

besm d20

MONSTROUS MANUAL



d20
system

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INTRODUCTION

Finally — the product your campaign has been waiting for! The *BESM d20 Monstrous Manual* deconstructs over 100 of the major fantasy monster races from the System Reference Document to reveal their true point-based abilities and power levels.

USING THIS BOOK

Each monster is presented in a templated format for each reading. Some notes are listed below to help you understand each entry. For a more detailed analysis of this conversion guide, see the three Appendices (page 110, 128, and 138).

DEMON, BALOR

LARGE {-5 CP} OUTSIDER {2 CP}

{CHAOTIC {1 CP} EXTRAPLANAR {0 CP} EVIL {1 CP}}

Hit Dice: 20d8+200 (290 HP) {192 CP}

Initiative: +11 (+8 Dexterity, +4 Improved Initiative)

Speed: 56 ft., Fly 90 ft. (Flight Rank 2 [8 CP]) {8 CP}

AC: +6 (-1 size, +7 Dex)

Armour: 34 (Rank 5 Armour: natural [20 CP], Restriction: Only provides 19 Points of armour [1 BP]; Rank 4 Armour: Damage Reduction [16 CP], Restriction: Only provides 15 Points of armour [1 BP], Restriction: provides no protection against good-aligned weapons made from cold iron [1 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]).

+10 vs. Acid or Cold (Rank 2 Armour, Optimised against Acid [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour, Optimised against Cold [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]) {40 CP}

Consider the following example for the Balor Demon on page 21:

TOTAL VALUES

BESM d20 Character Point values — called Creature Points in this manual — are listed at the end of each major entry in {curly parentheses}. This value is the total cost relating to that specific entry.

Example: The Balor Demon gives a cost of {-5 CP} for being a Large creature and {2 CP} for being an Outsider. Similarly, the {40 CP} at the very end of the Armour entry indicates that all of the Balor's Armour Attributes total 40 CP.

SPECIFIC ENTRIES

Each specific ability, talent, Attribute, or Defect also includes its own Creature Point cost, listed after each item in [square brackets].

SEVERAL ENTRIES

Multiple descriptive entries within (round parentheses) are separated by a semi-colon.

Example: The Balor Demon has several distinct types of Armour:

- Rank 5 Armour: Natural

The base cost is [20 CP], with a [1 BP] Restriction

- Rank 4 Armour: Damage Reduction

The base cost is [16 CP], with Restrictions of [1 BP], [1 BP], and [3 BP]

- Rank 2 Armour: Optimised against Acid

The base cost is [8 CP], with a [3 BP] Restriction

- Rank 2 Armour: Optimised against Cold

The base cost is [8 CP], with a [3 BP] Restriction

Thus, the total cost of the Balor's Armour is [20 CP] - [1 BP] + [16 CP] - [1 BP] - [1 BP] - [3 BP] + [8 CP] - [3 BP] + [8 CP] - [3 BP] = {40 CP}

SPELL NAMES

The names of spells are italicised.

FRACTIONAL POINTS

Occasionally half values of Creature Points will be listed (such as 47.5 Points). The half Points are not rounded until the very end when the final Creature Point total is given.

DESCRIPTION

At the end of each creature's stat block, a moody description is provided in bold text.

