of any good-aligned creature as the spell *detect good*. Range is unlimited, but confined to the temple of Bane in which it lurks.

Immunity to Magic (Ex): An unholy hand of Bane 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 below.

A *dispel magic*, *greater dispel magic*, or *Mordenkainen's disjunction* directed against an unholy hand of Bane is absorbed without damaging the hand or lessening its flight abilities, but does act as a *slow* spell with a 1-round duration.

UNHOLY HANDS OF BANE CONSTRUCTION

An unholy hand of Bane is chiseled from a single block of obsidian, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp. Assembling the hand requires a DC 17 Craft (sculpting) check or a DC 17 Craft (stonemasonry) check.

CL 18th; Craft Construct, *Bane's* (a.k.a. *Bigby's*) *crushing hand*, *protection from energy*, *spell turning*, *unholy aura*, caster must be at least 18th level; Price 90,000 gp; Cost 50,000 gp + 3,400 XP.

UNHOLY HANDS OF BANE IN FAERÛN

Only a few of these constructs exist, guarding the innermost altars of evil temples dedicated to the god Bane. Known examples guard the altars of Bane's temples in Mulmaster, Zhentil Keep, and the tiny isle of Amarune off the coast of eastern Gnarlhelm in the Moonshae Isles.

CREDIT

Author Eric L. Boyd, based on original material by Ed Greenwood. The holy hand of Bane originally appeared in *FA1 – Halls of the High King* (1990).

UNHOLY HAND OF BANE CREATION

Large Construct

Hp: $(9 \times 5.5 \text{ HD}) + 20 = 49.5 + 20 = 69$.

Base Attack/Grapple = +5 as cleric/+5 BAB +4 size +12 Str = +21

Full Attack: +5 BAB -1 size +12 Str = +16

Saves: F +3 poor +0 Con = +3, R +3 poor +2 Dex = +5, W +3 poor +0 Wis = +3

Challenge Rating: 15 for hp +1 for flight, constrict, improved grab, absorption, construct traits, damage reduction +2 for immunities = $23/3 = 7$ and compare to other golems

Notes: Renamed from holy hand of Bane to avoid confusion as to nature.

USTILAGOR

Tiny Aberration (Evil, Psionic)

Hit Dice: 3d8+3 (16 hp)

Initiative: +5

Speed: 20 ft. (4 squares)

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

Base Attack/Grapple: +2/-8

Attack: Tendril +9 melee touch (1d4 acid)

Full Attack: Tendril +9 melee touch (1d4 acid)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Acid, psi-like abilities

Special Qualities: Blindsight 60 ft., fungal coating, power resistance 15, resistance to acid 10, fire 10 and electricity 5, vulnerability to *protection from evil*

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

Abilities: Str 7, Dex 21, Con 13, Int 8, Wis 8, Cha 12

Skills: Concentration +7, Hide +13, Listen +7, Move Silently +13

Feats: Combat Manifestation, Up the Walls, Weapon Finesse^B, Wild Talent^B

Environment: Underground

Organization: Solitary or nest (2-12)

Challenge Rating: 3

Treasure: Double goods (gems only)

Alignment: Always chaotic evil

Advancement: 4-5 HD (Tiny)

Level Adjustment: +6 (cohort)



A disembodied brain scuttles and darts toward you on four spindly, almost tentacle-like, limbs. Its body is covered in a gray film, perhaps a fungus of some sort, which in places where it thickens, such as about its limbs, appears like coral. And a three-foot, tubular tendril rises from the center of the creature's frontal lobe, swaying like a charmed snake as it nears.

Ustilagors are the larval form of intellect devourers (see pages 202-203 of the *Expanded Psionics Handbook*). Like their parents, they look like brains with four legs (though their leg bones are made mostly of cartilage, having not fully developed), however, they are much smaller, their bodies are soft and moist, and they have a tendril sprouting from their brain. Some ustilagor have two tendrils (allowing them to make a full attack with two tendrils and increasing their level adjustment by +1).

Ustilagors appear to feed off of emotions generated by the use of its psi-like abilities; however, it is believed the ustilagor becomes an adult by consuming the brains of psionic creatures. This nourishment eventually causes the ustilagor's cartilage to ossify, its legs to thicken, its tendril to fall away, and alkaline waste to seep from its brain, destroying its fungal coating and hardening into a clear membrane.

Mind flayers raise intellect devourers (though how they reproduce remains a mystery to others), viewing the ustilagors' soft, moist bodies as culinary delights, and using the adults as watch dogs.

It is likely that ustilagors have a remedial understanding of Undercommon like the adult intellect devourers, but being so focused on feeding and unable to talk, the answer to this uncertainty remains another mystery that surrounds these aberrations.

Perhaps due to their psionic potential, ustilagors collect crystals and other gems, but little else. They will attack beings that carry crystals and gems before attacking others. The creature's body is said to be a power component for several mind-affecting spells and in the creation of psionic items.

COMBAT

The ustilagor prefers to stalk its prey and then use its *aversion* or *id insuation* attacks before attacking physically by flicking out its flexible tendril.

Acid (Ex): An ustilagor's tendril secretes a powerful alkaline substance which causes 1d4 points of acid damage on a successful melee touch attack and unless the target makes a successful Reflex save (DC 12), an additional 1d4 points of acid damage on the following round. The alkaline substance is the ustilagor's waste product, but is also used to break down the brains of victims so the ustilagor can suck them up through its tendril. The save DC is Constitution-based.

Fungal Coating (Ex): A unique symbiotic fungi grow upon the ustilagor, feeding off the residual thought emanations of the creature's victims. The fungi prevent the ustilagor from naturally drying out, but also provide several additional defenses. The fungi grant the ustilagor immunity to mind-affecting effects and any plant's extraordinary acid, disease (including cerebral parasites), poison, gas (including spores), paralysis, or ability damage attacks. In addition, the fungi masks the ustilagor's aura, making it immune to any powers or effects that read or effect auras and appear as a mindless plant to any powers or effects that detect, scry, or reveal a creature's Intelligence or type.

Ustilagors remain susceptible to the *mind blast* power of mind flayers and their kin, including brain golems (see *Lords of Madness* and *Fiend Folio*).

Psi-like Abilities: At will – *detect psionics*; 5/day – *aversion* (DC 13) or *id insinuation* (DC 13). Manifest level 3rd. The save DCs are Charisma-based. See the *Expanded Psionics Handbook*.

Vulnerability to *Protection from Evil* (Ex): An ustilagor is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

Skills: Ustilagors have a +8 racial bonus on Listen and Move Silently checks.

USTILAGORS IN FAERÛN

Ustilagors are found wherever intellect devourers are, but are most commonly found in mind flayer cities such as Ch'chitl, the Kingdom Below, of the lower Northdark, and especially Oryndoll, the City of Loretakeers, of the lower Darklands, where visitors to the Thrall Market often pay high prices for raw, pickled, or fungus-seasoned cuts.

CREDIT

Author Thomas M. Costa, based on original material by Gary Gygax and Steve Winter. The ustilagor originally appeared in the 1E *Monster Manual II* (1983), *The Complete Psionics Handbook* (1991), and *Monstrous Manual* (1993). A 3.5E version was published in *Dragon Magazine* #337 (November 2005) after I had finished my version.

USTILAGOR CREATION

Tiny Aberration

Hp: (3 x 4.5 HD) + (3 x 1 Con) = 13 +3 = +16

Base Attack/Grapple: +2 as clr/+2 BAB -8 size -2 Str = -8

Full Attack: +2 BAB +2 size +5 Dex = +9

Saves: F +1 poor +1 Con = +2, R +1 poor +5 Dex = +6, W +3 good -1 Wis = +2

Skill Points: (2 + Int modifier) x (HD +3) = (2-1 Int) x (3 +3 HD) = 6; class skill max ranks = HD +3 = 6

Skills: Concentration 6 +1 Con = +7, Hide +8 size +5 Dex = +13, Jump 0 +5 Dex +4 race = +9, Listen +8 race -1 Wis = +7, Move Silently +8 race +5 Dex = +13

Feats: 1 + (1 per 3 HD) = 2 +2 bonus

Challenge Rating: Old Method Base: 3 for hp, +1 for AC, tendril/acid/Weapon Finesse, psi-like abilities/Wild Talent, blindsight, fungal coating, power resistance, resistances, abilities/skills = 11/3 = 3, which compared to the intellect devourer works out about right

Level Adjustment: See *Savage Species*, p. 19-24; +1 for acid, psi-like abilities, blindsight, resistances, skills, feats +2 for fungal coating, power resistance, abilities = 12- 3 for HD = +9, but seems high compared to intellect devourer so lower to +6

DCs: Acid 10 + 1/2 HD +1 Con = 12, *aversion* and *id insinuation* 10 +2 power level +1 Cha = 13

Notes: The transition from 1E to 2E caused a big shift in the concept of the ustilagor, turning it from some sort of plant creature into a larval intellect devourer. I've tried to explain some of what I viewed as inconsistencies that arose by tweaking the original write-ups a bit (as well as taking into consideration the creature's appearance and numbers in its lone 2E illustration), turning the acid attack back into an extraordinary attack, explaining its ambiguous mindlessness, and making the creature mesh better with the 3.5E intellect devourer. Though the creature had the *telepathic projection* power in 2E, explanatory notes in the *Complete Psionics Handbook* made this power more like the 3.5E *aversion* than the 3.5E *telepathic projection*.

I've given them remedial understanding of Undercommon, which I think intellect devourers should understand as well, instead of Common.

