

# Denizens of Avadnu Template Examples



Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

## Introduction

The following creatures have been created using templates from *Denizens of Avadnu*. Many people commented through email, reviews, and at conventions that they would have liked to see example creatures made using our new templates. Without further adieu, here is the web support many of you asked for.

## Abjuraton GORG

**Medium Magical Beast (Augmented Animal)**

**Hit Dice:** 4d8+7 (25 hp)

**Initiative:** -1 (Dex)

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

**AC:** 17 (-1 Dex, +8 natural)

**Touch:** 9 **Flat-Footed:** 17

**Base Attack/Grapple:** +3/+4

**Attack:** Tail slam +4 melee (1d8+1)

**Full Attack:** Tail slam +4 melee (1d8+1) and bite -1 melee (1d4)

**Space/Reach:** 5 ft./5 ft.

**Special Qualities:** Hold breath, low-light vision, *repulsion*, spell turning

**Saves:** Fort +5, Ref +3, Will +1

**Abilities:** Str 12, Dex 9, Con 12, Int 1, Wis 10, Cha 6

**Skills:** Listen +4, Spot +4, Survival +2, Swim +10

**Feats:** Alertness, Toughness

**Environment:** Temperate and warm aquatic

**Organization:** Solitary or family (3-10)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-6 HD (Medium)

**Level Adjustment:** +6\* (companion)

## Combat

Abjuraton gorgs are built from the magickin template.

**Hold Breath (Ex):** An abjuraton gorg can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

**Repulsion (Sp):** At will; Will DC 14 negates. Caster level 4th. The save DC is Charisma-based.

**Spell Turning (Su):** An abjuraton gorg has a continuous *spell turning* ability, as the spell, with no limit on levels turned.

## Aszevara Dire Ape

**Large Magical Beast (Augmented Animal) (Extraplanar)**

**Hit Dice:** 5d8+18 (40 hp)

**Initiative:** +2 (Dex)

**Speed:** 30 ft. (6 squares), climb 15 ft.

**AC:** 17 (-1 size, +2 Dex, +6 natural)

**Touch:** 11 **Flat-Footed:** 15

**Base Attack/Grapple:** +3/+14

**Attack:** Claw +9 melee (1d6+7) or touch +9 melee (1d10 cold

plus cursed touch)

**Full Attack:** 2 claws +9 melee (1d6+7) and bite +4 melee (1d8+3); or touch +9 melee (1d10 cold plus cursed touch)

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

**Special Attacks:** Cursed touch, rebuke undead 3/day, rend 2d6+10, spell-like abilities

**Special Qualities:** Aversion to daylight, immunity to poison, low-light vision, resistance to cold 10, scent, see in darkness

**Saves:** Fort +7, Ref +6, Will +5

**Abilities:** Str 24, Dex 15, Con 16, Int 4, Wis 12, Cha 11

**Skills:** Climb +15, Hide +0, Listen +7, Move Silently +6, Spot +8

**Feats:** Alertness, Toughness

**Environment:** Warm forests

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 6-15 HD (Large)

## Combat

Aszevara dire apes are built from the aszevara template.

An aszevara dire ape's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Cursed Touch (Su):** A creature hit by an aszevara dire ape's touch attack must succeed on a DC 12 Will save or be cursed, suffering a -2 enhancement penalty to all attack rolls and saving throws. The curse disappears after 24 hours or when the creature is targeted by a *remove curse* or *break enchantment* spell. The save DC is Charisma-based.

If an aszevara dire ape attacks with its claws, it deals 1d10 points of extra cold damage and inflicts its cursed touch on one claw attack each round.

**Rebuke Undead (Su):** An aszevara dire ape can rebuke and command undead as a 5th-level cleric.

**Rend (Ex):** An aszevara dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+14 points of damage.

**Spell-Like Abilities:** 3/day—*bane* (DC 11); 1/day—*deeper darkness*, *summon monster IV* (1d3 qeh'thral). Caster level 14th. The save DCs are Charisma-based.