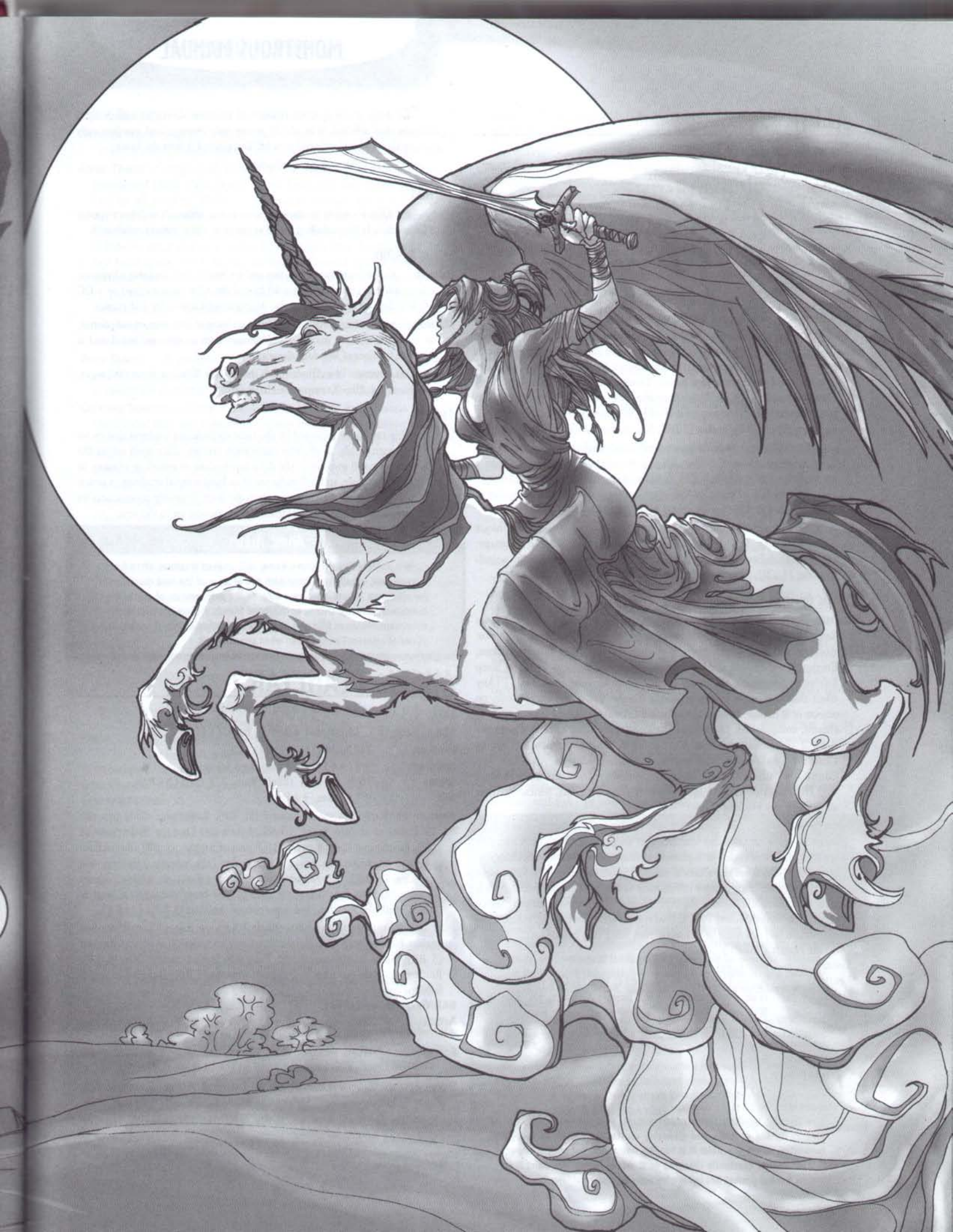
TACTICS

The creature's combat preferences are described, which may be an overview of attack methods or a typical round-by-round indication of attack modes.

ANIME CUSTOMISATION

The end of each entry outlines how the creature might be appropriate for an anime campaign, and might include suggestions for further customisation.





ALLIP

MEDIUM UNDEAD {87 CP}

(INCORPOREAL {20 CP})

HIT DICE: 4d12 (26 HP) {30 CP}
INITIATIVE: +5 (+1 Dex, +4 Improved Initiative)
SPEED: Fly 30 ft. (Flight Rank 2 [8 CP]; Restriction: Maximum speed 20 mph [2 BP]) {6 CP}
AC: +5 (+1 Dex, +4 Defence Combat Mastery [8 CP]) {8 CP}
ARMOUR: 0
BAB/GRAPPLE: +2/—
ATTACK: Incorporeal Touch +3 melee (see below)
FULL ATTACK: Incorporeal Touch +3 melee (see below)