VERMIN

DUNG CRAWLER (TEMPLATE)

Dung crawlers are a variety of monstrous centipede that has adapted to wet conditions. They have soft, retractile pads on the ends of their feet. They are dun- to yellow-white, unpleasant-looking creatures that spend their lives scuttling in the muck of middens, dung-heaps, and swamps. They typically inhabit small wall-edges and holes, in which they can take shelter from larger predators. They will race to attack possible prey of all sizes, especially if such creatures are hampered by treacherous footing (such as quicksand) or other foes.

Dung crawler is a simple inherited template that can be added to any Tiny or Small monstrous centipede. The dung crawler gains a swim speed of 15 ft., immunity to disease and poison, and the extraordinary ability to walk upon watery surfaces, such as a bog or quicksand, as if they were solid surfaces. A dung crawler's poison deals 1d2 points of initial and secondary Dexterity damage. A dung crawler 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. Temperate marshes are the most common environment for a dung crawler.

Dung Crawlers in Faerûn

Dung crawlers are found in great numbers in the Rat Hills and along the banks of the subterranean river Sargauth deep within Undermountain.

CREDIT

Author Thomas M. Costa, based on original material by Ed Greenwood. The dung crawler originally appeared in *Ruins of Undermountain* (1991).

WOOD MAN (TEMPLATE)

A wood man is created when the living land senses a threat to its biosystem, including the animals and humanoids that live and reside within it by choice. The land will then possess a treant (usually an advanced treant of at least Gargantuan size) transforming the creature into a wood man. Exactly how this occurs is not known. Some claim they are summoned; still others believe they are the servants of the gods.

A wood man (usually there is only one, though legend hold that several can appear if the need is great enough), usually towers well over 30 feet in height and resembles a vast, oversized humanoid made of living wood, with great root-bound feet and gnarled club-like hands, all sprouting branches, leaves, and needles.

WOOD MEN IN FAERÛN

Of all the nature spirits of Rashemen (for he is not known to exist anywhere else on Faerûn), the most powerful is the great being known as the wood man. The wood man appears to defend Rashemen against foreign invaders. Most believe the Witches of Rashemen are responsible for calling the wood man, while some few who are aware of the existence of the vremyonni, believe these powerful male sorcerers are responsible for the calling.

Terrifying in combat, the wood man serves as a potent morale-builder for Rashemaar forces. The Red Wizards and their troops are terrified of wood men, and the mere sight of one is enough to send a Thayan army fleeing. Fortunately for the Thayans, the wood man is very rare, putting in an appearance only when the entire land is in deadly peril. Unfortunately for the Thayans, the Rashemaar have become so skillful in dealing with Thayan invasions that the wood man is merely a fable to some.

Though its combat abilities are formidable, the wood man is not invincible. The Tuigan Horde is said to have destroyed one during the invasion of 1359-1360 DR, and a unit of Thayan bombardrs damaged a wood man sufficiently to force it into retreat in one of the Red Wizards' many campaigns against Rashemen. The bombardrs were later overrun and destroyed by berserkers. Though these weapons are highly effective against the Rashemaar in general, and the wood man in particular, their extreme value and the difficulty of dragging them to Rashemen have prevented the Red Wizards from using bombardrs since then.

Even the Rashemaar fear this mighty creature. The very glimpse of one is enough to convince most Rashemaar that doomsday is at hand. Moreover, the wood man's thirst for vengeance is said to occasionally extend to Rashemaar who have not been unswerving in their dedication to the land and its people. Cautionary tales warn commoners and nobles alike to maintain their respect and love for both the land and the Witches of Rashemen, lest the wood man be sent to correct their behavior.

SAMPLE WOOD MAN

This enormous being resembles a humanoid tree. Its skin is made of thick bark and gnarled wood. Its legs are like the root-bound, trunks of trees and its arms like the sturdiest of branches. Leaves grow from its head like hair, but also from its shoulders and along the tops of its arms. The creature's head has the monstrous caricature of a man's face, with dark hollows for eyes.

This example uses a 21-HD advanced treant as its base creature.

Wood Man

Gargantuan Plant

Hit Dice: 25d8+225 (337 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 30 (-4 size, +1 Dex, +23 natural), touch 7, flat-footed 29

Base Attack/Grapple: +18/+48

Attack: Slam +33 melee (4d6+18) or hurled foe +16 ranged (varies +18)

Full Attack: 2 slams +33 melee (4d6+18) or hurled foe +16 ranged (varies +18)

Space/Reach: 20 ft./20 ft.

Special Attacks: *Animate trees*, double damage against objects, hurl foe, improved grapple, trample 4d6+27

Special Qualities: Damage reduction 10/slashing and magic, immunity to electricity and fire, low-light vision, plant traits, regeneration 10, spell resistance 26, stalwart defender (+4), wood sense 120 ft.

Saves: Fort +23*, Ref +11*, Will +16*

Abilities: Str 46, Dex 13, Con 29, Int 18, Wis 22, Cha 18

Skills: Diplomacy +6, Hide -11 (+5 in forested areas), Intimidate +32, Knowledge (nature) +34, Listen +34, Sense Motive +34, Spot +34, Survival +34 (+36 in aboveground natural environments)

Feats: Cleave, Great Cleave, Improved Natural Attack (slam), Improved Natural Attack (trample), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Environment: Any cold land (Rashemen)

Organization: Solitary

Challenge Rating: 17

Treasure: Standard
Alignment: Neutral good
Advancement: –
Level Adjustment: +13

COMBAT

A wood man's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

The range increment for the wood man's hurl foe special attack is 160 ft. *The wood man gets a +4 morale bonus to all saves against Red Wizards and their allies from his stalwart defender special quality (not included above).

Animate Trees (Sp): A wood man 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 (see page 245 of the *Monster Manual*) in all respects. Animated trees lose their ability to move if the wood man that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th; see page 248 of the *Player's Handbook*). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A wood man or animated tree that makes a full attack against an object or structure deals double damage.

Trample (Ex): Reflex DC 40 half. The save DC is Strength-based.

CREATING A WOOD MAN

"Wood man" is an acquired template that can be added to any treant (referred to hereafter as the "base creature"), though it is conceivable the wood man spirit could inhabit another plant creature.... The new wood man uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Add +4 Hit Dice to the creature's Hit Dice. The creature's other statistics, including base attack, grapple, attack, full attack, saves, skills, and feats may also change as a result of this increase.

Speed: Base speed improves by +10 feet.

Armor Class: Natural armor improves by +6.

Base Attack, Grapple, Attack, and Full Attack: Adjust for increased HD.

Special Attacks: A wood man retains all the base creature's special attacks and also gains those special attacks listed below.

A wood man's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Hurl Foe (Ex): If a wood man establishes a grapple hold, it can hurl opponents of Tiny size up to two sizes smaller than itself. Wood men receive a +1 racial bonus on attack rolls when throwing foes. Wood men can hurl opponents up to 5 range increments. Large wood men have a range increment of 120 feet; Huge wood men, 140 feet; Gargantuan wood men, 160 feet; and Colossal wood men, 180 feet. Hurling foes take double slam damage and are treated as if they fell half the distance they are thrown (see page 303 of the *Dungeon Master's Guide*). Tiny hurled foes deal 1d8 points of damage to their target; Small foes, 2d6 points; Medium foes, 2d8 points; Large foes, 4d6 points; and Huge foes, 4d8.

Improved Grapple (Ex): To use this ability, a wood man 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 hurl the opponent in the following round.

Special Qualities: A wood man retains all the base creature's special qualities and also gains those special qualities listed below.

Damage Reduction (Ex and Su): Wood men are extremely difficult to damage and gains damage reduction 10/slashing and magic. A wood man's natural weapons, as well as any weapons it wields, are treated as magic for the purpose of overcoming damage reduction.

Immunities (Ex): A wood man is immune to electricity and fire.

Regeneration (Ex): Literally rooted to the land of Rashemen, a wood man is a growing creature. A wood man of Huge or smaller size regenerate 5 hit points per round and a wood man of Gargantuan or larger size regenerates 10 hit points per round so long as it is in contact with the land of Rashemen.

Spell Resistance (Ex): A wood man gain spell resistance equal to its Hit Dice +5.

Stalwart Defender (Ex): Wood men receive a morale bonus equal to their Charisma modifier (if positive) to all saving throws against spells cast by Red Wizards and their allies. (In other campaigns, this ability could be applied to another group of foes to the land.)

Wood Sense (Ex): A wood man can automatically sense the location of anything within 120 feet that is in contact with vegetation, even if the wood man is not in contact with the same vegetation.

Saves: Adjust for increased HD.

Abilities: Adjust from base creature as follows: Str +4, Dex +4, Con +4, Int +6, Wis +6, Cha +6. (Do not adjust for increased HD from template)

Skills and Feats: Adjust for increased HD.

Environment: Any cold land.
Organization: Solitary
Challenge Rating: Same as the base creature +5.
Alignment: Always neutral good.
Level Adjustment: +8

CREDIT

Author Thomas M. Costa, based on original material by Anthony Pryor. The wood man originally appeared in *Spellbound* (1995) and *Monstrous Compendium Annual Volume Three* (1996).

WOOD MAN CREATION

Gargantuan Plant

Hit Dice: 21d8 +4d8 = 25d8; (25 x 4.5 HD) + (25 x 9 Con) = 112.5 +225 = 337

Speed: 30 +10 template = 40 ft. (8 squares)

AC: +13 +4 size +6 template natural

Base Attack/Grapple: +18 as clr (HD x .75)/+18 BAB +12 size +18 Str = +48

Attack: +18 BAB -4 size +18 Str +1 Weapon Focus = +33 melee or +18 -4 size +1 Dex +1 race = +16 ranged, 2d6 + size + Improved Natural Attack = 4d6

Space/Reach: increase to 20 ft./20 ft.