**Aversion to Daylight (Ex):** Aszevara dire apes are creatures of the night and loathe the sun. In natural daylight (not merely a *daylight* spell) an aszevara dire ape suffers a -4 penalty on all attack rolls, saving throws, and skill checks, and cannot use its spell-like abilities or cursed touch.

**See in Darkness (Su):** Aszevara dire apes can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

**Skills:** Aszevara dire apes have a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

## Guardian Ubu

**Large Outsider (Augmented Animal) (Native)**

**Hit Dice:** 3d8+9 (22 hp)

**Initiative:** +1 (Dex)

**Speed:** 30 ft. (6 squares)

**AC:** 13 (-1 size, +1 Dex, +3 natural)

**Touch:** 10 **Flat-Footed:** 12

**Base Attack/Grapple:** +2/+9

**Attack:** Gore +4 melee (1d8+4)

**Full Attack:** Gore +4 melee (1d8+4)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Protector, warning blow

**Special Qualities:** Empathy, low-light vision, shield other, spell resistance 13

**Saves:** Fort +6, Ref +4, Will +1

**Abilities:** Str 17, Dex 12, Con 16, Int 3, Wis 10, Cha 5

**Skills:** Balance +3\*, Listen +2, Spot +2

**Feats:** Endurance, Improved Bull Rush<sup>B</sup>, Iron Will

**Environment:** Cold and temperate mountains

**Organization:** Solitary or herd (5–14)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 4–6 HD (Large)

**Level Adjustment:** +2\* (mount)

## Combat

Guardian ubu are built from the guardian template.

**Protector (Ex):** A guardian ubu (or a spellcaster upon conjuring the guardian ubu) can designate a creature, Large or smaller object, or 5-foot-radius area for it to protect. The guardian ubu receives a +1 morale bonus on attack rolls against creatures threatening the protected creature or object, or inside or attempting to enter the designated area.

**Warning Blow (Su):** Once per day, a guardian ubu can make a normal melee attack to intimidate and drive back an opponent. If the attack hits, the opponent must succeed on a Will save (DC 8 + damage taken by opponent) or become frightened for 1d4 rounds. This ability only affects opponents with fewer than 3 HD.

**Empathy (Ex):** A guardian ubu can communicate and empathize with normal ubu. This gives it a +4 racial bonus on checks when influencing an ubu's attitude and allows the communication of simple concepts and (if the creature is friendly) commands, such as "friend," "foe," "flee," and "attack."

**Shield Other (Sp):** As the spell of the same name, but only usable on ubu (caster level 3). This transfers to the guardian ubu half the damage that would be dealt to the target creature (this ability does not provide the spell's AC or save bonuses).

**Skills:** \*Ubu have a +4 racial bonus on Balance checks in icy, rocky, and mountainous terrain.

## Half-Xxyth Argill

**Medium Outsider (Augmented Monstrous Humanoid) (Native)**

**Hit Dice:** 4d8+12 (30 hp)

**Initiative:** +5 (+1 Dex, +4 Improved Initiative)

**Speed:** 20 ft. (4 squares), fly 80 ft. (poor), swim 40 ft.

**AC:** 23 (+1 Dex, +12 natural)

**Touch:** 11 **Flat-Footed:** 22

**Base Attack/Grapple:** +4/+8

**Attack:** Claw +8 melee (1d6+4)

**Full Attack:** 2 claws +8 melee (1d6+4) and bite +3 melee (2d6+2) and flailing tentacles +3 melee touch (trip)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Bloodburn, breath drain, corruption, feed, flailing tentacles, improved grab

**Special Qualities:** Amphibious, darkvision 60 ft., damage reduction 10/magic, immunity to natural disease and poison, resistance to cold 15, electricity 15, and fire 15, see in darkness, warp magic

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

**Abilities:** Str 19, Dex 13, Con 16, Int 9, Wis 11, Cha 10

**Skills:** Climb +5, Hide +8\*, Intimidate +11, Listen +9, Move Silently +8\*, Sense Motive +11, Spot +9, Swim +19

**Feats:** Alertness, Improved Initiative

**Environment:** Any marshes

**Organization:** Solitary or pair

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** By character class

**Level Adjustment:** +8

## Combat

Half-xxyth argills are built from the half-xxyth template.

