

The Council's Encyclopædia of Lifeforms Mundane and Magical



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The Council's Encyclopedia of Lifeforms Mundane and Magical

... or, the Netbook of Creatures

Version 005

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FROM THE EDITOR

August 28, 2001 - I am sure many of you are wondering what happened to the enormous 500+ page work that was once the TCELM. The answer is, we did not feel it was compatible with the Open Gaming License, and so to be on the safe side, we removed all creature conversions – which could have been in violation of the OGL. What you see before you, except for the illustrations, is 100% OGL. Take and use it as you wish. It's smaller but more usable.

We, the design team for *The Council's Encyclopedia of Lifeforms Mundane and Magical*, are excited to have you join us in creating a slew of new creatures for RPG players everywhere (and converting some of the old favorites). If you are interested in adding your creations or conversions to this work, please refer to the submissions guidelines (Appendix A of this document). A very brief outline is included here.

Don't forget the Stat Blocks!

While the PDF format keeps everything nice and neat-looking, you'll notice it doesn't allow you to copy and paste text – this allows the original creator's ideas to be preserved. But we know you want to use these creatures – don't despair! With each publication of TCELM, we publish a companion volume as a text file. This file has all the text found in this file, but without the formatting and illustrations. We call it the "Text Codex" version of the Encyclopedia. You can copy, paste, and otherwise modify this to make use of these creatures in your own campaign. You can find it at the home webpage of the Encyclopedia:

<http://www.dndcommunitycouncil.org/~nbocreat>

Submissions (or "I've got an idea, where do I send it?")

We aim to keep a high level of quality in our work. To ensure that all submissions are well-polished and do the author's concept justice, we put each submission through a review – this mostly makes sure the creature is well-developed, doesn't break any monster creation rules (see the Submissions Guidelines Appendix for a full explanation of these rules), and is self-consistent. If any changes need to be made, one of the Submissions Team Members will contact you and show you what changes we would like to make. If the changes are agreeable to you, and we have formal permission to publish your submission(s), then the next edition of the Netbook will include your creation(s). For a full description of this process, see the Submissions Guidelines Appendix contained herein.

Changes from Version to Version

Because this book is in the continual process of review and critique, some entries may be revised in a minor manner to bring them into compliance with the rules. The "official" version is always the version printed in the latest version of the Netbook. If a creature is removed and missing from the latest version of the Netbook, there is *no* "official" version.

On a final, personal note, this will be my last publication as editor of this Netbook – real life has bared its ugly head and I must now pass the torch on to someone else. I hope you have enjoyed the netbook as much as I have enjoyed bringing it to you. Thanks for all your submissions, and keep them coming. Good luck and good gaming!

Thank you and enjoy the Encyclopedia!

Spencer "The Sigil" Cooley

Editor, Project Team Leader

Our website:

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Akop

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[Small Outsider \(Evil, Incorporeal, Lawful\)](#)

Hit Dice: 3d8 (13 hp)

Initiative: +3 (Dex)

Speed: 10 ft., fly 40 ft. (perfect)

AC: 15 (+1 size, +3 Dex, +1 deflection)

Attacks: 2 incorporeal touches +7 melee

Damage: Incorporeal touch 1d3 temporary Wisdom

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

Special Attacks: Wisdom damage

Special Qualities: Incorporeal

Saves: Fort +3, Ref +6, Will +0

Abilities: Str --, Dex 17, Con 10, Int 10, Wis 4, Cha 12

Skills: Hide +13*, Intimidate +4, Listen +2, Spot +3, Tumble +7

Feats: Combat Reflexes

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-5), or swarm (~12)

Challenge Rating: 2

Treasure: None

Alignment: Usually Lawful evil

Advancement: 4-6 HD (Small); 7-9 HD (Medium-size)

COMBAT

Akop usually attack at night, when they can cloak themselves in darkness. They are soundless and at night nearly impossible to see. With their great speed and maneuverability, they can hit and run and keep their enemies confused.

Incorporeal: The akop have no physical bodies. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities. They are immune to all non-magical attack forms. Even when hit by spells or magic weapons, they have a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with *ghost touch* weapons). An akop can pass through solid objects at will, but not force effects. Its touch attacks pass through natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against them. An akop moves silently and cannot be heard with Listen checks if it doesn't so wish.

Telepathy (Su): Akop can communicate telepathically with any creature within 100 feet that has a language. This is their only means of communication.

Wisdom Damage (Su): The touch of an akop deals 1d3 temporary Wisdom damage to a living foe. A creature reduced to Wisdom 0 by an akop is driven mad, immediately falling unconscious and tormented by demented dreams. See "Condition Summary" in the *DMG* for more information on ability damage.

Skills: *Akop receive a +8 circumstance bonus on Hide checks made in darkness.

CRYPT GUARDIAN

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by Tyson Neumann
[Large Undead](#)

Hit Dice: 7d12 (45 hp)

Initiative: +2 (+2 Dex)

Speed: 30 feet

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

Attacks: Claw +6 melee; Great Scythe +7 melee or as weapon

Damage: Claw 1d6+4; Scythe 2d8+4 or as weapon

Face/Reach: 5 feet x 5 feet/10 feet

Special Attacks: Faerie Fire, Mask Others, Wall of Force

Special Qualities: Undead, darkvision 60 ft., damage reduction 10/+1, see invisibility, turn resistance +5

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

Abilities: Str: 16, Dex: 14, Con: -, Int: 12, Wis: 14, Cha: 15

Skills: Bluff +9, Intimidate +9, Listen +4, Move Silently +8, Search +6, Sense Motive +4, Spot +8.

Feats: Alertness, Martial Weapon Proficiency, Weapon Focus – Great Scythe

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 6

Treasure: 2 rubies (worth 500 gp each)

Alignment: Always neutral

Advancement Range: 8-13 HD (Large-size); 14-18 HD (Huge)

Crypt guardians are undead warriors found guarding tombs, graves, corpses, and crypts. If left alone and the place they are guarding remains undisturbed, they will take no actions. However, if any actions are taken to disturb the crypt guardian or its place of protection, the crypt guardian will use all means necessary to remove the offenders.

A crypt guardian appears as an imposing 10-foot tall skeleton with thick, sturdy looking bones and red pinpoints of light where its eyes should be. Crypt guardians are often seen wielding great scythes, though may be found wielding any sort weapon.

A crypt guardian, despite its undead status, can speak Common.

COMBAT

A crypt guardian will avoid combat if possible by making use of its faerie fire ability and bluff/intimidate skills. If unsuccessful, the crypt guardian will use its mask other ability followed by a

strategically placed wall of force so as to bar entrance to the place the guardian is protecting. If any creature remains or succeeds at its Will save against the mask other ability, the crypt guardian will proceed to melee combat with its imposing great scythe.

Great Scythe: Huge weapon wielded two-handed, Damage 2d8, Critical 19-20/x4, 22lbs, Piercing and Slashing

Faerie Fire (Sp.): This functions just like the spell of the same name up to 3 times a day as cast by a 10th level druid.

Mask Others (Sp.): All creatures within a 100-foot range that fail a Will save (DC 15) are simultaneously *blinded* and turned *invisible*. Those affected will remain so for 1d4 days before the effects wear off.

A creature that succeeds at its save is nauseated for 1d2 rounds but is otherwise unaffected by the crypt guardian's mask other ability for 24 hours.

See invisibility (Su.): This functions similar to the arcane spell of the same name except that the crypt guardian can only use it to see creatures made invisible through use of its own mask others ability. Treat this effect as always in use.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Wall of Force (Sp.): This functions just like the spell of the same name up to 2 times a day as cast by a 10th level sorcerer.

CREATING A CRYPT GUARDIAN

Animate Crypt Guardian

Necromancy

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

Components: V, S, M

Casting time: 5 minutes/HD of undead created

Range: Touch

Targets: One giant sized corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the corpses of giants into undead crypt guardians that will guard one tomb, grave, crypt or other structure indefinitely. While a crypt guardian can be commanded to guard any area 10-

foot radius per caster level, a grave-like settings is often most appropriate. Once created, a crypt guardian will do everything within its power to prevent the passage of living creatures into the area the guardian was created to guard; only the guardian's creator can enter the area in question without provoking the undead warrior. As the crypt guardian is not under direct control of its creator, it does not count against the total number of undead the creator can control. Further, the HD of the crypt guardian created cannot exceed that of the caster's level.

A crypt guardian can be created only from a mostly intact corpse or skeleton of a giant. If a crypt guardian is made from a corpse, the flesh rots from the bones over the next 2d6 weeks. A crypt guardian remembers nothing from its life including skills and abilities and depends solely on those granted during its creation. The creator of the crypt guardian must also be able to cast or read from a scroll the spells *faerie fire*, *blind*, *invisibility*, *see invisibility*, and *wall of force* at the time the crypt guardian is created

The great scythe (or other weapon) the crypt guardian wields must be present at the time the guardian is created or it will always prefer to attack with its claws. A great scythe costs 50gp to have crafted.

Material Component (for Crypt Guardian): Black pearl gems worth at least 100gp/HD of undead created and 2 rubies worth 500gp each. The gems are placed inside the mouth of the corpse and the rubies in its eye sockets. Once animated into a crypt thing, the pearls are destroyed but the rubies remain in its eye sockets and become the focus of the crypt guardian's undeath.

THE COUNCIL OF
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DARKSPHINX

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Chris Pramas (Green Ronin Publishing)
[Large Outsider \(Evil\)](#)

Hit Dice: 8d10+16 (60 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft., fly 60 ft. (poor)

AC: 24 (-1 size, +3 Dex, +12 natural)

Attacks: +2 *Large sickle* +13/+8 melee, +1
longsword +12 melee, tail slap +8 melee

Damage: +2 *Large sickle* 2d6+8, +1 *longsword*
1d8+4, tail slap 1d6+3

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

Special Attacks: Pounce, rake 1d6+6, spell-like
abilities

Special Qualities: Darkvision 60 ft., poison
immunity; acid, cold, electricity, and fire resistance
20

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

Abilities: Str 23, Dex 16, Con 15, Int 22, Wis 19,
Cha 21

Skills: Concentration +13, Heal +9, Hide +4,
Intimidate +16, Intuit Direction +9, Knowledge
(arcana) +11, Knowledge (Hell) +11, Listen +17,
Sense Motive +8, Spot +17, Wilderness Lore +9

Feats: Alertness, Ambidexterity, Blind-Fight,
Combat Casting, Flyby Attack, Improved Initiative,
Iron Will, Two-Weapon Fighting

Climate/Terrain: Any land and underground

Organization: Solitary or covey (2-4)

Challenge Rating: 10

Treasure: Double standard

Alignment: Always evil (any)

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

COMBAT

Darksphinxes usually accompany baatezu nobles as bodyguards. They stay near their charges, using spell-like abilities to discomfit their enemies until melee contact is made. In dire circumstances, a darksphinx grabs a charge in its rear legs and flies to safety.

Pounce (Ex): A darksphinx leaping on a foe in the first round of combat may make a full attack even if it has already taken a move action.

Rake (Ex): A darksphinx that pounces onto a creature can make two rake attacks (+13 melee) with its hind legs for 1d6+6 damage each.

Spell-like Abilities: 3/day-clairaudience/clairvoyance, *darkness*, *detect magic*, *poison*, *read magic*, and *see invisibility*; 1/day-comprehend languages, *desecrate*, *dispel magic*

legend lore, *locate object*, *remove curse*, and *unholy blight*. These abilities are as the spells cast by a 14th-level sorcerer (save DC 15 + spell level). Once per week a Darksphinx can create a *symbol of death*, *discord*, *insanity*, *pain*, *persuasion*, *sleep*, and *stunning* (one of each) as the spell cast by an 18th-level sorcerer (save DC 23).

DEVIL, DISTENDER (BAATEZU)

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[Huge Outsider \(Evil, Lawful\)](#)

Hit Dice: 8d8+56 (92 hp)

Initiative: -1 (-1 Dex)

Speed: 25 ft.

AC: 18 (-2 size, -1 Dex, +11 natural)

Attacks: 2 slams +13 melee

Damage: Slam 2d6+7

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Vomit

Special Qualities: Baatezu qualities, damage reduction 10/+1

Saves: Fort +13, Ref +5, Will +9

Abilities: Str 24, Dex 8, Con 24, Int 6, Wis 16, Cha 16

Skills: Intimidate +14, Jump +13, Listen +13, Spot +13

Feats: Improved Critical (slam), Power Attack, Sunder

Climate/Terrain: Any land

Organization: Solitary or gang (2-5)

Challenge Rating: 8

Treasure: None

Alignment: Always lawful evil

Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)

COMBAT

Distenders are enormous, and their mighty fists alone are strong enough to squash most enemies into paste (they have a threat range of 19-20 with the Improved Critical feat). What makes them most effective, however, is their vomit attack. This vile ability can have a variety of mind-jarring effects.

Vomit (Ex): Each round a distender can make a single vomit attack, spewing a chosen humor in a 25-foot-long cone. It cannot vomit the same humor two rounds in a row. All types produce mind-affecting attacks that require a successful Will Save (DC 17) to avoid.

- **Black Bile:** Black bile produces severe melancholy. Creatures affected by black bile become incapable of any action for 1d4 rounds as they stand still, wrapped in their own morose thoughts. The effect is *otherwise* similar to a *hold monster* spell.
- **Blood:** Blood makes victims feel happy (despite being covered with sticky gore!). Creatures affected by blood are so filled with optimism and good cheer that they cannot take any offensive action for 1d6 rounds. They may not make attacks, cast

damaging or mind-affecting spells, or initiate any action that would harm another. However, they suffer no penalties to Armor Class.

- **Phlegm:** Phlegm engenders cowardice. Creatures affected by phlegm are so full of fear that they become panicked, fleeing away from the distender for 1d4 rounds. Those that cannot flee for some reason cower in terror instead, and attacks against them are at a +2 bonus.
- **Yellow Bile:** Yellow bile incites violence and vengeance. Creatures affected by yellow bile are overcome with wrathful feelings for 1d3 rounds. They turn on the nearest creature, friend or foe, with their most powerful attack or spell.

DEVIL, ENFORCER OF DIS (BAATEZU)

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[Large Outsider \(Evil, Lawful\)](#)

Hit Dice: 11d8+33 (82 hp)

Initiative: +3 (Dex)

Speed: 35 ft., fly 40 ft. (average)

AC: 25 (-1 size, +3 Dex, +13 natural)

Attacks: 2 claws +16 melee

Damage: Claw 1d8+5

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

Special Attacks: Fear, rend 2d8+7, spell-like abilities, summon baatezu

Special Qualities: Baatezu qualities, damage reduction 10/+2, SR 20

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

Abilities: Str 20, Dex 16, Con 16, Int 11, Wis 13, Cha 17

Skills: Balance +9, Climb +10, Escape Artist +11, Gather Information +14, Hide +13, Intimidate +12, Jump +10, Knowledge (Hell) +10, Move Silently +11, Spot +9, Tumble +11

Feats: Dodge, Mobility, Spring Attack, Weapon Focus (claw), Weapon Specialization (claw)

Climate/Terrain: Any land and underground

Organization: Solitary, team (2-5), or patrol (1 enforcer plus 2d6 herlekins)

Challenge Rating: 9

Treasure: Standard

Alignment: Always lawful evil

Advancement: 12-16 HD (Large); 17-22 (Huge)

COMBAT

Enforcers of Dis prefer to get their way without a fight. They are masters of intimidation, and their reputation is such that many renegades surrender without a struggle. They are no strangers to violence, however, and can and do use their claws to deadly effect. Their spell-like abilities usually serve to block off exits or capture an offender for later judgment.

Fear (Su): A creature hit by an enforcer of Dis's claw attack must succeed at a Will save (DC 18) or be affected as though by *fear* cast by an 11th-level sorcerer. Whether or not the Save is successful, that creature cannot be affected again by that enforcer's fear ability for one day.

Rend (Ex): If an enforcer of Dis hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals 2d8+7 points of damage.

Spell-Like Abilities: At will--*animate dead*, *charm person*, *detect good*, *detect magic*, *detect thoughts*, *dispel chaos*, *dispel good*, *hold person*, *suggestion*, and *teleport without error* (self plus 50 pounds only); 3/day--*lightning bolt*, *polymorph self*; *prying eyes*, and *wall of fire*, 1/day--*hold monster* and *wall of force*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Summon Baatezu (Sp): Once per day an enforcer of Dis can attempt to summon 2d6 herlekins with a 50% chance of success, or another enforcer with a 35% chance of success.

Feats: Enforcers of Dis receive Weapon Focus (claw) and Weapon Specialization (claw) as bonus feats.

DEVIL, HERLEKIN (BAATEZU)

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Medium-Size Outsider (Evil, Lawful)

Hit Dice: 2d8+4 (13 hp)

Initiative: +1 (+1 Dex)

Speed: 35 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: Military fork +5 melee; or gore +5 melee

Damage: 1d8+4 military fork; 1d6+4 gore

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

Special Attacks: Blood rage, horns down!

Special Qualities: Baatezu qualities

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

Abilities: Str 16, Dex 13, Con 14, Int 8, Wis 9, Cha 12

Skills: Hide +4, Intimidate +4, Jump +6, Listen +2, Wildemess Lore +1

Feats: Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, brood (2-5), or pack (5-20)

Challenge Rating: 1

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

COMBAT

Herlekin are fast-moving shock troops, sent in after waves of lemures have exhausted the enemy. They excel at assaults but do not do well with complicated maneuvers. Herlekin have a taste for blood and are difficult to control once battle has begun. Still, in numbers and properly led, they make a potent force.

Blood Rage (Ex): Herlekin thirst for blood, and can drink the blood of a downed opponent as a partial action. Doing so drives a herlekin into a killing rage the following round, and it attacks madly until it or every opponent is dead. While raging, it gains +4 Strength, +4 Constitution, and -2 AC. It cannot end the blood rage voluntarily.

Horns Down! (Ex): Although trained to fight with the military fork, a herlekin often gives into instinct and use its massive horns in battle. It crouches over, horns lowered, and charges head first at the enemy, making a single attack that deals 2d6+8 points of damage. The herlekin must move at least 20 feet in a straight line to build up proper momentum. This is otherwise a normal charge attack.

DRAGE, BROWN

COPYRIGHT NOTICE: Original Submission © 2001
By Spencer Cooley
[Diminutive Dragon \(Earth\)](#)

Hit Dice: 1/2 d12 (3 hp)

Initiative: +5 (+5 Dex)

Speed: 10 feet, fly 20 feet (perfect)

AC: 23 (+4 Size, +5 Dex, +4 natural)

Attacks: 2 Claws +10 melee, Bite +2 melee

Damage: Claws 1d2-3, Bite 1d2-3

Face/Reach: 2 1/2 feet x 2 1/2 feet/0 feet

Special Attacks: Breath Weapon

Special Qualities: Immunity to Electricity

Saves: Fort: +4, Reflex: +7, Will: +4

Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14

Skills: Hide +8*, Spot +3.

Feats: Weapon Finesse (Claws)

Climate/Terrain: Any land or underground

Organization: Solitary or clutch (2-7)

Challenge Rating: 1

Treasure: ½ Standard

Alignment: Usually neutral

Advancement Range: 1 HD (Diminutive); 2-4 HD (Tiny); 5 HD (Small)

A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Brown drages tend to be a light tan or khaki color when born, with their hides slowly darkening to near-black as they age. A typical drage lives about 50 years.

COMBAT

Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner, however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the

creature off with its claws.

Breath Weapon (Su): The brown drage's breath weapon is a 5-foot line of electricity. It does 1d3+1 points of acid damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath weapon once every 1d4+1 rounds.

Acid Immunity (Ex): A brown drage takes no damage from electricity-based attacks.

Skills: Brown Drages have a +3 racial bonus to Hide checks (included in above statistics).

DRAGE, ORANGE

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By Spencer Cooley
[Diminutive Dragon \(Water\)](#)

Hit Dice: 1/2 d12 (3 hp)

Initiative: +5 (+5 Dex)

Speed: 10 feet, fly 20 feet (perfect)

AC: 23 (+4 Size, +5 Dex, +4 natural)

Attacks: 2 Claws +10 melee, Bite +2 melee

Damage: Claws 1d2-3, Bite 1d2-3

Face/Reach: 2 1/2 feet x 2 1/2 feet/0 feet

Special Attacks: Breath Weapon

Special Qualities: Acid Immunity

Saves: Fort: +4, Reflex: +7, Will: +4

Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14

Skills: Hide +8*, Spot +3.

