

Dungeons & Dragons 3.5 Edition Index – Templates

<http://www.crystalkeep.com/d20>

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Cross-Breed Templates

Cross-breed creatures have one “normal” parent and one parent from another plane of existence.

Elemental Cross-Breeds

Elemental Cross-Breed Templates	Description	Stats	Other Effects																								
<p>Half-Air Elemental (sentient creature who has an Air Elemental / Outsider as one parent) (MotP p188)(3.5sup p26)+ (DR326 p87)+</p>	<p>Look normal except for little things, such as their hair always rustling in the wind (even indoors). Inherited Template that can be added to any corporeal creature with an Int of 4+.</p>	<p>Becomes an ‘Outsider (air)’ Natural Armor +1 Dex +2 Int +2 Wis +2 Con +2 Cha +2 Lvl +3 CR +3</p>	<p>Immune to Disease, Air, & Cold Effects. If Int or Wis is 8+, can use the following abilities once per day.</p> <table> <thead> <tr> <th>HD</th> <th>Ability</th> <th>HD</th> <th>Ability</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td><i>Obscuring Mist</i></td> <td>11-12</td> <td><i>Chain Lightning</i></td> </tr> <tr> <td>3-4</td> <td><i>Wind Wall</i></td> <td>13-14</td> <td><i>Control Weather</i></td> </tr> <tr> <td>5-6</td> <td><i>Gaseous Form</i></td> <td>15-16</td> <td><i>Whirlwind</i></td> </tr> <tr> <td>7-8</td> <td><i>Wind Walk</i></td> <td>17-18</td> <td><i>Elemental Swarm</i></td> </tr> <tr> <td>9-10</td> <td><i>Control Winds</i></td> <td>19+</td> <td><i>Plane Shift</i></td> </tr> </tbody> </table>	HD	Ability	HD	Ability	1-2	<i>Obscuring Mist</i>	11-12	<i>Chain Lightning</i>	3-4	<i>Wind Wall</i>	13-14	<i>Control Weather</i>	5-6	<i>Gaseous Form</i>	15-16	<i>Whirlwind</i>	7-8	<i>Wind Walk</i>	17-18	<i>Elemental Swarm</i>	9-10	<i>Control Winds</i>	19+	<i>Plane Shift</i>
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<p>Half-Earth Elemental (sentient creature who has an Earth Elemental / Outsider as one parent) (MotP p188)(3.5sup p26)+ (DR326 p87)+</p>	<p>Look normal except for little things, such as the way their eyes gleam like gemstones. Inherited Template that can be added to any corporeal creature with an Int of 4+.</p>	<p>Becomes an ‘Outsider (earth)’ Natural Armor +3 Str +4 Dex –2 Con +4 Lvl +3 CR +3</p>	<p>Immune to Disease & Earth Effects. If Int or Wis is 8+, can use the following abilities once per day.</p> <table> <thead> <tr> <th>HD</th> <th>Ability</th> <th>HD</th> <th>Ability</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td><i>Magic Stone</i></td> <td>11-12</td> <td><i>Stoneskin</i></td> </tr> <tr> <td>3-4</td> <td><i>Soften Earth/Stone</i></td> <td>13-14</td> <td><i>Earthquake</i></td> </tr> <tr> <td>5-6</td> <td><i>Stone Shape</i></td> <td>15-16</td> <td><i>Iron Body</i></td> </tr> <tr> <td>7-8</td> <td><i>Spike Stone</i></td> <td>17-18</td> <td><i>Elemental Swarm</i></td> </tr> <tr> <td>9-10</td> <td><i>Wall of Stone</i></td> <td>19+</td> <td><i>Plane Shift</i></td> </tr> </tbody> </table>	HD	Ability	HD	Ability	1-2	<i>Magic Stone</i>	11-12	<i>Stoneskin</i>	3-4	<i>Soften Earth/Stone</i>	13-14	<i>Earthquake</i>	5-6	<i>Stone Shape</i>	15-16	<i>Iron Body</i>	7-8	<i>Spike Stone</i>	17-18	<i>Elemental Swarm</i>	9-10	<i>Wall of Stone</i>	19+	<i>Plane Shift</i>
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<p>Half-Fire Elemental (sentient creature who has a Fire Elemental / Outsider as one parent) (MotP p188)(3.5sup p26)+ (DR326 p87)+</p>	<p>Look normal except for little things, such as their red hair seeming to smoke then they get angry. Inherited Template that can be added to any corporeal creature with an Int of 4+.</p>	<p>Becomes an ‘Outsider (fire)’ Natural Armor +1 Dex +4 Int +2 Cha +2 Lvl +3 CR +3</p>	<p>Immune to Disease & Fire Effects. If Int or Wis is 8+, can use the following abilities once per day.</p> <table> <thead> <tr> <th>HD</th> <th>Ability</th> <th>HD</th> <th>Ability</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td><i>Burning Hands</i></td> <td>11-12</td> <td><i>Fire Seeds</i></td> </tr> <tr> <td>3-4</td> <td><i>Produce Flame</i></td> <td>13-14</td> <td><i>Firestorm</i></td> </tr> <tr> <td>5-6</td> <td><i>Flaming Sphere</i></td> <td>15-16</td> <td><i>Incendiary Cloud</i></td> </tr> <tr> <td>7-8</td> <td><i>Wall of Fire</i></td> <td>17-18</td> <td><i>Elemental Swarm</i></td> </tr> <tr> <td>9-10</td> <td><i>Fire Shield</i></td> <td>19+</td> <td><i>Plane Shift</i></td> </tr> </tbody> </table>	HD	Ability	HD	Ability	1-2	<i>Burning Hands</i>	11-12	<i>Fire Seeds</i>	3-4	<i>Produce Flame</i>	13-14	<i>Firestorm</i>	5-6	<i>Flaming Sphere</i>	15-16	<i>Incendiary Cloud</i>	7-8	<i>Wall of Fire</i>	17-18	<i>Elemental Swarm</i>	9-10	<i>Fire Shield</i>	19+	<i>Plane Shift</i>
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<p>Half-Water Elemental (sentient creature who has a Water Elemental / Outsider as one parent) (MotP p188)(3.5sup p26)+ (DR326 p87)+</p>	<p>Look normal except for little things, such as leaving wet hand & foot prints wherever they go. Inherited Template that can be added to any corporeal creature with an Int of 4+.</p>	<p>Becomes an ‘Outsider (water)’ Natural Armor +1 Str +2 Int +2 Wis +2 Con +2 Cha +2 Lvl +3 CR +3</p>	<p>Immune to Disease & Water Effects. If Int or Wis is 8+, can use the following abilities once per day.</p> <table> <thead> <tr> <th>HD</th> <th>Ability</th> <th>HD</th> <th>Ability</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td><i>Obscuring Mist</i></td> <td>11-12</td> <td><i>Cone of Cold</i></td> </tr> <tr> <td>3-4</td> <td><i>Fog Cloud</i></td> <td>13-14</td> <td><i>Acid Fog</i></td> </tr> <tr> <td>5-6</td> <td><i>Water Breathing</i></td> <td>15-16</td> <td><i>Horrid Wilting</i></td> </tr> <tr> <td>7-8</td> <td><i>Control Water</i></td> <td>17-18</td> <td><i>Elemental Swarm</i></td> </tr> <tr> <td>9-10</td> <td><i>Ice Storm</i></td> <td>19+</td> <td><i>Plane Shift</i></td> </tr> </tbody> </table>	HD	Ability	HD	Ability	1-2	<i>Obscuring Mist</i>	11-12	<i>Cone of Cold</i>	3-4	<i>Fog Cloud</i>	13-14	<i>Acid Fog</i>	5-6	<i>Water Breathing</i>	15-16	<i>Horrid Wilting</i>	7-8	<i>Control Water</i>	17-18	<i>Elemental Swarm</i>	9-10	<i>Ice Storm</i>	19+	<i>Plane Shift</i>
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Outsider Cross-Breeds

Outsider Cross-Breed Templates	Description	Stats	Other Effects
<p>Half-Celestial (sentient creature who has a Celestial as one parent) (MM p144)</p>	<p>Look pleasant, often with golden skin, metallic hair, and often feathered wings. Can be applied to any living, corporeal creature with at least a 4 Intelligence & a non-Evil alignment.</p>	<p>Becomes an ‘Outsider (native)’ Always has a Good alignment All have feathered wings which allows Flying (good maneuverability) at double the creature’s ground speed. +4 Racial bonus to Fortitude saves vs. poison. Base Skill Points are now (8+Int mod) * (Racial HD+3) Natural Armor bonus increases by +1 Str +4 Dex +2 Con +4 Int +2 Wis +4 Cha +4 Lvl +4 up to 5 HD, CR +1 6-10 HD, CR +2 11+HD, CR +3</p>	<p>Immune to Disease. Darkvision 60’. <i>Daylight</i>, at will. Spell Resistance of HD + 10 (max. 35). Smite Evil – If a designated normal melee attack hits, it does +HD damage (max. +20) to an Evil target. Usable once per day. Natural Weapons are considered ‘magic’ for purposes of overcoming another creature’s Damage Reduction. if 11HD or less, gain Damage Reduction 5/magic. if 12HD or more, gain Damage Reduction 10/magic. Acid, Cold, & Electricity Resistance 10. If the base creature’s Intelligence or Wisdom is 8+ or the base creature has at least two spell-like abilities, it can use the following abilities (DC is Charisma-based): <u>HD</u> <u>Spell-Like Ability</u> 1-2 <i>Bless</i> (1/day), <i>Protection from Evil</i> (3/day) 3-4 <i>Aid</i> (1/day), <i>Detect Evil</i> (1/day) 5-6 <i>Cure Serious Wounds</i> (1/day), <i>Neutralize Poison</i> (1/day) 7-8 <i>Holy Smite</i> (1/day), <i>Remove Disease</i> (1/day) 9-10 <i>Dispel Evil</i> (1/day) 11-12 <i>Holy Word</i> (1/day) 13-14 <i>Hallow</i> (1/day), <i>Holy Aura</i> (3/day) 15-16 <i>Mass Charm Monster</i> (1/day) 17-18 <i>Summon Monster IX (celestials only)</i> (1/day) 19+ <i>Resurrection</i> (1/day)</p>
<p>Half-Fiend (sentient creature who has a Fiend as one parent) (MM p148)</p>	<p>Look hideous, often with dark scales, horns, and often bat wings. Can be applied to any living, corporeal creature with at least a 4 Intelligence & a non-Good alignment</p>	<p>Becomes an ‘Outsider (native)’ Always has an Evil alignment All have bat wings which allows Flying (average maneuverability) at the creature’s ground speed. Base Skill Points are now (8+Int mod) * (Racial HD+3) Natural Armor bonus increases by +1 Str +4 Dex +4 Con +2 Int +4 Cha +2 Lvl +4 up to 5 HD, CR +1 6-10 HD, CR +2 11+HD, CR +3</p>	<p>Darkvision 60’. Immune to Poison. Spell Resistance of HD + 10 (max. 35). Smite Good – If a designated normal melee attack hits, it does +HD damage (max. +20) to a Good target. Usable once per day. Natural Weapons are considered ‘magic’ for purposes of overcoming another creature’s Damage Reduction. if 11HD or less, gain Damage Reduction 5/magic. if 12HD or more, gain Damage Reduction 10/magic. Acid, Cold, Electricity, & Fire Resistance 10. Gain Claw (<u>Damage Category 6</u>) & Bite (<u>Damage Category 4</u>). If the base creature’s Intelligence or Wisdom is 8+ or the base creature has at least two spell-like abilities, it can use the following abilities (DC is Charisma-based): <u>HD</u> <u>Spell-Like Ability</u> 1-2 <i>Darkness</i> (3/day) 3-4 <i>Desecrate</i> (1/day) 5-6 <i>Unholy Blight</i> (1/day) 7-8 <i>Poison</i> (3/day) 9-10 <i>Contagion</i> (1/day) 11-12 <i>Blasphemy</i> (1/day) 13-14 <i>Unholy Aura</i> (3/day), <i>Unhallow</i> (1/day) 15-16 <i>Horrid Wilting</i> (1/day) 17-18 <i>Summon Monster IX (fiends only)</i> (1/day) 19+ <i>Destruction</i> (1/day)</p>

<u>Outsider Cross-Breed Templates</u>	Description	Stats	Other Effects
Half-Janni (born to one Janni parent & a humanoid) (Sand p165) (DR313 p93)	Looks like its humanoid parent with 'warm' hued skin & a touch of red or gold. Inherited Template that can be added to any Humanoid.	Gain <u>Feat: Improved Initiative</u> . Natural Armor bonus to AC improves by +1 Str +2 Dex +2 Int +2 Wis +2 Lvl +3 CR +1	Planar Jaunt, 1/day – the Half-Janni and any willing creatures may travel to an Elemental, Astral, or other Material plane for one minute per Racial HD, after which all return to their original locations. Gain Fire Resistance 5. Gains Charisma-based spell-like abilities, cast at ½ character lvl: <i>Enlarge Person</i> , 1/day. <i>Invisibility</i> , 1/day. <i>Reduce Person</i> , 1/day. <i>Speak with Animals</i> , 1/day.
Half-Rakshasa (born to one Rakshasa parent & a humanoid) (DR313 p96)	Has fur and claws. Inherited Template that can be added to any Humanoid of Small-size to Large-size.	Often has an Evil alignment. Natural Armor +4 Dex +2 Con +2 Cha +2 Lvl +3 CR +1	Gain two <u>Damage Category 4</u> Claw attacks. +10' movement. Damage Reduction 5 / magic or piercing. Gains Charisma-based spell-like abilities, cast at Racial HD level: <i>Empathy</i> , at will. <i>Disguise Self</i> , 3/day.

Vermin Cross-Breeds

<u>Vermin Cross-Breed Templates</u>	Description	Stats	Other Effects																																								
Arachnoid (experimental cross-breed of a creature and a spider, usually done by the Drow) (Und p80)	Physically weak looking person with pale, bluish, or ashen skin, sad eyes, and a melodious voice. Inherited Template that can be added to any Animal or Magical Beast.	Becomes an Aberration, but does not change its BAB & base saves. It does gain skill points as an Aberration. Always Neutral Evil. Climb speed of (½ Land speed rounded to nearest 10') +4 Racial bonus on Hide checks +6 Racial bonus on Jump and Spot check Dex +4 Int –4 (if this results in a score of less than 1, treat the Intelligence as '—') CR +1	Gains +4 Limbs Immune to Mind-Affecting effects. Gains the following abilities based on its size. Poison damage is both Initial & Secondary and its DC is (10 + ½ HD (racial only) + Constitution modifier): <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>Size</th> <th>Natural Armor</th> <th>Bite Damage</th> <th>Poison Damage</th> </tr> </thead> <tbody> <tr> <td>Fine</td> <td>+0</td> <td>1</td> <td>1 Str</td> </tr> <tr> <td>Diminutive</td> <td>+0</td> <td>1d2</td> <td>1 Str</td> </tr> <tr> <td>Tiny</td> <td>+0</td> <td>1d3</td> <td>1d3 Str</td> </tr> <tr> <td>Small</td> <td>+0</td> <td>1d4</td> <td>1d3 Str</td> </tr> <tr> <td>Medium</td> <td>+1</td> <td>1d6</td> <td>1d4 Str</td> </tr> <tr> <td>Large</td> <td>+2</td> <td>1d8</td> <td>1d6 Str</td> </tr> <tr> <td>Huge</td> <td>+5</td> <td>2d6</td> <td>1d8 Str</td> </tr> <tr> <td>Gargantuan</td> <td>+9</td> <td>2d8</td> <td>2d6 Str</td> </tr> <tr> <td>Colossal</td> <td>+15</td> <td>4d6</td> <td>2d8 Str</td> </tr> </tbody> </table>	Size	Natural Armor	Bite Damage	Poison Damage	Fine	+0	1	1 Str	Diminutive	+0	1d2	1 Str	Tiny	+0	1d3	1d3 Str	Small	+0	1d4	1d3 Str	Medium	+1	1d6	1d4 Str	Large	+2	1d8	1d6 Str	Huge	+5	2d6	1d8 Str	Gargantuan	+9	2d8	2d6 Str	Colossal	+15	4d6	2d8 Str
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Medium	+1	1d6	1d4 Str																																								
Large	+2	1d8	1d6 Str																																								
Huge	+5	2d6	1d8 Str																																								
Gargantuan	+9	2d8	2d6 Str																																								
Colossal	+15	4d6	2d8 Str																																								

Dragon Cross-Breeds

<u>Dragon Cross-Breed Templates</u>	Description	Stats	Other Effects
Draconic (sentient creature who has a Dragon as an ancestor) (RotD p74) (Dcn p150)	Have some minor Dragon-like features, such as claws & tough skin. Inherited Template that can be added to any living, corporeal creature.	Gain 'dragonblood' subtype. Animals become Magical Beasts Str +2 Con +2 Cha +2 Lvl +1 CR +1	Low-light Vision. Darkvision 60'. +4 Racial bonus on saves vs. Magic Sleep & Paralysis. +2 Racial bonus on Intimidate & Spot checks. Gain two Claw (<u>Damage Category 3</u>) attacks. Natural Armor bonus improves by +1

Dragon Cross-Breed Templates	Description	Stats	Other Effects																																																																																																																																																																																												
<p>Half-Dragon (sentient creature who has a Dragon as one parent) (MM p146) (RotD p70)+ (DR321 p56)+ (wWaterdeep p9)+</p>	<p>Has scales, reptilian eyes, enlarged teeth & claws, and often reptilian wings. Inherited Template that can be added to any living, corporeal creature.</p>	<p>Becomes a 'Dragon' Increased hit die type (up to d12) Half-Dragons of Large-size or greater have reptilian wings which allow Flying (Average maneuverability) at twice the base creature's ground speed (max 120'). Natural Armor bonus improves by +4 Str +8 Con +2 Int +2 Cha +2 Lvl +3 CR +2 (min CR of 3)</p>	<p>Low-light vision. Darkvision 60'. Immune to sleep & paralysis effects. Gain two Claw (Damage Category 4) & one Bite (Damage Category 6) attacks. Base Skill Points are now (6+Int mod) * (Racial HD+3). Gain a breath weapon matching its parent, usable once per day. It does 6d8 damage and the DC is Constitution-based. 'Line' is always 60'. 'Cone' is always 30'.</p> <table border="1"> <thead> <tr> <th>Type</th> <th>Breath Weapon</th> <th>Alig</th> <th>Immune to... / SA</th> </tr> </thead> <tbody> <tr><td>Adamantine(DR)</td><td>Cone of Fire</td><td>NG</td><td>Fire</td></tr> <tr><td>Amethyst(MM2)</td><td>Line of Force</td><td>N</td><td>Poison</td></tr> <tr><td>Arboreal(DR)</td><td>Cone of Piercing</td><td>CG</td><td>Acid 20&Sonic 20</td></tr> <tr><td>Battle(Dcn)</td><td>Cone of Sonic</td><td>NG</td><td>Sonic</td></tr> <tr><td>Beast(DR)</td><td>Cone of Cold&Elec</td><td>G</td><td>Acid 20&Elec 20</td></tr> <tr><td>Black(MM)</td><td>Line of Acid</td><td>CE</td><td>Acid</td></tr> <tr><td>Blue(MM)</td><td>Line of Electric</td><td>LE</td><td>Electricity</td></tr> <tr><td>Brass(MM)</td><td>Line of Fire</td><td>CG</td><td>Fire</td></tr> <tr><td>Bronze(MM)</td><td>Line of Electric</td><td>LG</td><td>Electricity</td></tr> <tr><td>Brown(MoF)</td><td>Cone of Acid</td><td>NE</td><td>Acid</td></tr> <tr><td>Chaos(Dcn)</td><td>Line of 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¹ Cause Rain – Rain clouds in a 2 mile radius, 3/day. Rains for 2d4 hours

² Antithetical Energy – Untyped Damage, but the target takes no damage if True Neutral, ½ damage if partially. Also, it is a Will save (instead of a Reflex save).

³ Ability Drain – 1d4 Constitution damage as part of Bite attack, 3/day (FortNeg)

⁴ Roar – All creatures in a 60' radius are Deaf for 1 round (no save)

⁵ Water Fire – When in or touching water, melee attacks take 1d6 fire damage. Lasts 1min, useable 3/day. Suppressed for 2d6min if struck with any fire.

⁶ Damage – Untyped Damage (grit for a Sand Dragon, dehydration for a Topaz)

⁷ Energy Drain – 1 Negative Level (RefNeg)

Fey Cross-Breeds

<u>Fey Cross-Breed Templates</u>	Description	Stats	Other Effects
Half-Fey (living creatures who have Fey blood in them) (FF p89) (3.5sup p24)+	The looks of a Half-Fey vary from creature to creature. Some are breathtakingly beautiful. Others are hideous. Also, some are obviously different from birth, while others seem like their base creature until later in life. Inherited Template that can be added to any living, corporeal creature.	Becomes a 'Fey'. Has d6 HD. Damage Reduction 5 / cold iron Alignment tend towards Chaotic Dex +2 Con -2 Wis +2 Cha +4 Lvl +2 CR +1	Gains Butterfly Wings if the base creature did not already have wings. Flying speed is 2x fastest normal movement with Good maneuverability. Gains Low-Light Vision. Immune to Enchantment spells & effects. <i>Charm Person</i> , at will. If Cha or Wis is 8+, can use the following abilities at least 1/day. HD Ability 1-2 <i>Hypnotism</i> , 1/day; <i>Faerie Fire</i> –or– <i>Glitterdust</i> , 1/day 3-4 <i>Detect Law</i> , 3/day; <i>Sleep</i> –or– <i>Enthrall</i> , 1/day 5-6 <i>Protection from Law</i> , 3/day; <i>Tasha's Hideous Laughter</i> or <i>Suggestion</i> , 1/day 7-8 <i>Confusion</i> –or– <i>Emotion</i> , 1/day 9-10 <i>Eyebite</i> –or– <i>Lesser Geas</i> , 1/day 11-12 <i>Dominate Person</i> –or– <i>Hold Monster</i> , 1/day 13-14 <i>Mass Invisibility</i> , 1/day 15-16 <i>Geas/Quest</i> –or– <i>Mass Suggestion</i> , 1/day 17-18 <i>Insanity</i> –or– <i>Mass Charm</i> , 1/day 19+ <i>Otto's Irresistible Dance</i> , 1/day
Half-Nymph (born to one Nymph parent & a humanoid) (DR313 p95)	Always beautiful, vibrant, & graceful. Inherited Template that can be added to any Humanoid.	Usually has a Chaotic alignment. Dex +2 Int +2 Wis +2 Cha +4 Lvl +3 CR +2	Gain Low-Light Vision. Considered a Fey when targeted with Enchantments, trying to activate Fey-specific magic items, etc. Awesome Beauty – any Humanoid within 30' who looks at the Half-Nymph is Shaken (WillNeg, DC is Charisma-based) for 1 minute. Continued looking results in additional saves, the failure of which resets the duration. The Half-Nymph can suppress or resume this ability as a Free Action. This is a [mind][fear] effect.
Half-Satyr (born to one Satyr parent & a humanoid) (DR313 p96)	Rugged, with dark, curly hair and heavy foreheads or small horns. Inherited Template that can be added to any Humanoid of Small to Large-size.	Often has a Chaotic alignment. Natural Armor +2 Lvl +1 CR +0	Gains a Damage Category 4 Head Butt attack. Gain Low-Light Vision. Considered a Fey when targeted with Enchantments, trying to activate Fey-specific magic items, etc. +2 Racial bonus to Hide, Listen, Move Silently, Perform (any one), and Spot checks.

Monstrous Humanoid Cross-Breeds

<u>Monstrous Humanoid Cross-Breed Templates</u>	Description	Stats	Other Effects
Half-Doppelganger (born to one doppelganger parent & one humanoid) (DR313 p93)	Looks like its humanoid parent until its first change, then its gray-skinned form can be seen in while it is changing. Inherited Template that can be added to any Humanoid.	Gains the 'shapechanger' subtype. +2 Racial bonus to Bluff and Disguise checks. Gain Feat: Alertness . Immune to <i>Sleep</i> and Charm effects. Wis +2 Lvl +2 CR +0	Alternate Forms – gains 3 alternate forms, which may be of any Medium or Small-sized Humanoid race & of either gender. Once chosen, they cannot be changed. This ability is similar to <i>Alter Self</i> cast at 9 th level, but has unlimited duration and can be used as a Standard Action. Empathy, at will – Able to detect the emotions of an intelligent creature within close range (WillNeg, no SR). Save is Charisma-based. Gain a +2 Competence bonus on all Charisma-based checks made against a creature whose emotions are being monitored.
Half-Minotaur (born to one Minotaur parent & a giant, humanoid, or monstrous humanoid) (DR313 p94)	Upper body is covered with shaggy hair, while head has a snout & horns. Inherited Template that can be added to any Small-sized to Huge-sized Giant, Humanoid, or Monstrous Humanoid.	Usually has a Chaotic alignment. Gain Feat: Track . Natural Armor +2 Str +4 Con +2 Int -2 Wis +2 Lvl +1 if size increases, CR +1	If the Base Creature was of Small or Medium size, its size is increased by one category, with all the appropriate changes to its ability scores, etc., plus a +10' improvement to base movement. These changes are in addition to the bonuses and penalties listed. Darkvision 60'. Gain the Scent ability. +2 Racial bonus on Search, Spot, & Listen checks. Gain a Damage Category 6 Gore attack. +4 bonus on checks to escape a <i>Maze</i> spell & always know which direction is North.

