

TEMPLATES FROM THE INTERNET

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Compiled and updated to v.3.5 by Robert Blezard (Knightfall 1972)

BILE MONSTER

By the Jester, Edited by Knightfall 1972

Bile monsters are creatures that have been mutated and changed by the horrible chemistry of the River of Bile or of Bile Mountain (on Cydra, the Jester's homebrewed campaign setting). On other Material Planes, bile monsters could be the result of magical experimentation by evil wizards or simply be horrid creatures that inhabit bile infested swamps, marshes, or waterways. Bile monsters would also fit on any evil-aligned plane such as Baator or the Abyss.

Many of the creatures exposed to bile die, but some survive, toughened, and some even pass on their bile traits to their offspring. Bile monsters appear similar to their base type, but always drool frothy, yellow bile from their maw. They often have a mangy look, sometimes sweating profusely or shaking.

Sample Bile Monster

This sample creature uses an advanced crocodile (5 HD) as the base creature.

Bile Crocodile

Medium Magical Beast

Hit Dice: 5d8+20 (+2 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (4 squares), swim 30 ft.

AC: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18

Base Attack/Grapple: +3/+8

Attack: Bite +8 melee (1d8+5 plus 1d6 acid) or tail slap +8 melee (1d12+5)

Full Attack: Bite +8 melee (1d8+5 plus 1d6 acid) or tail slap +8 melee (1d12+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid, improved grab, spit bile

Special Qualities: Agonized existence, hold breath, low-light vision, immunities

Saves: Fort +8, Ref +5, Will +2

Abilities: Str 21 (+5), Dex 12 (+1), Con 19 (+4), Int 1 (-5), Wis 12 (+1), Cha 2 (-4)

Skills: Hide +7*, Listen +5, Spot +5, Swim +13

Feats: Alertness, Skill Focus (Hide)

Environment: Warm, bile-infested marshes

Organization: Solitary or colony (6-11)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —

Bile crocodiles are aggressive, evil predators that can grow to be 11 to 12 feet long. They lie mostly submerged in putrid rivers or infested marshes, with only their eyes and nostrils showing, waiting for prey to come within reach. Bits of bile often float to the surface just before they attack.

Combat

Improved Grab (Ex): To use this ability, a bile crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the bile crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Spit Bile (Ex): 60-ft. range, area 15-ft. radius spread; Fortitude save (DC 16) or suffer 3d6 points of acid damage and 1d6 points of Constitution damage. On a successful save, the victim still suffers half the acid damage.

Agonized Existence (Ex): Because its bile-ridden form leaves it in perpetual pain, the bile crocodile is immune to effects based on pain. If it falls subject to any Enchantment effect or morale penalty, it automatically shakes off the effect in only 1d4 rounds.

Hold Breath (Ex): A bile crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Immunities (Ex): A bile crocodile is immune to acid or poison. Note that the bile spitting ability can still do Constitution damage to a bile crocodile, but a bile infested waterway does damage through acid and poison, so bile crocodiles are immune to the effects of such a waterway.

Skills: A bile crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A bile crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a bile crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

Creating a Bile Monster

“Bile Monster” is a template that can be added to any corporeal creature except for a construct. Except as noted, a bile monster uses the base creature’s statistics.

Type and Subtype: If the base creature was an animal, beast, or vermin, its type changes to magical beast. If it was a humanoid, its type changes to monstrous humanoid.

AC: Natural armor increases by +4.

Attack/Full Attack: If the base creature has a natural bite attack then it deals an additional 1d6 points of acid damage.

Special Attacks: The bile monster gains the ability to spit bile in a 15-ft. radius spread, to a range of 60 feet. This is an exceptional ability. This attack requires all caught within to make a Fort save, DC 10 + ½ the creature’s Hit Dice + the creature’s constitution modifier. If it fails, the victim takes acid and Constitution damage according to the bile monster’s size as noted below. Success indicates that the victim suffers half acid damage but no constitution damage. A bile monster must wait 1d4 rounds before spitting bile again.

Size of Monster	Acid Damage	Constitution Damage
Small or smaller	2d6	1d4
Medium	3d6	1d6
Large	4d6	2d4
Huge	6d6	2d6
Gargantuan	8d6	2d8
Colossal	10d6	3d6

Special Qualities: The bile monster keeps all its old special qualities and gains the following:

Agonized Existence (Ex): Because its bile-ridden form leaves it in perpetual pain, the bile monster is immune to effects based on pain. If it falls subject to any Enchantment effect or morale penalty, it automatically shakes off the effect in only 1d4 rounds.

Immunities (Ex): A bile monster is immune to acid or poison. Note that the bile spitting ability can still do Constitution damage to a bile monster, but a bile infested waterway does damage through acid and poison, so bile monsters are immune to the effects of such a waterway (i.e. the Bile River of Cydra).

Saves: Same as the base creature but adjusted for higher Constitution score.

Abilities: Increase the bile monster's ability scores as follows: Str +4, Con +4.

Skills: Same as the base creature.

Feats: Same as the base creature.

Environment: On Cydra – Around the River of Bile, Bile Mountain or the Sea of Bile only. Other Campaigns – Any bile infested swamps, marshes, or aquatic terrain on the Material Plane, or any evil-aligned plane.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Always evil (any).

Advancement: Same as the base creature.

Level Adjustment: +2

CHAOS-TOUCHED TEMPLATE

By Krishnath, Edited by Knightfall 1972

Occasionally creatures are infused with the raw energy of chaos, mutating and changing in ways that are somewhat unpredictable. How these 'chaos-touched' creatures come about varies a great deal. Some visit the plane of limbo and mutate upon arrival, others are the end result of magic gone awry. But they have one thing in common, they're wholly unpredictable creatures.

Sample Chaos-Touched Creature

This sample creature uses a giant eagle as the base creature.

