

# Dungeons & Dragons 3.0 Edition Index – Templates

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

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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																								
<b>Half-Air Elemental</b> (sentient creature who has an Air Elemental / Outsider as one parent) (RTEE p160) (MotP p188) (DR307 p22)	Look normal except for little things, such as their hair always rustling in the wind (even indoors)	Becomes an ‘Outsider (air)’ Natural Armor +1 Dex +2 Int +2 Wis +2 Con +2 Cha +2 CR +2	Immune to Disease & Air Effects. If Int or Wis is 8+, can use the following abilities once per day. <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>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> </table>	<u>HD</u>	<u>Ability</u>	<u>HD</u>	<u>Ability</u>	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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<b>Half-Earth Elemental</b> (sentient creature who has an Earth Elemental / Outsider as one parent) (RTEE p160) (MotP p188)	Look normal except for little things, such as the way their eyes gleam like gemstones	Becomes an ‘Outsider (earth)’ Natural Armor +3 Str +4 Dex –2 Con +4 CR +2	Immune to Disease & Earth Effects. If Int or Wis is 8+, can use the following abilities once per day. <table border="0"> <tr> <td><u>HD</u></td> <td><u>Ability</u></td> <td><u>HD</u></td> <td></td> </tr> <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> </table>	<u>HD</u>	<u>Ability</u>	<u>HD</u>		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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<b>Half-Fire Elemental</b> (sentient creature who has a Fire Elemental / Outsider as one parent) (RTEE p160) (MotP p188)	Look normal except for little things, such as their red hair seeming to smoke then they get angry	Becomes an ‘Outsider (fire)’ Natural Armor +1 Dex +4 Int +2 Cha +2 CR +2	Immune to Disease & Fire Effects. If Int or Wis is 8+, can use the following abilities once per day. <table border="0"> <tr> <td><u>HD</u></td> <td><u>Ability</u></td> <td><u>HD</u></td> <td></td> </tr> <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> </table>	<u>HD</u>	<u>Ability</u>	<u>HD</u>		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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<b>Half-Water Elemental</b> (sentient creature who has a Water Elemental / Outsider as one parent) (RTEE p160) (MotP p188)	Look normal except for little things, such as leaving wet hand & foot prints wherever they go	Becomes an ‘Outsider (water)’ Natural Armor +1 Str +2 Int +2 Wis +2 Con +2 Cha +2 CR +2	Immune to Disease & Water Effects. If Int or Wis is 8+, can use the following abilities once per day. <table border="0"> <tr> <td><u>HD</u></td> <td><u>Ability</u></td> <td><u>HD</u></td> <td></td> </tr> <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> </table>	<u>HD</u>	<u>Ability</u>	<u>HD</u>		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><b>Half-Celestial</b> (sentient creature who has a Celestial as one parent) (MM p213)</p>	<p>Look pleasant, often with golden skin, metallic hair, and often feathered wings.</p>	<p>Becomes an ‘Outsider (good)’ 75% have feathered wings which allows Flying (good maneuverability) at double the creature’s ground speed. Natural Armor +1 Str +4 Dex +2 Int +2 Wis +4 Con +4 Cha +4 CR +2</p>	<p>+4 Racial bonus to Fortitude saves vs. poison. Low-light vision. Immune to Acid, Cold, Disease, Electricity. <i>Light</i>, at will. If Int or Wis is 8+, can use the following abilities at least 1/day.  <table border="0"> <tr> <td><b>HD</b></td> <td><b>Ability</b></td> <td><b>HD</b></td> <td><b>Ability</b></td> </tr> <tr> <td>1-2</td> <td><i>Protection from Evil (3/day), Bless</i></td> <td>9-10</td> <td><i>Dispel Evil</i></td> </tr> <tr> <td>3-4</td> <td><i>Aid, Detect Evil</i></td> <td>11-12</td> <td><i>Holy Word</i></td> </tr> <tr> <td>5-6</td> <td><i>Neutralize Poison</i></td> <td>13-14</td> <td><i>Holy Aura (3/day),</i></td> </tr> <tr> <td></td> <td><i>Cure Serious</i></td> <td>15-16</td> <td><i>Hallow</i></td> </tr> <tr> <td></td> <td><i>Wounds</i></td> <td>17-18</td> <td><i>Summon Monster IX</i></td> </tr> <tr> <td>7-8</td> <td><i>Holy Smite,</i></td> <td></td> <td><i>(celestials only)</i></td> </tr> <tr> <td></td> <td><i>Remove Disease</i></td> <td>19+</td> <td><i>Resurrection</i></td> </tr> </table> </p>	<b>HD</b>	<b>Ability</b>	<b>HD</b>	<b>Ability</b>	1-2	<i>Protection from Evil (3/day), Bless</i>	9-10	<i>Dispel Evil</i>	3-4	<i>Aid, Detect Evil</i>	11-12	<i>Holy Word</i>	5-6	<i>Neutralize Poison</i>	13-14	<i>Holy Aura (3/day),</i>		<i>Cure Serious</i>	15-16	<i>Hallow</i>		<i>Wounds</i>	17-18	<i>Summon Monster IX</i>	7-8	<i>Holy Smite,</i>		<i>(celestials only)</i>		<i>Remove Disease</i>	19+	<i>Resurrection</i>
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<p><b>Half-Fiend</b> (sentient creature who has a Fiend as one parent) (MM p215)</p>	<p>Look hideous, often with dark scales, horns, and often bat wings.</p>	<p>Becomes an ‘Outsider (evil)’ 50% have bat wings which allows Flying (average maneuverability) at the creature’s ground speed. Natural Armor +1 Str +4 Dex +4 Int +4 Con +2 Cha +2 CR +2</p>	<p>Darkvision 60’. Immune to Poison. Acid, Cold, Electricity, &amp; Fire Resistance 20. Gain Claw (<u>Damage Category 6</u>) &amp; Bite (<u>Damage Category 4</u>). If Int or Wis is 8+, can use the following abilities at least 1/day.  <table border="0"> <tr> <td><b>HD</b></td> <td><b>Ability</b></td> <td><b>HD</b></td> <td><b>Ability</b></td> </tr> <tr> <td>1-2</td> <td><i>Darkness (3/day)</i></td> <td>13-14</td> <td><i>Unholy Aura</i></td> </tr> <tr> <td>3-4</td> <td><i>Desecrate</i></td> <td></td> <td><i>(3/day), Unhallow</i></td> </tr> <tr> <td>5-6</td> <td><i>Unholy Blight</i></td> <td>15-16</td> <td><i>Horrid Wilting</i></td> </tr> <tr> <td>7-8</td> <td><i>Poison (3/day)</i></td> <td>17-18</td> <td><i>Summon Monster IX</i></td> </tr> <tr> <td>9-10</td> <td><i>Contagion</i></td> <td></td> <td><i>(fiends only)</i></td> </tr> <tr> <td>11-12</td> <td><i>Blasphemy</i></td> <td>19+</td> <td><i>Destruction</i></td> </tr> </table> </p>	<b>HD</b>	<b>Ability</b>	<b>HD</b>	<b>Ability</b>	1-2	<i>Darkness (3/day)</i>	13-14	<i>Unholy Aura</i>	3-4	<i>Desecrate</i>		<i>(3/day), Unhallow</i>	5-6	<i>Unholy Blight</i>	15-16	<i>Horrid Wilting</i>	7-8	<i>Poison (3/day)</i>	17-18	<i>Summon Monster IX</i>	9-10	<i>Contagion</i>		<i>(fiends only)</i>	11-12	<i>Blasphemy</i>	19+	<i>Destruction</i>				
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Troll Cross-Breeds