Feats: Weapon Finesse (Claws)

Climate/Terrain: Any land or underground

Organization: Solitary or clutch (2-7)

Challenge Rating: 1

Treasure: 1/2 Standard

Alignment: Usually neutral

Advancement Range: 1 HD (Diminutive); 2-4 HD (Tiny); 5 HD (Small)

A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Orange drages tend to be a dark orange color when born, with their hides slowly gaining luster as they age until the creature looks similar to a copper dragon. A typical drage lives about 50 years.

COMBAT

Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner, however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the

creature off with its claws.

Breath Weapon (Su): The orange drage's breath weapon is a 5-foot line of acid. It does 1d3+1 points of acid damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath weapon once every 1d4+1 rounds.

Acid Immunity (Ex): An orange drage takes no damage from acid-based attacks.

Skills: Orange Drages have a +3 racial bonus to Hide checks (included in above statistics).

DRAGE, PURPLE

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By Spencer Cooley
[Diminutive Dragon \(Cold\)](#)

Hit Dice: 1/2 d12 (3 hp)

Initiative: +5 (+5 Dex)

Speed: 10 feet, fly 20 feet (perfect)

AC: 23 (+4 Size, +5 Dex, +4 natural)

Attacks: 2 Claws +10 melee, Bite +2 melee

Damage: Claws 1d2-3, Bite 1d2-3

Face/Reach: 2 1/2 feet x 2 1/2 feet/0 feet

Special Attacks: Breath Weapon

Special Qualities: Cold Subtype

Saves: Fort: +4, Reflex: +7, Will: +4

Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14

Skills: Hide +8*, Spot +3.

Feats: Weapon Finesse (Claws)

Climate/Terrain: Any land or underground

Organization: Solitary or clutch (2-7)

Challenge Rating: 1

Treasure: 1/2 Standard

Alignment: Usually neutral

Advancement Range: 1 HD (Diminutive); 2-4 HD (Tiny); 5 HD (Small)

A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Purple drages tend to be a light lavender color when born, with their hides slowly darkening to a rich, amethyst-like color and luster as they age. A typical drage lives about 50 years.

COMBAT

Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner, however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the

creature off with its claws.

Breath Weapon (Su): The purple drage's breath weapon is a 5-foot line of frost and cold. It does 1d3+1 points of cold damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath weapon once every 1d4+1 rounds.

Cold Subtype (Ex): A purple drage takes no damage from cold-based attacks. Heat and fire-based attacks do double damage unless a saving throw is allowed, in which case the drage takes half damage on a successful save (double damage on a failed save).

Skills: Brown Drages have a +3 racial bonus to Hide checks (included in above statistics).

DRAGE, RAINBOW

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By Spencer Cooley

Diminutive Dragon (Air)

Hit Dice: 1/2 d12 (3 hp)

Initiative: +5 (+5 Dex)

Speed: 10 feet, fly 20 feet (perfect)

AC: 23 (+4 Size, +5 Dex, +4 natural)

Attacks: 2 Claws +10 melee, Bite +2 melee

Damage: Claws 1d2-3, Bite 1d2-3

Face/Reach: 2 1/2 feet x 2 1/2 feet/0 feet

Special Attacks: Breath Weapon

Special Qualities: Immunity to Sonic attacks

Saves: Fort: +4, Reflex: +7, Will: +4

Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14

Skills: Hide +8*, Spot +3.

Feats: Weapon Finesse (Claws)

Climate/Terrain: Any land or underground

Organization: Solitary or clutch (2-7)

Challenge Rating: 1

Treasure: 1/2 Standard

Alignment: Usually neutral

Advancement Range: 1 HD (Diminutive); 2-4 HD (Tiny); 5 HD (Small)

A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Rainbow drages mix all colors of the rainbow on their hides, which resemble the insides abalone shells at birth. Their hides slowly darken as they age, eventually reaching a rich luster not entirely unlike oil spilled across a puddle as they age. A typical drage lives about 50 years.

COMBAT

Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner, however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other

creatures, the drage usually blasts the creature with its breath weapon before trying to finish the creature off with its claws.

Breath Weapon (Su): The rainbow drage's breath weapon is a 5-foot line of low-frequency sound. It does 1d3+1 points of sonic damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath weapon once every 1d4+1 rounds.

Immunity to Sonic Attacks (Ex): The rainbow drage takes no damage from sonic attacks.

Skills: Rainbow Drages have a +3 racial bonus to Hide checks (included in above statistics).

DRAGE, YELLOW

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By Spencer Cooley
[Diminutive Dragon \(Fire\)](#)

Hit Dice: 1/2 d12 (3 hp)

Initiative: +5 (+5 Dex)

Speed: 10 feet, fly 20 feet (perfect)

AC: 23 (+4 Size, +5 Dex, +4 natural)

Attacks: 2 Claws +10 melee, Bite +2 melee

Damage: Claws 1d2-3, Bite 1d2-3

Face/Reach: 2 1/2 feet x 2 1/2 feet/0 feet

Special Attacks: Breath Weapon

Special Qualities: Fire Subtype

Saves: Fort: +4, Reflex: +7, Will: +4

Abilities: Str: 6, Dex: 21, Con: 14, Int: 2, Wis: 14, Cha: 14

Skills: Hide +8*, Spot +3.

Feats: Weapon Finesse (Claws)

Climate/Terrain: Any land or underground

Organization: Solitary or clutch (2-7)

Challenge Rating: 1

Treasure: 1/2 Standard

Alignment: Usually neutral

Advancement Range: 1 HD (Diminutive); 2-4 HD (Tiny); 5 HD (Small)

A drage (rhymes with "age") is among the tiniest forms of dragonkind known. Dragons know of drages, but consider them to be far inferior cousins. Drages are extremely rare, and are usually sought after by wizards, scholars, and/or nobility when discovered. They make fair pets, but the drage's natural draconic tendencies mean that anyone keeping a drage as a pet shouldn't be surprised to see it sleeping a lot and constantly stealing small, shiny trinkets. It has been said that a drage combines the worst qualities of a dragon and a housecat into a creature twice the size of a gerbil. At roughly 14 inches long from snout to the tip of their tails, and resembling lizards with wings, drages are certainly a strange sight.

Yellow drages tend to be a bright lemon-color when born, with their hides slowly gaining a burnished look similar to a gold dragon as the creature ages. A typical drage lives about 50 years.

COMBAT

Drages tend to avoid combat in the same way a housecat would (if it could fly). When pressed into a corner, however, it will attack viciously with its breath weapon and claws, trying not to kill or harm, but to get away. When prowling and attacking other creatures, the drage usually blasts the creature with its breath weapon before trying to finish the

creature off with its claws.

Breath Weapon (Su): The yellow drage's breath weapon is a 5-foot line of flame. It does 1d3+1 points of fire damage (Reflex save vs. DC 11 for half) to any creature caught in that area. The drage can use this breath weapon once every 1d4+1 rounds.

Fire Subtype (Ex): A yellow drage takes no damage from fire and heat-based attacks. Cold-based attacks do double damage, unless a saving throw is allowed, in which case the drage takes half damage if the save is successful and double damage if it is not.

Skills: Yellow Drages have a +3 racial bonus to Hide checks (included in above statistics).

DRAKE, BLAST

COPYRIGHT NOTICE: Original Submission © 2001
By Spencer Cooley
[Small Dragon \(Air\)](#)

Hit Dice: 2d12+4 (17 hp)

Initiative: +1 (+1 Dex)

Speed: 20 feet, fly 60 feet (good)

AC: 19 (+1 Size, +1 Dex, +7 natural)

Attacks: bite +5 melee, 2 claws +2 melee, tail +2
melee

Damage: bite 1d4+2, claws 1d3+1, tail 1d3+1

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Shriek

Special Qualities: Sonic Immunity

Saves: Fort: +5, Reflex: +4, Will: +3

Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11,
Cha: 10

Skills: Move Silently +5

Feats: Multiattack

Climate/Terrain: Mountains, deserts, underground

Organization: Solitary, clutch (2-5), or brood (6-10)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

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

Blast drakes are small, distant relatives of dragons. They resemble tiny green dragons and are sometimes kept as pets by more powerful creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/desires of their "master."

COMBAT

In combat, blast drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Shriek (Su): A blast drake's shriek takes the form of a 15 foot long cone of sonic force and can be used every 1d4+1 rounds. This attack does 2d6 points of sonic damage, with a Reflex Save (DC 13) allowed for half damage. The shriek can be heard at a great distance, but only those in the cone take damage. A *silence* spell cast on the drake prevents it from using its shriek, and a *silence* spell cast elsewhere stops the attack as though the outer radius of the spell were a *wall of force*.

Sonic Immunity (Ex): Blast drakes are immune to sonic damage and all sound-based attacks.

DRAKE, CAUSTIC

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By Spencer Cooley

[Small Dragon \(Water\)](#)

Hit Dice: 2d12+4 (17 hp)

Initiative: +1 (+1 Dex)

Speed: 20 feet, fly 60 feet (good)

AC: 19 (+1 Size, +1 Dex, +7 natural)

Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee

Damage: bite 1d4+2, claws 1d3+1, tail 1d3+1

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Breath Weapon

Special Qualities: Acid Immunity

Saves: Fort: +5, Reflex: +4, Will: +3

Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10

Skills: Move Silently +5

Feats: Multiattack

Climate/Terrain: Mountains, deserts, underground

Organization: Solitary, clutch (2-5), or brood (6-10)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

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

Caustic drakes are small, distant relatives of dragons. They resemble tiny black dragons and are sometimes kept as pets by more powerful creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/desires of their "master."

COMBAT

In combat, caustic drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A caustic drake's breath weapon is a 20 foot long line of acid and can be used every 1d4+1 rounds. This attack does 2d6 points of acid damage, with a Reflex Save (DC 13) allowed for half damage.

Acid Immunity (Ex): Caustic drakes are immune to acid.

DRAKE, FLAME

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By Spencer Cooley

[Small Dragon \(Fire\)](#)

Hit Dice: 2d12+4 (17 hp)

Initiative: +1 (+1 Dex)

Speed: 20 feet, fly 60 feet (good)

AC: 19 (+1 Size, +1 Dex, +7 natural)

Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee

Damage: bite 1d4+2, claws 1d3+1, tail 1d3+1

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Breath Weapon

Special Qualities: Fire Subtype

Saves: Fort: +5, Reflex: +4, Will: +3

Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10

Skills: Hide +4

Feats: Multiattack

Climate/Terrain: Mountains, deserts, underground

Organization: Solitary, clutch (2-5), or brood (6-10)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

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

Flame drakes are small, distant relatives of dragons. They resemble tiny red dragons and are sometimes kept as pets by fire creatures, dragons. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/desires of their "master."

COMBAT

In combat, flame drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A flame drake can belch forth a 15 foot long cone of fire every 1d4+1 rounds. This attack does 2d6 points of fire damage, with a Reflex Save (DC 13) allowed for half damage.

Fire Subtype (Ex): Flame drakes are immune to fire. They take double damage from all cold-based attacks unless a saving throw is allowed, in which case they take half damage if they successfully save (otherwise they take double damage).

DRAKE, FORCE

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By Spencer Cooley

Small Dragon

Hit Dice: 2d12+4 (17 hp)

Initiative: +1 (+1 Dex)

Speed: 20 feet, fly 60 feet (good)

AC: 19 (+1 Size, +1 Dex, +7 natural)

Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee

Damage: bite 1d4+2, claws 1d3+1, tail 1d3+1

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Breath Weapon

Special Qualities: Force Absorption

Saves: Fort: +5, Reflex: +4, Will: +3

Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10

Skills: Move Silently +5

Feats: Multiattack

Climate/Terrain: Mountains, deserts, underground

Organization: Solitary, clutch (2-5), or brood (6-10)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

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

Force drakes are small, distant relatives of dragons. They resemble tiny purple dragons and are sometimes kept as pets by more powerful creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/desires of their "master."

COMBAT

In combat, force drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A force drake's shriek takes the form of a 15 foot long cone of glowing force and can be used every 1d4+1 rounds. This attack does 2d6 points of damage, with a Reflex Save (DC 13) allowed for half damage. Note that because this weapon is made of force, it can affect incorporeal creatures.

Force Absorption (Su): Force drakes absorb force-based attacks. Any force-based attack directed at the drake heals it instead of damaging it on a point-for-point basis. The creature cannot exceed its normal maximum hit points, though absorbing force that would heal it past its maximum hit points allows it to use its breath weapon again

immediately (instead of waiting). Thus, a *magic missile* spell that would normally do 3 points of damage instead heals the drake of 3 points of damage. If the drake had only taken 2 points of damage, it would be fully healed and able to use its breath weapon on its next action, even if it had just used it the round prior and had rolled a 5 for the number of rounds it had to wait between breaths.

DRAKE, FROST

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[Small Dragon \(Cold\)](#)

Hit Dice: 2d12+4 (17 hp)

Initiative: +1 (+1 Dex)

Speed: 20 feet, fly 60 feet (good)

AC: 19 (+1 Size, +1 Dex, +7 natural)

Attacks: bite +5 melee, 2 claws +2 melee, tail
+2 melee

Damage: bite 1d4+2, claws 1d3+1, tail 1d3+1

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Breath Weapon

Special Qualities: Cold Subtype

Saves: Fort: +5, Reflex: +4, Will: +3

Abilities: Str: 15, Dex: 12, Con: 14, Int: 2,
Wis: 11, Cha: 10

Skills: Spot +4

Feats: Multiattack

Climate/Terrain: Mountains, deserts, underground

Organization: Solitary, clutch (2-5), or brood (6-10)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

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



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Frost drakes are small, distant relatives of dragons. They resemble tiny white dragons and are sometimes kept as pets by cold creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/desires of their "master."

COMBAT

In combat, frost drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A frost drake's breath weapon is a 15 foot long cone of frost and can be used every 1d4+1 rounds. This attack does 2d6 points of cold damage, with a Reflex Save (DC 13) allowed for half damage.

Cold Subtype (Ex): Frost drakes are immune to cold. They take double damage from all fire-based attacks unless a saving throw is allowed, in which case they take half damage if they successfully save (otherwise they take double damage).

DRAKE, STATIC

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By Spencer Cooley

[Small Dragon \(Earth\)](#)

Hit Dice: 2d12+4 (17 hp)

Initiative: +1 (+1 Dex)

Speed: 20 feet, fly 60 feet (good)

AC: 19 (+1 Size, +1 Dex, +7 natural)

Attacks: bite +5 melee, 2 claws +2 melee, tail +2 melee

Damage: bite 1d4+2, claws 1d3+1, tail 1d3+1

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Breath Weapon

Special Qualities: Electrical Immunity

Saves: Fort: +5, Reflex: +4, Will: +3

Abilities: Str: 15, Dex: 12, Con: 14, Int: 2, Wis: 11, Cha: 10

Skills: Spot +4

Feats: Multiattack

Climate/Terrain: Mountains, deserts, underground

Organization: Solitary, clutch (2-5), or brood (6-10)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

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

Static drakes are small, distant relatives of dragons. They resemble tiny blue dragons and are sometimes kept as pets by more powerful creatures. In some ways, they are the draconic equivalent of pets. Their behavior tends to reflect the alignment/desires of their "master."

COMBAT

In combat, static drakes usually begin an attack on the wing, using their breath weapon as they close, then flailing at a target with bite, claws, and tail, breathing as frequently as possible.

Breath Weapon (Su): A static drake's breath weapon is a 20 foot long line of lightning and can be used every 1d4+1 rounds. This attack does 2d6 points of electricity damage, with a Reflex Save (DC 13) allowed for half damage.

Electrical Immunity (Ex): Static drakes are immune to electricity.

FALLEN GUARD

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by Doug Rodermund
[Large \(Tall\) Giant](#)

Hit Dice: 12d8+30 (84 hp)

Initiative: +1 (Dex)

Speed: 30 ft., Climb 150 ft.

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

Attacks: Huge Greatclub +10 melee; huge
longspear +9 melee/ranged; slam +8 melee

Damage: Huge Greatclub 2d6+9; huge longspear
2d6+9, slam 1d10+9

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

Special Attacks: Frightful Presence

Special Qualities: Great Leap, Divine Will

Saves: Fort +10, Ref +5, Will +10

Abilities: Str 23, Dex 13, Con 21, Int 5, Wis 17,
Cha 13

Skills: Jump +6, Spot +3

Feats: Power Attack, Dodge, Mobility, Spring
Attack

Climate/Terrain: Any dense forest

Organization: Solitary, pack (7-12, extremely rare)

Challenge Rating: 7

Treasure: Standard; possible magical huge
greatclub/longspear

Alignment: Usually chaotic neutral

Advancement: By character class

Fallen Guardsmen are extremely rare, and are completely unknown to all but the select few who survive an encounter in a forest one has taken residence in. Only the most learned of historians know anything of the fallen guardsmens' background. It is rumored that they were the elite guard of another plane's god, feared by most creatures in their brilliant armor. Supposedly there was a great war between their god and another, with their opposition being victorious in the end. The opposing god stripped them of many of their powers and attributes (most notably Intelligence), used powerful psionics to warp their minds (hence their chaotic neutral alignments), and cast them out to various scattered worlds among the planes. The creatures now wander aimlessly within dense forests in constant sorrow of their failed protection of their god. They appear to be ageless and do not seem to die of natural causes – only in battle. Whether this is a blessing or a curse from their god is the subject of strident debate.

COMBAT

A Fallen Guard rarely seeks confrontation with other creatures, but their actions can be very sparatic and thus unpredictable. It is rumored that

they have occasionally banded together for a purpose of divine righteousenss, but normally are found alone.

Sixth Sense (Su): Fallen Guardsmen seem to have a sixth sense which often alerts them of near danger or a desirable action. The creature may substitute Wisdom for Intelligence as the basic ability for all Intelligence-based skills and ability checks.

Great Leap (Ex): A Fallen Guardsman gets a +60 racial bonus to jump checks (included in stats above) and can take 20 on any jump check as a standard action even if he would not otherwise me able to do so.

Frightful Presence (Su): When a Fallen Guard becomes enraged (automatic after taking even 1 hit point of damage), it flies into a frightful frenzy. All opponents within 30 feet of the creature when it is in its enraged state must make a Will save (DC 17) or suffer a –2 morale penalty to all attack, damage, and skill rolls.

Divine Will (Ex): A Fallen Guard is immune to all mind-influencing effects. In addition, a Fallen Guard automatically makes all Concentration checks.

FLOOR TRAPPER

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[Large Aberration](#)

Hit Dice: 6d8+18 (45 hp)

Initiative: +1 (+1 Dex)

Speed: 10 ft.

AC: 14 (-1 size, +1 Dex, +5 natural, upper body), 10 (lower body)

Attacks: Grab +3 melee

Damage: Grab 2d8

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

Special Attacks: Crush

Special Qualities: Camouflage, darkvision 60 ft.

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

Abilities: Str 10, Dex 12, Con 16, Int 6, Wis 10, Cha 14

Skills: Listen +11, Spot +11

Climate/Terrain: Any subterranean

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Neutral

Advancement Range: 7-12 HD (Large); 12-18 HD (Huge)

The floor trapper is a peculiar creature that lurks in dungeons, lying in wait to grab and smother its prey. This creature is a flat, 2-inch thick, 10-foot radius disk. Its upper surface is covered with a thick, tough hide that has the consistency and appearance of rough stone. Its underside is pale white, pulpy flesh studded with dozens of stubby legs. The floor trapper hunts by positioning itself in a well-traveled cavern.

COMBAT

When a medium-size or smaller creature walks over the trapper, it wraps itself around its victim and begins to crush it. The initial grab attack inflicts 2d8+4 points of damage. Creatures that survive the first attack take 1d6+4 points of damage per round while trapped in the creature. Those caught within a floor trapper may escape by winning an opposed Strength check against the trapper's 19 Str. The creature may be freed by those outside of the trapper if they succeed in an opposed Strength check against the trapper.

After a trapper's initial attack, the thing is somewhat defenseless unless its victim cannot move off of the trapper. Many trappers prefer to lurk in narrow passages, where a victim has less of an opportunity to escape their grasp.

Camouflage (Ex): The trapper's upper body is easily mistaken for a plain stretch of rocky cavern floor. Any creature that approaches within 30 feet of the trapper must make a Spot check (DC 20) to notice the creature. Those actively looking for a trapper can note the slightly moist, glistening look that marks the creature's upper body. Characters who specifically look for this telltale sign of a trapper notice one on a Spot check (DC 15).