Chaos Eagle

Large Outsider (Chaotic, Native)

Hit Dice: 4d8+8 (26 hp)

Initiative: +5 (Dex)

Speed: 20 ft. (4 squares), burrow 20 ft., fly 90 ft. (average)

AC: 17 (-1 size, +5 Dex, +5 natural), touch 15, flat-footed 14

Base Attack/Grapple: +4/+14

Attack: Claw +7 melee (1d6+6)

Full Attack: 3 claws +7 melee (1d6+6) and 2 bites +2 melee (1d8+3)

Space/Reach: 10 ft. / 5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Low-light vision, evasion, acid, cold, electricity, fire and sonic resistance 10, immunities, fast healing 10

Saves: Fort +6, Ref +9, Will +5

Abilities: Str 22 (+6), Dex 21 (+5), Con 14 (+2), Int 12 (+1), Wis 12 (+1), Cha 12 (+1)

Skills: Knowledge (nature) +3, Listen +9, Search +5, Sense Motive +3, Spot +18, Survival +2
Feats: Alertness, Flyby Attack

Environment: Any land

Organization: Solitary, pair, or eyrie (5–12)

Challenge Rating: 5

Treasure: None

Alignment: Usually chaotic good

Advancement: 5–8 HD (Large); 9–12 HD (Huge)

Level Adjustment: +4 (cohort)

A typical chaos eagle stands about 10 ft. tall a third claw protruding from its chest, two heads, and has a wingspan of up to 20 feet.

Chaos eagles are chaos-touched giant eagles transformed by a chaotically aligned deity (most often chaotic neutral). This deity often uses chaos eagles as messengers or guardians on the Material Plane, often set to protect the deities worshippers and holy ground. However, as chaotic deities are fickle, they often release chaos eagles to find their own way in the world.

Chaos eagles speak Common and Auran.

Combat

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a chaos eagle takes no damage.

Immunities: Immunity to poison, polymorph and petrification. Additionally it's immune to any spell or effect that would cause it to lose its form (i.e. chaos beast's *corporeal instability* ability.)

Spell-like Abilities: At will – *dancing lights*; 1/day – *color spray*, *shatter*. Cast as a 4th-level sorcerer.

Skills: Chaos eagles have a +4 racial bonus on Listen and Search checks and a +8 racial bonus on Spot checks.

Creating a Chaos-Touched Creature

“Chaos-Touched” is a template that can be added to any corporeal creature that does not have the Chaos or Law subtypes, referred to here after as the base creature.

Type and Subtype: Unless the base creature was a Dragon or an Undead, the creature type changes to Outsider and gains the Chaotic subtype and either the Extraplanar or Native subtype, based on the type of base creature. For example, an Animal becomes a native outsider, but an Elemental works better as an extraplanar outsider. The DM can “eyeball” this as he sees fit.

Hit Dice: If the base creature was a dragon or undead creature, its HD remains unchanged, otherwise it's HD changes to d8.

Speed: There is a 50% chance that the base creature gains an additional mode of movement. Additionally its speed in all its forms of movement increases by 10 ft.

AC: Natural armor improves by +2.

Attack/Full Attack: The base creature gains two claw and a bite attack in addition to whatever natural attacks it had before, as it grows additional limbs. If the base creature already has a claw/bite natural attack routine then add one extra claw attack and one extra bite attack to that routine for Full Attack. These additional attacks have the same damage as per the original natural attacks. Otherwise, the base creature uses the old damage from its original natural attacks and the new attacks deal damage depending on the base creature's size.

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

Special Attacks: The creature retains all the special attacks of the base creature and gain the following spell-like abilities based on it's HD, unless noted otherwise the spell-like abilities are usable once per day. The creature casts these spells as a sorcerer equal to its HD in levels.

HD	Spells
1-2	<i>Color Spray, At will - Dancing Lights</i>
3-4	<i>Shatter</i>
5-6	<i>Displacement</i>
7-8	<i>Confusion, Chaos Hammer</i>
9-10	<i>3/day - Rainbow Pattern</i>
11-12	<i>Baleful Polymorph</i>
13-14	<i>Word of Chaos</i>
15-16	<i>Cloak of Chaos</i>
17-18	<i>Plane Shift</i>
19+	<i>Polymorph Any Object</i>

Special Qualities: The base creature retains all it's special qualities and gains the following (If the creature already possess one or more of these abilities, use the better value.):

- Acid, cold, electricity, fire and sonic resistance 10.
- *Immunities:* Immunity to poison, polymorph and petrification. Additionally it's immune to any spell or effect that would cause it to lose its form (i.e. chaos beast's *corporeal instability* ability.)

In addition the creature gains 1d4 of the following abilities (chosen by the DM)

- Damage Reduction 10/magic or lawful (DM's choice)
- Evasion
- Water-breathing (The creature can freely use its innate abilities and cast spells while submerged.)
- Scent
- Blindsight 30 ft.
- Fast Healing 10
- Spell resistance equal to 11 + the creatures HD.

Saves: The creature's saves are changed to reflect it's new creature type. (Outsiders have all good saves.)

Abilities: Strength +4, Dexterity +4, Constitution +2, Intelligence +2, Wisdom -2, Charisma +2. Note that if the base

creature is Undead, it does not get the Constitution bonus.

Skills: The base creature gets a +4 racial bonus on Listen, Search, and Spot checks. A chaos-touched creature grows additional sensory organs.

Environment: Same as the base creature or any land

Organization: Same as the base creature or any.

Challenge Rating: Up to 3 HD, same as the base creature + 1; 4 HD to 7HD, same as the base creature + 2; 8+ HD, same as the base creature + 3. [+20% CR (rounded down) if the base creature had few or no special attacks or qualities.]

Alignment: The base creature's alignment shifts one step towards chaotic neutral.

Level Adjustment: +1, plus +1 for 1 to 2 additional special qualities, or +2 for 3 to 4 additional special qualities.

CLOCKWORK CONSTRUCT TEMPLATE

By Knightfall1972

Clockwork creatures are Clockwork Nirvana of Mechanus planar variants of normal Material Plane creatures.

Sample Clockwork Construct Creature

This sample creature uses an elephant as the base creature.

Clockwork Elephant

Huge Construct

Hit Dice: 11 d10 (60 hp)

Initiative: -1 (Dex)

Speed: 30 ft. (6 squares)

AC: 18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18

Base Attack/Grapple: +8/+30

Attack: Slam +20 melee (2d6+14) and 2 stamps +15 melee (2d6+7) or gore +20 melee (2d6+21)

Full Attack: Slam +20/+15 melee (2d6+14) and 2 stamps +15 melee (2d6+7) or gore +20/+15 melee (2d6+21)

Space/Reach: 15 ft./ 10 ft.