Other Cross-Breed Templates	Description	Stats	Other Effects
<p><b>Half-Troll</b> (an animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or outsider that cross-breeds with a Troll) (FF p93)</p>	<p>The base creature takes on many troll attributes, such as a pointy nose, long arms, greenish skin, and an insatiable hunger.</p>	<p>Becomes a ‘Giant.’ +4 Natural Armor bonus to AC Str +6 Dex +2 Con +6 Int –2 Cha –2 CR –2</p>	<p>Fast Healing 5. Darkvision 60’. Gain the Scent ability. Gain Claw (<u>Damage Category 6</u>), Bite (<u>Damage Category 4</u>). If both Claws hit, does a Rend attack that is 2x the damage dice of a Claw attack + 1½ Strength modifier.</p>
<p><b>Half-Scrag</b> (an animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or outsider that cross-breeds with an Aquatic Troll) (FF p94)</p>	<p>The base creature takes on many troll attributes, such as a pointy nose, long arms, greenish skin, and an insatiable hunger.</p>	<p>Becomes a ‘Giant.’ +4 Natural Armor bonus to AC Str +6 Dex +2 Con +6 Int –2 Cha –2 CR –2</p>	<p>Fast Healing 5, while immersed in water only. Swim speed 20’. Land speed is reduced by 5’. Darkvision 60’. Gain the Scent ability. Gain Claw (<u>Damage Category 6</u>), Bite (<u>Damage Category 4</u>). If both Claws hit, does a Rend attack that is 2x the damage dice of a Claw attack + 1½ Strength modifier.</p>

Fey Cross-Breeds

Fey Cross-Breed Templates	Description	Stats	Other Effects																																																
<p><b>Half-Fey</b> (living creatures who have Fae blood in them) (FF p89)</p>	<p>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.</p>	<p>Becomes a 'Fey'. Has d6 HD. Dex +2 Con -2 Wis +2 Cha +4 CR +1 Alignment tend towards Chaotic</p>	<p>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 &amp; effects. <i>Charm Person</i>, at will. If Cha or Wis is 8+, can use the following abilities at least 1/day.</p> <table border="0"> <tr> <td><u>HD</u></td> <td><u>Ability</u></td> </tr> <tr> <td>1-2</td> <td><i>Hypnotism</i>, 1/day; <i>Faerie Fire</i> –or– <i>Glitterdust</i>, 1/day</td> </tr> <tr> <td>3-4</td> <td><i>Detect Law</i>, 3/day, <i>Sleep</i> –or– <i>Enthrall</i>, 1/day</td> </tr> <tr> <td>5-6</td> <td><i>Protection from Law</i>, 3/day; <i>Tasha's Hideous Laughter</i> or <i>Suggestion</i>, 1/day</td> </tr> <tr> <td>7-8</td> <td><i>Confusion</i> –or– <i>Emotion</i>, 1/day</td> </tr> <tr> <td>9-10</td> <td><i>Eyebite</i> –or– <i>Lesser Geas</i>, 1/day</td> </tr> <tr> <td>11-12</td> <td><i>Dominate Person</i> –or– <i>Hold Monster</i>, 1/day</td> </tr> <tr> <td>13-14</td> <td><i>Mass Invisibility</i>, 1/day</td> </tr> <tr> <td>15-16</td> <td><i>Geas/Quest</i> –or– <i>Mass Suggestion</i>, 1/day</td> </tr> <tr> <td>17-18</td> <td><i>Insanity</i> –or– <i>Mass Charm</i>, 1/day</td> </tr> <tr> <td>19+</td> <td><i>Otto's Irresistible Dance</i>, 1/day</td> </tr> </table>	<u>HD</u>	<u>Ability</u>	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																										
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<p><b>Unseelie Fey</b> (living creatures who have evil Fae blood in them) (DR304 p65)</p>	<p>The look of an Unseelie Fey varies from creature to creature. Many have wings, and some do not have eyes. Most are terrifying.</p>	<p>Becomes a 'Fey'. Str -2 Dex +2 Con -2 Cha +2 +4 Racial bonus on Intimidate checks. Alignment tend towards Evil</p>	<p>Always Evil. Unseelie Fey with wings can fly at 2x their ground speed (Average maneuverability).</p> <table border="0"> <tr> <td><u>d100</u></td> <td><u>Wings</u></td> <td><u>d100</u></td> <td><u>Vision</u></td> </tr> <tr> <td>01-33</td> <td>none</td> <td>01-70</td> <td>Low-Light</td> </tr> <tr> <td>34-50</td> <td>unusable</td> <td>71-80</td> <td>Standard</td> </tr> <tr> <td>51-60</td> <td>Bat</td> <td>81-90</td> <td>Darkvision 60'</td> </tr> <tr> <td>61-70</td> <td>Bird</td> <td>91-95</td> <td>No eyes, but Tremorsense 30'</td> </tr> <tr> <td>71-80</td> <td>Moth</td> <td>96-100</td> <td>No eyes, but Blindsight 30'</td> </tr> <tr> <td>81-90</td> <td>Dragon</td> <td></td> <td></td> </tr> <tr> <td>91-00</td> <td>Insect</td> <td></td> <td></td> </tr> </table> <p>Gain <u>one</u> of the following:  a) Touched living creature is no longer Dazed, Nauseated, Fatigued, or Exhausted.  Touched Undead is Turned at Character level -2.  b) <i>Magic Circle vs. Evil</i>, except it effects to any creature that is <u>not</u> an animal, beast, fey, or magical beast.  c) <i>Dispel Magic (targeted)</i> at Character level, by touch. Usable Charisma modifier times per day (min 1).  d) Living non-fey creatures within 5' receive a Morale penalty on saving throws equal to the Fey's Charisma modifier.  Touching iron or steel does 1hp of damage. Weapons of iron or steel do +1d6 damage.</p> <table border="0"> <tr> <td><u>HD</u></td> <td><u>Damage Reduction</u></td> <td><u>HD</u></td> <td><u>Damage Reduction</u></td> </tr> <tr> <td>1-3</td> <td>none</td> <td>12-15</td> <td>15 / +1</td> </tr> <tr> <td>4-7</td> <td>5 / Iron</td> <td>16+</td> <td>20 / +2</td> </tr> <tr> <td>8-11</td> <td>10 / Iron</td> <td></td> <td></td> </tr> </table>	<u>d100</u>	<u>Wings</u>	<u>d100</u>	<u>Vision</u>	01-33	none	01-70	Low-Light	34-50	unusable	71-80	Standard	51-60	Bat	81-90	Darkvision 60'	61-70	Bird	91-95	No eyes, but Tremorsense 30'	71-80	Moth	96-100	No eyes, but Blindsight 30'	81-90	Dragon			91-00	Insect			<u>HD</u>	<u>Damage Reduction</u>	<u>HD</u>	<u>Damage Reduction</u>	1-3	none	12-15	15 / +1	4-7	5 / Iron	16+	20 / +2	8-11	10 / Iron		
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Dragon Cross-Breeds