Giant Cross-Breeds

Giant Cross-Breed Templates	Description	Stats	Other Effects
<p>Half-Ogre (born to one Ogre parent & a giant, humanoid, or monstrous humanoid) (DR313 p94)</p>	<p>Larger, cruder version of the base creature, with mottled skin, thick brown hair, & warts.</p> <p>Inherited Template that can be added to any Giant, Humanoid, or Monstrous Humanoid.</p>	<p>Usually has an Evil alignment.</p> <p>Natural Armor +2</p> <p>Str +4</p> <p>Int -2</p> <p>Cha -2</p> <p>Lvl +1</p> <p>if size increases, CR +1</p>	<p>If the Base Creature was of Small or Medium size, its size is increased by one category, with all the appropriate changes to its ability scores, etc., plus a +10' improvement to base movement.</p> <p>These changes are in addition to the bonuses and penalties listed.</p> <p>Considered a Giant as well as its base creature type.</p> <p>Darkvision 60'.</p>
<p>Half-Scrag (a creature that is part Aquatic Troll, usually due to magical experimentation) (FF p94)</p>	<p>Gains many Aquatic Troll attributes, such as a pointy nose, long arms, greenish skin, and an insatiable hunger.</p> <p>Inherited Template that can be added to any Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Outsider.</p>	<p>Becomes a 'Giant'.</p> <p>+4 improvement to Natural Armor</p> <p>Str +6</p> <p>Dex +2</p> <p>Con +6</p> <p>Int -2</p> <p>Cha -2</p> <p>Lvl +4</p> <p>CR +2</p>	<p>Fast Healing 5, while immersed in water only.</p> <p>Swim speed 20'.</p> <p>Land speed is reduced by 5'.</p> <p>Darkvision 60'.</p> <p>Gain the Scent ability.</p> <p>Gain Claw (<u>Damage Category 6</u>), Bite (<u>Damage Category 4</u>).</p> <p>If both Claws hit, does a Rend attack that is 2x the damage dice of a Claw attack + 1½ Strength modifier.</p>
<p>Half-Troll (a creature that is part Troll, usually due to magical experimentation) (FF p93)</p>	<p>Gains many Troll attributes, such as a pointy nose, long arms, greenish skin, and an insatiable hunger.</p> <p>Inherited Template that can be added to any Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Outsider.</p>	<p>Becomes a 'Giant'.</p> <p>+4 improvement to Natural Armor</p> <p>Str +6</p> <p>Dex +2</p> <p>Con +6</p> <p>Int -2</p> <p>Cha -2</p> <p>Lvl +4</p> <p>CR +2</p>	<p>Fast Healing 5.</p> <p>Darkvision 60'.</p> <p>Gain the Scent ability.</p> <p>Gain Claw (<u>Damage Category 6</u>), Bite (<u>Damage Category 4</u>).</p> <p>If both Claws hit, does a Rend attack that is 2x the damage dice of a Claw attack + 1½ Strength modifier.</p>

Undead Cross-Breeds

Undead Cross-Breed Templates	Description	Stats	Other Effects
<p>Fetch (usually occurs when a Ghost is allowed to impregnate the woman it loves with the blessing of a deity) (DR313 p62)</p>	<p>Physically weak looking person with pale, bluish, or ashen skin, sad eyes, and a melodious voice. Template that can be added to any Giant, Humanoid, or Monstrous Humanoid.</p>	<p>Darkvision 60' Fly 30', with Perfect maneuverability Immune to energy drains, ability damage, ability drain, and the special attacks of Ghosts. +4 Racial bonus on Move Silent checks. +2 Racial bonus on saves vs. Fear, Poison, Disease, Paralysis, & spells from the Necromancy school. Str -2 Dex +2 Con -2 Cha +2 Lvl +5 CR +1</p>	<p>When it dies, there is a 3% per HD chance the Fetch will rise as a Ghost. Spells such as <i>Detect Undead</i> will detect a Fetch as if it were an Undead of half its HD. Fortification – there is a 50% chance that any Sneak Attack and/or Critical Hit on the Fetch will be negated. Does not stack with other forms of Fortification. When saving against Negative Energy damage (such as from an <i>Inflict Wounds</i> spell), the Fetch takes no damage on a successful save and half damage on a failed save. Slow Aging – the Fetch ages at ¼th normal rate after it reaches maturity. A Fetch Cleric receives a +2 bonus to Turn or Rebuke Ghosts. Takes 1d4 damage from a direct hit of Holy Water. Vulnerability to Turning – A turning attempt that would Turn or Rebuke an Undead of half the Fetch's HD causes the Fetch to receive a -4 penalty on attacks, saves, skill checks, & ability checks until the 'turner' attacks the Fetch, up to 10 rounds. If the attempt would have Destroyed or Commanded the Fetch, it is Stunned for 2d4 rounds. <i>Telekinesis</i>, every 1d4 rounds at Character level. Unnerving Gaze – a living creature who meets the Fetch's gaze is <u>Shaken</u> for 10 minutes (WillNeg, DC is Charisma-based). A successful save gives 24 hours of immunity from that Fetch's gaze. <i>Detect Undead</i> (incorporeal only), at will at Caster level. Ghost Form, 1/day – as a Full Round Action, the Fetch can release its spirit from its physical body, leaving it comatose. The ghost form carries no equipment. If destroyed, the spirit returns to its body & takes 1hp of damage per minute it was away. Otherwise, the spirit can return any time it wishes and reenter its body as a Full Round Action. Unnatural Aura – animals will not willingly approach closer than 15' to a Fetch & will panic if forced closer.</p>
<p>Gheden (one parent was a mindless undead, usually due to the tinkering of a Necromancer) (DR313 p63)</p>	<p>Gray, corpse-like skin, with hollow, black eyes. Often gaunt, but sometimes very muscular. Smell like recently dug dirt. Template that can be added to any Giant, Humanoid, or Monstrous Humanoid.</p>	<p>Often Neutral Evil. Darkvision 60' +4 Racial bonus on Intimidate checks. Immune to energy drains attacks Immune to fear & confusion effects. +2 Racial bonus on saves vs. Fear, Poison, Disease, Paralysis, & spells from the Necromancy school. Gain the Endurance, Diehard, & Toughness feats. Str +4 Dex -2 Con -2 Int -2 Cha -4 Lvl +1 CR +0</p>	<p>When it dies, there is a 3% per HD chance the Gheden will rise as a mindless Undead (typically a Zombie). Spells such as <i>Detect Undead</i> will detect a Gheden as if it were an Undead of half its HD. Fortification – there is a 50% chance that any Sneak Attack and/or Critical Hit on the Gheden will be negated. Does not stack with other forms of Fortification. When saving against Negative Energy damage (such as from an <i>Inflict Wounds</i> spell), the Gheden takes no damage on a successful save and half damage on a failed save. Slow Aging – the Gheden ages at ¼th normal rate after it reaches maturity. A Gheden Cleric receives a +2 bonus to Turn or Rebuke mindless Undead. Takes 1d4 damage from a direct hit of Holy Water. Vulnerability to Turning – A turning attempt that would Turn or Rebuke an Undead of half the Gheden's HD causes the Gheden to receive a -4 penalty on attacks, saves, skill checks, & ability checks until the 'turner' attacks the Gheden, up to 10 rounds. If the attempt would have Destroyed or Commanded the Gheden, it is Stunned for 2d4 rounds. Dead Nerves – Gheden have a minimal sense of touch and no sense of pain. Not effected by non-lethal damage, stunning, & death from massive damage. The Ghaden receives a -8 penalty on skill checks involving touch (such as Open Lock), but receives a +4 bonus on Concentration checks to ignore damage. <i>Detect Undead</i> (mindless only), at will at Caster level.</p>

Undead Cross-Breed Templates	Description	Stats	Other Effects
<p>Ghul (a child who survived when its pregnant mother was turned into a Ghoul, Ghast, or a Lacedon) (DR313 p63)</p>	<p>Gaunt, leathery skin, sharp teeth, long tongues. Skin can be white, black, green, or even pale purple. Eyes are pupilless & often yellow, red, or green.</p> <p>Template that can be added to any Giant, Humanoid, or Monstrous Humanoid.</p>	<p>Often Chaotic Evil. Darkvision 60' +2 Racial bonus on Climb, Hide, Jump, and Move Silently checks. +2 Racial bonus on saves vs. Fear, Poison, Disease, Paralysis, & spells from the Necromancy school. +4 Racial bonus on saves vs. non-ingested poisons. Immune to energy drains attacks, disease, ingested poisons, & the paralyzing attack of Ghouls, Ghasts, & Lacedons. Immune to odor-based attacks, including a Ghast's stench ability & <i>Stinking Cloud</i>. Str +2 Dex +4 Wis +4 Cha +2 Lvl +3 CR +1</p>	<p>When it dies, there is a 3% per HD chance the Ghul will rise as a Ghoul, Ghast, or Lacedon. Spells such as <i>Detect Undead</i> will detect a Ghul as if it were an Undead of half its HD. Fortification – there is a 50% chance that any Sneak Attack and/or Critical Hit on the Ghul will be negated. Does not stack with other forms of Fortification. When saving against Negative Energy damage (such as from an <i>Inflict Wounds</i> spell), the Ghul takes no damage on a successful save and half damage on a failed save. Slow Aging – the Ghul ages at ¼^h normal rate after it reaches maturity. A Ghul Cleric receives a +2 bonus to Turn or Rebuke Ghouls, Ghasts, and/or Lacedons. Takes 1d4 damage from a direct hit of Holy Water. Vulnerability to Turning – A turning attempt that would Turn or Rebuke an Undead of half the Ghul's HD causes the Ghul to receive a –4 penalty on attacks, saves, skill checks, & ability checks until the 'turner' attacks the Ghul, up to 10 rounds. If the attempt would have Destroyed or Commanded the Ghul, it is Stunned for 2d4 rounds. Gains a Damage Category 6 Bite attack. When making a Bite or Unarmed attack, the Ghul may attempt to Paralyze his/her opponent for 1d4+1 minutes (FortNeg, DC is Charisma-based). The Ghul may attempt this HD times per day. Elves are immune. Gruesome Hunger – After not eating the raw or rotten meat of an intelligent creature for 6 days, the Ghul must start making a Will save vs. DC 15 each day. Once it fails, it has 24 hours to eat 10% of its body weight of intelligent creature or its will be Sickened until it eats 50% of its body weight!</p>
<p>Half-Vampire (a child who has a Vampire as one of its parents) (LM p107)</p>	<p>Pale & slender, black hair, pronounced canine teeth, & slightly pointed ears</p> <p>Inherited Template that can be added to any Humanoid or Monstrous Humanoid.</p>	<p>Natural Armor bonus to AC improves by +2 Cold Resistance 5. Electricity Resistance 5. +2 Racial bonus to Bluff, Hide, Listen, Move Silently, & Spot checks. Damage Reduction 5 / silver or magic Str +2 Dex +2 Cha +2 Lvl +2 CR +2</p>	<p>Gains a Slam Attack (Category 6 damage). The Half-Vampire's Natural Attacks are considered 'magic' for purposes of bypassing Damage Reduction. Gain Feat: Improved Initiative. Fast Healing – 1 hp per round as long as the vampire has less than half its hit-points (but at least 1). Gain 1 of the following abilities (DC is 10 + ½HD+Cha mod): Blood Drain – If pinning an opponent, the vampire can make a bite attack that does 1d4 Constitution damage each round & the vampire gains 5 temporary hp each round. If you do not drain at least 1 Constitution point of Blood each day from a living creature, you are Fatigued (FortNeg, DC 15 + number of days since you last drunk). If you still do not drink, you become Exhausted (FortNeg, DC 20 + number of days since you last drunk). Drinking blood removes the Fatigue –or– reduces Exhaustion to Fatigue. Charm Gaze – by making a gaze attack against a target within 30' as a Standard Action, the target is affected by <i>Charm Monster</i>, using the Half-Vampire's HD as Caster level. (WillNeg). If the target's save is successful, he/she is immune to this Half-Vampire's Charm Gaze for 24 hours. Children of the Night – Once per day, the vampire can call forth 1d4 Rat Swarms, 1d3 Bat Swarms, or 1d6 Wolves. Calling the creatures is a Standard Action, they arrive in 2d6 rounds, and server for up to 1 hour.</p>

Undead Cross-Breed Templates	Description	Stats	Other Effects
<p>Katane (a child who has a Vampire as one of its parents) (DR313 p64)</p>	<p>Pale & slender, black hair, pronounced canine teeth, & slightly pointed ears Inherited Template that can be added to any Humanoid, Giant, or Monstrous Humanoid.</p>	<p>Often Chaotic Evil Darkvision 60' Immune to energy drains attacks & the Domination power of Vampires. +2 Racial bonus on saves vs. Fear, Poison, Disease, Paralysis, & spells from the Necromancy school. +4 Racial bonus on Bluff, Hide, Listen, Move Silently, & Spot checks. Gain Improved Initiative feat. Cold Resistance 5. Electricity Resistance 5. Damage Reduction 5 / silver Str +2 Dex +2 Cha +2 Lvl +4 CR +1</p>	<p>When it dies, there is a 3% per HD chance the Katane will rise as a Vampire. Spells such as <i>Detect Undead</i> will detect a Katane as if it were an Undead of half its HD. Fortification – there is a 50% chance that any Sneak Attack and/or Critical Hit on the Katane will be negated. Does not stack with other forms of Fortification. When saving against Negative Energy damage (such as from an <i>Inflict Wounds</i> spell), the Katane takes no damage on a successful save and half damage on a failed save. Slow Aging – the Katane ages at 1/4th normal rate after it reaches maturity. A Katane Cleric receives a +2 bonus to Turn or Rebuke Vampires. Takes 1d4 damage from a direct hit of Holy Water. Vulnerability to Turning – A turning attempt that would Turn or Rebuke an Undead of half the Katane's HD causes the Katane to receive a –4 penalty on attacks, saves, skill checks, & ability checks until the 'turner' attacks the Katane, up to 10 rounds. If the attempt would have Destroyed or Commanded the Katane, it is Stunned for 2d4 rounds. If it has pinned a foe, the Katane can drink its blood, causing 1d4 Constitution Drain per round & gaining 5 Temporary HP. Blood Hunger – if the Katane has not drunk blood for 3 days, it must start making Will saves vs. DC 15 every day. When it fails, it has until the next sunrise to drink blood or he/she will take a cumulative –1 Morale penalty each day to attacks, checks, and saves until blood is drunk. <i>Charm Person</i>, Charisma modifier times per day (min 1) at Character level. DC is Charisma-based. <i>Spider Climb</i>, at will. Light Sensitivity – <i>Dazzled</i> by bright sunlight or within the radius of a <i>Daylight</i> spell. Can sense Vampire, Vampire Spawn, Katane, & other Undead who feed on blood within 200'.</p>

Denizen Templates

Denizens are the “echoes” of Aberrations, Animals, Magical Beasts, Plants, & Vermin on other planes of existence.

Elemental Plane Denizens

<u>Elemental Plane Denizen Templates</u>	Description	Stats	Other Effects															
<p>Air Elemental Creature (version of normal creatures that live on the Air Elemental Plane) (MotP p191)(3.5sup p26)+</p>	<p>Appear to be solid clouds in the shape of their base creature.</p> <p>Inherited Template that can be added to any corporeal Aberration, Animal, Magical Beast, Plant, or Vermin.</p>	<p>Becomes an ‘Elemental (air)’</p> <p>Fly 100’ (Perfect maneuverability)</p> <p>Has d8 hit dice</p> <p>Darkvision 60’</p> <p>Dex +6</p> <p>Lvl +4</p> <p>if 3-7 HD, CR +1</p> <p>if 8+ HD, CR +2</p>	<p>Airborne creatures are –1 to attack & damage against you.</p> <p>Immune to poison, sleep, paralysis, stunning, & critical hits.</p> <p>Speak Auran if Intelligence is 4+.</p> <p>Gain Feat: Flyby Attack.</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>up to 7</td> <td>—</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> </tr> </tbody> </table>	HD	Damage Reduction	up to 7	—	8-11	5 / magic	12+	10 / magic							
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<p>Cold Elemental Creature (version of normal creatures that live on the Ice Elemental Plane) (MotP p195)(3.5sup p26)+</p>	<p>Appear similar to their originals, but made from ice & snow, with icicles for teeth.</p> <p>Inherited Template that can be added to any corporeal Aberration, Animal, Magical Beast, Plant, or Vermin.</p>	<p>Becomes an ‘Elemental (cold)’</p> <p>Has d8 hit dice</p> <p>Darkvision 60’</p> <p>Natural Armor +3</p> <p>Lvl +5</p> <p>if 3-7 HD, CR +1</p> <p>if 8+ HD, CR +2</p>	<p>Does extra cold damage based on hit dice (see below) when it hits with natural weapons.</p> <p>Immune to poison, sleep, paralysis, stunning, & critical hits.</p> <p>Speak Auran or Aquan if Intelligence is 4+.</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Extra Damage</th> </tr> </thead> <tbody> <tr> <td>up to 3</td> <td>—</td> <td>—</td> </tr> <tr> <td>4-7</td> <td>—</td> <td>1d4</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> <td>1d6</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>2d6</td> </tr> </tbody> </table>	HD	Damage Reduction	Extra Damage	up to 3	—	—	4-7	—	1d4	8-11	5 / magic	1d6	12+	10 / magic	2d6
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<p>Earth Elemental Creature (version of normal creatures that live on the Earth Elemental Plane) (MotP p192)(3.5sup p26)+</p>	<p>Appear to be moving piles of dirt & rocks in the shape of their base creature.</p> <p>Inherited Template that can be added to any corporeal Aberration, Animal, Magical Beast, Plant, or Vermin.</p>	<p>Becomes an ‘Elemental (earth)’</p> <p>Burrows like a Xorn at the creature’s base speed or 20’, whichever is higher.</p> <p>Has d8 hit dice.</p> <p>Darkvision 60’</p> <p>Natural Armor +3</p> <p>Str +2</p> <p>Dex –2</p> <p>Lvl +4</p> <p>if 3-7 HD, +1 CR</p> <p>if 8+ HD, +2 CR</p>	<p>Gain a +1 bonus to attack & damage if both you and your opponent are both touching the ground.</p> <p>If your opponent is in the air or water, suffer a –4 penalty on attack & damage.</p> <p>Aware of anything in contact with the ground within 60’.</p> <p>Immune to poison, sleep, paralysis, stunning, & critical hits.</p> <p>Speak Terran if Intelligence is 4+.</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>up to 7</td> <td>—</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> </tr> </tbody> </table>	HD	Damage Reduction	up to 7	—	8-11	5 / magic	12+	10 / magic							
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<p>Fire Elemental Creature (version of normal creatures that live on the Fire Elemental Plane) (MotP p193)(3.5sup p26)+</p>	<p>Appear similar to their base creatures, but bathed in flame or charred.</p> <p>Inherited Template that can be added to any corporeal Aberration, Animal, Magical Beast, Plant, or Vermin.</p>	<p>Becomes an ‘Elemental (fire)’</p> <p>Has d8 hit dice.</p> <p>Darkvision 60’</p> <p>Lvl +5</p> <p>+1 CR if 3-7 HD</p> <p>+2 CR if 8+ HD</p>	<p>Does extra fire damage based on hit dice (see below) when it hits with natural weapons. Also, the target must make a Reflex save vs. DC 7 + HD to avoid catching fire for 1d4 rounds (see DMG chapter 3). The same applies if you are attacked with someone else’s natural weapons.</p> <p>Immune to poison, sleep, paralysis, stunning, & critical hits.</p> <p>Speak Ignan if Intelligence is 4+.</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Extra Damage</th> </tr> </thead> <tbody> <tr> <td>up to 3</td> <td>—</td> <td>—</td> </tr> <tr> <td>4-7</td> <td>—</td> <td>1d4</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> <td>1d6</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>2d6</td> </tr> </tbody> </table>	HD	Damage Reduction	Extra Damage	up to 3	—	—	4-7	—	1d4	8-11	5 / magic	1d6	12+	10 / magic	2d6
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Elemental Plane Denizen Templates	Description	Stats	Other Effects															
<p>Ice Elemental Creature (version of normal creatures that live on the Ice Para-Elemental Plane) (DR347 p059)</p>	<p>Appear similar to their originals, but made from translucent ice. Inherited Template that can be added to any corporeal Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Plant, or Vermin.</p>	<p>Becomes an ‘Elemental (air, cold, water)’ Has d8 hit dice Darkvision 60’ Dex +4 Lvl +5 if 3-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>Does extra Cold damage based on hit dice (see below) when it hits with natural weapons. Immune to poison, sleep, paralysis, stunning, & critical hits. Speak Auran and Aquan if Intelligence is 4+.</p> <table border="1" data-bbox="950 325 1372 472"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Extra Damage</th> </tr> </thead> <tbody> <tr> <td>up to 3</td> <td>—</td> <td>—</td> </tr> <tr> <td>4-7</td> <td>—</td> <td>1d4</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> <td>1d6</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>2d6</td> </tr> </tbody> </table>	HD	Damage Reduction	Extra Damage	up to 3	—	—	4-7	—	1d4	8-11	5 / magic	1d6	12+	10 / magic	2d6
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<p>Ooze Elemental Creature (version of normal creatures that live on the Ooze Para-Elemental Plane) (DR347 p062)</p>	<p>Appear similar to their originals, but made from dark brown muck. Inherited Template that can be added to any corporeal Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Plant, or Vermin.</p>	<p>Becomes an ‘Elemental (earth, water)’ Has d8 hit dice Darkvision 60’ Swim 50’ Lvl +4 if 3-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>Does extra Acid damage based on hit dice (see below) when it hits with natural weapons. Wood & metal weapons that strike an Ooze Element creature dissolve immediately (RefNeg, DC is Constitution-based). Each round an Ooze Element creature is in contact with a wood or metal object, it takes (10 + ½ HD + Constitution modifier) Acid damage. Immune to poison, sleep, paralysis, stunning, & critical hits. Speak Aquan and Terran if Intelligence is 4+.</p> <table border="1" data-bbox="950 787 1372 934"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Extra Damage</th> </tr> </thead> <tbody> <tr> <td>up to 3</td> <td>—</td> <td>—</td> </tr> <tr> <td>4-7</td> <td>—</td> <td>1d4</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> <td>1d6</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>2d6</td> </tr> </tbody> </table>	HD	Damage Reduction	Extra Damage	up to 3	—	—	4-7	—	1d4	8-11	5 / magic	1d6	12+	10 / magic	2d6
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<p>Smoke Elemental Creature (version of normal creatures that live on the Smoke Para-Elemental Plane) (DR347 p062)</p>	<p>Appear similar to their originals, but made from dark brown muck. Inherited Template that can be added to any corporeal Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Plant, or Vermin.</p>	<p>Becomes an ‘Elemental (air, fire)’ Has d8 hit dice Darkvision 60’ Fly 90’ (Good maneuverability) Dex +6 Lvl +4 if 3-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>Smoke Claws – a Smoke Element creature may engulf a creature by moving into its square (which does not provoke an attack of opportunity). The target creature then take Smoke Claw damage (see below) each round (FortNeg, DC is Constitution-based). Immune to poison, sleep, paralysis, stunning, & critical hits. Speak Auran and Ignan if Intelligence is 4+.</p> <table border="1" data-bbox="950 1102 1404 1249"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Smoke Claw Damage</th> </tr> </thead> <tbody> <tr> <td>up to 3</td> <td>—</td> <td>—</td> </tr> <tr> <td>4-7</td> <td>—</td> <td>1d4</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> <td>1d6</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>2d6</td> </tr> </tbody> </table>	HD	Damage Reduction	Smoke Claw Damage	up to 3	—	—	4-7	—	1d4	8-11	5 / magic	1d6	12+	10 / magic	2d6
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<p>Water Elemental Creature (version of normal creatures that live on the Water Elemental Plane) (MotP p194)(3.5up p26)+</p>	<p>Appears similar to its base creature, but made from water. Inherited Template that can be added to any corporeal Aberration, Animal, Magical Beast, Plant, or Vermin.</p>	<p>Becomes an ‘Elemental (water)’ Has d8 hit dice Darkvision 60’ Swim 90’ Lvl +5 if 3-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>Gain a +1 bonus to attack & damage if both you and your opponent are both touching water. Can put out fires, including magical fires on a dispel magic roll. If you or your opponent are on land, suffer a –4 penalty on attack & damage. Immune to poison, sleep, paralysis, stunning, & critical hits. Speak Aquan if Intelligence is 4+.</p> <table border="1" data-bbox="950 1459 1201 1575"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>up to 7</td> <td>—</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> </tr> </tbody> </table>	HD	Damage Reduction	up to 7	—	8-11	5 / magic	12+	10 / magic							
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<p>Wood Elemental Creature (version of normal creatures that live on the Wood Elemental Plane) (MotP p196)(3.5up p26)+</p>	<p>Appear similar to their originals, but made from wood, branches, and leaves. Inherited Template that can be added to any corporeal Aberration, Animal, Magical Beast, Plant, or Vermin.</p>	<p>Becomes an ‘Elemental (wood)’ Has d8 hit dice Darkvision 60’ Ground speed is halved Lvl +5 if 3-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>May launch wooden spikes up to 120’ without range penalty. Each spike does 1d6 + Str modifier. The creature may launch its HD in spikes per day. Aware of anything in contact with plants within 60’. Immune to poison, sleep, paralysis, stunning, & critical hits. Immune to polymorphing and mind-influencing effects Speak Sylvan & Treant if Intelligence is 4+.</p> <table border="1" data-bbox="950 1774 1201 1890"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>up to 7</td> <td>—</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> </tr> </tbody> </table>	HD	Damage Reduction	up to 7	—	8-11	5 / magic	12+	10 / magic							
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Inner Plane Denizen

Inner Plane Denizen Templates	Description	Stats	Other Effects																														
<p>Entropic Creature (intense versions of corporeal creatures, from the Negative Energy Plane, that ruin all living things just by their presence) (Planar p123)</p>	<p>Appear similar to the original, but looks disheveled and has extreme contrast in colors.</p> <p>Inherited Template that can be added to any corporeal Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Outsider, Plant, Undead, or Vermin.</p>	<p>Non-Undead becomes an ‘Outsider (extraplanar)’.</p> <p>Do <u>not</u> recalculate hit-points, BAB, or Base Saves.</p> <p>Turn Resistance +4, if Undead</p> <p>Con +2 Cha +2 Int Minimum of 3 Lvl +2</p> <table border="0"> <tr> <td><u>HD</u></td> <td><u>CR</u></td> </tr> <tr> <td>up to 3</td> <td>+1</td> </tr> <tr> <td>4 – 7</td> <td>+2</td> </tr> <tr> <td>8+</td> <td>+3</td> </tr> </table>	<u>HD</u>	<u>CR</u>	up to 3	+1	4 – 7	+2	8+	+3	<p>Native of the Negative Material Plane. Immune to the effects of a Negative-Dominant Environment.</p> <p>Negative Energy Ray – Ranged touch attack does (1d4+Charisma modifier) Negative Energy damage (which heals Undead). Usable once every 1d4 rounds. Range of 60’.</p> <p>Gains Spell Resistance vs. Positive Energy spells & effects (including <i>Cure</i> spells) of 15 + HD (max 35).</p> <p>Negative Energy Aura – All living creatures within a 10’ radius of an Entropic creature take 1 hp of Negative Energy damage per round (does <u>not</u> heal Undead). Other Entropic creatures are not affected. The Entropic Creature can suppress the aura as a Standard Action, but takes 1 Strength damage for 1 each minute the aura is suppressed. Always active if the Entropic Creature is unconscious.</p>																						
<u>HD</u>	<u>CR</u>																																
up to 3	+1																																
4 – 7	+2																																
8+	+3																																
<p>Radiant Creature (bright and colorful versions of living creatures, from the Plane of Radiance) (DR321 p74)</p>	<p>Appear similar to the original, but bright & colorful, and surrounded with rainbows, sparkling lights, etc.</p> <p>Inherited Template that can be added to any Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Becomes an ‘Outsider (native)’</p> <p>Do <u>not</u> recalculate hit-points, BAB, or Base Saves</p> <p>Alignment is one step closer to Chaotic</p> <p>–8 penalty on Hide checks +4 bonus on Spot checks</p> <p>Fast Healing 2 (as long as there is light)</p> <p>Dex +4 Cha +6 Lvl +3 CR +1</p>	<p>Creatures within 30’ that look at the Radiant creature are Dazzled for 1d6 rounds (WillNeg, DC is Charisma-based).</p> <p>Immune to becoming Blind, Dazed, Dazzled, & Stunned.</p> <table border="0"> <tr> <td><u>HD</u></td> <td><u>Damage Reduction</u></td> </tr> <tr> <td>up to 11</td> <td>5 / magic</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> </tr> </table> <p>If Int or Wis is 8+, can use the following once (or more) per day.</p> <table border="0"> <tr> <td><u>HD</u></td> <td><u>Ability</u></td> <td><u>HD</u></td> <td><u>Ability</u></td> </tr> <tr> <td>1-2</td> <td><i>Color Spray</i>, 3/day</td> <td>11-12</td> <td><i>Rainbow Pattern</i></td> </tr> <tr> <td>3-4</td> <td><i>Blur</i>, 3/day</td> <td>13-14</td> <td><i>Prismatic Spray</i></td> </tr> <tr> <td>5-6</td> <td><i>Mirror Image</i></td> <td>15-16</td> <td><i>Repulsion</i></td> </tr> <tr> <td>7-8</td> <td><i>Searing Light</i></td> <td>17-18</td> <td><i>Scintillating Pattern</i></td> </tr> <tr> <td>9-10</td> <td><i>Freedom of Movement</i></td> <td>19+</td> <td><i>Prismatic Sphere</i></td> </tr> </table>	<u>HD</u>	<u>Damage Reduction</u>	up to 11	5 / magic	12+	10 / magic	<u>HD</u>	<u>Ability</u>	<u>HD</u>	<u>Ability</u>	1-2	<i>Color Spray</i> , 3/day	11-12	<i>Rainbow Pattern</i>	3-4	<i>Blur</i> , 3/day	13-14	<i>Prismatic Spray</i>	5-6	<i>Mirror Image</i>	15-16	<i>Repulsion</i>	7-8	<i>Searing Light</i>	17-18	<i>Scintillating Pattern</i>	9-10	<i>Freedom of Movement</i>	19+	<i>Prismatic Sphere</i>
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<p>Shadow Creature (shadowy distorted versions of corporeal creatures, from the Plane of Shadows) (MotP p190)(3.5up p26)+</p>	<p>Appear similar to the original, but looks distorted and washed out.</p> <p>Inherited Template that can be added to any corporeal creature.</p>	<p>Becomes a ‘Magical Beast’</p> <p>+50% movement</p> <p>+6 bonus on Move Silently checks</p> <p>Darkvision 60’ Low-light vision.</p> <p>Lvl +3 CR +1</p>	<p>Cold Resistance 5 +1 per HD (max. 20).</p> <p>Shadow Blend – As long as the Shadow Creature is not in full daylight (or a <i>Daylight</i> spell), it can blend into the shadows, gaining Total Concealment.</p> <p><u>One</u> of the following per 4 HD (round up):</p> <ul style="list-style-type: none"> +2 Luck bonus on all saving throws. <i>Cause Fear</i> at 5th, usable once per day. Damage Reduction 5/magic. Evasion. <i>Mirror Image</i> at 5th, usable once per day. <i>Plane Shift (self only)</i> at 15th to / from the Plane of Shadows, usable once per day. Fast Healing 2. 																														
<p>Vivacious Creature (intense versions of corporeal creatures, from the Positive Energy Plane) (Planar p131)</p>	<p>Appear similar to the original, but looks bright and translucent.</p> <p>Inherited Template that can be added to any corporeal Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Outsider, Plant, or Vermin.</p>	<p>Becomes an ‘Outsider (incorporeal, extraplanar)’.</p> <p>Do <u>not</u> recalculate hit-points, BAB, or Base Saves.</p> <p>Fast Healing 5</p> <p>Con +2 Cha +2 Int Minimum of 3 Lvl +3</p> <table border="0"> <tr> <td><u>HD</u></td> <td><u>CR</u></td> </tr> <tr> <td>up to 3</td> <td>+1</td> </tr> <tr> <td>4 – 7</td> <td>+2</td> </tr> <tr> <td>8+</td> <td>+3</td> </tr> </table>	<u>HD</u>	<u>CR</u>	up to 3	+1	4 – 7	+2	8+	+3	<p>Native of the Positive Material Plane. Immune to the effects of a Positive-Dominant Environment.</p> <p>Incorporeal – a) gains a Fly speed equal to its land speed with Perfect maneuverability. b) loses Natural Armor bonus to AC, but gains a Deflection bonus equal to its Cha modifier (min +1).</p> <p>Positive Energy Ray – Ranged touch attack does (1d4+Charisma modifier) Positive Energy damage (which harms Undead & heals living creatures). A creature struck by the ray when at full hp suffers as if in a Positive-Dominant Environment (FortNeg). Usable once every 1d4 rounds. Range of 60’.</p> <p>Gains Spell Resistance vs. Negative Energy spells & effects (including <i>InFLICT</i> spells) of 15 + HD (max 35).</p> <p>Positive Energy Aura – All living creatures within a 10’ radius of an Entropic creature heal 1 hp per round due to Positive Energy. If a creature is at full hp, it suffers as if in a Positive-Dominant Environment (FortNeg). Other Vivacious creatures are not affected. The Vivacious Creature can suppress the aura as a Standard Action, but takes 1 Strength damage for 1 each minute the aura is suppressed. Always active if the Vivacious Creature is unconscious.</p>																						
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Outer Plane Denizens

