

Dungeons & Dragons 3rd Edition Index – Templates

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

Collected by Chet Erez (cerez@crystalkeep.com)

March 15, 2003

| | | | | | |
|-------------------------------------|---|-----------------------------------|----|------------------------------|----|
| Cross-Breed Templates | 2 | Infused with Evil | 10 | Revenge-Based Undead..... | 12 |
| Elemental Cross-Breeds | 2 | Beast of Xvim | 10 | Curst..... | 12 |
| Half-Air-Elemental | 2 | Bhaalspawn | 10 | Death Knights..... | 12 |
| Half-Earth-Elemental..... | 2 | Corrupted Creature | 11 | Revenant | 12 |
| Half-Fire-Elemental | 2 | Demonically Fused Elemental | 11 | Awarded Templates..... | 13 |
| Half-Water-Elemental..... | 2 | Lycanthropes | 11 | Champions..... | 13 |
| Outsider Cross-Breeds..... | 3 | Werebat | 11 | Chosen of Bane | 13 |
| Half-Celestial..... | 3 | Werebear | 11 | Magister | 13 |
| Half-Fiend | 3 | Wereboar | 11 | Monster of Legend | 13 |
| Fey Cross-Breeds..... | 3 | Werecrocodile..... | 11 | Spirit of the Woods | 13 |
| Unseelie Fey | 3 | Wererat | 11 | Enhanced | 13 |
| Dragon Cross-Breeds | 4 | Weretiger..... | 11 | Glyph Guardian | 13 |
| Half-Dragon | 4 | Werewolf | 11 | Spellstiched..... | 13 |
| Draconic..... | 4 | Wereshark | 11 | Promoted | 13 |
| Denizen Templates | 5 | Winter Werewolf | 11 | Seelie Court Fae | 13 |
| Elemental Denizens | 5 | Trapped | 11 | Shades | 13 |
| Air Elemental Creature | 5 | Captured One | 11 | Trained..... | 13 |
| Cold Elemental Creature | 5 | Transformed | 11 | Warbeast | 13 |
| Earth Elemental Creature..... | 5 | Scarlet Children | 11 | Unusual Breed Templates..... | 13 |
| Fire Elemental Creature..... | 5 | Yuan-Ti | 11 | Really, Really Big | 13 |
| Water Elemental Creature | 5 | Undead Templates | 12 | Kaiju..... | 13 |
| Wood Elemental Creature | 6 | Standard Undead | 12 | Titanic | 13 |
| Inner Plane Denizen | 6 | Bone Creature | 12 | Hybrids | 13 |
| Dream Elemental Creature | 6 | Corpse Creature | 12 | Arachnoid | 13 |
| Shadow Creature | 6 | Mummy | 12 | Chimeric..... | 13 |
| Outer Plane Denizens | 7 | Vampire..... | 12 | Tauric | 13 |
| Celestial Creature | 7 | Wight..... | 12 | Epic Templates | 13 |
| Fiendish Creature | 7 | Wraith..... | 12 | Demilich..... | 13 |
| Axiomatic 'Perfect' Creature | 7 | Ghosts & Spirits | 12 | Paragon | 13 |
| Anarchic 'Unfinished' Creature..... | 7 | Ghost | 12 | Pseudonatural' | 13 |
| Distant Plane Denizen | 7 | Ghost Brute | 12 | Worm that Walks..... | 13 |
| Pseudo-Natural..... | 7 | Keening Spirit | 12 | Appendix | 14 |
| Inflicted Templates..... | 8 | Nether | 12 | Revision History | 14 |
| Partial Golem / Mechanical..... | 8 | Silver Wraith..... | 12 | Damage Category Table | 14 |
| Half-Golem – Brass | 8 | Spectral Mage | 12 | Damage Upgrade Table..... | 14 |
| Half-Golem – Clay..... | 8 | Liches | 12 | Key to Sourcebooks | 14 |
| Half-Golem – Dragonflesh..... | 8 | Dracolich | 12 | | |
| Half-Golem – Flesh | 8 | Lich..... | 12 | | |
| Half-Golem – Iron..... | 8 | Lich, Good | 12 | | |
| Half-Golem – Stained Glass..... | 9 | Religious-Based Undead | 12 | | |
| Half-Golem – Stone..... | 9 | Crypt Spawn | 12 | | |
| Half-Machine | 9 | Huecuva..... | 12 | | |
| | | Mummy, Greater..... | 12 | | |
| | | Zin-Carla | 12 | | |