SPECIAL ATTACKS: Mind Control Rank 2 @ 6/Level, Babble [12 CP] (Unique Ability: -2 penalty to Saving Throw if only one creature, not in combat, is targeted [2 CP]; Unique Ability: Allip uses Charisma modifier instead of Wisdom modifier to determine Saving Throw [1 CP]; Reduction: Effect only lasts 2d4 rounds [-2 CP]; Restriction: May only direct the target to perform one task, after which the control is lifted [2 BP]; Restriction: Target gains +2 to Saving Throw if in combat [2 BP]; Supernatural Ability [1 BP]) {8 CP}

Special Attack Rank 3, Incorporeal Touch (Affects Incorporeal; Drain Soul: Wisdom; Unique Ability: Allip gains temporary 5 Hit Points on a successful attack, rather than 1d4 Wisdom; Vampiric 3; Melee: No Damage; Unique Disability: Drains 1d4 Wisdom, rather than exactly 6 — counts as 2 Disabilities [12 CP]; Supernatural Ability [1 BP]) {11 CP}

Special Attack Rank 1, Madness (Drain Soul: Wisdom; Unique Ability: Drains 1d4 Wisdom, rather than exactly 2; No Damage; Unique Disability, Only operates when opponent contacts Allip mind-to-mind [1 CP]; Supernatural Ability [1 BP]) {1 CP}

SPECIAL QUALITIES

UNDEAD TRAITS: Heightened Senses (Type II: Darkvision); Special Defence Rank 25 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage to physical Ability Scores, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 1 (Poison), Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 2 (Extra damage from Critical Hits); Unique Attribute (Uses its Charisma modifier for Concentration checks), Unique Attribute (No Constitution score); Unique Defect (Immediately destroyed when reduced to 0 Hit Points or less); Unique Defect (Cannot be *raised*, reincarnated, or affected by any Healing magic).

INCORPOREAL TRAITS: Insubstantial Rank 5, Restriction: can be harmed by magic weapons or creatures that strike as magic weapons, holy water, and spells, spell-like Abilities, or supernatural Abilities, but has a 50% chance to ignore such damage if the source is not also Insubstantial (except for positive energy, negative energy, force effects such as *magic missile*, or Special Attack with the Affects Incorporeal Ability); Unique Defect: No Strength Ability Score; Heightened Senses, Type II (Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see).

CREATURE TRAITS: Unskilled {2 BP}

SAVES: Fort 1, Ref +4, Will +4

ABILITIES: Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18 {26 CP}

SKILLS: Hide +8, Intimidate +8, Listen +7, Search +4, Spot +7, Wilderness Tracking +2, Unarmed Combat +1

FEATS: Improved Initiative, Lightning Reflexes

ENVIRONMENT: Any

ORGANISATION: Solitary

CREATURE POINTS: 195

CR: 3 (15)

ADVANCEMENT: 5–12 HD (Medium)

A floating, shadowy figure rushes towards you, extending vaporous tendrils instead of limbs, and gibbering constantly to itself as though tormented. Above the waist it is roughly humanoid, but with stranger, sharper angles, constantly changing as it moves. Below the waist it is legless, but has a comet-like tail of even more insubstantial form.

An Allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

An Allip cannot speak intelligibly.

COMBAT

An Allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

SPECIAL ABILITIES

BABBLE: An Allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the Allip must succeed on a DC 16 Will Save or be affected by the Allip's Mind Control for 2d4 rounds.

MADNESS: Anyone targeting an Allip with a thought detection, mind control, or telepathic Ability makes direct contact with its tortured mind and is dealt 1d4 Points of Wisdom damage.

INCORPOREAL TOUCH: An Allip's touch drains 1d4 Wisdom from the target, and grants the Allip 5 temporary Hit Points.

TACTICS

Allip tactics are informed by the same excruciating madness that drove it to slay itself in life. With little motivation save to inflict upon others the same pain that still tortures it, the Allip rarely plans its assault in advance. It is not stupid, though, and will make use of its Insubstantial attribute to attack suddenly from within a wall or even from the floor. It usually concentrates its energy on draining one foe completely before moving on to the next.

ANIME ALLIPS

In a straight fantasy anime game, evil, undead creatures often have a tragic past, usually connected with one or more of the lead characters. For maximum impact, have your Allip be the only remains of one of the characters' brothers, sisters, or childhood friends. A character with such a close connection to an Allip may, at the GM's discretion, have a -2 penalty on AC and all relevant Saving Throws when attacked by it.