Crush (Ex): Once the trapper hits with its first attack, it automatically crushes the victim for 1d6+4 points per round until the victim escapes.

HELLGRAMMITE, GIANT

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[Large Magical Beast](#)

Hit Dice: 6d10+12 (45)

Initiative: +1 (+1 Dex)

Speed: Swim 30 ft.

AC: 17 (-1 Size, +1 Dex, +7 natural)

Attacks: Bite +5 melee

Damage: Bite 3d6+4

Face/Reach: 2 ft by 10 ft/10 ft

Special Qualities: Blindsight

Saves: Fort +4, Ref +3, Will +0

Abilities: Str 17, Dex 13, Con 14, Int 2, Wis 2, Cha 2

Skills: Swim +5

Climate/Terrain: Any freshwater aquatic

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement Range: 7-12 HD (Large)

The giant hellgrammite is actually a larval stage of the giant winged insect known as a dobsonfly; however, the adult form of the creature is utterly harmless, living only long enough to mate and lay its eggs before dying. It is the larva which poses the true danger to adventurers; it can cut a man in half with its powerful jaws.

COMBAT

The hellgrammite will drift in bodies of water, camouflaging itself by submerging itself among weeds, leaves, and other aquatic debris; when it feels the vibrations in the water of a prey's approach, it will strike rapidly, attempting to dismember its prey with a strike from its powerful pincer-like jaws. If the initial strike fails, it will generally attempt to hide again, only fighting if it cannot escape.

HOARD RAIDER

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[Large Magical Beast](#)

Hit Dice: 6d10+6 (39)

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

Speed: 40 ft, fly 30 ft (poor)

AC: 18 (-1 size, +4 Dex, +5 natural)

Attacks: 2 claws +8 melee, Bite +6 melee

Damage: claw 1d8+2, Bite 1d10+2

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

Special Attacks: Sense Treasure

Special Qualities: Blindsight, Regeneration, Scent

Saves: Fort +2, Ref +10, Will +0

Abilities: Str 15, Dex 18, Con 13, Int 3, Wis 11,
Cha 3

Skills: Balance +7, Climb +3, Jump +3, Swim +2

Feats: Lightning Reflexes, Multiattack, Improved
Initiative

Climate/Terrain: Any dungeon

Organization: Solitary

Challenge Rating: 6

Treasure: Double standard

Alignment: Always neutral

Advancement Range: 7-12 HD (Large)

Hoard Raiders were originally the creation of a wizard whose name has been lost to history; whoever he was, he wanted the treasures of several ancient tombs, but was unwilling to enter them himself. Instead, he used his magic to breed together bats and humans, creating a hybrid creature; fast, agile, and capable of moving in total darkness. He instilled in them an instinct to seek and collect treasure, and planned to magically recall them (and the hoards they'd collected) back to his tower once they'd filched everything. No one knows what went wrong, but they were never recalled, and many still exist in the dungeons he planted them in, still collecting treasure for their master.

Hoard Raiders appear as giant humanoid bats, covered with dark fur. Their eyes are hollow and empty, a plank expanse devoid of even rudimentary emotions. The wingflaps on their forearms are somewhat vestigial, but they can still use them for labored flight.

COMBAT

Hoard Raiders will only attack for two reasons: to protect their existing hoard, and to gain further treasure from creatures within the dungeon. It will strike quickly, slashing and biting at its victims. If badly wounded, it will play possum, relying on its

regenerative abilities to get it back into the fight. It will not flee unless it has tried to play possum at least once without success.

Sense Treasure (Ex): Hoard Raiders can actually sense the presence of magical items, precious metals and gemstones within a 40-foot radius of them; it is suspected that this is somehow related to their radar sense and their ability to track by scent, but nobody is certain. It is this ability that they use to find the treasures they collect.

HUNGRY WATERS

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[Large Undead](#)

Hit Dice: 4d12 (26)

Initiative: -4 (-4 Dex)

Speed: Swim 5 ft.

AC: 17 (-4 Dex, +11 natural)

Face/Reach: 5 ft by 5 ft / 15 ft

Special Attacks: Improved Grab, Swallow Whole

Special Qualities: Blindsight, Damage Reduction
30/fire

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

Abilities: Str 19, Dex 2, Con -, Int 2, Wis 2, Cha 2

Climate/Terrain: Any aquatic

Organization: Swarm

Challenge Rating: 3

Treasure: Standard

Alignment: Always evil

Advancement Range: 5-10 HD (Huge)

Hungry waters may come into being wherever someone has drowned; in certain cases, the spirit of the dead may infest the area, causing the water to become a deathtrap for the unwary swimmer. The very waters become the new body of the angry spirit, which is continually seeking to bring new souls to share its eternal torment. With each such drowning victim, the area grows more deadly. Hungry Waters appear as nothing more than large pools of water, though perhaps a bit calmer on the surface than most.

COMBAT

The waters infested by the spirit look very calm; indeed they seem phenomenally easy to swim through. This impression usually lasts until the swimmer is halfway through the area, at which point powerful undertows develop, dragging the swimmer under (the DC of any Swim checks made in this area is 25). If the swimmer does manage to escape the flow of water, the area will return to normal, with no sign of the dangerous currents. Although the hungry waters can be forced into dormancy with fire, the only true way to get rid of them completely is to perform an exorcism of the area in which they drowned.

HYRGRAD

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By Spencer Cooley
Small Monstrous Humanoid

Hit Dice: 1d8+1 (5 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 15 (+1 size, +1 Dex, +3 studded leather)

Attacks: gore +2 or club +2 melee plus tail +0
melee; or sling +3 ranged

Damage: gore 1d4; tail 1d4; club 1d6; or sling bullet
1d4

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

Special Attacks: Pin

Special Qualities: Low-light vision

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

Abilities: Str 11, Dex 13, Con 12, Int 8, Wis 8, Cha
8

Skills: Craft (Trapmaking) +3, Hide +5, Intimidate
+3, Spot +3

Feats: Multiattack

Climate/Terrain: Marshes or Plains

Organization: Troupe (4-9), clan (10-100 plus
100% noncombatants plus 1 3rd-level sergeant per
20 adults and 1 leader of 4th-6th level), or tribe (20-
400 plus 100% noncombatants plus 1 3rd-level
sergeant per 20 adults plus 1 5th-level captain per
50 adults and one leader of 6th-9th level)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: By character class

Hyrgrads are sometimes called “the rhino people.” Their bodies are mostly human, but from about the middle of the chest, their bodies begin to see the skin stiffen and thicken. Their heads resemble rhinos with manes – these manes come in many different colors and it is not uncommon for Hyrgrad to dye their manes. Hyrgrad are a stout people and surprisingly nimble, but sadly, they tend to come up a little short on the mental end. They are simple and usually peaceful, content to be left to their own devices and follow their leaders. Strangely, they also have a long tail with a viciously sharp barb on the end as well.

Hyrgrads have little culture and speak in low, gravelly tones. Most speak Sylvan or Terran, and a few (the more intelligent specimens) speak Common.

Combat

Hyrgrads are terrific troops – they usually have well-rehearsed formations and are quite adept at using their horns and tails to their advantage. They prefer to fight in ranks two deep, with the back rank armed with reach weapons. They are able to quickly react to changing situations based either on predetermined courses of action or commands from their leaders. Fighting a group of hyrgrads is much nastier than fighting a group of goblinoids as hyrgrads have no problem working together or sacrificing one for the sake of many. Hyrgrads frequently try to pin their opponents and allow their fellows to help them pummel the opposition.

Pin (Ex): If a hyrgrad scores a critical hit with its horn or tail, it may attempt to grapple its opponent without drawing an attack of opportunity. It may also do so if it hits the same target with both its horn and tail in the same round.

Hyrgrad Characters

A hyrgrad’s favored class is barbarian. Most tasloi leaders are barbarians or barbarian/clerics. Hyrgrad clerics can choose two of the following domains: Earth, Law, and Sun. Most hyrgrad spellcasters are adepts. Hyrgrad adepts favor spells that enhance their own troops or hinder the opposition.

MAGMA CREEPER

COPYRIGHT NOTICE: Original Submission © 2001
by Spencer Cooley
[Gargantuan \(Long\) Ooze](#)

Hit Dice: 12d10+102 (168 hp)

Initiative: -5 (-5 Dex)

Speed: 30 feet

AC: 1 (-4 Size, -5 Dex)

Attacks: slam +9 melee

Damage: slam 4d6+4

Face/Reach: 30 feet x 40 feet/15 feet

Special Attacks: Stun, Engulf, Acid

Special Qualities: Blindsight, Fire Immunity,
Electricity Resistance 20, Cold Vulnerability, Ooze

Saves: Fort: +10, Reflex: -1, Will: -1

Abilities: Str: 16, Dex: 1, Con: 22, Int: -, Wis: 1,
Cha: 1

Climate/Terrain: Volcano, Underground

Organization: Solitary or pair (2)

Challenge Rating: 15

Treasure: None

Alignment: Always neutral

Advancement Range: 13-24 HD (Gargantuan); 25-
36 HD (Colossal)

A magma creeper is a huge ooze that usually lives near areas of extreme heat such as a volcano. A magma creeper usually resembles a quick-moving flow of magma; however, it often changes course and certainly does not follow the path of least resistance to find potential prey. The creature can subsist on rocks due to its extremely powerful acids, but prefers animal flesh for the greater nutritional value.

COMBAT

Magma creepers simply flow toward the nearest available animal target, not distinguishing among foes, and attempting to slam or (preferably) engulf the target. If two creatures are an equal distance from it, the magma creeper attacks the larger of the two.

Stun (Ex): If the creeper scores a critical hit with its slam attack, the target must make a successful Fortitude Saving Throw (DC 22) or be *stunned*.

Acid (Ex): The magma creeper is constantly covered in acid. A creature hit by a creeper is dealt an additional 3d6 points of acid damage (Reflex save vs. DC 22 for half). Creatures engulfed by the creeper take 10d6 points of acid damage per round (no save allowed).

Engulf (Ex): In lieu of making a slam attack, the

magma creeper may attempt to engulf a target.

Blindsight (Ex): A magma creeper's entire body is its sensory organ, thus, it is not affected by spells affecting vision and operates normally even in total darkness.

Cold Vulnerability (Ex): Cold-based attacks do double damage to a magma creeper unless a saving throw is allowed, in which case the creeper takes half damage on a successful save (it still takes double damage on a failed save).

PAINSHRIEKER

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Chris Pramas (Green Ronin Publishing)

Medium-Size Aberration

Hit Dice: 5d8+15 (37 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 15 (+2 Dex, +3 natural)

Attacks: Masterwork handscythe +5 melee; or 2
masterwork handscythes +3 melee

Damage: Masterwork handscythe 1d8+1; or 2
masterwork handscythes 1d8+1, 1d8

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

Special Attacks: Shock, sonic barrage

Special Qualities: Blindsight, damage reduction
5/leather

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

Abilities: Str 12, Dex 15, Con 16, Int 14, Wis 10,
Cha 8

Skills: Hide +10, Listen +8, Move Silently +6,
Search +10, Spot +8

Feats: Ambidexterity, Exotic Weapon Proficiency
(handscythe), Two-Weapon Fighting

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-5)

Challenge Rating: 4

Treasure: None

Alignment: Usually lawful evil

Advancement: 6-9 HD (Medium-size)

COMBAT

Painshriekers close with opponents quickly so they can use their sonic barrage. When their enemies are still reeling, they rush forward to finish them in melee. Painshriekers favor an exotic weapon called the handscythe. They fight with them in pairs, in a manner similar to the sai.

Blindsight (Ex): Painshriekers can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this, effectively blinding the painshrieker.

Shock (Su): The sight of a painshrieker is so disturbing that a viewer must succeed at a Will save (DC 11) or be paralyzed with fear for 1d3 rounds. Whether or not the save is successful, that creature cannot be affected again by that painshrieker's shock ability for one day. When confronted with a group of painshriekers, a viewer attempts only one save, but the DC is increased by 1 for each additional painshrieker (maximum DC 25). For example, a creature attacked by four painshriekers would have to make one Will save with a DC of 14.

Sonic Barrage (Su): A painshrieker can create a devastating sonic attack in a 50-foot-long cone. Anyone within the cone immediately takes 1d8 damage with no saving throw allowed. Those affected continue to shake as the harmonics rise to a frenzied pitch. On the second round within the cone, they must succeed at a Fortitude save (DC 15) or take 1d12 damage. On the third round they must save again or take 2d8 damage. Successful saves halve the damage.

PARA-ELEMENTAL, ICE

COPYRIGHT NOTICE: Original Submission © 2001
by Itzhak Even

	Ice Elemental, Small Small Elemental (Air, Water)	Ice Elemental, Medium Medium-Size Elemental (Air, Water)	Ice Elemental, Large Large Elemental (Air, Water)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	+0	+0	+0
Speed:	20 ft.	20 ft.	20 ft.
AC:	17 (+1 size, +0 Dex, +6 natural)	18 (+0 Dex, +8 natural)	20 (-1 size, +0 Dex, +11 natural)
Attacks:	Slam +5 melee	Slam +8 melee	Slam +11/+6 melee
Damage:	Slam 1d6+4	Slam 1d8+7	Slam 2d8+9
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks	Chill Aura	Chill Aura	Chill Aura
Special Qualities:	Elemental, cold health, cold subtype,	Elemental, cold health, cold subtype,	Elemental, cold health, cold subtype, damage reduction 10/+1
Saves:	Fort +4, Ref +0, Will +0	Fort +7, Ref +1, Will +1	Fort +10, Ref +2, Will +2
Abilities:	Str 17, Dex 10, Con 13, Int 4, Wis 11, Cha 11	Str 21, Dex 10, Con 17, Int 4, Wis 11, Cha 11	Str 23, Dex 10, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Power Attack	Power Attack	Cleave, Power Attack
	Ice Elemental, Huge Huge Elemental (Air, Water)	Ice Elemental, Greater Huge Elemental (Air, Water)	Ice Elemental, Elder Huge Elemental (Air, Water)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	20 ft.	20 ft.	20 ft.
AC:	22 (-2 size, +1 Dex, +13 natural)	23 (-2 size, +1 Dex, +14 natural)	24 (-2 size, +1 Dex, +15 natural)
Attacks:	Slam +17/+12/+7 melee	Slam +21/+16/+11 melee	Slam +25/+20/+15/+10 melee
Damage:	Slam 2d10+10	2d10+12	2d10+13
Face/Reach:	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.
Special Attacks	Chill Aura	Chill Aura	Chill Aura
Special Qualities:	Elemental, cold health, cold subtype, damage reduction 10/+2	Elemental, cold health, cold subtype, damage reduction 10/+2	Elemental, cold health, cold subtype, damage reduction 15/+3
Saves:	Fort +15, Ref +5, Will +5	Fort +17, Ref +8, Will +7	Fort +19, Ref +9, Will +8
Abilities:	Str 25, Dex 12, Con 21, Int 6, Wis 11, Cha 11	Str 27, Dex 12, Con 21, Int 6, Wis 11, Cha 11	Str 29, Dex 12, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Cleave, Great Cleave, Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder
Climate/Terrain:		Any Land and underground	
Organization:		Solitary	
Challenge Rating:		Small 1; medium 3; large 5; huge 7; greater 9; elder 11	
Treasure:		None	
Alignment:		Usually neutral	
Advancement:	Small 3 HD (Small); medium 5-7 HD (Medium-Size); large 9-15 HD (Large); huge 17-20 (Huge); greater 22-23 HD (Huge); elder 25+ HD (Huge)		

When most people talk about the elemental planes they talk about the planes of Air, Earth, Fire and Water. What most of them seem to be unaware is that these elemental planes are not the only ones. Where the winds of the plane of Air meet the bottomless deep of the plane of Water stands the plane of Ice.

Like the other elemental planes the plane of Ice has elementals of its own, with their own unique set of powers.

Ice elementals, despite being a composite of Air and Water have none of the swiftness of the elementals of these planes. They look like a humanoid shape carved out of icy crystals covered in patches of frost.

COMBAT

Due to their impressive strength and melee abilities they prefer close-quarter combat. A person must beware not only from their fists, but also from their cold aura.

Chill Aura (Ex): The body of the ice elemental gives off intense cold, causing cold damage to anyone nearby. A successful Fortitude save will half

the damage for that round. The save DC, damage, and radius varies with the elemental's size.

Cold Health (Ex): An ice elemental that is wounded in some way will try to find some refuge in cold environments. If an ice elemental comes in contact with natural ice, snow, or sleet he heals 1d8 points of damage every round, up to his maximum.

Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Ice Elemental Sizes

<u>Elemental</u>	<u>Height</u>	<u>Weight</u>	<u>Damage</u>	<u>Chill Aura Radius</u>	<u>Save DC</u>
Small	4 ft.	60 lb.	1d2	5 ft.	13
Medium	8 ft.	500 lb.	1d3	10 ft.	15
Large	16 ft.	4500 lb.	1d4	10 ft.	18
Huge	32 ft.	35,000 lb.	1d6	15 ft.	24
Greater	36 ft.	40,000 lb.	1d8	15 ft.	27
Elder	40 ft.	45,000 lb.	1d10	15 ft.	29

THE COUNCIL'S ENCYCLOPEDIA OF
LIFEFORMS MUNDANE AND MAGICAL

PARA-ELEMENTAL, MAGMA

COPYRIGHT NOTICE: Original Submission © 2001
by Itzhak Even

	Magma Elemental, Small Small Elemental (Earth, Fire)	Magma Elemental, Medium Medium-Size Elemental (Earth, Fire)	Magma Elemental, Large Large Elemental (Earth, Fire)
Hit Dice:	2d8+2 (11 hp)	4d8+8 (26 hp)	8d8+32 (68 hp)
Initiative:	+4 (Improved Initiative)	+4 (Improved Initiative)	+4 (Improved Initiative)
Speed:	30 ft.	30 ft.	30 ft.
AC:	16 (+1 size, +0 Dex, +5 natural)	17 (+0 Dex, +7 natural)	18 (-1 size, +0 Dex, +9 natural)
Attacks:	Slam +3 melee	Slam +6 melee	Slam +9/+4 melee
Damage:	Slam 1d4+1	Slam 1d6+3	Slam 2d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks	Heat Metal Aura	Heat Metal Aura	Heat Metal Aura
Special Qualities:	Elemental, fire immunity, cold vulnerability	Elemental, fire immunity, cold vulnerability	Elemental, fire immunity, cold vulnerability, damage reduction 10/+1
Saves:	Fort +4, Ref +0, Will +0	Fort +6, Ref +1, Will +1	Fort +10, Ref +2, Will +2
Abilities:	Str 13, Dex 10, Con 12, Int 4, Wis 11, Cha 11	Str 17, Dex 10, Con 15, Int 4, Wis 11, Cha 11	Str 19, Dex 10, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Improved Initiative	Improved Initiative	Improved Initiative, Power Attack
	Magma Elemental, Huge Huge Elemental (Earth, Fire)	Magma Elemental, Greater Huge Elemental (Earth, Fire)	Magma Elemental, Elder Huge Elemental (Earth, Fire)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+4 (Improved Initiative)	+4 (Improved Initiative)	+4 (Improved Initiative)
Speed:	30 ft.	30 ft.	30 ft.
AC:	19 (-2 size, +0 Dex, +11 natural)	22 (-2 size, +0 Dex, +14 natural)	24 (-2 size, +0 Dex, +16 natural)
Attacks:	Slam +16/+11/+6 melee	Slam +20/+15/+10 melee	Slam +24/+19/+14/+9 melee
Damage:	Slam 2d8+6	Slam 2d8+7	Slam 2d8+8
Face/Reach:	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.	10 ft. by 5 ft./15 ft.
Special Attacks	Heat Metal Aura	Heat Metal Aura	Heat Metal Aura
Special Qualities:	Elemental, fire immunity, cold vulnerability, damage reduction 10/+2	Elemental, fire immunity, cold vulnerability, damage reduction 10/+2	Elemental, fire immunity, cold vulnerability, damage reduction 15/+3
Saves:	Fort +15, Ref +5, Will +5	Fort +17, Ref +7, Will +7	Fort +19, Ref +8, Will +8
Abilities:	Str 23, Dex 12, Con 21, Int 6, Wis 11, Cha 11	Str 25, Dex 12, Con 21, Int 6, Wis 11, Cha 11	Str 27, Dex 12, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Improved Bull Rush, Improved Initiative, Power Attack, Sunder	Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Power Attack, Sunder	Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Power Attack, Sunder
Climate/Terrain:	Any Land and underground		
Organization:	Solitary		
Challenge Rating:	Small 1; medium 3; large 5; huge 7; greater 9; elder 11		
Treasure:	None		
Alignment:	Usually neutral		
Advancement:	Small 3 HD (Small); medium 5-7 HD (Medium-Size); large 9-15 HD (Large); huge 17-20 (Huge); greater 22-23 HD (Huge); elder 25+ HD (Huge)		

Between the raging Fire and the slow, strong Earth lies a plane of Magma. A plane full of molten rock, with it's own kind of elemental creatures. While the Magma elementals share some of the abilities of earth and fire, they are neither, and as such have their own unique set of powers.