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<p><b>Draconic</b> (creature who had a Dragon ancestor long ago) (DR301 p74) (DU100 p43)</p>	<p>A few dragon-like features, such as claws, thicker hide, possibly silted eyes, etc.</p>	<p>An 'Animal' become a 'Magical Beast', otherwise type is unchanged. Natural Armor +1 Str +2 Con +2 Cha +2 CR +1</p>	<p>Low-light vision Darkvision 60' +4 Racial bonus on saves vs. sleep &amp; paralysis +2 Racial bonus on Spot &amp; Intimidate checks Gain <u>Damage Category 3</u> Claw attack.</p>																																																																																																									
<p><b>Half-Dragon</b> (sentient creature who has a Dragon as one parent) (MM p214) (CoSQ p126)+ (DR284 p28)+ (DR300 p38)+</p>	<p>They have scales, reptilian eyes, enlarged teeth &amp; claws, and often reptilian wings.</p>	<p>Becomes a 'Dragon' Increased hit die type (up to d12) Half-Dragons of Large-size or greater (except Half-Brown) have reptilian wings which allow Flying (Average maneuverability) at the creature's ground speed. Natural Armor +4 Str +8 Int +2 Con +2 Cha +2 CR +2</p>	<p>Low-light vision. Darkvision 60'. Immune to sleep &amp; paralysis effects. Gain Claw (<u>Damage Category 6</u>) &amp; Bite (<u>Damage Category 4</u>) attacks. Half-Fang Dragons do damage as if one size category larger. Gain a breath weapon matching your parent, usable once per day.</p> <table border="1" data-bbox="933 703 1482 1501"> <thead> <tr> <th>Type</th> <th>Breath Weapon</th> <th>Damage</th> <th>DC</th> <th>Immune to...</th> </tr> </thead> <tbody> <tr> <td>Black</td> <td>Line of Acid</td> <td>6d4</td> <td>17</td> <td>Acid</td> </tr> <tr> <td>Blue</td> <td>Line of Electricity</td> <td>6d8</td> <td>18</td> <td>Electricity</td> </tr> <tr> <td>Brass</td> <td>Line of Fire</td> <td>3d6</td> <td>17</td> <td>Fire</td> </tr> <tr> <td>Bronze</td> <td>Line of Electricity</td> <td>6d6</td> <td>18</td> <td>Electricity</td> </tr> <tr> <td>Brown</td> <td>Line of Acid</td> <td>6d6</td> <td>19</td> <td>Acid</td> </tr> <tr> <td>Copper</td> <td>Line of Acid</td> <td>6d4</td> <td>17</td> <td>Acid</td> </tr> <tr> <td>Deep</td> <td>Line of Gas</td> <td>6d8</td> <td>18</td> <td>Charm, Resist Fire 10, Resist Cold 10</td> </tr> <tr> <td>Fang</td> <td>Bite does 1d4 Con drain 3/day</td> <td>14</td> <td>—</td> <td>—</td> </tr> <tr> <td>Gold</td> <td>Cone of Fire</td> <td>6d10</td> <td>20</td> <td>Fire</td> </tr> <tr> <td>Green</td> <td>Cone of Gas</td> <td>6d6</td> <td>17</td> <td>Acid</td> </tr> <tr> <td>Howling</td> <td>Cone of Sonic</td> <td>4d10</td> <td>19</td> <td>Sonic</td> </tr> <tr> <td>Pyroclastic</td> <td>Cone of ½ Fire &amp; ½ Sonic</td> <td>2d6</td> <td>15</td> <td>Fire &amp; Sonic</td> </tr> <tr> <td>Red</td> <td>Cone of Fire</td> <td>6d10</td> <td>19</td> <td>Fire</td> </tr> <tr> <td>Rust</td> <td>Cone of Rust</td> <td>Metal Rusts</td> <td>14</td> <td>Acid</td> </tr> <tr> <td>Shadow</td> <td>Cone of <u>Negative Levels</u></td> <td>1d2</td> <td>18</td> <td>Energy Drain</td> </tr> <tr> <td>Silver</td> <td>Cone of Cold</td> <td>6d8</td> <td>18</td> <td>Cold</td> </tr> <tr> <td>Song</td> <td>Cone of Electricity</td> <td>6d6</td> <td>17</td> <td>Electricity &amp; Poison</td> </tr> <tr> <td>Styx</td> <td>Line of Acid</td> <td>2d6</td> <td>16</td> <td>Acid, Poison, &amp; Disease</td> </tr> <tr> <td>Tartarian</td> <td>Line of Force</td> <td>6d8</td> <td>20</td> <td>—</td> </tr> <tr> <td>White</td> <td>Cone of Cold</td> <td>3d6</td> <td>16</td> <td>Cold</td> </tr> </tbody> </table> <p>'Line' is 5' wide, 5' high, and 60' long. 'Cone' is 30' long &amp; 30' wide at the end.</p>	Type	Breath Weapon	Damage	DC	Immune to...	Black	Line of Acid	6d4	17	Acid	Blue	Line of Electricity	6d8	18	Electricity	Brass	Line of Fire	3d6	17	Fire	Bronze	Line of Electricity	6d6	18	Electricity	Brown	Line of Acid	6d6	19	Acid	Copper	Line of Acid	6d4	17	Acid	Deep	Line of Gas	6d8	18	Charm, Resist Fire 10, Resist Cold 10	Fang	Bite does 1d4 Con drain 3/day	14	—	—	Gold	Cone of Fire	6d10	20	Fire	Green	Cone of Gas	6d6	17	Acid	Howling	Cone of Sonic	4d10	19	Sonic	Pyroclastic	Cone of ½ Fire & ½ Sonic	2d6	15	Fire & Sonic	Red	Cone of Fire	6d10	19	Fire	Rust	Cone of Rust	Metal Rusts	14	Acid	Shadow	Cone of <u>Negative Levels</u>	1d2	18	Energy Drain	Silver	Cone of Cold	6d8	18	Cold	Song	Cone of Electricity	6d6	17	Electricity & Poison	Styx	Line of Acid	2d6	16	Acid, Poison, & Disease	Tartarian	Line of Force	6d8	20	—	White	Cone of Cold	3d6	16	Cold
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## Denizen Templates

Denizens are the “echoes” of aberrations, animals, beasts, magical beasts, plants, & vermin on other planes of existence.

### Elemental Plane Denizens

Elemental Plane Denizen Templates	Description	Stats	Other Effects															
<p><b>Air Elemental Creature</b> (version of normal creatures that live on the Air Elemental Plane) (MotP p191) (DR307 p22)</p>	<p>Appear to be solid clouds in the shape of their base creature.</p>	<p>Becomes an ‘Elemental (air)’ Fly 100’ (Perfect maneuverability) Has d8 hit dice Darkvision 60’ Dex +6 if 3-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>Airborne creatures are –1 to attack &amp; damage against you. Immune to poison, sleep, paralysis, stunning, &amp; critical hits. Speak Auran if Intelligence is 4+. Gain Feat: Flyby Attack.</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>1-7</td> <td>–</td> </tr> <tr> <td>8-11</td> <td>5 / +1</td> </tr> <tr> <td>12+</td> <td>10 / +2</td> </tr> </tbody> </table>	HD	Damage Reduction	1-7	–	8-11	5 / +1	12+	10 / +2							
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<p><b>Cold Elemental Creature</b> (version of normal creatures that live on the Ice Elemental Plane) (MotP p195)</p>	<p>Appear similar to their originals, but made from ice &amp; snow, with icicles for teeth.</p>	<p>Becomes an ‘Elemental (cold)’ Has d8 hit dice Darkvision 60’ Natural Armor +3 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, &amp; critical hits. 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>1-3</td> <td>–</td> <td>–</td> </tr> <tr> <td>4-7</td> <td>–</td> <td>1d4</td> </tr> <tr> <td>8-11</td> <td>5 / +1</td> <td>1d6</td> </tr> <tr> <td>12+</td> <td>10 / +2</td> <td>2d6</td> </tr> </tbody> </table>	HD	Damage Reduction	Extra Damage	1-3	–	–	4-7	–	1d4	8-11	5 / +1	1d6	12+	10 / +2	2d6
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<p><b>Earth Elemental Creature</b> (version of normal creatures that live on the Earth Elemental Plane) (MotP p192)</p>	<p>Appear to be moving piles of dirt &amp; rocks in the shape of their base creature.</p>	<p>Becomes an ‘Elemental (earth)’ Burrows like a Xorn at the creature’s base speed or 20’, whichever is higher. Has d8 hit dice. Darkvision 60’ Natural Armor +3 Str +2 Dex -2 if 3-7 HD, +1 CR if 8+ HD, +2 CR</p>	<p>Gain a +1 bonus to attack &amp; damage if both you and your opponent are both touching the ground. If your opponent is in the air or water, suffer a –4 penalty on attack &amp; damage. Aware of anything in contact with the ground within 60’. Immune to poison, sleep, paralysis, stunning, &amp; critical hits. Speak Terran if Intelligence is 4+.</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>1-7</td> <td>–</td> </tr> <tr> <td>8-11</td> <td>5 / +1</td> </tr> <tr> <td>12+</td> <td>10 / +2</td> </tr> </tbody> </table>	HD	Damage Reduction	1-7	–	8-11	5 / +1	12+	10 / +2							
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<p><b>Fire Elemental Creature</b> (version of normal creatures that live on the Fire Elemental Plane) (MotP p193)</p>	<p>Appear similar to their base creatures, but bathed in flame or charred.</p>	<p>Becomes an ‘Elemental (fire)’ Has d8 hit dice. Darkvision 60’ +1 CR if 3-7 HD +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. Immune to poison, sleep, paralysis, stunning, &amp; critical hits. 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>1-3</td> <td>–</td> <td>–</td> </tr> <tr> <td>4-7</td> <td>–</td> <td>1d4</td> </tr> <tr> <td>8-11</td> <td>5 / +1</td> <td>1d6</td> </tr> <tr> <td>12+</td> <td>10 / +2</td> <td>2d6</td> </tr> </tbody> </table>	HD	Damage Reduction	Extra Damage	1-3	–	–	4-7	–	1d4	8-11	5 / +1	1d6	12+	10 / +2	2d6
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<p><b>Water Elemental Creature</b> (version of normal creatures that live on the Water Elemental Plane) (MotP p194)</p>	<p>Appears similar to its base creature, but made from water.</p>	<p>Becomes an ‘Elemental (water)’ Has d8 hit dice Darkvision 60’ Swim 90’ if 3-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>Gain a +1 bonus to attack &amp; 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 &amp; damage. Immune to poison, sleep, paralysis, stunning, &amp; critical hits. Speak Aquan if Intelligence is 4+.</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>1-7</td> <td>–</td> </tr> <tr> <td>8-11</td> <td>5 / +1</td> </tr> <tr> <td>12+</td> <td>10 / +2</td> </tr> </tbody> </table>	HD	Damage Reduction	1-7	–	8-11	5 / +1	12+	10 / +2							
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<u>Elemental Plane Denizen Templates</u>	Description	Stats	Other Effects								
Wood Elemental Creature (version of normal creatures that live on the Wood Elemental Plane) (MotP p196)	Appear similar to their originals, but made from wood, branches, and leaves.	Becomes an ‘Elemental (wood)’ Has d8 hit dice Darkvision 60’ Ground speed is halved if 3-7 HD, CR +1 if 8+ HD, CR +2	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+. <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>1-7</td> <td>–</td> </tr> <tr> <td>8-11</td> <td>5 / +1</td> </tr> <tr> <td>12+</td> <td>10 / +2</td> </tr> </tbody> </table>	HD	Damage Reduction	1-7	–	8-11	5 / +1	12+	10 / +2
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Inner Plane Denizen