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 | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|--|--|----|---------|----|---------|-----|-----------------------|-------|------------------------|-----|---------------------------|-------|------------------------|-----|------------------------|-------|-------------------------|-----|----------------------|-------|------------------------|------|----------------------|-----|--------------------|
| Half-Air-Elemental (sentient creature who has an Air Elemental / Outsider as one parent) (RTEE p160) (MotP p188) | 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> <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> |
| 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> | | | | | | | | | | | | | | | | | | | | | | | | |
| Half-Earth-Elemental (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> <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> |
| 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> | | | | | | | | | | | | | | | | | | | | | | | | |
| Half-Fire-Elemental (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> <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> |
| 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> | | | | | | | | | | | | | | | | | | | | | | | | |
| Half-Water-Elemental (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> <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> |
| 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> | | | | | | | | | | | | | | | | | | | | | | | | |

Outsider Cross-Breeds

| Outsider Cross-Breed Templates | Description | Stats | Other Effects | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|---|---|-----------|----------------|-----------|----------------|-----|--|-------|--------------------------------------|-----|-------------------------|-------|-----------------------|-----|--------------------------|-------|--|-----|-----------------------|-------|--------------------|------|------------------|-------|--|-------|-----------------------------------|-----|---------------------|
| <p>Half-Celestial (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><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>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), Hallow</i></td> </tr> <tr> <td></td> <td><i>Cure Serious</i></td> <td>15-16</td> <td><i>Symbol</i></td> </tr> <tr> <td></td> <td><i>Wounds</i></td> <td>17-18</td> <td><i>Summon Monster IX (celestials only)</i></td> </tr> <tr> <td>7-8</td> <td><i>Holy Smite, Remove Disease</i></td> <td>19+</td> <td><i>Resurrection</i></td> </tr> </table> </p> | <u>HD</u> | <u>Ability</u> | <u>HD</u> | <u>Ability</u> | 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), Hallow</i> | | <i>Cure Serious</i> | 15-16 | <i>Symbol</i> | | <i>Wounds</i> | 17-18 | <i>Summon Monster IX (celestials only)</i> | 7-8 | <i>Holy Smite, Remove Disease</i> | 19+ | <i>Resurrection</i> |
| <u>HD</u> | <u>Ability</u> | <u>HD</u> | <u>Ability</u> | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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), Hallow</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <i>Cure Serious</i> | 15-16 | <i>Symbol</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <i>Wounds</i> | 17-18 | <i>Summon Monster IX (celestials only)</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7-8 | <i>Holy Smite, Remove Disease</i> | 19+ | <i>Resurrection</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>Half-Fiend (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, & Fire Resistance 20. Gain Claw (<u>Damage Category 6</u>) & 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><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>Darkness (3/day)</i></td> <td>13-14</td> <td><i>Unholy Aura (3/day), Unhallow</i></td> </tr> <tr> <td>3-4</td> <td><i>Desecrate</i></td> <td>15-16</td> <td><i>Horrid Wilting</i></td> </tr> <tr> <td>5-6</td> <td><i>Unholy Blight</i></td> <td>17-18</td> <td><i>Summon Monster IX (fiends only)</i></td> </tr> <tr> <td>7-8</td> <td><i>Poison (3/day)</i></td> <td>19+</td> <td><i>Destruction</i></td> </tr> <tr> <td>9-10</td> <td><i>Contagion</i></td> <td></td> <td></td> </tr> <tr> <td>11-12</td> <td><i>Blasphemy</i></td> <td></td> <td></td> </tr> </table> </p> | <u>HD</u> | <u>Ability</u> | <u>HD</u> | <u>Ability</u> | 1-2 | <i>Darkness (3/day)</i> | 13-14 | <i>Unholy Aura (3/day), Unhallow</i> | 3-4 | <i>Desecrate</i> | 15-16 | <i>Horrid Wilting</i> | 5-6 | <i>Unholy Blight</i> | 17-18 | <i>Summon Monster IX (fiends only)</i> | 7-8 | <i>Poison (3/day)</i> | 19+ | <i>Destruction</i> | 9-10 | <i>Contagion</i> | | | 11-12 | <i>Blasphemy</i> | | |
| <u>HD</u> | <u>Ability</u> | <u>HD</u> | <u>Ability</u> | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1-2 | <i>Darkness (3/day)</i> | 13-14 | <i>Unholy Aura (3/day), Unhallow</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3-4 | <i>Desecrate</i> | 15-16 | <i>Horrid Wilting</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5-6 | <i>Unholy Blight</i> | 17-18 | <i>Summon Monster IX (fiends only)</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7-8 | <i>Poison (3/day)</i> | 19+ | <i>Destruction</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9-10 | <i>Contagion</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 11-12 | <i>Blasphemy</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Fey Cross-Breeds