Outer Plane Denizen Templates	Description	Stats	Other Effects															
<p>Anarchic ‘Unfinished’ Creature (version of corporeal living creatures that are associated with the Chaotic planes) (Planar p108) (MotP p198)(3.5sup p26)+</p>	<p>Appear similar to their originals, but with blotchy skin/fur, and an asymmetric look. Can be applied to any non-lawful, corporeal Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Plant, or Vermin.</p>	<p>Animals & Vermin become Magical Beasts, other keep their original Creature Type. Gain the ‘Extraplanar’ trait. Always Chaotic Darkvision 60’ Int Minimum of 3 Lvl +5 up to 3 HD, CR +0 4-7 HD, CR +1 8+ HD, CR +2</p>	<p>Smite Law – If a designated normal attack hits, it does +HD damage (max. +20) to a Lawful target. Usable once per day. Immune to polymorphing & petrification. Acid, Cold, Electricity, Fire, & Sonic Resistance 5.</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Fast Healing</th> </tr> </thead> <tbody> <tr> <td>up to 3</td> <td>—</td> <td>—</td> </tr> <tr> <td>4-7</td> <td>—</td> <td>1</td> </tr> <tr> <td>8-11</td> <td>—</td> <td>3</td> </tr> <tr> <td>12+</td> <td>5 / magic</td> <td>5</td> </tr> </tbody> </table> <p>If the creature gains Damage Reduction, its natural weapons are considered ‘magic’ for purposes of overcoming other creature’s Damage Reduction.</p>	HD	Damage Reduction	Fast Healing	up to 3	—	—	4-7	—	1	8-11	—	3	12+	5 / magic	5
HD	Damage Reduction	Fast Healing																
up to 3	—	—																
4-7	—	1																
8-11	—	3																
12+	5 / magic	5																
<p>Axiomatic ‘Perfect’ Creature (version of corporeal living creatures that are associated with the Lawful planes) (Planar p111) (MotP p197)(3.5sup p26)+</p>	<p>Appear similar to their originals, but without randomness, having cleaner lines & symmetry. Can be applied to any non-chaotic, corporeal Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Plant, or Vermin.</p>	<p>Animals & Vermin become Magical Beasts, other keep their original Creature Type. Gain the ‘Extraplanar’ trait. Always Lawful. Darkvision 60’ Int Minimum of 3 Lvl +4 up to 3 HD, CR +0 4-7 HD, CR +1 8+ HD, CR +2</p>	<p>Smite Chaos – If a designated normal attack hits, it does +HD damage (max. +20) to a Chaotic target. Usable once per day. Spell Resistance of HD + 5 (max. 25). Linked Minds with all other Axiomatic creatures of a particular type within 300’. None can be flanked or flat-footed unless they all are.</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Cold, Electricity, Fire, & Sonic Resistance</th> </tr> </thead> <tbody> <tr> <td>up to 11</td> <td>5</td> </tr> <tr> <td>12+</td> <td>10</td> </tr> </tbody> </table>	HD	Cold, Electricity, Fire, & Sonic Resistance	up to 11	5	12+	10									
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up to 11	5																	
12+	10																	
<p>Celestial Creature (version of corporeal living creatures that are associated with the Good planes) (MM p31)</p>	<p>Appear similar to their originals, but more beautiful & often with metallic coloring. Can be applied to any non-evil corporeal Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Plants, & Vermin.</p>	<p>Animals & Vermin becomes Outsiders; others keep original Creature Type. Gain the ‘Extraplanar’ trait. Always Good Darkvision 60’ Int Minimum of 3 Lvl +4 if 4-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>Smite Evil – If a designated normal attack hits, it does +HD damage (max. +20) to an evil target. Usable once per day. Spell Resistance of HD + 5 (max. 25).</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Acid, Cold, & Electricity Resistance</th> </tr> </thead> <tbody> <tr> <td>up to 3</td> <td>—</td> <td>5</td> </tr> <tr> <td>4-7</td> <td>5 / magic</td> <td>10</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> <td>15</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>20</td> </tr> </tbody> </table> <p>If the creature gains Damage Reduction, its natural weapons are considered ‘magic’ for purposes of overcoming other creature’s Damage Reduction.</p>	HD	Damage Reduction	Acid, Cold, & Electricity Resistance	up to 3	—	5	4-7	5 / magic	10	8-11	5 / magic	15	12+	10 / magic	20
HD	Damage Reduction	Acid, Cold, & Electricity Resistance																
up to 3	—	5																
4-7	5 / magic	10																
8-11	5 / magic	15																
12+	10 / magic	20																
<p>Fiendish Creature (version of corporeal living creatures that are associated with the Evil planes) (MM p107)</p>	<p>Appear similar to their originals, but twisted, with horns, tails, hooves, scales, or other deformities. Can be applied to any non-good corporeal Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Plant, & Vermin.</p>	<p>Animals & Vermin becomes Outsiders; others keep original Creature Type. Gain the ‘Extraplanar’ trait. Always Evil Darkvision 60’ Int Minimum of 3 Lvl +4 if 4-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>Smite Good – If a designated normal attack hits, it does +HD damage (max. +20) to a good target. Usable once per day. Spell Resistance of HD + 5 (max. 25).</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Cold & Fire Resistance</th> </tr> </thead> <tbody> <tr> <td>up to 3</td> <td>—</td> <td>5</td> </tr> <tr> <td>4-7</td> <td>5 / magic</td> <td>10</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> <td>15</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>20</td> </tr> </tbody> </table> <p>If the creature gains Damage Reduction, its natural weapons are considered ‘magic’ for purposes of overcoming other creature’s Damage Reduction.</p>	HD	Damage Reduction	Cold & Fire Resistance	up to 3	—	5	4-7	5 / magic	10	8-11	5 / magic	15	12+	10 / magic	20
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up to 3	—	5																
4-7	5 / magic	10																
8-11	5 / magic	15																
12+	10 / magic	20																

Distant Plane Denizen

<u>Distant Plane Denizen Templates</u>	Description	Stats	Other Effects															
<p>Pseudonatural (creatures from beyond known space who are masquerading as recognizable creatures) (MotP p212)(3.5sup p26)+ (CArc p160)</p>	<p>Looks & acts like the normal creature that it poses as, until it transforms into a mass of tentacles. Can be applied to any corporeal creature.</p>	<p>Becomes an ‘Outsider’. Int Minimum of 3 if 4-7 HD, CR +1 if 8+ HD, CR +2</p>	<p><i>True Strike</i>, 1/day. Spell Resistance of 2 x HD (max. 25). As a Standard Action, the creature can make itself look grotesque. This doesn’t change its abilities, but all opponents receive a -1 Morale penalty on attacks against it.</p> <table border="1" data-bbox="948 426 1333 569"> <thead> <tr> <th></th> <th><u>Damage Reduction</u></th> <th><u>Electricity & Acid Resistance</u></th> </tr> </thead> <tbody> <tr> <td><u>HD</u></td> <td></td> <td></td> </tr> <tr> <td>up to 3</td> <td>—</td> <td>5</td> </tr> <tr> <td>4-11</td> <td>5 / magic</td> <td>5</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>10</td> </tr> </tbody> </table>		<u>Damage Reduction</u>	<u>Electricity & Acid Resistance</u>	<u>HD</u>			up to 3	—	5	4-11	5 / magic	5	12+	10 / magic	10
	<u>Damage Reduction</u>	<u>Electricity & Acid Resistance</u>																
<u>HD</u>																		
up to 3	—	5																
4-11	5 / magic	5																
12+	10 / magic	10																

Illness Templates

Lycanthropes

Lycanthrope Templates	Description	Stats	Other Effects
Lycanthrope – <u>Common</u> (hybrid animal / humanoid that are either born that way (Natural) or are infected with it (Afflicted)) (MM p175)	Acquired or Inherited Template that is applied a Humanoid or Giant (<u>base creature</u>) and an Animal (<u>base animal</u>). The <u>base creature</u> and <u>base animal</u> must be within one size category (larger or smaller) of each other.	Keeps the creature type of the <u>base creature</u> & gains the (shapechanger) subtype. Has the HD & hit-points of the <u>base creature</u> and the <u>base animal</u> (each of which have a different Con mod). Base Attack Bonus is the <u>base creature</u> 's BAB + the <u>base animal</u> 's BAB. Base Save Bonuses are the <u>base creature</u> 's BSB + the <u>base animal</u> 's BSB. Wisdom +2. In all forms, use the <u>base creature</u> 's Ability Scores, modified by the values listed Level Adjustment +2 for Afflicted & +3 for Natural CR set by <u>base animal</u> 's HD: up to 2 HD - +2 CR 3-5 HD - +3 CR 6-10 HD - +4 CR 11-20 HD - +5 CR 21+ HD - +6 CR	A Natural Lycanthrope that bites a victim whose size is within one category of its Animal Form can pass on the disease of Lycanthropy (FortNeg DC15). Able to change from one of its forms to another as a Standard Action. Its equipment is not effected & it does not heal. Able to communicate with normal & dire versions of its <u>base animal</u> , gaining a +4 Racial bonus on checks to influence the animal's attitude. Gain Low-Light Vision & Scent abilities. Gain Feat: <u>Iron Will</u> . Gains (2 + Int mod) skill points for each HD of its <u>base animal</u> . Keeps the Racial bonuses to skills of <u>base creature</u> and <u>base animal</u> Keeps the <u>base animal</u> 's feats, though if the Humanoid form does not qualify for them, they are not available in that form.
Lycanthrope – Humanoid Form		Natural Armor bonus increases by +2.	Able to cast spells normally.
Lycanthrope – Hybrid Form		Natural Armor bonus is the better of its Humanoid form or its Animal Form. Size is the larger of the <u>base creature</u> & <u>base animal</u> . Has the <u>base creature</u> 's speed. Str +(base animal's Str – 10) Dex +(base animal's Dex – 10) Con +(base animal's Con – 10)	Gains one bite (<u>Category 6</u>) & two claw (<u>Category 4</u>) attacks. Able to cast spells that do <u>not</u> have verbal components. Natural Lycanthropes gain Damage Reduction 10/silver. Afflicted Lycanthropes gain Damage Reduction 5/silver.
Lycanthrope – Animal Form		Natural Armor bonus increases by +2. Str +(base animal's Str – 10) Dex +(base animal's Dex – 10) Con +(base animal's Con – 10)	Able to cast spells that do <u>not</u> have verbal, somatic, or material components (due to metamagics). Natural Lycanthropes gain Damage Reduction 10/silver. Afflicted Lycanthropes gain Damage Reduction 5/silver.

Examples of some common Lycanthropes

Name	Reference	Base Animal	Ability modifiers for Hybrid & Animal Forms			Preferred Alignment
			Str	Dex	Con	
Werebear	(MM p171)	Brown Bear	+16	+2	+8	Lawful Good
Wereboar	(MM p172)	Boar	+4	—	+6	Neutral
Wererat	(MM p173)	Dire Rat	—	+6	+2	Chaotic Evil
Weretiger	(MM p174)	Tiger	+12	+4	+6	Neutral
Werewolf	(MM p175)	Wolf	+2	+4	+4	Chaotic Evil
Dire Wereboar	(MM p177)	Dire Boar	+16	—	+6	Neutral
Werecoodile	(Sand p167)	Crocodile	+6	+2	+4	Chaotic Evil

Infections

Infection-Based Templates	Description	Stats	Other Effects
<p>Wendigo (transformed into a cannibalistic monster by the bite of another Wendigo) (FF p187) (3.5up p24)+</p>	<p>Looks feral & wild-eyed, with sharp teeth, matted hair, and bloody stumps instead of feet.</p> <p>Acquired Template that can be added to any Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Becomes a 'Fey (cold)'. Hit Die changes to d6. Always Chaotic Evil Damage Reduction 5 / cold iron. Flying speed 120' (perfect maneuverability), unless base flying speed was higher. Looses <u>all</u> other movement speeds, including land. +8 Racial bonus to Hide, Move Silently, & Survival checks. Str +4 Dex +8 Con +4 Wis +2 Cha +4 CR +2</p>	<p>Gains a Deflection bonus to AC equal to its Charisma modifier (minimum 1). Bite attack becomes <u>Damage Category 6</u>, which threatens a critical on 18-20, & if confirmed, does x3 damage + 3 points per round of bleeding damage (magic healing or Heal check vs. DC 10 to stop). All other natural attacks are lost. Gains Feat: <u>Track</u>. <u>SA</u>: Bite attack expose the target to the disease Wendigo's Hunger (DC = 10 + ½ HD + Constitution modifier) (incubation 1d3 days, 1d3 Wisdom + urge to kill & eat flesh of own race & then forget what happened (WillNeg DC = 10 + ½ HD + Charisma modifier)). If the target reaches Wisdom 0, he/she becomes a Wendigo. Maddening Whispers, 1/day – one target within 120' takes 1d3 Wisdom damage (WillNeg DC = 10 + ½ HD + Charisma modifier). Typically used while stalking in Wind Walk form. <u>SQ</u>: Corner of the Eye – while a Wendigo stalks a victim in Wind Walk form, the victim receives a –2 penalty on all Wisdom-based skill checks. Regeneration 5, bypassed by Fire. <i>Wind Walk</i>, at will as a Move Action.</p>

Mutations

Mutation-Based Templates	Description	Stats	Other Effects																					
<p>Arcane-Blood (creature tainted by magical pollution that results in its blood becoming dangerous to itself and those who attack it) (DR350 p35)</p>	<p>Creature’s veins seem to glow or show oddly colored blood.</p> <p>Acquired Template that can be added to any Corporeal Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Outsider that has blood.</p>	<p>An Animal becomes a Magical Beast (augmented animal).</p> <p>A Humanoid becomes a Monstrous Humanoid (augmented humanoid).</p> <p>Lvl +2 CR +1</p>	<p>Magic Blood – the Arcane-Blood creature’s blood becomes volatile, transforming into Acid, Cold, Electricity, or Fire (chosen when template is acquired) on contact with air. Each time the creature is wounded by a Piercing or Slashing weapon, <u>the creature</u> takes one extra point of the appropriate energy damage, while the attacker, if adjacent, takes 1d6 energy damage (RefNeg, DC is Constitution-based).</p> <p>Note: The creature can take <u>Feat: Evolved</u>(DR351 p37) to avoid taking damage each time it is injured.</p>																					
<p>Corrupted (creature tainted by magical pollution that results in them becoming hardy, infectious, & insane. Template either acquired from exposure / experiments or inherited from corrupted parents living in a toxic landscape) (DR350 p46)</p>	<p>Twisted, cancerous, & insane versions of the base creature.</p> <p>Acquired or Inherited Template that can be added to any Corporeal Living creature.</p>	<p>An Animal becomes a Magical Beast (augmented animal).</p> <p>Alignment becomes Evil (usually)</p> <p>Str +4 Dex –2 Con +8 Int –2 Wis –4 Cha –2 Lvl +5 CR +2</p>	<p>+4 improvement to Natural AC Darkvision 60’ Fast Healing (HD / 2) (max 10) Immune to Disease & Poison Acid Resistance 10 –10’ land speed (min 10’) Reduce flying maneuverability (if any) by one category (min Clumsy) Gain 2 Claw attacks (1d6 for Medium) and 1 Bite attack (1d4 for Medium).</p> <p>Contamination – a creature that takes damage from a Corrupted creature’s Bite attack becomes infected (FortNeg, DC is Constitution-based). Treat as Slimy Doom, except that Natural and Magical Healing does not work on the victim until the disease is removed.</p>																					
<p>Poisonous (creature tainted by magical pollution that results in it gaining poisonous fangs) (DR350 p35)</p>	<p>Creature gains large fangs that drip poison.</p> <p>Acquired Template that can be added to any Corporeal Living creature.</p>	<p>Con +2 Lvl +3 CR +1</p>	<p>Creature gains a Bite attack (1d6 damage if Medium) if it does not already have one.</p> <p>The creature’s fangs interfere with verbal magic use, causing a 20% chance of Spell Failure when casting spells with Verbal components or when using magic items with a command word, unless the creature also has <u>Feat: Evolved</u>(DR351 p37).</p> <p>The creature’s Bite attack is poisonous (DC is Constitution-based). Choose one of the following when the Template is acquired.</p> <table border="1"> <thead> <tr> <th>Poison Type</th> <th>Initial Damage</th> <th>Secondary Damage</th> </tr> </thead> <tbody> <tr> <td>Mind-Numbing</td> <td>1d4 Intelligence</td> <td>1d4 Intelligence</td> </tr> <tr> <td>Necrotic</td> <td>1d4 Constitution</td> <td>1d2 Constitution</td> </tr> <tr> <td>Pain-Inducing</td> <td>1d2 Dexterity</td> <td>1d6 Dexterity</td> </tr> <tr> <td>Pustulant</td> <td>1d2 Charisma</td> <td>1d6 Charisma</td> </tr> <tr> <td>Sapping</td> <td>1d4 Wisdom</td> <td>1d4 Wisdom</td> </tr> <tr> <td>Weakening</td> <td>1d2 Strength</td> <td>1d6 Strength</td> </tr> </tbody> </table>	Poison Type	Initial Damage	Secondary Damage	Mind-Numbing	1d4 Intelligence	1d4 Intelligence	Necrotic	1d4 Constitution	1d2 Constitution	Pain-Inducing	1d2 Dexterity	1d6 Dexterity	Pustulant	1d2 Charisma	1d6 Charisma	Sapping	1d4 Wisdom	1d4 Wisdom	Weakening	1d2 Strength	1d6 Strength
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<p>Stoneboned (creature tainted by magical pollution that results in its skeleton getting larger, at the cost of its mobility) (DR350 p36)</p>	<p>Creature has its skeleton enlarged, with jagged bone-spurs jutting through the skin.</p> <p>Acquired Template that can be added to any Corporeal Living creature.</p>	<p>Str +4 Dex –4 Con +4 Lvl +2 if Gargantuan-sized or greater CR +1 otherwise CR +2</p>	<p>Powerful Build – treated as a creature one size category larger with regards to the following:</p> <ol style="list-style-type: none"> Grapple, Bull Rush, & Trip attempts; damage of weapons; whether special attacks, such as Swallow, apply to it. <p>–4 penalty on Climb & Swim checks. –10’ land speed (min 10’) –20’ Swim speed (min 10’)</p> <p>If the creature takes <u>Feat: Evolved</u>(DR351 p37), it may forgo either the penalty to Dexterity –or– the speed reductions & the skill penalties.</p>																					

Templates to become Undead

Mindless Undead

Mindless Undead Templates	Description	Stats	Other Effects																																																																																
<p>Revived Fossil (animated bones that are as hard as rock) (LM p118)</p>	<p>Petrified bones of the base creature. Can be applied to any corporeal creature (other than an undead) that has a skeletal system.</p>	<p>Becomes an Undead. Keep subtypes that are not based on alignment or race. Always Neutral Evil. Has d12 HD. Dex -2 Con — Int — Wis 10 Cha 1 CR set by base creature's HD: <table border="1"> <thead> <tr> <th>HD</th> <th>CR</th> <th>HD</th> <th>CR</th> </tr> </thead> <tbody> <tr> <td>½</td> <td>1/3</td> <td>8-9</td> <td>5</td> </tr> <tr> <td>1</td> <td>1</td> <td>10-11</td> <td>6</td> </tr> <tr> <td>2-3</td> <td>2</td> <td>12-14</td> <td>7</td> </tr> <tr> <td>4-5</td> <td>3</td> <td>15-17</td> <td>8</td> </tr> <tr> <td>6-7</td> <td>4</td> <td>18-20</td> <td>9</td> </tr> </tbody> </table> </p>	HD	CR	HD	CR	½	1/3	8-9	5	1	1	10-11	6	2-3	2	12-14	7	4-5	3	15-17	8	6-7	4	18-20	9	<p>Keeps all natural weapons that do not require flesh. Loses all skills & feats. Base Attack Bonus = HD / 2. Base Fortitude Save = HD / 3. Base Reflex Save = HD / 3. Base Will Save = 2 + HD / 2. Gain <u>Feat: Combat Reflexes</u>. Gain Damage Reduction 10 / adamantine. Immune to Cold. Gains the following abilities based on its size: <table border="1"> <thead> <tr> <th></th> <th>Natural</th> <th>Claw</th> <th>Bonus</th> <th></th> <th>Natural</th> <th>Claw</th> <th>Bonus</th> </tr> <tr> <th>Size</th> <th>Armor</th> <th>Dmg</th> <th>HP</th> <th>Size</th> <th>Armor</th> <th>Dmg</th> <th>HP</th> </tr> </thead> <tbody> <tr> <td>Fine.</td> <td>+6</td> <td>1d3</td> <td>—</td> <td>Large</td> <td>+15</td> <td>2d8</td> <td>+30</td> </tr> <tr> <td>Dimin.</td> <td>+6</td> <td>1d3</td> <td>—</td> <td>Huge</td> <td>+16</td> <td>2d10</td> <td>+40</td> </tr> <tr> <td>Tiny</td> <td>+6</td> <td>1d4</td> <td>—</td> <td>Gargan.</td> <td>+24</td> <td>2d12</td> <td>+60</td> </tr> <tr> <td>Small</td> <td>+9</td> <td>1d8</td> <td>+10</td> <td>Colossal</td> <td>+30</td> <td>2d20</td> <td>+80</td> </tr> <tr> <td>Medium</td> <td>+12</td> <td>2d6</td> <td>+20</td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table> </p>		Natural	Claw	Bonus		Natural	Claw	Bonus	Size	Armor	Dmg	HP	Size	Armor	Dmg	HP	Fine.	+6	1d3	—	Large	+15	2d8	+30	Dimin.	+6	1d3	—	Huge	+16	2d10	+40	Tiny	+6	1d4	—	Gargan.	+24	2d12	+60	Small	+9	1d8	+10	Colossal	+30	2d20	+80	Medium	+12	2d6	+20				
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<p>Skeleton (animated bones) (MM p225)</p>	<p>Bones of the base creature. Can be applied to any corporeal creature (other than an undead) that has a skeletal system.</p>	<p>Becomes an Undead. Keep subtypes that are not based on alignment or race. Always Neutral Evil. Has d12 HD. Dex +2 Con — Int — Wis 10 Cha 1 CR set by base creature's HD: <table border="1"> <thead> <tr> <th>HD</th> <th>CR</th> <th>HD</th> <th>CR</th> </tr> </thead> <tbody> <tr> <td>½</td> <td>1/6</td> <td>8-9</td> <td>4</td> </tr> <tr> <td>1</td> <td>1/3</td> <td>10-11</td> <td>5</td> </tr> <tr> <td>2-3</td> <td>1</td> <td>12-14</td> <td>6</td> </tr> <tr> <td>4-5</td> <td>2</td> <td>15-17</td> <td>7</td> </tr> <tr> <td>6-7</td> <td>3</td> <td>18-20</td> <td>8</td> </tr> </tbody> </table> </p>	HD	CR	HD	CR	½	1/6	8-9	4	1	1/3	10-11	5	2-3	1	12-14	6	4-5	2	15-17	7	6-7	3	18-20	8	<p>Keeps all natural weapons that do not require flesh. Cannot fly, unless the base creature fly magically. Loses all skills & feats. Base Attack Bonus = HD / 2. Base Fortitude Save = HD / 3. Base Reflex Save = HD / 3. Base Will Save = 2 + HD / 2. Gain <u>Feat: Improved Initiative</u>. Gain Damage Reduction 5 / bludgeoning. Immune to Cold. Gains the following abilities based on its size: <table border="1"> <thead> <tr> <th></th> <th>Natural</th> <th>Claw</th> <th></th> <th>Natural</th> <th>Claw</th> </tr> <tr> <th>Size</th> <th>Armor</th> <th>Dmg</th> <th>Size</th> <th>Armor</th> <th>Dmg</th> </tr> </thead> <tbody> <tr> <td>Fine</td> <td>+0</td> <td>1</td> <td>Large</td> <td>+2</td> <td>1d6</td> </tr> <tr> <td>Diminutive</td> <td>+0</td> <td>1</td> <td>Huge</td> <td>+3</td> <td>1d8</td> </tr> <tr> <td>Tiny</td> <td>+0</td> <td>1d2</td> <td>Gargantuan</td> <td>+6</td> <td>2d6</td> </tr> <tr> <td>Small</td> <td>+1</td> <td>1d3</td> <td>Colossal</td> <td>+10</td> <td>2d8</td> </tr> <tr> <td>Medium</td> <td>+2</td> <td>1d4</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> </p>		Natural	Claw		Natural	Claw	Size	Armor	Dmg	Size	Armor	Dmg	Fine	+0	1	Large	+2	1d6	Diminutive	+0	1	Huge	+3	1d8	Tiny	+0	1d2	Gargantuan	+6	2d6	Small	+1	1d3	Colossal	+10	2d8	Medium	+2	1d4																	
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<p>Web Mummy (victim of a Tomb Spider, who protects its next and is the host for the next generation of Tomb Spiders) (MM4 p165)</p>	<p>Base creature's corpse wrapped in layers of web. Can be applied to any Corporeal Giant, Monstrous Humanoid, or Humanoid.</p>	<p>Becomes an Undead. Keep subtypes that are not based on alignment or race. Always Neutral Evil. Looses all class levels. Loses all skills & feats. Has d12 HD. Gains +3HD. Tremorsense 60' +9 Natural Armor bonus to AC (if greater than the base) Str +12 Dex +2 Con — Int — Wis +2 Cha -2 CR set by base creature's HD: <table border="1" data-bbox="630 737 883 884"> <thead> <tr> <th>HD</th> <th>CR</th> <th>HD</th> <th>CR</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td>4</td> <td>10-11</td> <td>8</td> </tr> <tr> <td>3-4</td> <td>5</td> <td>12-14</td> <td>9</td> </tr> <tr> <td>5-7</td> <td>6</td> <td>15-17</td> <td>10</td> </tr> <tr> <td>8-9</td> <td>7</td> <td>18-20</td> <td>11</td> </tr> </tbody> </table> </p>	HD	CR	HD	CR	1-2	4	10-11	8	3-4	5	12-14	9	5-7	6	15-17	10	8-9	7	18-20	11	<p>Land movement reduced by 10' (min 10'). Climb 20' Gain Feat: Toughness and Feat: Great Fortitude. Damage Reduction 3 / — Keeps all natural weapons & gains a Slam Attack. Immune to the effect of natural & magical webs. Vulnerable to Fire damage (+50% damage). Adhesive – weapons (including natural ones) that strike the Web Mummy become stuck to its body (RefNeg, DC is Strength-based). Pulling a weapon or limb free requires a Strength check (same DC as above). Broodswarm Host – when a Web Mummy of at least Small size is destroyed, a Tomb Spider Broodswarm(MM4 p164) is released and may act on the next round. Enraged – if the Tomb Spider that created the Web Mummy is destroyed, it gains a +2 bonus on attack & damage for 10 minutes Gains the following abilities based on its size: <table border="1" data-bbox="938 688 1354 884"> <thead> <tr> <th colspan="2">Slam</th> <th colspan="2">Slam</th> </tr> <tr> <th>Size</th> <th>Dmg</th> <th>Size</th> <th>Dmg</th> </tr> </thead> <tbody> <tr> <td>Fine</td> <td>1</td> <td>Large</td> <td>1d8</td> </tr> <tr> <td>Diminutive</td> <td>1d2</td> <td>Huge</td> <td>2d6</td> </tr> <tr> <td>Tiny</td> <td>1d3</td> <td>Gargantuan</td> <td>2d8</td> </tr> <tr> <td>Small</td> <td>1d4</td> <td>Colossal</td> <td>4d6</td> </tr> <tr> <td>Medium</td> <td>1d6</td> <td></td> <td></td> </tr> </tbody> </table> </p>	Slam		Slam		Size	Dmg	Size	Dmg	Fine	1	Large	1d8	Diminutive	1d2	Huge	2d6	Tiny	1d3	Gargantuan	2d8	Small	1d4	Colossal	4d6	Medium	1d6																																		
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<p>Zombie (animated corpse) (MM p265)</p>	<p>Rotting corpse of the base creature. Can be applied to any Corporeal creature (other than an Undead) that has a skeletal system.</p>	<p>Becomes an Undead. Keep subtypes that are not based on alignment or race. Always Neutral Evil. Looses all class levels. Has d12 HD. Str +2 Dex -2 Con — Int — Wis 10 Cha 1 CR set by base creature's HD: <table border="1" data-bbox="630 1262 883 1451"> <thead> <tr> <th>HD</th> <th>CR</th> <th>HD</th> <th>CR</th> </tr> </thead> <tbody> <tr> <td>½</td> <td>1/8</td> <td>8-11</td> <td>3</td> </tr> <tr> <td>1</td> <td>1/4</td> <td>12-14</td> <td>4</td> </tr> <tr> <td>2-3</td> <td>½</td> <td>15-16</td> <td>5</td> </tr> <tr> <td>4-5</td> <td>1</td> <td>17-20</td> <td>6</td> </tr> <tr> <td>6-7</td> <td>2</td> <td></td> <td></td> </tr> </tbody> </table> </p>	HD	CR	HD	CR	½	1/8	8-11	3	1	1/4	12-14	4	2-3	½	15-16	5	4-5	1	17-20	6	6-7	2			<p>Keeps all natural weapons & gains a Slam Attack. If the base creature could fly, the zombie can still fly, but its maneuverability becomes 'clumsy'. Can only make a single Move Action or Attack Action each round. It can only do both by making a Charge. Loses all skills & feats. Base Attack Bonus = HD / 2. Base Fortitude Save = HD / 3. Base Reflex Save = HD / 3. Base Will Save = 2 + HD / 2. Gain Feat: Toughness. Gains the following abilities based on its size: <table border="1" data-bbox="938 1241 1471 1451"> <thead> <tr> <th colspan="2">Natural</th> <th colspan="2">Slam</th> <th colspan="2">Natural</th> <th colspan="2">Slam</th> </tr> <tr> <th>Size</th> <th>Armor</th> <th>Damage</th> <th>Size</th> <th>Armor</th> <th>Dmg</th> <th>Size</th> <th>Dmg</th> </tr> </thead> <tbody> <tr> <td>Fine</td> <td>+0</td> <td>1</td> <td>Large</td> <td>+3</td> <td>1d8</td> <td></td> <td></td> </tr> <tr> <td>Diminutive</td> <td>+0</td> <td>1d2</td> <td>Huge</td> <td>+4</td> <td>2d6</td> <td></td> <td></td> </tr> <tr> <td>Tiny</td> <td>+0</td> <td>1d3</td> <td>Gargantuan</td> <td>+7</td> <td>2d8</td> <td></td> <td></td> </tr> <tr> <td>Small</td> <td>+1</td> <td>1d4</td> <td>Colossal</td> <td>+11</td> <td>4d6</td> <td></td> <td></td> </tr> <tr> <td>Medium</td> <td>+2</td> <td>1d6</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table> </p>	Natural		Slam		Natural		Slam		Size	Armor	Damage	Size	Armor	Dmg	Size	Dmg	Fine	+0	1	Large	+3	1d8			Diminutive	+0	1d2	Huge	+4	2d6			Tiny	+0	1d3	Gargantuan	+7	2d8			Small	+1	1d4	Colossal	+11	4d6			Medium	+2	1d6					
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Common Undead