A half-xxyth argill's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

**Bloodburn (Su):** Once per day, when the half-xxyth argill has lost more than half its total hit points, it can ignite its blood with blue flames as a full-round action. The flames last for 10 rounds, continuing even if the argill dies. Each round, the argill takes 1d10 points of damage, creatures grappling with it take 2d6 points of fire damage, and the argill's natural weapons cause an extra 1d4 points of fire damage. If a creature damaged by the argill has fewer than half its total hit points, it must succeed on a DC 15 Fortitude save or suffer all the above effects, as it experiences bloodburn itself. The save DC is Constitution-based.

At the end of 10 rounds, a bloodburning creature, if already dead, explodes in a fiery blaze and deals 8d6 points of fire damage to creatures in a 40-foot radius. A Reflex save (DC 10 + 1/2 dead creature's HD + dead creature's Constitution modifier) reduces the damage by half. If a bloodburning creature survives the full 10 rounds, its blood cools and returns to normal.

A bloodburning creature other than the half-xxyth argill can be treated with a *dispel evil* or *heal* spell. Doing so ends the bloodburning.

**Breath Drain (Ex):** A half-xxyth argill can attach its tendrils to the face of a grabbed opponent with a successful grapple check. The opponent must make a DC 15 Constitution check. The save DC is Constitution-based. The save must be repeated each following round the argill makes a successful grapple check, with the DC increasing by +1 for each immediately previous success the opponent has made. When the opponent fails one of these Constitution checks, it begins to suffocate, falling unconscious (0 hp). If the argill successfully grapples in the following round, the opponent drops to -1 hit points and is dying. After a third round, it suffocates.

**Corruption (Su):** The presence of a half-xxyth argill is often enough to break the will of good-natured creatures. Once per day,

a half-xyth argill can make a gaze attack at a single opponent within 30 feet. The opponent must succeed on a DC 12 Will save or be tainted, losing access to all class features and spells dependant on maintaining a non-evil alignment (typically the abilities of non-evil clerics and paladins) for 12 hours. In addition, such creatures cannot cast spells with the good descriptor during this time. A dispel evil spell ends the effect. The save DC is Charisma-based.

**Feed (Su):** A half-xyth argill can feed on the pain and suffering it causes. Feeding is the only way a half-xyth can heal damage; *cure* spells fail, and natural healing is impossible. Once per day, the argill can attack with a natural melee weapon to draw strength from a living opponent. If the attack hits, the argill is cured of an amount of damage equal to that inflicted on its opponent (up to the opponent's current hit points +10). The wound caused in its opponent is spiritual, and cannot be healed naturally or with spells until the injured creature is purified.

The creature suffers 1 point of Charisma drain each day until its wound is purified, at which point the drain is undone. Purification requires the creature be the subject of a turning attempt which causes turning damage equal to or greater than the argill's HD. A *cure* spell or a *heal* spell can also purify the creature, but the caster must succeed on a DC 19 caster level check. This method does not restore drained Charisma.

**Improved Grab (Ex):** To use this ability, a half-xyth argill must hit a Medium or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to drain its opponent's breath in the following round.

**Flailing Tentacles (Ex):** The half-xyth argill can make trip attacks with its tentacles. It does not provoke an attack of opportunity, and if it fails to trip its opponent, the opponent cannot trip it in turn.

**Amphibious (Ex):** Argills can survive underwater for 1 hour per 2 points of Constitution. After that, they risk drowning.

**See in Darkness (Su):** A half-xyth argill can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

**Warp Magic (Ex):** Half-xyth are unnatural creatures, and a strange aura exists around them that warps magical energies. When a spell or spell-like ability is cast within 30 feet of a half-xyth, the air around it wavers slightly. The caster must succeed on a DC 15+1d10 Concentration check or the spell is miscast and lost. If the half-xyth is the target of a miscast spell, each creature within 10 feet of the half-xyth must succeed on a DC 15 Fortitude save or be jarred by the dispersing magical energies and nauseated for 1 round.