Special Attacks: *Animate trees*, double damage against objects, hurl, improved grapple, trample 3d6+27 (equals slam + 1.5 Str, note, both slam and trample have Improved Natural Attack so evens out; DC = 10 +1/2 HD + Str = 10 +12 +18 = 40)

Special Qualities: Damage reduction 10/slashing and magic, immunity to electricity and fire, low-light vision, plant traits, regeneration 5, spell resistance 21 HD +5 = 26, stalwart defender (+4 from Cha), wood sense 120 ft.

Saves: Fort +14 good (HD/2 +2) +9 Con = +23, Ref +8 poor (HD/3) +1 Dex +2 Lightning Reflexes = +11, Will +8 poor (HD/3) +6 Wis +2 Iron Will = +16

Abilities: Str 29 +9 size +4 template +4 HD increase to 21 HD = 46, Dex 9 (increased to 9 because need a third odd ability score) +4 template = 13, Con 21 +4 size +4 template = 29, Int 12 +6 template = 18, Wis 16 +6 template = 22, Cha 12 +6 template = 18

Skills: (2 +4 Int) x (3 +25 HD) = 6 x 28 = 168; Diplomacy 0 +4 Cha +2 sense motive synergy = +6, Hide 0 -12 size +1 Dex (+16 race in forested areas) = -11 (+5 in forested areas), Intimidate 28 +4 Cha = +32, Knowledge (nature) 28 +4 Int +2 survival synergy = +34, Listen 28 +6 Wis = +34, Sense Motive 28 +6 Wis = +34, Spot 28 +6 Wis = +34, Survival 28 +6 Wis (+2 knowledge synergy) = +34 (+36 in aboveground natural environments)

Feats: 1 +25/3 = 9

Challenge Rating: 8 + 3.5 HD +1 size +5 template = 17, compare to a dragon and probably about right; for template +1 from HD, natural armor, hurl foe/improved grab, damage reduction/immunities/stalwart defender, regeneration, spell resistance, abilities = +7, but seems high, check after applying, and +5 seems more accurate.

Level Adjustment: +1 speed/wood sense, AC, hurl foe/improved grab, damage reduction/stalwart defender, immunities, +2 for regeneration, spell resistance, +3 for abilities = +12, but seems a bit high, closer to a vampire so +8

Notes: I opted to make this template for treants rather than a stand alone creature to further distinguish it from the nature elemental and because I thought it was a neat idea that more easily allowed for multiple wood men.

WOOD WOSE

	Wood Wose	Wood Wose Mystic, 5th-level Druid
	Small Fey	Small Fey
Hit Dice:	2d6+4 (11 hp)	2d6+5d8+21 (50 hp)
Initiative:	+1	+3
Speed:	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13	19 (+1 size, +3 Dex, +2 natural, +2 masterwork bark armor, +1 deflection), touch 15, flat-footed 16
Base Attack/Grapple:	+1/-3	+4/-1
Attack:	Small shortspear +2 melee (1d4 plus poison) or Small shortspear +3 ranged (1d4 plus poison)	+1 <i>Small shortspear</i> +6 melee (1d4 plus poison) or +1 <i>Small shortspear</i> +10 ranged (1d4 plus poison)
Full Attack:	Small shortspear +2 melee (1d4 plus poison) or Small shortspear +3 ranged (1d4 plus poison)	+1 <i>Small shortspear</i> +6 melee (1d4 plus poison) or +1 <i>Small shortspear</i> +10 ranged (1d4 plus poison)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Create spawn, poison, poison skin, spell-like abilities	Create spawn, poison, poison skin, spell-like abilities, spells, <i>summon shambler</i>
Special Qualities:	Cold torpor, damage reduction 5/cold iron, immunity to plant poisons and wood, light sensitivity, low-light vision, vulnerability to fire	Animal companion, cold torpor, damage reduction 5/cold iron, immunity to wood, light sensitivity, link with companion, low-light vision, nature sense, resist nature's lure, share spells, trackless step, vulnerability to fire, wild empathy, wild shape (1/day), woodland stride
Saves:	Fort +4, Ref +4, Will +4	Fort +7, Ref +7, Will +11
Abilities:	Str 10, Dex 13, Con 15, Int 10, Wis 13, Cha 10	Str 8, Dex 16, Con 17, Int 12, Wis 18, Cha 10
Skills:	Hide +10 (+14 in forests), Knowledge (nature) +7, Listen +6, Move Silently +6, Spot +6, Survival +6 (+8 in aboveground natural environments)	Concentration +8 (+12 casting on defensive), Handle Animal +5, Hide +11 (+15 in forests), Knowledge (nature) +14, Intimidate +8, Listen +9, Move Silently +7, Ride +5, Spot +9, Survival +16 (+18 in aboveground natural environments)
Feats:	Great Fortitude	Brew Potion, Combat Casting, Track
Environment:	Temperate forest	Temperate forest
Organization:	Solitary, pair, thorn (3-4), briar (5-8 plus 1 wood wose mystic), or tribe (5-30 plus 1-4 wood wose mystic)	Solitary, briar (5-8 plus 1 wood wose mystic), or tribe (5-30 plus 1-4 wood wose mystic)
Challenge Rating:	2	6
Treasure:	No coins, no goods, double items	No coins, no goods, double items plus standard NPC gear
Alignment:	Usually neutral evil	Usually neutral evil
Advancement:	By character class	By character class
Level Adjustment:	+5	+5

Stocky, but supple, the short figure before you superficially resembles a powerfully-built gnome, its skin is of burnished wood. The figure's long hair and thick beard of thorny vines and leaves appear to have never been cut and are bound about its body like clothes. The creature carries a wooden, but sturdy, spear with a head of bone.

Wood woses, sometimes known as nightshades, are the wicked and uncaring spirits of poisonous plants like belladonna, foxglove, hemlock, and mistletoe, and which dwell in dark, unhallowed forests. They are elusive, nighttime hunters that eat the blood and bones of living creatures.

Wood woses dwell in small foraging groups and are semi-nomadic, leaving their lairs when the forest is silent. They shape their outpost dwellings into gloomy, echoing groves filled with hollow logs – to which they often retreat to avoid the sun – and ringed with poisonous plants, twist trees, and mistletoe. They will capture trespassers for use in sacrificial rites. Wood woses are only active during the growing season. During the fall, they become sluggish, finally crawling into dark lairs where they hibernate all winter, reawakening in the spring.

Wood woses mate for life, though most mated pairs produce no more than two offspring. However, their numbers rarely increase naturally; more often they are spawned from victims of their poison. Some have suggested evil druids dabbling venoms and unnatural growth can create wood woses in dark rituals.

Wood woses' only enemies are treants and most druids and rangers, who try to root them out like weeds. No natural predator will eat a wood wose after the first bite (except hook horrors). Wood woses are on good terms with korred, needlemen, and evil myconids. They trade poisons to the quicklings in exchange for weapons of beaten copper and bronze. Coins and gems mean little to wood woses, but they do prize weapons, poisons, alchemical substances, and potions. Wood woses speak Sylvan.

A wood wose's toughened features are much like a gnome's or perhaps a dwarf's, though its flesh is like bark, and its hair is like leafy vines studded with thorns. Wood woses stand 3-1/2-feet tall and weigh over 100 pounds.

COMBAT

If outnumbered, wood woses will *entangle* most of their foes, attacking those that escape with spears coated with their sap-like, poison blood.

Cold Torpor (Ex): Wood woses become sluggish during the fall and hibernate in the winter. Wood woses suffer a -4 penalty to Fortitude saving throws made to avoid nonlethal damage from cold environments (see page 302 of the *Dungeon Master's Guide*) and take double the normal amount of nonlethal damage for failing those saving throws. Once a wood wose has been knocked unconscious from the cold damage, it lapses into hibernation and will sleep until it heals sufficiently to regain consciousness and is either awoken by an outside event or the temperature staying above 40 degrees Fahrenheit for at least a tenday.

Create Spawn (Su): Any humanoid whose Dexterity is reduced to 0 as a result of the wood wose's poison cannot move, does not heal, and appears dead (and may actually die depending upon the circumstances), but upon the night of the next full moon transforms into living wood wose. The spawn is free-willed. It does not possess any of the abilities it had in life. Healing the creature through *restoration* spells or a *heal* spell prior to its transformation will not prevent the transformation. Only spells that can remove curses, such as a *break enchantment*, *greater dispel magic*, *limited wish*, *miracle*, *remove curse*, or *wish*, can stop the transformation into a wood wose, and only a *miracle* or *wish* can reverse the transformation.

Immunities to Plant Poisons and Wood (Ex): Wood woses are immune to poisons from plants and ignore damage from objects and weapons made of wood, such as clubs and quarterstaves, and including magical wooden weapons.

Light Sensitivity (Ex): Wood woses are dazzled in bright sunlight or within the radius of a *daylight* spell.

Poison (Ex): Contact and injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. In addition, any humanoid whose Dexterity is reduced to 0 as a result of the wood wose's poison cannot move, does not heal, and appears dead, but upon the night of the next full moon transforms into living wood wose (see create spawn above). The save DC is Constitution-based. A wood wose can poison its weapons as a standard action.

Poison Skin (Ex): Those that come into contact with the wood wose, whether by touch or strike with a natural attack, such as bite, claw, or slam, are affected by the wood wose's poison.

Spell-like Abilities: At will – *pass without a trace*, *speak with plants*; 1/day – *entangle* (DC 12), *tree stride* (also may treat poisonous plants of any type as oaks). Caster level 6th. The save DCs are Wisdom-based.