Special Attacks: Lightning bolt, sonic shriek, smite chaos, trample 2d6+21

Special Qualities: Blindsight, construct, spell vulnerability, SR 22, fire, electricity, sonic, and cold resistance 15

Saves: Fort +3, Ref +2, Will +3

Abilities: Str 38 (+14), Dex 8 (-1), Con -, Int -, Wis 11 (+0), Cha 1 (-5)

Skills: None

Feats: None

Environment: The Clockwork Nirvana of Mechanus

Organization: Solitary or herd (6-30)

Challenge Rating: 13

Treasure: None

Alignment: Always lawful neutral

Advancement: 12-22 HD (Huge)

Level Adjustment: NA

Combat

Blindsight (Ex): A clockwork elephant is blind, but it maneuvers and fights as well as a sighted creature by using sonar, like that of a bat. This ability enables it to discern objects and creatures within 40 feet. The clockwork elephant usually does not need to make Wisdom check to notice creatures within range of its blindsight. A *silence* spell negates this ability.

Construct Traits: A clockwork elephant is immune to mind-affecting, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork elephant has darkvision (60-foot range).

Lightning Bolt (Sp): A clockwork elephant's *lightning bolt* ability produces more powerful *lightning bolt*, than the clockwork elephant's can emit. Once every 2 rounds, the clockwork elephant can fire a *lightning bolt* 5 feet wide and 80 feet long, dealing 6d6 points of electricity damage. A successful Reflex save (DC 20) halves the damage.

Sonic Shriek (Ex): Once per round as a standard action, a clockwork elephant can loose a cone of sonic energy 30 feet long. Everything within the cone takes 1d8 points of damage. In addition, every creature within the cone that fails a Fortitude save (DC 20) is stunned for 1 round.

Smite Chaos (Ex): Once per day a clockwork elephant can make a normal attack to deal an additional +11 points of damage against a chaotic opponent.

Spell Vulnerability (Ex): A clockwork elephant is susceptible to the *shatter* spell, which negates its blindsight for 1d4+1 rounds.

Trample (Ex): A clockwork elephant can trample Medium-size or smaller creatures for automatic gore damage. Opponents who do not make attacks of opportunity against the clockwork elephant can attempt a Reflex save (DC 29) to halve the damage.

Creating a Clockwork Creature

"Clockwork" is a template that can be added to any Animal, Beast, Magical Beast, Humanoid, and Monstrous Humanoid, referred to here after as the base creature.

Hit Dice: The base creature's Hit Die changes to d10.

Type: The base creature's Type changes to Construct.

Speed: Same as the base creature's speed -10 feet. Halve any secondary movement types the base creature has, and if one of those movement types is 'fly' then drop its maneuverability by one.

AC: Natural armor improves by +4.

Attack/Full Attack: Recalculate the base creature's attacks as if it had always been a Construct. If the base creature has arm-like appendages then it gains a slam attack per appendage.

A clockwork construct attacks do damage as per a Construct of the new creature's type and size.

Special Attacks: The base creature retains any special attacks not based on inner physiology or chaos magic and also gains the Smite Chaos ability (see below) and any two of the other special attacks listed below.

Smite Chaos (Ex): Once per day the creature can make a normal attack to deal additional damage equal to its Hit Dice total (maximum of +20) against a chaotic opponent.

Breath Weapon (Su): First or second round of combat--cloud of poisonous gas, 10-foot cube directly in front of the clockwork construct lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 10 + ½ clockwork construct's Hit Dice), initial damage 1d4 temporary Constitution, secondary damage death.

Lightning Bolt (Sp): A clockwork construct's *lightning bolt* ability produces more powerful *lightning bolt*, than the clockwork construct's can emit. Once every 2 rounds, the clockwork construct can fire a *lightning bolt* 5 feet wide and 80

feet long, dealing 12d6 points of electricity damage. A successful Reflex save (DC 10 + the clockwork construct's Hit Dice + its Dexterity modifier) halves the damage.

Slow (Su): A clockwork construct's 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 10 + the clockwork construct's HD + its Dexterity modifier) to negate. The ability is otherwise the same as the spell.

Sonic Shriek (Ex): Once per round as a standard action, a clockwork construct can loose a cone of sonic energy 30 feet long. Everything within the cone takes 1d8 points of damage. In addition, every creature within the cone that fails a Fortitude save (DC 10 + the clockwork construct's Hit Dice + its Dexterity modifier) is stunned for 1 round.

Spell-like Abilities: At will--*disintegrate*, *implosion*, *Mordenkainen's disjunction*. Caster level 14th; save DC 15 + spell level).

Special Qualities: The base creature retains all it's special attacks not based on inner physiology or chaos magic (i.e. darkvision) and also gains the following special quality.

Blindsight (Ex): A clockwork construct is blind, but it maneuvers and fights as well as a sighted creature by using sonar, like that of a bat. This ability enables it to discern objects and creatures within 40 feet. The clockwork construct usually does not need to make a Wisdom check to notice creatures within range of its blindsight. A *silence* spell negates this ability.

Construct Traits: A clockwork construct is immune to mind-affecting, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork construct has darkvision (60-foot range).

Resistances: Fire, electricity, sonic, and cold resistance (see the table below).

Hit Dice	Resistance Score
1-3	5
4-7	10
8-11	15
12+	20

Spell Resistance: Clockwork constructs have spell resistance equal to double the creatures Hit Dice (maximum 25).

Spell Vulnerability (Ex): A clockwork construct is susceptible to the *shatter* spell, which negates its blindsight for 1d4+1 rounds.

Saves: Recalculate the base creature's saving throws as if it had always been a Construct. A clockwork construct doesn't have any good saves.

Abilities: +8 Strength, -2 Dexterity. A clockwork construct hasn't an Intelligence or Constitution score and always has a Wisdom score of 11 and a Charisma score of 1.

Skills: None

Feats: None.

Environment: Same as the base creature; or the Clockwork Nirvana of Mechanus.

Organization: Often same as the base creature; or solitary.

Challenge Rating: Up to 3 HD, same as the base creature + 1; 4 HD to 7HD, same as the base creature + 2; 8+ HD, same as the base creature + 3. [+20% CR (rounded down) if the base creature had few or no special attacks or qualities, that were lost by applying the template.]

Treasure: None

Alignment: Always lawful neutral.

