

# Using Kid's Colouring Book o Critters - Celebrity Edition

By Dennis Payne

Sometimes gaming books languish in your collection without being used. You may not have time to read the information to use them. Or maybe your campaign couldn't incorporate the material at that point in the story. Here we have a suggestion on how to incorporate the [Kid's Colouring Book o Critters](#). The book is unusual as it is designed to be both a supplement and a coloring book. It was created by two kids, age 6 and 10. The monsters found within are rather unusual.

**Read This:** Read the giant dragonfly (page 21) and the quelarax (page 32). Since the book is designed for 3.0, there are a few changes to update the statistics. The giant dragonfly has no feats listed and too many skill points. The alertness feat resolves the skill point problem. Endurance would complete the missing feats and not alter the combat stats of the creature. The space of the giant dragonfly should be increased to 10ft instead of the 5ft by 10ft. The save DC for harmonic buzz is Charisma-based.

The Quelarax needs some bigger changes. The base attack bonus of 6HD magical beast is +6. Weapon finesse applies to all light weapon which includes natural attacks. In total bite and rays should be at +9 (+6 BAB, -1 size, +4 dex modifier). The quelarax has multiattack so the 2 claws are correct at +7. The space should again be increased to 10ft. Damage reduction can be changed to 20/magic. Wilderness Lore skill becomes Survival. It has one skill point too many so Survival could be reduced by one or give a racial bonus of one. The save DCs for eye beams and screech are Charisma-based.

## Giant Dragonfly

Large Magical Beast

**Hit Dice:** 3d10+9 (25 hp)

**Initiative:** +1 (Dex)

**Speed:** 20 ft, fly 60 ft (good)

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

**Base Attack/Grapple:** +3/+6

**Attack:** Bite +5 melee (1d8+4)

**Full Attack:** Bite +5 melee (1d8+4)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Harmonic buzz

**Special Qualities:** Low-light vision, Vermin qualities

**Saves:** Fort +6, Ref +4, Will +2

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

**Skills:** Listen +5, Sense Motive +3, Spot +5

**Feat:** Alertness, Endurance

**Climate/Terrain:** Wetlands

**Organization:** Solitary, group (2-6) or swarm (3-18)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Usually neutral

**Advancement Range:** 4-6 HD (Large), 7-9 HD (Huge)

## Combat

Giant dragonflies are generally adverse to combat, but the sound of their wings often attracts predators who seek out those stunned by the magical sounds produced. If forced into conflict, however, they can deliver a very powerful bite.

**Vermin Qualities:** As magically-evolved vermin, giant dragonflies are immune to mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects).

**Harmonic Buzz (Su):** Anyone within 60 feet of a flying giant dragonfly must make a Will save (DC 11), or become dazed. A new save must be made once every minute, or when attacked or when a companion is attacked. Once a creature has made ten successful saves against the harmonic buzz ability, the creature is granted an immunity to the effect. A dazed creature can take no actions (but defends itself normally). The save DC is Charisma-based.

## Giant Dragonfly Lore

### Knowledge (Nature)

**DC 12:** The creature appears to be a giant dragonfly but the body has a strange metallic shine.

### Knowledge (Arcane)

**DC 12:** The giant dragonfly is magical altered insect. They prey on small creatures but typically avoid attacking groups.

**DC 16:** The drone of their wings has a harmonic sound that can mesmerize creatures. Predators sometimes follow the creature to attack the victims.