Summon Shambler (Sp): A wood wose mystic with at least five other wood woses can perform a ritualistic casting similar to a *summon nature's ally V* spell, except components are V, S, DF, and M, where the material component is the drinking of blood; casting time is 1 hour; effect is only 1 summoned shambling mound (see pages 222-223 of the *Monster Manual*); and duration is 12 hours or 1 night, whichever is less. The mystic may lead such a casting up to once per month.

Skills: In forests, wood wose have a +4 racial bonus to Hide checks.

Diplomacy is not and Intimidate is a class skill for wood wose druids.

WOOD WOSE MYSTIC

Wood wose mystics are the leaders of their people. They lead through fear and intimidation.

This wood wose mystic speaks Common, Druidic, and Sylvan.

Combat

Wood wose mystics make full use of their spellcasting and other druid class features. They are famed among their own kind for their brewing of potions.

The save DC for the wood wose mystic's poison (DC 14) is adjusted for its higher Constitution score and the save DC for the wood wose mystic's *entangle* spell-like ability (DC 15) is adjusted for its higher Wisdom score.

Animal Companion (Ex): This wood wose mystic has an owl as an animal companion. This creature is a loyal companion that accompanies the mystic on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Owl Animal Companion: CR –; Tiny animal, HD 3d8; hp 13; Init +8; Spd 10 ft., fly 40 ft. (average); AC 19, touch 15, flat-footed 16; Base Atk +2; Grp -9; Atk +7 melee (1d4-3, talon); Full Atk +7 melee (1d4-3, talon); Space/Reach 2-1/2 ft./0 ft.; SQ 2 bonus tricks, evasion, link, low-light vision, share spells; AL N; SV Fort +3, Ref +7, Will +3; Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +17, Move Silently +17, Spot +9 (+17 in areas of shadowy illumination); Alertness, Improved Initiative, Weapon Finesse^B.

Bonus Tricks: This animal companion is capable of learning two tricks in addition to any that the mystic might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). These bonus tricks don't require any training time or Handle Animal checks, and they do not count against the normal limit of tricks known by the creature. The mystic selects these bonus tricks, and once selected, they cannot be changed.

Evasion (Ex): If the owl animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link with Companion (Ex): The mystic can handle its animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Nature Sense (Ex): This mystic gains a +2 bonus on Knowledge (nature) and Survival checks (these bonuses are included in the statistics given above).

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

Share Spells (Ex): The mystic may have any spell it casts on itself also affect its animal companion if the latter is within 5 feet at the time. The mystic may also cast a spell with a target of "You" on its animal companion.

Trackless Step (Ex): This mystic leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): This mystic can improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. The mystic rolls a d20+7, or d20+3 if attempting to influence magical beasts with an Intelligence score of 1 or 2.

Wild Shape (Su): This mystic can change into a Small or Medium animal and back again once per day, as per the *polymorph* spell.

Woodland Stride (Ex): This mystic may move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated impede motion still affect the mystic.

Spells: Wood wose mystics cast spells as druids.

Typical Druid Spells Prepared (5/4/3/2; spontaneous casting of *summon nature's ally* spells; save DC 14 + spell level): 0 – *cure minor wounds* (x2), *detect magic*, *flare* (x2); 1 – *detect snares and pits*, *faerie fire*, *obscuring mist*, *speak with animals*; 2 – *resist energy*, *summon swarm*, *wood shape*; 3 – *quench*, *spike growth*.

Possessions: Masterwork Small bark armor (see pages 14-15 of the *Arms and Equipment Guide*), *ring of protection* +1, +1 *Small shortspear*, *contagion* (spell level 3, CL 5) *potions*, 4 *cure moderate wounds* (spell level 3, CL 5) *potions*.

WOOD WOSES IN FAERÛN

Wood woses are a danger in many of the ancient forests of Faerûn. In the woods near Daggerdale, the wood wose high queen, Ainecotte (NE female wood wose druid 12), the oldest and wisest of her tribe, rules through terror and blackmail. While in the Rawlinswood in the Great Dale, the wood woses are known servitors of the Blightlord and worshippers of Talona.

CREDIT

Author Thomas M. Costa, based on original material by Wolfgang Bauer. The wood wose originally appeared as the nightshade in *Doom of Daggerdale* (1993) and *Monstrous Compendium Annual One* (1994).

WOOD WOSE CREATION

Small Fey

Hp: (2 x 3.5 HD) + (2 x 2 Con) = 7 + 4 = 11 and (2 x 3.5 HD) + (5 x 4.5 HD) + (7 x 3 Con) = 7 + 22.5 + 21 = 50

Base Attack/Grapple: +1 as wiz/+1 BAB +0 Str -4 size = -3 and +1 as wiz +3 drd = +4/+4 BAB -1 Str -4 size = -1

Full Attack: +1 BAB +1 size +0 Str/+1 Dex = +2 melee/+3 ranged and +4 BAB -1 Str/+3 Dex +1 size +1 masterwork = +5 melee/+9 ranged

Saves: Wood Wose: F 0 poor +2 Con +2 Great Fortitude = +4, R +3 good +1 Dex +4, W +3 good +1 Wis = +4; Mystic: +0 poor +4 drd +3 Con = +7, R +3 good +1 drd +3 Dex = +7, W +3 good +4 drd +4 Wis = +11

Skill Points: (6 + Int modifier) x (HD +3) = 6 x 5 = 30 and (7 x 5) + (5 x 5) = 35 + 25 = 60; class skill max ranks = HD +3 = 5 and 10

Skills: Wood Wose: Hide 5 +1 Dex +4 size (+4 race) = +10 (+14 in forests), Knowledge (nature) 5 +0 Int +2 survival synergy = +7, Listen 5 +1 Wis = +6, Move Silently 5 +1 Dex = +6, Spot 5 +1 Wis = +6, Survival 5 +1 Wis (+2 knowledge synergy) = +6 (+8 in aboveground natural environments)

Mystic: Concentration 0 fey +5 drd +3 Con (+4 combat casting) = +8 (+12 casting on defensive), Handle Animal 0 fey +5 drd +0 Cha = +5, Hide 5 fey +3 Dex +4 size -1 armor (+4 race) = +11 (+15 in forests), Knowledge (nature) 4 fey +5 drd +1 Int +2 nature sense +2 survival synergy = +14, Intimidate 3 (6 cc) fey +5 drd +0 Cha = +8, Listen 5 fey +4 Wis = +9, Move Silently 5 fey +3 Dex -1 armor = +7, Ride 0 fey +0 drd +3 Dex +2 handle animal synergy = +5, Spot 5 fey +4 Wis = +9, Survival 5 fey +5 drd +4 Wis +2 nature sense (+2 knowledge synergy) = +16 (+18 in aboveground natural environments)

Feats: 1 + (1 per 3 HD) = 1 for wood wose and 3 for mystic

Challenge Rating: Old Method Base: 2 for hp, +1 for spell-like, damage reduction, immunities, +2 for create spawn/poison/poison skin, -1 for cold torpor/light sensitivity/vulnerability = 6 / 3 = 2, which seems about right. For mystic +1/2 levels up to 2 HD + remaining levels so 2 +1 +3 = 6.

Level Adjustment: See *Savage Species*, p. 19-24; +1 for create spawn/poison/poison skin, spell-like, damage reduction, immunities, abilities/skills, -2 for cold torpor/light sensitivity/vulnerability = +5, which seems about right

DCs: Poison $10 + 1/2 \text{ HD} + \text{Con} = 10 + 1 + 2 \text{ Con} = 13$ (+3 Con for mystic = 14). Entangle DC = $10 + 1 \text{ spell level} + \text{Wis} = 12$ (+4 Wis for mystic = 15).

Wood Wose Mystic Possessions: 4,300 gp of NPC gear + 2,000 gp of double items = 150 gp (mw armor) + 2000 gp (+1 ring) + 2,300 gp (+1 spear) + 1875 gp (5 x 375 gp/potion since self brewed)

ZU-TEREN

Medium Humanoid (Earth, Extraplanar, Shapechanger)

Hit Dice: 3d8+6 (19 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 14 (-1 Dex, +5 natural), touch 9, flat-footed 14

Base Attack/Grapple: +2/+5

Attack: Heavy mace +5 melee (1d8+3) or gore +5 melee (1d6+3)

Full Attack: Heavy mace +5 melee (1d8+3) and gore +0 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Earth magic

Special Qualities: Darkvision 60 ft., earth resistance, spell resistance 13, spell-like abilities, stability

Saves: Fort +4, Ref +0, Will +3

Abilities: Str 16, Dex 9, Con 13, Int 14, Wis 11, Cha 14

Skills: Bluff +7, Disguise +7, Intimidate +7, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +3, Spellcraft +7, Spot +3

Feats: Iron Will, Node Sensitive^B (see *Underdark*), Node Spellcasting^B (see *Underdark*), Toughness

Environment: Underground

Organization: Solitary, pair, gang (2-4), band (11-20 plus 150% noncombatants plus 2 3rd-level sergeants and 1 5th-8th-level leader)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +4

These big humanoids are broad-shouldered and muscled with wicked looking features and six curved horns curving forward from above their brows, their ears, and the corners of their mouths. Their scaly skin is grey-green in hue.

The zu-teren are an evil race of extraplanar humanoids from a mysterious home dimension. Whether this dimension was an alternate Prime Material Plane, one of the Lower Planes, the Elemental Plane of Earth, or a small demi-plane is as yet unknown.

At seven-and-a-half feet tall, the zu-teren are powerful humanoids with grey-green, scaled skin. They have six curved horns, all pointing forward, two above the brow, two just above the ear, and two at the corners of their mouth, which itself juts forward like a lizard. They are extremely strong, broad, and hardy with innate ability to manipulate magic. They speak Common, Abyssal, and Terran.