Level Adjustment: NA

DIRE-BIPEDAL CREATURE TEMPLATE

By Anime Freak & Knightfall1972

The dire-bipedal creature template turns humanoids and other types of humanoid-like creatures into monstrous creatures. All dire-bipedal creatures have a prehistoric look that reveals their dire heritage, yet they retain the same alignment. They have simple, crude cultures.

Sample Dire-Bipedal Creature

This sample creature uses a sahuagin as the base creature.

Son of Sekolah (Dire Sahuagin)

Large Monstrous Humanoid (Aquatic, Dire)

Hit Dice: 4d8+16 (34 hp)

Initiative: +1

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

AC: 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17

Base Attack/Grapple: +4/+15

Attack: +10 melee (1d8+9, talon) or +10 melee (2d6+10, Large trident) or +5 ranged (2d8/19-20/x2, Large heavy crossbow)

Full Attack: +10 melee (2d6+12, Large trident) and +8 melee (1d6+5, bite) or +10 melee (1d8+9, 2 talons) and +8 melee (1d6+5, bite) or +5 ranged (2d8/19-20/x2, Large heavy crossbow)

Space/Reach: 10 ft./ 10 ft.

Special Attacks: Blood frenzy, rake 1d6+3, tusk 2d4+10

Special Qualities: Blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent

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

Abilities: Str 24 (+7), Dex 13 (+1), Con 18 (+4), Int 12 (+1), Wis 13 (+1), Cha 9 (-1)

Skills: Handle Animal +2, Hide -1*, Jump +10, Listen +3*, Profession (hunter) +3, Ride +4, Spot +3*, Survival +3, Swim +9.

Feats: Great Fortitude, Improved Natural Attack (talon), Multiattack^B, Track^B

Climate/Terrain: Warm aquatic

Organization: Solitary or pair

Challenge Rating: 4

Treasure: No coins; standard goods; crude items

Alignment: Usually lawful evil

Advancement: 5-10 HD (Large), 11-12 (Huge) or by character class

Level Adjustment: +3 (+4 if four-armed)

Sons of Sekolah speak Sahuagin.

Combat

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

Blood Frenzy: Once per day a son of Sekolah that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a -2 penalty to Armor Class. A son of Sekolah cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+3. A son of Sekolah also gains two rake attacks when it attacks while swimming.

Tusk (Ex): A son of Sekolah can deliver a tusk attack that does 2d4+10 damage. This is a standard action.

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

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sons of Sekolah for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Scent (Ex): A son of Sekolah can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Range is 30 ft. If upwind, the range increases to 60 ft.; if downwind, it drops to 15 ft.

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

Water Dependent (Ex): Sons of Sekolah can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the *D&D Dungeon Master's Guide v.3.5*).

Skills: A son of Sekolah gains a +1 racial bonus to Jump attacks and +2 racial bonus to Hide checks. A son of Sekolah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Underwater, a son of Sekolah has a +4 racial bonus on Hide, Listen, and Spot checks.

Son of Sekolah Characters

Sons of Sekolah favor the fighter class, and are always male. (Sons of Sekolah always mate with normal female sahuagin.) A son of Sekolah cleric has access to two of the following domains: Evil, Law, Strength, or War. *Favored Weapon:* Trident.

Creating a Dire-Bipedal Creature

"Dire-Bipedal" is a template that can be added to any Humanoid, Monstrous Humanoid, Giant, and bipedal Aberration or Fey of Tiny-size or larger, referred to here after as the base creature.

Hit Dice: The creature's Hit Dice increases by 2.

Size: A Tiny or Small base creature becomes Medium-size while a Medium-size base creature becomes Large. Large + creature's height and weight only increases by 50%. However, a very tall Large + creature may need to increase to the next size category.

Type/Subtype: A base creature with the Humanoid type changes to Monstrous Humanoid. All other creature types remain the same. The base creature also gains the Dire Subtype.

AC: Natural armor improves by +1. Also, adjust for any change in size.

Attack/Full Attack: Adjust all attacks based on any change to type and size, as well as all natural attack damage based on any change to type and size. The creature gains either 2 claw attacks or a slam attack, but not both. If the base creature already has one of those attacks then it gains no additional benefits.

Space/Reach: Adjust for any change in size.

Special Attacks: The base creature retains all its special attacks and also gains the following special attack.

Attack/Damage Bonus: The base creature gains a +2 enhancement bonus on any Strength related attacks and damage rolls. (This is in addition to adjustments based on the creature's increase in Strength.) However, these bonuses aren't added to other special attack forms (i.e. rend).

Tusk (Ex): A dire-bipedal creature can deliver a tusk attack that does 2d4 damage plus 1 ½ times its adjusted Strength modifier. This attack is considered a standard action.

Special Qualities: The base creature retains all its special attacks and also gains the following special quality.

Scent (Ex): A dire-bipedal creature can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Range is 30 ft. If upwind, the range increases to 60 ft.; if downwind, it drops to 15 ft. If the base creature already has this ability then no additional benefits are granted.

Saves: +1 to all Fortitude saves. Dire-bipedal creatures are hardy creatures. Also, adjust for any change in type and size.

Abilities: +2 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence, +0 Wisdom, +0 Charisma.

Skills: The creature gains a +1 racial bonus to Jump attacks and +2 racial bonus to Hide checks. Also, recalculate skill points based on any change in type and size. The base creature's skills plus Jump and Hide are the new creature's class skills.

Feats: The creature gains Track as a bonus feat. If the base creature already has it then no additional benefits are gained. Also, recalculate feats based on any change in type and size.

Environment: Same as the base creature; or any land.

Organization: Same as the base creature; or solitary or pair.

Challenge Rating: Same as the base creature's CR + 1; an additional + 1 if size increases as well.

Treasure: Same as the base creature' except no coins and items are crude.

Advancement: Add two to all numerical values and recalculate if the base creature has a range of advancement. If the base creature advances by character class then Advancement doesn't change.

Level Adjustment: +1

FOUL CREATURE

By the Jester, Edited by Knightfall 1972

A foul creature has been tainted by a terrible process of magical transmutation, necromancy and torment. Though hideous and pathetic, foul creatures are utterly evil and beyond redemption. To destroy a foul creature is a mercy.

Sample Foul Creature

This sample creature uses an ogre as the base creature.