Make the Concentration check to determine success only after all other distracting factors have been resolved (but before attempts at counterspelling). Half-xyth and xyth are immune to all effects of warp magic.

**Skills:** \*Argills have a +8 circumstance bonus on Hide and Move Silently checks when underwater.

### **Keeper of the Taint, 17th-Level Human Sorcerer Medium Outsider (Augmented Humanoid) (Lawful, Native)**

**Hit Dice:** 17d4+17 (59 hp)

**Initiative:** +1 (Dex)

**Speed:** 30 ft. (6 squares)

**AC:** 23 (+1 Dex, +12 natural)

**Touch:** 11 **Flat-Footed:** 22

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

**Attack:** Crystal staff +11 melee (1d6+3 plus crystallization)

**Full Attack:** Crystal staff +11/+6 melee (1d6+3 plus crystallization)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Crystallization, spell-like abilities, spells, spread crystals

**Special Qualities:** Capture spell, crystal armor, damage reduction 10/chaotic, spell resistance 27

**Saves:** Fort +6, Ref +6, Will +11

**Abilities:** Str 10, Dex 12, Con 12, Int 17, Wis 13, Cha 22

**Skills:** Concentration +21, Craft (alchemy) +23, Knowledge (arcana) +23, Knowledge (history) +13, Spellcraft +25

**Feats:** Brew Potion, Combat Casting, Craft Staff, Empower Spell, Eschew Materials, Silent Spell, Spell Penetration

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 21

**Alignment:** Always lawful neutral

**Advancement:** By character class

This keeper is built from the keeper of the taint template and a 17th-level human sorcerer.

Any weapons a keeper wields are treated as lawful-aligned for the purpose of overcoming damage reduction.

**Crystallization (Su):** A creature or object struck by a keeper's crystal staff must succeed on a DC 24 Fortitude save or be encased in transparent crystal. This effect is identical to petrification, but the crystallized creature is unaffected by spells such as *stone to flesh*. The save DC is Charisma-based.

A crystallized creature or object can be freed by breaking its crystal coating. The crystal has a hardness of 15, has 100 hit points plus or minus 20 for every size category of the creature or object above or below Medium, and does not radiate magic. Half of all damage dealt to the crystal (after applying the effects of hardness) is taken by the trapped creature or object instead.

A single creature or object can also be freed from the crystal by a *shatter* spell. In this case, the crystal is destroyed, but the creature or object must succeed on a DC 15 Fortitude save or be shattered along with the crystal. A *miracle* or *wish* spell frees a single creature or object without harm. Keepers of the taint can decrystallize creatures and objects safely by touching them with their staves.

**Spell-Like Abilities:** At will—*arcane sight*, *dispel chaos* (DC 21), *dispel evil* (DC 21), *dispel magic*, *magic circle against chaos*, *magic circle against evil*, *passwall*, *resist energy*, *see invisibility*, *shatter* (DC 18), *shield*, *stoneskin*; 3/day—*temporal stasis* (DC 24), *true seeing*; 1/day—*mage's disjunction* (DC 25), *mind blank*, *prismatic sphere* (DC 25), *prismatic spray* (DC 23), *prismatic wall* (DC 24), *shield of law* (DC 24). Caster level 20th. The save DCs are Charisma-based. With the exceptions of *dispel chaos*, *dispel evil*, *dispel magic*, *shatter*, and *temporal stasis*, abilities which target creatures can only be used on the keeper.

*Typical Sorcerer Spells Known* (6/8/8/7/7/7/6/4, save DC 16 + spell level): 0—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*, *read magic*, *touch of fatigue*; 1st—*alarm*, *color spray*, *comprehend languages*, *magic aura*, *magic missile*; 2nd—*arcane lock*, *blur*, *detect*

thoughts, glitterdust, obscure object; 3rd—hold person, lightning bolt, slow, suggestion; 4th—dimension door, dimensional anchor, scrying, wall of ice; 5th—break enchantment, cone of cold, contact other plane, dismissal; 6th—antimagic field, disintegrate, mass suggestion; 7th—greater teleport, plane shift, sequester; 8th—maze, mind blank.