COMBAT

Most zu-teren take levels of sorcerer and disdain physical combat in favor of their obvious magical powers and subterfuge. They will usually flee, rather than engage in melee. However, if forced into physical combat, zu can be formidable opponents wielding a weapon and their vicious gore attack.

Earth Magic (Ex): Zu-teren gain several benefits from their connection with the Elemental Plane of Earth. All zu-teren arcane spellcasters add all Earth domain spells to their spells known or spellbooks automatically as bonus arcane spells; these spells do not take up a regular spells known slot, nor do they give the zu the ability to cast spells of higher level than he can normally cast. Zu cast spells with the acid or earth descriptor or from the Earth domain at +1 caster level and with a +1 racial bonus to the Difficulty Class for all saving throws against such spells. Lastly, zu gain Node Sensitive and Node Spellcasting as bonus feats; see *Underdark* for more details on node magic and these feats. (If you don't own *Underdark*, simply ignore these two bonus feats.)

Earth Resistance (Ex): Zu-teren gain a +1 bonus on all saving throws against acid and earth spells and effects. This bonus increases by +1 for every three class levels the zu attains.

Spell-like Abilities: Over the generations, the zu-teren have learned to manipulate their rock-hard flesh as well as the earth itself. At will – *alter self*; 1/day – *soften earth and stone*. Caster level equals the zu's Hit Die plus class levels.

Stability (Ex): Zu-teren gain a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skills: A zu-teren has a +2 racial bonus on Bluff, Disguise, Intimidate, and Spellcraft checks.

ZU-TEREN SOCIETY

Zu-teren have been driven underground by the light Selûne's grace and the promise of Shar's embrace, where they live in small well-hidden bands amassing power. The most powerful sorcerer of each band serves as absolute leader and despot. A tribe has half as many young as it has adults. Children do not join the adults in raids or adventures, but they will fight to protect themselves or their lairs.

The zu-teren have only one goal in life: power. Every encounter, every adventure is seen as a way to obtain power. In particular, these creatures seek out artifacts of great power to use towards their own ends and never miss an opportunity to increase their magical treasures through raids.

Zu-teren easily ally themselves with other lesser creatures of like mind, such as demons, drow, or yuan-ti, using them as cohorts, advisors, guards, mercenaries, and servitors. The zu have a particular hatred of the rhek (see *The Book of Exalted Deeds*), fellow migrants of the planes. Some have suggested the rhek and zu once inhabited the same world and their battles left both races refugees. Most zu have adopted the worship of Shar, who offers them power and seclusion in the gloom of the Underdark.

Zu-teren means "us of the earth womb" and all zu-teren use "zu," their race name for "us" as their last name. For example, their leader Imgig was named Imgig Zu. All others are uz-zu, "not us," to the zu.

ZU-TEREN AS CHARACTERS

Most zu-teren are sorcerers. Zu clerics worship Shar. A zu cleric has access to two of the following domains: Cavern, Darkness, Evil, and Knowledge.

Zu-teren characters possess the following racial traits.

- +6 Strength, -2 Dexterity, +2 Constitution, +4 Intelligence, +4 Charisma
- A zu's base land speed is 30 feet.
- Darkvision out to 60 ft.
- Racial Hit Dice: A zu begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: A zu's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Bluff, Disguise, Intimidate, Knowledge (arcana), Knowledge (the planes), Listen, Spellcraft, and Spot.
- Racial Feats: A zu's humanoid levels give it two feats.
- Weapon Proficiency: A zu is proficient with all simple weapons.
- +5 natural armor bonus.
- Natural Weapons: Gore (1d6).
- Special Attacks (see above): Earth magic.
- Special Qualities (see above): Earth resistance, spell resistance equal to 13 + class levels, spell-like abilities, stability.
- +2 racial bonus on Bluff, Disguise, Intimidate, and Spellcraft checks.
- Automatic Languages: Common, Terran. Bonus Languages: Abyssal, Draconic, Dwarf, Giant, Undercommon.
- Favored Class: Sorcerer.
- Level adjustment: +4.

ZU-TEREN IN FAERÛN

Legend says the zu-teren were freed accidentally by the goddess Selûne. Selûne traveled to their lands and the zu leader, Imgig (CE male zu sorcerer 14), appeared to her as a handsome young lord. The goddess, young as such beings go, fell in love with Imgig and brought him and his people into the Realms to settle. It was then that Imgig revealed his true form and nature, and the intent of his people not merely to settle, but to conquer the Realms.

So great was Imgig's power, he could have slain Selûne's avatar, but she was rescued at last by a mortal wizard, noble in his bearing and actions. He distracted Imgig so that Selûne could trap him and his people in a pocket dimension, using the basic energies of her being to bind them tightly into a gem.

The story, called the Song of Selûne, has a number of endings, depending on where the tale is told and what point the teller is trying to make. In some versions, Selûne learns her lesson and returns to her godly plane, taking the mortal wizard with her. In others, she perishes, only to be reborn with the next full moon. In still others, she lives, but rejects the love of the mortal wizard because the energies she had lost aged or disfigured her fair form.

Such was the tale. Its factual base is proven by the existence of Imgig, who had apparently escaped the trap that caught his fellow creatures. He plotted to free them from their prison for a time, searching for the key that would allow him to let loose the zu-teren on the Realms. In the end, Imgig's plot was foiled by several heroes of renown, including Priam Agrivar the paladin, Kyriani the elf maid, Timoth Eyesbright the centaur, Onyx the dwarf, Vajra Valmeyjar the former gladiator, and perhaps yet another aspect of Selûne named Luna, whose combined might imprisoned Imgig amongst his people in *Selûne's Eye*.

However, the rest of the story was untold. A few short months later, the Time of Troubles wreaked havoc on the Realms, and the zu-teren, with the help of Shar, were released from *Selûne's Eye*, whereupon they used their earth magic to help Shar destroy Ibrandul. Now, weakened by centuries of imprisonment, the zu have taken up residence somewhere in the Underdark of southern Old Shanatar.

NEW ARTIFACT (SIDEBAR)

Selûne's Eye: As noted above, an adventuring aspect of Selûne, named Luna, had first encountered and then fallen in love with a darkly handsome warrior. The warrior deceived Luna, however. In the Year of Chains (1321 DR), after using her to create a portal to the Realms for him and his people, the warrior overpowered Luna and revealed himself as Imgig Zu, leader of the wicked zu-teren.

Fortunately for the goddess, a young sorcerer heard her cry and gave her just the moment to strike back at Imgig and his people. Luna, drawing from the awesome power of her own godly life force, created a mammoth gemstone that imprisoned the zu-teren. And then, with the monsters safely trapped inside, Selûne reduced the gem in size and entrusted it to a young sorcerer that had assisted her, one Ostus Agrivar.

Unbeknownst to either Luna or Ostus, Imgig had used a rod of great power, stolen from Luna, to free himself from *Selûne's Eye*. Thereafter, he spent many decades seeking out a way to free his people as well. In the Year of the Dragon (1352 DR), Imgig Zu attacked the aged Lord Ostus Agrivar and his son, the paladin Priam. In the course of the battle, Lord Agrivar was slain, his son's arms magically crippled, and *Selûne's Eye* stolen. Six years later in the Year of Shadows (1358 DR), Priam allied with several other heroes, including an aspect of Selûne and one of her chosen, the sundered elf, Kyriani, to defeat Imgig.

Luna used this major artifact to empower an *imprisonment* spell to affect all enemy creatures within 300 ft. And the only way to utilize the *eye* is by casting an *imprisonment* spell while in the presence of Selûne's power, whether it is one of her chosen or her own aspect or avatar. Similarly, the only way to release those imprisoned is by combining a *freedom* spell with the presence of Selûne's power.

CREDIT

Author Thomas M. Costa, based on original material by Jeff Grubb. Imgig Zu, the leader of his people, originally appeared in the *Advanced Dungeons & Dragons* comic #1-4 (1988-1989).

ZU-TEREN CREATION

Medium Humanoid

Hp: (3 x 4.5 HD) + (3 x +1 Con) +3 Toughness = 13 +6 = 19

Base Attack/Grapple: +2 as cleric/+2 BAB +3 Str = +5

Full Attack: +2 BAB +3 Str, -5 secondary = +5, +0

Saves: F +3 good +1 Con = +4, R +1 poor -1 Dex = +0, W +1 poor +0 Wis +2 Iron Will = +3

Skill Points: (2 + Int modifier) x (HD +3) = 4 x 6 = 24; class skill max ranks = HD +3 = 6

Skills: Bluff 3 +2 race +2 Cha = +7, Disguise +2 race +2 Cha = +7, Intimidate +2 race +2 Cha = +7, Knowledge (arcana) 3 +2 Int = +5, Knowledge (the planes) 3 +2 Int = +5, Listen 3 +0 Wis = +3, Spellcraft 3 +2 race +2 Int = +7, Spot 3 +0 Wis = +3

Feats: 1 + (1 per 3 HD) = 1 +1 = 2

Challenge Rating: Old Method Base: 4 for hp, +1 for AC, earth magic, earth resistance/stability, spell-like abilities, abilities/skills, +2 for spell resistance = 11/3 = 3, which is about right. Compare to a CR 2 bugbear and without class levels, the zu is only superior in its overall defensive powers.

Level Adjustment: AC bonus, natural attack/spell-like abilities (both arguably worth +1, arguably not, so combined +1), abilities, and spell resistance are each worth an additional +1 for a +4 level adjustment. Compare to the drow, rhek, svirfneblin and powers probably a bit more powerful than all three so +4 seems appropriate.