## **Quelerax**

Large Magical Beast

**Hit Dice:** 6d10+12 (45 hp)

**Initiative:** +4 (Dex)

**Speed:** 30 ft, fly 60 ft (poor)

**AC:** 20 (+4 Dex, -1 size, +7 natural)

**Base Attack/Grapple:** +6/+8

**Attack:** Bite +9 melee (1d8+2) and 3 rays +9 ranged touch

**Full Attack:** Bite +9 melee (1d8+2) and 2 claws +7 (1d6+1) and 3 rays +9 ranged touch

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Screech, Eye beams

**Special Qualities:** Immunities, DR 20/magic, Enhanced Vision

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

**Abilities:** Str 14, Dex 18, Con 15, Int 12, Wis 14, Cha 14

**Skills:** Listen +11, Move Silently +10, Spot +11, Survival +5

**Feats:** Multiattack, Weapon Finesse, Run

**Climate/Terrain:** Wetlands or underground

**Organization:** Solitary

**Challenge Rating:** 6

**Treasure:** Normal

**Alignment:** Usually neutral evil

**Advancement:** 7-12 HD (Large), 13-18 HD (Huge)

### **Combat**

Quelerax are intelligent and aggressive, easily angered. They open hostilities with a screech, and then fly into melee combat, all the while laying about with their deadly eye-beams.

**Enhanced Vision (Ex):** The quelerax has dark-vision with a range of 90 feet, low-light vision twice as good as that of a human, and can see in all directions, preventing creatures from flanking it.

**Eye beams (Su):** The quelerax's three eyes

each produce a different magical ray. Each ray has a range of 120 feet. The left eye produces a ray of kinetic force that strikes a target for 4d6 bludgeoning damage and then initiates a bull rush attack without provoking an attack of opportunity, as if by a Strength 24 creature of medium size. The central eye produces a ray of enfeeblement as if cast by a level 6 sorcerer (save DC 15). The right eye produces a ray of cold that deals 6d6 cold damage (Reflex save DC 15 for half). The save DCs are Charisma-based.

**Immunities (Ex):** Quelerax are immune to cold and sonic damage and effects.

**Screech (Su):** The screech of the quelerax is a sonic attack in an 80 foot cone. All persons in the area of effect must make a Fort save (DC 15) or be thrown back 10 feet and be deafened for 2d6 rounds. The save DC is Charisma-based.

### **The Encounter**

While traveling near a swamp or other wetland, the party spots a large red insect like creature with a pair of transparent wings sitting on a tree branch. It is a good 50ft off the trail they are following. Anyone with knowledge of nature or arcane should be able to identify the creature as a giant dragonfly. If your players are liable to attack the creature without provocation, you may wish to include a couple of the creatures so that one gets to use the harmonic buzz ability.

If the players ignore the giant dragonfly, the quelerax fly up to the dragonfly bites it and fires the 3 rays at the party. The quelerax has been hiding deeper in the swamp (50ft from the giant dragonfly, Spot DC 15 plus distance modifiers). Since it is immune to sonic effects, it has been using the giant dragonflies in the swamp to daze opponents before engaging them. The bite attack against the giant dragonfly is simply to drive the creature in the party's direction. After the party is hit by the harmonic buzz ability, the quelerax will screech. The quelerax will engage in melee while basting with eye rays. The giant dragonfly will retreat and avoid combat.

To make the encounter more difficult you could have the quelerax stay in the swamp forcing the characters to move through difficult terrain to get close to the beast. The quelerax

could be advanced to increase the challenge. Perhaps have some NPCs trying to recapture the beast.

When describing the quelarax, you want to ensure that the players take the threat seriously. While describing them as a giant chicken with three eye tentacles may be convenient, it may be best to avoid comparing it to a chicken.

Say This: *"A giant bird takes flight from behind some bushes. Brown feathers cover the bird except for the purple crest and underbelly. It snaps at the giant dragonfly before you notices the three eye stalks protruding from its head. You notice the normal eyes of the beast appear closed before the magical rays interrupt your thoughts."*

## **Aftermath**

During the fight or afterward the heroes should notice a tag on the quelarax's leg. A mad wizard has been experimenting on creatures nearby. The quelarax escaped from his lab. If you wish to use more creatures from the book, the wizard could be an ettagarang. Alternatively an aberration menace could be behind the mutations. The text or number on the tag would depend on the source of the menace. If the party has a ranger, they might be able to backtrack the creatures trail to the lab. NPCs attempting to recapture the beast might want to make sure no one hears of the incident. The heroes could question them about the lab location after defeating them.

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