COMBAT

Like the ice elemental, the magma elemental has strong melee capability, but he also has an aura of heat, with a peculiar power.

Heat Metal Aura (Ex): The body of the magma elemental gives off intense heat. Anyone within 20 ft of the elemental's is affected as if by an enhanced *Heat Metal* spell on any metal object he has. On the first round the metal objects becomes warm. On the second round the item becomes hot and deals 1d4 points of heat damage to anyone in contact with it, and on the third round (and all rounds thereafter) the item becomes searing hot, and deals 2d4 points of heat damage to anyone touching it. From the third round, even if you are within 1 ft. of the item you suffer 1d4 points of damage from the extreme heat exuded by the item.

Leaving the area reduces the effect by one step each round, so after leaving the aura the item cools down to merely hot, the round after that to warm, and on the third round after leaving the aura it returns to normal temperature.

Only magical metal items are granted a save, and the DC varies according to the elemental's size.

Fire Immunity (Ex): A magma elemental is immune to fire.

Cold Vulnerability (Ex): While most people would expect it to suffer double damage from cold, it is not so. But if a magma elemental suffer an amount of cold damage equal to its HD in one round he is affected as if by a *Slow* spell. So a Large elemental that suffers 8 points of cold damage in a round is affected as if by a *Slow* spell if it fails it's Will save. The DC for the save is 10 + the level of spell that caused the cold damage. (i.e. if a wizard used cone of cold to cause the damage the DC would be 15)

Magma Elemental Sizes

<u>Elemental</u>	Height	Weight	Heat Metal Save DC
Small	4 ft.	70 lb.	11
Medium	8 ft.	600 lb.	12
Large	16 ft.	5,300 lb.	14
Huge	32 ft.	40,000 lb.	18
Greater	36 ft.	47,000 lb.	20
Elder	40 ft.	54,000 lb.	22

QUASI-ELEMENTAL, ASH

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By Spencer Cooley

Small Elemental (Earth, Cold)

Hit Dice: 4d8+8 (26 hp)

Initiative: +3 (+3 Dex)

Speed: 30 feet

AC: 20 (+1 Size, +3 Dex, +6 natural)

Attacks: slam +7 melee

Damage: slam 1d4-1

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Choke, Blind, Burn

Special Qualities: Elemental, Fire Subtype, Damage Resistance 10/+1, Malleable Body

Saves: Fort: +3, Reflex: +7, Will: +3

Abilities: Str: 8, Dex: 16, Con: 14, Int: 4, Wis: 14, Cha: 14

Skills: Move Silently +10, Spot +9

Feats: Weapon Finesse (slam)

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Ash Quasi-elementals appear as smallish mounds of ash. Their bodies are formed of extreme cold and negative energy; this makes for a small, roughly humanoid being that seems to be made completely of ash and soot. Despite their dirty appearance, these quasi-elementals do not leave obvious tracks of ash because they have a fairly tight control over the material that makes up their bodies and rarely allow it to flake away.

COMBAT

An ash quasi-elemental seeks to disable its foes in combat as quickly as possible. The creature will attempt to blind and choke its victims and use its natural chilling ability to freeze them. They have little grasp of tactics other than knowing to use their choke and blind attacks to their best advantage.

Choke (Ex): If an ash quasi-elemental hits with a slam attack, the victim must make a Fortitude save (DC 14) or be stunned (q.v.) for one round by the ash and soot he has breathed into his lungs. During this time, he coughs and wheezes, trying to clear his lungs and throat.

Blind (Ex): An ash quasi-elemental that successfully grapples its opponent will attempt to shed its ashes into its opponent's eyes. An opponent grappled by an ash quasi-elemental must make a Reflex save (DC 14) each round he is in the grapple or be blinded (q.v.) by ash and soot for 1d4+1 rounds.

Freeze (Ex): Any creature striking an Ash Quasi-elemental with a natural weapon (claws, bite, etc.) or struck by a Quasi-elemental's slam attack takes 1d8 points of cold damage (Reflex save DC 14 for half), as the elemental nature of the creature sucks the warmth from the target.

Malleable Body (Ex): The soft ash that makes up the creature's body allows easy penetration with minimal damage. The creature takes half damage from piercing and slashing weapons, applied before damage resistance is taken into account. Bludgeoning weapons inflict normal damage (before taking damage resistance into account).

Cold Subtype: Immune to all cold- and water-based attacks. Takes double damage from fire- and heat- based attacks unless these attacks allow a saving throw, in which case it takes half damage on a successful save.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

QUASI-ELEMENTAL, DUST

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Small Elemental (Earth)

Hit Dice: 4d8+8 (26 hp)

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

Speed: 20 feet

AC: 19 (+1 Size, +2 Dex, +6 natural)

Attacks: slam +5 melee

Damage: slam 1d4+1

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Choke

Special Qualities: Elemental, Damage Reduction 10/+1, Electricity and Acid Immunity, Shifting Body, Air Vulnerability

Saves: Fort: +6, Reflex: +3, Will: +2

Abilities: Str: 12, Dex: 14, Con: 14, Int: 4, Wis: 12, Cha: 12

Skills: Hide +9, Move Silently +9

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Dust quasi-elementals often look quite similar to ash quasi-elementals. They appear as vaguely humanoid heaps of dust with the dust that makes up the elemental's body constantly swirling within the confines of the body's form, as though stirred by a small dust devil. They have such control over their bodies that dust trails are not left where they walk.

COMBAT

Dust quasi-elementals prefer lone targets, and in combat against multiple creatures, they will concentrate their assaults on a single foe (preferably the one that appears weakest). A dust quasi-elemental attempts to choke its target whenever possible.

Shifting Body (Ex): The loose dust that constitutes a dust quasi-elemental allows many weapons to pass easily through, making somewhat difficult to harm. Piercing attacks do ½ damage (rounded down), applied before Damage Reduction considerations. Slashing and bludgeoning attacks do normal damage, but may be eliminated by Damage Reduction.

Air Vulnerability (Ex): The loose nature of their bodies also makes dust elementals vulnerable to air-based spells. Spells based on air (e.g., gust of wind) do 1d6 points of damage per spell level to the elemental, even if they are not normally offensive spells.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

QUASI-ELEMENTAL, MINERAL

Original © 2001 By Spencer Cooley

Small Elemental (Earth)

Hit Dice: 4d8+16 (34 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 20 feet

AC: 18 (+1 Size, -1 Dex, +8 natural)

Attacks: slam +8 melee

Damage: slam 1d4+4

Face/Reach: 5 feet x 5 feet/5 feet

Special Qualities: Elemental, Damage Reduction 15/+1, Fire and Cold Immunity, Mineral Hide

Saves: Fort: +8, Reflex: +0, Will: +2

Abilities: Str: 16, Dex: 8, Con: 19, Int: 4, Wis: 12, Cha: 12

Skills: Hide +6, Spot +8

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Mineral quasi-elementals look like tiny constructs made entirely of quartz or other crystals. They are much harder than such crystals, however, and enjoy considerable protection from physical assault.

COMBAT

Of all quasi-elementals, mineral quasi-elementals are the most straightforward in their assaults – they attempt to batter anything in their way, relying on their inherent physical toughness to shield them from harm.

Mineral Hide (Ex): The extraordinarily hard skin of a mineral quasi-elemental makes it exceedingly difficult to harm. Slashing and piercing attacks do ½ damage (rounded down), applied before Damage Reduction considerations. Bludgeoning attacks do normal damage, but may be eliminated by Damage Reduction.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

QUASI-ELEMENTAL, RADIANCE

COPYRIGHT NOTICE: Original Submission © 2001
By Spencer Cooley
[Small Elemental \(Fire\)](#)

Hit Dice: 4d8+12 (30 hp)

Initiative: +5 (+5 Dex)

Speed: fly 60 feet (good)

AC: 22 (+1 Size, +5 Dex, +6 natural)

Attacks: slam +9 melee

Damage: slam 1d3

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Brilliance, Breath Weapon, Burn

Special Qualities: Elemental, Fire Subtype, Damage Resistance 10/+1

Saves: Fort: +4, Reflex: +9, Will: +2

Abilities: Str: 10, Dex: 20, Con: 16, Int: 4, Wis: 12, Cha: 12

Skills: Move Silently +12, Spot +8

Feats: Weapon Finesse (slam)

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Radiance Quasi-elementals appear as swirling, glowing spheres of heat and brilliance. Their bodies are formed of fire and positive energy, making them exceedingly hot and volatile - they are similar to tiny stars, complete with varying colors, sunspots, flares and prominences.

COMBAT

A Radiance Quasi-elemental prefers to begin combat by using its breath weapon to weaken foes, rather than immediately closing to engage in physical combat. Radiance Quasi-elementals are not terribly bright, but are direct in their combat methods as they attempt to defeat foes by vaporizing them with the extreme heat they are capable of generating.

Brilliance (Ex): As a free action, once per round, the Radiance quasi-elemental may cause itself to give off a near-blinding burst of light. Treat this as a *flare* spell cast by a 4th-level sorcerer. Using this ability inflicts 1 point of damage to the elemental, as it is using some of its own essence to generate this effect.

Breath Weapon (Su): Though it has no identifiable mouth, a Radiance Quasi-elemental may expel a jet of Radiance - a combination of positive energy and elemental fire - towards a target. This takes the form of a 30 foot long line. This attack does 2d8 points of fire damage (Reflex save DC 15 for half). Using this ability inflicts 1d4+2 points of damage to the elemental, as it is using some of its own essence to generate this effect. Unlike most breath weapons, this breath weapon can be used every round if the elemental so desires.

Burn (Ex): Any creature striking a Radiance Quasi-elemental with a natural weapon (claws, bite, etc.) or struck by a Quasi-elemental's slam attack takes 1d8 points of fire damage (Reflex save DC 15 for half).

Fire Subtype: Immune to all fire- and heat-based attacks. Takes double damage from water- and cold- based attacks unless these attacks allow a saving throw, in which case it takes half damage on a successful save.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

QUASI-ELEMENTAL, SALT

COPYRIGHT NOTICE: Original Submission © 2001
By Spencer Cooley
[Small Elemental \(Water\)](#)

Hit Dice: 4d8+12 (30 hp)

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

Speed: 20 feet

AC: 18 (+1 Size, +1 Dex, +6 natural)

Attacks: slam +7 melee

Damage: slam 1d3+3

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Dehydrate

Special Qualities: Elemental, Damage Resistance 10/+1

Saves: Fort: +9, Reflex: +2, Will: +2

Abilities: Str: 14, Dex: 12, Con: 16, Int: 4, Wis: 12, Cha: 10

Skills: Hide +8, Spot +8

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Salt elementals appear as semi-amorphous, vaguely humanoid-shaped lumps of salt - usually a dark gray rock salt. They move somewhat stiffly, but are still fairly agile for their size.

COMBAT

Salt elementals prefer to attack with surprise, grappling if possible. They will do all they can to maintain a grapple, knowing that they will both harm the other creature and heal themselves by doing so.

Dehydrate (Ex): Any creature striking a Salt Quasi-elemental with a natural weapon (claws, bite, etc.) or struck by a Quasi-elemental's slam attack takes 1d8 points of damage (Reflex save DC 15 for half) as the salty makeup of the elemental acts to suck water from their bodies. Creatures made of water (such as water elementals) take double damage from this attack. Creatures with little or no water in their bodies (Undead, Constructs, and some Elementals and Outsiders) are not affected by this ability. For every 2 hit points of damage done by the creature in this fashion, it gains 1 hit point (up to its normal maximum). Creatures grappled by a salt elemental are subject to dehydration every round.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

QUASI-ELEMENTAL, STEAM

COPYRIGHT NOTICE: Original Submission © 2001
By Spencer Cooley
[Small Elemental \(Water\)](#)

Hit Dice: 4d8+8 (26 hp)

Initiative: +3 (+3 Dex)

Speed: fly 40 feet (good)

AC: 20 (+1 Size, +3 Dex, +6 natural)

Attacks: slam +7 melee

Damage: slam 1d3-1

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Scald, Choke, Steam Jet

Special Qualities: Elemental, Damage Resistance 10/+1

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

Abilities: Str: 8, Dex: 17, Con: 15, Int: 4, Wis: 14, Cha: 14

Skills: Move Silently +10, Spot +9

Feats: Weapon Finesse (slam)

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Steam Quasi-Elementals appear as floating clouds of steam that move about under their own power and of their own volition. They are sometimes mistaken for vampires (q.v.) or other creatures in gaseous form. One telling trait that allows a veteran adventurer to differentiate a steam quasi-elemental from a creature in gaseous form is the presence of four small dark spots on the elemental's body - its "eyes" - that whirl slowly through the cloud of steam but never disappear.

COMBAT

Steam elementals prefer to skulk in areas where clouds of steam might be expected such as near hot springs, volcanos (especially island volcanoes), and near underground bodies of water. They will also venture out in fog, mist, or similar conditions that obscure their nature. They prefer to attack with surprise by suddenly wrapping their forms about the head of a hapless victim, both scalding and choking him, and then use their steam jets to keep would-be-helpers at bay.

Scald (Ex): Any creature striking a Steam Quasi-elemental with a natural weapon (claws, bite, etc.) or struck by a Quasi-elemental's slam attack takes 1d8 points of heat damage (Reflex save DC 14 for half).

Choke (Ex): If a steam quasi-elemental hits with a slam attack, the victim must make a Fortitude save (DC 14) or be stunned (q.v.) for one round by the super-heated steam he has breathed into his lungs. During this time, he coughs and wheezes, trying to clear his lungs and throat.

Steam Jet (Su): Once per round, a steam quasi-elemental can fire a jet of superheated steam from its body. The creature makes a ranged touch attack (the creature has a +7 attack bonus on such attacks). If the attack hits, the creature takes 1d6 points of heat damage and 1d6 points of damage from the concussive force. Creatures specifically adversely affected by water-based attacks (for example, fire elementals, but not humans, as they are not specifically adversely affected by water-based attacks) take another 1d6 points of damage as the water in the steam condenses. A Reflex save (DC 14) is allowed for half damage - only a single Reflex save should be made and the results applied to all damage types.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

Skills: When in an environment where it could reasonably be expected to blend in with the surroundings (e.g., fog, a steam-filled room, near a hot spring, etc.), a steam quasi-elemental gains a +8 bonus to Hide checks.

QUASI-ELEMENTAL, VACUUM

Original © 2001 By Spencer Cooley

Small Elemental (Air)

Hit Dice: 4d8+16 (34 hp)

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

Speed: fly 15 feet (poor)

AC: 18 (+1 Size, +1 Dex, +6 natural)

Attacks: slam +7 melee

Damage: slam 1d4+3

Face/Reach: 5 feet x 5 feet/5 feet

Special Attacks: Suffocate, Improved Grab

Special Qualities: Elemental, Damage Reduction 15/+1, Improved Invisibility, Air Vulnerability, Mute Sound, Sonic Immunity

Saves: Fort: +5, Reflex: +5, Will: +2

Abilities: Str: 14, Dex: 12, Con: 18, Int: 4, Wis: 12, Cha: 12

Skills: Hide +18, Spot +8

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2-5)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually neutral

Advancement Range: 5-8 HD (Medium-size); 9-16 HD (Large); 17-24 HD (Huge)

Vacuum quasi-elementals are perhaps the most fearsome of the quasi-elementals, as they are made from the very substance of nothing. This allows them to remain more or less invisible and nearly undetectable in most conditions save for a low sucking sound. Vacuum quasi-elementals are spherical in shape (about 2 feet in diameter) and hover slowly about.

COMBAT

Vacuum quasi-elementals love to hover innocuously at about the height of a human head, waiting for an unsuspecting soul to blunder into them. They employ their suffocation attack with great gusto and use their improved grab ability to stay with a target until he dies of asphyxiation. Since the creature is completely invisible and since it silences the cries of its victims, it is an exceptional hunter, sometimes slowly picking off party members one by one as they try to figure out what is going on.

Suffocate (Ex): A creature grappled by a vacuum quasi-elemental should be treated as though drowning.

Improved Grab (Ex): To use this ability, the quasi-elemental must succeed at a slam attack. If it succeeds, it can attempt to start a grapple without incurring an attack of opportunity and may begin using its Suffocate ability.

Improved Invisibility (Ex): Vacuum quasi-elementals' bodies are made of nothingness – there is literally nothing to see. The quasi-elemental is always invisible and this invisibility cannot be dispelled.

Mute Sound (Ex): Because sound cannot travel in a vacuum, any opponent grappling with the quasi-elemental is considered *silenced* and *deafened*.

Air Vulnerability (Ex): Because a vacuum quasi-elemental is made of the lack of air, any spell that manipulates or creates air causes it 1d6 points of damage per spell level, even if the spell does not ordinarily cause damage.

Elemental: Immune to poison, sleep, paralysis, and stunning. As an elemental, has no clear front or back and is therefore not subject to critical hits or flanking. If slain, cannot be *raised* or *resurrected*, though a *wish* or *miracle* spell can restore it to life.

Skills: Vacuum quasi-elementals receive a +10 racial bonus to Hide Checks (included in statistics) when in more or less clear air.

RED BASILISK (HALF DRAGON)

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Large Dragon

Hit Dice: 12d12 + 60 (125)

Initiative: +0

Speed: 20 ft; fly 100 ft (average)

AC: 23 (Natural +14, Size -1)

Attacks: Bite +22; 8 Claws at +20; 2 Wings at +20; Tail Slap +20

Damage: Bite 2d6+10; Claws 1d8+10; Wings 1d6+5; Tail 1d8 +15

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

Special Attacks: Petrifying Gaze (DC 17); Breath Weapon 6d10 (DC 22)

Special Qualities: Low-light & Dark vision; Fire, Sleep, Paralysis and Petrification Immunities.

Save: Fort +13; Ref +8; Will +5.

Abilities: Str31 (+10); Dex10 (+0); Con21 (+5); Int4 (-3); Wis12 (+1); Cha12 (+1).

Skills: Hide +8; Listen +9; Spot +9; Move Silently +6; Tumble +6.

Feats: Snatch; Flyby Attack; Multi-Attack.

Climate/Terrain: Any land, Underground or Mountains

Organization: Solitary or Colony (3-6)

Challenge Rating: 9

Treasure: None

Alignment: always Chaotic Evil

Loads: up to 612lb, light; 613-1246lb, medium; 1225-1840lb, heavy.



THE MONSTER'S ENCYCLOPEDIA OF
TRANSFORMS MUNDANE AND MAGICAL

ROCK BORERS

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[Small Magical Beast](#)

Hit Dice: 1d10-1 (4 hp)

Initiative: -2 (-2 Dex)

Speed: Burrow 5 ft

AC: 12 (+1 size, -2 Dex, +3 natural)

Attacks: Bite +1 melee

Damage: Bite 2d6

Face/Reach: 6 in. by 2 ft / 2 ft

Special Qualities: Blindsight

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

Abilities: Str 8, Dex 6, Con 9, Int 1, Wis 1, Cha 1

Climate/Terrain: Any subterranean

Organization: Swarm

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement Range: 2 HD (Small)

Rock borers are not deadly to adventurers in and of themselves; nonetheless, to those who venture underground, as well as to those who live and work there, no creature can possibly be more feared. The rock borer, a larger (and magical) cousin of the earthworm, has powerful jaws capable of crushing solid rock to powder; it is on this powdery material that the creature subsists. Unfortunately, this also has the effect of weakening the rock structure; even a single rock borer, given time, can do grave damage to the stability of a network of tunnels, and the creatures come not in single numbers, but in swarms. A dungeon infested with rock borers can suffer a localized collapse at the tread of even the lightest of feet.

Rock borers appear as a huge, squat, dark gray earthworm with enlarged jaws containing serrated bone-like teeth. Hard, bristly hairs, almost like spikes, dot its body, helping it move through the earth.