Notes: In 2E, Imgig Zu was detailed as a unique creature with a reduced stat block and the zu were unnamed and undefined. I extrapolated and derived the zu from Imgig's stats. Imgig's people remained unnamed, so I decided to call them the zu-teren.

APPENDIX I: ALIAS VESSEL (TEMPLATE) UPDATE

Alias vessels are magical creations that display a high level of human characteristics in an individual fashion, and are in fact human for all intents and purpose despite their construct-like origins. The exact spells involved in their origin remain unknown, save they required the combined power of an elder god's cult, a guild of thieves and assassins, two powerful wizards (one living and one undead), and a unique demon of great power.

ALIAS VESSELS IN FAERÛN

Finder Wyvernspur, since ascended to godhood, had the original conception for what is now known as an Alias vessel. The Master Harper sought to create a humanoid vessel to contain knowledge, specifically perfect and unalterable knowledge of his compositions. Finder's plan went awry, resulting in the death of one assistant and the maiming of another. For his crimes, Finder was banished by the Harpers to the Citadel of White Exile, an extraplanar prison, and nearly all knowledge of his compositions erased. Even his name was proscribed, so he became known as "the Nameless Bard."

After many years, Cassana of Westgate, an evil sorceress, rescued the Nameless Bard and promised to aid him in creating another vessel. With the assistance of Cassana, the lich Zrie Prakis, the Fire Knives, the cult of Moander, and a demon named Phalse, the second attempt to create an Alias vessel, which was intended to act as a magical servant, spy, and assassin, appeared to succeed. Named "Alias" by the Nameless Bard, she came to life but remained true to the pure soul and spirit of the saurial paladin Dragonbait, which had been twinned and placed within her. In time, Alias rebelled against her creators and eventually "defeated" all the conspirators. Even Finder's wishes were subverted when Alias began to modify his music.

Alias was but the first Alias vessel, for Phalse created at least a dozen near duplicates, all of which are believed to now wander Faerûn. It is possible that Phalse shared the secret of their construction with other demons or the like, although the death of Cassana, the "mother" of Alias, most likely precludes any more identical duplicates of Alias. However, no proof of such knowledge sharing has been uncovered. Five of these have been identified, including: Cat Wyvernspur of Ordulin, wife of the noble hero Giogi Wyvernspur (see below); the deceased thief Jade; Zhara, a cleric of Tymora and widow of the Turmish hero Akabar Bel Akash; a sage in Candlekeep; a warrior in eastern lands; and a lady of power in Waterdeep. Each of the Alias vessel replicas contains a sliver of Dragonbait's soul, and thus each is always of good alignment.

SAMPLE ALIAS VESSELS

Here are two examples of Alias vessels, using an elite female Chondathan human fighter 10, Alias herself, and an elite female Chondathan human wizard 6/aristocrat 1, Cat Wyvernspur.

	Alias	Cat Wyvernspur
	Alias vessel Chondathan human fighter 10	Alias vessel Chondathan human wizard 6/aristocrat 1
	Medium-size Humanoid (human)	Medium-size Humanoid (human)
Hit Dice:	10d10+30 (89 hp)	6d4+1d8+21 (42 hp)
Initiative:	+6	+3
Speed:	30 ft.	30 ft.
Armor Class:	24 (+4 Dex, +6 armor, +2 shield, +2 deflection), touch 16, flat-footed 20	14 (+3 Dex, +2 deflection), touch 15, flat-footed 12
Base Attack/Grapple:	+10/+14	+3/+6
Attack:	+3 <i>longsword</i> +18 melee (1d8+9/19-20) or mwk dagger +15 ranged (1d4+4/19-20)	Mwk silver dagger +7 melee or ranged (1d4+2/19-20)
Full Attack:	+3 <i>longsword</i> +18/+13 melee (1d8+9/19-20) or mwk dagger +15/+10 melee or +15 ranged (1d4+4/19-20)	Mwk silver dagger +7 melee or ranged (1d4+2/19-20)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Spells
Special Qualities:	Bardic knowledge +8, <i>misdirection</i> , regional diversity, <i>tongues</i>	Bardic knowledge +9, <i>misdirection</i> , regional diversity
Saves:	Fort +11, Ref +7, Will +7	Fort +6, Ref +5, Will +13
Abilities:	Str 18, Dex 18, Con 17, Int 17, Wis 17, Cha 17	Str 17, Dex 17, Con 17, Int 18, Wis 17, Cha 17
Skills:	Balance +4, Climb +8, Gather Information +5, Handle Animal +9, Heal +5, Intimidate +9, Jump +10, Knowledge (any) +3, Listen +5, Perform (any) +10, Ride +12, Search +5, Spot +7, Survival +5, Swim +6, Tumble +9, Use	Bluff +6, Concentration +14 (+18 casting on defensive), Diplomacy +6, Gather Information +6, Hide +5, Knowledge (arcana) +13, Knowledge (nobility and royalty) +6, Knowledge (any other) +4, Listen +8, Move

	Rope +6	Silently +5, Perform (any) +8, Sense Motive +8, Spellcraft +15, Spot +8
Feats:	Blind-Fight, Blooded (see page 35 of the <i>Player's Guide to Faerûn</i>), Combat Reflexes, Dodge, Endurance, Hold the Line (see page 100 of the <i>Complete Warrior</i>), Mobility, Quick Draw, Run, Strong Soul ^B , Weapon Focus (longsword), Weapon Specialization (longsword)	Alertness, Combat Casting, Discipline (see page 38 of the <i>Player's Guide to Faerûn</i>), Scribe Scroll, Spell Penetration, Still Spell, Strong Soul ^B
Environment:	Any land (eastern Heartlands)	Any land (Cormyr)
Organization:	Solitary	Solitary
Challenge Rating:	11	7
Treasure:	Standard	Standard
Alignment:	Neutral good	Neutral good
Advancement:	By character class	By character class
Level Adjustment:	+3	+3

ALIAS

Alias speaks Chondathan, Common, Damaran, Elven, and Thieves' Sign, a unique hand-based sign language used by criminals along the Dragon Coast and that Alias originally used to communicate with Dragonbait. Now, Alias has the power of a permanent *tongues* spell.

Combat

Tongues (Sp): Alias had a permanent *tongues* spell cast on her, which allows her to communicate with saurials, among others, freely.

Possessions: +2 *light fortification chain shirt*, masterwork heavy steel shield, *ring of protection* +2, +3 *longsword*, masterwork dagger.

Alias in Faerûn

Alias is the original Alias vessel. She is frequently found in the company of Dragonbait (LG male finhead saurian paladin 10) and/or the wizard Mintassan, a famed planewalker (NG male Chondathan human transmuter 10/planesifter 10; see page 30 of the *Manual of the Planes* for details of the planesifter prestige class). Alias continues to adventure in the eastern Heartlands, particularly the Dragon Coast, Cormyr, the Dalelands, and the Lost Vale. She has also taken to visiting other planes in the company of Mintassan. Despite Finder's apotheosis, Alias still distrusts priests and gods.

CAT WYVERNSPUR

Cat speaks Chondathan, Common, Damaran, Elven, and Turmic.

Combat

Spells: Cat casts spells as a wizard.

Typical Wizard Spells Prepared (4/4/4/3; base DC 14 + spell level; caster level 6th): 0 – *detect magic*, *light*, *prestidigitation*, *read magic*; 1 – *alarm*, *magic missile*, *shield*, *Tenser's floating disk*; 2 – *darkvision*, *detect thoughts*, *scare*, *whispering wind*; 3 – *dispel magic*, *fly*, *hold person*.

Spellbook: 0 – *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1 – *alarm*, *charm person*, *feather fall*, *identify*, *magic missile*, *shield*, *sleep*, *Tenser's floating disk*; 2 – *bull's strength*, *cat's grace*, *darkvision*, *detect thoughts*, *eagle's splendor*, *pyrotechnics*, *scare*, *whispering wind*; 3 – *dispel magic*, *fly*, *halt undead*, *hold person*.

Possessions: *Ring of protection* +2, *wand of Otiluke's resilient sphere* (10 charges), *wand of magic missiles* (9th; 20 charges), *brooch of shielding*, masterwork silver dagger.

Cat Wyvernspur in Faerûn

Cat Wyvernspur is the devoted wife of Giogi Wyvernspur (NG male Chondathan human aristocrat 7), head of a prominent Cormyrian noble family and agent of the Crown. The two met during an adventure in which Giogi saved Cat from the evil machinations of his ancestor Flattery Wyvernspur. Cat is commonly found in the town of Immersea, seat of House Wyvernspur, or in Suzail, appearing at court. She and her husband are unpopular in many circles because King Azoun IV awarded them the lands of the disgraced Cormaeril family. Nevertheless, they are useful in ferreting out conspiracies, shifting loyalties, and hidden schemes by means of Giogi's buffoonery at feasts and revels, and Cat's careful observations of the reactions to Giogi.

CREATING AN ALIAS VESSEL

“Alias vessel” is an inherited template that can be added to any female Chondathan human (referred to hereafter as the “base character”).

An Alias vessel uses all the base character’s statistics and special abilities except as noted here.

All Alias vessels appear to be clones of Cassana, a beautiful, athletic and tall Chondathan woman (5 ft. 10 in. and 140 lb.) with reddish-blond hair, high cheek bones, and striking green eyes. All known Alias vessels have appeared with at least five class levels, although that is not a requirement.

Special Qualities: An Alias vessel retains all the special qualities of the base character and also gains the following special qualities.

Bardic Knowledge (Ex): The character, like certain constructs, has been preprogrammed with a great deal of stray knowledge. Consequently, the character has the bardic knowledge ability of the bard class with a +5 racial bonus to the check. This ability does not automatically improve as the character gains levels. However, this ability does stack with a bard’s bardic knowledge and similar abilities such as a Harper agent’s Harper knowledge or a loremaster’s lore abilities.