**Spread Crystals (Su):** Keepers of the taint can use their crystal staffs to crystallize entire areas. By touching the ground with their staffs, keepers who take 1 full round can cover everything in contact with the ground in a 5-foot-wide ring around them with crystal. Creatures can make DC 24 Reflex saves to avoid being covered. Keepers can spread crystal farther with every full round they take, pushing the ring 5 feet out each round. Only creatures and objects in the area of the 5-foot-wide ring are newly covered in crystal each round; creatures and objects on either side of the ring are unaffected. The save DC is Charisma-based.

If damaged or otherwise distracted while crystallizing an area, a keeper must succeed on a Concentration check or the effect ends. Crystal already placed remains, but the keeper must start the ring again at 5 feet in order to spread crystal farther.

**Capture Spell (Su):** Keepers of the taint can counterspell without actually having counterspells prepared. Instead of casting counterspells, keepers draw their opponents' spells into their crystal staffs (a readied action and Spellcraft check are still required). There, the spells are captured, and can be cast by keepers as if their staffs were *rings of spell storing* with no limit on spell levels stored.

**Crystal Armor (Su):** Keepers of the taint can mentally reshape their crystal shells as a move action, providing different types of protection depending on the armor's new form. Three different types of crystal armor are possible.

*Dense:* The keeper gains damage reduction 5/bludgeoning and magic (in addition to the keeper's normal damage reduction).

*Reflective:* A creature who looks at a keeper in reflective armor must succeed on a DC 24 Fortitude save or be stunned for 1d4 rounds and blinded for 2d4 rounds. This works exactly like a gaze attack with no range limit, but the keeper does not need to look at opponents to affect them, and cannot choose who to affect. In addition, keepers in reflective armor deflect all rays, lines, cones, and *magic missile* spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the keeper's spell resistance.

*Resistant:* The keeper has resistance to cold 30, electricity 30, and fire 30.

## **Kenzasa Vanthiir**

**Medium Magical Beast (Augmented Monstrous Humanoid)**

**Hit Dice:** 5d8+20 (42 hp)

**Initiative:** -1 (Dex)

**Speed:** 30 ft. (6 squares), fly 30 ft. (poor)

**AC:** 15 (-1 Dex, +6 natural)

**Touch:** 9 **Flat-Footed:** 15

**Base Attack/Grapple:** +5/+12

**Attack:** Claw +9 melee (1d6+4 plus disease)

**Full Attack:** 2 claws +9 melee (1d6+4 plus disease) and bite +7 melee (1d4+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Blood drain, disease, dread gaze, howl of the

damned

**Special Qualities:** Darkvision 60 ft., fast healing 3, light sensitivity, resistance to cold 5, sense fear

**Saves:** Fort +5, Ref +3, Will +2

**Abilities:** Str 18, Dex 9, Con 18, Int 5, Wis 7, Cha 7

**Skills:** Escape Artist +3, Intimidate +0, Jump +5, Listen +0, Spot +0, Survival -1

**Feats:** Fearful Advantage, Multiattack

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** By character class

## **Combat**

Kenzasa vanthiir are built from the kenzasa template.

**Blood Drain (Ex):** A vanthiir can drink a creature's blood by making a successful grapple check. A vanthiir who pins a foe drains blood, inflicting 1d4 points of Constitution damage each round.

**Dread Gaze (Su):** Frightened for 2d4 rounds, 30 feet, Will DC 10 negates. The save DC is Charisma-based. Whether or not the save is successful, an affected creature cannot be affected again by that vanthiir's dread gaze for 24 hours.

**Disease (Ex):** Slimy doom—claw, Fortitude DC 14, incubation period 1 day, damage 1d4 Constitution. When damaged, a creature must succeed on another saving throw or 1 point of damage is permanent drain instead.

**Howl of the Damned (Ex):** Three times per day as a standard action, the kenzasa vanthiir can let out an ear-piercing scream in a 60-foot cone. Any creature in the area suffers 3d6 points of sonic damage, and those with 4 or fewer HD are also shaken for 1d6 rounds. A DC 16 Fortitude save halves the damage and negates the fear effect.