COMBAT

Rock borers do not attack humans, not recognizing them as a source of food; if, however, one is pulled from the rock (which is difficult, due to the spiky body hairs that cover it; a Strength check must be made with a difficulty of 23), it will wriggle about in an attempt to bite its captor and startle him or her into dropping the borer. It will then immediately attempt to burrow back into the ground.

SKITTIBLIN

COPYRIGHT NOTICE: From **Dungeons**, © 2001 Alderac Entertainment Group
Small Monstrous Humanoid (Goblinoid)

Hit Dice: 1d8+1 (5 hp)

Initiative: +2 (Dex)

Speed: 30 ft (15 ft outside caverns)

AC: 13 (+1 size, +2 Dex); but see Special Qualities

Attacks: small rocks +1, slap +1, bite +1

Damage: 1d2 rock or 1d3 slap (subdual) or 1d2 bite (normal)

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

Special Qualities: Darkvision 60 ft., constant cover, improved evasion, spider climb

Saves: Fort +2, Ref +6, Will +0 (note Cover Reflex Save Bonus)

Abilities: Str 10, Dex 15, Con 12, Int 7, Wis 10, Cha 4

Skills: Hide +8, Listen +2, Move Silently +2, Spot +2

Feats: Alertness, Improved Unarmed Strike, Mobility

Climate/Terrain: Underground caverns

Organization: Pack (2-8)

Challenge Rating: 1

Treasure: No coins, 25% goods or items

Alignment: Usually chaotic neutral

Advancement Range: 2 HD (Small)

Skittiblins are the result of a partial (at best) success by a goblin sorcerer at creating a watchdog/servitor race for goblinoid beings. Only marginally more intelligent than animals, skittiblins lack the malice of their larger cousins but also lack their ability to coordinate. They look like slightly stunted, wiry goblins with sickly green-yellow skin and hair that only grows in patches. If they wear anything at all, it's usually no more than a poor loincloth.

Skittiblins speak Goblin very poorly; the rare, more intelligent ones can speak almost as well as an average goblin. Though none are known to exist, a skittiblin with an Intelligence of 12 or better could speak Common, just as an intelligent goblin could.

COMBAT

Skittiblins aren't big on tactics, but they don't usually have to be. Their natural habitat means they are rarely left unarmed, and their ability to cling to cavern walls makes them difficult targets. They pelt their victims until attackers fall down or run away; if necessary, they use their toughened hands to strike with surprising force.

Constant Cover (Ex): So long as there are rocky outcroppings nearby, the thin skittiblins always have at least half cover unless grappling. The less distance it moves, the greater cover it will have. A skittiblin that restricts itself to a five-foot step always has at least three-quarters cover unless grappling. A skittiblin that does not take any movement action in a round always has nine-tenths cover unless grappling. Depending on the density of the nearby cover, the skittiblin may have greater cover available to it, at the DM's discretion.

Improved Evasion (Ex): Functions exactly as the rogue's extraordinary ability of the same name, except it functions only if the skittiblin has some sort of cover available to it. For this reason, it is ineffective against attacks that fill the area more or less completely regardless of obstacles – a *fireball* can be evaded in this manner, for example, but not a *circle of doom*.

Spider Climb (Ex): Functions identically to the spell of the same name, although the skittiblin's talent for this is an extraordinary ability that comes from the rough, resilient skin on its palms and dexterous feet. It can also pull loose a small chunk of rock as a free action 90% of the time, for use as a ranged weapon.

TATTERDEMALION

COPYRIGHT NOTICE: Original Submission © 2001
By Wm. Eric Downton
[Small Outsider](#)

Hit Dice: 4d8+8 (22 hp)

Initiative: +9 (+5 Dex, +4 Feat)

Speed: 30 feet

AC: 19 (+5 Dex, +4 Race)

Attacks: 2 claws +7 melee (+3 Str, +4 Skill)

Damage: Claws 2d4+3

Face/Reach: 5 feet X 5 feet / 5 feet

Special Attacks: Paralyze, by claw (Fort save15, duration 1d6 rounds)

Special Defenses: Immune to enchantment, poison and disease. Damage Resistance 10/+1.

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

Abilities: Str 16, Dex 20, Con 15, Int 12, Wis 14, Chr 10

Skills: Hide +10, Listen +5, Bluff +5, Spot +5

Feats: Improved Initiative, Improved Unarmed Combat

Climate/Terrain: Mid to Large Cities

Organization: Solitary or groups of 1-4

Challenge Rating: 4

Treasure: None

Alignment: Chaotic Evil

Advancement Range: N/A

Tatterdemalions appear as small, gaunt, starving children covered in hooded robes that are tattered and torn and dirty. Underneath the robes, however, they are far from children in appearance. They are hairless and their skin is oily and smells faintly of dead fish. The palms of their hands and the soles of their feet are sticky to the touch, which gives them the ability to *spider climb* at will. Tatterdemalions are flesh eaters. They use their claws to paralyze a victim so that the flesh is still warm. They will not eat those that are dead.

COMBAT

Tatterdemalions will pretend to be starving beggar children until their prey approaches and then they will always try to close quickly to melee range. Their attacks are fairly straightforward; they try to claw and poison their opponents.

Spider Climb (Su): As per the spell.

TELEKON

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[Medium Undead \(Incorporeal\)](#)

Hit Dice: 4d12 (26 hp)

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

Speed: fly 10 ft. (perfect)

AC: 14 (+2 Dex, +2 deflection)

Attacks: Slam ranged or Greatsword +1 melee, Greatsword -1 melee, Greatsword -1 melee

Damage: Greatsword 2d6

Face/Reach: 5 ft. by 5 ft./30 ft.

Special Attacks: Ethereal Penetration, Telekinetic Slam, Weapon Control

Special Qualities: Concealment, Daylight Powerlessness, Detect Magic Aura, Incorporeal, Telekinesis, Limited Tremorsense, Undead, Weapon Immunity, Weapon Weakness

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

Abilities: Str: -, Dex: 15, Con: -, Int: -, Wis: 12, Cha: 15

Skills: -

Feats: Improved Initiative

Climate/Terrain: Underground

Organization: Solitary or Gang (3-6)

Challenge Rating: 6

Treasure: Special

Alignment: Neutral

Advancement Range: 5-9 HD (Medium)

The Telekon is a type of wraith-like guardian undead created centuries or even millennia ago. The identity of the creators is unknown, and the process is long lost. However, it is known that they were created from human slaves with psychic ability, through a cruel and torturous procedure of enchantment and magical binding. They never leave the room, chamber, hallway or area that they were set to guard, which is usually underground, but the definition of their 'area' can be either broad or precisely defined. While they are typically encountered individually, artifacts of great power have been found to be guarded by several Telekons, in addition to other guardians.

Due to their undead nature and related powers, a Telekon is completely powerless in sunlight and loses some abilities of concealment in other bright places. Almost universally, a Telekon will only be found in an underground location, a vault or other important place. They make excellent guardians, and are often found guarding some great treasure, relic or magical item. In other cases, a strategic, sacred or critical location will be the area guarded. Because of their nature as guardians, it has been theorized, but never proved, that a password can

be used to bypass a Telekon.

Telekons are unintelligent, so it is impossible to communicate with them (with the possible exception of a programmed password).

COMBAT

A Telekon will combat intruders with telekinetically wielded weapons. So many weapons can be controlled that even a single Telekon can overwhelm small groups of intruders, flanking all of them. It has been reported that these creatures will use their powers of telekinesis to draw opponents unused magical weapons (q.v. Detect Magic Aura) and use them against their owners; a Reflex save (DC 15) will prevent this from happening. When possible, a Telekon will use its Telekinetic Slam to move dangerous opponents away from itself or hurl rubble or debris for a high-damage attack. They fight until destroyed, performing their assignment as long and well as possible. However, their instructions apparently can be very complex, since more than one Telekon has been reported to fall back through solid stone to another nearby area littered with weapons to continue the defense.

Concealment (Ex): In any lighting condition less than natural daylight or bright light (*daylight* spell), a Telekon one-half concealment (20% miss chance). In shadows or torchlight, it has nine-tenths concealment (40% miss chance). In anything less than torchlight, it is considered invisible, having total concealment (50% miss chance and attacker must guess location). This applies to the Telekon itself, not the controlled weapons; these have concealment based on conditions as normal (pg. 133 in Core Rulebook I, the PH).

Daylight Powerlessness (Ex): A Telekon is completely powerless in natural sunlight (not merely a *daylight* spell).

Detect Magic Aura (Su): A Telekon radiates an aura of detect magic. All magic items within 60 feet glow with a slight red glow visible to all. With this knowledge, a Telekon will use available magic weapons in preference to any others.

Ethereal Penetration (Su): Even though the weapons controlled by a Telekon are usually normal, the Telekon has the ability to damage ethereal and incorporeal creatures with those weapons.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons or magic, with a 50% chance to ignore any damage

from a corporeal source. Can pass through solid objects at will. Always moves silently.

Telekinesis (Sp): In lieu of any attack, the Telekon can use the Sustained Force option of the spell Telekinesis as if it were a 3rd level Sorcerer. There is no time limit to this use; the level primarily sets the weight of objects that can be moved (75 pounds). In addition, the Telekon can perform other actions while using this ability, although its use eliminates one attack while active.

Telekinetic Slam (Sp): Once every 1d10 rounds, a Telekon can use the Violent Thrust option of the spell Telekinesis as if it were a 9th level Sorcerer. This can be used against creatures or objects. The use of this ability takes the place of one other attack that round.

Limited Tremorsense (Ex): As long as a Telekon is in contact with a hard surface (e.g. stone, ice), it can automatically sense the location of anything within 60 feet that is in contact with that surface.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Weapon Control (Su): This is a Telekon's primary method of attack. The Telekon can telekinetically wield up to twenty-five weapons of up to 20 pounds each. This includes random objects used as improvised weapons. With these weapons, the creature can make up to three attacks per round, one with each of three separate wielded weapons, with attack bonuses of +1/-1/-1. All attacks are simultaneous, and can be directed against up to three opponents. Unless the Telekon faces more opponents than half the number weapons, the weapons will be maneuvered in such a fashion that all opponents are considered flanked and shield bonuses are ignored. *Option: For a more involved encounter, each weapon can be maneuvered as a tiny-size flying creature, separate from the Telekon. Flanking and shield bonuses are handled accordingly.*

Weapon Immunity (Ex): In addition to the benefits against weapons conferred by being incorporeal, a Telekon is resistant to weapon attacks that inflict damage. Only magical weapons can harm a Telekon. Unless an attacker is Ethereal or a Ghost Touch weapon is used, the Telekon will only take damage equal to the magical bonus of the weapon from any weapon attack.

Weapon Weakness: Unlike magical weapons, a Telekon has no method of determining weapon quality. The weapons used by a Telekon are, typically, those placed by its creators for its use. Since the methods to create a Telekon are long lost, these weapons are necessarily ancient. These weapons will be in poor condition, having half of their normal hardness and hit points (rounded up). It is possible that some available weapons, never more than a small fraction, will have been scavenged from slain intruders. Since Telekons are never randomly encountered, a DM will have to determine what fraction of the available weapons are the original weapons.

ENCYCLOPEDIA OF
PLANE AND MAGICAL

UNDERWORLD ORACLE

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Alderac Entertainment Group
[Medium-Size Aberration](#)

Hit Dice: 3d8+3 (16 hp)

Initiative: +3 Dex

Speed: 30 ft

AC: 18 (+3 Dex, +5 natural)

Attacks: Bite +1 melee

Damage: Bite 2d4

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

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

Abilities: Str 10, Dex 17, Con 12, Int 15, Wis 14,
Cha 15

Skills: Diplomacy +7, Gather Information +6, Hide
+8, Knowledge (arcana) +7, Listen +7, Move
Silently +8, Search +7

Feats: Dodge, Run

Climate/Terrain: Subterranean

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Chaotic neutral

Advancement Range: None

Underworld Oracles are said to be the byproduct of a bizarre curse that affects humanoids who venture into a forbidden cavern deep beneath the surface of the earth. Oracles appear as 5-foot tall armless humanoids with dull gray, stony skin. Their heads are slightly larger in proportion to their bodies, and their faces are emotionless masks that resemble the countenance of statues. Underworld Oracles received their moniker for their tendency to lurk at the edge of established subterranean societies, gathering information and sharing it with those whom they encounter. They hunger for rumors and news, and often spy on explorers and monsters to learn of their plans and natures. When an Underworld Oracle encounters a group of strangers, it presses them for information, usually offering news of the surface or background information on the strangers in return for information that the Oracle has learned about the dungeon.

Oracles were reputedly created by a lich who dwelled deep within the earth, near the very core of the planet. The lich was concerned about losing touch with the events in the outer world, so it transformed any humanoids it encountered into oracles and sent them out to learn as much news about the world and report their findings. Oracles are loath to impart any information about their own origin or habits, preferring to keep as much about their own doings as secret as possible. The

creatures' biology, however, offers disturbing evidence of the validity of the curse theory. Slain oracles that are dissected show the internal structure of a variety of species – human, orc, dwarf, elf, and many other humanoids.

VHALICAN

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mjkletch@yahoo.com
[Fine Fey \(Incorporeal\)](#)

Hit Dice: 11d6 (38 hp)

Initiative: +12 (+8 Dex, +4 Improved Initiative)

Speed: fly 15 feet (perfect)

AC: 32 (+8 size, +8 Dex, +6 deflection)

Attacks: Energy blast special ranged

Damage: Energy blast 3d4+3

Face/Reach: 1 ft. by 1ft./1 ft.

Special Attacks: Energy Blast, Spell Drain, Spells

Special Qualities: Damage Reduction, Immunities, Omnipresence, Nondetection, Resistances, Teleport, Weapon Invulnerability

Saves: Fort -, Ref +15, Will +13

Abilities: Str: -, Dex: 26, Con: -, Int: 28, Wis: 22, Cha: 22

Skills: Appraise +16 (+6 ranks, +10 Int), Hide +26 (+14 ranks, +8 Dex, +4 racial), Intuit Direction +30 (+14 ranks, +6 Wis, +10 racial), Knowledge (Arcana) +28 (+14 ranks, +10 Int, +4 racial), Sense Motive +20 (+14 ranks, +6 Wis), Spellcraft +28 (+14 ranks, +10 Int, +4 racial), Spot +24 (+14 ranks, +6 Wis, +4 racial), Wilderness Lore +20 (+14 ranks, +6 Wis)

Feats: Improved Initiative, Alertness

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 15

Treasure: Double Items (magic only), incidental coins and goods

Alignment: Always neutral

Advancement Range: see below

A vhalican (pron. *val-ik-an*) is a creature of pure magic and thought. The names Sorscion, Magetooth, and Spell Eater are also used by sages and ancient texts to describe this strange but exceedingly rare creature. A vhalican is always found as a single individual. It is surmised that they split or divide when they reach a certain level of strength (measured in hit points), but this has never been confirmed.

When first encountered, the form of the vhalican will be one or more incorporeal motes of light that float and swirl about. Each vhalican possesses one such mote for every hit point it has. Each of these motes is actually a spell or spell-like ability that the vhalican has 'stolen' from another being. These motes are the method by which the creature primarily perceives and interacts with the world. Every vhalican appears with a unique and distinctive combination of colors, usually three to five.

Within the actual lair, there will be a sphere of light (5 ft. diameter) that contains a vague, human-like form in a fetal position. This sphere is not incorporeal, and it is the vhalican's true body, if such a term is appropriate.

The sphere form of the vhalican, which is almost entirely helpless on its own, always lies well hidden. The

colors of the sphere match the colors of the motes.

Their intellect is completely alien to almost all other types of beings. It may be possible for a divine avatar, demigod or high priest of a god whose purview is magic to communicate with a vhalican, but this is pure supposition. They do not seem to pay any attention to spoken languages. Those attempting to contact a vhalican with telepathy will take damage from the mental shock equal to the vhalican's current hit point total (not including the sphere). There is also a 1-in-20 chance that such an unfortunate being will permanently lose a point in both Intelligence and Wisdom; this cannot be recovered magically.

Vhalicans are believed to perceive magic much as most creatures perceive light, scent or sound. They do sometimes collect magic items, and some sages have guessed that they collect magical items for the way they appear, much as a person might collect art or listen to music. It is not known how these items are transported to the lair or moved when a vhalican seeks a new lair. Usually there will be little or no non-magical treasure in a vhalican lair; any such treasure is incidental or accidental.

Other than spells and spell-like abilities, vhalicans do not interact with their environment in any way that sages have yet been able to discern. They effectively survive as a parasite to those that use magic or have magical abilities. The presence of a vhalican may indicate that an area of unusual



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magical power lies nearby. This is occasionally found to be true, but it is not understood if the vhalican interacts directly with these areas in any way, or if it only understands that those on which it must feed are attracted to such areas. In any case, it is generally accepted that vhalicans can sense magical locations from great distances.

A vhalican can send its motes to a maximum of 200 yards from the center of the sphere. Often, the motes will not be deployed beyond 150 yards to hide this weakness and prevent triangulation to the location of its lair. If a vhalican is reduced to 20 hit points or less, or if an intruder is detected within the lair of the sphere, all remaining motes will teleport back to the sphere to defend it. If the sphere is destroyed, the vhalican is permanently slain.

The vhalican sphere is AC 15 (-10 dexterity, +5 natural, +10 deflection) and has 20 hit points. These hit points are in addition to the normal hit points represented by the motes. A sphere without motes is defenseless except for its Damage Reduction, Weapon Invulnerability and Armor Class bonuses.

The sphere itself goes into a dormant state if all of its motes are destroyed. The sphere will become shadowy in appearance, but this does not change its game properties. This state will last for approximately one month before the vhalican spontaneously generates a single mote. This is the only time that a mote will be created other than through the theft of a spell or ability.

COMBAT

A vhalican is a very powerful opponent when roused. They are creatures of great genius, and will use strategy and tactics most befitting their nature. Teleportation of motes is used to almost always keep them out of melee range of opponents unless the mote is used for a touch attack spell. The vhalican will not hesitate to 'flee' the field of battle, only to attack when the enemy lets down its guard.

A vhalican will be virtually always be encountered in its disparate form, one to three individual motes or a cloud of individual motes. In combat, each mote must be attacked separately. An individual mote will possess only one of the creature's hit points. If a mote is 'killed', the creature will lose one hit point and the ability to cast one spell. Roll randomly to determine which spell is lost. Area effect spells will include 1d6-4 motes in their area of effect for every 1000 cubic feet (10 foot cube) of the area of effect. The minimum number of motes within this area is 1

and the maximum is three.

If a mote is hit with a Rod of Cancellation, that item will deal 3d4 damage (destroying that many randomly selected motes) but will lose 1d4+1 charges. A Rod of Absorption will also deal 3d4 damage, but will gain half that many charges. If a Sphere of Annihilation touches any single mote, that mote and all other motes within a 5' radius (1d8-6; 0 minimum) will be destroyed unless the vhalican makes a successful Reflex save, avoiding the touch attack. If a Sphere of Annihilation touches the vhalican sphere, the vhalican sphere will lose half of its hit points and all motes will be destroyed; however, the Sphere of Annihilation will also be destroyed.

Damage Reduction (Ex): Each mote has Damage Reduction 5/+3. The sphere form of the vhalican has Damage Reduction 10/-.

Energy Blast (Sp): A vhalican's primary attack is a bolt of energy equivalent to a triple-strength *Magic Missile*. This bolt can originate from any one mote each round, and it strikes unerringly.

Immunities (Ex): Vhalicans are immune to all forms of attack based on liquids, gasses or non-magical solids. They are immune to poison, sleep, paralysis, stunning, disease, death effects, ability score loss, energy drain, gaze attacks, and mind-affecting spells and abilities. They are also immune to absolutely anything that requires a Fortitude save, including disintegration. The sphere form is immune to all spells and special abilities except a Sphere of Annihilation.

Omnipresence (Ex): A vhalican can 'see' anything within 30 feet of one of its motes, or within 50 feet of the main sphere. This sight includes the abilities of low-light vision, darkvision and blindsight. Furthermore, a vhalican is unaffected by darkness, smoke, mist or obfuscations of any other sort. Finally, due to their nature, they continually see as with *Detect Magic*; this cannot be dispelled or suppressed. A vhalican is blinded by and cannot see within an anti-magic area through any means.

Non-detection (Su): A vhalican sphere radiates *Nondetection* at all times.

Resistances (Ex): A vhalican's motes have lightning resistance 10, cold and fire resistance 15, and earth, sound and heat resistance 20. The motes also have spell resistance 15.