Creating a Foul Creature

"Foul creature" is a template that can be applied to any living creature (hereafter referred to as the base creature). Modify the base creature as indicated below.

Size and Type: Unless the creature is a construct, elemental or outsider, change its type to aberration. Do not refigure the base creature's base attack or saves.

Armor Class: Increase the base creature's natural armor by +7.

Attacks: A foul creature gains a bite attack doing average damage for a creature of its size (see the Book of Templates for specifics) if it did not already have a bite attack. If it already has a bite attack, increase its damage by one die type. All of its natural attacks gain the disease special attack.

Special Attacks: A foul creature gains the following special attacks:

Disease (Ex): Any creature struck by a foul creature's natural attacks or affected by any of its special attack forms is infected by a terrible supernatural form of cackle fever (Fort DC 10 + ½ foul creature's hit dice + con bonus; incubation instantaneous; damage 1d6 wisdom). If the character's wisdom reaches 0 through the effects of this disease, the victim dies and rises the next night at midnight as a wraith.

Disruptive Smite (Su): 3/day a foul creature can declare a disruptive smite before rolling to hit. This attack gains a bonus on attack rolls equal to the foul creature's cha bonus and a bonus to damage equal to the foul creature's hit dice. This extra damage is vile damage. Naturally, this also inflicts the foul creature's victim with disease.

Sickening Aura (Su): A foul creature gives off an aura in a 20' radius that requires all creatures not immune to disease to make Fort saves, DC 10 + ½ hit dice + con modifier, to avoid being sickened as long as they are in the radius. A creature that makes its save is immune to that foul creature's aura for 24 hours. Note that creatures affected by the aura are subject to disease.

Special Qualities: Foul creatures gain the following special qualities:

Detect Life (Ex): A foul creature can tell whether a creature is alive at a glance, foiling all known methods of hiding life (including mind blank).

Immunities (Ex): A foul creature is immune to charm effects, disease, paralyzation, poison and stench-based attacks.

Regeneration (Su): A foul creature gains regeneration equal to its adjusted CR, rounded up to the nearest multiple of five. It cannot regenerate damage from Good sources.

Abilities: Modify the base creature's ability scores as follows: Strength +10, Constitution +16, Intelligence -4 (to a minimum of 1) (mindless creatures remain mindless).

Skills: The foul creature retains all of the base creature's skill ranks, despite its lowered intelligence.

Feats: The foul creature gains Great Fortitude as a bonus feat.

Challenge Rating: A foul creature's challenge rating is equal to the base creature's CR +4.

Alignment: A foul creature's moral alignment is always evil.

Level Adjustment: A foul creature's level adjustment is equal to the base creature's LA +4

HALF-PARAELEMENTAL TEMPLATE

By Krishnath, Edited by Knightfall1972

Half-paraelementals are even rarer than half-elementals, and are the offspring of the union between Mortals and paraelemental creatures, or the end result of the rare infusion of paraelemental energy into living beings.

Sample Half-Paraelemental Creature

This sample creature uses a groll as the base creature.

Half-Paraelemental Ooze-Groll

Medium-Size Outsider (Groll)

Hit Dice: 2d8+4 (13 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (6 squares), swim 30 ft.

AC: 16 (+2 Dex, +2 natural, +2 large steel shield), touch 12, flat-footed 14

Base Attack/Grapple: +1/+4

Attack: Battleaxe +5 melee (1d8+3)

Full Attack: Battleaxe +5 melee (1d8+3)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Grease 1/day

Special Qualities: Darkvision 60 ft., acid immunity

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

Abilities: Str 17 (+3), Dex 14 (+2), Con 15 (+2), Int 8 (-1), Wis 13 (+1), Cha 6 (-2)

Skills: Listen +6, Spot +6, Wilderness Lore (cc) +3

Feats: Power Attack

Environment: Paraelemental Plane of Ooze

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class.

Creating a Half-Paraelemental

“Half-Paraelemental” is a template that can be added to any corporeal creature with an Intelligence score of 4 or more that is not an Elemental, referred to here after as the base creature.

Type and Subtype: The creature type changes to Outsider and gains either the Extraplanar or Native subtype, based on the type of base creature. For example, an Animal becomes a native outsider, but a Dragon works better as an extraplanar outsider. The DM can “eyeball” this as he sees fit.

Speed: Ooze half-paraelementals gain a swim speed equal to their land movement or their base swim speed, whichever is greater. Smoke half-paraelementals gain a fly speed of 60' (average maneuverability) or their base fly speed and maneuverability, whichever is greater.

AC: Natural armor increases by +1 for ooze and smoke half-paraelementals and by +2 for ice and magma half-paraelementals.

Special Attacks: Half-paraelementals retain all the special attacks of the base creature. Half-paraelementals with an Intelligence or Wisdom score of 8 or higher, possess the following spell-like abilities, using their character levels as the caster level, as specified in the table. Each ability is useable once per day:

Ice Half-Paraelemental

Level	Ability
1-2	<i>Chill Touch</i>
3-4	<i>Fog Cloud</i>
5-6	<i>Snilloc's Snowball Swarm*</i>
7-8	<i>Wall of Ice</i>
9-10	<i>Ice Storm</i>
11-12	<i>Cone of Cold</i>
13-14	<i>Otiluke's Freezing Sphere</i>
15-16	<i>Zajimam's Field of Icy Razors*</i>

17-18	<i>Elemental Swarm</i> (Summons only ice paraelementals)
19+	<i>Plane Shift</i>

Magma Half-Paraelemental

Level	Ability
1-2	<i>Magic Stone</i>
3-4	<i>Produce Flame</i>
5-6	<i>Aganazzar's Scorcher*</i>
7-8	<i>Spike Stones</i>
9-10	<i>Wall of Stone</i>
11-12	<i>Flame Strike</i>
13-14	<i>Earthquake</i>
15-16	<i>Incendiary Cloud</i>
17-18	<i>Elemental Swarm</i> (Summons only magma paraelementals)
19+	<i>Plane Shift</i>

Ooze Half-Paraelemental

Level	Ability
1-2	<i>Grease</i>
3-4	<i>Soften Earth and Stone</i>
5-6	<i>Melf's Acid Arrow</i>
7-8	<i>Rusting Grasp</i>
9-10	<i>Freedom of Movement</i>
11-12	<i>Cloudkill</i>
13-14	<i>Crumble*</i>
15-16	<i>Slime Wave**</i>
17-18	<i>Elemental Swarm</i> (Summons only ooze paraelementals)
19+	<i>Plane Shift</i>