| Fey Cross-Breed Templates | Description | Stats | Other Effects | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|-------------------------|---|---|-------------|--------------|-------------|---------------|-------|------|-------|-----------|-------|----------|-------|----------|-------|-----|-------|----------------|-------|------|-------|------------------------------|-------|------|--------|-----------------------------|-------|--------|--|--|-------|--------|--|--|-----------|-------------------------|-----------|-------------------------|-----|------|-------|---------|-----|----------|-----|---------|------|-----------|--|--|
| <p>Unseelie Fey (living creatures who have evil Fae blood in them) (DR304 p65)</p> | | <p>Becomes a ‘Fae’. Str –2 Dex +2 Con –2 Cha +2 +4 Racial bonus on Intimidate checks.</p> | <p>Always Evil. Unseelie Fey with wings can fly at 2x their ground speed (average maneuverability). <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) Magic Circle vs. ... fix!!! c) <i>Dispel Magic (targeted)</i> at Character level, by touch. Usable Charisma modifier times per day (min 1). d) Living non-fae creatures within 5’ receive a Morale penalty on saving throws equal to the fae’s Charisma modifier. Touching iron or steel does 1hp of damage. Weapons of iron or steel do +1d6 damage. <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> </p> </p> | <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 | | |
| <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 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Dragon Cross-Breeds

| Dragon Cross-Breed Templates | Description | Stats | Other Effects | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|--|---|---------------|--------|----|--------------|-------|--------------|-----|----|------|------|---------------------|-----|----|-------------|-------|--------------|-----|----|------|--------|---------------------|-----|----|-------------|-------|--------------|-----|----|------|--------|--------------|-----|----|------|------|-------------|-----|----|---|------|-------------------------------|----|---|---|------|--------------|------|----|------|-------|-------------|-----|----|------|---------|---------------|------|----|-------|-------------|--------------------------|-----|----|--------------|-----|--------------|------|----|------|------|--------------|----------------|----|------|--------|-------------------------|-----|----|--------------|--------|--------------|-----|----|------|------|---------------------|-----|----|----------------------|------|--------------|-----|----|-------------------------|-----------|---------------|-----|----|---|-------|--------------|-----|----|------|
| <p>Half-Dragon (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 & 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 & paralysis effects. Gain Claw (<u>Damage Category 6</u>) & 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"> <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 & ½ Sonic</td> <td>2d6</td> <td>15</td> <td>Fire & 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 Negative Levels</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 & Poison</td> </tr> <tr> <td>Styx</td> <td>Line of Acid</td> <td>2d6</td> <td>16</td> <td>Acid, Poison, & 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 & 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 Negative Levels | 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 |
| 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 Negative Levels | 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 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>Draconic (creature who had a Dragon ancestor long ago) (DR301 p71)</p> | <p>A few dragon-like features, such as claws, thicker hide, possibly silted eyes, etc.</p> | <p>Str +2 Cha +2 if 6+ HD, +1 CR</p> | <p>Low-light vision Darkvision 60' +4 Racial bonus on saves vs. sleep & paralysis +2 Racial bonus on Spot & Intimidate checks Claw damage (fix!!!)</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Denizen Templates