Common Undead Templates	Description	Stats	Other Effects
<p>Bodak (killed by contact with “absolute evil”, but sometimes remember their prior life for a few moments) (DR307 p38)</p>	<p>Skin turns gray and hair falls out. Expression is fixed with a look of terror and madness.</p> <p>May be applied to a 5+ HD Corporeal creature <u>except</u> for Constructs, Oozes, Plants, & Undead.</p>	<p>Becomes an Undead. Always Chaotic Evil. Has d12 HD. Gain a <u>Category 8</u> Slam attack Damage Reduction 15 / silver Str +2 Dex +4 Con — Int –4 (min 1) Wis +2 Cha +2 CR +4</p>	<p>Natural Armor bonus to AC improves by +3. Acid Resistance 10 Fire Resistance 10 Immune to Electricity Death Gaze – creatures within 30’ that are subjected to this Gaze Attack immediately die (FortNeg, DC is Charisma-based) and rises in one day as a Bodak. Sunlight Vulnerability – sunlight does 1hp per round and is avoided by Bodaks. Flashbacks – at the start of each encounter, there is a 5% chance that a Bodak will notice something about one opponent that reminds it of its prior life. The Bodak takes no actions for 1 round & then receives a –2 penalty on attack vs. that opponent.</p>
<p>Ghoulish (punishment for the act of cannibalism or a victim of another ghoul) (DR307 p41)</p>	<p>Similar to how it looked in life, but with decay, sharp teeth & claws, and the look of one starving.</p> <p>May be applied to a Giant, Humanoid, or Monstrous Humanoid with 4+ HD.</p>	<p>Becomes an Undead. Always Chaotic Evil. Has d12 HD. Str +2 Dex +4 Con — Int +2 Wis +4 Cha +6 CR +1</p>	<p>Natural Armor bonus to AC improves by +2. Turn Resistance +2 Gain one <u>Category 6</u> Bite attack and two <u>Category 3</u> Claw attacks. Paralysis – creatures that take damage from a Ghoul’s natural attack becomes Paralyzed for 1d6+2 minutes (FortNeg, DC is Charisma-based). Elves are immune to this ability. Create Spawn – a Giant, Humanoid, or Monstrous Humanoid killed by a Ghoul rise as a Ghoul (if up to 3 HD) or as a Ghoulish Creature (if 4+ HD) in 1d4 days.</p>
<p>Ghastly (punishment for the act of cannibalism or a victim of another ghast) (DR307 p42)</p>	<p>Similar to how it looked in life, but with decay, sharp teeth & claws, and the look of one starving. Also, it smells horrible.</p> <p>May be applied to a Giant, Humanoid, or Monstrous Humanoid with 7+ HD.</p>	<p>Becomes an Undead. Always Chaotic Evil. Has d12 HD. Str +2 Dex +4 Con — Int +2 Wis +4 Cha +6 CR +2</p>	<p>Natural Armor bonus to AC improves by +2. Turn Resistance +2 Gain one <u>Category 8</u> Bite attack and two <u>Category 4</u> Claw attacks. Stench – living creatures within 10’ of a Ghast become Sickened for 1d6+4 minutes (FortNeg, DC is Charisma-based). Any spells or abilities that slow or negate Poison apply to this ability. A Sickened creature receives –2 on attacks, damage, saves, skill checks & ability checks. Paralysis – creatures that take damage from a Ghast’s natural attack becomes Paralyzed for 1d6+4 minutes (FortNeg, DC is Charisma-based). Elves are immune to this ability. Create Spawn – a Giant, Humanoid, or Monstrous Humanoid killed by a Ghast rise as a Ghast (if up to 6 HD) or as a Ghastly Creature (if 7+ HD) in 1d4 days.</p>
<p>Mummified (embalmed bodies that move again) (LM p111)</p>	<p>Desiccated body that is wrapped in its funeral cloth. Smells of old herbs and dead flesh.</p> <p>May be applied to any Corporeal Giant, Humanoid, or Monstrous Humanoid.</p>	<p>Becomes an Undead (augmented). Always Lawful Evil. Damage Reduction 5 / — Str +8 Dex +4 Int –4 (min 1) Wis +4 Cha +4 Con — Level Adjustment +4 CR +3</p>	<p>Natural Armor bonus to AC of +10. Vulnerable to Fire (+50% damage). Land speed reduced by 10’ (min 10’). Gain a <u>Category 8</u> Slam attack. Despair – any creature seeing a Mummy is Paralyzed with fear for 1d4 rounds (WillNeg, DC is Charisma-based). A creature only needs to make a save against a given Mummy once per 24 hours. Any hit with a mummy’s natural attacks exposes the target to the supernatural disease Mummy Rot (FortNeg, DC is Charisma-based, incubation 1 minute, damage 1d6 Constitution & Charisma). Any magical healing on a creature suffering from Mummy Rot requires a Caster level check vs. DC 20. To cure the Mummy Rot itself, first <i>Break Enchantment</i> or <i>Remove Curse</i> must be cast (and succeed on a Caster level check vs. DC 20), and then use magical healing. A creature that dies from Mummy Rot shrivels away to sand.</p>

Intelligent Undead

Intelligent Undead Templates	Description	Stats	Other Effects																									
<p>Animus (a reward / punishment of the followers of Hextor. Used to lead other undead troops) (DR339 p45)</p>	<p>65% look as they did in life, but with weather & wrinkled skin. 10% look exactly the same as in life, while 25% are lich-like.</p>	<p>Become Undead (augmented) (i.e., do not recalculate BAB, Saves, or Skill points) Always Evil. HD change to d12's. Turn Resistance +4 DR 10 / magic Acid Resistance 20 Cold Resistance 20 Electricity Resistance 20 Fast Healing 5 Str +4 Con — Cha +2 Lvl +4 CR +2</p>	<p>Gains Alertness, Improved Initiative, & Lightning Reflexes feats. Command Undead, at will – may command 2xHD of Undead at one time. Stacks with any other Command Undead ability. Fear Touch – <i>Fear</i> at Animus' HD as a Touch Attack. <i>Greater Command</i> (“fall” only) – usable Charisma modifier times per day. Paralyzing Gaze – as a Standard Action, the Animus may attempt to Paralyze a creature looking in its direction (WillNeg, DC is Charisma-based). <i>Suggestion</i>, as a Free Action, only on creatures it has paralyzed. +4 Racial bonus on Listen, Sense Motive, & Spot check If the Animus is one of the 25% that look like a Lich, it receives a –4 penalty on Diplomacy, Disguise, & Gather Information checks, but gets a +4 bonus on Intimidate checks. Disease Vulnerability – unlike other Undead, an Animus suffers normally from diseases (it uses its Charisma modifier with its Fortitude save), though it is immune to Constitution damage.</p>																									
<p>Cauldron Spawn (corpses thrown into the evil artifact The Black Cauldron and boiled until they rise again) (DR340 p79)</p>	<p>Old-looking skeleton. Acquired Template that can be applied to any Living Corporeal Creature with an Intelligence of 6 or higher, up to Large size</p>	<p>Become Undead (augmented) (i.e., do not recalculate BAB, Saves, or Skill points) Always Neutral Evil Has d12 HD DR 5 / — SR 11 + ½ HD Dex +4 Con — Cha +4 CR +2</p>	<p>Unnerving Presence – Creatures within 30' are <u>Shaken</u> for 1d4+1 rounds (WillNeg, DC is Charisma-based). A creature need only make one save per 24 hours for a given Cauldron Spawn. Born of the Cauldron – if a Cauldron Spawn is 50 miles or more away from The Black Cauldron, it loses 2 points of Strength per day. Touching The Black Cauldron immediately restores the Strength. If The Black Cauldron is destroyed, all Cauldron Spawn are destroyed too. Treated as Mindless with regards to Enchantment spells, even though Cauldron Spawn keep their Intelligence score.</p> <table border="1"> <thead> <tr> <th></th> <th colspan="2">Natural</th> <th colspan="2">Natural</th> </tr> <tr> <th>Size</th> <th>Armor</th> <th>Claw</th> <th>Size</th> <th>Armor</th> </tr> </thead> <tbody> <tr> <td>Fine</td> <td>+2</td> <td>1</td> <td>Small</td> <td>+4</td> </tr> <tr> <td>Diminutive</td> <td>+2</td> <td>1</td> <td>Medium</td> <td>+6</td> </tr> <tr> <td>Tiny</td> <td>+2</td> <td>1d2</td> <td>Large</td> <td>+8</td> </tr> </tbody> </table>		Natural		Natural		Size	Armor	Claw	Size	Armor	Fine	+2	1	Small	+4	Diminutive	+2	1	Medium	+6	Tiny	+2	1d2	Large	+8
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<p>Death Knight (martial champions of evil) (MM2 p207) (3.5sup p31)+</p>	<p>Decayed body in its original equipment, but with dots of orange light for eyes Acquired Template that can be applied to any Evil Humanoid 6th level or higher.</p>	<p>Becomes an Undead. Has d12 HD. Natural Armor bonus +5 (if better than base creature). DR 15 / magic. SR 20 + 1 per level above 10th Str +4 Con — Wis +2 Cha +2 CR +3</p>	<p>Touch attack does (1d8 + Charisma modifier) Negative Energy damage (Will½) plus 1 point of Constitution damage (WillNeg). Charisma-base DC. Fireball, 1 / day. Half the damage is Divine. Charisma-based DC. <i>Fear</i>, to all within a 15' radius if they have 5HD or less. Charisma-based DC. 2x HD in Undead followers, attracted from the surrounding area. Summon a mount with ½ Death Knight's HD (often a Nightmare). If it is slain, must wait 1 year & 1 day for a replacement. Immune to Cold, Electricity, & Polymorph. Immune to Turning</p>																									
<p>Gravetouched Ghoul (when it rises from the grave, this ghoul was “blessed” by Doresain, Patron of Ghouls to be more powerful than the average ghoul) (LM p103)</p>	<p>Decaying skin pulled tightly over bones, with dirty claws. Acquired Template that can be applied to any Corporeal Aberration, Fey, Giant, Humanoid, or Monstrous Humanoid with an Intelligence and Charisma of at least 3.</p>	<p>Becomes an Undead. Always Chaotic Evil. Turn Resistance +2. Str +2 Dex +4 Con — Int +2 Wis +2 Cha +2 Lvl +2 CR +1</p>	<p>Gain one <u>Category 6</u> Bite attack and two <u>Category 4</u> claw attacks. Anyone bit is exposed to Ghoul Fever (incubation 1 day, damage 1d3 Con & Dex, FortNeg, DC is Charisma-based). Humanoids that die due to this disease rise as a Ghoul (or a Ghast if he/she had 4+ HD) the next night. Anyone hit with a Gravetouched Ghoul's Bite or Claw attack is Paralyzed for 1d4+1 rounds (FortNeg, DC is Charisma-based, Elves are immune). Gains Feat: <u>Multiattack</u>. Natural Armor bonus to AC improves by +2. Has a Diet Dependency of Flesh (see LM p8).</p>																									
<p>Necropolitan (result of the Ritual of Crucimigration, which changes the petitioner to one of the undead) (LM p114)</p>	<p>Normal looking, except for dry skin, pale eyes, etc. Acquired Template that may be applied to any Humanoid or Monstrous Humanoid</p>	<p>Becomes an Undead (augmented). Turn Resistance +2 Con —</p>	<p>Resist Control – +2 Profane bonus on Will saves to resist <i>Control Undead</i>. Loses 1 Level & 1,000 XP due to the Ritual of Crucimigration Unnatural Resilience – heals at the same rate as a living person does (i.e., based on level), though magical healing also function normally.</p>																									

Vampires

Vampire Templates	Description	Stats	Other Effects
<p>Vampire (creature of the night) (MM p252)</p>	<p>Paler, more feral versions of their original selves that do not create shadows or leave reflections. Acquired Template that can be applied to any Humanoid or Monstrous Humanoid.</p>	<p>Becomes an Undead (augmented). Always Evil. Natural Armor bonus improves by +6. Cold Resistance 10. Electricity Resistance 10. Turn Resistance +4. +8 Racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, & Spot checks. Str +6 Dex +4 Con — Int +2 Wis +2 Cha +4 CR +2</p>	<p>Gains a Slam Attack (1d6 if Medium-sized). The vampire’s Slam Attack & natural weapons are considered ‘magic’ for purposes of bypassing Damage Reduction. <u>Feats</u> Gains Alertness, Combat Reflexes, Dodge, Improved Initiative, & Lightning Reflexes, if it qualifies. <u>SA</u> Blood Drain – If pinning an opponent, the vampire can make a bite attack that does 1d4 Constitution damage each round & the vampire gains 5 temporary hp each round. Children of the Night – Once per day, the vampire can call forth 1d6+1 Rat Swarms, 1d4+1 Bat Swarms, or 3d6 Wolves. Calling the creatures is a Standard Action, they arrive in 2d6 rounds, and serve for up to 1 hour. <i>Dominate Person</i> as a Standard Action. The target must be within 30’ and meet the vampire’s gaze. DC is Charisma-based. Energy Drain – Once per round, the vampire may inflict two Negative Levels on an opponent hit by its Slam attack or natural weapons. The vampire gains 5 temporary hp. DC is Charisma-based. Create Spawn – Any foe slain by the vampire’s Blood Drain or Energy Drain abilities rises 1d4 days after burial as a Vampire Spawn or a Vampire (the later is only if the victim was killed by Blood Drain & had 5+ HD). The spawn is under the control of the creating vampire, who can control up to 2xHD of vampires & vampire spawn. Any excess or those release become “free willed vampires”. <u>SQ</u> <i>Polymorph</i>, as a Standard Action into a Bat, Dire Bat, Wolf, or Dire Wolf (does not regain hp). While in this form, the vampire loses its Dominate ability & Slam Attack. Lasts until sunrise if not ended sooner. Damage Reduction 10 / silver and magic. Fast Healing – 5 hp per round as long as the vampire has 1+ hp. If 0 hp or lower, automatically assumes Gaseous Form (where it takes no additional damage). The vampire has 2 hours to reach its coffin before being destroyed (can float up to 9 miles in 2hrs). Once in the coffin, it is Helpless for 1 hour & then the Fast Healing begins working again. <i>Gaseous Form</i> as a Standard Action. Fly at 20’ with Perfect maneuverability. <i>Spider Climb</i>, always on. <u>Weaknesses</u> Cannot enter an area that smells of garlic. Recoils from mirrors & strongly presented holy symbols (which requires a Standard Action by the presenter) & must stay 5’ away. Cannot cross running water under their own power unless the base creature had a natural swimming speed. Cannot enter a building unless invited by someone with the authority to do so. A vampire is sunlight is disoriented & can take only one Move or Attack Action. If still in sunlight the next round, it is destroyed. If a vampire is immersed in running water (& its base creature didn’t have a natural swim speed), it loses 1/3rd of its hp each round, & is destroyed on the 3rd round. Put into suspended animation if staked through the heart. Destroyed if its mouth is filled with holy wafers & then is decapitated.</p>

Vampire Templates	Description	Stats	Other Effects
<p>Savage Vampire (lives in the wild without a coffin (usually sleeping in a cave or under dirty water) and who hunts with other feral creatures) (DR348 p40)</p>	<p>Extremely feral & dirty versions of their original selves. Acquired Template that can be applied to any Fey, Giant, Humanoid, or Monstrous Humanoid.</p>	<p>Becomes an Undead (augmented). Always Evil. Has Scent special ability. Natural Armor bonus improves by +4. Acid Resistance 10. Cold Resistance 10. Fire Resistance 10. Turn Resistance +2. +8 Racial bonus to Hide, Intimidate, Listen, Move Silently, Search, Spot, & Survival checks. Str +6 Dex +4 Con — Cha +4 Lvl +6 CR +2</p>	<p>Gains a Slam Attack (1d6 if Medium-sized). The Savage Vampire's natural weapons are considered 'magic' for purposes of overcoming Damage Reduction. <u>Feats</u> Gains Alertness, Combat Reflexes, Run, & Track, if it qualifies. <u>SA</u> Blood Drain – If pinning an opponent, the Savage Vampire can make a bite attack that does 1d4 Constitution damage each round & the Savage Vampire gains 5 temporary hp each round. Children of the Wild – Once per day, the Savage Vampire can call forth 1d2 Brown Bears, 1d4 Medium Constrictor Snakes, 1d4 Crocodiles, 1d6+1 Rat Swarms, 1d4 Large Sharks, or 3d6 Hyenas. Calling the creatures is a Standard Action, they arrive in 2d6 rounds, and serve for up to 1 hour. Create Spawn – Any foe slain by the Savage Vampire's Energy Drain abilities rises in 1d4 hours as a Zombie under its creator's control. <u>SQ</u> Damage Reduction 10 / magic. Fast Healing – 3 hp per round as long as the Savage Vampire has 1+ hp. If 0 hp or lower, automatically assumes the form of a swift animal (keep track of any additional damage it takes). Once the Savage Vampire arrives in a safe, dark place, it becomes Helpless & heals 1 hp per hour until it gets back to 0 hp. Then the Fast Healing begins working again. Wild Shape – as a Druid of 10 + ½ HD (animals only). The animals look emaciated. <u>Weaknesses</u> A Savage Vampire is Sunlight is disoriented & can take only one Move or Attack Action. If still in sunlight the next round, it is destroyed. If a Savage Vampire is immersed in running water (& its base creature didn't have a natural swim speed), it loses 1/3rd of its hp each round, & is destroyed on the 3rd round. Put into suspended animation if staked through the heart. Destroyed if its mouth is filled with holy wafers & then is decapitated.</p>

Vampire Templates	Description	Stats	Other Effects
<p>Shadow Vampire (a hybrid of a Vampire and a Shadow) (DR348 p43)</p>	<p>Pale form that seems to flow out of the darkness. Acquired Template that can be applied to Humanoid or Monstrous Humanoid.</p>	<p>Becomes an Undead (augmented). Always Evil. Natural Armor bonus improves by +6. Cold Resistance 10. Electricity Resistance 10. Turn Resistance +4. +8 Racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, & Spot checks. Str +4 Dex +6 Con — Int +2 Wis +2 Cha +4 Lvl +10 CR +2</p>	<p>Gains a Slam Attack (1d6 if Medium-sized). The vampire's Slam Attack & natural weapons are considered 'magic' for purposes of bypassing Damage Reduction. <u>Feats</u> Gains Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, if it qualifies. <u>SA</u> Blood Drain – If pinning an opponent, the vampire can make a bite attack that does 1d4 Constitution damage each round & the vampire gains 5 temporary hp each round. <i>Dominate Person</i> as a Standard Action. The target must be within 30' and meet the vampire's gaze. DC is Charisma-based. Create Spawn – Any foe slain by the vampire's Blood Drain or Energy Drain abilities rises 1d4 days after burial as a Vampire Spawn or a Vampire (the later is only if the victim was killed by Blood Drain & had 5+ HD). The spawn is under the control of the creating vampire, who can control up to 2xHD of vampires & vampire spawn. Any excess or those release become "free willed vampires". Strength Drain – Once per round, the Shadow Vampire may inflict 1 point of Strength damage with its Slam attack. The vampire gains 5 temporary hp. Summon Shadows – Once per day, the Shadow Vampire can call forth 1d4+1 Shadows. Calling the creatures is a Standard Action, they arrive in 2d6 rounds, and serve for up to 1 hour. <u>SQ</u> <i>Darkness</i>, (Charisma modifier) times per day. Damage Reduction 10 / silver and magic. Fast Healing – 2 hp per round (5 hp per round if in shadows or darkness) as long as the vampire has 1+ hp. If 0 hp or lower, automatically assumes Shadow Form (where it takes no additional damage). The vampire has 2 hours to reach its coffin before being destroyed (can float up to 9 miles in 2hrs). Once in the coffin, it is Helpless for 1 hour & then the Fast Healing begins working again. <i>Shadow Form</i> as a Standard Action. Gain +4 Competence bonus on Escape Artist, Hide, & Move Silently checks, plus Concealment (suppressed by <i>Daylight</i>). <i>Shadow Jump</i> – as <i>Dimension Door</i> but from shadow to shadow, up to 100' per day (broken up as desired). <u>Weaknesses</u> Light Weakness – <i>Daylight</i> causes the Shadow Vampire act as if 'Sickened'. Receives a –2 penalty on saving throws to avoid light effects (including Flash Pellets). Cannot enter an area that smells of garlic. Recoils from mirrors & strongly presented holy symbols (which requires a Standard Action by the presenter) & must stay 5' away. Cannot cross running water under their own power unless the base creature had a natural swimming speed. Cannot enter a building unless invited by someone with the authority to do so. A vampire is sunlight is disoriented & can take only one Move or Attack Action. If still in sunlight the next round, it is destroyed. If a vampire is immersed in running water (& its base creature didn't have a natural swim speed), it loses 1/3rd of its hp each round, & is destroyed on the 3rd round. Put into suspended animation if staked through the heart. Destroyed if its mouth is filled with holy wafers & then is decapitated.</p>

Vampire Templates	Description	Stats	Other Effects																																								
<p>Terror Vampire (a vampire that prefers tricks & plot to combat, can ignore vampiric restriction (for a while) and has potent magical abilities) (DR348 p46)</p>	<p>Very similar to as it appeared in life. Acquired Template that can be applied to Humanoid or Monstrous Humanoid.</p>	<p>Becomes an Undead (augmented). Always Evil. Natural Armor bonus improves by +6. Cold Resistance 10. Fire Resistance 10. Turn Resistance +4. +8 Racial bonus to Bluff, Hide, Intimidate, Listen, Move Silently, Search, Sense Motive, & Spot checks. Dex +6 Con — Int +2 Wis +2 Cha +8 Lvl +10 CR +3</p>	<p>Gains a Slam Attack (1d6 if Medium-sized). The vampire's Slam Attack & natural weapons are considered 'magic' for purposes of bypassing Damage Reduction. <u>Feats</u> Gains Alertness, Improved Initiative, Lightning Reflexes, & Persuasive, if it qualifies. <u>SA</u> Blood Drain – If pinning an opponent, the vampire can make a bite attack that does 1d4 Constitution damage each round & the vampire gains 5 temporary hp each round. <i>Eyebite</i> as a Standard Action. The target must be within 30' and meet the vampire's gaze. DC is Charisma-based. Create Spawn – Any foe slain by the vampire's Blood Drain abilities rises 1d4 days after burial as a Vampire Spawn or a Vampire (the later is only if the victim was killed by Blood Drain & had 5+ HD). The spawn is under the control of the creating vampire, who can control up to 2xHD of vampires & vampire spawn. Any excess or those release become "free willed vampires". Wisdom Drain – Once per round, the Shadow Vampire may inflict 1d4 point of Wisdom damage with its Slam attack. The vampire gains 5 temporary hp. <u>SQ</u> Damage Reduction 10 / silver and magic. Fast Healing – 5 hp per round as long as the vampire has 1+ hp. If 0 hp or lower, automatically assumes Gaseous Form (where it takes no additional damage). The vampire has 2 hours to reach its coffin before being destroyed (can float up to 9 miles in 2hrs). Once in the coffin, it is Helpless for 1 hour & then the Fast Healing begins working again. <i>Gaseous Form</i> as a Standard Action. Fly at 20' with Perfect maneuverability. Spell-like Abilities. Usable 1/day (unless noted otherwise). DC's are Charisma-based: <table border="0" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;"><u>HD</u></th> <th style="text-align: left;"><u>Ability</u></th> <th style="text-align: left;"><u>HD</u></th> <th style="text-align: left;"><u>Ability</u></th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td><i>Dancing Lights</i>, 3/day</td> <td>11-12</td> <td><i>Fear</i>, 3/day</td> </tr> <tr> <td></td> <td><i>Ghost Sound</i>, 3/day</td> <td></td> <td><i>Phantasmal Killer</i></td> </tr> <tr> <td>3-4</td> <td><i>Cause Fear</i>, 3/day</td> <td>13-14</td> <td><i>Nightmare</i></td> </tr> <tr> <td></td> <td><i>Disguise Self</i>, 3/day</td> <td></td> <td><i>Seeming</i></td> </tr> <tr> <td>5-6</td> <td><i>Silent Image</i>, 3/day</td> <td>15-16</td> <td><i>Mirage Arcana</i></td> </tr> <tr> <td>7-8</td> <td><i>Displacement</i></td> <td>17-18</td> <td><i>Mislead</i></td> </tr> <tr> <td></td> <td><i>Misdirection</i></td> <td></td> <td><i>Programmed Image</i></td> </tr> <tr> <td>9-10</td> <td><i>Hallucinatory Terrain</i></td> <td>19+</td> <td><i>Project Image</i></td> </tr> <tr> <td></td> <td><i>Greater Invisibility</i>, 3/day</td> <td></td> <td></td> </tr> </tbody> </table> <i>Vampiric Repression</i> – able to suppress <u>all</u> of its Vampiric Advantages and Weaknesses (including sunlight) for (2x Charisma modifier) rounds per day (broken up as desired). <u>Weaknesses</u> Cannot enter an area that smells of garlic. Recoils from mirrors & strongly presented holy symbols (which requires a Standard Action by the presenter) & must stay 5' away. Cannot cross running water under their own power unless the base creature had a natural swimming speed. Cannot enter a building unless invited by someone with the authority to do so. A vampire is sunlight is disoriented & can take only one Move or Attack Action. If still in sunlight the next round, it is destroyed. If a vampire is immersed in running water (& its base creature didn't have a natural swim speed), it loses 1/3rd of its hp each round, & is destroyed on the 3rd round. Put into suspended animation if staked through the heart. Destroyed if its mouth is filled with holy wafers & then is decapitated.</p>	<u>HD</u>	<u>Ability</u>	<u>HD</u>	<u>Ability</u>	1-2	<i>Dancing Lights</i> , 3/day	11-12	<i>Fear</i> , 3/day		<i>Ghost Sound</i> , 3/day		<i>Phantasmal Killer</i>	3-4	<i>Cause Fear</i> , 3/day	13-14	<i>Nightmare</i>		<i>Disguise Self</i> , 3/day		<i>Seeming</i>	5-6	<i>Silent Image</i> , 3/day	15-16	<i>Mirage Arcana</i>	7-8	<i>Displacement</i>	17-18	<i>Mislead</i>		<i>Misdirection</i>		<i>Programmed Image</i>	9-10	<i>Hallucinatory Terrain</i>	19+	<i>Project Image</i>		<i>Greater Invisibility</i> , 3/day		
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Liches

Intelligent Undead Templates	Description	Stats	Other Effects
<p>Dry Lich (a divine spellcaster who turned itself into a dessert-based undead to gain immortality) (Sand p157)</p>	<p>Gaunt & skeletal whose empty eye-sockets burn with green points of light. Can be applied to any living creature that has reached 10th level of the Prestige Class ‘Walker in the Waste’ & who constructs the 5 Canopic Jars needed in the Sere Rite (Sand p94)</p>	<p>Becomes an Undead with the ‘augmented’ subtype. BAB, etc., are <u>not</u> recalculated. Must have a non-Good alignment Has d12 HD. Natural Armor bonus to AC improves by +5. +8 Racial bonus to Hide, Intimidate, Listen, Move Silently, Search, & Spot checks. Turn Resistance +6. Str +2 Con — Wis +4 Cha +2 Lvl +5 CR +3</p>	<p>Gain Damage Reduction 10 / (bludgeoning <u>and</u> magic). Gains Fast Healing 2 as long as it is in an arid environment (suppressed by water-based effects such as <i>Fog Cloud</i>, etc.). Immune to Dehydration, Heat, Polymorphing (unless cast by the Lich), and Mind-Affecting spells & abilities. Unholy Toughness – gains Charisma modifier (min 1) * HD extra hit-points. Water Weakness – normal water does the same damage as Holy Water to a Dry Lich. Aura of Despair – all creature within a 60’ radius of the Dry Lich become Shaken for 1d4 rounds (WillNeg, DC is Charisma-based) Whether or not is save is successful, a given creature may only be affected once by a given Dry Lich’s Aura of Despair per 24 hours. Desiccating Touch – a living creature struck by the Dry Lich’s touch attack takes 5d6 Desiccation damage (5d8 if a Plant creature of an Elemental with the ‘water’ subtype) (Fort½, DC = 15 + Wisdom modifier). Constitution Drain – a living creature struck by the Dry Lich’s touch attack takes 1d6 Constitution <u>Drain</u> (FortNeg, DC is Charisma-based). The Dry Lich gains 5 Temporary HP for each time a Drain is successful. Cannot be permanently slain until its Canopic Jars are destroyed.</p>
<p>Lich (a spellcaster who turned itself into an undead to gain immortality) (MM p166)</p>	<p>Gaunt & skeletal whose empty eye-sockets burn with crimson points of light. Can be applied to any Humanoid whose caster level is 11+ & has Phylactery (MM p168)</p>	<p>Becomes an Undead. Must have an Evil alignment Has d12 HD. Natural Armor +5. Turn Resistance +4. Con — Int +2 Wis +2 Cha +2 Lvl +4 CR +2</p>	<p>Gain Fear Aura – Creatures up to 4HD within 60’ are effected by <i>Fear</i>. A successful save protects the target for 24 hours. Gains a touch attack that does 1d8+5 negative energy damage (Will½) and <u>permanently</u> paralyzes the target (FortNeg). The paralysis can be removed by <i>Remove Paralysis</i>, <i>Remove Curse</i>, etc. If paralyzed, the target seems dead (Heal check vs. DC15 or Spot check vs. DC20 to tell otherwise). Gain Damage Reduction 15 / (bludgeoning <u>and</u> magic). Natural weapons count as ‘magic’ against a lich. Immune to Cold & Electricity. Immune to Polymorphing attacks & Mind-Affecting attacks. +8 Racial bonus to Hide, Listen, Move Silently, Search, Sense Motive, & Spot checks. Cannot be permanently slain until its Phylactery is destroyed.</p>
<p>Lichfiend (an evil outsider who turned itself into an undead) (LM p156)</p>	<p>Gaunt & skeletal whose empty eye-sockets burn with crimson points of light. Can be applied to any Evil Outsider that has at least 5 ‘at-will’ spell-like abilities, caster level of 11+ & <u>Feat: Craft Wondrous Item</u> (for creating the Phylactery).</p>	<p>Becomes an Undead. Must have an Evil alignment Has d12 HD. Natural Armor +5. Turn Resistance +4. Con — Int +2 Wis +2 Cha +2 Lvl +4 CR +2</p>	<p>Gain Fear Aura – Creatures up to 4HD within 60’ are effected by <i>Fear</i>. A successful save protects the target for 24 hours. Gains a touch attack that does 1d8+5 negative energy damage (Will½) and <u>permanently</u> paralyzes the target (FortNeg). The paralysis can be removed by <i>Remove Paralysis</i>, <i>Remove Curse</i>, etc. If paralyzed, the target seems dead (Heal check vs. DC15 or Spot check vs. DC20 to tell otherwise). Gain Damage Reduction 15 / (bludgeoning <u>and</u> good). Natural weapons count as ‘magic’ against a lich. Immune to Cold & Electricity. Immune to Polymorphing attacks & Mind-Affecting attacks. +8 Racial bonus to Hide, Listen, Move Silently, Search, Sense Motive, & Spot checks. Cannot be permanently slain until its Phylactery is destroyed.</p>