Spell Drain (Su): As a full round action, the vhalican can try to drain a spell or one daily use of

an ability from another creature. Arcane spells, limited use supernatural abilities and limited use spell-like abilities are candidates for theft, but 0-level spells (cantrips) are never drained. There is no saving throw against this attack, and the vhalican gains one hit point and one new mote each time a spell or ability is drained. These stolen abilities must be recorded, since they add to the creature's arsenal. Unless a mote is seen (opposed Hide roll), it is possible for a vhalican to steal abilities without being noticed. Only devices that shield against mind-affecting effects will protect against spell or ability theft; non-construct creatures immune to such effects, including other vhalicans, are immune to this ability. Supernatural and spell-like abilities of constructs can be drained. Motes created by the draining of an ability as opposed to a spell will fade away (i.e. are lost along with one hit point) after one day.

Spells (Sp): A vhalican can use one of the spells or spell-like abilities it has stolen. Regardless of the being that a spell was stolen from, all spells take effect as though cast by a 11th level caster, or at the minimum level for the appropriate class to cast the spell, which ever is higher. Spell-like abilities take effect as though used by the creature from which it was stolen. A spell cast by the vhalican must originate from the appropriate mote, which vanishes when the spell or ability within the mote is used. The vhalican therefore loses one hit point each time that a spell is cast. Random spells can be selected using the scroll generation section in the *Core Rulebook II, the DMG*. The distribution of the spells by level is as follows; roll for each mote:

Roll (d20)	Level
01-20	1
21-38	2
39-54	3
55-67	4
68-78	5
79-87	6
88-94	7
95-98	8
99-00	9

Up to two spells may be cast per round as a free action. Concentration checks are not necessary, and spell casting does not draw attacks of opportunity.

The DM should pre-plan an encounter with a vhalican in detail and predetermine the exact spells initially available to the creature. The initial strategies of the creature will depend on this spell selection. With average hit points and average rolls for spell levels, the vhalican will likely have a spell

distribution for spell levels 1-9 similar to the following: 7/7/6/5/4/3/3/2/1

Teleport (Su): The vhalican can teleport any or all motes within its area of influence as a free action during its turn. This cannot be done before casting a spell with a particular mote. It is very unlikely that more than three motes will be encountered at one time: one to deliver an Energy Blast and two for potential spells to use. Spells or effects that hold or contain a vhalican are generally useless, even force effects. The main sphere can be teleported up to 200 yards, but this ability takes ten rounds to activate. If there is no space within 200 yards that can accommodate a five-foot sphere, the vhalican cannot relocate.

Weapon Invulnerability (Ex): The sphere is immune to all physical attacks, except for attacks from magically enhanced weapons. If the Damage Reduction is exceeded, these attacks can only deal damage up to the enhancement bonus of the weapon; any damage beyond this is ignored.

ELEMENTAL NATIVE

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Elemental natives are creatures native to one of the elemental planes. They usually bear a strong resemblance to their prime material counterparts, but are made of the raw elements of their plane of origin. Elemental natives from the plane of fire usually appear as moving fire in the form of an animal. Elemental natives of the plane of earth usually appear as huge, vaguely-shaped clods of dirt, rocks, and clay. Elemental natives of the plane of ice might appear as creatures made of ice, with rime and icicles jutting out in all directions. Elemental natives of the plane of Lightning might appear as creatures brimming with static or even as lightning shaped into the appropriate creature. The variety of flora and fauna on the elemental planes is quite large, and there is no guarantee that even two water elemental native foxes will look the same nor possess the same abilities. The elemental native usually has difficulty functioning on the prime material plane, as the area of the prime material plane is as hostile to them as the elemental planes are to prime material natives. If summoned by spell, however, the spell keeps a very thin field of their native element around them, allowing them to subsist until the spell's duration.

As a general guideline to appearances, creatures of the "earth" subtype are usually composed of large, vaguely-formed mounds of elemental material. Fine lines and features simply do not exist for these creatures – everything is crude or angular. Creatures of the "cold" subtype often appear as might an ice sculpture or snow mound in the shape of the creature – fine lines are possible, but especially with creatures similar to an ice sculpture, jagged lines of frost and rime are common. Those of a "fire" subtype are usually made of element in the appropriate shape with very indistinct features – and features that can move slightly from location to location. In other words, though a fire elemental native's head is usually clearly defined, the face tends to wander around the head slightly. Creatures of the "water" subtype tend to be characterized by fluid, flowing lines and even major body features sometimes blur themselves. Creatures of the "air" subtype usually take form as tight spirals where musculature and skin would normally be, but with a general aura of spirals extending another several inches outward, so an "air" rabbit would be a small cyclone in the shape of a rabbit with a cloud of swirling wind around the cyclone.

"Elemental Native" is a template that can be added to any aberration, animal, beast, magical beast, plant, or shapechanger that does not already carry a subtype. The creature's type changes to "elemental." If the creature is native to one of the four major elemental planes, it gains the subtype of that plane. If it is from one of the para-elemental planes or quasi-elemental planes, it gains a subtype as determined by the following table:

Plane of Origin	Subtype
Para-elemental Plane of Ice	Cold
Para-elemental Plane of Magma	Fire
Para-elemental Plane of Ooze	Earth,
Water	
Para-elemental Plane of Smoke	Air
Quasi-elemental Plane of Ash	Earth, Cold
Quasi-elemental Plane of Dust	Earth
Quasi-elemental Plane of Lightning	Air
Quasi-elemental Plane of Mineral	Earth
Quasi-elemental Plane of Radiance	Fire
Quasi-elemental Plane of Salt	Water
Quasi-elemental Plane of Steam	Water
Quasi-elemental Plane of Vacuum	Air

AC: The creature gains an added natural armor bonus based on its subtype. If the creature gained multiple subtypes, only the better bonus applies. See the ability score modifiers section for details.

Attacks: The elemental native retains all the attacks of the base creature. It gains no extra attacks.

Damage: Damage is the same as the base creature, though note that special qualities (below) may cause additional incidental energy damage.

Special Attacks: Elemental natives have a 50% chance of possessing a breath weapon. This is described below. Creatures with multiple subtypes will only have one breath weapon, of a type chosen when the creature is created.

Breath Weapon (Su): Elemental natives can breathe a cone of acidic gas (air subtype), a cone of frost (cold subtype), a line of electricity (earth subtype), a cone of fire (fire subtype), or a line of acid (water subtype). Cones are usually 20 feet long, and lines are usually 50 feet long. For each size category of the creature below Medium, reduce a cone's range by 5 feet and a line's range by 10 feet. For each size category of the creature above Medium, add 5 feet to a cone's range and 10 feet to a line's range. This attack deals 1d4 hit points for each 2 HD of the creature plus the creature's Constitution modifier and has a base Reflex save

DC of 10 + ½ creature's HD + Con modifier and can be used every 1d4+1 rounds and while the creature is biting (if applicable).

Special Qualities: An elemental native of the fire or cold subtype has all of the normal strengths and weaknesses associated with that subtype. Creatures of the earth subtype gain electrical immunity. Creatures of the air subtype gain the Natural Invisibility ability (see below). Creatures of the Water subtype gain acid immunity. In addition, creatures of at least 5 HD have one other extra ability chosen from the list below (though they may not choose Natural Invisibility).

Natural Invisibility (Ex): This creature's body is completely transparent and invisible. All foes suffer a 50% miss chance unless they can see invisible creatures. If the invisibility is dispelled, the elemental native may re-establish it as a free action the following round.

Elemental Aura (Ex): Some elemental natives exude such strong energy auras around themselves that it can actually be damaging to other creatures. The energy aura will be one of the following: cold (cold or water subtype), lightning (earth or air subtype), acid (water or air subtype), or flame (fire or earth subtype). This energy aura deals 1d6 points of energy damage to any creature approaching within 5 feet of the elemental native, struck by the elemental native, or striking the elemental native with a natural weapon (such as a claw or bite). The elemental native cannot choose to turn this ability off.

Immunity to Weapon Type (Ex): Some elemental natives, because of their elemental nature, are naturally resistant to certain forms of attack. Those of the air or fire subtype are immune to damage caused by slashing weapons. Those of the water subtype are immune to damage caused by piercing weapons. Those of the earth or cold subtype are immune to bludgeoning weapons.

Damage Resistance (Su): Some elemental natives are naturally damage-resistant, gaining a DR of 10/+1.

Spell Resistance (Su): Some elemental natives are naturally spell resistant, gaining an SR of 10 + ½ HD + Con modifier.

Saves: Same as the base creature

Abilities: Affected as follows:

Subtype	Wis	Cha	Str Natural	Dex Armor	Con Bonus	Int
Air	n/a	n/a	-2	+8 +2	n/a	n/a
Cold	n/a	n/a	+2	n/a +4	+2	n/a
Earth	n/a	n/a	+4	-4 +4	+4	n/a
Fire	n/a	n/a	-2	+4 +4	+2	n/a
Water	n/a	n/a	+2	n/a +2	+4	n/a

Skills: Same as the base creature.

Feats: Same as the base creature

Climate/Terrain: Any land and underground where sufficient quantities of the elements needed to create them exist.

Organization: As the base creature

Challenge Rating: For creatures of less than 8 HD, same as base creature +1. For creatures of greater than 8 HD, same as base creature +2.

Alignment: Any

Advancement: Same as the base creature

Sample Elemental Native

This example uses a Triceratops (Dinosaur) as the base creature.

ELEMENTAL

NATIVE,

TRICERATOPS

Huge Elemental (Cold)

Hit Dice: 16d10+128 (216 hp)

Initiative: -1 (-1 Dex)

Speed: 30 ft

AC: 22 (-2 size, -1 Dex, +15 natural)

Attacks: Gore +17 melee

Damage: Gore 2d8+9

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

Special Attacks: Charge for Double Damage, Trample, Breath Weapon

Special Qualities: Scent

Saves: Fort +18, Ref +9, Will +6

Abilities: Str 22, Dex 9, Con 27, Int 1, Wis 12, Cha 7

Skills: Listen +8, Spot +8

Climate/Terrain: Near large quantities of ice

Organization: Solitary, pair, or herd (5-8)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 17-32 HD (Gargantuan); 33-48 HD (Colossal)

This elemental native triceratops was summoned from the para-elemental plane of ice. It appears as a triceratops made of ice with various spikes, edges, and points along the joints and back.

Combat

Straightforward combatant – tries to breathe, gore and charge as much as possible.

Trample (Ex): An elemental native triceratops can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the triceratops can attempt a Reflex save (DC 23) to halve the damage.

Breath Weapon (Su): The elemental native triceratops can breathe a cone of frost 30 feet long once every 1d4+1 rounds. The breath does 8d4+8 points of cold damage (Reflex save DC 26 for half).

Immune to Bludgeoning Weapons (Ex): The elemental native triceratops takes no damage from bludgeoning weapons.

FALLEN CELESTIAL TEMPLATE

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Chris Pramas (Green Ronin Publishing)

Certain creatures have no type but are instead created by adding a "template" to an existing creature. The fallen celestial is an example of one such template.

The Outer Planes are the battleground of ideas and ideals. Just as fiends represent all that is evil and profane, the celestial inhabitants of the Planes of Good embody all that is righteous and benevolent. For the most part, fiends and celestials meet only as combatants, champions of their respective, mutually exclusive ideologies. Malignancies have a way of spreading, however, and even paragons of purity are susceptible to the beckoning song of sin. Fallen celestials (the Fallen) are a paradox. According to the laws of planar philosophy, they should not exist: Celestials are made of the essence of goodness. Yet a very, very few do become corrupted by evil. This quandary is perhaps best personified by the solar Iblis, who is thought to have been the first celestial being to fall from grace. In refusing to serve the first mortals, Iblis fell victim to the deadly sin of pride. The Samyasan Host (some 200 archons led by the seraph Samyasa) also abandoned the heavens in their lust for mortal pleasures. The ranks of the Fallen include the proud, gluttonous, covetous, and others who succumbed to all manner of failings.

Most fallen celestials appear as corrupted versions of their original selves. A fallen hound archon, for instance, might still have a powerful canine head, but with eyes that flicker with black fire and a mouth that drools sickly green bile. Fallen devas often find their feathered wings become leathery and batlike. Forked tails and cloven hooves are frequent but by no means the only forms of "mutation" common to fallen celestials.

Fallen celestials are locked into their present form. Although they may advance according to the rules for their original type, they cannot ascend to a higher form of celestial. A fallen hound archon, for instance, can never become a fallen trumpet archon.

The Fallen are not truly fiends and cannot technically be classified as devils, demons, or daemons (though many scholars settle for such sloppy categorization). Some serve fiendish lords--indeed, some rule whole layers of Hell and the Abyss. Others ignore the bizarre hierarchies of the fiends altogether. A small number of Fallen cling to

some vestige of their ancient ideals, seeing fiends as unholy blights fit only to be purged in some grand reimagining of the Outer Planes. At the heart of it, however, every fallen celestial is defined by the flaws that caused its disgrace in the first place. Though all fallen celestials willfully turned from the cause of good, not all expected to be thrown down for their transgressions. Some, even after centuries, cannot believe what has happened to them, and continue as much as they are able to live righteous lives. More often, fallen celestials remain deeply bittered about their outcast status, working to make a mockery of everything they once held sacred. Few enemies of the Lords of Good are as spiteful as the Fallen.

Creating a Fallen

"Fallen" is a template that can be added to any celestial, but not to creatures to which the "celestial" template has been added (hereafter referred to as the "base creature"). Fallen retain the celestial qualities of the base creature, save that any innate abilities that harm evil are reversed. (For instance, an archon's persistent *magic circle against evil* effect changes to *magic circle against good*.) Likewise, any ability to cast spells from the Good domain is changed to spells of the Evil domain. The creature's alignment-based subtype changes from good to evil.

The creature uses all of the statistics and abilities it had before the fall, with the following exceptions.

Speed: If the base creature had wings, it retains them (though they usually bear a corrupted appearance) along with its original speed and maneuverability. There is a 75% chance that a base creature who did not have wings develops them, granting the ability to fly at the creature's base speed (average maneuverability).

Attack: A fallen celestial gains bite and claw attacks in addition to the base creature's attacks, if it did not have them already.

Damage: If the base creature does not have bite and claw attacks, use the damage values in the table below. *Otherwise*, use the values below or the base creature's damage, whichever is greater.

Size	Bite Damage	Claw
Damage		
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8

Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: In addition to the other abilities below, a fallen celestial retains all the special attacks of the base creature (unless otherwise noted). Fallen with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their Hit Dice as the caster level, as specified in the table below. Unless otherwise indicated, these abilities are usable once per day.

Special Attacks

Hit Dice	Abilities
1-2	<i>Change self</i> 2/day, <i>command</i> , <i>protection from good</i> 2/day
3-6	<i>charm person</i> 2/day, <i>nondetection</i>
7-8	<i>misdirection</i> , <i>suggestion</i>
9-10	<i>speak with dead</i> , <i>unholy blight</i> , <i>dispel good</i>
11-12	<i>Blasphemy</i>
13-14	<i>Unhallow</i> , <i>unholy aura</i> 3/day
15-16	<i>Firestorm</i>
17-18	<i>Summon monster IX</i> (fiends of like alignment only)
19-20	<i>Soulbind</i>

Blasphemous Benediction (Su): A fallen celestial may bestow an unholy blessing upon an individual it touches. Anyone so touched receives a +1 profane bonus on attack and weapon damage rolls for every 3 HD of that Fallen's total for 1 minute (minimum bonus +1, maximum +6). This bonus does not apply to spell damage. A fallen celestial may touch one being each round, as a standard action.

Probe Soul (Su): As a standard action, a fallen celestial may make a melee touch attack to form an empathic link with a living creature. At that moment, both the Fallen and that mortal experience an image of the mortal's greatest desire--and of that temptation realized. The touched creature must succeed at a Will save (DC = 10 + 1/2 fallen celestial's HD + fallen celestial's Charisma modifier) or become extremely amenable to the Fallen's words and actions, suffering a -6 profane penalty on all saves against Enchantment spells and spell-like abilities of that Fallen for seven days. Additionally, the fallen celestial receives a +6 circumstance bonus on all Bluff and Diplomacy checks made against that creature over the same period.

Unholy Compact (Su): As a full-round action, a fallen celestial may engage a living creature in a blasphemous agreement. The Fallen offers the realization of a great temptation in exchange for the mortal's soul upon that being's death. When a mortal who has consented to the unholy compact

dies, his or her soul travels to the Fallen's domain in the Lower Planes. There it is permanently trapped, as though with the spell *soul bind*. The terms of the compact must be absolutely clear, and the mortal cannot be under any form of magical compulsion, lest the agreement be considered null and void. Acceptance need be no more than a verbal statement, which is a free action. In noncombat situations, some fallen celestials prefer to draw up a physical contract, but this is an affectation. As soon as the agreement is in place, the Fallen must spend its next action using its *grant temptation* ability (see below).

Freeing oneself from an unholy compact is nearly impossible. Even a *wish* or *miracle* cannot release the promised soul. A still-living mortal is released only if the Fallen is destroyed, or if he or she can somehow convince it to give up its claim without magical compulsion. A fallen celestial automatically knows if a given mortal has entered into a compact with another, and has little patience with those it knows it cannot corrupt.

Grant Temptation (Sp): Fallen celestials with 10 or more Hit Dice can grant a *wish* (as cast by a 20th-level sorcerer) or *miracle* (as cast by a 20th-level cleric) to any living creature who has willingly entered an unholy compact (see above). This ability may be used once per week. A given mortal may never benefit from more than one such grant.

Special Qualities: A fallen celestial retains the special qualities of the base creature, with the exceptions listed below.

Holy Interdict (Ex): As a consequence of their disgrace, the Fallen are forever barred from venturing to the Upper Planes, whether by magical or nonmagical means. Likewise, they have difficulty entering holy places, such as churches and even graveyards dedicated to gods of Good. In order to do so, the fallen celestial must succeed at a Will save (DC 25). (The save DC may be higher for especially sanctified places, such as the main temple of the pantheon's chief deity.)

Unsettling Aura (Ex): Something about the fallen celestial's presence, whether it is disguised or not, causes animals to become unsettled: Dogs bark, horses rear, and so on. This aura affects all creatures within a radius of 150 feet that have the animal type. An animal must succeed at a Will save (DC = fallen celestial's HD + fallen celestial's Charisma modifier) or become unsettled. If it fails the save by more than 10, it immediately flees.

Saves: Same as the base creature.

Abilities: Alter the base creature as follows: Wis -2, Cha +2.

Skills: Fallen celestials receive a +4 racial bonus to Bluff and Sense Motive checks. They *otherwise* retain the same skills and ranks as the base creature.

Feats: Fallen celestials have one feat for every four levels or the base creature's total offeats, whichever is greater.

Climate/Terrain: Same as the base creature.

Organization: Solitary

Challenge Rating: Same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Always evil (retains previous law/chaos disposition)

Advancement: Same as the base creature. (Some extremely powerful Fallen develop unique supernatural and spell-like abilities, and hence have commensurately higher Challenge Ratings.)

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SAMPLE FALLEN CELESTIAL

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 12d8+12 (66 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft., fly 90 ft. (good)

AC: 27 (+3 Dex, +14 natural)

Attacks: 2 claws +17 melee, bite +12 melee; or +4 *greatsword* +21/+16/+11 melee

Damage: Claw 1d4+5, bite 1d3+2; +4 *greatsword* 2d6+11

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

Special Attacks: Spell-like abilities, spells, trumpet, blasphemous benediction, probe soul, unholy compact, grant temptation

Special Qualities: Damage reduction 10/+1, SR 29, fallen celestial qualities, holy interdict, unsettling aura

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

Abilities: Str 20, Dex 17, Con 13, Int 16, Wis 14, Cha 18

Skills: Animal Empathy +16, Bluff+8, Concentration +13, Escape Artist +15, Hide +15, Knowledge (any three) +15, Listen +14, Move Silently +15, Sense Motive +18, Spot +14

Feats: Blind-Fight, Cleave, Improved Initiative, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 16

Treasure: No coins; double goods; standard items

Alignment: Always lawful evil

Advancement: 13-18 HD (Medium-size); 19-36 HD (Large)

This example uses a trumpet archon as the base creature.

COMBAT

Spell-like Abilities: *At will-detect evil, continual flame, and message; 2/day-change self; charm person, protection from good; 1/day- blasphemy, command, dispel good, misdirection, nondetection, speak with dead, suggestion, and unholy blight.* These abilities are as the spells cast by a 12th-level sorcerer (save DC 14 + spell level).