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

Elemental Denizens

| <u>Elemental Denizen Templates</u> | Description | Stats | Other Effects | | | | | | | | | | | | | | | |
|---|--|--|--|-----------|-------------------------|---------------------|-----|---|---|------|--------|-----|------|---------|-----|-----|---------|-----|
| Air Elemental Creature (version of normal creatures that live on the Air Elemental Plane) (MotP p191) | Appear to be solid clouds in the shape of their base creature. | 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 | Airborne creatures are –1 to attack & damage against you. Immune to poison, sleep, paralysis, stunning, & critical hits. Speak Auran if Intelligence is 4+. Gain Feat: Flyby Attack. <table border="0"> <tr> <td><u>HD</u></td> <td><u>Damage Reduction</u></td> <td></td> </tr> <tr> <td>1-7</td> <td>–</td> <td></td> </tr> <tr> <td>8-11</td> <td>5 / +1</td> <td></td> </tr> <tr> <td>12+</td> <td>10 / +2</td> <td></td> </tr> </table> | <u>HD</u> | <u>Damage Reduction</u> | | 1-7 | – | | 8-11 | 5 / +1 | | 12+ | 10 / +2 | | | | |
| <u>HD</u> | <u>Damage Reduction</u> | | | | | | | | | | | | | | | | | |
| 1-7 | – | | | | | | | | | | | | | | | | | |
| 8-11 | 5 / +1 | | | | | | | | | | | | | | | | | |
| 12+ | 10 / +2 | | | | | | | | | | | | | | | | | |
| Cold Elemental Creature (version of normal creatures that live on the Ice Elemental Plane) (MotP p195) | Appear similar to their originals, but made from ice & snow, with icicles for teeth. | Becomes an ‘Elemental (cold)’ Has d8 hit dice Darkvision 60’ Natural Armor +3 if 3-7 HD, CR +1 if 8+ HD, CR +2 | 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 or Aquan if Intelligence is 4+. <table border="0"> <tr> <td><u>HD</u></td> <td><u>Damage Reduction</u></td> <td><u>Extra Damage</u></td> </tr> <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> </table> | <u>HD</u> | <u>Damage Reduction</u> | <u>Extra Damage</u> | 1-3 | – | – | 4-7 | – | 1d4 | 8-11 | 5 / +1 | 1d6 | 12+ | 10 / +2 | 2d6 |
| <u>HD</u> | <u>Damage Reduction</u> | <u>Extra Damage</u> | | | | | | | | | | | | | | | | |
| 1-3 | – | – | | | | | | | | | | | | | | | | |
| 4-7 | – | 1d4 | | | | | | | | | | | | | | | | |
| 8-11 | 5 / +1 | 1d6 | | | | | | | | | | | | | | | | |
| 12+ | 10 / +2 | 2d6 | | | | | | | | | | | | | | | | |