<u>Inner Plane Denizen Templates</u>	Description	Stats	Other Effects															
Dream Elemental Creature (version of a corporeal creature from the Material Plane from the Plane of Dreams) (MotP p190)	Appear similar to the original, but looks translucent, with yellow eyes & mouth.	Becomes an ‘Elemental (dream)’ Has d8 hit dice Darkvision 60’ Incorporeal Wisdom — up to 2 HD, CR +1 if 3-7 HD, CR +2 if 8+ HD, CR +3	Immune to poison, sleep, paralysis, stunning, & critical hits. Resist Acid, Cold, Electricity, Fire, & Sonic 5. Touch attack does temporary Wisdom damage. <table border="1"> <thead> <tr> <th>HD</th> <th>Wisdom Dmg</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>1</td> <td>–</td> </tr> <tr> <td>4-7</td> <td>1d2</td> <td>–</td> </tr> <tr> <td>8-11</td> <td>1d3</td> <td>5 / +1</td> </tr> <tr> <td>12+</td> <td>1d4</td> <td>10 / +1</td> </tr> </tbody> </table>	HD	Wisdom Dmg	Damage Reduction	1-3	1	–	4-7	1d2	–	8-11	1d3	5 / +1	12+	1d4	10 / +1
HD	Wisdom Dmg	Damage Reduction																
1-3	1	–																
4-7	1d2	–																
8-11	1d3	5 / +1																
12+	1d4	10 / +1																
Shadow Creature (shadowy distorted versions of corporeal creatures from the Material Plane) (MotP p190)	Appear similar to the original, but looks distorted and washed out.	Becomes a ‘Magical Beast’ +50% movement +6 bonus on Move Silently checks Darkvision 60’ Low-light vision CR +1	Cold resistance 5 +1 per HD (max. 20). As long as the Shadow Creature is not in full daylight (or a <i>Daylight</i> spell), it can blend into the shadows, gaining $\frac{9}{10}$ <sup>th</sup> Concealment. <u>One</u> of the following per 4 HD (round up): • +2 Luck bonus on all saving throws. • <i>Cause Fear</i> , usable once per day. • Damage Reduction 5/+1. • Evasion. • <i>Mirror Image</i> , usable once per day. • <i>Plane Shift (self only)</i> to / from the Plane of Shadows, usable once per day. • Regenerate 2 hp per round.															

Outer Plane Denizens

<u>Outer Plane Denizen Templates</u>	Description	Stats	Other Effects																				
<b>Celestial Creature</b> (version of corporeal living creatures that are associated with the Good planes) (MM p211)	Appear similar to their originals, but more beautiful & often with metallic coloring.	Becomes an ‘Outsider (good)’ Always Good Minimum Intelligence of 3 Darkvision 60’ if 4-7 HD, CR +1 if 8+ HD, CR +2	Smite Evil – If a designated normal attack hits, it does +HD damage (max. +20) to a evil target. Usable once per day. Spell Resistance of 2 x HD (max. 25). <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Acid, Cold, &amp; Elect. Resist</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>–</td> <td>5</td> </tr> <tr> <td>4-7</td> <td>5 / +1</td> <td>10</td> </tr> <tr> <td>8-11</td> <td>5 / +2</td> <td>15</td> </tr> <tr> <td>12+</td> <td>10 / +3</td> <td>20</td> </tr> </tbody> </table>	HD	Damage Reduction	Acid, Cold, & Elect. Resist	1-3	–	5	4-7	5 / +1	10	8-11	5 / +2	15	12+	10 / +3	20					
HD	Damage Reduction	Acid, Cold, & Elect. Resist																					
1-3	–	5																					
4-7	5 / +1	10																					
8-11	5 / +2	15																					
12+	10 / +3	20																					
<b>Fiendish Creature</b> (version of corporeal living creatures that are associated with the Evil planes) (MM p211)	Appear similar to their originals, but twisted, with horns, tails, hooves, scales, or other deformities.	Becomes an ‘Outsider (evil)’ Always Evil Minimum Intelligence of 3 Darkvision 60’ if 4-7 HD, CR +1 if 8+ HD, CR +2	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 2 x HD (max. 25). <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Cold &amp; Fire Resist</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>–</td> <td>5</td> </tr> <tr> <td>4-7</td> <td>5 / +1</td> <td>10</td> </tr> <tr> <td>8-11</td> <td>5 / +2</td> <td>15</td> </tr> <tr> <td>12+</td> <td>10 / +3</td> <td>20</td> </tr> </tbody> </table>	HD	Damage Reduction	Cold & Fire Resist	1-3	–	5	4-7	5 / +1	10	8-11	5 / +2	15	12+	10 / +3	20					
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1-3	–	5																					
4-7	5 / +1	10																					
8-11	5 / +2	15																					
12+	10 / +3	20																					
<b>Axiomatic ‘Perfect’ Creature</b> (version of corporeal living creatures that are associated with the Lawful planes) (MotP p197)	Appear similar to their originals, but without randomness, having cleaner lines & symmetry.	Becomes an ‘Outsider (law)’ Always Lawful. Minimum Intelligence of 3 Darkvision 60’ if 4-7 HD, CR +1 if 8+ HD, CR +2	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 2 x HD (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. <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Cold, Fire, &amp; Elect. Resist</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>–</td> <td>5</td> </tr> <tr> <td>4-7</td> <td>–</td> <td>10</td> </tr> <tr> <td>8-11</td> <td>–</td> <td>15</td> </tr> <tr> <td>12+</td> <td>–</td> <td>20</td> </tr> </tbody> </table>	HD	Damage Reduction	Cold, Fire, & Elect. Resist	1-3	–	5	4-7	–	10	8-11	–	15	12+	–	20					
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4-7	–	10																					
8-11	–	15																					
12+	–	20																					
<b>Anarchic ‘Unfinished’ Creature</b> (version of corporeal living creatures that are associated with the Chaotic planes) (MotP p198)	Appear similar to their originals, but with blotchy skin/fur, and an asymmetric look.	Becomes an ‘Outsider (chaos)’ Always Chaotic Minimum Intelligence of 3 Darkvision 60’ if 4-7 HD, CR +1 if 8+ HD, CR +2	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. <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Cold, Fire, Elect., Acid, &amp; Sonic Resist</th> <th>Fast Heal</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>–</td> <td>5</td> <td>–</td> </tr> <tr> <td>4-7</td> <td>–</td> <td>5</td> <td>1</td> </tr> <tr> <td>8-11</td> <td>–</td> <td>5</td> <td>3</td> </tr> <tr> <td>12+</td> <td>5/+1</td> <td>5</td> <td>5</td> </tr> </tbody> </table>	HD	Damage Reduction	Cold, Fire, Elect., Acid, & Sonic Resist	Fast Heal	1-3	–	5	–	4-7	–	5	1	8-11	–	5	3	12+	5/+1	5	5
HD	Damage Reduction	Cold, Fire, Elect., Acid, & Sonic Resist	Fast Heal																				
1-3	–	5	–																				
4-7	–	5	1																				
8-11	–	5	3																				
12+	5/+1	5	5																				