Smoke Half-Paraelemental

Level	Ability
1-2	<i>Obscuring Mist</i>
3-4	<i>Produce Flame</i>
5-6	<i>Gaseous Form</i>
7-8	<i>Air Walk</i>
9-10	<i>Murderous Mist*</i>
11-12	<i>Flame Strike</i>
13-14	<i>Fire Storm</i>
15-16	<i>Incendiary Cloud</i>
17-18	<i>Elemental Swarm</i> (Summons only smoke paraelementals)
19+	<i>Plane Shift</i>

* Found in *Magic of Faerûn*TM

** Found in either *Defenders of the Faith*TM or *Masters of the Wild*TM

Special Qualities: A half-paraelemental creature has all the basic abilities of the base creature. In addition they get special qualities depending on type.

Ice Half-Paraelementals: Ice subtype and the icewalking special quality described under the white dragon entry in the *Monster Manual*.

Magma Half-Paraelementals: Fire subtype and tremorsense 30 ft.

Ooze Half-Paraelementals: Acid Immunity.

Smoke Half-Paraelementals: Fire subtype and becomes breathless. (Can not die from suffocation, since it has no need to breathe.)

Abilities: Changes from the base creature as follows:

Ice: Strength +2, Dexterity +0, Constitution +4, Intelligence +0, Wisdom +2, Charisma +0.

Magma: Strength +4, Dexterity +0, Constitution +2, Intelligence +0, Wisdom +2, Charisma +0.

Ooze: Strength +2, Dexterity +4, Constitution +2, Intelligence +0, Wisdom +2, Charisma -2.

Smoke: Strength +0, Dexterity +2, Constitution +0, Intelligence +2, Wisdom +2, Charisma +2.

Skills: A half-paraelemental has 8 skill points, plus it's Int bonus, per Hit Die. Treat skills from the creature's skill list as class skills and other skills as cross class, it gains skills for class levels normally. Any racial bonuses that apply to the base creature also apply to the new paraelemental creature as well.

Feats: Half-paraelementals have one feat for every four levels or the base creatures total number of feats, whichever is greater.

Environment: Same as the base creature or the Paraelemental Plane.

Organization: As the base creature, but often solitary.

Challenge Rating: Same as the base creature +2.

Level Adjustment: +4

Half-Paraelemental Characters

Half-paraelementals often have a character class or two. Half-ice paraelementals favor the fighter and sorcerer class. Half-magma elementals favor the Barbarian and fighter class, half-ooze elementals favor the druid and rogue classes, and half-smoke paraelementals favor the rouge and bard classes.

Most half-paraelemental spellcasters are druids.

Only a few half-paraelementals find acceptance among the civilized races, and as a consequence thereof, most half-paraelementals tend to travel a lot. The races most likely to accept half-paraelementals are dwarves, gnolls, orcs, and strangely enough elves...

HALF-SATYR TEMPLATE

By Kitsunekaboom, Edited by Knightfall1972

Satyrs have a reputation for being rather lusty and rambunctious. They often have illegitimate children running around, and these are the children they create. (Any given satyr has created 1d4 of these at least.)

Sample Half-Satyr Creature

This sample creature uses a medusa as the base creature.

Half-Satyr Medusa

Medium Fey

Hit Dice: 6d6+12 (33)

Initiative: +3 (Dex)

Speed: 30 ft. (6 squares)

AC: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15

Base Attack/Grapple: +6/+6

Attack: Shortbow +8 ranged (1d6) or dagger +6 melee (1d4) or snakes +3 melee (1d4 and poison)

Full Attack: Shortbow +8/+3 ranged (1d6) or dagger +6/+1 melee (1d4) or snakes +3 melee (1d4 and poison) and gore +3 melee (1d6)

Space/Reach: 5 ft./ 5ft

Special Attacks: Petrifying gaze, poison, Pan Pipes

Special Qualities: Immunities, Low-Light Vision

Saves: Fort: +4, Ref: +8, Will: +7

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

Skills: Bluff +11, Disguise +11, Hide +5, Listen +6, Move Silently +11, Perform (panpipes and any one) +7, Spot +15

Feats: Alertness, Point Blank Shot, Precise Shot, Weapon Finesse (snakes)

Environment: Any land and underground

Organization: Solitary, or covey (2-4)

Challenge Rating: 9

Treasure: Double Standard

Alignment: Usually Lawful Evil

Advancement: By character class

Combat

Immunities (Ex): A half-satyr is immune to pipes played by full-blooded satyrs and half-satyrs.

Low-light Vision: Half-satyrs can see twice as far in low-light conditions as humans.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 15).

Pipes (Su): A half-satyr can play haunting melodies on a set of panpipes. All creatures within a 60 ft. radius must make a Will save DC: 13 or fall under a charm person, sleep, or fear spell, as cast by a 6th level sorcerer.

Poison (Ex): Snakes, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Creating a Half-Satyr

“Half-Satyr” is a template that can be added to any Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Outsider, referred to here after as the base creature.

Type: The base creature’s type changes to Fey.

Hit Dice: A half-satyr’s Hit Dice becomes d6.

Speed: Same as the base creature’s land speed + 10 ft.

AC: Natural armor improves by +2.

Attacks: A half-satyr retains all of its natural attacks. Half-satyr’s also gain a gore attack unless they have a similar attack type (i.e. butt).

Damage: Gore damage is per the table below. Otherwise, same as the base creature.

Size	Gore Damage
Fine	1
Diminutive	1d2

Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A half-satyr retains all of the special attacks of the base creature and gains the following.

Pipes (Su): Like their fathers, half-satyrs can play haunting melodies on a set of panpipes. All creatures within a 60 ft. radius must make a Will save DC: 10 + the half-satyr's charisma modifier or fall under a *charm person, sleep, or fear* spell, as a sorcerer of level equal to the half-satyr's hit dice.

Special Qualities: A half-satyr retains all of the special qualities of the base creature and gains the following.

Immunities (Ex): A half-satyr is immune to pipes played by full-blooded satyrs, as well as other half-satyrs.