ANGEL, PLANETAR

LARGE {-5 CP} OUTSIDER {-2 CP}

(ANGEL {104 CP}, EXTRAPLANAR {0 CP}, GOOD {1 CP})

HIT DICE: 14d8+70 (133 HP) {132 CP}
INITIATIVE: +8 (+4 Dex, +4 Improved Initiative)
SPEED: 76 ft., fly 90 ft. (Flight Rank 2 [8 CP]) {8 CP}
AC: +3 (-1 size, +4 Dex)

ARMOUR: 29 (Rank 5 Armour: natural [20 CP], Restriction: Only provides 19 Points of armour [1 BP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against attacks by Evil Subtype creatures and weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]) {24 CP}

+10 vs. Electricity or Fire (Rank 2 Armour: Angel Trait, Optimised against Electricity [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour: Angel Trait, Optimised against Fire [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Included in Angel Subtype costs)

BAB/GRAPPLE: +14/+21

ATTACK: Magic greatsword +23 melee (3d6+18/19–20) or unarmed attack +20 melee (2d8+10)

FULL ATTACK: Magic greatsword +23/+18/+13 melee (3d6+18/19–20) or unarmed attack +20/+15/+10 melee (2d8+10)

SPECIAL ATTACKS: Special Attack Rank 3, Unarmed Attack (Damage: 2d8; Flurry 2, Muscle-Powered; Melee [12 CP]) {12 CP}

Spell-Like Abilities (87 CP; Restriction, Spell-Like Ability [4 BP]) {83 CP}

Spells (As 17th Level Cleric) {51 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Never needs to eat or sleep); Unique Defect (Cannot be raised, reincarnated, or resurrected).

ANGEL TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision); Immunities (Acid, Cold, Spells of 3rd Level and lower); Special Defence (+3 on all saves vs. Poison; +3 bonus to Defence and a +3 bonus on Saving Throws against attacks made or effects created by creatures of the Evil Subtype; not subject to petrification); Rank 8 Spirit Ward, Unique Attribute: other creatures within 20 ft. benefit from Immunity to 1st to 3rd Level spells, Spirit Ward, and Special Defence against Evil Subtype creatures; Supernatural Ability: Tongues; Unique Defect: Immunity to 1st to 3rd Level spells, Spirit Ward, and Special Defence against Evil Subtype creatures can be dispelled, though the planetar can reactivate them the following round as a free action; Unique Defect: Angels never lie, cheat, or steal, and are impeccably honourable

GOOD TRAITS: A planetar's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Good Subtype creatures.

CREATURE TRAITS: Invisibility Rank 1 (Sight [3 CP]); Regeneration Rank 10 (Reduction: May not regenerate damage dealt by Evil Subtype creatures, Evil weapons, or spells with the Evil descriptor [-10 CP]) (30 CP), Sixth Senses (Creatures and objects hidden by magic; Creatures under *blur* or *displacement* effects; Ethereal creatures and objects; Evil; Illusions; Invisible creatures and objects; Lies; Traps; True forms of *polymorphed* or otherwise shape-changed creatures [9 CP]; Restriction: Can be dispelled, though the planetar can reactivate them the following round as a free action [1 BP]; Supernatural Ability [1 BP]); Spell Resistance 30 (29 CP) {67 CP}

Item of Power: Rank 4, Greatsword (Special Attack Rank 6; 3d6 damage; Accurate, Flurry 2, Muscle-Powered [Apply 1.5 x Strength as a bonus to damage; counts as 2 Abilities]; Melee [18 CP]; Restriction: Only +3 bonus from Accuracy [1 BP]; Massive Damage Rank 2 [4 CP], Restriction: Only +3 bonus to Damage [1 BP]) {12 CP}

SAVES: Fort +14 (+17 against poison), Ref +13, Will +15

ABILITIES: Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 22 {65.5 CP}

SKILLS: Concentration +22, Craft or Knowledge (any four) +23, Diplomacy +25, Escape Artist +21, Hide +16, Intimidate +23, Listen +23, Move Silently +21, Sense Motive +23, Search +23, Spot +23, Use Rope (Bindings) +4, Melee Attack (Greatsword) +6, Unarmed Attack (Grapple) +7

FEATS: Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack

ENVIRONMENT: Any Good-aligned plane

ORGANISATION: Solitary or pair

CREATURE POINTS: 556

CR: 16 (51)

ADVANCEMENT: 15–21 HD (Large); 22–42 HD (Huge)

A tall figure stands before you, resembling a human in the same way that the Sun resembles a candle flame. It is perfect; its beauty not just without earthly parallel, but beyond the imagination. It glows, sometimes subtly, sometimes so brightly you cannot discern its features. From its back sprout two great eagle-like wings, furling and spreading restlessly.