Misdirection (Sp): The character has a constant *misdirection* affect on herself, which also affects all those within a 30-ft. radius of her, as if the affect were a 9th-level Heightened spell cast by an 18th-level sorcerer with a 20 Charisma (DC 24). A successful *dispel magic* or similar effect can temporarily suppress the *misdirection* as if it were a magic item, but cannot end the effect. The character cannot lower the spell affect or control how the information is misdirected; the Dungeon Master should determine the exact nature of the *misdirection* effect.

Regional Diversity (Ex): The character begins with four human character regions – Cormyr, the Dalelands, the Dragon Coast, and Sembia – instead of one of the player’s choice (see pages 6-46 of the *Player’s Guide to Faerûn*). The character may choose their regional feat and bonus equipment from any of those four regions.

Abilities: An Alias vessels’ ability scores all begin at a base 17; she does not roll, use a point buy, or use a point array to assign her ability scores.

Skills: An Alias vessel is born with inborn knowledge, preprogrammed by her creators.

The character may use all Knowledge skills untrained.

The character has a +5 racial bonus to all her Perform skill checks.

The character’s automatic languages are Chondathan and Common. The character may choose any languages as her bonus languages, regardless of homeland Character Regions or class.

Feats: Thanks to the power of Dragonbait’s soul, an Alias vessel gains Strong Soul (see page 44 of the *Player’s Guide to Faerûn*) as a bonus feat; Strong Soul does not count as a regional feat for the character. As noted above, the character meets the regional requirement for all the regional feats in her four homeland Character Regions (see pages 6-46 of the *Player’s Guide to Faerûn*), but may still have only one regional feat (aside from Strong Soul).

Environment: Any land, usually same as the base character.

Organization: Solitary.

Challenge Rating: +1.

Treasure: Standard.

Alignment: Always good.

Advancement: By character class.

Level Adjustment: Same as the base character +3.

CREDIT

Author Thomas M. Costa. Alias originally appeared in *Curse of the Azure Bonds* (1998), *Hall of Heroes* (1989) and the *Heroes’ Lorebook* (1996). Cat originally appeared in the *Heroes’ Lorebook* (1989) and *Dragon Magazine Annual #5* (2000). Both characters figured prominently in the Finders Stone series of novels by Jeff Grubb and Kate Novak: *Azure Bonds* (1988), *The Wyvern’s Spur* (1990), *Song of the Saurials* (1991), and *Masquerades* (1995). Cat also played a role in the Cormyr Saga by Troy Denning, Ed Greenwood, and Jeff Grubb, *Cormyr: A Novel* (1996), *Beyond the High Road* (1999), and *Death of the Dragon* (2000).

SAMPLE ALIAS VESSEL CREATION

Medium-size Humanoid fighter and wizard/aristocrat

Hp: Alias 10 elite 1st-level + (9 x 5.5 HD) + (10 x 3 Con) = 10 +49.5 +30 = 89; Cat 4 elite 1st-level + (5 x 2.5 HD) + (1 x 4.5 HD) + (7 x 3 Con) = 4 +12.5 +4.5 +21 = 42

Base Attack/Grapple: Alias +10 ftr/+10 BAB +4 Str = +14; Cat +3 wiz +0 Ari = +3/+3 BAB+3 Str = +6

Full Attack: Alias longsword +10/+5 Ftr +4 Str +3 longsword +1 Weapon Focus = +18/+13, dagger +10/+5 Ftr +4 Str/Dex +1 masterwork = +15/+10; Cat dagger +3 Wiz +3 Str/Dex +1 masterwork = +7

Saves: Alias F +7 +3 Con +1 Strong Soul = +11, R +3 +4 Dex = +7, W +3 +3 Wis +1 Strong Soul = +7; Cat F +2 +0 Ari +3 Con +1 Strong Soul = +6, R +2 +0 Ari +3 Dex = +5, W +5 +2 Ari +3 Wis +2 Discipline +1 Strong Soul = +13

Skill Points: Alias (2 +3 Int mod +1 human) x (10 levels +3) = 6 x 13 = 78; Cat (2 +3 Int mod +1 human) x (3 levels +3) + (2+4 Int mod +1 human) x 3 levels + (4 + 4 Int mod +1 human) x 1 level = 6 x 6 + 7 x 3 + 9 x 1 = 36 +21 +9 = 57 +9 = 66; class skill max ranks = HD +3 = 13 for Alias, 10 for Cat
Skills: Alias Bardic Knowledge 0 +3 Int +5 race = +8, Balance 0 +4 Dex +2 synergy –2 armor = +4, Climb 6 +4 Str –2 armor = +8, Gather Information 2 (4 cc) +3 Cha = +5, Handle Animal 6 +3 Cha = +9, Heal 2 (4 cc) +3 Wis = +5, Intimidate 6 +3 Cha = +9, Jump 6 +4 Str +2 synergy –2 armor = +10, Knowledge (any) 0 +3 Int = +3, Listen 2 (4 cc) +3 Wis = +5, Perform 2 (4 cc) +3 Cha +5 race = +10, Ride 6 +4 Dex +2 synergy = +12, Search 2 (4 cc) +3 Int = +5, Spot 2 (4 cc) +3 Wis +2 Blooded = +7, Survival 2 (4 cc) +3 Wis = +5, Swim 6 +4 Str –4 armor = +6, Tumble 5 (10 cc) +4 Dex +2 synergy –2 armor = +9, Use Rope 2 (4 cc) +4 Dex = +6

Cat Bardic Knowledge 0 +4 Int +5 race = +9, Bluff 2 (4 cc) Wiz +1 Ari +3 Cha = +6, Concentration 9 Wiz +0 Ari +3 Con +2 Discipline (+4 Combat Casting) = +14 (+18 casting on defensive), Diplomacy 0 Wiz +1 Ari +3 Cha +2 sense motive synergy = +6, Gather Information 2 (4 cc) Wiz +1 Ari +3 Cha = +6, Hide 2 (4 cc) Wiz +0 Ari +3 Dex = +5, Knowledge (arcana) 9 Wiz +0 Ari +4 Int = +13, Knowledge (nobility and royalty) 0 Wiz +2 Ari +4 Int = +6, Knowledge (any other) 0 +4 Int = +4, Listen 2 (4 cc) Wiz +1 Ari +3 Wis +2 Alertness = +8, Move Silently 2 (4 cc) Wiz +3 Dex = +5, Perform 0 Wiz +0 Ari +3 Cha +5 race = +8, Sense Motive 3 (6 cc) +2 Ari +3 Wis = +8, Spellcraft 9 Wiz +0 Ari +4 Int +2 knowledge synergy = +15, Spot 2 (4 cc) Wiz +1 Ari +3 Wis +2 Alertness = +8

Feats: Alias 4 character level +6 fighter level +1 human +1 bonus = 12; Cat 3 character level +2 wizard +1 human +1 bonus = 7

Challenge Rating: +1 for bardic knowledge/skills/feats, misdirection, +1 for abilities = 3/3 = +1; Alias Ftr 10 +1 template = 11; Cat Wiz 6 +0 Ari +1 template = 7

Level Adjustment: The template ability scores are a total of 30 points over the standard character array, but not focused into any one set of abilities to allow for specialization, so +3, the *misdirection* even if uncontrollable is worth +1, and the various aspect of her preprogrammed knowledge – bardic knowledge, regional diversity, skills – and the bonus feat are worth +1 for a total of +5, but clearly less powerful than a ghost or vampire and arguably less powerful than a half-celestial or half-fiend, and maybe even a half-dragon, and with the exception of the high abilities and the bonus feat, most of the abilities are of limited use, so lower to +3.

Misdirection DC: 10 + Cha mod + spell level = 10 +5 +9 = 24

Cat Spellcasting DC: 10 + Int mod + spell level = 10 +4 + spell level

Possessions: Alias level 13 NPC = 35,000 gp; 9,250 gp (chain shirt) +170 gp (shield) +8,000 gp (ring) +18,315 gp (sword) +302 gp (dagger) = 36,037 gp; Cat level 10 NPC = 16,000 gp; 8,000 gp (ring) +4,200 gp (wand) +2,700 (wand) + 1,500 gp (brooch) +322 gp (dagger) = 16,722 gp

APPENDIX II: NEW MOON HUNTER PRESTIGE CLASS

Let the blessed silver light of the Moonmaiden drive the wicked back into the darkness. We are her warriors and by tooth and claw, we will bring battle to the Silver Lady's enemies.

The New Moon Pack is a small order of warrior-priest lycanthropes (and a few therianthropes – animals that can transform themselves into humans – such as the jackalwere on page 107 of the *Fiend Folio*) in Selûne's service throughout the North and Heartlands of Faerûn. Charged to watch and defend against the darkest shadows, they aggressively take the fight to the servants to Selûne's enemies, especially Shar and Malar, such as the various Black Blood cultists and hunters of the Cults of the Moon (see pages 44-49 and 75-78 of *Champions of Ruin* and 177-178 of the *Player's Guide to Faerûn*). They are defenders and avengers, often working in secret and darkness.

The order is ancient, seemingly dating back millennia. In the mid-700s DR, the order was accused of heresy – the Dark Moon Heresy (see page 47 of *Power of Faerûn*), a belief that Shar was not Selûne's sister, but the Moonmaiden herself, and that Shar was only a name given to Selûne's dark face. The order's lands and goods were made forfeit to the church proper, their membership hunted, and virtually all mention of their existence wiped from Selûnite records. The charges were false, however, and the pact was cleared of the heresy when the organization was reformed in 1373 DR. Nevertheless, the pack is viewed as rivals by many of Selûne's silverstars, who are often uncomfortable with the pack's embracing of their bestial side. The order is organized much like a wolf pack with a single alpha leader and very loose hierarchy below that leader. They are currently led by Feena of Archwood (CG afflicted werewolf human female ranger 1/cleric 9/new moon hunter 3), former High Moonmistress of Yhaunn and active throughout the Dalelands and Sembia.