| Earth Elemental Creature (version of normal creatures that live on the Earth Elemental Plane) (MotP p192) | Appear to be moving piles of dirt & rocks in the shape of their base creature. | 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 | Gain a +1 bonus to attack & 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 & damage. Aware of anything in contact with the ground within 60’. Immune to poison, sleep, paralysis, stunning, & critical hits. Speak Terran if Intelligence is 4+. <table border="0"> <tr> <td><u>HD</u></td> <td><u>Damage Reduction</u></td> <td></td> </tr> <tr> <td>1-7</td> <td>–</td> <td></td> </tr> <tr> <td>8-11</td> <td>5 / +1</td> <td></td> </tr> <tr> <td>12+</td> <td>10 / +2</td> <td></td> </tr> </table> | <u>HD</u> | <u>Damage Reduction</u> | | 1-7 | – | | 8-11 | 5 / +1 | | 12+ | 10 / +2 | | | | |
| <u>HD</u> | <u>Damage Reduction</u> | | | | | | | | | | | | | | | | | |
| 1-7 | – | | | | | | | | | | | | | | | | | |
| 8-11 | 5 / +1 | | | | | | | | | | | | | | | | | |
| 12+ | 10 / +2 | | | | | | | | | | | | | | | | | |
| Fire Elemental Creature (version of normal creatures that live on the Fire Elemental Plane) (MotP p193) | Appear similar to their base creatures, but bathed in flame or charred. | Becomes an ‘Elemental (fire)’ Has d8 hit dice. Darkvision 60’ +1 CR if 3-7 HD +2 CR if 8+ HD | 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, & critical hits. Speak Ignan if Intelligence is 4+. <table border="0"> <tr> <td><u>HD</u></td> <td><u>Damage Reduction</u></td> <td><u>Extra Damage</u></td> </tr> <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> </table> | <u>HD</u> | <u>Damage Reduction</u> | <u>Extra Damage</u> | 1-3 | – | – | 4-7 | – | 1d4 | 8-11 | 5 / +1 | 1d6 | 12+ | 10 / +2 | 2d6 |
| <u>HD</u> | <u>Damage Reduction</u> | <u>Extra Damage</u> | | | | | | | | | | | | | | | | |
| 1-3 | – | – | | | | | | | | | | | | | | | | |
| 4-7 | – | 1d4 | | | | | | | | | | | | | | | | |
| 8-11 | 5 / +1 | 1d6 | | | | | | | | | | | | | | | | |
| 12+ | 10 / +2 | 2d6 | | | | | | | | | | | | | | | | |
| Water Elemental Creature (version of normal creatures that live on the Water Elemental Plane) (MotP p194) | Appears similar to its base creature, but made from water. | Becomes an ‘Elemental (water)’ Has d8 hit dice Darkvision 60’ Swim 90’ if 3-7 HD, CR +1 if 8+ HD, CR +2 | 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+. <table border="0"> <tr> <td><u>HD</u></td> <td><u>Damage Reduction</u></td> <td></td> </tr> <tr> <td>1-7</td> <td>–</td> <td></td> </tr> <tr> <td>8-11</td> <td>5 / +1</td> <td></td> </tr> <tr> <td>12+</td> <td>10 / +2</td> <td></td> </tr> </table> | <u>HD</u> | <u>Damage Reduction</u> | | 1-7 | – | | 8-11 | 5 / +1 | | 12+ | 10 / +2 | | | | |
| <u>HD</u> | <u>Damage Reduction</u> | | | | | | | | | | | | | | | | | |
| 1-7 | – | | | | | | | | | | | | | | | | | |
| 8-11 | 5 / +1 | | | | | | | | | | | | | | | | | |
| 12+ | 10 / +2 | | | | | | | | | | | | | | | | | |