**Light Sensitivity (Ex):** Vanthiir are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Sense Fear (Su):** Vanthiir can automatically sense the location (accurate to within 30 feet) of any creature within 200 feet who is shaken, frightened, or panicked.

## **LUNAR TRAKZA**

**Medium Outsider (Augmented Magical Beast) (Native)**

**Hit Dice:** 4d10+8 (30 hp)

**Initiative:** +3 (Dex)

**Speed:** 50 ft. (10 squares)

**AC:** 17 (+3 Dex, +4 natural)

**Touch:** 13 **Flat-Footed:** 14

**Base Attack/Grapple:** +4/+7

**Attack:** Bite +7 melee (1d6+3)

**Full Attack:** Bite +7 melee (1d6+3) and 2 claws +2 melee (1d4+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Guided blow, improved grab, rake 1d4+1

**Special Qualities:** Damage reduction 5/magic or silver, darkvision 60 ft., ferocity, resistance to cold 8, spell resistance 9

**Saves:** Fort +6, Ref +7, Will +1

**Abilities:** Str 16, Dex 16, Con 14, Int 6, Wis 11, Cha 10

**Skills:** Hide +4, Jump +4, Listen +2, Move Silently +4, Spot +2

**Feats:** Endurance, Run

**Environment:** Temperate forests and plains  
**Organization:** Solitary or pack (4–16)  
**Challenge Rating:** 4  
**Treasure:** Standard  
**Alignment:** Always neutral good  
**Advancement:** 5–6 HD (Medium); 7–12 HD (Large)  
**Level Adjustment:** +3 (cohort)

### Combat

Lunar trakza are built from the lunar template.

**Guided Blow (Su):** Once per day, the lunar trakza can make a normal attack with a +4 insight bonus. The creature is guided by a shaft of moonlight, showing the necessary path for its strike to reach its opponent.

**Improved Grab (Ex):** To use this ability, a lunar trakza must hit a Large or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Rake (Ex):** Attack bonus +2 melee, damage 1d4+1.

**Ferocity (Ex):** A lunar trakza is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

**Moonlit Path (Sp):** As *dimension door* (caster level 4th), but affects only the lunar trakza, has a range of 60 feet, and can only be used at night.

### MINDBURNED DIRE RAT

**Small Magical Beast (Augmented Animal)**

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +3 (Dex)

**Speed:** 40 ft. (8 squares), climb 20 ft.

**AC:** 15 (+1 size, +3 Dex, +1 natural)

**Touch:** 14 **Flat-Footed:** 12

**Base Attack/Grapple:** +0/–4

**Attack:** Bite +0 melee (1d4 plus disease)

**Full Attack:** Bite +0 melee (1d4 plus disease)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Disease, psi-like abilities

**Special Qualities:** Low-light vision, scent

**Saves:** Fort +3, Ref +5, Will +3

**Abilities:** Str 10, Dex 17, Con 12, Int —, Wis 12, Cha 1

**Environment:** Any

**Organization:** Solitary or pack (11–20)

**Challenge Rating:** 1/3

**Treasure:** None

**Alignment:** Always chaotic neutral

**Advancement:** 2–3 HD (Small); 4–6 HD (Medium)

### Combat

Mindburned dire rats are built from the mindburned template.

**Disease (Ex):** Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Psi-Like Abilities:** At will—*claw of energy* (fire), *control flames* (increase/decrease size two steps\*), *specified energy adaptation* (fire). Manifest level 5th.