Kyuss' Undead

Kyuss' Undead Templates	Description	Stats	Other Effects
<p>Scion of Kyuss (a festering undead that exists to transfer the Worms of Kyuss that made it an undead to other living creatures until the whole world is worm-food) (DR321 p43)</p>	<p>Rotting corpse with green worms falling from its eye sockets and mouth. Can be applied to any Giant, Humanoid, or Monstrous Humanoid of up to Medium size with at least 9 HD –or– any Giant, Humanoid, or Monstrous Humanoid of Large size with at least 13 HD –or– any Giant, Humanoid, or Monstrous Humanoid of Huge size or greater.</p>	<p>Becomes an Undead. Becomes Chaotic Evil. Turn Resistance +4. Natural Armor improves +2 Fast Healing 5. Gains <u>Category 6 Slam</u> attack Gain <u>Feat: Alertness</u>. Gain <u>Feat: Toughness</u>. Str +8 Con — Int +2 Wis +2 Cha +6 CR +2</p>	<p>Create Spawn – any creature killed by a Scion of Kyuss rises as a Scion of Kyuss (if it qualifies) or a Spawn of Kyuss(MM2 p186) (if it does not qualify) in 1d4 days. Implant Worm – any creature hit by the Favored Spawn's natural attack, unarmed attack, a touch attack, or even a ranged attack with a 20' limit gets one Worm of Kyuss⁸ on its body. If this Worm is allowed to burrow into the creature's brain, the creature dies. Fear Aura – Creatures within 40' are effected by <i>Fear</i> (DC = 14 + Charisma modifier). A successful save protects the target for 24 hours. Worm Expulsion, 1/day – all creatures within 20' burst end up with 2d4 Worms of Kyuss on their bodies.</p>
<p>Spawn of Kyuss, Favored (a festering undead that exists to transfer the Worms of Kyuss that made it an undead to other living creatures until the whole world is worm-food) (DR336 p64)</p>	<p>Rotting corpse with green worms falling from its eye sockets and mouth. Can be applied to any Living Corporeal creature.</p>	<p>Becomes an Undead. Becomes Chaotic Evil. Turn Resistance +3. Fast Healing 5. Gain <u>Feat: Improved Unarmed Strike</u>. Damage Reduction 5 / silver. Str +4 Con — Int +2 Wis +2 Cha +2 CR +2 (up 9HD) –or– +3 (10HD+)</p>	<p>Create Spawn – any creature hit by the Favored Spawn's natural attack, unarmed attack, a touch attack, or even a ranged attack with a 10' limit gets one Worm of Kyuss⁸ on its body. If this Worm is allowed to burrow into the creature's brain and kill it, the victim rises as a Spawn of Kyuss(MM2 p186) (but <u>not</u> a Favored Spawn of Kyuss) 1d6 + 4 rounds later. Fear Aura – Creatures within 40' are effected by <i>Fear</i> (DC = 14 + Charisma modifier). A successful save protects the target for 24 hours. Foul Embrace – a Favored Spawn may inflict 2d6 Worms of Kyuss on a Helpless victim. This acts like 'Create Spawn', but the resulting creature is a Favored Spawn of Kyuss. Kyuss' Gift – a creature who strikes the Favored Spawn with a Natural or Unarmed attack contract's the supernatural disease "Kyuss' Gift" (FortNeg DC12). Incubation 1 day, 1d6 Con damage, 1d4 Wisdom damage, half benefit from natural & magical healing (though it can be cured with <i>Remove Disease</i>). If the Favored Spawn has 10 or more HD, it gains the following: Infested Skin – a creature who strikes the Favored Spawn with a Natural attack, an Unarmed attack, a Light weapon, or who shares a square with the Favored Spawn (i.e., Grapple, Bull Rush, Tumble through, etc.) ends up with one Worm of Kyuss on his/her body (RefNeg, DC is unlisted). Noxious Breath – All creatures in a 15' Cone are Nauseated for 1d4 rnds (FortNeg). Standard Action, usable every 1d4 rnds. Wormburst, 1/day – all creatures within 10' burst end up with 1d6 Worms of Kyuss on their bodies (RefNeg). Damage Reduction 10 / silver.</p>

⁸ Worm of Kyuss – Fine Vermin with AC 10 & 1 hp. On its action, the Worm burrows into the skin of a creature it is in contact with that has Natural Armor of +4 or less. For 1d4+1 rounds, it burrows through its host's body (doing 1hp per round). While burrowing, the Worm can be killed with *Remove Curse* or *Remove Disease*. *Dispel Evil* or *Neutralize Poison* delays its progress for 10d6 minutes. Also, it can be removed with a Heal check vs. DC 20. Once the Worm finished burrowing, it is in the host's brain. The host takes 1d2 Intelligence damage per round. During this time, the Worm can be killed with *Remove Curse* or *Remove Disease*. When he/she reaches 0 Intelligence, the host dies, usually to rise as an Undead.

Incorporeal Undead

Incorporeal Undead Templates	Description	Stats	Other Effects
<p>Ghost (the spirit of a creature with unfinished business) (MM p117)</p>	<p>Translucent & often twisted with rage. Acquired Template that can be applied to any Aberration, Animal, Dragon, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Plant. The original form must have had a Charisma of 6 or higher.</p>	<p>Becomes an Undead (Incorporeal). Has d12 HD. Base creature's movement becomes the Ghost's Flying speed (min 30') with Perfect Maneuverability. +8 Racial bonus on Hide, Listen, Search & Spot checks. Turn Resistance of +4 Con — Cha +4 Lvl +5 CR +2</p>	<p>Natural Armor bonus to AC – remains if the Ghost is attacked in the Ethereal Plane. If the Ghost uses its 'Manifest' ability, its Natural Armor bonus become +0, but it gains a Deflection bonus equal to its Charisma modifier. Manifestation – the Ghost may coexist on both the Ethereal & Material Planes. It may attack as an Incorporeal creature, pass through walls & armor, etc. If 'destroyed', the Ghost rejuvenates itself in 2d4 days by making a Level check vs. DC 16. The Ghost can only be "put to rest" by resolving the dilemma that causes it to return in the first place. Gain 1 – 3 of the following abilities (DC is 10 + ½HD+Cha mod):</p> <ul style="list-style-type: none"> - Corrupting Gaze: gaze attack (max 30') does 2d20 hp damage & 1d4 Charisma damage (FortNeg). - Corrupting Touch – 1d6 touch attack - Draining Touch – 1d4 damage to a random ability score & the Ghost heals 5hp. - Frightful Moan – All living creatures within 30' are <u>Panicked</u> for 2d4 rounds (WillNeg). - Horrific Appearance – Any creature within 60' that sees the Ghost takes 1d4 Strength damage + 1d4 Dexterity damage, + 1d4 Constitution damage (FortNeg) - Malevolence – <i>Magic Jar</i>, DC 15 + Cha modifier. - Telekinesis – <i>Telekinesis</i>, once per 1d4 rounds.
<p>Ghost Brute (the mount, pet, companion, or fellow victim of a Ghost) (LM p102)</p>	<p>Translucent & often twisted with rage. Acquired Template that can be applied to any Animal, Dragon, Magical Beast, or Plant. The original form must have had a Charisma of <u>8 or lower</u>.</p>	<p>Becomes an Undead (Incorporeal). Has d12 HD. Base creature's movement becomes the Ghost's Flying speed (min 30') with Perfect Maneuverability. +8 Racial bonus on Hide, Listen, Search & Spot checks. Turn Resistance of +2 Con — Cha +8 Lvl +5 CR +2</p>	<p>Natural Armor bonus to AC – remains if the Ghost Brute is attacked in the Ethereal Plane. If the Ghost uses its 'Manifest' ability, its Natural Armor bonus become +0, but it gains a Deflection bonus equal to its Charisma modifier. Manifestation – the Ghost Brute may coexist on both the Ethereal & Material Planes. It may attack as an Incorporeal creature, pass through walls & armor, etc. If 'destroyed', the Ghost Brute rejuvenates itself in 2d4 days by making a Level check vs. DC 16. The Ghost can only be "put to rest" by resolving the dilemma that causes it to return in the first place. Gain 1 of the following abilities (DC is 10 + ½HD+Cha mod):</p> <ul style="list-style-type: none"> - Bloodcurdling Howl: Creatures within 30' are Frightened for 2d4 rounds (WillNeg). Creatures more than 30' away, but less than 300' are Shaken for 2d4 rounds (WillNeg). A successful save makes a creature immune to the Ghost Brute's Bloodcurdling Howl for 24 hours. This is a sonic, necromantic, mind-affecting fear effect that is activated as a Standard Action. - Corrupting Touch – 1d4 touch attack - Loom – for a total of 10 minutes per day, the Ghost Brute can appear to be two size categories larger than it actually is, granting it a +4 Circumstance bonus on Bluff & Intimidate checks. - Slavering Doom – The drool from the Ghost Brute's mouth does 1d6 Negative Energy damage to creatures in the Material and Ethereal planes. The damage is added to Ethereal Bite attacks. In the Material plane, the damage is done with a Melee Touch attack or a Ranged Touch attack to an adjacent foe.

Incorporeal Undead Templates	Description	Stats	Other Effects																												
<p>Spectral (spirit of a non-Humanoid creature slain by a Spectre) (DoF p109)</p>	<p>Pale, translucent version of the slain creature</p> <p>Acquired Template that can be added to any Aberration, Animal, Dragon, Giant, Magical Beast, or Monstrous Humanoid with an 8+ Charisma.</p>	<p>Become Undead (incorporeal), but do not recalculate BAB, Saves, or Skill points.</p> <p>Becomes Lawful Evil</p> <p>Has d12 HD.</p> <p>Fly 80' / Perfect</p> <p>Loses Natural Armor bonus to AC.</p> <p>Gain a Deflection bonus to AC equal to the creature's Charisma modifier (min +1).</p> <p>Turn Resistance of +2</p> <p>Str —</p> <p>Dex +6</p> <p>Con —</p> <p>Int +4</p> <p>Wis +4</p> <p>Cha +4</p> <p>CR +3</p>	<p>Gains the following abilities based on its size:</p> <table border="1" data-bbox="933 241 1421 420"> <thead> <tr> <th>Size</th> <th>Damage</th> <th>Size</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Fine</td> <td>1d2</td> <td>Large</td> <td>2d6</td> </tr> <tr> <td>Diminutive</td> <td>1d3</td> <td>Huge</td> <td>2d8</td> </tr> <tr> <td>Tiny</td> <td>1d4</td> <td>Gargantuan</td> <td>4d6</td> </tr> <tr> <td>Small</td> <td>1d6</td> <td>Colossal</td> <td>4d8</td> </tr> <tr> <td>Medium</td> <td>1d8</td> <td></td> <td></td> </tr> </tbody> </table> <p>Energy Drain – living creatures struck by the Spectral creature's Incorporeal Touch attack gain 2 Negative Levels. After 24 hours, the victim can purge each Negative Level with a Will save (DC is Charisma-based).</p> <p>Note: the Spectral creature gains 5 Temporary HP (10 in the case of a critical hit) that last for up to 1 hour each time its touch inflicts Negative Levels.</p> <p>Create Spawn – if the Spectral creature slays an Aberration, Animal, Dragon, Giant, Magical Beast, or Monstrous Humanoid, it rises after 1d4 rounds as a Spectral creature under its killer's control. If a Humanoid is slain, it rises after 1d4 rounds as a Spectre(MM p232). A Spectral creature controls its spawn, up to twice its HD. All excess are freed in order of creation.</p> <p>Unnatural Aura – all Animals panic if within 30' of a Spectral creature.</p> <p>Powerless in Sunlight – in <u>natural</u> sunlight, a Spectral creature may only take one Move Action each round.</p>	Size	Damage	Size	Damage	Fine	1d2	Large	2d6	Diminutive	1d3	Huge	2d8	Tiny	1d4	Gargantuan	4d6	Small	1d6	Colossal	4d8	Medium	1d8						
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<p>Suel Lich (the spirit of an arcane caster that possesses and consumes bodies as part of its quest for immortality) (DR339 p58)</p>	<p>In Incorporeal form, it is a spirit made from black fire.</p> <p>When possessing a body, the eyes are like black flame and it ages quickly.</p> <p>Can be applied to any Humanoid whose Arcane caster level is 15+</p>	<p>Become Undead (incorporeal), but do not recalculate BAB, Saves, or Skill points.</p> <p>Must have an Evil alignment</p> <p>Has d12 HD.</p> <p>Fly 40' / Perfect</p> <p>+4 Racial bonus on Listen, Search & Sense Motive, & Spot checks.</p> <p>Turn Resistance of +4</p> <p>Spell Resistance 10 + HD</p> <p>Str —</p> <p>Con —</p> <p>Int +2</p> <p>Wis +2</p> <p>Cha +2</p> <p>Lvl +5</p> <p>CR +2</p>	<p>Gain Fear Aura – Creatures up to 2HD within 60' die from Fear on a failed Will save or are paralyzed for 1d10 minutes on a successful one (DC is Charisma-based). A successful save protects the target for 24 hours.</p> <p>Gains a touch attack that does 1d8+5 damage (½ Fire & ½ Negative Energy) and paralyzes the target for 1d10 minutes (FortNeg). The paralysis can be removed by <i>Remove Paralysis</i>, <i>Remove Curse</i>, etc.</p> <p>Malevolence – <i>Magic Jar</i>, DC 15 + Cha modifier. On a failed save, the target is dead and the Suel Lich claims its body. The target can only be restored with a <i>Wish</i> or a <i>Miracle</i>. Body ages at 3x its normal rate. If the Suel Lich leaves or is forced out of the body, it cannot return. It must find a new body within 1 hour or it is destroyed.</p> <p>When possessing a body, +5 Natural Armor bonus to AC.</p> <p>When not possessing a body, +(Cha mod (min 1)) Deflection bonus to AC,</p> <p>Gain Damage Reduction 15 / magic. Natural weapons count as magic against the Suel Lich.</p> <p>Immune to Cold & Electricity.</p> <p>Immune to Polymorphing attacks & Mind-Affecting attacks.</p>																												
<p>Umbral (whereas Humanoids can become Shadows, other types of creatures become Umbral) (LM p129)</p>	<p>Like a shadow of the original creature, but it is sentient and it hungers...</p> <p>Acquired Template that can be added to any Aberration, Dragon, Giant, Magical Beast, or Monstrous Humanoid with a Charisma of 8 or higher.</p>	<p>Become Undead (incorporeal) Always Chaotic Evil.</p> <p>Has d12 HD.</p> <p>Fly 40' / Perfect</p> <p>Turn Resistance of +2</p> <p>Str —</p> <p>Dex +4</p> <p>Con —</p> <p>Int –4 (min 1)</p> <p>Wis +2</p> <p>Cha +2</p> <p>CR +2 (or CR +3 if Huge+)</p>	<p>Recalculate Base Attack Bonus and Base Save bonuses as an Undead of the same HD.</p> <p>Loses Natural Armor bonus to AC.</p> <p>Gain a Deflection bonus to AC equal to the creature's Charisma modifier (min +1).</p> <p>Gains the following abilities based on its size:</p> <table border="1" data-bbox="933 1585 1421 1795"> <thead> <tr> <th colspan="2">Strength</th> <th colspan="2">Strength</th> </tr> <tr> <th>Size</th> <th>Damage</th> <th>Size</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Fine</td> <td>1d2</td> <td>Large</td> <td>1d8</td> </tr> <tr> <td>Diminutive</td> <td>1d2</td> <td>Huge</td> <td>2d6</td> </tr> <tr> <td>Tiny</td> <td>1d3</td> <td>Gargantuan</td> <td>3d6</td> </tr> <tr> <td>Small</td> <td>1d4</td> <td>Colossal</td> <td>4d6</td> </tr> <tr> <td>Medium</td> <td>1d6</td> <td></td> <td></td> </tr> </tbody> </table> <p>Create Spawn – if the Umbral Creature drains a Humanoid to 0 Strength, it dies and then rises after 1d4 rounds as a Shadow under its killer's control.</p> <p>Has Inescapable Craving for Strength (see LM p8).</p>	Strength		Strength		Size	Damage	Size	Damage	Fine	1d2	Large	1d8	Diminutive	1d2	Huge	2d6	Tiny	1d3	Gargantuan	3d6	Small	1d4	Colossal	4d6	Medium	1d6		
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Class-Based Undead

<u>Class-Based Undead Templates</u>	Description	Stats	Other Effects
<p>Huecuva (an undead creature created from a cleric, druid, paladin, or monk who failed in its vows) (FF p94) (3.5sup p24)+</p>	<p>Skeleton wearing its tattered vestments & vague memories of its previous life.</p> <p>Acquired Template that can be applied to any Humanoid with at least one level of Cleric, Druid, Paladin, or Monk..</p>	<p>Becomes an Undead. Has d12 HD. Always Evil. Natural Armor bonus improves by +4. Turn Resistance +2 Str +2 Con — Int -6 Wis +2 Cha +2 CR +2</p>	<p>Gains a Slam Attack (<u>Category 6 damage</u>).</p> <p><u>SA</u> All natural attacks expose the target to the disease Huecuva Blight (incubation 1 day, 1d2 Strength & 1d2 Constitution).</p> <p><u>SQ</u> Gain <u>Feat: Toughness</u>. Damage Reduction 10 / silver. Divine Conversion: Cleric – Huecuva that have levels of Cleric replace their prior domains Death & Evil and always Rebuke / Command Undead. Divine Conversion: Paladin – Huecuva that have levels of Paladin replace those class abilities with abilities listed in the ‘Fallen Paladin’ table of the Blackguard Prestige Class(DMG p181).</p>
<p>Swordwraith (a warrior who continues to battle even after death) (FF p174) (3.5sup p24)+</p>	<p>Slightly insubstantial versions of their original selves in battered equipment & whose eyes glow in the dark.</p> <p>Acquired Template that can be applied to any Humanoid or Monstrous Humanoid with at least one level of Fighter.</p>	<p>Becomes an Undead. Always Lawful Evil. Has d12 HD. Turn Resistance +2. +4 Racial bonus to Hide & Move Silently checks. Con — CR +2</p>	<p>Gain <u>Feat: Alertness</u> and <u>Feat: Iron Will</u>.</p> <p><u>SA</u> In addition to normal damage, melee weapon does 1 Strength Damage on each hit.</p> <p><u>SQ</u> Damage Reduction 10 / magic and slashing.</p>
<p>Trap Haunt (a rogue forever connected to the trap that killed him/her) (DR321 p32)</p>	<p>Thin mist that remains near the trap that killed it.</p> <p>Acquired Template that can be applied to any creature with at least one level of Rogue, which is slain by a Trap, and has a Charisma of 18+.</p>	<p>Becomes an Undead (incorporeal). Has d12 HD. Always Chaotic Evil. Gain Fly 30’ (perfect). Natural Armor bonus becomes +0. Gains a Deflection bonus to AC equal to its Charisma modifier. Turn Resistance +4 Con — Int 3</p>	<p>Bonded Trap – the Trap Haunt cannot move more than 30’ from the trap which slew it. If the Trap Haunt is brought to 0 hp and the Bonded Trap remains, the Trap Haunt reappears in 2d6 rounds at full HP. As long as the Trap Haunt is not at 0 hp, the Trap Haunt’s Charisma modifier is added to the Bonded Trap’s Hardness. If the Bonded Trap is destroyed, the Trap Haunt must still remain within 30’ of its prior locations, but it cannot use its Animate Trap ability any more and if brought to 0 hp, it is permanently destroyed.</p> <p>Incorporeal touch does 1d6 + Charisma modifier Cold damage –and– one Negative Level (which gives the Trap Haunt 5 hp of healing or Temporary HP).</p> <p>Animate Dead – creatures killed by the Trap Haunt’s Bounded Trap can be animated as Skeletons or Zombies as a Full Round Action. The Trap Haunt controls these Undead, though they may never be more than 30’ from the trap (no matter who controls them).</p> <p>Animate Trap – the Trap Haunt may set off or reset its Bounded Trap as a Full Round Action.</p> <p>Chill Aura – the Trap Haunt is under the effect of <i>Improved Invisibility</i> –or– all creatures within 30’ take 1d6 Cold damage per round (FortNeg, DC is Charisma-based). The Trap Haunt may switch between these abilities as a Standard Action.</p>

Environment-Based Undead

Environment-Based Undead Templates	Description	Stats	Other Effects
<p>Drowned One (a drowning victim who returns with a hatred of life) (DR106 p49)</p>	<p>Water-logged corpse. Acquired Template that can be applied to any Living Creature that does <u>not</u> have the Aquatic subtype.</p>	<p>Becomes an Undead (water). Has d12 HD. Always Chaotic Evil Land Speed reduced by ½ Swim speed is original Land Speed –or– original Swim speed +10' Natural Armor bonus improves by +4 Turn Resistance +4 Cold Resistance 10 Fire Resistance 10 Gain Feat: Blind-Fight Str +6 Con — Dex –4 (min 3) Wis +4 Lvl +3 CR +1</p>	<p>Gains a Slam Attack (Category 4 damage). SA Disease – all natural & weapon attacks expose the target to the supernatural disease Bluerot (incubation 1 minute, 1d8 Strength (when Strength is 0, 1d6 Constitution)). Nauseating Appearance — creatures within 20' who can see the Drowned One are Nauseated (FortNeg, DC is Charisma-based). Save must be retried each round. SQ Deep Water Adaptation – immune to water pressure damage. Electrical Vulnerability – +50% damage from Electricity. Hivemind – telepathically communicates with other Drowned Ones within 1 mile. Soulsense, always on – As <i>Detect Undead</i>, but detects living creatures with an Intelligence of 3+ in a 60' Cone-shaped Emanation. Sunlight Powerlessness – if exposed to direct sunlight, a Drowned One may only take one Move Action per round to flee. 1' of water provides protection.</p>

Unusual Undead

Unusual Undead Templates	Description	Stats	Other Effects
<p>Living Wall (a wall of undead creatures that pulls in living victims and adds them to the wall, which keeps getting longer) (DR343 p50)</p>	<p>Looks like a normal wall (due to its 'Hidden' ability). Actually is a mass of twisted bodies forming a wall. Acquired Template that can be applied to any Corporeal Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Outsider, or Vermin of at least 4HD and a size between Small and Large.</p>	<p>Become Undead, but do not recalculate BAB, Saves, or Skill points. Becomes Medium-size. Keeps its original reach, but loses all other size-based bonuses. Always Evil. Has d12 HD. Natural Armor bonus is +5 or the base creature's Natural Armor bonus (whichever is higher). +4 Racial bonus to Listen & Spot checks. DR 5 / — Gains a 1d6 Slam attack. All movement becomes 0'. Str +4 Dex — Con — Cha +4 CR +1</p>	<p>Absorb – the Living Wall can absorb a Pinned or Helpless creature of up to Large-size on its turn. The absorbed creature is Helpless and begins to suffocate. The creature can be freed by slaying the Living Wall that absorbed it, but it takes ½ damage from all attacks on the wall while inside it. Upon the creature's death, one of the following occurs: 1. If less than 4HD or less than Small-size, the creature's body is digested, healing the Living Wall by ½ the creature's normal hit-points. 2. If a Construct, Elemental, Ooze, Plant, or Undead, the creature is expelled. 3. Otherwise, the creature has the Living Wall Template applied to it & it appears adjacent to the Living Wall that created it, pushing the other sections of wall out 5' Improved Grab – if the Living Wall hits with a Natural Attack, it may start a Grapple Check as a Free Action without provoking an Attack of Opportunity. If successful, the creature is pulled into the Living Wall's square (since it cannot move). Many Arms – +4 Circumstance bonus on Grapple checks. Sickening Wounds – living creatures adjacent to a Living Wall are Nauseated for 1d4 rounds (FortNeg, DC is Charisma-based). Amalgam – a contiguous line of Living Walls is treated as a single creature or multiple creatures, whichever is to its benefit. For example, in order to Turn a Living Wall, a Cleric would have to affect the total HD of all contiguous sections. On the other hand, a Disintegrate would only affect one 5' section. In addition, all sections can act independently, but may communicate telepathically with each other. Hidden – unless a creature is adjacent to the Living Wall, an effect analogous to <i>Disguise Self</i> makes it look like a normal wall. Immovable – a Living Wall cannot be move, bull rushed, overrun, tripped, Tumbled through, etc., though it may be scaled with a Climb check vs. DC 20 (and lots of Attacks of Opportunity).</p>

<u>Unusual Undead Templates</u>	Description	Stats	Other Effects
<p>Necromental (apparently, even the elemental can “die”) (LM p113)</p>	<p>An elemental that looks broken and malicious. Acquired Template that can be applied to any Elemental.</p>	<p>Becomes an Undead. Always Neutral Evil. Has d12 HD. Natural Armor bonus to AC improves by +2. Con — Int 1 Wis 10 Cha 1 CR +1</p>	<p>Gains Feat: <u>Great Fortitude</u>. Energy Drain – any creature struck with a natural weapon of the Necromental gains a Negative Level (limit of once per round). The Necromental gains 5 Temporary HP (or 10 Temporary HP if it was a Critical Hit) which last up to 1 hour. The DC to remove the Negative level is 10 + ½ HD. Create Spawn – any Elemental slain by a Necromental’s Energy Drain attack rises as a Necromental 1d4 days later. Fast Healing 3, as long as the Necromental has at least 1 hp and is within 5’ of the element matching its subtype (i.e., fire for a Necromental with the Fire subtype, etc.).</p>