Distant Plane Denizen

<u>Distant Plane Denizen Templates</u>	Description	Stats	Other Effects															
<b>Pseudo-Natural</b> (creatures from beyond known space who are masquerading as recognizable creatures) (T&B p47) (DU99 p45)	Looks & acts like the normal creature that it poses as, until it transforms into a mass of tentacles. Summoned by the Alienist Prestige Class.	Becomes an ‘Outsider’	Can make a single attack at +20 to hit with no chance of missing due to concealment, once per day. Spell Resistance of 2 x HD (max. 25). As a standard action, the creature can change into a tentacled mass. This doesn’t change its abilities, but all opponents receive a -1 Morale penalty on attacks against it. <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Acid &amp; Electric Resist</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>–</td> <td>5</td> </tr> <tr> <td>4-7</td> <td>5 / +1</td> <td>10</td> </tr> <tr> <td>8-11</td> <td>5 / +2</td> <td>15</td> </tr> <tr> <td>12+</td> <td>10 / +3</td> <td>20</td> </tr> </tbody> </table>	HD	Damage Reduction	Acid & Electric Resist	1-3	–	5	4-7	5 / +1	10	8-11	5 / +2	15	12+	10 / +3	20
HD	Damage Reduction	Acid & Electric Resist																
1-3	–	5																
4-7	5 / +1	10																
8-11	5 / +2	15																
12+	10 / +3	20																

## Inflicted Templates

Creatures are not 'born' with these Template, but have it added later in life, typically without their permission.

### Partial Golem / Mechanical

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

Partial Golem / Mechanical Templates	Description	Stats	Other Effects
<p><b>Half-Golem – Brass</b> (an animal, beast, magical beast, humanoid, monstrous humanoid, or giant who has 1 or more limbs replaced with animated brass. Must make a Will save or become a Construct) (MM2w)</p>	One or more limbs replaced with those of a Brass Golem.	Natural Armor +11 DR 25 / +2 Str +12 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +4	+2 Racial bonus to Fortitude saves. +5 Competence bonus on Wilderness Lore checks for tracking by scent. Gains the Scent special ability. <i>Maze</i> @ 15 <sup>th</sup> , 1/day. The creature is able to enter its own "maze" to track the target. Immune to spells, spell-like abilities, & supernatural effects except <ul style="list-style-type: none"> <li>- Electricity effects the creature as a <i>Slow</i> spell for 3 rounds.</li> <li>- Fire effects heals the creature 1hp per 3 damage &amp; breaks any <i>Slow</i> effect.</li> </ul>
<p><b>Half-Golem – Clay</b> (an animal, beast, magical beast, humanoid, monstrous humanoid, or giant who has 1 or more limbs replaced with animated clay. Must make a Will save or become a Construct) (MM2 p209)</p>	One or more limbs replaced with those of a Clay Golem.	Natural Armor +7 DR 10 / silver Str +8 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3	+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 3rds, 1/day. Can only be used after 1 round of combat Immune to spells, spell-like abilities, & supernatural effects except <ul style="list-style-type: none"> <li>- <i>Move Earth</i> does 3d12 damage &amp; pushes it back 120'.</li> <li>- <i>Disintegrate</i> does 1d12 damage &amp; effects the creature as a <i>Slow</i> for 1d6 rounds.</li> <li>- <i>Earthquake</i> does 5d10 damage &amp; holds it in place for 1 round.</li> </ul>
<p><b>Half-Golem – Dragonflesh</b> (an animal, beast, magical beast, humanoid, monstrous humanoid, or giant who has 1 or more limbs replaced with animated dragon flesh. Must make a Will save or become a Construct) (MM2w)</p>	One or more limbs replaced with those of a Dragonflesh Golem.	Natural Armor bonus +7 DR 10 / +1 Str +6 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3	+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 <ul style="list-style-type: none"> <li>- Fire &amp; Cold effects the creature as a <i>Slow</i> spell for 2d6 rounds</li> <li>- Electricity effects heals the creature 1hp per 3 damage &amp; breaks any <i>Slow</i> effect.</li> </ul>
<p><b>Half-Golem – Flesh</b> (an animal, beast, magical beast, humanoid, monstrous humanoid, or giant who has 1 or more limbs replaced with animated flesh. Must make a Will save or become a Construct) (MM2 p209)</p>	One or more limbs replaced with those of a Flesh Golem.	Natural Armor bonus +5 DR 5 / silver Str +6 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3	Berserk – when damaged in combat, goes berserk like a Barbarian Immune to spells, spell-like abilities, & supernatural effects except <ul style="list-style-type: none"> <li>- Fire &amp; Cold effects the creature as a <i>Slow</i> spell for 2d6 rounds</li> <li>- Electricity effects heals the creature 1hp per 3 damage &amp; breaks any <i>Slow</i> effect.</li> </ul>
<p><b>Half-Golem – Iron</b> (an animal, beast, magical beast, humanoid, monstrous humanoid, or giant who has 1 or more limbs replaced with animated iron. Must make a Will save or become a Construct) (MM2 p209)</p>	One or more limbs replaced with those of an Iron Golem.	Natural Armor bonus +11 DR 25 / +2 Str +12 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3	Able to exhale a 10' cube of (1d4 Con / Death DC 17) poisonous gas every 1d4+1 rounds. The gas persists for 1 round. Vulnerability to rust attacks, including <i>Rusting Grasp</i> . Immune to spells, spell-like abilities, & supernatural effects except <ul style="list-style-type: none"> <li>- Electricity effects the creature as a <i>Slow</i> spell for 3 rounds.</li> <li>- Fire effects heals the creature 1hp per 3 damage &amp; breaks any <i>Slow</i> effect.</li> </ul>

Partial Golem / Mechanical Templates	Description	Stats	Other Effects
<b>Half-Golem – Stained Glass</b> (an animal, beast, magical beast, humanoid, monstrous humanoid, or giant who has 1 or more limbs replaced with animated stained glass. Must make a Will save or become a Construct) (MM2w)	One or more limbs replaced with those of a Stained Glass Golem.	Natural Armor +2 Str +2 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +2	+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 <b>Category 4 Keen claw attack</b> . 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.
<b>Half-Golem – Stone</b> (an animal, beast, magical beast, humanoid, monstrous humanoid, or giant who has 1 or more limbs replaced with animated stone. Must make a Will save or become a Construct) (MM2 p209)	One or more limbs replaced with those of a Stone Golem.	Natural Armor +9 DR 15 / +1 Str +10 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3	<i>Slow</i> on 1 target within 10' for 7rnds (WillNeg DC13). Usable every 2 rnds. 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.
<b>Half-Machine</b> (modified by an infernal device to be part living creature & part machine) (DU91 p106)	The visible changes to the base creature are custom to the modifications it received: extra bite damage may translate to metal teeth, bonus to Climb skill could be claws or a grappling hook launcher, etc. All Half-Machines are obviously changed.	Base Hit Dice increases by 1 (up to d12). 25% are given wings Immune to poison & disease ½ damage from subdual attacks +4 Resistance bonus to mind-affecting attacks & effects Under its creator's control Vulnerable to rust attacks Armor bonus +8 Str +4 Str Con +4 CR +3	Gains <u>one</u> Special Attack per 3 HD: - Breath weapon, 1/day. - 1d4 extra attacks. - +1 die of bite damage - +1 die of claw damage - projectile weapon - tail spike (poisoned) or tail slap ( <b>Damage Category 4</b> ) Gains <u>one</u> Special Quality per 3 HD: - Damage Reduction – 10/+1 for Medium-sized. - Darkvision 60'. - Energy Resistance (10). - Scent ability –or– +10 Competence bonus to scent-related skill checks if the base already creature already had the Scent ability. - <i>Haste</i> @ 10 <sup>th</sup> , 1/day. Must have been in combat for 1 round. - <i>Improved Invisibility</i> @ 10 <sup>th</sup> . - Rust Protection. - Immune to Mind-affecting attacks. - Spell Resistance of 2xHD (max 25). +8 Competence bonus to any 2 of the following skills: Climb, Intimidate, Listen, Search, Spot, Swim. Any 4 of the following feats: Alertness, Blind-Fight, Combat Reflexes, Endurance, Flyby Attack, Great Fortitude, Lightning Reflexes, Multiattack, Multidexterity, Multiweapon Fighting, Run, Toughness, Track