| <u>Elemental 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 |
| HD | Damage Reduction | | | | | | | | | | |
| 1-7 | – | | | | | | | | | | |
| 8-11 | 5 / +1 | | | | | | | | | | |
| 12+ | 10 / +2 | | | | | | | | | | |

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 $\frac{9}{10}$ th 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 | | | | | | | | | | | | | | | | | | | | |
|--|--|---|--|----|------------------|--|-----------|-----|---|-----|--------|-----|------|--------|----|------|---------|----|---|-----|------|---|---|
| Celestial Creature (version of corporeal 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, & 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 | | | | | | | | | | | | | | | | | | | | | |
| Fiendish Creature (version of corporeal 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 & 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 | | | | | |
| HD | Damage Reduction | Cold & Fire Resist | | | | | | | | | | | | | | | | | | | | | |
| 1-3 | – | 5 | | | | | | | | | | | | | | | | | | | | | |
| 4-7 | 5 / +1 | 10 | | | | | | | | | | | | | | | | | | | | | |
| 8-11 | 5 / +2 | 15 | | | | | | | | | | | | | | | | | | | | | |
| 12+ | 10 / +3 | 20 | | | | | | | | | | | | | | | | | | | | | |
| Axiomatic ‘Perfect’ Creature (version of corporeal 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, & 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 | | | | | |
| HD | Damage Reduction | Cold, Fire, & Elect. Resist | | | | | | | | | | | | | | | | | | | | | |
| 1-3 | – | 5 | | | | | | | | | | | | | | | | | | | | | |
| 4-7 | – | 10 | | | | | | | | | | | | | | | | | | | | | |
| 8-11 | – | 15 | | | | | | | | | | | | | | | | | | | | | |
| 12+ | – | 20 | | | | | | | | | | | | | | | | | | | | | |
| Anarchic ‘Unfinished’ Creature (version of corporeal 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, & 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 | | | | | | | | | | | | | | | |
|--|---|------------------------|---|----|------------------|------------------------|-----|---|---|-----|--------|----|------|--------|----|-----|---------|----|
| Pseudo-Natural (creatures from beyond known space who are masquerading as recognizable creatures) (T&B p47) | 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 & 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

| Partial Golem / Mechanical Templates | Description | Stats | Other Effects |
|---|---|---|--|
| Half-Golem – Brass (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) | 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 th , 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"> - 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. |
| Half-Golem – Clay (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) | 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 (fix!!!) 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 <ul style="list-style-type: none"> - <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. |
| Half-Golem – Dragonflesh (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) | 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"> - 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. |
| Half-Golem – Flesh (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) | 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"> - 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. |
| Half-Golem – Iron (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) | 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"> - 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. |

| Partial Golem / Mechanical Templates | Description | Stats | Other Effects |
|---|---|--|---|
| Half-Golem – Stained Glass (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 Category 4 Keen claw attack . Gain Fast Healing 2. Immune to spells, spell-like abilities, & supernatural effects except <ul style="list-style-type: none"> - <i>Shatter</i> affects the creature normally. - <i>Mending</i> heals the creature 2d6 hp. - Sonic attacks affect the creature normally. |
| Half-Golem – Stone (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 <ul style="list-style-type: none"> - <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. |
| Half-Machine (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: <ul style="list-style-type: none"> - Breath weapon, 1/day. 3d6 for Medium-sized. - 1d4 extra attacks. - +1 die of bite damage - +1 die of claw damage - projectile weapon - tail spike or tail slap fix!!! Gains <u>one</u> Special Quality per 3 HD: <ul style="list-style-type: none"> - 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> @ 10th, 1/day. Must have been in combat for 1 round. - <i>Improved Invisibility</i> @ 10th. - 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 |
|--|--|--|--|
| <p>Beast of Xvim (infused with a spark of Deity of Hatred's evil) (MMF p85)</p> | <p>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.</p> | <p>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</p> | <p>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>.</p> |
| <p>Bhaalspawn (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)</p> | | <p>Becomes an Outsider. Natural Armor +1 CR +2</p> | <p>Receives Advantages & Penalties equal to ½HD+1 (min 2, max 11) Advantages: <ul style="list-style-type: none"> - <i>Bull's Strength</i>, 3/day - <i>Death Knell</i>, 3/day - <i>Cure Moderate Wounds</i>, 3/day - Cold Resistance 5 - Damage Reduction 5/silver - Heals 3hp per hour as long as he/she has at least 1hp. - <i>Holy Smite</i> (if good) or <i>Unholy Blight</i> (if evil), 1/day. - No longer takes penalties from aging & receives a +10 bonus on saves vs. death effects. - Can turn his/her own blood into Deathblade poison, 1/day. - 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. Penalties: <ul style="list-style-type: none"> - Reckless: When below 50%, receive a –1 morale penalty to attacks & AC, until healed to over 50% hp. - Blood Thirsty: Must make a Will save vs. DC 20 to do subdual damage or not attack the maximum number of opponents. - At 0hp or less, goes into a coma until brought to 50% hp. - Loose 2 points of Wisdom (non-recoverable). - Loose 2 points of Charisma (non-recoverable). - Demon's Blood: Blood is dark ichor. If the Bhaalspawn is bleeding, it can be smelled by Evil Outsiders. - Undead within 60' are always aware of the Bhaalspawn's location. - 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. - Must murder someone who is not hostile to the Bhaalspawn every 13 days or loose 1 Wisdom per day until the murder is completed (at which point all Wisdom returns). - 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. - Everyone who meets the Bhaalspawn initially distrusts him. - The Bhaalspawn is treated as Evil by all spells & effects (including Holy weapons). If actually evil, the Bhaalspawn takes damage from Holy Water. </p> |