Templates for the Undead

Templates for Any Undead

Templates for Undead	Description	Stats	Other Effects																																																															
<p>Evolved (an undead that gains a greater connection to evil, negative energy, its deity, etc., gaining more and more abilities each time the connection improves) (LM p99)</p>	<p>Acquired Template that can be applied to an Undead with an Intelligence score</p> <p>Unlike most Templates, this one can be taken multiple times.</p>	<p>If Corporeal, Strength +2 & Natural Armor bonus to AC improves by +1.</p> <p>If Incorporeal, Deflection bonus to AC improves by +1.</p> <p>Fast Healing 3, as long as the Undead has at least 1 hp.</p> <p>Cha +2 Lvl +1 CR +1</p>	<p>Gain one of the following Spell-Like Abilities, usable 1/day. Caster level is the Evolved Undead's HD & the saves are Charisma-based.</p> <table border="1"> <thead> <tr> <th>d12</th> <th>Ability</th> <th>d12</th> <th>Ability</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Circle of Death</td> <td>7</td> <td>Greater Dispel Magic</td> </tr> <tr> <td>2</td> <td>Cloudkill</td> <td>8</td> <td>Greater Invisibility</td> </tr> <tr> <td>3</td> <td>Cone of Cold</td> <td>9</td> <td>Haste</td> </tr> <tr> <td>4</td> <td>Confusion</td> <td>10</td> <td>Hold Monster</td> </tr> <tr> <td>5</td> <td>Contagion</td> <td>11</td> <td>See Invisibility</td> </tr> <tr> <td>6</td> <td>Creeping Doom</td> <td>12</td> <td>Unholy Blight</td> </tr> </tbody> </table>	d12	Ability	d12	Ability	1	Circle of Death	7	Greater Dispel Magic	2	Cloudkill	8	Greater Invisibility	3	Cone of Cold	9	Haste	4	Confusion	10	Hold Monster	5	Contagion	11	See Invisibility	6	Creeping Doom	12	Unholy Blight																																			
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<p>Fleshvigor (an undead that heals by eating its victims) (DR315 p59)</p>	<p>Template that can be applied to any corporeal non-Skeletal Undead.</p> <p>As base creature, but has a larger mouth, more teeth, and often looks well fed</p>	<p>Natural Armor +2</p> <p>Gains a <u>Category 6</u> Bite attack (if it does not already have a better one)</p> <p>Str +2 Lvl +1 CR +1</p>	<p>Cannibalistic Healing – a Fleshvigor creature heals itself 5hp per Racial HD of the eating a creature's corpse. In addition, it gains Fast Healing 1 for 5 minutes after it finishes its meal.</p> <table border="1"> <thead> <tr> <th>Size of Corpse</th> <th>Time of Meal</th> </tr> </thead> <tbody> <tr> <td>2+ categories smaller</td> <td>Full Round Action</td> </tr> <tr> <td>1 category smaller</td> <td>5 Rounds</td> </tr> <tr> <td>Same size</td> <td>5 Minutes</td> </tr> <tr> <td>1+ categories larger</td> <td>Can't eat</td> </tr> </tbody> </table>	Size of Corpse	Time of Meal	2+ categories smaller	Full Round Action	1 category smaller	5 Rounds	Same size	5 Minutes	1+ categories larger	Can't eat																																																					
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<p>Nether Hound (undead modified to hunt) (DR322 p89)</p>	<p>Template that can be applied to any Corporeal Undead with an Intelligence of at least 3 & a non-Good alignment</p>	<p>Always Chaotic Evil</p> <p>Movement +10'</p> <p>Climb 20' (if not already greater)</p> <p>Acid Resistance 5</p> <p>Cold Immunity</p> <p>Electrical Resistance 10</p> <p>Fire Resistance 5</p> <p>Sonic Resistance 10</p> <p>Str +4 Dex -2 Int -2 Wis +2 Cha +2 CR +1</p>	<p>Gains each of the following feats: Improved Initiative, Run, Track +6 Racial bonus on Listen, Search, Spot, & Survival checks. Their Climb speed grants them a +8 Racial bonus on Climb checks.</p> <p>Attacks with Natural or Manufacturing weapons are treated as 'magic' for purposes of overcoming Damage Reduction.</p> <p>Gain the Scent special ability.</p> <p>Gain Low-Light Vision.</p> <p>Natural Armor +2</p> <p>Natural Attacks expose the target to the disease Demon Fever.</p> <p>Yowling – each round as a Free Action, the Nether Hound may Yowl. All creatures (except for Undead & Evil Outsiders) within 100' are Shaken (WillNeg, DC is Charisma-based) for as long as they are within 100' for the Nether Hound. On a successful save, the creature is immune to <u>that Nether Hound's</u> Yowling for 24 hours. This is a Sonic, Mind-Affecting, Fear effect.</p>																																																															
<p>Ravenous (always hungry) (DR319 p79)</p>	<p>Template that can be applied to Corporeal Undead.</p> <p>Has lots of sharp teeth (possibly too many for its original form)</p>	<p>Str +4 Dex +2 CR +1</p>	<p>Gains a <u>Category 6</u> Bite attack. If the creature already has a Bite attack, it does damage as if the creature was one Size Category larger (minimum <u>Category 6</u>).</p> <p>Gains Improved Grab special ability. On a successful Grapple check, it automatically does Bite damage.</p> <p>If Ravenous creature slays a living creature, it immediately starts eating it (WillNeg, DC15). While eating, the Ravenous creature loses its Dexterity bonus to AC & does not make Attacks of Opportunity.</p>																																																															
<p>Spell Stitched (an undead that has been augmented with magical runes that can cast Sorcerer spells) (CArc p162) (MM2 p215)(3.5sup p36)+</p>	<p>An undead whose exposed flesh / bones are covered with runes.</p> <p>Acquired Template that can be applied to any Corporeal Undead.</p> <p>Created by a Wizard or Sorcerer at the cost of 1,000 gp and 500 XP per point of Wisdom.</p>	<p>+2 Profane bonus on all saves</p> <p>+2 Turn Resistance (stacks).</p> <p>Gain Spell Resistance of 10 + Charisma modifier.</p> <p>Damage Reduction by HD:</p> <table border="1"> <thead> <tr> <th>HD</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>up to 3</td> <td>—</td> </tr> <tr> <td>4-11</td> <td>5 / magic or silver</td> </tr> <tr> <td>12+</td> <td>5 / magic & silver</td> </tr> </tbody> </table> <p>CR +1</p>	HD	DR	up to 3	—	4-11	5 / magic or silver	12+	5 / magic & silver	<p>Able to cast spells as a Sorcerer based on the Base Creature's Wisdom. Use the creature's HD as its Caster level. Spells must be from the schools of Conjunction, Evocation, & Necromancy.</p> <table border="1"> <thead> <tr> <th rowspan="2">Wisdom</th> <th colspan="6">Number of Spells 'Known' / Uses per Day</th> </tr> <tr> <th>1st</th> <th>2nd</th> <th>3rd</th> <th>4th</th> <th>5th</th> <th>6th</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>2 / 4</td> <td>- / -</td> <td>- / -</td> <td>- / -</td> <td>- / -</td> <td>- / -</td> </tr> <tr> <td>11-12</td> <td>2 / 4</td> <td>2 / 4</td> <td>- / -</td> <td>- / -</td> <td>- / -</td> <td>- / -</td> </tr> <tr> <td>13-14</td> <td>2 / 4</td> <td>2 / 4</td> <td>2 / 2</td> <td>- / -</td> <td>- / -</td> <td>- / -</td> </tr> <tr> <td>15-16</td> <td>2 / 4</td> <td>2 / 4</td> <td>2 / 2</td> <td>2 / 2</td> <td>- / -</td> <td>- / -</td> </tr> <tr> <td>17-18</td> <td>2 / 4</td> <td>2 / 4</td> <td>2 / 2</td> <td>2 / 2</td> <td>2 / 2</td> <td>- / -</td> </tr> <tr> <td>19+</td> <td>2 / 4</td> <td>2 / 4</td> <td>2 / 2</td> <td>2 / 2</td> <td>2 / 2</td> <td>1 / 1</td> </tr> </tbody> </table>	Wisdom	Number of Spells 'Known' / Uses per Day						1 st	2 nd	3 rd	4 th	5 th	6 th	10	2 / 4	- / -	- / -	- / -	- / -	- / -	11-12	2 / 4	2 / 4	- / -	- / -	- / -	- / -	13-14	2 / 4	2 / 4	2 / 2	- / -	- / -	- / -	15-16	2 / 4	2 / 4	2 / 2	2 / 2	- / -	- / -	17-18	2 / 4	2 / 4	2 / 2	2 / 2	2 / 2	- / -	19+	2 / 4	2 / 4	2 / 2	2 / 2	2 / 2	1 / 1
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Templates for Undead	Description	Stats	Other Effects																																																																								
Swarm-Shifter (some undead learn to how to disincorporate their bodies into swarms of insects, vermin, their component body parts, or even tomb dirt) (LM p124)	Acquired Template that can be applies to a Corporeal Undead with an Intelligence score.	Swarm Damage base on HD: <table border="1"> <thead> <tr> <th>HD</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>1–5</td> <td>1d6</td> </tr> <tr> <td>6–10</td> <td>2d6</td> </tr> <tr> <td>11–15</td> <td>3d6</td> </tr> <tr> <td>16–20</td> <td>4d6</td> </tr> <tr> <td>21+</td> <td>5d6</td> </tr> </tbody> </table> +10 bonus on Disguise check to act as a normal swarm. CR +1, if one Swarm Form CR +2, if two or more Swarm Forms	HD	Damage	1–5	1d6	6–10	2d6	11–15	3d6	16–20	4d6	21+	5d6	Disease & Poison DC's are Charisma-based. Normal Swarm traits, such as Distraction, apply. Fine & Diminutive swarms are immune to weapon damage. Tiny Swarms take ½ damage from Slashing & Piercing attacks. Wounding – take 1 hp per round (non-cumulative) until magically healed or receive a Heal check vs. DC 10. The swarms are still treated as Undead (not Animals, Vermin, etc.) <table border="1"> <thead> <tr> <th>Type</th> <th>Size</th> <th>Speed</th> <th>Other Move</th> <th>Misc.</th> </tr> </thead> <tbody> <tr> <td>Bats</td> <td>Dimin</td> <td>5'</td> <td>Fly 40'(good)</td> <td>Blindsense 20', Wounding</td> </tr> <tr> <td>Beetles</td> <td>Dimin</td> <td>30'</td> <td>Fly 10' (poor), Burrow 20'</td> <td>Tremorsense</td> </tr> <tr> <td>Centipedes</td> <td>Dimin</td> <td>20'</td> <td>Climb 20'</td> <td>Poison (1d4 Dex)</td> </tr> <tr> <td>Flies</td> <td>Fine</td> <td>—</td> <td>Fly 40' (perf)</td> <td>Disease (red ache)</td> </tr> <tr> <td>Leeches</td> <td>Dimin</td> <td>5'</td> <td>Swim 30'</td> <td>Tremorsense 30', Wounding</td> </tr> <tr> <td>Maggots</td> <td>Fine</td> <td>20'</td> <td>—</td> <td>Extend Nausea by 2d4 rounds</td> </tr> <tr> <td>Body Parts</td> <td>Tiny</td> <td>20'</td> <td>Fly 20' (poor)</td> <td>+1d6 damage</td> </tr> <tr> <td>Rats</td> <td>Tiny</td> <td>15'</td> <td>Climb 15'</td> <td>Scent, Disease (filth)</td> </tr> <tr> <td>Sand/Dirt</td> <td>Fine</td> <td>—</td> <td>Fly 60' (perf)</td> <td>—</td> </tr> <tr> <td>Scorpions</td> <td>Dimin</td> <td>20'</td> <td>—</td> <td>Poison (1d2 Con), Tremorsense 60'</td> </tr> <tr> <td>Spiders</td> <td>Dimin</td> <td>20'</td> <td>Climb 20'</td> <td>Poison (1d3 Str), Tremorsense 60'</td> </tr> </tbody> </table>	Type	Size	Speed	Other Move	Misc.	Bats	Dimin	5'	Fly 40'(good)	Blindsense 20', Wounding	Beetles	Dimin	30'	Fly 10' (poor), Burrow 20'	Tremorsense	Centipedes	Dimin	20'	Climb 20'	Poison (1d4 Dex)	Flies	Fine	—	Fly 40' (perf)	Disease (red ache)	Leeches	Dimin	5'	Swim 30'	Tremorsense 30', Wounding	Maggots	Fine	20'	—	Extend Nausea by 2d4 rounds	Body Parts	Tiny	20'	Fly 20' (poor)	+1d6 damage	Rats	Tiny	15'	Climb 15'	Scent, Disease (filth)	Sand/Dirt	Fine	—	Fly 60' (perf)	—	Scorpions	Dimin	20'	—	Poison (1d2 Con), Tremorsense 60'	Spiders	Dimin	20'	Climb 20'	Poison (1d3 Str), Tremorsense 60'
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Templates for Ghosts

Templates for Undead	Description	Stats	Other Effects
Ghost, Haunting (tied to a location, which it tries to keep to itself) (LM p151)	Template that can be applied to a Ghost associated with a location.	Usually have 'Frightful Moan' and/or 'Telekinesis' as its base Ghost abilities. CR +0	<i>Major Image</i> , at will. DC is Charisma-based. Used to scare off interlopers with images of bleeding walls, etc. <i>Suggestion</i> , 1/hour. DC is Charisma-based. If the save is successful, that creature cannot be targeted again for 24 hours.
Ghost, Sagacious (has time enough at last to catch up on its studies...) (LM p151)	Template that can be applied to a Ghost.	+4 Racial bonus on 1d4+1 Knowledge skills CR +0	Lore – as Bardic Knowledge. Check based on HD plus Charisma modifier.

Templates for Skeletons

Templates for Undead	Description	Stats	Other Effects
Skeleton, Electrical (always sheathed in sparks) (LM p162)	Template that can be applied to any Skeleton.	CR +½	Gain immunity to Electricity <u>Looses</u> immunity to Cold Natural attacks to +1d6 Electrical damage
Skeleton, Fiery (always sheathed in flames) (LM p162)	Template that can be applied to any Skeleton.	CR +½	Gain immunity to Fire <u>Looses</u> immunity to Cold Natural attacks to +1d6 Fire damage
Skeleton, Frost (always sheathed in frost) (LM p162)	Template that can be applied to any Skeleton.	CR +½	Natural attacks to +1d6 Cold damage
Skeleton, Nimble (surprisingly fast) (LM p162)	Template that can be applied to any Skeleton.	Dex +4 CR +½	Gains a Climb speed equal to its land speed
Skeleton, Soldier (remembers how to fight as a part of a team) (LM p162)	Template that can be applied to a Skeletal Giant, Humanoid, or similar creature	Gains <u>Feat: Combat Reflexes</u> & <u>Feat: Weapon Focus</u> CR +1	Cooperation – gains a +1 Circumstance bonus on attacks & AC for each Soldier Skeleton adjacent to it. If it flanks an opponent, it gains a +1 Circumstance bonus on attacks against that opponent.
Skeleton, Vicious (has a cruel claw attacks that it seems to enjoy using) (LM p162)	Template that can be applied to any Skeleton with a Claw attack.	Gains <u>Feat: Improved Critical (claw)</u> CR +1	Claw attack does damage as if it were one Size Category larger (see the description of the Skeleton Template for the table). Rend – if two (or more) Claws hit the same foe, he/she takes an additional 2 x Claw damage + ½ Strength modifier.

Templates for Vampires

Templates for Undead	Description	Stats	Other Effects
Vampire, Moonbane (so sensitive to light that the moon impedes it too) (LM p168)	Template that can be applied to any Vampire.	CR +0	In addition to being vulnerable to sunlight, this vampire is also negatively affected by moonlight. If in the light of the moon, it is <i>Slow'd</i> (WillNeg, DC is 15 on the full moon, otherwise 11).
Vampire, Persuasive (instead of having total control over one target, has persuasive control over many) (LM p170)	Template that can be applied to any Vampire.	CR +0	Looses <i>Dominate Person</i> ability. <i>Suggestion</i> at will. 30' range. Can affect multiple targets.
Vampire, Psychic (inflicts Wisdom Drain instead of Negative levels) (LM p170)	Template that can be applied to any Vampire.	CR +0	Looses <i>Energy Drain</i> ability. Wisdom Drain Attack – on a Touch or Slam attack, the target takes 1d6 Wisdom Drain (no save). For each point of Wisdom, the Vampire gains 5 Temporary HP for 1 hour. Usable 1/round. Wisdom Drain Aura – all living creatures within a 10' radius take 1 point of Wisdom Drain per round (WillNeg, DC is Charisma-based). Aura can be suppressed or restored as a Standard Action.
Vampire, Savage' (uses pack attacks instead of subtle tactics) (LM p170)	Template that can be applied to any Vampire.	Str +10 Dex +4 Int –2 Wis +2 CR +0	Looses <i>Dominate Person</i> ability. +8 Racial bonus on Hide, Jump, Listen, Move Silently, & Spot checks. Gains two Claw attacks that do the same damage as a normal Vampire's Slam attack plus 1 Negative level per hit.
Vampire, Swarmform (able to become a Swarm of Bats or Rats) (LM p170)	Template that can be applied to any Vampire.	CR +0	Instead of polymorphing into a Bat, Dire Bat, Wolf, or Dire Wolf, the Vampire can polymorph into a Swarm of Bats or a Swarm of Rats.

Templates for Zombies

Templates for Undead	Description	Stats	Other Effects
Zombie, Bloodthirsty (has a cruel claw attacks that it seems to enjoy using) (LM p173)	Template that can be applied to any Zombie.	Gains Feat: <u>Improved Critical (bite)</u> CR +1	Gains a Bite attack that does the same damage as its Slam attack. Blood Drain – if the Bloodthirsty Zombie makes a Critical Hit with its Bite attack on a living creature, it also does 1 point of Constitution damage.
Zombie, Diseased (infected with Filth Fever) (LM p173)	Template that can be applied to any Zombie.	CR +½	Disease – anyone hit by the Diseased Zombie's melee attack is exposed to Filth Fever, as is anyone who strikes the Diseased Zombie with an Unarmed or Natural Attack. Grappling with a Diseased Zombie results in a –4 penalty on the save.
Zombie, Fast (able to move as fast (if not faster!) than the base creature) (LM p173)	Template that can be applied to any Zombie.	+2 Dodge bonus to AC CR +½	+30' land movement (max 2x base creature's land speed). Also, the Fast Zombie can Run normally. Fast Zombies are <u>not</u> limited to one Standard Action per round, but are limited to one attack per round.
Zombie, Hunting (able to follow prey by smell) (LM p173)	Template that can be applied to any Zombie.	Wis 14 (instead of 10 like normal zombies) CR +½	Have the Scent special ability. +4 Racial bonus on Listen & Spot checks.
Zombie, Unkillable (the body keeps fixing itself) (LM p173)	Template that can be applied to any Zombie.	CR +1	Gains Feat: <u>Improved Toughness</u> , which grants +2hp per HD. Fast Healing 5.

Deathless

Deathless Template	Description	Stats	Other Effects
<p>Sacred Watcher (a virtuous person who dies while guarding someone, who comes back as a good spirit to continue guarding until the job is taken over by someone else who is worthy) (BoED p183)</p>	<p>Translucent image of its previous self, often formed of silver radiance.</p> <p>Can be applied to a Good-aligned Aberration, Animal, Dragon, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Plant.</p>	<p>Becomes a Deathless(BoED p157)</p> <p>Has d12 HD.</p> <p>Base creature's movement becomes the Ghost's Flying speed (min 30') with Perfect Maneuverability.</p> <p>+8 Racial bonus on Hide, Listen, Search & Spot checks.</p> <p>Turn Resistance of +4</p> <p>Con —</p> <p>Cha +4</p> <p>CR +2</p>	<p>Natural Armor bonus to AC – remains if the Sacred Watcher is attacked in the Ethereal Plane. If the Ghost uses its 'Manifest' ability, its Natural Armor bonus become +0, but it gains a Deflection bonus equal to its Charisma modifier (min +1).</p> <p>Manifestation – the Sacred Watcher may coexist on both the Ethereal & Material Planes. It may attack as an Incorporeal creature, pass through walls & armor, etc.</p> <p>If 'destroyed', the Sacred Watcher rejuvenates itself in 2d4 days by making a Level check vs. DC 16. The Sacred Watcher can only be "put to rest" by resolving the dilemma that causes it to return in the first place.</p> <p>Positive Energy Touch – 5 times per day, as part of its Incorporeal Touch Attack, the Sacred Watcher can inflict 2d8+5 hp of Positive Energy, which damages Undead. It can also use this power to heal the living (if it wishes).</p> <p>Always knows the status & location of the person it guards. Can <i>Scry</i> on the Ward at will and <i>Greater Teleport</i> to him/her when desired.</p>

Inflicted Templates

Templates that are applied to a creature, often without its agreement.

Half-Golems

A living creature who has one or more limbs replaced with Golem pieces.

Half-Golem Templates	Description	Stats	Other Effects
<p>Half-Golem – Brass (a creature that has one or more limbs replaced with animated brass. Must make a Will save or become a Construct) (MM2w) (3.5sup p33)+</p>	<p>One or more limbs replaced with those of a Brass Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor +11 DR 10 / adamantine Str +12 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +4</p>	<p>+2 Racial bonus to Fortitude saves. +5 Competence bonus on Survival checks for tracking by scent. Gains the Scent special ability. <i>Maze</i> at 15th, 1/day. The creature is able to enter its own “maze” to track the target. Immune to spells, spell-like abilities, & supernatural effects except - Electricity effects the creature as a <i>Slow</i> spell for 3 rounds. - Fire effects heals the creature 1hp per 3 damage & breaks any <i>Slow</i> effect.</p>
<p>Half-Golem – Clay (a creature that has one or more limbs replaced with animated clay. Must make a Will save or become a Construct) (MM2 p209) (3.5sup p34)+</p>	<p>One or more limbs replaced with those of a Clay Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor +7 DR 10 / adamantine & bludgeoning Str +8 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3</p>	<p>+2 Racial bonus to Fortitude saves. Berserk – when damaged in combat, goes berserk like a Barbarian Immune to Piercing & Slashing weapons. <i>Haste</i> for 3rnds, 1/day. Can only be used after 1 round of combat Immune to spells, spell-like abilities, & supernatural effects except - <i>Move Earth</i> does 3d12 damage & pushes it back 120’. - <i>Disintegrate</i> does 1d12 damage & effects the creature as a <i>Slow</i> for 1d6 rounds. - <i>Earthquake</i> does 5d10 damage & holds it in place for 1 round.</p>
<p>Half-Golem – Dragonflesh (a creature that has one or more limbs replaced with animated dragon flesh. Must make a Will save or become a Construct) (MM2w) (3.5sup p34)+</p>	<p>One or more limbs replaced with those of a Dragonflesh Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor bonus +7 DR 10 / adamantine Str +6 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3</p>	<p>+2 Racial bonus to Fortitude saves. Blindsight 60’. If wings are attached, the creature gains Fly 120’ (poor). For each Dragonflesh arm that has been added, the creature gains a <u>Category 4</u> Claw attack. When charging, attacking, or flying overhead, any creature seeing the Half-Golem who has fewer hit-dice than it must make a Will save vs. DC (10 + ½ hit-dice + ½ Charisma modifier) or be <u>Shaken</u> for 5d6 rounds. A successful save leaves the target immune to this effect for 1 day. Immune to spells, spell-like abilities, & supernatural effects except - Fire & Cold effects the creature as a <i>Slow</i> spell for 2d6 rounds - Electricity effects heals the creature 1hp per 3 damage & breaks any <i>Slow</i> effect.</p>
<p>Half-Golem – Flesh a creature that has one or more limbs replaced with animated flesh. Must make a Will save or become a Construct) (MM2 p209) (3.5sup p34)+</p>	<p>One or more limbs replaced with those of a Flesh Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor bonus +5 DR 5 / adamantine Str +6 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3</p>	<p>Berserk – when damaged in combat, goes berserk like a Barbarian Immune to spells, spell-like abilities, & supernatural effects except - Fire & Cold effects the creature as a <i>Slow</i> spell for 2d6 rounds - Electricity effects heals the creature 1hp per 3 damage & breaks any <i>Slow</i> effect.</p>
<p>Half-Golem – Iron (a creature that has one or more limbs replaced with animated iron. Must make a Will save or become a Construct) (MM2 p209) (3.5sup p34)+</p>	<p>One or more limbs replaced with those of an Iron Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor bonus +11 DR 15 / adamantine Str +12 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3</p>	<p>Able to exhale a 10’ cube of (1d4 Con / Death) poisonous gas every 1d4+1 rounds. Constitution-based DC. The gas persists for 1 round. Vulnerability to rust attacks, including <i>Rusting Grasp</i>. Immune to spells, spell-like abilities, & supernatural effects except - Electricity effects the creature as a <i>Slow</i> spell for 3 rounds. - Fire effects heals the creature 1hp per 3 damage & breaks any <i>Slow</i> effect.</p>

Half-Golem Templates	Description	Stats	Other Effects
<p>Half-Golem – Stained Glass (a creature that has one or more limbs replaced with animated stained glass. Must make a Will save or become a Construct) (MM2w) (3.5sup p34)+</p>	<p>One or more limbs replaced with those of a Stained Glass Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor +2 DR 10 / adamantine Str +2 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +2</p>	<p>+2 Racial bonus to Fortitude saves. +10 Competence bonus on Hide checks while standing motionless in a window frame. For each Stained Glass arm that has been added, the creature gains a <u>Category 4 Keen</u> claw attack. Gain Fast Healing 2. Immune to spells, spell-like abilities, & supernatural effects except - <i>Shatter</i> affects the creature normally. - <i>Mending</i> heals the creature 2d6 hp. - Sonic attacks affect the creature normally.</p>
<p>Half-Golem – Stone (a creature that has one or more limbs replaced with animated stone. Must make a Will save or become a Construct) (MM2 p209) (3.5sup p34)+</p>	<p>One or more limbs replaced with those of a Stone Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor +9 DR 10 / adamantine Str +10 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3</p>	<p><i>Slow</i> on 1 target within 10' for 7rnds (WillNeg DC13). Usable every 2 rounds. Immune to spells, spell-like abilities, & supernatural effects except - <i>Transmute Rock to Mud</i> effects the creature as a <i>Slow</i> spell for 2d6 rounds. - <i>Transmute Mud to Rock</i> fully heals the Half-Golem. - <i>Stone to Flesh</i> makes the Half-Golem vulnerable to normal attacks (including damage causing spells) for 1 round.</p>

Transformed

A living creature that has its body taken over.

Transformed Templates	Description	Stats	Other Effects										
<p>Captured One (a creature that has been captured by a Raggamoffyn, a Construct which takes over bodies) (MM2 p205) (3.5sup p31)+</p>	<p>Looks like the original creature, wearing mismatched clothes and/or armor Acquired Template that can be applied to an Animal, Giant, Humanoid, Vermin, or Monstrous Humanoid.</p>	<p>Becomes a 'Construct'. Use the Raggamoffyn's Strength, Dexterity, Wisdom, Initiative bonus, & base saving throw bonuses. Uses the Natural Armor bonus of the Raggamoffyn or the base creature, whichever is higher. CR +2</p>	<p>Base creature is under the control of the Raggamoffyn. The base creature & the Raggamoffyn maintain separate hit-point totals. Damage taken is split between the two. While joined, the Captured One benefits from Construct Traits (i.e., not subject to criticals, subdual damage, etc.). Gains Darkvision 60'.</p>										
<p>Half-Illithid (the result of placing an Illithid "tadpole" into a humanoid other than a Human (which make True Illithid)) (FF p90) (Und p90)</p>	<p>The base creature grows tentacles around its mouth and has rubbery skin. Template that can be added to any Humanoid, except a Human)</p>	<p>Becomes an 'Aberration'. Hit Die changes to d8. +1 improvement to Natural Armor Darkvision 60'. Spell Resistance of 10 + HD. Usually Evil Int +4 Wis +4 Cha +4 Lvl +5 CR +3</p>	<p>Looses its Bite attack (if any), but gain 4 Tentacle attacks (<u>Damage Category 4</u>). Has Improved Grab with its Tentacles. If it hits a creature its size or smaller with even one Tentacle, it begins a Grapple as a Free Action that does not generate an Attack of Opportunity. If it successfully gets a Hold, then it can attached the rest of its Tentacles with a single Grapple check. If all 4 Tentacles maintain a Hold for a Full Round, the target's brain is extracted & it dies immediately. Mind Blast, 1/day – All targets in a 40' Cone are Stunned for 1d4 rounds (WillNeg DC = 13 + Int modifier). Telepathy – can Communicate with any creature within 100' that has a language. If Int or Wis is 8+, can use the following abilities at least 1/day.</p> <table border="0"> <tr> <td>HD</td> <td>Ability</td> </tr> <tr> <td>1-2</td> <td><i>Detect Thoughts</i>, 3/day</td> </tr> <tr> <td>3-4</td> <td><i>Suggestion</i>, 3/day</td> </tr> <tr> <td>5-6</td> <td><i>Levitate</i>, 3/day</td> </tr> <tr> <td>7+</td> <td><i>Charm Monster</i>, 1/day</td> </tr> </table>	HD	Ability	1-2	<i>Detect Thoughts</i> , 3/day	3-4	<i>Suggestion</i> , 3/day	5-6	<i>Levitate</i> , 3/day	7+	<i>Charm Monster</i> , 1/day
HD	Ability												
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3-4	<i>Suggestion</i> , 3/day												
5-6	<i>Levitate</i> , 3/day												
7+	<i>Charm Monster</i> , 1/day												

Transformed Templates	Description	Stats	Other Effects
<p>Voidmind (creature whose brain was partially removed by three Mind Flayers, who then refilled its skull with Psionic Slime. The creature is now a slave for the Mind Flayers that created it, but still seems the same to those that knew it before) (MM3 p188)</p>	<p>The base creature looks normal, except for 4 tiny holes in its skull (usually covered). Template that can be added to any living Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Outsider whose size is from Tiny to Huge.</p>	<p>Creature type is unchanged. +4 improvement to Natural Armor Darkvision 60' Spell Resistance of 10 + HD Usually Lawful Evil Gains the following Feats: Alertness, Combat Reflexes, and Great Fortitude. +4 Racial bonus on Bluff, Escape Artist, & Intimidate checks. Str +4 Dex +2 Con +2 Int +2 Cha -2 Lvl +1 CR +3</p>	<p>Gains Damage Reduction 5 / magic Immunity to Acid, Mind-affecting Effects, Ability Damage, Ability Drain, & Energy Drain. Gain one Tentacle attacks with +5' reach. Tentacle is <u>Damage Category 6</u> and has Improved Grab (so it automatically starts a Grapple without provoking an Attack of Opportunity). It can grapple creatures up to its own size. The Voidmind has a +4 Racial bonus on Grapple checks. If the tentacle establishes a Hold, it Constricts (<u>Damage Category 6</u>). The tentacle can act independently, so the Voidmind may make its other attacks normally while it Constricts. Cone of Slime – Can shoot a 30' Cone of Acid Slime, 1/day as a Standard Action. Does 1d6 per HD Acid damage (max 20d6) (Ref½) –and– if takes damage, receives a -2 penalty on Will saves & is Stunned for 1d4+1 rounds (FortNeg). DC is Constitution-base. Mind Flayer Host – The three Mind Flayers that created the Voidmind have a bond with it: - always know where it is and if it is hurt - can use its senses as a Standard Action if it is within 5 miles - can use <i>Dominant Monster</i> (no save) on it any range. While using this ability, the Mind Flayer can use its own Psionics through the Voidmind's body.</p>

Recycled

A corpse that is being reused

Recycled Creature Templates	Description	Stats	Other Effects
<p>Yellow Musk Zombie (creature whose mind was drained by a Yellow Musk Creeper plant & now acts as its guard & emergency fertilizer supply, until it wanders off and grows a new Yellow Musk Creeper) (FF p190)</p>	<p>The base creature's skin turns yellow & sickly, its eyes are vacant, and it seems undead. Acquired Template that can be added to any living creature that would normally have Intelligence & a brain.</p>	<p>Becomes a 'Plant'. Hit Die changes to d8. Always Neutral +2 improvement to Natural Armor Int 2 Wis 10 Dex 10 CR +0</p>	<p>Always protects & nurtures the Yellow Musk Creeper plant that created it. Cannot move more than 100' from this plant during its initial 2 months, after which it can wander freely for up to 1d4 days before dropping dead. If the Creeper that created it dies, the Yellow Musk Zombie dies in two days unless restored with a <i>Regenerate</i> or <i>Heal</i> spell. Deaden Mind – Looses all memory of previous life, including class abilities, skills, & feats. If killed (or dies on its own), a new Yellow Musk Creeper grows from its corpse in 1 hour.</p>