Low-light Vision: A half-satyr can see twice as far as a human in low-light conditions.

Saves: Recalculate saves based on the creature's new type.

Abilities: +0 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma.

Skills: Half-Satyrs gain a +2 racial bonus to Hide, Listen, Move Silently, Perform, and Spot checks. In addition, all half-satyrs gain 2 ranks in Perform: panpipes and 1 other performance. Recalculate all skills based on the creature's new type.

Feats: Half-satyrs also gain Alertness as a bonus feat. Otherwise, same as the base creature.

Challenge Rating: Same as the base creature +1 (+2 with Pipes).

Level Adjustment: Same as the base creature +1.

SPIKED TEMPLATE

By Krishnath, Edited by Knightfall1972

Echoes of the past or other twisted worlds, spiked creatures are primal and deadly. These creature's spikes carry with them a powerful poison, or disease, or elemental energy, which makes them even more dangerous.

Sample Spiked Creature

This sample creature uses a bulette as the base creature.

Spiked Bulette

Huge Magical Beast

Hit Dice: 9d10+54 (103 hp)

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

Speed: 40 ft. (8 squares), burrow 10 ft.

AC: 24 (-2 size, +2 Dex, +14 natural), touch 10, flat-footed 22

Base Attack/Grapple: +9/+25

Attack: Bite +15 melee (4d6+8) and 2 claws +10 melee (2d8+4) and spikes +9 ranged (1d8 plus poison)

Full Attack: Bite +15 melee (4d6+8) and 2 claws +10 melee (2d8+4) and spikes +9 ranged (1d8 plus poison)

Space/Reach: 15 ft./ 10 ft.

Special Attacks: Leap, poison

Special Qualities: Scent, tremorsense 60 ft.

Saves: Fort +12, Ref +8, Will +4

Abilities: Str 27 (+8), Dex 15 (+2), Con 22 (+6), Int 2 (-4), Wis 15 (+2), Cha 6 (-2)

Skills: Jump +14, Listen +7

Feats: Cleave, Improved Initiative, Combat Reflexes, Power Attack (-9/+9),

Environment: Temperate land and underground

Organization: Solitary or Pair

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 10-16 HD (Huge), 17-27 HD (Gargantuan)

A spiked bulette looks like its common cousin but is covered in foot long bony spikes, that give it a slightly more feral look.

Combat

The spiked bulette is just as an aggressive predator as the standard bulette, and will enter any combat situation with glee. It usually starts combat either by bursting from the ground, or if already above ground, by shooting with its spikes.

Leap (Ex): A spiked bulette can jump into the air during combat enabling it to make four claw attacks at a +15 attack bonus, but it cannot bite.

Poison (Ex): Spikes; primary and secondary 1d3 Wisdom; a Fortitude save (DC 20) negates.

Creating a Spiked Creature

"Spiked" is a template that can be added to any corporeal Aberration, Construct, Dragon, Elemental, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Outsider, Undead, or Vermin, referred to here after as the base creature.

Type: Humanoids become Monstrous Humanoids, otherwise the creature type remains unchanged.

AC: Natural armor improves by +2.

Attacks: The base creature retains all its natural attacks and get a spike attack. The spike attack is a ranged attack with a range increment of 20 feet.

Damage: The damage of the creature's natural attack increase by one step. The spike attack deals damage equal to the following table:

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

Special Attacks: The base creature retains all its special attacks, and also gains one of the following depending on its type.

Poison (Ex): Aberrations, Dragons, Fey, Giants, Humanoids, Magical Beasts, Monstrous Humanoids, Outsiders, and Vermin, gain a poison attack delivered by its spike attack; the primary and secondary damage from the poison is 1d3 Wisdom; the poison DC equals 10 + ½ creatures HD + creatures Constitution modifier.

Disease (Ex): The spikes of undead creatures carry a potent disease, usually filth fever (see DMG), but an enterprising DM may change this to suit his needs.

Elemental Damage (Ex): The spikes of Constructs and Elementals carry elemental damage that causes the spikes to deal an additional 1d6 point of energy damage of the appropriate type. Constructs may have any one type of energy damage of the following types: Acid, Cold, Electricity, Fire, or Sonic. Elementals have the energy type associated with it in the following table, if the elemental has more than one elemental subtype, choose only one of the two:

Elemental	Energy
Air	Electricity
Earth	Acid
Fire	Fire
Water	Cold

Abilities: Strength +0, Dexterity +0, Constitution +2, Intelligence +0, Wisdom +2, Charisma +0.

Note: Undead and constructs do not gain the bonus to Constitution.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +2.

STAR-BORNE TEMPLATE

By Kitsunekaboom, Edited by Knightfall1972

There are creatures of every imaginable sort amongst the stars. Star-bornes, through mutation or by design, can survive out in depths of space.

Sample Star-Borne Creature

This sample creature uses a blink dog as the base creature.

Space Hound

Medium Magical Beast

Hit Dice: 4d12+12 (38 hp)

Initiative: +4 (Dex)

Speed: 40 ft. (8 squares), freefall 80 ft. (perfect)

AC: 21 (+4 Dex, +7 natural), touch 14, flat-footed 17

Base Attack/Grapple: +4/+4

Attack: Bite +4 melee (1d6)

Full Attack: Bite +4 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Qualities: Blink, breathless, dimensional door, DR 10/+1, immunities, scent, self-sustaining, stellar

Saves: Fort +7 Ref +8 Will +6

Abilities: Str 10 (+0), Dex 19 (+4), Con 16 (+3), Int 10 (+0), Wis 17 (+3), Cha 11 (+0)

Skills: Hide +11, Listen +12, Sense Motive +7, Spot +12

Feats: Alertness (B), Endurance (B), Iron Will

Environment: Any

Organization: Solitary, pair, or pack (7–16)

Challenge Rating: 5

Treasure: None

Alignment: Always lawful good

Advancement: 5–7 HD (Medium); 8–12 HD (Large)

Combat

Blink (Su): A space hound can blink as the spell cast by an 8th-level sorcerer, and can evoke or end the effect as a free action.

Breathless (Ex): A space hound does not breathe and is immune to gas-based attacks. It can also be buried under the earth, underwater, or survive the depths of space with no ill effect.