### Shadow Puppet, 6th-Level Human Rogue

**Medium Humanoid**

**Hit Dice:** 6d6+15 (36 hp)

**Initiative:** +3 (Dex)

**Speed:** 30 ft. (6 squares)

**AC:** 19 (+3 Dex, +2 natural, +4 +2 *leather armor*)

**Touch:** 13 **Flat-Footed:** 16

**Base Attack/Grapple:** +4/+11

**Attack:** Short sword +7 melee (1d6+3/19–20) or slam +7 melee (1d6+3)

**Full Attack:** Short sword +7 melee (1d6+3/19–20) and slam +7 melee (1d6+3); or 2 slams +7 melee (1d6+3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Infusion, sneak attack +3d6

**Special Qualities:** Damage reduction 5/magic, darkvision 60 ft., evasion, light sensitivity, memory, ordinary appearance, trapfinding, trap sense +2, uncanny dodge, will of the master

**Saves:** Fort +4, Ref +8, Will +2

**Abilities:** Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 15

**Skills:** Bluff +14, Disguise +10, Gather Information +10, Hide +11, Jump +15, Move Silently +11, Sense Motive +12, Spot +8, Tumble +15

**Feats:** Acrobatic, Blind-Fight, Improved Grapple, Improved Initiative, Lightning Reflexes, Toughness

**Environment:** Any

**Organization:** Solitary, pair, or gang (2–5)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always neutral evil

**Advancement:** By character class

**Level Adjustment:** +2

### Combat

This shadow puppet is built from the shadow puppet template and a 6th-level human rogue.

The shadow puppet's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Infusion (Su):** A shadow puppet who makes a successful grapple check against a grabbed opponent begins infusing its target with nightsblood and inflicts 1d4 points of Constitution drain. The nightsblood is forced into the target through its mouth or through an open wound that the shadow puppet latches onto.

For each point of drain inflicted, the shadow puppet takes one point of Constitution damage as it transfers nightsblood. If the shadow puppet is reduced to Constitution 0 before its victim, it falls to the ground in convulsions and slowly melts away into shadow, dead.

**Light Sensitivity (Ex):** Shadow puppets are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Memory (Ex):** A creature infused with nightsblood is not completely lost. It can be restored to its former self by repeated exposure to a powerful physical reminder of its past. The nostalgic item cannot merely be in the shadow puppet's presence, but must be presented in a meaningful way in conjunction with verbal reminders about the puppet's past (at least a standard action). On the 2nd round of such a recitation, the shadow puppet ceases any activity (including combat) and focuses its attention on the speaker. After 5 rounds, the nightsblood, sensing a breach in its link to the puppet, attempts to regain control, forcing a DC 12 Will save. If the puppet succeeds at the save, it breaks the link

and falls to the ground, retching and spewing night's blood from its body and losing the shadow puppet template. If the save fails, the puppet immediately attacks the speaker, attempting to use its infuse ability. If it is somehow restrained or if it fails to stop the speaker, the process may be started over again.

**Ordinary Appearance (Ex):** Under normal circumstances, it takes a DC 20 Spot check to recognize a shadow puppet as strange, by differentiating the shadows spilling from it from normal shadows caused by ambient light, or by noting its unusual eyes.

**Will of the Master (Su):** The shadow puppet acts as though under a constant *suggestion* spell when relating to its master, but will obey any command of any length and complexity, and the effect does not end when the request is completed. Rather, the shadow puppet will seek out its master to receive new orders.

## Solar Haklaa

**Large Outsider (Augmented Magical Beast) (Native)**

**Hit Dice:** 8d10+16 (60 hp)

**Initiative:** +1 (Dex)

**Speed:** 20 ft. (4 squares)

**AC:** 20 (-1 size, +1 Dex, +10 natural)

**Touch:** 10 **Flat-Footed:** 19

**Base Attack/Grapple:** +8/+16

**Attack:** Claw +11 melee (2d6+4/19-20)

**Full Attack:** 2 claws +11 melee (2d6+4/19-20)

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

**Special Attacks:** Augmented criticals, fiery blow, rage, solar body

**Special Qualities:** Damage reduction 5/cold iron or magic, darkvision 60 ft., low-light vision, resistance to fire 32, spell resistance 13

**Saves:** Fort +8, Ref +7, Will +3

**Abilities:** Str 19, Dex 12, Con 15, Int 3, Wis 13, Cha 6

**Skills:** Climb +5, Hide +1, Listen +6, Spot +6

**Feats:** Alertness, Improved Bull Rush, Power Attack

**Environment:** Any mountains

**Organization:** Solitary

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always neutral good

**Advancement:** 9-14 HD (Large); 15-16 HD (Huge)

## Combat

Solar haklaa are built from the solar template.