Dragon-Specific Templates

Psychosis

Dragon Psychosis Templates	Description	Stats	Other Effects
Nameless (a Dragon so paranoid that it has removed every reference to itself, killed/out-lived anyone who knew it, has no friends, & has even forgotten its own name) (DR313 p75)	Seldom speaks, only goes out on the darkest of nights. Acquired Template that can be added to any True Dragon of at least Adult age.	–10 penalty to all Intelligence-based skills. +10 Racial bonus to Hide & Move Silently checks. CR –1 per 5 spell caster level lost –or– +1 if base creature had no spellcasting	Looses all spell-casting & spell-like abilities. <i>Nondetection</i> , always on at 20 th level. Immune to all Mind-Affecting Effects. If its name is spoken within a 100 mile radius, the Nameless dragon knows the direction & distance to the location where its name was said, though it forgets in 1 day if not acted upon. +5 Spell Resistance (min 15). The DC of any Bardic Knowledge, Gather Information, or Knowledge check to learn information about the Nameless dragon is equal to the dragon's new Spell Resistance.
Ravening (a Dragon who eat everything in sight, which gives it extra energy to breath more often & has excess energy oozing from its very body) (DR313 p77)	Always hungry, never stops hunting. Acquired Template that can be added to any True Dragon.	+2 DC to breath weapon. Str +4 Wis –4 CR +1, –1 per 4 Constitution points last due to hunger	May use its breath weapon for 3 consecutive rounds, then it must wait for 1d4 rounds before it can start again. Any creature that attacks the Ravening Dragon with a non-reach weapon takes 1d6 + 1 per Caster level (max 1d6+15) damage of the same type as the Dragon's breath weapon. Must eat its own size category in food <u>each day</u> . Each size category smaller counts as 1/4 th as much food. For example, a Huge Dragon must eat a Huge creature, 4 Large creature, 16 Medium creatures, etc., or a combination thereof. Each day it does not eat enough, the Dragon takes 1 point of Constitution <u>Drain</u> which is never restored except through magic. A hungry Ravening Dragon eats without any control.
Riddled (a Dragon who has become obsessed with puzzles, riddles, etc.) (DR313 p78)	Talks regularly, but seldom stays on one topic for long. Acquired Template that can be added to any True Dragon.	Always Lawful. Gains the 'lawful' subtype. Int +6 Wis –4 CR +0	+4 bonus on save vs. Mind-Affecting spells & effects. Although it casts spells as a Sorcerer, the Riddled Dragon's bonus spells & spell DC's are based on its Intelligence, not Charisma. Also, it loses one spell slot from each level. If an opponent succeeds in beating the Riddled Dragon in an opposed Knowledge check (in which it has taken ranks), the Dragon become lost in thought for 1d10 rounds, though a threat will break it out of its state. A Riddled Dragon must make 3 Intelligence checks vs. DC 20 to escape a <i>Maze</i> spell.
Spellhoarding (a Dragon obsessed with spells, whose knowledge of magic is not intuitive, but carefully learned. Such a Dragon behaves as a Wizard, using its own scales as its spellbook) (DR313 p79)	Scales are inscribed with magic runes. Acquired Template that can be added to any True Dragon whose Intelligence is at least 3 higher than the norm, at least one Caster level, and maximum ranks in Knowledge (arcana).	+5 Racial bonus on Spellcraft checks. Gains the Eschew Materials and Scribe Scroll feats. Int +2 Wis –4 CR +0	Memorizes and casts spells as a Wizard (instead of a Sorcerer). Instead of a spellbook, the Spellhoarding Dragon inscribes its spells on its own scales. These spells can also be used by the Dragon similarly to scrolls (which destroyed that inscription of the spell), up to (Caster level + Intelligence modifier) spells per day. Also, the Dragon can consume an inscribed spell to supply 20 XP or 100 gp of components to a spell. Spellcatching – the Spellhoarding Dragon readies to counter-spell, but with any spell of higher level with the same school or which has a descriptor in common. If successful, the Dragon expends a gems worth 100 gp per spell level (or consumes the appropriate amount of runes from its Spellhoard). If all steps are followed, the spell is counted and is added to the Dragon's Spellhoard.
Wandering (a sleepwalking Dragon, who cannot rest normally and is surrounded by an area of waking dreams) (DR313 p81)	A cloud of illusions with an unfocused Dragon in the middle Acquired Template that can be added to any True Dragon.	–10 Racial penalty to all Listen, Search, & Spot checks. Dex +6 Con –4 CR +0	The Wandering Dragon has half the normal number of spells that it can cast each day. <i>Haste</i> (self only), 3/day as a Free Action at Caster level (Dragons with no Caster level to not gain this ability). Spontaneous Illusions – the Wandering Dragon is always surrounded by an area of ever-changing illusions in a radius of 10' per HD. All attacks (including the Dragon's) within this area of effect have a 20% Miss Chance. All creatures in the area receive a –4 penalty on all Strength-based, Dexterity-based, & Constitution-based skill checks.

Pending

Dracolich (Dcn p147) — A Dragon who becomes a Lich.
Skeletal Dragon (Dcn p193) — A Dragon who becomes a Skeleton.
Vampiric Dragon (Dcn p195) — A Dragon who becomes a Vampire.
Zombie Dragon (Dcn p197) — A Dragon who becomes a Zombie.

Arch-Dragons

Arch-Dragon Templates	Description	Stats	Other Effects
<p>Chaotic Arch-Dragon (a Dragon that receives the “blessing of Chaos” from a Chaotic Deity or by visiting a Chaotic Plane of Existence) (DR321 p55)</p>	<p>Have extra, unmatched horns, ridges, etc. Few of its scales match color or texture.</p> <p>Acquired Template that can be added to any True Dragon.</p>	<p>Alignment becomes Chaotic Neutral</p> <p>Gains the ‘Chaotic’ subtype and loses any other alignment subtypes.</p> <p>Becomes a ‘Native’ of the Chaotic Outer Plane where it gained the Template. Thus it is ‘Extraplanar’ on other planes.</p> <p>Acid Resistance 10 Fire Resistance 10 Sonic Resistance 10 CR +1 Lvl +4</p>	<p>Flying maneuverability improves by 1 category.</p> <p>Cannot cast [lawful] spells.</p> <p>Immune to Disease, Fear, & Polymorphing.</p> <p><i>True Seeing</i>, always on.</p> <p>Able to communicate telepathically with any Intelligence creature that has a language within 100’.</p> <p>Gain access to the Chaos, Luck, & Trickery domain spell lists.</p> <p>Blinding Breath – creatures within the area of effect of the Dragon’s breath weapon are also covered with glittering dust, which outlines Invisible creatures & objects and inflicts a –40 on Hide checks (no save). In addition, all creatures covered in the dust become Blind (WillNeg). Both effects end when the Dragon uses its breath weapon again.</p> <p>Chaos Aura – once per day, the Dragon can create a swirling aura with a radius of (20 * Dragon Age Category) feet that lasts for (Dragon Age Category + 1d4) rounds. All creatures without the ‘chaotic’ subtype within the aura take 1d6 untyped damage per round. All attacks made in the aura (except those of the Dragon) receive a 20% Melee Miss Chance or 50% Ranged Miss Chance.</p>
<p>Evil Arch-Dragon (a Dragon that receives the “blessing of Evil” from an Evil Deity or by visiting an Evil Plane of Existence) (DR321 p55)</p>	<p>Features exaggerated to appear more frightful.</p> <p>Acquired Template that can be added to any True Dragon.</p>	<p>Alignment becomes Neutral Evil</p> <p>Gains the ‘Evil’ subtype and loses any other alignment subtypes.</p> <p>Becomes a ‘Native’ of the Evil Outer Plane where it gained the Template. Thus it is ‘Extraplanar’ on other planes.</p> <p>Acid Resistance 10 Cold Resistance 10 Fire Resistance 10 CR +1 Lvl +4</p>	<p>Flying maneuverability improves by 1 category.</p> <p>Cannot cast [good] spells.</p> <p>Immune to Disease, Fear, & Polymorphing.</p> <p><i>True Seeing</i>, always on.</p> <p>Able to communicate telepathically with any Intelligence creature that has a language within 100’.</p> <p>Gain access to the Death, Evil, & War domain spell lists.</p> <p>Infectious Breath – creatures damaged by the Dragon’s breath weapon are automatically infected with the disease Demon Fever</p> <p>Corrupting Aura – once per day, the Dragon can create a shadowy aura with a radius of (20 * Dragon Age Category) feet that lasts for (Dragon Age Category + 1d4) rounds. All non-Evil creatures within the aura take 1 point of Constitution & Wisdom damage per round (FortNeg, DC is Charisma based). All Search & Spot checks made within the aura (except those of the Dragon) receive a –4 penalty.</p>
<p>Good Arch-Dragon (a Dragon that receives the “blessing of Good” from a Good Deity or by visiting a Good Plane of Existence) (DR321 p55)</p>	<p>Features become less sinister and the dragon seems to glow.</p> <p>Acquired Template that can be added to any True Dragon.</p>	<p>Alignment becomes Neutral Good</p> <p>Gains the ‘Good’ subtype and loses any other alignment subtypes.</p> <p>Becomes a ‘Native’ of the Good Outer Plane where it gained the Template. Thus it is ‘Extraplanar’ on other planes.</p> <p>Cold Resistance 10 Electricity Resistance 10 Sonic Resistance 10 CR +1 Lvl +4</p>	<p>Flying maneuverability improves by 1 category.</p> <p>Cannot cast [evil] spells.</p> <p>Immune to Disease, Fear, & Polymorphing.</p> <p><i>True Seeing</i>, always on.</p> <p>Able to communicate telepathically with any Intelligence creature that has a language within 100’.</p> <p>Gain access to the Good, Healing, & Protection domain spell lists.</p> <p>Holy Breath – Undead damaged by the Dragon’s breath are destroyed (WillNeg).</p> <p>Aura of Wholesomeness – once per day, the Dragon can create a glowing aura with a radius of (20 * Dragon Age Category) feet that lasts for (Dragon Age Category + 1d4) rounds. All Good creatures within the aura receive Fast Healing 1. All Evil creatures take 1d6 untyped damage per round (2d6 if an Undead or Evil Outsider) (WillNeg, DC is Charisma based). All attacks made in the aura (except those of the Dragon) receive a –1 penalty on attack & damage (min 1).</p>
<p>Lawful Arch-Dragon (a Dragon that receives the “blessing of Law” from a Law Deity or by visiting a Law Plane of Existence) (DR321 p55)</p>	<p>Hide & scales become steely & cool.</p> <p>Acquired Template that can be added to any True Dragon.</p>	<p>Alignment becomes Lawful Neutral</p> <p>Gains the ‘Lawful’ subtype and loses any other alignment subtypes.</p> <p>Becomes a ‘Native’ of the Lawful Outer Plane where it gained the Template. Thus it is ‘Extraplanar’ on other planes.</p> <p>Cold Resistance 10 Electricity Resistance 10 Fire Resistance 10 CR +1 Lvl +4</p>	<p>Flying maneuverability improves by 1 category.</p> <p>Cannot cast [chaos] spells.</p> <p>Immune to Disease, Fear, & Polymorphing.</p> <p><i>True Seeing</i>, always on.</p> <p>Able to communicate telepathically with any Intelligence creature that has a language within 100’.</p> <p>Gain access to the Knowledge, Law, & Strength domain spell lists</p> <p>Antimagic Breath – creatures damaged by the Dragon’s breath become covered with an Antimagic Field for 1d4 rounds.</p> <p>Aura of Imposing Order – once per day, the Dragon can create an aura with a radius of (20 * Dragon Age Category) feet that lasts for (Dragon Age Category + 1d4) rounds. All non-Lawful creatures within the aura are affected by <i>Doom</i>. Within the aura, all attacks made by an energy type (such as <i>Fireball</i>) (except those of the Dragon) do minimum damage.</p>

Environment-base Templates

Desert

Desert Creature Templates	Description	Stats	Other Effects
Dustform (memory of a creature who died in the wasteland made from solid sand & dust) (Sand p161)	Looks similar to the base creature, but made <u>entirely</u> from sand & dust. Acquired Template may be applied to any living creature	Becomes a 'Construct (augmented xxx)', so do not recalculate BAB, etc. Has d10 HD. Always Neutral. Blindsight 60'. Str +4 Dex -2 Con — Int — Lvl +2 CR +2	Natural Armor bonus to AC improves by +5. Gains a <u>Category 6</u> Slam attack. Looses all of the Base Creature's Special Attacks. Breath Weapon, usable once per 1d4 rounds: if the Base Creature had a Breath Weapon, it now does the same damage with high-speed dust/sand & the save is Charisma-based. Other creature gain a Breath Weapon that does 1d6 per 2HD from dust and sand in a 10' Cone (Ref½, DC is Charisma-based). Damage Reduction 5 / magic +8 Racial bonus on Hide checks made in sandy or dusty environments.
Mirage Mullah (a person tricked into staying in a fey oasis until sun rises is transformed into a 'Mirage Mullah') (Sand p177)	Looks the same as before the change, making the Fey that much more tricky. Template may be applied to any Humanoid	Becomes a 'Fey (augmented xxx)', so do not recalculate BAB, etc. Gains Low-Light Vision. Has d6 HD. Str -2 Con -2 Int +2 Wis -2 Cha +6 Lvl +3 CR +2	Daylight Weakness – if in natural sunlight, the Mirage Mullah receives a -2 penalty on attacks, saving throws, & ability checks, and has a -4 penalty on his/her Charisma. Oasis Dependent – if Mirage Mullah travels more than 60' from the edge of the Oasis where it was formed, he/she permanently loses 1 point of Strength, Constitution, <u>and</u> Charisma each hour (WillNeg, DC 12 + 1 per failed check). If still alive after 24 hours, the Base Creature loses the Mirage Mullah Template and becomes mortal again. Spell-Like Abilities, cast at Character level. At Will – <i>Ghost Sound, Mage Armor, Prestidigitation, Shield</i> 3/day – <i>Lullaby, Minor Image, Ventriloquism</i> 1/day – <i>Charm Person, Lesser Confusion</i> Mirage Mullah's with a Charisma of 19+ gains the following: At Will – <i>Mage Hand, Message, Tongues</i> 3/day – <i>Blindness/Deafness, Major Image, Suggestion</i> 1/day – <i>Confusion, Hallucinatory Terrain</i> 1/week – <i>Bestow Curse</i>

Underground

Underground Creature Templates	Description	Stats	Other Effects
Chameleon (creature's skin can change color, which makes it easier for the creature to hide) (Und p83)	Inherited Template may be applied to any Corporeal creature <u>except</u> Constructs, Elementals, or Undead.	Gains the (reptilian) subtype. +10 Racial bonus to Hide check. +4 Racial bonus to Move Silently checks. Lvl +1 CR +1	Gains a Tongue attack with a 10' reach. Does no damage, but can be used for touch attacks. Gains a Climb speed equal to ½ its fastest non-Flying speed. If it only has a Flying speed, it Climb speed is 10'.
Faerzress-Infused (creature attuned to a type of magical 'radiation' common in the Underdark known as Faerzress) (Und p86)	Inherited or Acquired Template may be applied to any Corporeal creature.	+4 bonus on Will saves vs. Divination spells & effects. CR +1	Detect Faerzress – automatically knows if it is in a region infused with Faerzress. When within a region of Faerzress and/or an Earth Node, the creature gains a +2 Deflection bonus to AC and a +2 Luck bonus on attack & damage rolls.
Mineral Warrior (creature that has been partially turned to stone) (Und p96)	Acquired Template that may be applied to any Corporeal creature other than a Construct, Elemental, or Undead.	+3 Natural Armor Str +2 Con +4 Int -2 (min 1) Wis -2 Cha -2 Lvl +1 CR +1	Gains (earth) subtype. Gain Burrow speed equal to ½ Land speed. Looses any Fly speed. Darkvision 60' Damage Reduction 8 / adamantine. This is in addition to any other damage reduction. Earth Strike, 1/day – against a foe standing on stone or earth, +(Constitution modifier) to attack, +(Racial HD) to damage

Underwater

<u>Underwater Creature Templates</u>	Description	Stats	Other Effects
Amphibious (version of a Humanoid or Monstrous Humanoid that can live below & above water) (Storm p136)	Inherited Template may be applied to any Humanoid or Monstrous Humanoid	Gains the (aquatic) subtype. Dex -2 CR +0	Amphibious – able to breathe air & water equally well. Gains Swim speed equal to ½ its Land speed. Having a Swim speed grants a +8 Racial bonus on Swim checks to perform a special action or avoid a hazard, you can always ‘Take 10’ on Swim checks, & can take a ‘run’ action when swimming in a straight line.

Training-base Templates

Trained Helpers

Trained Helper Templates	Description	Stats	Other Effects
<p>Hooded Pupil (trained by an undead to drink blood, resist cold, pull out a creature's heart at a distance (i.e., <i>Clutch of Orcus</i> spell-like ability), etc.) (LM p109)</p>	<p>As normal, but with thickened skin and usually wearing a hooded outfit. Can be applied to any Corporeal Giant or Humanoid.</p>	<p>Always Evil. Natural Armor bonus to AC improves by +2. Cold Resistance 5. Str +2 Wis +2 Cha +2 Lvl +4 CR +1</p>	<p>+2 Racial bonus on Hide, Listen, Move Silently, and Spot checks. Gains Feat: <u>Alertness</u>, <u>Improved Initiative</u>, & <u>Lightning Reflexes</u>, if he/she meets the prerequisites. Able to drink 2 Constitution points of blood from an unhealed wound (unless the Hooded Pupil has a natural bite attack). Typically must Pin the target or he/she must be Helpless. Usable once per day. <i>Spider Climb</i> as a Supernatural ability. <i>Clutch of Orcus</i>, 1/day at Caster level 10. Save is Charisma-based.</p>
<p>Warbeast (trained to carry a rider, use armor, be faster & tougher, etc.) (MM2 p219) (3.5up p37)+</p>	<p>Trained for combat. Can be applied to any Animal or Vermin of Medium-size or greater that is not already trained for war (i.e., a warhorse)</p>	<p>HD +1 (may effect Base Attack Bonus, Base Save Bonus, Skill Points, Feats, etc.) Str +3 Con +3 Wis +2 CR +1</p>	<p>+1 Racial bonus on Listen & Spot checks. +10' to land movement. +2 Circumstance bonus on its rider's Ride checks (Animals only). Proficient with Light, Medium, & Heavy Armor (Animals only). Requires a Handle Animal check to train a creature (typical DC is 20 + HD & takes 2 months).</p>

Unusual Creature Templates

Unusual Breeds

Unusual Breed Templates	Description	Stats	Other Effects																				
Horrid (dire animals that are mean, has bony & chitinous plates all over its body, and extrudes acid) (Eb p289)	Inherited Template may be applied to any Dire Animal.	+5 improvement to Natural Armor Always Neutral Evil. Con +4 CR +1	The Horrid Animal's primary attack does +1d6 Acid damage per 4HD (max 5d6). Gains immunity to Acid damage. Ill-Tempered – all Handle Animal checks with a Horrid Animal have a +4 DC. Regains 3xHD hit-points with a full night of sleep. Receives <u>Feat: Improved Natural Attack</u> for all of its natural weapons.																				
Magebred (special breeds of animals that have greater than usual attributes and abilities, but are not actually magical) (Eb p295)	Inherited Template may be applied to any Animal.	+2 improvement to Natural Armor +4 to either Str, Dex, or Con. +2 to the other two. Int 2	Excellent Learner – all Handle Animal check with a Magebred Animal have a –2 DC. Also, teaching a Magebred Animal a 'trick' requires one less week (minimum one week). Gain <u>one</u> of the following: - Swift Breed: movement +10' - Thick-Skinned Breed: additional +2 to Natural Armor - Tracking Breed: +4 bonus on Survival checks to follow tracks Gain <u>one</u> of the following feats: Alertness, Athletics, Endurance, Improved Natural Attack, or Multiattack.																				
Spellwarped (creature modified over the generations to absorb magic) (MM3 p162)	Inherited Template may be applied to a corporeal Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Plant, or Vermin.	Becomes an 'Aberration' Alignment is usually Evil Str +4 Dex +2 Con +4 Int +4 Lvl +3 <u>HD</u> <u>CR</u> up to 3 +0 4-10 +1 11+ +2	Gains Spell Resistance 11 + HD. +2 improvement to Natural Armor Spell Absorption – If its spell resistance negates a spell, the creature gains its choice of the following: - Might: +4 Enhancement bonus to Strength for 1 minute. - Agility: +4 Enhancement bonus to Dexterity for 1 minute. - Endurance: +4 Enhancement bonus to Constitution for 1 min. - Life: Gains (5 x negated spell level) Temporary Hit-Points. - Speed: Gains (5 x negated spell level)' to base movement. - Resistance: Gain Energy Resistance 10 to one type of energy of the creature's choice (either Acid, Cold, Electricity, Fire, or Sonic).																				
Ti-Khana (reptiles transformed by the Yuan-Ti so that they have an alternate snake form) (FF p178)	Template may be applied to any Lizard, Dinosaur, Snake, or any Animal / Magical Beast with the Reptilian subtype.	Becomes a 'Magical Beast' Always Chaotic Evil. +4 improvement to Natural Armor Dex +2 Int +2 Lvl +4 CR +2	Gains a Bite attack, which is <u>Damage Category 6</u> , and injects poison (1d6 Con / 1d6 Con / DC = 10 + ½ HD + Constitution modifier). Spell Resistance of 13 + Base Creature's CR. Gains Skill Points & Base Attack Bonus of a Magical Beast. <i>Detect Poison</i> , at will. <i>Shapechange</i> (into a Viper from Tiny-size to Large-size only), at will. May use its own poison or the snake's natural poison. Aversion, at will – Target within 30' gains an aversion to reptiles (dead or alive) & must keep 20' away from them for 10 minutes (WillNeg DC17). The victim can temporarily overcome the effect by making a second save, but receives a –4 penalty to Dexterity as long as within 20' of a reptile.																				
Woodling (creature that has 'evolved' to become part plant) (MM3 p198)	The creature's hair looks like leaves and its skin looks like bark. The specific color changes from season to season. Inherited Template may be applied to a corporeal Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.	Creature type remains the same, but gains some Plant Creature traits. Gains Low-Light vision. +7 improvement to Natural Armor +4 bonus to Hide & Move Silent check in natural environments above ground. Gains Damage Reduction 5 / slashing Vulnerability to Fire – +50% Fire damage. Gains a <u>Damage Category 6</u> Slam attack. Lvl +3 CR +2	Plant Traits – Immunity to Poison, Magical Sleep, Paralysis, Polymorph, Stunning, & Mind-Affecting spells & spell-like abilities. Do not take extra damage from Critical Hits. If Wisdom is 8+, can use the following spell-like abilities. DC's are Charisma based and the creature's HD is its Caster level: <table border="0"> <tr> <td><u>HD</u></td> <td><u>Ability</u></td> </tr> <tr> <td>1-2</td> <td><i>Entangle</i>, 1/day</td> </tr> <tr> <td>3-5</td> <td><i>Summon Nature's Ally II</i>, 1/day</td> </tr> <tr> <td>6-7</td> <td><i>Speak with Plants</i>, 3/day</td> </tr> <tr> <td>8-10</td> <td><i>Summon Nature's Ally IV</i>, 1/day</td> </tr> <tr> <td>11-12</td> <td><i>Command Plant</i>, 1/day</td> </tr> <tr> <td>13-15</td> <td><i>Summon Nature's Ally VI</i>, 1/day</td> </tr> <tr> <td>16-18</td> <td><i>Animate Plants</i>, 1/day</td> </tr> <tr> <td>19-20</td> <td><i>Summon Nature's Ally VIII</i>, 1/day</td> </tr> <tr> <td>21+</td> <td><i>Control Plants</i>, 1/day –and– <i>Summon Nature's Ally IX</i>, 1/day</td> </tr> </table>	<u>HD</u>	<u>Ability</u>	1-2	<i>Entangle</i> , 1/day	3-5	<i>Summon Nature's Ally II</i> , 1/day	6-7	<i>Speak with Plants</i> , 3/day	8-10	<i>Summon Nature's Ally IV</i> , 1/day	11-12	<i>Command Plant</i> , 1/day	13-15	<i>Summon Nature's Ally VI</i> , 1/day	16-18	<i>Animate Plants</i> , 1/day	19-20	<i>Summon Nature's Ally VIII</i> , 1/day	21+	<i>Control Plants</i> , 1/day –and– <i>Summon Nature's Ally IX</i> , 1/day
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Hybrid Creatures

Hybrid Templates	Description	Stats	Other Effects																
<p>Chimeric (a Chimera now has a Goat head, a Chromatic Dragon head, & the head of some other Animal or Vermin) (MM2 p206) (3.5sup p31)+</p>	<p>A three-headed monstrosity: a Goat head & hind-quarters, a Chromatic Dragon head & wings, and a 3rd head from the Base Creature & its forequarters. Can be applied to any Animal or Vermin of Medium, Large, or Huge size.</p>	<p>Becomes a Magical Beast. Uses d10 HD Has a minimum of 9 HD. Gain Fly 50' (poor). Natural Armor improvement of +6. Str +4 Dex +1 Con +4 Int +2 CR +1 (minimum 9)</p>	<p>Keeps all the base creature's statistics & special abilities, & gains those listed below. Goat Head – 1d8 butt. Dragon Head – 2d6 bite attack, plus a breath weapon every 1d4 rounds that does 3d8 damage. Constitution-based DC.</p> <table border="0"> <tr> <td><u>Color</u></td> <td><u>Breath Weapon</u></td> <td><u>Color</u></td> <td><u>Breath Weapon</u></td> </tr> <tr> <td>Black</td> <td>40' line of Acid</td> <td>Red</td> <td>20' cone of Fire</td> </tr> <tr> <td>Blue</td> <td>40' line of Electricity</td> <td>White</td> <td>20' cone of Cold</td> </tr> <tr> <td>Green</td> <td>20' cone of Acid Gas</td> <td></td> <td></td> </tr> </table> <p>Gains Feat: <u>Multi-Attack</u> and the Scent special ability. +2 Racial Bonus on Listen & Spot checks.</p>	<u>Color</u>	<u>Breath Weapon</u>	<u>Color</u>	<u>Breath Weapon</u>	Black	40' line of Acid	Red	20' cone of Fire	Blue	40' line of Electricity	White	20' cone of Cold	Green	20' cone of Acid Gas		
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<p>Tauric (the head, arms & upper torso of a Humanoid & the legs & lower body of an Animal or Vermin) (MM2 p216) (3.5sup p36)+</p>	<p>Combination of a Base Humanoid & a Base Creature. The Base Humanoid can be any Small or Medium Humanoid. The Base Creature can be any Medium or Large Animal or Vermin with at least four legs.</p>	<p>Becomes a Monstrous Humanoid (uses d8 HD). Creatures HD are the total of the Base Humanoid's HD & the Base Creature's HD. Uses the better Natural Armor bonus of its base creatures. CR +1</p>	<p>Uses the Base Humanoid's Intelligence, Wisdom, & Charisma. Uses the Base Creature's Strength, Dexterity, & Constitution. Has a base attack bonus, feats, & skill points appropriate for a Monstrous Humanoid of its combined HD. Keeps the natural attacks & abilities of both its base creatures, assuming the applicable body part is still present (i.e., a Tauric Human / Lion loses the Lion's bite attack).</p>																

Super-Sized

Super-Sized Templates	Description	Stats	Other Effects																														
<p>Titanic (a Gargantuan version of a normal animal or vermin) (MM2 p217) (3.5sup p35)+</p>	<p>A Gargantuan-size version of a normal creature. Can be applied to any Animal or Vermin of up to Medium-size.</p>	<p>Increase HD to 25. Natural Armor bonus becomes +20. Base Attack Bonus is +18. Base Save Bonus is +14 (all categories). Natural Attacks do the following damage: Slam 2d8 Claw 3d6 Bite 3d8 Gore 3d8 Gains 28 skill points. Gains 9 Feats. Base New CR CR up to 1 13 2+ 13+Base CR</p>	<p>Size becomes Gargantuan. Flying creatures have a maneuverability of 'Clumsy'. Gains Feat: <u>Great Fortitude</u>. Movement rate remains unchanged (min 20').</p> <table border="0"> <tr> <td><u>Base Creature's Size</u></td> <td><u>Str</u></td> <td><u>Dex</u></td> <td><u>Con</u></td> <td><u>Area modifier</u></td> </tr> <tr> <td>Fine</td> <td>+36</td> <td>-12</td> <td>+16</td> <td>x12</td> </tr> <tr> <td>Diminutive</td> <td>+36</td> <td>-10</td> <td>+16</td> <td>x10</td> </tr> <tr> <td>Tiny</td> <td>+34</td> <td>-8</td> <td>+16</td> <td>x8</td> </tr> <tr> <td>Small</td> <td>+30</td> <td>-6</td> <td>+16</td> <td>x6</td> </tr> <tr> <td>Medium</td> <td>+26</td> <td>-4</td> <td>+14</td> <td>x4</td> </tr> </table> <p>Minimum Dexterity is 10. Area attacks (such as a spider's web) are enlarged using the 'Area modifier' value above. Poison attacks now do 2d6 / 2d6 & have a DC of 22 + creature's Constitution modifier. As a Standard Action, can Trample a creature of up to Huge-size. Target takes 3d8 + 1 ½ Str modifier damage & may either a) take an Attack of Opportunity with a -4 penalty or b) makes a Reflex save of ½ damage (DC is 22 + Str modifier). Special attacks other than poison & trample do x3 damage.</p>	<u>Base Creature's Size</u>	<u>Str</u>	<u>Dex</u>	<u>Con</u>	<u>Area modifier</u>	Fine	+36	-12	+16	x12	Diminutive	+36	-10	+16	x10	Tiny	+34	-8	+16	x8	Small	+30	-6	+16	x6	Medium	+26	-4	+14	x4
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Copies