Planetars are the most commonly seen angels on Earth. They are most often sent to perform a specific mission, though sometimes a planetar may go travelling simply out of interest or to study humanity.

A planetar is nearly 9 feet tall and weighs about 500 pounds.

COMBAT

Despite their vast array of magical powers, planetars are likely to wade into melee with their magic greatswords. They particularly enjoy fighting fiends.

SPECIAL ABILITIES

SPELL-LIKE ABILITIES: At will — *continual flame*, *dispel magic*, *holy smite* (DC 20), *lesser restoration* (DC 18), *remove curse* (DC 19), *remove disease* (DC 19), *remove fear* (DC 17), *speak with dead* (DC 19); 3/day — *blade barrier* (DC 22), *flame strike* (DC 21), *polymorph* (self only), *power word stun*, *raise dead*, *waves of*

fatigue; 1/day — *earthquake* (DC 24), *greater restoration* (DC 23), *mass charm monster* (DC 24), *waves of exhaustion*. Caster Level 17th. The Save DCs are Charisma-based.

SPILLS: Planetars can cast divine spells as 17th-Level clerics. A planetar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The Save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/7/7/6/6/4/3/2; Save DC 16 + spell Level): 0 — *create water*, *detect magic*, *guidance*, *resistance* (2), *virtue*; 1st — *bless* (2), *cause fear*, *divine favour* (2), *entropic shield*, *inflict light wounds**, *shield of faith*; 2nd — *aid**, *align weapon*, *bear's endurance*, *bull's strength* (2), *consecrate*, *eagle's splendour*, *hold person*; 3rd — *contagion**, *daylight*, *invisibility purge*, *prayer* (2), *summon monster III*, *wind wall*; 4th — *death ward*, *dismissal*, *inflict critical wounds**, *neutralise poison* (2), *summon monster IV*; 5th — *break enchantment*, *circle of doom**, *dispel evil*, *mark of justice*, *plane shift*, *righteous might*; 6th — *banishment*, *greater dispel magic*, *harm**, *heal*, *heroes' feast*, *mass cure moderate wounds*; 7th — *dictum*, *disintegrate**, *holy word*, *regenerate*; 8th — *holy aura**, *mass cure critical wounds*, *shield of law*; 9th — *implosion*, *summon monster IX* (good)*.

*Domain spell. Domains: Destruction and Good.

TACTICS

If possible, a planetar will have cast spells such as *bless*, *divine favour*, *entropic shield*, *shield of faith*, *bear's endurance*, *bull's strength*, *eagle's splendour*, *righteous might*, *shield of law* and/or *summon monster IX* before entering combat, as well as *holy aura* if it has allies. This assumes it has chosen the combat, and so has had a chance to prepare.

A planetar that is attacked without warning may retreat if faced with serious opposition, using its Invisibility and Flight Speed to vanish and escape, often barring any who would follow it with a *blade barrier*. This will be a tactical withdrawal, rather than a rout; the planetar will certainly be back to seek out and destroy its attackers once it has prepared itself. A planetar that does not elect to retreat will often spend the first round of the combat casting *righteous might*.

Most planetars are frugal of their Spells and Spell-Like Abilities, and actively enjoy close combat, so a planetar fighting foes it regards as significantly weaker than itself will certainly use its greatsword to hack them to pieces without much in the way of tactics, giving itself over to the emotions of the moment.

A planetar battling against powerful foes will make great use of direct damage spells, cast from the air, to soften up the opposition until it is capable of being dispatched with greatsword alone. *Holy smite* is the preferred Spell-Like Ability here, if facing Evil opponents. Otherwise it will use *disintegrate* and *implosion*, followed by *righteous might*, assorted *summon monsters*, and a charge into melee combat.