## Infused with Evil

Infused with Evil Templates	Description	Stats	Other Effects
<b>Beast of Xvim</b> (infused with a spark of Deity of Hatred's evil) (MMF p85)	Large, ferocious version of the normal animal or monster whose eyes glow green when it uses its abilities. Any normal effects, such as fire breath, are also tainted green.	Always Lawful Evil +1 Hit Dice Charisma +4 Darkvision 60'. if 4-7 HD, DR 5 / +1 if 8-11 HD, DR 5 / +2 if 12+ HD, DR 10 / +3 CR +1	Smite Good – If a designated normal attack hits, it does +HD damage (max. +20) to a Good target. Usable once per day. Immune to Fear & Poison. Natural attacks receive a <u>Damage Upgrade</u> . When the Beast roars, etc., all creatures within 30' that have less HD than the Beast must make a Will save vs. DC (10 + ½ HD + Charisma modifier) to avoid becoming Frightened for 5d6 rnds. If the Beast slays a humanoid, it can eat its body & soul at any time within 1 day per HD. If it does so, the humanoid cannot be brought back within anything less than a <i>Miracle</i> .
<b>Bhaalspawn</b> (a dragon, fey, giant, humanoid, monstrous humanoid, outsider or shapechanger that is infused with a spark of the Deity of Murder's evil) (DR288 p100)	Look like the normal base creature.	Becomes an Outsider. Natural Armor +1 CR +2	Receives Advantages & Penalties equal to ½HD+1 (min 2, max 11) Advantages: <ul style="list-style-type: none"> <li>- <i>Bull's Strength</i>, 3/day</li> <li>- <i>Darkness</i>, 3/day</li> <li>- <i>Death Knell</i>, 3/day</li> <li>- <i>Endurance</i>, 3/day</li> <li>- <i>Cure Moderate Wounds</i>, 3/day</li> <li>- <i>Scare</i>, 3/day</li> <li>- Cold Resistance 5</li> <li>- Fire Resistance 5</li> <li>- Damage Reduction 5/silver</li> <li>- Immune to poison</li> <li>- Heals 3hp per hour as long as he/she has at least 1hp.</li> <li>- <i>Holy Smite</i> (if good) or <i>Unholy Blight</i> (if evil), 1/day.</li> <li>- No longer takes penalties from aging &amp; receives a +10 bonus on saves vs. death effects.</li> <li>- Can turn his/her own blood into Deathblade poison, 1/day.</li> <li>- Able to take the form of 'The Slayer' as a Standard Action. Gains +6 Natural armor, +8 Enhancement bonus to Strength, and a 1d10 claw attack, but takes 1 Constitution damage each round.</li> </ul> Penalties: <ul style="list-style-type: none"> <li>- Reckless: When below 50%, receive a –1 morale penalty to attacks &amp; AC, until healed to over 50% hp.</li> <li>- Blood Thirsty: Must make a Will save vs. DC 20 to do subdual damage or not attack the maximum number of opponents.</li> <li>- At 0hp or less, goes into a coma until brought to 50% hp.</li> <li>- Loose 2 points of Wisdom (non-recoverable).</li> <li>- Loose 2 points of Charisma (non-recoverable).</li> <li>- Demon's Blood: Blood is dark ichor. If the Bhaalspawn is bleeding, it can be smelled by Evil Outsiders.</li> <li>- Undead within 60' are always aware of the Bhaalspawn's location.</li> <li>- Infernal Temper: Becomes more hostile. If taunted, humiliated, or misses a skill roll by more than 5, the Bhaalspawn must make a Will save vs. DC (10 + amount skill roll was missed by) or receive a –1 Morale on all skill checks until one succeeds by more than 5.</li> <li>- Must murder someone who is not hostile to the Bhaalspawn every 13 days or lose 1 Wisdom per day until the murder is completed (at which point all Wisdom returns).</li> <li>- Nightmares: Each time the Bhaalspawn rests, he/she must make a Will save vs. DC 10 + 1 per day the nightmares were resisted. On a failure, roll a d4 to determine the effect until the next rest:                1) –2 Morale penalty on attacks, 2) –1 Morale penalty on saves, 3) no natural healing during the rest, 4) no effect.</li> <li>- Everyone who meets the Bhaalspawn initially distrusts him.</li> <li>- The Bhaalspawn is treated as Evil by all spells &amp; effects (including Holy weapons). If actually evil, the Bhaalspawn takes damage from Holy Water.</li> </ul>

Infused with Evil Templates	Description	Stats	Other Effects															
<b>Corrupted Creature</b> (any corporal non-outsider that has been twisted by malevolent magics to create an evil aberration that does Vile damage with its touch) (BoVD p186)	The base creature becomes grotesque & twisted, with asymmetric lumps, misshapen bones, loose skin, etc.	Becomes an Aberration. Natural Armor +4 (if Huge or larger, +8) Darkvision 60' Str +4 Dex -2 Wis -2 Cha -2 if up to 3 HD , CR +1 if 4-7 HD , CR +2 if 8+ HD , CR +3	Always Evil. +4 DC on all special attacks Natural attacks receive a <b>Damage Upgrade</b> . Any uncorrupted, living, corporeal non-outsider that the Corrupted Creature touches, attacks, etc., takes an additional number of hit-points of Vile damage equal to ½HD (max +20). Gains Acid Immunity. Gains Fast Healing equal to ½ HD (max 10). <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>-</td> <td>8-11</td> <td>5 / +2</td> </tr> <tr> <td>4-7</td> <td>5 / +1</td> <td>12+</td> <td>10 / +3</td> </tr> </tbody> </table>	HD	Damage Reduction	HD	Damage Reduction	1-3	-	8-11	5 / +2	4-7	5 / +1	12+	10 / +3			
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1-3	-	8-11	5 / +2															
4-7	5 / +1	12+	10 / +3															
<b>Demonically Fused Elemental</b> (elementals tainted by demonic essence) (DR285 p50)	Looks like a normal Elemental, but moves faster and is cruel.	Str +4 Dex +4 Int +4 Con +2 Cha +2 +4 Haste bonus to AC Darkvision 60'.	Always Chaotic Evil. Smite Good, once per day – You can choose a normal attack that will add your Hit Dice total to the damage if it hits. Always <i>Haste'd</i> – +4 AC & an extra partial action each round. SR equal to 2x its hit dice (25 max). <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Cold &amp; Fire Resist</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>-</td> <td>5</td> </tr> <tr> <td>4-7</td> <td>5 / +1</td> <td>10</td> </tr> <tr> <td>8-11</td> <td>5 / +2</td> <td>15</td> </tr> <tr> <td>12+</td> <td>10 / +3</td> <td>20</td> </tr> </tbody> </table>	HD	Damage Reduction	Cold & Fire Resist	1-3	-	5	4-7	5 / +1	10	8-11	5 / +2	15	12+	10 / +3	20
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The following Templates will be detailed in a future releases of this index, but are listed below for reference.

**Lycanthropes**

<b>Werebaboon</b> (can become a Baboon) (DU98 p58)	<b>Werecocodile</b> (can become a Giant Crocodile) (MMF p91)	<b>Wereshark</b> (can become a Large Shark) (MMF p91)
<b>Werebat</b> (can become a Dire Bat) (MMF p91)	<b>Wererat</b> (can become a Dire Rat) (MM p217)	<b>Winter Werewolf</b> (can become a Winter Wolf) (DU84 p134)
<b>Werebear</b> (can become a Brown Bear) (MM p217)	<b>Weretiger</b> (can become a Tiger) (MM p217)	
<b>Wereboar</b> (can become a Boar) (MM p217)	<b>Werewolf</b> (can become a Wolf) (MM p217)	

**Trapped**

<b>Captured One</b> (a creature encased by a 'raggamoffyn', which is under its control & is considered a Construct) (MM2 p204)	
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**Yuan-Ti Transformations**

<b>Broodguard</b> (transformed by the Yuan-Ti to be their thugs) (MMF p94) (Sav p140)	<b>Tainted One</b> (transformed by the Yuan-Ti to be their servants) (MMF p94) (Sav p140)	<b>Ti-Khana</b> (reptiles transformed by the Yuan-Ti so that they have an alternate snake form) (FF p178)
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**Other Transformations**