Copy Templates	Description	Stats	Other Effects																																																													
<p>Effigy (construct made with gears and springs that looks, acts, and fights like the creature it emulates) (CAre p152)</p>	<p>The copy is so accurate that it takes a Spot check vs. DC 20 to realize that it is a Construct. Can be applied to any Corporeal Aberration, Animal, Dragon, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Vermin.</p>	<p>Becomes a Construct. HD become d10. Natural Armor bonus increases by +2. Base Attack Bonus is $\frac{3}{4}$ HD. Base Fortitude Save is $\frac{1}{3}$ HD. Base Reflex Save is $\frac{1}{3}$ HD. Base Will Save is $\frac{1}{3}$ HD. Str +4 Dex -2 Con — Int — Wis 11 Char 1 CR +1</p>	<p>Looses all Supernatural Special Attacks, Spell-Like Abilities, & Extraordinary Special Attacks whose save DC is based on Constitution (such as poison). It keeps other Extraordinary Special Attacks which has no save (such as Rake) or whose save is based on a different ability score (such as Trample, which is based on Strength). A creature without a Natural Attack gains the attack listed below:</p> <table border="1"> <thead> <tr> <th>Base Creature's</th> <th>Bonus</th> <th>Attack</th> <th>Dmg</th> <th>Cost of Body</th> </tr> </thead> <tbody> <tr> <td>Size</td> <td>HP</td> <td>Attack</td> <td>Dmg</td> <td>Cost of Body</td> </tr> <tr> <td>up to Tiny</td> <td>+0</td> <td>1 slam</td> <td>1d2+1$\frac{1}{2}$ Str</td> <td>500 gp</td> </tr> <tr> <td>Small</td> <td>+10</td> <td>1 slam</td> <td>1d3+1$\frac{1}{2}$ Str</td> <td>1,000 gp</td> </tr> <tr> <td>Medium</td> <td>+20</td> <td>2 slams</td> <td>1d4+Str</td> <td>2,000 gp</td> </tr> <tr> <td>Large</td> <td>+30</td> <td>2 slams</td> <td>1d6+Str</td> <td>5,000 gp</td> </tr> <tr> <td>Huge</td> <td>+40</td> <td>2 slams</td> <td>2d6+Str</td> <td>10,000 gp</td> </tr> <tr> <td>Gargantuan</td> <td>+60</td> <td>2 slams</td> <td>3d6+Str</td> <td>25,000 gp</td> </tr> <tr> <td>Colossal</td> <td>+80</td> <td>2 slams</td> <td>4d6+Str</td> <td>50,000 gp</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Base Creature's</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>HD</td> <td>Reduction</td> </tr> <tr> <td>up to 3</td> <td>1 / adamantine</td> </tr> <tr> <td>4-6</td> <td>3 / adamantine</td> </tr> <tr> <td>7-10</td> <td>5 / adamantine</td> </tr> <tr> <td>11-15</td> <td>7 / adamantine</td> </tr> <tr> <td>16-20</td> <td>10 / adamantine</td> </tr> <tr> <td>21+</td> <td>15 / adamantine</td> </tr> </tbody> </table>	Base Creature's	Bonus	Attack	Dmg	Cost of Body	Size	HP	Attack	Dmg	Cost of Body	up to Tiny	+0	1 slam	1d2+1 $\frac{1}{2}$ Str	500 gp	Small	+10	1 slam	1d3+1 $\frac{1}{2}$ Str	1,000 gp	Medium	+20	2 slams	1d4+Str	2,000 gp	Large	+30	2 slams	1d6+Str	5,000 gp	Huge	+40	2 slams	2d6+Str	10,000 gp	Gargantuan	+60	2 slams	3d6+Str	25,000 gp	Colossal	+80	2 slams	4d6+Str	50,000 gp	Base Creature's	Damage	HD	Reduction	up to 3	1 / adamantine	4-6	3 / adamantine	7-10	5 / adamantine	11-15	7 / adamantine	16-20	10 / adamantine	21+	15 / adamantine
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<p>Ice Beast (construct carved from ice that looks, acts, and fights like the creature it emulates) (Frost p139)</p>	<p>A creature carved from ice. Can be applied to any Corporeal creature (other than Undead) that does not have the Fire subtype.</p>	<p>Becomes a Construct (cold). HD become d10. Base Attack Bonus is $\frac{3}{4}$ HD. Base Fortitude Save is $\frac{1}{3}$ HD. Base Reflex Save is $\frac{1}{3}$ HD. Base Will Save is $\frac{1}{3}$ HD. Looses any Flying speed. Burrowing speed only applies to ice & snow. Looses all feats, except those that improve its attack. Looses all special attacks. Looses all skill points. Con — Int — Wis 10 Char 1 CR 1 + $\frac{1}{2}$ HD</p>	<p>A creature without a Natural Attack gains the attack listed below:</p> <table border="1"> <thead> <tr> <th>Base Creature's</th> <th>Bonus</th> <th>Natural</th> <th>Slam</th> </tr> </thead> <tbody> <tr> <td>Size</td> <td>HP</td> <td>Armor</td> <td>Dmg</td> </tr> <tr> <td>up to Dimin</td> <td>+0</td> <td>+1</td> <td>1</td> </tr> <tr> <td>Tiny</td> <td>+0</td> <td>+1</td> <td>1d2</td> </tr> <tr> <td>Small</td> <td>+10</td> <td>+2</td> <td>1d4</td> </tr> <tr> <td>Medium</td> <td>+20</td> <td>+4</td> <td>1d6</td> </tr> <tr> <td>Large</td> <td>+30</td> <td>+6</td> <td>1d8</td> </tr> <tr> <td>Huge</td> <td>+40</td> <td>+8</td> <td>2d6</td> </tr> <tr> <td>Gargantuan</td> <td>+60</td> <td>+11</td> <td>3d6</td> </tr> <tr> <td>Colossal</td> <td>+80</td> <td>+15</td> <td>4d6</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Base Creature's</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>HD</td> <td>Reduction</td> </tr> <tr> <td>up to 4</td> <td>—</td> </tr> <tr> <td>5 – 9</td> <td>5 / magic</td> </tr> <tr> <td>10 – 19</td> <td>10 / magic</td> </tr> <tr> <td>20+</td> <td>15 / magic</td> </tr> </tbody> </table> <p>Gains <u>one</u> of the following (chosen at time of creation): <u>Cold Aura</u> – the Ice Beast inflicts 1d6 Cold damage per round on all creatures within a 10' radius as a Free Action. <u>Engulf</u> – the Ice Beast may engulf one opponent whose size is at least one smaller than the Ice Beast's size. Avoiding being engulfed requires a Reflex save (DC is Strength based). If engulfed, the creature is considered Grappled & Pinned and takes 2d6 Cold damage per round & must hold his/her breathe to avoid suffocating. Escape requires succeeding on a Grapple check, making an Escape Artist check, or killing the Ice Beast. <u>Frigid Touch</u> – the Ice Beast's melee attacks do +1d6 Cold dmg <u>Ice Breath</u> – all creatures in a 30' Cone take 1d6 per 2 HD of Cold damage (min 1d6, max 10d6) (Ref$\frac{1}{2}$, DC = 10 + $\frac{1}{2}$ HD). Using Ice Breath is a Standard Action and can be done every 1d4 rounds.</p>	Base Creature's	Bonus	Natural	Slam	Size	HP	Armor	Dmg	up to Dimin	+0	+1	1	Tiny	+0	+1	1d2	Small	+10	+2	1d4	Medium	+20	+4	1d6	Large	+30	+6	1d8	Huge	+40	+8	2d6	Gargantuan	+60	+11	3d6	Colossal	+80	+15	4d6	Base Creature's	Damage	HD	Reduction	up to 4	—	5 – 9	5 / magic	10 – 19	10 / magic	20+	15 / magic									
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Copy Templates	Description	Stats	Other Effects																																								
<p>Topiary Guardian (a Plant creature grown / pruned in the shape of a specific animal. It looks decorative until it begins moving to follow its orders) (MM3 p175) (MM3Errata)+</p>	<p>A plant pruned in the shape of a specific animal. Can be applied to any Animal of size from Medium up to Huge</p>	<p>Becomes a Plant creature. Creature has a number of d8 HD's determined by the base creature's size. Base Attack Bonus is $\frac{3}{4}$ HD. Base Fortitude Save is $\frac{2}{3}$ HD. Base Reflex Save is $\frac{1}{3}$ HD. Base Will Save is $\frac{1}{3}$ HD. Vulnerability to Fire. +8 Racial bonus on Move Silently checks. Tremorsense 90' Int — Wis 10 Cha 1 CR +1 or 'Min CR', which ever is higher</p>	<p>Looses all Supernatural Special Attacks, Spell-Like Abilities, & Extraordinary Special Attacks whose save DC is based on Constitution (such as poison). It keeps other Extraordinary Special Attacks which has no save (such as Rake) or whose save is based on a different ability score (such as Trample, which is based on Strength). Looses all movement other than land. Gains Damage Reduction 10 / slashing. Merciful – able to deal nonlethal damage without a penalty on the attack roll. Whether it uses this ability is based on its instructions. Freeze – when not moving, identifying a Topiary Guardian as a Plant creature (as opposed to a topiary plant) requires a Spot check vs. DC 30.</p> <table border="1"> <thead> <tr> <th colspan="6">Base Creature's</th> <th colspan="2">Natural</th> </tr> <tr> <th>Size</th> <th>HD</th> <th>Str</th> <th>Dex</th> <th>Con</th> <th>Armor</th> <th>Min</th> <th>CR</th> </tr> </thead> <tbody> <tr> <td>Medium</td> <td>5</td> <td>17</td> <td>16</td> <td>14</td> <td>+4</td> <td></td> <td>3</td> </tr> <tr> <td>Large</td> <td>10</td> <td>25</td> <td>14</td> <td>18</td> <td>+6</td> <td></td> <td>7</td> </tr> <tr> <td>Huge</td> <td>20</td> <td>33</td> <td>12</td> <td>22</td> <td>+9</td> <td></td> <td>12</td> </tr> </tbody> </table>	Base Creature's						Natural		Size	HD	Str	Dex	Con	Armor	Min	CR	Medium	5	17	16	14	+4		3	Large	10	25	14	18	+6		7	Huge	20	33	12	22	+9		12
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Deity Related Templates

Rewards

Deity Reward Templates	Description	Stats	Other Effects										
<p>Elder Serpent (any type of snake-like creature which receives the blessing of the Deity of Snake to become awakened with many supernatural powers) (DR313 p86)</p>	<p>As the base creature, but can speak, may be vain, etc. Can be applied to any snake-like Animal or Magical Beast whose average Intelligence is 5 or less.</p>	<p>Becomes a 'Magical Beast (augmented animal)'. Has d10 HD & gains BAB on the Fighter table. +2 Racial HD, which may add Feats, Base Saves, etc. Size is unchanged. Usually Neutral Evil. Str +2 Dex +2 Con +2 Int +(2d6+6) Wis +(2d4+4) Cha +(2d4+4) Lvl +3 CR +2</p>	<p>Able to speak with all serpents, knows Common, Draconic, and Intelligence modifier additional languages. Command Serpents – <i>Command</i> on serpents whose HD are less than the Elder Serpent's HD, with Caster level equal to Racial HD. Save is 11 + Charisma modifier. Usable 2 x Racial HD times per day. Mesmerizing Sway – as a Standard Action, the Elder Serpent begins to sway. All creatures within 30' that are looking at it are Paralyzed as long as it continues + 1d6 rounds (WillNeg, DC is Charisma-based). This is a [mind] effect. Virulent Poison – poison DC increases by +2, and does +1d6 Strength damage on Initial & Secondary damage. Blindsense – 10' if Fine-size, 20' if Diminutive-size, 30' if Tiny-size, etc., up to 90' if Colossal size. +4 Racial bonus on Bluff, Intimidate, Listen, Search, Sense Motive, & Spot checks. Gains Skill Points due to increased intelligence.</p>										
<p>Fire-Souled (a creature who receives a ritual that fills it with zeal, allowing it to inspire and lead, plus the ability to 'short-circuit' other creature's Charisma-based attacks) (DR314 p23)</p>	<p>The base creature look the same, but has he/she has a greater passion for living. Acquired Template that can be added to any Creature with at least 3 Intelligence.</p>	<p>Gains the 'fire' subtype. Gains Feat: Leadership. If already has this feat, get a +2 bonus on Leadership score. Immune to Stunning & Daze effects. Cha +4 Lvl +1 CR +1</p>	<p>Overwhelming Passion – by touching an opponent with a melee or touch attack, the opponent loses one Special Attack whose save is based on Charisma (WillNeg, DC is Charisma-based). The lost ability is chosen by the Fire-Souled creature as long he/she has seen it used & is lost for (Charisma modifier) rounds. Usable once per day per 2 HD (minimum 1). <i>Haste</i>, 1/day at Character level. Inspiring – all allies within 10' receive a +1 Morale bonus on all attacks & skill check –and– receive a +2 Morale bonus on saves vs. Charm & Fear effects. Active when creature is awake.</p>										
<p>Loth-Touched (blessed by the Spider Goddess to be fearless, tougher, but look the same) (MM4 p92)</p>	<p>Acquired Template that can be added to any non-Good, non-Lawful, Corporeal Living creature.</p>	<p>Str +6 Con +6 Lvl +1 CR +1</p>	<p>Alignment becomes Chaotic Evil. +4 Racial bonus on Hide & Move Silently checks. Fearless – immune to Fear effects.</p>										
<p>Saint (an exalted representation of the ideals of a Good Deity, who makes a great sacrifice and is rewarded) (BoED p184) (DR324 p104)+</p>	<p>Often surrounded by a aura of light. Can be applied to any living creature of Good alignment that is not an Outsider or Elemental.</p>	<p>Becomes a 'Outsider (native)' Immune to Acid, Cold, Electricity, & Petrification Fire Resistance 10 +4 Racial bonus vs. Poison Low-Light Vision Darkvision 60' +2 DC to all special attacks, spells, supernatural, spell-like, & extraordinary abilities. Con +2 Wis +2 Cha +4 Lvl +2 CR +2</p>	<p><i>Tongues</i>, always on. Gain an Insight bonus to AC equal to the Saint's Wisdom modifier Holy Touch – the Saint's melee attacks do +1d6 Holy damage vs. Evil creatures (or +1d8 vs. Evil Undead or Evil Outsiders). Any Evil creature that attacks the Saint with a Natural Attack takes the same amount of damage. Able to cast <i>Guidance</i>, <i>Resistance</i>, <i>Virtue</i>, and <i>Bless</i> at will at Character level. Gain Fast Healing (HD/2). Protective Aura – 20' radius nimbus of light that can be activated as a Free Action. Acts as a double strength <i>Magic Circle against Evil</i> and a <i>Less Globe of Invulnerability</i>. <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>—</td> </tr> <tr> <td>4-7</td> <td>5 / magic</td> </tr> <tr> <td>8-11</td> <td>5 / evil</td> </tr> <tr> <td>12+</td> <td>10 / evil</td> </tr> </tbody> </table></p>	HD	Damage Reduction	1-3	—	4-7	5 / magic	8-11	5 / evil	12+	10 / evil
HD	Damage Reduction												
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4-7	5 / magic												
8-11	5 / evil												
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<p>Sanctified (an evil creature that survived the spell <i>Sanctify the Wicked</i>, becoming a good creature that regrets the evil it did in its previous life) (BoED p186)</p>	<p>Often surrounded by a aura of light. Can be applied to any Evil creature, except for Outsiders.</p>	<p>Always Good. Gains the 'Good' subtype & loses incompatible subtypes, such as 'Evil', 'Baatezu', etc. Also loses the 'Fiendish' template, if applicable. Natural & wielded weapons are considered 'Good'. Lvl +2 CR +1</p>	<p><i>Tongues</i>, always on. Light Ray, once per round – ray attack with a range of 60'. Causes 1d6 damage per 2 HD vs. Evil creatures only. Loses all preexisting supernatural & spell-like abilities, and any Vile Feats. If the creature had Damage Reduction that was bypassed by 'Good', it is now bypassed by 'Evil'. Aura of Menace – any hostile creature within a 20' radius receives a –2 penalty on attacks, AC, & saves (WillNeg, DC is Charisma-based). Effect lasts until the opponent has hit the Sanctified creature, up to 1 day. On a successful save –or– once the effect has been broken, the creature is immune for 24 hours. <i>Magic Circle against Evil</i>, always on..</p>										

Representatives

Deity Representative Templates	Description	Stats	Other Effects
<p>Aleax (when a Deity is particularly mad at someone, he/she/it makes a Construct that is a copy of the offender and uses it to deal with the problem. each Deity only has one Aleax at a time) (BoED p158)</p>	<p>Looks exactly the same as its target, except its eyes glow gold or silver. The copy can be made of any creature that a Deity wishes to deal with.</p>	<p>Becomes a Construct. Has d10 HD, plus a size-based HP bonus. Low-Light Vision. Darkvision 60'. Fast Healing 5. SR 10 + HD, or the target's SR if higher Con — CR +3</p>	<p>+1 Insight bonus to Initiative checks. +2 Perfection bonus to AC. Singular Enemy – only the Aleax's target can affect it in any way. <i>Searing Light</i>, once per round as a Standard Action. <i>Shapechange</i>, at will. A given Aleax usually has one or two forms that are in line with the Deity it serves. The Aleax keeps its Extraordinary & Spell-Like abilities in its new form. <i>True Seeing</i>, at will. If the Aleax slays its target, the target's spirit is immediately brought to the Aleax's Deity for judgment. If the target slays the Aleax, the Deity can never send its Aleax against the target again –and– the target gains +2 Wisdom, +1 Insight bonus to Initiative checks, +2 Perfection bonus to AC, & Spell Resistance (10 + HD).</p>
<p>Monster of Legend (a unique & divinely enhanced member of its species, usually on a mission from a deity) (MM2 p213) (3.5sup p35)+</p>	<p>The ultimate version of the base creature. Can be applied to any Animal, Magical Beast, or Monstrous Humanoid.</p>	<p>Becomes an 'Outsider (native)' If HD is less than a d8, the creature now has a d8 HD. Natural Armor improvement of +5. +3 bonus on all saving throws Natural Attacks do the following damage (if better than the current damage): Slam <u>Category 6</u> Bite <u>Category 6</u> Claw <u>Category 4</u> Gore <u>Category 3</u> Str +10 Dex +6 Con +10 Int +2 Wis +2 Cha +2 CR +2</p>	<p>Keeps all the Base Creature's extraordinary, supernatural, & spell-like abilities. Gains <u>Feat: Multi-Attack</u> & <u>Feat: Improved Initiative</u>. Receives <u>one</u> of the following Special Attacks: – Breath Weapon: 3d6 damage in a 15' cone. May do Acid, Fire, Electrical, or Cold damage. Usable every 1d4 rounds. Reflex save for ½. Constitution-based DC. – Frightful Presence: All creatures within 20' that have fewer HD than the Monster of Legend are Shaken when it roars, growls, etc. Effect lasts until target is more than 20' away. On a successful save, the target is immune for 24 hours. Charisma-based DC. – Poison: Bite does 1d6 Str / 1d6 Str poison damage. Constitution-based DC. – Raging Blood: Blood does Acid, Electrical, or Fire damage. When injured by a Slashing or Piercing weapon, all creatures within a 5' cone take 1d4 damage (no save). – Spells: Casts spells as a 5th level Cleric with Protection, Strength, & War Domain spells on its list. Receives <u>two</u> of the following Special Qualities: – Damage Reduction 10 / magic. – Enhanced Attributes: +4 bonus to all the creature's DC's. – Fast Healing 5. – Greater Damage: The damage from all natural attacks improves by one category. – <i>Haste</i>, always on. – Immunities: Immune to 2 of the following: Acid, Electricity, Fear, Poison, Polymorphing, Mind-Affecting Effects. – Reflective Hide: <i>Spell Turning</i>, always on. – Regrow Limbs: The creature's limb or head regrows in 1 rnd – See in Darkness: Can see normally through natural or magical darkness. – Spell Resistance 10 + ½ HD. – Gains either 'fire' or 'cold' subtype.</p>
<p>Spirit Animal (collective spirit of the animals, that watch over their land) (Frost p155)</p>	<p>Ghostly version of the base creature (when it can be seen at all). Can be applied to any Animal.</p>	<p>Becomes 'Fey (incorporeal, augmented animal)' Has d6 HD. Str — Wis +4 Cha +4 CR +1</p>	<p>Able to manifest at will. When manifesting, it is partially in the Material Plane & partially in the Ethereal Plane & the following apply: - loses Natural Armor bonus to AC - gains a Deflection bonus to AC equal to its Wisdom modifier (minimum +1) - can make its Melee attack, but uses its Dexterity on the attack bonus, need only make a Touch attack, & does nonlethal damage.</p>

Punishments

Deity Punishment Templates	Description	Stats	Other Effects
<p>Nagpa (an Arcane caster cursed by the gods for being selfish and reclusive. Can be cured by a <i>Wish</i> or <i>Miracle</i>) (DR339 p61)</p>	<p>Its head changes to that of a vulture and its skin is dry and withered.</p> <p>Acquires Template that can be added to a Human or Half-Elf Sorcerer or Wizard of at least 9th level.</p>	<p>Becomes a Monstrous Humanoid, but BAB, Base Saves, & Skill points are <u>not</u> recalculated.</p> <p>Natural Armor improves by +2</p> <p>Bite attack 1d6</p> <p>SR 6 + Arcane caster level</p> <p>Lvl +1</p> <p>CR +0</p>	<p>Spell-Like Abilities at Arcane caster level: <i>Darkness</i>, 3/day; <i>Disintegrate</i> (object only), 3/day; <i>Hold Person</i> (Lawful creatures only), 3/day; <i>Silent Image</i>, 3/day; <i>Combust</i>, 3/day (target within 60' catches fire & takes 2d6 Fire damage for 2 rounds & adjacent creatures take 1 hp of splash).</p> <p>Knows the direction & distance of any creature speak of it or any other Nagpa within 100 miles (as per <i>Locate Creature</i>).</p> <p>Able to craft a Nagpa Staff, even if it does not meet the prerequisite –8 penalty on Bluff, Diplomacy, Gather Info., & Intimidate checks</p>

Spell Templates

Spell Templates	Description	Stats	Other Effects																				
<p>Living Spell (an area-of-effect spell (like a <i>Fireball</i>) that exists as an ongoing effect and a living creature) (Eb p294) (MM3 p91)</p>	<p>Can be applied to any Arcane or Divine spell(s) that creates an Area of Effect (i.e., not a targeted spell) that is not already a creature (such as <i>Summon Monster</i>).</p>	<p>Becomes an Ooze.</p> <p>1d10 HD per Caster level</p> <p>Str = 10 + spell level</p> <p>Dex = 7 + spell level</p> <p>Con = 10 + spell level</p> <p>Int —</p> <p>Wis = 7 + spell level</p> <p>Cha = 10 + spell level</p> <p>Damage Reduction 10 / magic</p> <p>Spell Resistance 10 + caster lvl</p> <p>Deflection bonus to AC = spell level.</p> <p>Resistance bonus to saves = spell level.</p> <p>CR = spell level + ½ caster lvl</p>	<p>Based on Caster level:</p> <table border="1"> <thead> <tr> <th>Caster level</th> <th>Size</th> <th>Base Slam Damage</th> </tr> </thead> <tbody> <tr> <td>1–6</td> <td>Medium</td> <td>1d4</td> </tr> <tr> <td>7–12</td> <td>Large</td> <td>1d6</td> </tr> <tr> <td>13+</td> <td>Huge</td> <td>1d8</td> </tr> </tbody> </table> <p>Slam attack also does 1 ½ Strength modifier damage & effects the target with the Living Spell's spell effects.</p> <p>Based on Spell Range:</p> <table border="1"> <thead> <tr> <th>Range</th> <th>Movement</th> </tr> </thead> <tbody> <tr> <td>Close</td> <td>20'</td> </tr> <tr> <td>Medium</td> <td>30'</td> </tr> <tr> <td>Long</td> <td>40'</td> </tr> </tbody> </table> <p>Engulf – as a Standard Action the Living Spell may move to surround as many targets as fit within its size. It does <u>not</u> get to make Slam attacks when Engulfing. Each creature engulfed may make an Attack of Opportunity –or– a Reflex save to be pushed out of the way (DC = 10 + spell level + Charisma modifier). Any creature Engulfed is automatically Grappled and is effected by the spell effect each round.</p>	Caster level	Size	Base Slam Damage	1–6	Medium	1d4	7–12	Large	1d6	13+	Huge	1d8	Range	Movement	Close	20'	Medium	30'	Long	40'
Caster level	Size	Base Slam Damage																					
1–6	Medium	1d4																					
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Range	Movement																						
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Medium	30'																						
Long	40'																						

Templates from Dragon Magazine

Afflicted(DR315 p70) — In the Red Steel campaign setting, people what have been warped by the Red Curse.

Ka-Tainted(DR315 p23) — Gain features of a Deinonychus, Elasmosaurus, Megaraptor, Triceratops, or Tyrannosaurus.

T'liz(DR315 p37) — In the Dark Sun campaign settings, a spellcaster who consume too much of nature's energy to power his/her spells became a type of Undead called a T'liz.

Templates from Dungeon Magazine

Athasian Zombie(DU110 p50) — Intelligent Zombie from the Dark Sun campaign setting.

Blacktooth Lycanthrope(DU129 p75) — Much more infectious 'normal' Lycanthropy.

Chosen of Malar(DU129 p88) — Representative of the Malar, Deity of Beasts.

Dreamstealer Spawn(DU106 p94) — An incorporeal black cloud, which is all that remains of a Dreamstealer's victim.

Hivebrood(DU127 p31) — Transformed by a mad Wizard into a half-Formian.

Memelith(DU117 p29) — Contains random thoughts and memories of a large number of people who died together.

Maurid(DU112 p102) — Copies of creatures created by memories and magic.

Obah-Blessed(DU136 p60) — Granted extra arms by the Obah spirits.

Sign of the Smoking Eye(DU107 p69) — Marks a creature as having control over the Occipitus, the 507th layer of the Abyss.

Scorned(DU136 p62) — Cursed by the Obah spirits.

Tarterian(DU111 p65) — Evil creature that makes a pact with a Demodand (either a Farastu, Kelubar, or a Shator) & gains some of its power.

Skipped Templates

Good Lich(LM p156) — A non-Evil Lich that can be Turned by an Evil Cleric. The Deathless Template is more complete.

Appendix

Revision History

- November 11, 2003 – Start of D&D 3.5 Edition.
Added Monster Manual v.3.5, Manual of the Planes, & appropriate parts of D&D v.3.5 Accessory Update.
- March 12, 2004 – Added Monster Manual 2 & appropriate parts of D&D v.3.5 Accessory Update.
Added Complete Warrior & the Book of Exalted Deeds.
Added Dragon #309 – Dragon #313.
- November 12, 2004 – Added Eberron Campaign Setting.
Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”
Added Dragon #314 & #325.
- April 1, 2005 – Added Complete Arcane.
Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.
Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.
- September 7, 2005 – Added Complete Adventurer.
Added Races of Eberron.
Added Dungeon #330 – #335.
- December 9, 2005 – Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark
Added Dragon #336 – #338.
- April 14, 2006 – Added most of Libris Mortis.
Added Dragon #339 – #343.
Added Dungeon #104 – #134.
- February 28, 2007 – Added Dragon #315 – #323, #344 – #352.
Added Dungeon #135 – #144.
Added Frostburn, Sandstorm, and Stormwrack, Libis Mortis, Draconomicon.

Damage Category Table

Category	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
3	1	1	1	1d2	1d3	1d4	1d6	1d8	1d10
4	—	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6
6	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6

Key to Sourcebooks

- | | |
|---|---|
| PH – Player’s Handbook v.3.5 | Frost – Frostburn |
| DMG – Dungeon Master’s Guide v.3.5 | Sand – Sandstorm |
| MM – Monster Manual v.3.5 | Storm – Stormwrack |
| MM3 – Monster Manual | |
| FF – Fiend Folio | FR – Forgotten Realms Campaign Setting |
| | MoF – Magic of Faerûn |
| CWar – Complete Warrior | LoD – Lords of Darkness |
| CDiv – Complete Divine | RoF – Races of Faerûn |
| CArc – Complete Arcane | SM – Silver Marches |
| CAdv – Complete Adventurer | Und – Underdark |
| | PGF – Player’s Guide to Faerûn |
| RoS – Races of Stone | |
| RoD – Races of Destiny | Eb – Eberron Campaign Setting |
| RotW – Races of the Wild | |
| RoE – Races of Eberron | DR### – Dragon Magazine (with issue number) |
| | DU## – Dungeon Magazine (with issue number) |
| BoED – Book of Exalted Deeds | |
| UA – Unearthed Arcana | |
| 3.5up – D&D v.3.5 Accessory Update | – http://www.wizards.com/dnd/files/DnD35_update_booklet.zip |
| PH3.5e – Player’s Handbook v.3.5 Errata | – http://www.wizards.com/dnd/files/PHB_Errata09242003.zip |
| PGFe – Player’s Guide to Faerûn Errata | – http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip |
| CDivErrata – Complete Divine Errata | – http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip |
| CArcErrata – Complete Arcane Errata | – http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip |
| EbErrata – Eberron Errata | – http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip |
| wWaterdeep – Waterdeep Web Enhancement | – http://www.wizards.com/dnd/files/Noble_House.zip |

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.