Spells: Fallen trumpet archons can cast divine spells from the cleric list and from the Air, Destruction, Evil, Law, and War domains as 14th-level clerics (save DC 12 + spell level).

Trumpet (Su): The fallen archon's corrupted trumpet produces music of haunting, chilling clarity and, if the Fallen wills it, paralyzing fear. All creatures except archons within 100 feet of the

blast must succeed at a Fortitude save (DC 19) or be paralyzed for 1d4 rounds. The Fallen can also command its trumpet to become a +4 *greatsword* as a free action. If the trumpet is ever stolen, it becomes a chunk of useless lead until the fallen archon can recover it.

Fallen Celestial Qualities: Aura of menace (save DC 20), *magic circle against good*, electricity and petrification immunity, *teleport* (self plus 50 pounds only), *tongues*, +4 racial bonus to Fortitude saves against poison.

LOST, THE

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Of the legions of explorers who penetrate the forbidding depths of the earth, only a fraction return laden with treasure and gold. Many adventurers simply fail to track down any valuable hoards, while others die at the hands of humanoids or monsters. Some, however, meet a fate worse than death. In certain dungeon levels, bands of mad surface dwellers stalk about through the corridors, wearing tattered remnants of their adventuring gear and attacking anything they encounter on sight, screaming maniacally and fighting with a madman's fury. These pitiable creatures are commonly referred to as the Lost.

Rumors often circulate that the Lost are actually infected with some sort of disease or afflicted with a curse. The Lost tend to appear in the same dungeon areas over time, lending credence to the theory. Some explorers believe that creatures such as grimlocks are simply humans infected with some strange disease that causes devolution in humanoids. The Losts' often wild, animal like appearance gives further support to this theory. Lost adventurers often have thick, shaggy hair, and enhanced physical abilities but diminished mental ones. Thus far, no one has discovered a method to return the Lost to their original condition.

The Lost typically attack surface dwellers on sight, shrieking incoherent battle cries and foaming at the mouth. Spell casters transformed into one of the Lost usually lose access to their spells, except for sorcerers who seem to retain the memory of how to use their magic.

CREATING A LOST

"Lost" is a template that can be added to any intelligent, humanoid creature. The base creature type is unchanged by this template.

Special Qualities: The creature gains Darkvision 60 ft if it did not already possess superior darkvision.

Abilities: Str +4, Dex +4, Con +4, Int -4, Wis +0, Cha -2

Skills: Recalculate skill points in light of adjusted Intelligence

Climate/Terrain: Subterranean

Organization: Solitary or gang (2-5)

Challenge Rating: As base creature

Alignment: Changes to Chaotic neutral

ENCYCLOPEDIA OF
DUNGEONS AND DRAGONS
MAGIC

MAGICAL CONSTRUCT

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“Magical Construct” is a new monster template you can add to any corporeal creature that is not of the shapechanger, elemental, or ooze type—hereafter referred to as the “base creature.” The resulting creature is of the construct type. The material used to make the construct (stone or metal) helps determine its powers and abilities.

A magical construct uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to d10 (if the base creature has d12 HD, do not reduce the total).

Speed: Constructs have 75% of the speed of the base creature, unless the speed is for flying; in that case, the speed is 50% of the base creature and the maneuverability falls to Poor.

AC: Natural armor increases by +8 if the construct is made of stone, +12 if it is made of metal.

Attacks: The magical construct retains all the attacks of the base creature.

Damage: The magical construct retains the damage values of the base creature.

Special Attacks: A magical construct retains all the special attacks of the base creature, except those that involve changing shape (something the magical constructs cannot do). It also gains one of the following.

Breath Weapon (Su): First or second round of combat—cloud of poisonous gas, 10-foot cube directly in front of the construct lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 temporary Constitution, secondary damage death. Available to metal constructs only.

Breath Weapon (Su): Turn to stone permanently, cone of gas 60 feet long, every 1d4 rounds (but no more than five times per day); Fortitude save (DC 17).

Breath Weapon (Su): Sleep gas cone, 60 feet, every 1d4 rounds (but no more than five times per day); Fortitude save (DC 17) or fall asleep for 1d10 minutes.

Slow (Su): The construct can use *slow* as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 13) to negate. The ability is otherwise the same as the spell.

Haste (Su): After it has engaged in at least 1 round of combat, the construct can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Special Qualities: A magical construct retains all the special qualities of the base creature and also gains the following:

- Immune to mind-influencing effects, poison, disease, death effects, paralysis, stunning, *sleep*, and similar effects.
- Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.
- Darkvision 60 feet
- Destroyed when reduced to 0 hp, cannot be raised.

Saves: Same as the base creature.

Abilities: Modify the base creature as follows: Str +10, Dex –4, Con [No score], Int [No score], Wis –2, Cha –10 (minimum 1).

Skills: Constructs have no skills.

Feats: Constructs have no feats.

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2–4)

Challenge Rating: Up to 10 HD: as base creature +3 (+4 if metal); 11+ HD: as base creature +2 (+3 if metal)

Treasure: None

Alignment: Always neutral

Advancement: Same as the base creature

CONSTRUCTION

The cost for each construct includes that of the physical body and all the materials and spell components that are consumed or become a permanent part of it. It amounts to 10,000 gp per HD.

The first task is carving or assembling the construct’s physical body. The creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the construct.

The real work of creating a construct involves extended magical rituals that require two months to complete. Understanding the rituals requires a

character of the appropriate level with the Craft Magic Arms and Armor and Craft Wondrous Item feats. The creator must labor for at least eight hours each day in a specially prepared laboratory or workroom. The chamber resembles an alchemist's laboratory and costs 500 gp to establish.

For stone constructs, the creator must be 16th level and able to cast either arcane or divine spells. Completing the ritual drains from the creator 100 XP for each of the construct's HD and requires *geas/quest*, *limited wish*, *polymorph any object*, and *stone shape*.

For metal constructs, the creator must be 16th level and able to cast arcane spells. Completing the ritual drains from the creator 150 XP for each of the construct's HD and requires *geas/quest*, *limited wish*, *polymorph any object* and *iron body*.

When not working on the rituals, the creator must rest and can perform no other activities except eating, sleeping, and talking. If personally crafting the construct's body, the creator can perform the rituals while building it. If the creator misses a day of rituals, the process fails and must be started again. Money spent is lost, but XP spent are not. The construct's body can be reused, as can the laboratory.

Completing the ritual drains the appropriate XP from the creator and requires casting any spells on the final day. The creator need not cast the spells personally; they can come from outside sources, such as scrolls or other assisting casters.

Sample Magical Constructs

As examples of the stone and metal magical constructs, here are two new creatures to drop into your favorite game setting.

STONE (DIRE) TIGER

Huge Construct

Hit Dice: 16d10 (88 hp)

Initiative: +0

Speed: 30 ft.

AC: 22 (-2 size, +14 natural)

Attacks: 2 claws +23 melee; bite +18 melee

Damage: Claw 2d4+13; bite 2d6+6

Face/Reach: 10 ft. by 30 ft./10 ft.

Special Attacks: Pounce, improved grab, rake
2d4+6, *haste*

Special Qualities: Scent, Construct immunities

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

Abilities: Str 37, Dex 11, Con —, Int —, Wis 10,
Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2–4)

Challenge Rating: 13

Treasure: None

Alignment: Always neutral

Advancement: 17–32 HD (Huge); 33–48
(Gargantuan)

Stone tigers measure 35 feet long and can weigh up to 12,000 lbs. Powerful spellcasters use them as guardians and potent weapons of war.

COMBAT

A stone tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

Pounce (Ex): If a stone tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the stone tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A stone tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+6 damage each. If the stone tiger pounces on an opponent, it can also rake.

Haste (Su): After it has engaged in at least 1 round of combat, the stone tiger can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

ELEVEN-HEADED BRASS HYDRA

Huge Construct

Hit Dice: 11d10 (60 hp)

Initiative: +1 (Dex)

Speed: 15 ft., swim 15 ft.

AC: 25 (–2 size, –1 Dex, +18 natural)

Attacks: 11 bites +12 melee

Damage: Bite 1d10+6

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

Special Attacks: Breath weapon

Special Qualities: Scent, Construct immunities

Saves: Fort +7, Ref +6, Will +2

Abilities: Str 33, Dex 8, Con —, Int —, Wis 8, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2–4)

Challenge Rating: 13

Treasure: None

Alignment: Always neutral

Advancement: —

Brass hydras measure 30 feet long and can weigh up to 18,000 lbs. They are used most often as guardians of important treasures.

COMBAT

Unlike living hydras, the brass hydra cannot be defeated by lopping off its heads. It must be destroyed entirely.

Breath Weapon (Su): First or second round of combat—cloud of poisonous gas, 10-foot cube directly in front of the construct lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 temporary Constitution, secondary damage death.

SHADE

COPYRIGHT NOTICE: Original Submission by Brad Bemis; Inspiration from the following resources: 1st Edition, Core Rulebook III, the MM II, 2nd Edition Monstrous Comp., Vol IV, DragMag Article #214

A shade is a mortal being who has transformed himself into a creature of shadow through the use of ancient formulas and long lost magics. Many were formerly arcane spellcasters seeking an alternative form of immortality without becoming an undead creature such as a lich. They physically appear much the same as they did before the transformation with the exception of the grayish to nearly black change in skin coloration. Their eyes become dark and veiled, often with a gray, white, or purplish tint and no pupils. Shades usually become taciturn and withdrawn after the transformation, shedding their humanity as well as their mortality. All shade are ageless.

All scores and abilities remain the same as the base creature except as indicated below. The exact powers of the shade vary depending on the lighting conditions surrounding the shade.

Bright light. Powerful light or direct sunlight that burns into the shade, causing extreme pain. This can include direct sunlight or being the center of a powerful magical force of light.

Ability Modifier: The shade suffers a -5 ability modifier to all ability scores.

Spell Resistance: None

Sense Adjustment: The shade is racked with pain and can barely function. All senses are effectively reduced to 1/10th.

Actions and Movement Adjustments: The shade can only perform a partial action each round.

Magic and Special Abilities: The shade is incapable of using magic, class, or racial abilities in any way.

Special: The shade's physical body begins to break down. For each round of exposure, the shade suffers 2d4 points of damage. Should the shades exposure lead to its death, it dissipates, never to reform again.

CR: base creature -3

No Shadows. Instances where no shadows exist. Either surrounded by light or enclosed in an area of complete darkness (including magical light or darkness). This includes the shade being outlined

by a faerie fire spell or being the center of a light spell.

Ability Modifier: The shade suffers a -3 ability modifier to all ability scores.

Spell Resistance: None

Sense Adjustment: The shade has a difficult time using any of its natural senses. All senses are effectively reduced to 1/2.

Action and Movement Adjustments: The shade can perform limited functions, but is able to use a full round action if necessary.

Magic and Special Abilities: A spellcaster shade's effective casting level is reduced by 2.

Special: The shade suffers 1hp of damage per round when not able to access the essence of shadowstuff.

CR: base creature -1

Weak Shadows. Small shadowy areas of little density, as created by the effects of dawn or twilight, average indoor lighting, or outdoors on a moonless or overcast night.

Ability Modifier: None

Spell Resistance: None

Sense Adjustment: Normal

Action and Movement Adjustments:

Normal

Magic and Special Abilities: The shade can use any class or racial abilities normally.

Special: None

CR: base creature

Strong Shadows. Broad shadows that envelope the area, as caused by dim indoor lighting, being outdoors at night, or the lighting of a dense forest or wood during the day.

Ability Modifier: The shade gains a +1 ability modifier to all ability scores.

Spell Resistance: The shade gains the ability to resist spells (4+1/level).

Sense Adjustment: All ranges for physical senses of the shade are doubled.

Action and Movement Adjustments: The shades rate of movement is adjusted by an additional $\frac{1}{2}$ of the base movement rate rounded up to the nearest 5 (base movement * 1.5).

Magic and Special Abilities: The shade gains the spell-like abilities (once per hour) to generate shadow images and become blurred.

Special: The shade gains a +10 skill check modifier against the use of the Hide in Shadows skill. The shade gains the ability to regenerate [1].

CR: base creature +1

Very Shadowy. Dense concentration of shadowy light, as if in the woods or jungle during the twilight hours, a dark windowless room with a small light source, the flickering of torchlight in a dark enclosure, being outdoors at night on the edge of a natural light source.

Ability Modifier: The shade gains a +3 ability modifier to all ability scores.

Spell Resistance: The shade gains the ability to resist spells (8+1/level).

Sense Adjustment: The shades senses are magnified beyond most mortal creatures. All sense ranges are tripled. A base creature without low-light vision gains low-light vision with a range of 120ft.

Action and Movement Adjustments: The shade can complete a bonus Partial action each round. All base movement rates are doubled.

Magic and Special Abilities: The shade gains the shadow image and invisibility powers above, as well as the abilities to blink once every other round, create shadows once an hour, and shadow shift once per day.

Special/Feats: The shade gains the ability to regenerate [3]. The shade cannot be fooled by any attempt to hide in shadows. All shades gain the alertness feat. A spellcaster shade also gains the Extended

Spell, Heighten Spell, and Spell Focus (shadow based magic only) feats.

CR: base creature +3

The Secret of the Transformation:

There are many speculations, but the true secret of becoming a shade is shrouded so deeply in secrecy that no mortal really knows it. Only another shade can provide the formula and magics required, and then may not even be truthful, possibly causing the demise of a would-be shade.

Special Powers and Descriptions:

Ageless (Su): Age continues to have an effect, but the body itself (now one with the eternal shadows) no longer ages. The shade does, however, continue to experience the aging modifications to Intelligence, Wisdom, and Charisma as normally indicated by the effects of aging chart in the *Players Handbook*. In addition to the given rate of aging listed in the *Players Handbook*, the shade continues to receive a bonus +1 ability score change to Intelligence, Wisdom, and Charisma for each period of difference in age between venerable and maximum age. See Chapter 6: Description of the *Players Handbook* for the effects of age. (Example: A human is considered venerable at 70 years of age. The maximum age for a human is 110 years. For every period of difference [40 years], the shade gains an additional +1 ability score modifier for the listed abilities.

Senses (Ex): The senses impacted by becoming a shade include eyesight and hearing. This can also include other similar senses for base monster races. The base creatures original range value is multiplied by the modifier indicated in the description for each category of shadow.

Regeneration (Su): The shade can regenerate all severed limbs (except for the head) over a period of time (1d4 weeks of continual exposure to strong shadows or better).

Shadow Images (Su): As the spell *mirror image* cast at character level, but yielding 1d4+3 shadowy images.

Blur (Su): As the spell, using characters level to determine all variables.

Blink (Su): As the spell, but this ability allows the shade to appear in any very shadowy area within 300 feet as a free action. The shade never appears inside a solid object. All other variables are based on character level.

Create Shadows (Su): As the spell *Greater Shadow Conjuration* cast at the shades character level, but 1d4 duplicates of the shade will appear. The shade has complete mental control over these duplicates.

Shadow Shift (Su): The ability to *shadow walk* to any very shadowy locale on the same plane as the shade, or *plane shift* between the current locale and the Demiplane of Shadow. The shade can either shadow walk or planeshift once per day, but not both.

Table 1-1: Powers of the Shade

Light Cond.	Ability Mod.	Spell Resist.	Sense Adjust.	Move Adjust.	Magic/Abilities/Special	CR
Bright Light	-5	None	1/10 th	Partial Only	Suffers 2d4 points of damage/round, no magic or abilities can be used	Base -3
No Shadows	-3	None	1/2	Full	Suffers 1 point of damage/round, -2 to caster level,	Base -1
Weak Shadows	None	None	Normal	Normal	Normal	Base
Strong Shadows	+1	4+1/level	Double	Normal, * 1.5 base distance	+10 to spot Hide in Shadows attempts, Regeneration [1], Shadow Images, Blur	Base +1
Very Shadowy	+3	8+1/level	Triple, Low-light vision 120ft	Bonus partial action/round, *2 base distance	Immune to Hide in Shadows attempts, Regeneration [3], Bonus Feats, Shadow Images, Blur, Blink, Create Shadows, Shadow Shift	Base +3

LIFEFORMS MUNDANE AND MAGICAL

SPIRIT

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This is an adjustment of the Ghost template from the MM.

Spirits are manifestations of the spiritual aspects of living creatures, geographical locations and remembered ancestors and legends. Generally they do not interact with the prime material world unless specifically called or attracted by extreme circumstances. They may rally to defend their homes, their descendents or their race. Otherwise, they leave the prime material world to its own devices.

Animal and Ancestral spirits greatly resemble the corporeal shapes of their prime material counterparts. Nature spirits tend towards a personified incarnation of the relevant natural element, with a few exceptions.

Creating a Spirit

"Spirit" is a template that can be added to any creature regardless of type. The creature's type changes to "outsider." It otherwise uses all the base creature's statistics and special abilities except as noted here.

AC: Natural armor is the same as the base creature but applies only to ethereal encounters. When the spirit manifests (see below) its natural armor value is +0, but it gains a deflection bonus equal to its CHA modifier or +1, whichever is higher.

Attacks: The spirit retains all the attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures.

Damage: Against ethereal creatures, a spirit uses the base creature's damage ratings. Against non-ethereal creatures, the spirit usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: The spirit retains all the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. The spirit also gains the special attacks described below. Saves have a DC of 10 + 1/2 spirit's HD + spirit's CHA modifier unless noted otherwise.

Manifestation (Su): All spirits have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, spirits become visible but remain incorporeal. However, a manifested spirit can strike with its touch attack or a spirit touch weapon. A manifested spirit remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting spirit is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spirit's touch spells don't work on material targets.

Spirit Touch (Su): A spirit that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its STR modifier to attack and damage rolls. Against material opponents, it adds its DEX modifier to attack rolls only.

Ride (Su): Once per round, an ethereal spirit can merge its body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th-level sorcerer (or the spirit's character level, whichever is higher), except that it does not require a receptacle. If the attack succeeds, the spirit's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 15 + ghost's CHA modifier). A creature that successfully saves is immune to that spirit's ride ability for one day. The spirit may only Ride creatures similar to itself.

Special Qualities: A spirit has all the special qualities of the base creature and those listed below, and gains the outsider type and incorporeal subtype.

Rejuvenation (Su): In most cases, it's difficult to destroy a spirit through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A spirit

that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + spirit's level or HD) against DC 16. As a rule, the only way to get rid of a spirit for sure is to destroy its anchor to the prime material world (i.e., a geographical location for a Nature spirit, a family, tribe or nation, or entire race for an Ancestral spirit and a species for an Animal spirit). The exact means varies with each spirit and may require a good deal of research.

Saves: Same as the base creature

Abilities: Same as the base creature, except that its CHA score increases by +4.

Skills: Spirits receive a +8 racial bonus to Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Feats: Same as the base creature

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or mob (7-12)

Challenge Rating: Same as the base creature +1

Treasure: None

Alignment: Any

Advancement: Same as the base creature

Spiritual Equipment

The spirit only carries equipment appropriate to its form. If a legendary ancestor, the spirit will carry those items associated with the legend. The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better enchantment, however, can harm material creatures when the spirit manifests, and enchanted weapons can harm the spirit.

If any of these items still exist on the material plane and are being used, the spirit cannot have them. Only if they are lying unused, or have been destroyed, can the spirit have his items.

Sample Spirit

This example uses a Brown Bear as the base creature.

SPIRIT, BEAR

Large Outsider (Incorporeal)

Hit Dice: 6d8+24 (51 hp)

Initiative: +1 (Dex)

Speed: 40 ft

AC: 15 (-1 size, +1 Dex, +5 natural) for ethereal encounters, 11 (-1 size, +1 Dex, +1 Deflection) when manifested (see below)

Attacks: 2 claws +11 melee, bite +6 melee

Damage: Claw 1d8+8, bite 2d8+4

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

Special Attacks: Improved Grab, Manifestation, Spirit Touch, Ride

Special Qualities: Scent, Rejuvenation, Outsider type, Incorporeal subtype

Saves: Fort +9, Ref +6, Will +3

Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 10

Skills: Hide +9, Listen +12, Search +8, Spot +15, Swim +14

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or mob (7-12)

Challenge Rating: 5

Treasure: None

Alignment: Any

Advancement: 7-10 HD (Large)

Skills: Spirits receive a +8 racial bonus to Hide, Listen, Search, and Spot checks.