<b>Blightspawned</b> (animals, beasts, & plants that are infected with a terrible blight) (UE p60)	<b>warrior</b> (UE p61) <b>Half-Illithid</b> (humanoid implanted with an immature Mind Flayer) (FF p91)	<b>Scarlet Child</b> (dead body infected by a mold that animates it) (DU85 p65)
<b>Blooded One</b> (a humanoid that was exposed as a child to an arcane mixture that makes it into a better		

## Undead Templates

## Standard Undead

<b>Ghastly</b> (changed into a ghast) (DR307 p42)	<b>Mummy</b> (carefully preserved body that is reanimated with powerful magics) (Sav p126) (DR300 p72)	<b>Wight</b> (animated corpse filled with hate for the living & evil intelligence to back it up) (Sav p136) (DR300 p75)
<b>Ghoulish</b> (changed into a ghoul) (DR307 p41)	<b>Spectral</b> (an angry spirit that haunts the place it died) (Sav p129)	<b>Wraith</b> (incorporeal shadowy spirit that hates the living) (Sav p138) (DR300 p76)
<b>Ghost</b> (a spirit with unfinished business) (MM p212) (MMF p88)+	<b>Vampire</b> (changed into a creature-of-the-night by another vampire) (MM p221)	

## Upgraded Standard Undead

<b>Bone Creature</b> (similar to a 'skeleton', but with most of the body's original abilities & knowledge intact) (BoVD p184)(DR304 p102)+	<b>Corpse Creature</b> (similar to a 'zombie', but with most of the body's original abilities & knowledge intact) (BoVD p185)	<b>Juju Zombie</b> (similar to a 'zombie', but smarter, faster, & much tougher) (BoVD p185)
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## Incorporeal

<b>Ghost Brute</b> (a spirit assisting a ghost with unfinished business, such as the spirit of its squire or horse) (Sav p118)(DR300 p74)	<b>Nether</b> (smoky undead formed of air & darkness) (DR297 p105)	<b>Spectral Mage</b> (arcane mage who hasn't been able to move on) (MoF p189)
<b>Keening Spirit</b> (spirit of an evil female elf (i.e., a "banshee")) (CotSQ p126)	<b>Silver Wraith</b> (a ghostly spirit that can absorb magic) (CotSQ p218)	<b>Umbral</b> (a 'shadow' creature made of darkness) (Sav p132)

## Liches

<b>Dracolich</b> (a dragon who willingly turn itself into an undead) (FR p310)	<b>Lich</b> (an evil spellcaster who made sure he/she did not move on) (MM p216)	<b>Lich, Good</b> (an good spellcaster who made sure he/she did not move on) (MMF p90)
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## Religious-Based Undead

<b>Crypt Spawn</b> (created through the use of the cleric spell <i>Undeath After Death</i> (MoF p129)) (MoF p184)	<b>Huecuva'</b> (an undead creature created from clerics, druids, paladins, or monks who failed in its vows) (DU86 p72)	<b>Zin-Carla</b> (an undead servant gifted by Lolth to one of her specialty priests) (F&P p184)
<b>Huecuva</b> (an undead creature created from clerics, druids, paladins, or monks who failed in its vows) (FF p94)	<b>Mummy, Greater</b> (undead cleric dedicated to its master even after death) (D&D p160)	

## Revenge-Based Undead

<b>Curst</b> (someone cursed into being undead) (MMF p87)	<b>Death Knights</b> (a fallen knight consumed with the need for revenge) (MM2 p207) (DR290 p103)	<b>Revenant</b> (animated body looking for its killer) (MMF p93) (CotSQ p127)
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## Profession-Based Undead

<b>Dread Warrior</b> (an animated warrior who serves the foul caster that returned it to the fighting it loves) (UE p62)	<b>Swordwraith</b> (a warrior who continues to battle even after death) (FF p174)	<b>Trap Haunt</b> (spirit of a rogue killed by a trap, who continues to haunt the trap that killed it) (DR307 p32)
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## Other Undead

<b>Bodak</b> (a creature killed by 'absolute evil', that occasionally remembers its previous life) (DR307 p39)	<b>Skeletal Dragon</b> (an animated dragon skeleton that still has a few of its original abilities) (DU100 p44)	<b>Tl'a'ikith</b> (a githyanki spellcaster that got 'eaten' by their Lich-Queen, but is still useful as a spirit) (DU100 p139)
<b>Kr'y'izoth</b> (a githyanki warrior that got 'eaten' by their Lich-Queen, but is still useful as a spirit) (DU100 p136)	<b>Scion of Kyuss</b> (a creature killed by the worms that infest the bodies of others Scions of Kyuss) (DR307 p43)	

## Awarded Templates

Creatures are not 'born' with these Template, but have it added later in life due to being selected by a greater power.

### Champions

<p><b>Chosen of Bane</b> (hand-picked servant of the Deity of Tyranny) (F&amp;P p213)</p> <p><b>Magister</b> (hand-picked servant of the Deity of Magic) (MoF p185)</p>	<p><b>Monster of Legend</b> (an animal, beast, etc., that is epitome of its kind, usually on a great mission) (MM2 p213)</p>	<p><b>Spirit of the Woods</b> (an animal that has been inhabited by a powerful nature spirit whose goal is to protect the land) (DR303 p84)</p>
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### Enhanced

<p><b>Glyph Guardian</b> (a construct enhanced with magics, allowing it to use magic, but bound to guard one location) (DR302 p66)</p>	<p><b>Incarnate Construct</b> (a construct that has been made into a living creature with the spell <i>Incarnate Construct</i>) (Sav p120)</p>	<p><b>Spellstitched</b> (an undead enhanced with magics, allowing it to cast spells) (MM2 p215)</p>
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### Promoted

<p><b>Seelie Court Fae</b> (a pure-blooded fey who lives up to the Seelie Court's Standards) (DR304 p63)</p>	<p><b>Shades</b> (humanoids who have been enhanced with shadow-stuff) (FR p315) (FR)+</p>	<p><b>Shadow-Walker</b> (humanoids who has gone through a ritual bonding with the shadows) (UE p70)</p>
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### Misc.

<p><b>Telthor</b> (an animal or humanoid that died protecting the land &amp; was rewarded by becoming a 'fey' spirit that continues its work) (UE p75)</p>	<p><b>Warbeast</b> (an animal, vermin, or beast of Medium-size or greater that has been trained for war and as a mount) (MM2 p219)</p>
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## Unusual Breed Templates

### Inherited

<p><b>Feral</b> (a humanoid or monstrous humanoid that never evolved) (Sav p115)</p>	<p><b>Gelatinous</b> (a living creature whose soft tissue are squishy &amp; drip acid) (Sav p116)</p>	<p><b>Winged</b> (an animal, giant, humanoid, monstrous humanoid, or vermin that has grown wings) (Sav p137)</p>
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### Multi-Headed

<p><b>Multi-Headed Creature</b> (a living creature with extra heads) (Sav p124)</p> <p><b>Multi-Headed Cryo Creature</b> (living creature with extra cold-breathing heads) (Sav p126)</p>	<p><b>Multi-Headed Lernaean Creature</b> (a living creature with extra heads that quickly grow back quickly) (Sav p126)</p>	<p><b>Multi-Headed Pyro Creature</b> (living creature with extra fire-breathing heads) (Sav p126)</p>
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### Hybrids

<p><b>Anthropomorphic</b> (a human / animal hybrid) (Sav p214)</p> <p><b>Arachnoid</b> (animal, beast, or magical beast that is part spider) (CotSQ p124)</p>	<p><b>Chimeric</b> (any animal, beast, or vermin can be the middle head of a chimera) (MM2 p206)</p> <p><b>Insectile</b> (a giant, humanoid, or monstrous humanoid that is part insect (i.e., chitinous skin, extra arms, etc)) (Sav p116)</p>	<p><b>Reptilian</b> (a giant, humanoid, or monstrous humanoid that is part reptile) (Sav p116) (Sav p144)+</p> <p><b>Tauric</b> (part-humanoid, part-beast, in pretty much any combination) (MM2 p216) (Sav p132)</p>
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### Really, Really Strange

<p><b>Kaiju</b> (destructive creatures of Colossal size) (DR289 p67)</p> <p><b>Monstrous Beast</b> (an animal or vermin that has magical ability, like a breath weapon, petrifying gaze, etc.) (Sav p122)</p>	<p><b>Symbiotic</b> (two living creatures (one at least 2 sizes smaller than the other) that live together as a merged entity. The creatures can be animals, humanoids, plants, or vermin &amp; do not need to be the same type) (Sav p131)</p>	<p><b>Titanic</b> (any animal or vermin that has grown to Gargantuan size) (MM2 p217)</p>
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### Unusual Elementals

<p><b>Orglash</b> (an air elemental that are associated with cold winter winds) (UE p69)</p>	<p><b>Thomil</b> (an earth elemental that are associated with northern mountains) (UE p79)</p>
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## Racial Variants

A humanoid or monstrous humanoid race that has lived in a specific terrain so long that it has adapted, but now is noticeably different from its Ancestor Race.