Dimensional Door (Su): A space hound can teleport as dimensional door cast by an 8th-level sorcerer, once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

Immunities (Ex): A space hound is immune to the effects of vacuum. The space hound is also immune to damage from Cold, Electricity, and Fire. In addition the space hound can survive on any plane without ill effect.

Self-sustaining (Su): A space hound does not need to eat, and does not suffer damage from starvation.

Stellar (Ex): A space hound suffers no penalty when fighting underwater, or in low gravity.

Creating a Star-Borne

“Star-Borne” is a template that can be added to any living corporeal creature, referred to here after as the base creature. Animals become Magical Beasts, and Humanoids become Monstrous Humanoids, otherwise type remains unchanged.

Hit Dice: Increase the base creature's Hit Dice by one to a maximum of d12.

Speed: The base creature retains all of its previous movement types. In addition, the base creature gains the ability to freefall at twice its base speed at perfect maneuverability. This ability only works in the dead of space – star-borne can't perform controlled freefall in an atmosphere.

AC: Natural armor improves by +4.

Attacks: A star-borne creature retains all of its attack forms.

Special Attack: Star-borne retain all of the special attacks of the base creature.

Special Qualities: A star-borne creature retains all of the special qualities of the base creature and gains the following.

Immunities (Ex): A star-borne creature is immune to the effects of vacuum. The star-borne is also immune to damage from Cold effects. In addition the star-borne can survive on any plane without ill effect.

Stellar (Ex): A star-borne creature suffers no penalty when fighting underwater, or in low gravity.

A star-borne creature may also gain the following optional special qualities:

Breathless (Ex): A star-borne creature does not breathe and is immune to gas-based attacks. It can also be buried under the earth, underwater, or survive the depths of space with no ill effect. (+½ to overall CR.)

Damage Reduction (Ex): A star-borne creature ignores the first 10 points of physical damage. A +1 or greater weapon ignores this effect. (+1 to overall CR.)

Self-sustaining (Su): A star-borne creature does not need to eat, and does not suffer damage from starvation. (+½ to overall CR.)

Abilities: +0 Strength, +2 Dexterity, +6 Constitution, +0 Intelligence, +4 Wisdom, +0 Charisma.

Feats: Star-borne gain Alertness, Endurance, and Freefall as bonus feats. Otherwise, same as the base creature.

Environment: Any, a star-borne can survive anywhere.

Organization: Solitary.

Challenge Rating: Same as the base creature's CR +1. CR will be more if optional abilities are added on.

Alignment: Usually neutral.

Level Adjustment: Same as the base creature +3 (+1 for each additional optional ability).

STELLAR TEMPLATE

By Kitsunekaboom, Edited by Knightfall1972

Stellar creatures are half-breeds spawned by star-borne or strange mutations of unknown origin. In either case they can survive in space, though not as well as their greater kin.

Sample Stellar Creature

This sample creature uses a giant praying mantis as the base creature.

Star Mantis

Large Magical Beast

Hit Dice: 4d8+12 (30)

Initiative: +0

Speed: 20 ft. (4 squares), fly 20 ft. (average)

AC: 17 (-1 size, +8 natural), touch 8, flat-footed 17

Base Attack/Grapple: +3/+11

Attack: Claw +6 melee (1d8+4)

Full Attack: 2 claws +6 melee (1d8+4) and bite +1 melee (1d6+2)

Space/Reach: 10 ft./ 10 ft.

Special Attacks: Improved grab, squeeze

Special Qualities: Breathless, hardy, immunities, stellar, vermin

Saves: Fort +7 Ref +1 Will +4

Abilities: Str 19 (+4), Dex 10 (+0), Con 17 (+3), Int -, Wis 16 (+2), Cha 11 (+0)

Skills: Hide +2*, Listen +8, Spot +11

Feats: Alertness (B), Endurance (B)

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Combat

Improved Grab (Ex): To use this ability, the space mantis must hit an opponent of Medium or smaller size with its claw attack. If it gets a hold, it squeezes.

Squeeze (Ex): A space mantis that gets a hold automatically deals 1d8+4 points of claw damage and bites at its full attack value of +6 each round the hold is maintained.

Breathless (Ex): A space mantis does not breathe and is immune to gas-based attacks. It can also be buried under the earth, underwater, or survive the depths of space with no ill effect.

Hardy (Ex): Space mantises only need to eat and drink half as much as their terrestrial cousins do.

Immunities (Ex): A space mantis is immune to the effects of vacuum. The stellar creature is also immune to damage from Cold. In addition the stellar creature can survive on any plane without ill effect.

Stellar (Ex): A space mantis suffers no penalty when fighting underwater, or in low gravity.

Vermin: Immune to mind-influencing effects.

Skills: * Because of its camouflage, a space mantis surrounded by foliage receives an additional +8 racial bonus to Hide checks.

Creating a Stellar Creature

“Stellar” is a template that can be added to any living corporeal creature, referred to here after as the base creature. Animals and Vermin become Magical Beasts, otherwise type remains unchanged.

Speed: The base creature retains all of its previous movement types. In addition the creature gains the ability to fly at their base movement speed with average maneuverability. Creatures that already have a fly speed add +20 ft. to it and go up one maneuverability class (to a minimum of average).

AC: Natural armor improves by +2.

Attack: A stellar creature retains all of its attack forms.

Special Attack: A stellar creature retains all of the special attacks of the base creature.

Special Qualities: A stellar creature retains all of the special qualities of the base creature and gains the following.

Breathless (Ex): A stellar creature does not breathe and is immune to gas-based attacks. It can also be buried under the earth, underwater, or survive the depths of space with no ill effect.

Hardy (Ex): Stellar creatures only need to eat and drink half as much as their terrestrial cousins.

Immunities (Ex): A stellar creature is immune to the effects of vacuum. The stellar creature is also immune to damage from Cold. In addition the stellar creature can survive on any plane without ill effect.

Stellar (Ex): A stellar creature suffers no penalty when fighting underwater, or in low gravity.

Abilities: +0 Strength, +2 Dexterity, +2 Constitution, +0 Intelligence, +2 Wisdom, +0 Charisma.

Feats: Stellar creatures gain Alertness and Endurance as bonus feats. Otherwise, same as the base creature.

Environment: Any, a stellar creature can survive anywhere.

Organization: Solitary

Challenge Rating: Same as base creature + 1

Alignment: Usually neutral

Level Adjustment: +2