Combat

Attacks relying on physical contact do not affect nonethereal creatures. Saves have a DC of 10 + 1/2 spirit's HD + spirit's CHA modifier unless noted otherwise.

Manifestation (Su): All spirits have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, spirits become visible but remain incorporeal. However, a manifested spirit can strike with its touch attack or a spirit touch weapon. A manifested spirit remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting spirit is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spirit's touch spells don't work on material targets.

Spirit Touch (Su): A spirit that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its STR modifier to attack and damage rolls. Against material opponents, it adds its DEX modifier to attack rolls only.

Ride (Su): Once per round, an ethereal spirit can merge its body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 10th-level sorcerer (or the spirit's character level, whichever is higher), except that it does not require a receptacle. If the attack succeeds, the spirit's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 15 + ghost's CHA modifier). A creature that successfully saves is immune to that spirit's ride ability for one day. The spirit may only Ride creatures similar to itself.

Rejuvenation (Su): In most cases, it's difficult to destroy a spirit through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A spirit that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + spirit's level or HD) against DC 16. As a rule, the only way to get rid of a spirit for sure is to destroy its anchor to the prime material world (i.e., a geographical location for a Nature spirit, a family, tribe or nation, or entire race for an Ancestral spirit and a species for an Animal spirit). The exact means varies with each spirit and may require a good deal of research.

ZOMBIE (TEMPLATE)

COPYRIGHT NOTICE: Original Submission By Scott Greene

Zombies are corpses reanimated through dark and sinister magic. These mindless automatons shamble about, doing their creator's bidding without fear or hesitation.

CREATING A ZOMBIE

"Zombie" is a template that can be added to any non-undead corporeal creature (referred to hereafter as the "base creature") that has a skeletal system. The creature's type changes to "Undead." It retains most type modifiers (such as "Fire" or "Aquatic"), but loses alignment type modifiers (such as "Good") and type modifiers that indicate kind (such as "Goblinoid" or "Reptilian").

ZOMBIE TYPE MODIFIERS

When turned into zombies, creatures keep some type modifiers and lose others.

They Keep:	They Lose:
Air	Chaotic
Aquatic	Evil
Cold	Good
Earth	Lawful
Electricity	Reptilian
Fire	Humanoid subtype (e.g., Elf)
Water	

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

Hit Dice: Drop any Hit Dice gained from experience and raise remaining Hit Dice to d12. If the creature has more than 20 Hit Dice, it can't be made into a zombie by the *animate dead* spell. (Exception: A 20th-level cleric with the Evil domain casts *animate dead* at caster level 21, so such a cleric can create an undead creature with 21 Hit Dice.)

Speed: Winged zombies can use their wings to fly at their normal speed. The maneuverability rating drops by one, though it cannot drop below Clumsy.

Armor Class: Natural armor changes to a number based on the zombie's size:

Size	Natural AC
Tiny or smaller	0
Small	1
Medium-size	2
Large	3
Huge	4
Gargantuan	6
Colossal	11

Attacks: The zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. It loses all ranged manufactured weapons and proficiencies.

A creature gains a single slam attack at its full attack bonus in lieu of its natural attack if it has hands. (If the creature already had a slam attack, it can use the zombie attack format and damage, if they're better.) Recalculate the zombie's melee and ranged attack bonuses based on its new type (Undead) and abilities (+2 Strength, -2 Dexterity). Undead creatures have a base attack of HD x 1/2 (same as a wizard).

Damage: Natural and manufactured weapons inflict normal damage. A slam attack deals damage depending on the zombie's size. (Use the base creature's slam damage if it's greater.)

Size	Damage
-------------	---------------

Diminutive	1d2
Fine	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	2d4
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The zombie loses all special attacks the base creature once enjoyed.

Special Qualities: The zombie loses all special qualities the base creature once had, except those associated with any subtypes it retains (such as the Fire subtype). All zombies gain the "Undead" type (see the Introduction of the Core Rulebook III, the MM) and this special quality:

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Saves: Base saves are the same as those of a wizard: Fort +1/3 HD, Ref +1/3 HD, and Will +2 + (1/2HD).

Abilities: The new zombie's Strength increases by +2, it has no Constitution or Intelligence score, its Dexterity decreases -2, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The zombie loses all skills once possessed by the base creature.

Feats: The zombie loses all feats once possessed by the base creature, but gains Toughness.

Climate/Terrain: Any land and underground

Organization: Any

Challenge Rating: Depends on Hit Dice:

Hit Dice	CR
1/2	1/6
1	1/2
2-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-14	6
15-17	7
18-20	8

Treasure: None

Alignment: Always neutral evil

Advancement: Hit Dice are based on advanced Hit Dice, if applicable.

SAMPLE ZOMBIE CREATURE

ZOMBIE WOLF

Medium-Size Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: +1 (Dex)

Speed: 50 ft

AC: 13 (+1 Dex, +2 natural)

Attacks: Bite +3 melee

Damage: Bite 1d6+3 melee

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

Special Qualities: Undead, partial actions only, darkvision 60 ft

Saves: Fort +0, Ref +1, Will +3

Abilities: Str 15, Dex 13, Con –, Int –, Wis 10, Cha 1

Feats: Toughness

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or pack (7-16)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral evil

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

THE COUNCIL'S ENCYCLOPEDIA OF
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APPENDIX B: Submissions Guidelines

Welcome!

We, the design team for the The Council's Encyclopedia of Lifeforms Mundane and Magical, formerly entitled "the Netbook of Creatures," are excited to have you join us as we create a new slew of monsters for RPG players everywhere. To make sure that our offering is of the highest quality, we have prepared this appendix to answer some of your questions – a sort of FAQ for submitting to this book. Please read the entirety before making a submission.

File Type Format:

Files should be sent in .RTF format to your contact person. Deviations from this will be noted below next to the contact name. .RTF is used because it is a format that is common across multiple PC-based word processors while retaining most of its style. If you are using a Mac to submit your creation and cannot put it into .RTF format, please convert to either plain text or HTML format. Please send the files as an attachment to your e-mail and not in the body of the e-mail itself.

Contact Person:

Submissions should be sent to the Editor (and Project Lead) at

creature_leader@dndcommunitycouncil.org

The submission will be subject to a review by one of the Submissions Team Leaders. Submissions will be assigned to Team Leaders based on the creature type as detailed below. The Submissions Team Leader will be responsible for reviewing your creature, making suggestions, as necessary, and serves as your point of contact with the Encyclopedia team.

Submissions Team Leaders (by Creature Type):

Spencer Cooley (*the_sigil@dndcommunitycouncil.org*)

Templates
Vermin

Scott Greene (*mrromeo@vei.net*)

Elemental
Outsider
Plant
Undead

Monte Lewis (*molewis@mindspring.com*)

Aberration
Dragon
Ooze
Shapechanger

Cliff Cadell (*ccaddell@home.com*)

Animal
Construct
Magical Beast
Monstrous Humanoid

Jeff Khars (*jkhars@sc.rr.com*)

Beast
Fey
Giant
Humanoid

Note that the above e-mail addresses are provided for use in submitting creatures to the Netbook of Creatures ONLY. Publication of these addresses is not to be construed as a solicitation of any other type of e-mail, particularly bulk "spam" e-mail.

Important Reminder:

Please include your e-mail address on submissions so that we can get in touch with you if we have questions. We do not maintain lists of e-mail addresses! Please also understand that your submission of a creature to us indicates that you are authorized to submit the creature (appropriately referenced) and give us permission to publish it, subject to the guidelines below. Note that we cannot publish anonymously due to restrictions in the Open Gaming License.

Policy Changes

Policy is initially set forth by the Editor (who is also the Project Lead). Any member of the Submissions Team may call a vote on any policy change. The policy change is voted upon, with a simple majority rule determining the course of action. Voting Team Members are the Submissions Team Leaders and the Editor. At present, those members are (listed in order of team seniority):

Spencer Cooley (Editor)
Scott Greene
Cliff Caddell
Monte Lewis
Jeff Khars

If there is a tie in voting the Editor shall have the deciding vote.

The Pre-Review Process (or what needs to occur before you submit your creation)

This consists mostly of the legal stuff we need to accomplish in order to protect your submission and ourselves. Before submitting to us, you will need to go to the DnD Community Council webpage, <http://www.dndcommunitycouncil.org/submissions>, and download a copy of the Permission Agreement document. We will need you to sign it in the presence of a witness (who will also sign it) and send it to us (instructions, et al are on the form).

If you need details about why we do this and what it means, please read the webpage. Basically it means you are letting us use your work, you are releasing it into the public domain (we will be publishing our Netbook to be 100% Open Gaming Content or in other words 100% in the public domain), and you will not sue us if anyone else uses your work for profit under the terms of the Open Gaming License®. You will be given a contributor ID number and we can begin the real part of the process – the Review process.

The Review Process

In order to maintain a high level of quality among the submissions we receive, each submission is subjected to a review process. This process works as follows:

- 1.) A creature is submitted to the Editor, who checks to make sure the submitter has complied with the Pre-Review Process, then forwards the submission to the appropriate team member (determined by creature type).
- 2.) The team member reviews the submission. If there are concerns, he works with the submitter to resolve these concerns, making suggestions for improvements and pointing out potential problems. Submissions Team Leaders may use the input of anyone they wish to assist them with this task, and have the power to create their own mini-review teams for this task. Ultimately, the Submissions Team Leader is responsible for those submissions he receives.
- 3.) Once the Submissions Team Member has reviewed the submissions and resolved any possible concerns with the submitter, he forwards a copy of the approved submission to the Editor.
- 4.) The Editor reviews the submission, and if he feels any changes are required, he may return the submission to the Submissions Team Leader, listing his concerns (minor grammatical changes to the submission may be made if necessary without taking this returning step). Return to Step 2.
- 5.) The Submission is entered into the next copy of the Netbook and published in the next release.

Checks and Balances Within the Process

The Submitter's Appeal (If things stall at Step 2 of the review process)

The submitter may feel that the Submissions Team Leader is excessively critical and that his work should be included in the Netbook "as is." If this is the case, the submitter may appeal to the Editor. The Editor may review the submission or may choose to reject the appeal. If he chooses to review the submission, he may ask the Submissions Team Leader what concerns were mentioned. If the Editor and the Submissions Team Leader are one and the same, the most senior Submissions Team Leader acts in the stead of the Editor in the process outlined below. A review has one of the following possible outcomes:

- The submission is accepted. The Editor overrules the concern of the Submissions Team Member and accepts the submission. This is the most infrequent outcome.
- The submission is not accepted. The Editor agrees with the concern of the Submissions Team Member or may have concerns of his own. The submitter is asked to revise the work and re-submit it to the Submissions Team Leader.
- The submission is put up for vote. All five Team Members review the submission and simple majority rules. In the event of a tie (perhaps caused by abstention of one or more team members), the Submissions Team Leader (not the Editor unless they are one and the same) to whom the submission was originally made has the tie-breaking vote.

Submissions Team Leader Appeals (if things stall at Step 4 of the Review Process)

If a Submissions Team Leader has a submission returned to him by the Editor and feels the Editor is in error, he may appeal the decision to the other three Submissions Team Members. These three review the submission and a simple majority vote (of two) determines whether the submission is to be further revised (upholding the Editor's decision) or included (overruling the Editor's decision).

Artistic Submissions

Artistic Submissions are now being accepted, subject to the DnD Community Council Artist Submission Guidelines – we ask that you please visit <http://www.dndcommunitycouncil.org/> for more information on this subject.

Artistic Submissions will be done on a volunteer basis – we don't get paid for this, so we can't pay you. Anyone interested in submitting artwork for use in the book should contact the Editor.

Please do not begin work for a particular monster until you have contacted the DnD CC Artwork Coordinator and have filed an Artistic Permission Agreement / License for Use. We ask that you not begin work to avoid duplicate submissions.

In a nutshell, Artists do not place their work into the public domain – the DnD Community Council requires a royalty-free, explicit license to incorporate art works submitted into DnDCC-sponsored netbooks (the "Artists' Permission Agreement"), but all other rights – including the right to reproduce, post in other locations, and license others to use the work (including for profit) will remain with the artist. The DnD CC will NOT be able to license the use of the artwork except in its own free projects. Art will only be incorporated into the closed PDF versions of this document in order to protect it from easily passing into the public domain.

Submission Format:

Submissions should follow the standard format used in the Core Rulebook III, the MM. For those without the MM, please list the following items in the given order:

- Creature Name
- Creator's Name or Alias (this is how you will be credited), include e-mail address on submissions (if you do not wish us to publish your e-mail address, note this and we will not publish it) and the original work if your submission is a conversion.
- (insert a blank line here)
- Size, Type
- Hit Dice (include Constitution bonus, if any, when listing the Hit Dice and have the average hit points for this monster in parentheses)
- Initiative (include a breakdown of this bonus)
- Speed (one entry for each form of movement such as normal walking, fly, swim – if the creature can fly, include its maneuverability class in parentheses)
- AC (include breakdown of the creature's armor class)
- Attacks (# of attacks of a given type, name of weapon/body part used in attack, attack bonus, attack type – melee/touch/etc.)
- Damage (include one entry for each type of attack)
- Face/Reach
- Special Attacks (list first Supernatural abilities, then Exceptional abilities, then Spell-like abilities, then other abilities)
- Special Qualities (again, list first Supernatural abilities, then Exceptional abilities, then Spell-like abilities, then other abilities)
- Saves (do not break these down)
- Abilities (list in the order Str, Dex, Con, Int, Wis, Cha)
- Skills (list in alphabetical order)
- Feats (list in alphabetical order)
- (insert a blank line here)
- Climate/Terrain
- Organization
- Challenge Rating (your best estimate)
- Treasure
- Alignment
- Advancement (include increasing size for creatures not advancing by character class)

The first description paragraph should very briefly describe the creature – what is it (in general terms) and how should I use it in my campaign?

The remainder of the “flavor” description may be as long as you want it to be. Use this to answer the “What is it?” question more completely and describe “Why / How / Where / When is it?” too. For practical purposes, please try to limit the description to at most 400 words – this is a couple of long paragraphs and don't write much about combat – use the COMBAT section for that. Obviously, you may need to reference its combat habits (for example, “it likes collecting skulls of fallen victims”) but keep it flavor and not combat. This word limit isn't absolutely necessary and if you have a complex creature or a good description, you can keep going, but for editorial purposes, this helps us with our “one creature, one page” rule.

ENCYCLOPEDIA OF
UNUSUAL, UNUSUAL AND MAGICAL

COMBAT Section

Use this area to describe how the critter attacks – tactics, usual prey, hiding patterns, and so on – in other words, how is this beastie going to act when it attacks the PCs?

Following the combat section, please include one entry for each of the creature's Special Attacks and Special Qualities. Include saving throw DCs in parentheses (e.g., "a successful Will save (DC 19) resists").

The following Special Attacks are "standard" and need not be described in great detail (include damage and Save DCs where applicable along with the other things noted next to the entry here):

- Ability Score Loss - indicate drain (permanent) or damage (temporary)
- Breath Weapon - indicate shape of weapon and damage type (fire, cold, etc.)
- Constrict
- Energy Drain
- Fear - indicate Aura, Cone, or Ray
- Frightful Presence
- Gaze – indicate if creature is immune to its own gaze
- Improved Grab
- Poison – indicate area or contact poison
- Psionics
- Ray
- Spells – indicate spells by name
- Swallow Whole – indicate the consequences and possible escapability in text (include monster's interior AC and hit points)
- Trample

The following Special Qualities are "standard" and need not be described in great detail:

- Blindsight - indicate range and possible means to foil it
- Damage Reduction – indicate amount and weapon type that overcomes it (e.g., 15/+2)
- Fast Healing
- Regeneration – indicate what attack types deal normal damage to the creature, and note if the creature can reattach severed limbs
- Resistance to Energy – indicate the resistance amount and energy type
- Scent – indicate the bonus
- Spell Resistance – indicate the amount
- Turn Resistance – indicate the amount

Stat Blocks:

At this time, we would as that you please include a sample stat block for your creature as well at the end of your entry (for the correct format for stat blocks, refer to a prominent gaming Magazine's submissions guidelines at:

www.wizards.com/dungeon/article.asp?x=submissions). This allows someone who wishes to use your creature in their own adventure to cut and paste the stat block from the Stat Block Codex and make minor modifications (for armor, hit points, etc.), generally making life much easier for all of us.

Illustrations:

If you would like to include an illustration, by all means send one along – but it will need to conform to the guidelines set forth in the "Artistic Submissions" section.

Publication Frequency:

Monthly updates are currently planned for the netbook, incorporating all ideas submitted in time for our deadlines (usually need to be submitted at least one week ahead of the release). Depending on submission frequency and/or volume, this may change. We are also currently contemplating “mini” folios – for example, a folio containing only the undead or only CR 4 monsters.

Editorial Changes to your Submission:

Most changes to a submission occur during the review process and will be made with your knowledge (and consent). We will try to keep your submission as close to your original words as possible, though we specifically reserve the right to edit a submission to ensure that it fits our layout guidelines – these will be grammatical corrections or “cosmetic” changes not affecting your creature’s vital statistics. We also specifically reserve the right to adjust the Challenge Rating you submit. We may make other minor changes on an as-needed basis. Contact the Editor if you object to changes made outside the review process.

Changes we Suggest and Acceptance Policy

Our number one basis for reviewing submissions is the Core Rulebook III, the MM. Our secondary basis for reviewing submissions is the Monster Creation article from DragMag #276. The vast majority of our suggestions for changes to be made to a submission are based on the guidelines set out therein. As an example, any creature submitted as a “Fey” type should have a d6 Hit Die. A “Fey” submission with a d10 Hit Die will be returned so that the Hit Die may be changed to a d6, bringing it into the standard set forth by the MM. Please note that we do not currently require, as does WoTC, simple plurals (adding –s or –es to all names for plurals) – though we suggest it!

Most Frequent Mistakes

Try to make sure your monster is “system legal” before submitting it to us. “System legal” means make sure it has the right Hit Die type, attack bonuses are calculated correctly based on the monster’s Hit Dice, type, and abilities (including Feats), the creature has the proper number of skill points, etc. If it is “system legal”, most of your obstacles to acceptance are cleared – though note that we may take issue with the Challenge Rating you have chosen or with some of its Special Abilities or Qualities. Our Submissions Team Leader will work with you to resolve these concerns.

The main reason we may take issue with Challenge Ratings is that this is the game’s “built-in” rating system. It lets the DM know immediately the approximate power level of the monster. This helps immensely with the game balance issue. Is your monster too overpowered for a CR 2 creature? No problem. Make it a CR 3 or 4 creature and the problem is solved.

We may also take issue with certain of your creature’s special abilities. Again, this will be largely for game balance concerns. A 2 HD critter with a flaming breath weapon that does 15d10 points of damage is (obviously) not really that balanced, regardless of Challenge Rating. Why? Well, if that creature wins initiative, it can be as tough on a party as a CR 8 or 9 creature. If it loses initiative, it is maybe a CR 1 or 2 creature because it is killed before it brings its breath weapon to bear on the party. We really can’t split the difference either – it’s not a CR 5 creature. This is what we mean when we talk of balance – obviously, winning initiative in combat is important, but this creature’s challenge (or lack thereof) is not really a function of the creature, but the function of randomness (the initiative roll).

Again, the point of the review process is to help make your creature both “system legal” and the best darn little beastie it can be. Please understand this and take our suggestions with the attitude that we want to see your little creation come to life just as much as you do.

Some very common mistakes include:

- Incorrect melee attack bonus (especially for secondary attacks).
- Incorrect number of Skill Ranks.
- Incorrect Strength modifier on damage
- Incorrect Saving Throw bonuses

Please refer to the beginning of the **MM** and review the guidelines for monster creation there. The math can get somewhat convoluted but it can be done – please try to double-check everything before submitting it to us. DON'T just assign numbers based on what “feels” right – there are rules in the system designed to handle this stuff, let's use them.

Use your resources! Available on the Encyclopedia's home site is an Excel Spreadsheet to aid you in doing the math. While this is not foolproof (there are mistakes on it that we just haven't had time to fix yet), it does an excellent job in steering you away from obvious and common problems.

The Bounds of Taste

Bearing in mind that the RPG community consists of many individuals of varying ages, we wish to keep this collection in good taste. The Editor has the final say regarding what is in “good taste.” We would like to keep this book in the PG range. I hate to have to say this, but in a community this diverse, it is necessary to include it. Please keep this in mind when creating your submissions. ***We reserve the right to reject any submission on grounds of poor taste.***