| Infused with Evil Templates | Description | Stats | Other Effects | | | | | | | | | | | | | | | |
|---|--|--|--|----|------------------|--------------------|------------------|-----|---|------|--------|-----|--------|--------|---------|-----|---------|----|
| <p>Corrupted Creature (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)</p> | <p>The base creature becomes grotesque & twisted, with asymmetric lumps, misshapen bones, loose skin, etc.</p> | <p>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</p> | <p>Always Evil. +4 DC on all special attacks Natural attacks receive a <u>Damage Upgrade</u>. 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).</p> <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 | | | |
| HD | Damage Reduction | HD | Damage Reduction | | | | | | | | | | | | | | | |
| 1-3 | - | 8-11 | 5 / +2 | | | | | | | | | | | | | | | |
| 4-7 | 5 / +1 | 12+ | 10 / +3 | | | | | | | | | | | | | | | |
| <p>Demonically Fused Elemental (elementals tainted by demonic essence) (DR285 p50)</p> | | <p>Str +4 Dex +4 Int +4 Con +2 Cha +2 +4 Haste bonus to AC Darkvision 60'.</p> | <p>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).</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Cold & 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 |
| HD | Damage Reduction | Cold & Fire Resist | | | | | | | | | | | | | | | | |
| 1-3 | - | 5 | | | | | | | | | | | | | | | | |
| 4-7 | 5 / +1 | 10 | | | | | | | | | | | | | | | | |
| 8-11 | 5 / +2 | 15 | | | | | | | | | | | | | | | | |
| 12+ | 10 / +3 | 20 | | | | | | | | | | | | | | | | |

The following Templates will be detailed in a future releases of this index, but are listed below for reference.

Lycanthropes

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

Trapped

Captured One
(a creature encased by a 'raggamoffyn', which is under its control & is considered a Construct) (MM2 p204)

Transformed

| | |
|--|---|
| <p>Scarlet Children (result of infection by the plant-like 'scarlet rust') (DU85 p65)</p> | <p>Yuan-Ti (transformed by the Yuan-Ti to be their slaves) (MMF p94)</p> |
|--|---|

Undead Templates

Standard Undead

| | | |
|--|---|---|
| <p>Bone Creature (similar to a 'skeleton', but with most of the body's original abilities & knowledge intact) (BoVD p184)(DR304 p102)+</p> <p>Corpse Creature (similar to a 'zombie', but with most of the body's original abilities & knowledge intact) (BoVD p185)</p> | <p>Mummy (carefully preserved bodies that are reanimated with powerful magics) (DR300 p72)</p> <p>Vampire (changed into a creature-of-the-night by another vampire) (MM p221)</p> | <p>Wight (animated corpses twisted with hate for the living & evil intelligence to back it up) (DR300 p75)</p> <p>Wraith (incorporeal shadowy spirits that hate the living) (DR300 p76)</p> |
|--|---|---|