**Augmented Criticals (Ex):** Haklaa threaten a critical hit on a natural attack roll of 19-20, dealing double damage on a successful critical hit.

**Fiery Blow (Su):** Once per day while using its solar body, the solar haklaa can make a normal melee attack to deal an additional 8 points of fire damage.

**Rage (Ex):** A haklaa that takes damage in combat flies into a berserk rage on its next turn, clawing madly until either it or its opponent is dead. An enraged haklaa gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

**Solar Body (Su):** For 8 rounds per day, a solar haklaa can shed light in a 30-foot radius as a *daylight* spell. The haklaa can begin or cease using this ability as a free action, but each round during which it uses its solar body adds 1 round to the total used that day.

## Tasked Cloaker

**Large Aberration**

**Hit Dice:** 6d8+18 (45 hp)

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 10 ft. (2 squares), fly 40 ft. (average)

**AC:** 19 (-1 size, +3 Dex, +7 natural)

**Touch:** 12 **Flat-Footed:** 16

**Base Attack/Grapple:** +4/+13

**Attack:** Divine strike +8 melee (1d6+5)

**Full Attack:** 2 divine strikes +8 melee (1d6+5) and tail slap +3 melee (1d6+5) and bite +3 melee (1d4+2)

**Space/Reach:** 10 ft./10 ft. (15 ft. with divine strikes, 5 ft. with bite)

**Special Attacks:** Anarchic strike, engulf, moan, spells

**Special Qualities:** Damage reduction 15/lawful, darkvision 60 ft., quest, resistance to cold 25, electricity 25, and fire 25, shadow shift, spell-like abilities

**Saves:** Fort +5, Ref +5, Will +7

**Abilities:** Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15

**Skills:** Hide +8, Listen +13, Move Silently +12, Spot +13

**Feats:** Alertness, Combat Reflexes, Improved Initiative

**Environment:** Underground

**Organization:** Solitary

**Challenge Rating:** 10

**Treasure:** Standard

**Alignment:** Usually chaotic neutral

**Advancement:** 7-9 HD (Large); 10-18 HD (Huge)

## Combat

Tasked cloakers are built from the tasked template.

**Anarchic Strike (Su):** A tasked cloaker's divine strikes deal extra damage and bypass damage reduction as anarchic weapons.

**Engulf (Ex):** A tasked cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its divine strikes and whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Moan (Ex):** A tasked cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

**Unnerve:** Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

**Fear:** Anyone within a 30-foot spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

**Nausea:** Anyone in a 30-foot cone must succeed on a DC 15 Fortitude save or be overcome by nausea and weakness.

Affected characters fall prone and become nauseated for 1d4+1 rounds.

**Stupor:** A single creature within 30 feet of the cloaker must

succeed on a DC 15 Fortitude save or be affected as though by a hold monster spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

**Spells:** The tasked cloaker can cast divine spells from the Darkness and Destruction domains as a 6th-level cleric.

**Protective Aura (Su):** A *cloak of chaos* effect (caster level 20th) always surrounds the tasked cloaker. The aura can be dispelled, but the cloaker can create it again during its next turn as a free action.

**Quest (Su):** The tasked cloaker is compelled to perform its mission as if it were affected by a *geas/quest* spell with no time limit, and that cannot be removed by *limited wish*, *miracle*, *remove curse*, or *wish*.

**Shadow Shift (Su):** A tasked cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

*Obscure Vision:* The cloaker gains concealment (20% miss chance) for 1d4 rounds.

*Dancing Images:* This effect duplicates a *mirror image* spell (caster level 6th).

*Silent Image:* This effect duplicates a *silent image* spell (DC 15, caster level 6th). The save DC is Charisma-based.

**Spell-Like Abilities:** At will—*augury*, *death ward*, *shield of faith*; 3/day—*freedom of movement*, *planar ally*, *summon monster VII*; 1/day—*geas/quest* (to assist the tasked cloaker), *greater planar ally*, *summon monster IX*, *true seeing*; 1/week—*commune*. Caster level 20th.

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