ANIME ANGELS

Beings of divine power may appear in 'Exotic Girlfriend' campaigns. They can make such terrifyingly powerful partners that a player may think twice about having his or her character reject their attentions. Angels used in this role are likely to be more comedic than might be usual for d20 games, and the GM should consider creating lower-powered variants (fewer Hit Dice and reduced Attributes) to represent the relative youth and immaturity of 'Girlfriend' angels. The restrictions on morally dubious actions for creatures of the Angel Subtype should be considerably relaxed for this type of campaign, which will often revolve around comically timed jealousy and deceit. Such angels will treat the restrictions more as aspirations than as rules.

In a campaign where angels are used predominantly as mysterious, perfect messengers from the gods, several ranks in Divine Relationship will be useful.

Personal transformation may appear in a long-running campaign, with the prospect of characters of sufficient power some day impressing the powers of Good and becoming angels themselves. This could be the climax of a campaign, or just open up a whole new chapter.

ARANEA

MEDIUM MAGICAL BEAST {2 CP}

(SHAPECHANGER {0 CP})

HIT DICE: 3d10+6 (22 HP) {26.5 CP}
INITIATIVE: +6 (+2 Dex, +4 Improved Initiative)
SPEED: 45 ft.; Climb 25 ft.
AC: +3 (+2 Dex, +1 Unarmed Defence/Ranged Defence)
ARMOUR: 1 (Rank 1 Armour: natural [4 CP]; Restriction: Only provides 1 point of armour [3 BP]) {1 CP}
BAB/GRAPPLE: +3/+3
ATTACK: Bite +5 melee (1d6 plus poison) or web +5 ranged
FULL ATTACK: Bite +5 melee (1d6 plus poison) or web +5 ranged
SPECIAL ATTACKS: Special Attack Rank 3, Poison Bite (1d6 damage; Drain Body: Strength [drains 1d6 Strength, rather than exactly 4]; Unique Ability: If Drain Body succeeds, target must make another Save one minute later or be drained of a further 2d6 Strength [counts as 3 Abilities]; Melee; Unique Disability: Target may attempt a Fortitude Saving Throw [DC 10 + 1/2 Aranea's HD total + Aranea's Constitution bonus] to negate Drain Body [9 CP]) [9 CP]
 Special Attack Rank 1, Web (Tangle; Limited Shots, No Damage, Short Range [1 CP]) {1 CP}
 Spells (As 3rd Level Sorcerer) {4 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision)

CREATURE TRAITS: Alternate Form Rank 1 (Humanoid [9 CP]; Restriction: No Speed Attribute, Poison Bite attack, or Web attack in Humanoid form [1 BP]; Supernatural Ability [1 BP]); Alternate Form Rank 1 (Hybrid [9 CP]; Restriction: No Speed Attribute in Hybrid form [1 BP]; Supernatural Ability [1 BP]); Special Movement (Wall-Crawling [2 CP]; Restriction: May only wall-crawl at half normal speed [1 BP]) {15 CP}

SAVES: Fort +5, Ref +5, Will +4
ABILITIES: Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14 {40.5 CP}
SKILLS: Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6, Ranged Defence (Personal) +1, Special Ranged Attack +1 (Web), Unarmed Attack +1 (Bite), Unarmed Defence +1 (Strikes)
FEATS: Improved Initiative, Iron Will
ENVIRONMENT: Temperate forests
ORGANISATION: Solitary or colony (3-6)
CREATURE POINTS: 99
CR: 4 (5)
ADVANCEMENT: By character Class

This creature resembles a big spider, with a humpbacked body a little bigger than a human torso. Like a spider, it has fanged mandibles and eight legs. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four multiply jointed fingers and a two-jointed thumb.

An aranea is an intelligent, shapechanging spider with sorcerous powers. It weighs about 150 pounds. The hump on its back houses its brain.

Araneas speak Common and Sylvan.

COMBAT

Araneas often subdue opponents for ransom. They will sometimes eat fallen foes, but their main reason for attacking is usually to acquire wealth.