Ghosts & Spirits

| | | |
|--|--|---|
| <p>Ghost (a spirit with unfinished business) (MM p212) (MMF p88)+</p> <p>Ghost Brute (a spirit assisting a ghost with unfinished business, such as the spirit of its squire or warhorse) (DR300 p74)</p> | <p>Keening Spirit (spirit of an evil female elf (i.e., a "banshee")) (CoSQ p126)</p> <p>Nether (smokey undead formed of air & darkness) (DR297 p105)</p> | <p>Silver Wraith (a ghostly spirit that can absorb magic) (CoSQ p218)</p> <p>Spectral Mage (arcane mage who hasn't been able to move on) (MoF p189)</p> |
|--|--|---|

Liches

| | | |
|---|---|---|
| <p>Dracolich (dragons who willingly turn themselves into undead) (FR p310)</p> | <p>Lich (an evil spellcaster who made sure he/she did not move on) (MM pXXX)</p> | <p>Lich, Good (an good spellcaster who made sure he/she did not move on) (MMF p90)</p> |
|---|---|---|

Religious-Based Undead

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

Revenge-Based Undead

| | | |
|--|---|---|
| <p>Curst (someone cursed into being undead) (MMF p87)</p> | <p>Death Knights (fallen knights consumed with the need for revenge) (MM2 p207) (DR290 p103)</p> | <p>Revenant (animated body looking for its killer) (MMF p93) (CoSQ p127)</p> |
|--|---|---|

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

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

Enhanced

| | |
|---|--|
| Glyph Guardian (a construct enhanced with magics, allowing it to use magical effects, but bound to guard one location) (DR302 p66) | Spellstitched (an undead enhanced with magics, allowing it to cast spells) (MM2 p215) |
|---|--|

Promoted

| | |
|---|---|
| Seelie Court Fae (a pure-blooded fae who lives up to the Seelie Court's Standards) (DR304 p63) | Shades (humanoids who have become partially made from shadowstuff) (FR p315) (FRe)+ |
|---|---|

Trained

| |
|---|
| Warbeast (an animal, vermin, or beast of Medium-size or greater that has been trained for war and as a mount) (MM2 p219) |
|---|

Unusual Breed Templates

A new strain of creature which is similar to a more common breed.

Really, Really Big

| | |
|---|--|
| Kaiju (destructive creatures of Colossal size) (DR289 p67) | Titanic (any animal or vermin that has grown to Gargantuan size) (MM2 p217) |
|---|--|

Hybrids

| | | |
|--|---|--|
| Arachnoid (animal, beast, or magical beast that is part spider) (CoSQ p124) | Chimeric (any animal, beast, or vermin can be the middle head of a chimera) (MM2 p206) | Tauric (part-humanoid, part-beast, in pretty much any combination) (MM2 p216) |
|--|---|--|

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 some of its magic & 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

Damage Category Table

| Category | Fine | Diminutive | Tiny | Small | Medium | Large | Huge | Gargantuan | Colossal |
|----------|------|------------|------|-------|------------|-------|------|------------|----------|
| 4 | — | 1 | 1d2 | 1d3 | 1d4 | 1d6 | 1d8 | 2d6 | 2d8 |
| 6 | 1 | 1d2 | 1d3 | 1d4 | 1d6 | 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 |
| MM2w | – Monster Manual II Web Enhancement | – http://www.wizards.com/dnd/files/MM2_HalfGolems.zip |
| MotP | – Manual of the Planes | – WTC11850 |
| D&D | – Deities and Demigods | – 881650000 |
| BoVD | – Book of Vile Darkness | – 881610000 |
| ELH | – Epic Level Handbook | – 881690000 |
| 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 |
| S&S | – Song and Silence | – WTC 11857 |
| MotW | – Masters of the Wild | – 881640000 |
| FR | – Forgotten Realms Campaign Book | |
| FRre | – 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 | |
| CotSQ | – City of the Spider Queen | |
| RL | – Ravenloft | – WW 15099 |
| 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.