Racial Variant Templates	Description	Stats	Other Effects
<b>Aquatic</b> (a humanoid or monstrous humanoid race that has adapted to life underwater) (DR306 p61)	Typically taller & thinner than their Ancestor Race. Their skin is usually tinted blue or green. Strong tendency towards neutral behavior.	—	Gains a Swim speed of 2x the Ancestor Race's land speed, but the aquatic creature's land speed is half of its Ancestor's. Any special vision from the Ancestor Race is replaced with Low-Light Vision. Can breath underwater, but <u>cannot</u> breath air. +2 Racial bonus on Spot checks. +8 Racial bonus on Swim checks. -2 Racial penalty on Listen checks. -1 Circumstance penalty on attacks, saves, & checks if totally out of water.
<b>Arctic</b> (a humanoid or monstrous humanoid race that has adapted to life in extreme cold) (DR306 p61)	Often heavier than the Ancestor Race, with light skin.	Constitution +2 Charisma -2	+1 Racial bonus on saving throws vs. cold. -1 Racial bonus on saving throws vs. fire & heat. +2 Racial bonus on Wilderness Lore checks. If the Ancestor Race has natural spell-like abilities (such as Gnomes), gain <i>Ray of Frost</i> at 1 <sup>st</sup> level, 1/day.
<b>Deep</b> (a humanoid or monstrous humanoid race that has adapted to life deep underground) (DR306 p62)	Smaller than the Ancestor Race, with pitch-black skin & large eyes. Strong tendency towards evil & chaotic behavior.	Intelligence +2 Strength -2 <b>Level Adjustment +1</b>	+4 Circumstance bonus on Hide checks while underground. +4 Circumstance bonus on Move Silently checks while underground. Any special vision from the Ancestor Race is replaced with Dark Vision 120'. -1 Circumstance penalty on attacks, saves, & checks in bright light. Gain the following spell-like abilities at Character level: - <i>Expeditious Retreat</i> , 1/day. - <i>Ghost Sound</i> , 1/day. - <i>Spider Climb</i> , 1/day.
<b>Desert</b> (a humanoid or monstrous humanoid race that has adapted to life in the desert) (DR306 p63)	Darker skin than the Ancestor Race. Strong tendency towards neutral behavior.	—	+1 Racial bonus on saving throws vs. fire & heat. -1 Racial bonus on saving throws vs. cold. +2 Racial bonus on Wilderness Lore checks. +2 Racial bonus on Intuit Direction checks & the skill can be used untrained. If the Ancestor Race has natural spell-like abilities (such as Gnomes), gain <i>Create Water</i> at Character level, 1/day. Favored class becomes 'Ranger'.
<b>Magic-Blooded</b> (a humanoid or monstrous humanoid race that has been infused with arcane energy) (DR306 p64)	Look like their Ancestor Race, except for odd little things, like different colored eyes, or sparkles falling from their hair. Strong tendency towards chaotic behavior.	Charisma +2 Wisdom -2	Any special vision from the Ancestor Race is replaced with Low-Light Vision. +2 Racial bonus on Spellcraft checks & the skill can be used untrained. +2 Racial bonus on Knowledge (arcana) checks & the skill can be used untrained. Gain the following spell-like abilities at Character level. - <i>Detect Magic</i> , 1/day. - <i>Nystul's Magic Aura</i> , 1/day. - <i>Nystul's Undetectable Aura</i> , 1/day. - <i>Read Magic</i> , 1/day. Favored class becomes 'Sorcerer'.
<b>Wild</b> (a humanoid or monstrous humanoid race that has adapted to life away from "civilization", usually in the jungle or in the forests) (DR306 p65)	Look like their Ancestor Race. Strong tendency towards chaotic behavior, but away from evil.	Strength +2 Intelligence -2 Charisma -2 Base Movement +5'	Looses all Racial bonuses & penalties to skill checks. +1 Racial bonus to the number of skill points per level (this does <u>not</u> stack with the extra skill point received by Humans). +4 Racial bonus on Wilderness Lore checks. +2 Racial bonus on Listen checks. +2 Racial bonus on Spot checks. Looses any spell-like abilities from the Ancestor Race. Favored class becomes 'Ranger'.

## Epic Templates

### Demilich

(a lich so old & powerful that it no longer needs most of its body)

(ELH p175)

### Paragon

(the most perfect representation of a given species)

(ELH p209)

### Pseudonatural'

(the 'big brother' of the Pseudo-Natural Template listed in the Distant Plane Denizen section (see above))

(ELH p212)

### Worm that Walks

(occasionally, the maggots that eat the corpse of an evil wizard or sorcerer gain its magic and then they group into a gestalt creature)

(ELH p229)

## Appendix

### Revision History

- August 24, 2002 – Initial release of the Template Index.  
 December 1, 2002 – Added Monster Manual 2.  
     Added Dragon Magazine #299 - #302.  
     Added the CR adjustment for those templates missing them.  
 March 15, 2003 – Fix layout.  
     Added City of the Spider Queen.  
     Added Dragon Magazine #303 - #305  
     Added Dungeon Magazine #96 - #97  
 July 22, 2003 – Added Savage Species, Races of Faerûn, Fiend Folio, & Unapproachable East.  
     Added Dragon Magazine #306 - #307.  
     Added Dungeon Magazine #98 - #100.

### Damage Category Table

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

### Damage Upgrade Table

d2 → d3 → d4 → d6 → d8 → 2d6  
 d10 → 2d6  
 d12 → 2d8

### Key to Sourcebooks

- PH – Player’s Handbook – TRS 11550  
 DMG – Dungeon Master’s Guide – TSR 11551  
 DMGe – Dungeon Master’s Guide errata – <http://shadow.wizards.com/dnd/files/DMGErrata.pdf>  
 MM – Monster Manual – TSR 11552  
 MM2 – Monster Manual II – 882680000
- MotP – Manual of the Planes – WTC11850  
 D&D – Deities and Demigods – 881650000  
 BoVD – Book of Vile Darkness – 881610000  
 Sav – Savage Species – 881580000  
 FF – Fiend Folio  
 A&E – Arms & Equipment
- S&F – Sword and Fist – WTC 11829  
 S&Fe – Sword and Fist Errata – <http://www.wizards.com/dnd/files/SnFErrataV2.pdf>  
 DotF – Defenders of the Faith – WTC 11840  
 T&B – Tome and Blood – WTC 11844  
 T&Be – Tome and Blood errata – [http://www.wizards.com/dnd/files/TB\\_Enh.zip](http://www.wizards.com/dnd/files/TB_Enh.zip)  
 S&S – Song and Silence – WTC 11857  
 MotW – Masters of the Wild – 881640000
- FR – Forgotten Realms Campaign Book  
 FRe – Forgotten Realms Campaign Book errata – <http://www.wizards.com/dnd/files/FRCSErrata.pdf>  
 MMF – Monster Compendium: Monsters of Faerûn – WTC 11832  
 MoF – Magic of Faerûn  
 MoFe – Magic of Faerûn errata – <http://www.wizards.com/dnd/files/MoFerrataV3012002.zip>  
 F&P – Faiths and Pantheons  
 LoD – Lords of Darkness  
 SM – Silver Marches  
 SMw – Silver Marches web enhancement – [http://www.wizards.com/dnd/files/WE\\_More\\_Marches.zip](http://www.wizards.com/dnd/files/WE_More_Marches.zip)  
 RoF – Races of Faerûn – 885780000  
 UE – Unapproachable East – 176650000
- RTEE – Return to the Temple of Elemental Evil – WTC 11843
- DR### – Dragon Magazine (with issue number)  
 DR-A# – Dragon Magazine Annual (with issue number)  
 DU## – Dungeon Magazine (with issue number)

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