SPECIAL ABILITIES

Alternate Forms: An aranea's natural form is that of a Medium monstrous spider. It can assume two other forms. An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

The first form is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a

lycanthrope would. In humanoid form, an aranea cannot use its Poison Bite or Web attacks. It has 10 CP to spend on additional Attributes tied to its humanoid form only, which usually include one or more Armour Proficiency Feats and Combat Skills; if it is Small, this will use up 3 of the 10 CP, with the effects listed on Table A1-4: Changing Sizes (see page 113). A typical combination for a Medium humanoid would be Light Armour Proficiency (2 CP), Medium Armour Proficiency (2 CP), and Highly Skilled (6 CP), with the combat Skills Melee Defence (Shield) +4 and Melee Attack (Sword) +4.

The second form is a Medium spider-humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The aranea retains its Poison Bite and Web attacks in this form, and can also wield weapons or wear armour. Its 10 CP are usually spent on similar Feats and Skills to those of the humanoid form.

When in hybrid or humanoid form, an aranea does not benefit from its Speed Attribute, and so has a top speed of either Dexterity x3 (45 feet), or if Small, Dexterity x2 (30 feet).

Spells: An aranea casts spells as a 3rd-Level Sorcerer. It prefers illusions and enchantments and avoids fire spells.

Typical Sorcerer Spells Known (6/6; Save DC 12 + spell Level): 0 — *daze*, *detect magic*, *ghost sound*, *light*, *resistance*; 1st — *mage armour*, *silent image*, *sleep*.

TACTICS

An aranea avoids physical combat and uses its webs and spells when it can. Subterfuge is favoured over direct confrontation, and many an aranea with a human-like humanoid form has used that form to interfere with human politics, religion and other intrigues.

If brought to battle with no way to retreat, an aranea attempts to immobilise or distract the most aggressive opponents first. If only one foe appears to be as fast as the aranea, it will try to deal with that enemy first and then make its escape.

ANIME ARANEAS

These sinister shape-changers seem made for anime. They can be used intermingling with ordinary human society, whether as spies for some evil overlord who plans a takeover, or simply as roguish creatures on the make, perhaps 'casing the joint' then changing to hybrid form to carry out their crimes. A trusted ally may turn out to have been an aranea all along, just waiting for the right opportunity to carry out its nefarious schemes.

As well as greed and conspiracy, araneas are well suited to having another classic anime monster motivation: women. Using the tactics of webbing their victims, perhaps poisoning them with just the right amount of venom to weaken but not kill them, then dragging them off to a quiet place for molestation by the humanoid or hybrid form, araneas can be a serious menace to the virtue of any community. The GM may alter the aranea's Poison Bite attack for this, replacing the Drain Body effect (and its associated Special Abilities and Special Disability) with the Incapacitating effect.

ARCHON, HOUND

MEDIUM OUTSIDER {2 CP}

(ARCHON {84 CP}, (EXTRAPLANAR {0 CP}, GOOD {1 CP}, LAWFUL {1 CP}))

HIT DICE: 6d8+6 (33 HP) {60 CP}
INITIATIVE: +4 (Improved Initiative)
SPEED: 40 ft. (Speed Rank 1 [2 CP]; Restriction: Maximum speed only 25 mph / 40 ft. [1 BP]) {1 CP}
AC: +0
ARMOUR: 19 (Rank 3 Armour: natural [12 CP]; Restriction: Only provides 9 Points of armour [3 BP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP]. Restriction: provides no protection against attacks by Evil Subtype creatures and weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]) {14 CP}
BAB/GRAPPLE: +6/+6

ATTACK: Bite +8 melee (1d8+2) or greatsword +8 melee (2d6+3/19-20)

FULL ATTACK: Bite +8/+3 melee (1d8+2); or greatsword +8/+3 melee (2d6+3/19-20) and bite +3 melee (1d8+1) {2 CP}

SPECIAL ATTACKS: Special Attack Rank 5, Aura of Menace (Area Effect, Irritant, Soul Attack [attack roll +6], Unique Ability: Irritant effects last for 24 hours or until target successfully hits the archon that generated the aura, No Damage, Unique Disability: Only affects creatures within 20 feet, Unique Disability: A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours [20 CP]; Supernatural Ability [1 BP]). {19 CP}

Special Attack Rank 1, Bite (Damage: 1d8+2, Flurry, Muscle-Powered, Melee [1 CP]). {1 CP}

Spell-Like Abilities (4 CP; Restriction, Spell-Like Ability [3 BP]). {1 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be *raised*, *reincarnated*, or *resurrected*).