Every member of the New Moon Pack must perform the sacred rite of the New Moon Pact. Under a moonlit sky, they must enter waters blessed by Selûne and recite the words spoken by those who first made pact with the Moonmaiden (see pages 281-283 of the novel *Mistress of the Night*): “Selûne, Moonmaiden, Silver Lady of the Night, hear me. I have roamed the darkness. Shadows hold no fear for me. Under your light I have run the moon's road. I have known your bright faces: joy, strength, and wisdom. For your sake, I have held death itself at bay, but the Ancient Knight is swift and I must be swifter. By blood spilled, by my faith, give me your blessing and I shall be yours. I will strike down your enemies. I will be your claws and your teeth. Where darkness lies, I will be the unseen shield that defends the children of both sun and moon. Where they have fallen, I will make silent vengeance that no more shall follow. Where shadow gathers, I will be the secret light that turns it aside. Selûne make pact with me for I have seen your hidden face. Between light and light, the new moon guards the night. Selûne make pact with me.”

BECOMING A NEW MOON HUNTER

Only lycanthropes can become new moon hunters, though most are clerics of Selûne, usually multiclassed as rangers or scouts (see pages 10-13 of *Complete Adventurer*). These combinations makes it easiest for the faithful to meet the skill, feat, and spell requirements and take best advantage of the prestige class' mix of fighting prowess and spellcasting.

Entry Requirements: To qualify to become a new moon hunter, a character must fulfill all the following criteria.

Race: Any lycanthrope (or therianthrope).

Alignment: Chaotic good.

Patron Deity: Selûne.

Base Attack Bonus: +5.

Skills: Control Shape 8 ranks (afflicted lycanthropes only), Hide 2 ranks, Knowledge (religion) 4 ranks, Move Silently 2 ranks, Survival 6 ranks.

Feats: Iron Will, Sanctify Natural Attack (see p. 46 of the *Book of Exalted Deeds*), Track.

Domains: Moon (see page 88 of the *Player's Guide to Faerûn*).

Spells: Ability to cast 2nd-level divine spells.

Special: Must be accepted by the New Moon pack and perform the sacred rite of the New Moon Pact (see above).

THE NEW MOON HUNTER					HIT DIE: D8	
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Animal speech, control curse, moon domain, wild items	
2nd	+1	+3	+0	+3	Faster change	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Animal aspect 1/day	
4th	+3	+4	+1	+4	Improved hybrid form	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Animal aspect 2/day	
6th	+4	+5	+2	+5	Claws of silver, improved	+1 level of existing divine spellcasting class

					damage reduction (+5/silver)	
7th	+5	+5	+2	+5	Animal aspect 3/day	
8th	+6	+6	+2	+6	Quick change	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Animal aspect 4/day	
10th	+7	+7	+3	+7	Claws of magic, improved damage reduction (magic and silver)	+1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

CLASS FEATURES

As they advance in level, new moon hunters improve the power and control over their lycanthropy, as well as their spellcasting. All the following are class features of the new moon hunter prestige class.

Weapon and Armor Proficiency: New moon hunters gain no new proficiency with weapons, armor, or shields.

Spellcasting: At each even new moon hunter level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a new moon hunter, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Animal Speech (Ex): Beginning at 1st level, a new moon hunter can speak in animal or hybrid form. In addition, she can cast spells normally in her animal or hybrid form, as though she were a druid in wild shape using the Natural Spell feat.

Control Curse (Ex): This class feature works differently for new moon hunters that are natural and afflicted lycanthropes. (Therianthropes gain no benefit from this class feature.)

Natural lycanthropes can control the transmission of the curse of lycanthropy. The new moon hunter can decide which bite attacks will also deliver the curse of lycanthropy.

Afflicted lycanthropes gain complete control over their change as if they were natural lycanthropes. They never need to make use of the Control Shape skill again. In addition, their alignment does not shift (if it did) when they enter animal or hybrid form. They do not, however, gain the curse of lycanthropy special attack or the better damage reduction of a natural lycanthrope.

Moon Domain (Ex): A new moon hunter adds spells from the Moon domain (see page 88 of the *Player's Guide to Faerûn*) to her divine spell lists. In addition, her new moon hunter class levels stack with her cleric levels for determining her caster level when casting spells from the Moon domain and her Moon domain granted power to turn or destroy lycanthropes.

Wild Items (Ex): A new moon hunter can use armor with the *wild* special ability, a *wilding clasp*, or any similar item designed for a druid to use while in wild shape. For the purpose of using such items, all the new moon hunter's lycanthropic forms count as wild shapes.

Faster Change (Ex): Beginning at 2nd level, a new moon hunter can change to or from animal or hybrid form as a move action rather than a standard action.

Animal Aspect (Su): Starting at 3rd level, a new moon hunter gains the ability to take on limited characteristics of her animal form while remaining in her humanoid form. Once per day, she can gain the Strength, Dexterity, or Constitution of her animal form without actually adopting that shape. All these changes last for 1 minute per new moon hunter level. The new moon hunter can use this ability twice per day at 5th level, three times per day at 7th level, and four times per day at 9th level.

Improved Hybrid Form (Ex): At 4th level, a new moon hunter gains the ability to use her animal form's special attacks while in hybrid form.

Claws of Silver (Su): Starting at 6th level, a new moon hunter treats her natural weapons in animal or hybrid form as silver weapons for the purpose of overcoming damage reduction.

Improved Damage Reduction (Su): When the new moon hunter reaches 6th level, her lycanthropic (or therianthropic) damage reduction improves by 5 points – from 5/silver to 10/silver if she is an afflicted lycanthrope or from 10/silver to 15/silver if she is a natural lycanthrope (or from 5/cold iron to 10/cold iron if a therianthrope) for example. When she reaches 10th level, her damage reduction can be bypassed only by magic silver weapons if a lycanthrope (or magic cold iron weapons if a therianthrope).

Quick Change (Ex): At 8th level or higher, new moon hunters can change to or from animal or hybrid form as a free action.

Claws of Magic (Su): Starting at 10th level, a new moon hunter treats her natural weapons in animal or hybrid form as magic and silver weapons for the purpose of overcoming damage reduction.

Ex-New Moon Hunters: Like clerics, a new moon hunter who grossly violates the code of conduct required by Selûne loses all spells and class features. She cannot thereafter gain levels as a new moon hunter until she atones (see the *atonement* spell description on page 201 of the *Player's Handbook*).

CREDIT

Author Thomas M. Costa, inspired by original material by Don Bassingthwaite and Dave Gross. The New Moon Pact originally appeared in novel *Mistress of the Night* (2004).

DESIGN NOTES

New Moon Hunters are inspired by the novel *Mistress of the Night*. Key passages in *Mistress of the Night* are found on pages 167-172, 224-232, 275-277, 281-283, 288-292, and 303. A fair amount of the introductory language is paraphrased from the novel. Don Bassingthwaite also answered several questions in this thread on the Candlekeep Forum, http://www.candlekeep.com/forum/topic.asp?TOPIC_ID=1898&whichpage=2. In particular, he noted the new moon hunters acquired “some feats related to shapeshifting: character becomes a natural lycanthrope if they aren't already... a rapid shifting feat, the feat allowing casting of spells in animal and hybrid forms (proper name escapes me at the moment), and the ability to speak normally in hybrid form, [and that they were] rivals to the Silverstars”

Feena's level was determined in part by the spells she apparently casts in the course of the novel, the most powerful of which appears to be a *break enchantment* spell on Julith. She also casts several *cure* spells on herself, and possibly a *death ward*, all of which would make 9th-level cleric seem most appropriate. She also displays several ranger-like skills and we know she was taken into the church of Selûne after having lived a while, so 1 level of ranger seemed appropriate, not enough for a combat style or animal companion, which she didn't exhibit, but enough to have a favored enemy (church of Malar) and several skill points in ranger skills. As the leader of the New Moon Pact, it is likely Selûne gave her the boon of several levels of advancement at once and following her performance of the sacred rite, she exhibits the powers I've assigned to levels 1-3 of the new moon hunter in the book.

The easiest way to qualify as a new moon hunter is as a ranger 3/cleric of Selûne 3, however, given the variety of lycanthrope types and whether or not the character is an afflicted or natural lycanthrope, the possibilities are fairly broad, though the character must have at least 3 levels of cleric and consequently at least 7 hit dice (since a cleric 3 has a BAB of +2 and the 1st level of animal from lycanthrope doesn't grant a BAB bonus.) The BAB requirement is necessary to take Sanctify Natural Attack. The Iron Will requirement is essentially moot since all lycanthropes get it (therianthropes don't however), but I felt was worth mentioning since their oath mentions they fear no darkness, which could translate into a high Will save.

While working up this prestige class, I noticed that many of the abilities I was looking for were worked up for the vile black blood hunters of Malar in the *Player's Guide to Faerûn*. Upon a closer look, I believe the black blood hunters should have a fighter's BAB to be worth taking. With that in mind, I tried to balance new moon hunters against black blood hunters. Lycanthropic speech, wild items, faster change, animal aspect, improved hybrid form, improved damage reduction, and quick change language are all modeled on the black blood hunter. Claws of silver and magic language was modeled on exorcist of the Silver Flame from the *Eberron Campaign Setting*.

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