ARCHON TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision); Immunity (Electricity); Special Defences (+3 on all saves vs... Poison, not subject to petrification); Rank 8 Spirit Ward; Supernatural Ability: Tongues.

GOOD TRAITS: A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Good Subtype creatures.

LAWFUL TRAITS: A hound archon's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Lawful Subtype creatures.

CREATURE TRAITS: Alternate Form Rank 1 (Wolf [9 CP]), Alternate Form Rank 1 (Dog [9 CP]), Heightened Senses (Type I: Scent [1 CP]), Highly Skilled Rank 2 (2 CP), Personal Gear (2 CP), Spell Resistance 16 (15 CP), Teleport Rank 3 ([15 CP]; Restriction, may only carry 50 pounds of weight in addition to self [2 BP]) {51 CP}

SAVES: Fort +6 (+9 against poison), Ref +5, Will +6

ABILITIES: Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12 (36.5 CP)

SKILLS: Concentration +10, Diplomacy +3, Hide +9, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival (Wilderness) +8, Wilderness Tracking (Plains) +10; Melee Attack +1 (Greatsword), Special Attack (Aura of Menace) +4, Unarmed Attack +1 (Bite)

FEATS: Improved Initiative, Power Attack, Run

ENVIRONMENT: A lawful good-aligned plane

ORGANISATION: Solitary, pair, or squad (3-5)

CREATURE POINTS: 271

CR: 8 (23)

ADVANCEMENT: 7-9 HD (Medium); 10-18 HD (Large)

This creature resembles a muscular human with the head of a dog. It carries a naked greatsword with the blade resting on its shoulder, ready for action.

Archons speak Celestial, Infernal, and Draconic, but can speak with almost any creature because of their tongues Ability.

COMBAT

Hound archons prefer to attack with their natural weapons, but will arm themselves with greatswords if anticipating heavy combat.

SPECIAL ABILITIES

Spell-Like Abilities: At will — *aid*, *continual flame*, *detect evil*, *message*. Caster Level 6th.

Alternate Form (Su): A hound archon can change to either dog or wolf form. While in this form, it gains the following Attributes: Highly Skilled Rank 1 (Hide +4 ranks, Survival +4 ranks [2 CP]); Massive Damage (Bite [2 CP]); Size Change Rank 1 (6 CP). A hound archon in canine form may not attack with melee weapons, but can use its bite and slam attacks as usual.

TACTICS

Hound archons generally prefer to meet a foe head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and-run techniques or standing off and engaging a foe with magic before moving into melee).

As Lawful Subtype supernatural canines, hound archons use methodical tactics rather than improvising, and are very effective in co-operation. A hound archon squad will operate much like a wolf pack in combat. This can include:

- * Concentrating its efforts on attacking the weakest opponent until he or she is defeated, then moving on to the next weakest.
- * Ambushes and subterfuge against a more powerful or numerous foe.
- * Seizing on any sign of hesitation or distraction to launch a massed attack on that enemy.

Any hound archons that do not have greatswords will often assume the forms of Large wolves or dogs, taking advantage of the powerful bite attacks and increased strength of these forms.

Teleportation is a crucial part of hound archon tactics. It will be used for retreats if necessary, but also to launch surprise attacks, particularly against otherwise inaccessible enemies such as a nearby archer or spellcaster providing support for the archon's opponents.

ANIME ARCHONS

Given a hound archon's Ability to assume the form of a Small dog (as small as two feet in length if desired), it can make an innocuous 'pet' for a character that the archon's superiors or gods have decided to protect or guide.

The GM may optionally give a hound archon the Divine Relationship Attribute. This represents a close connection between the archon and its extraplanar gods.

ASSASSIN VINE

LARGE {-5 CP}

PLANT {60 CP}

HIT DICE: 4d8+12 (30 HP) (Mindless) {19 CP}

INITIATIVE: +0

SPEED: 5 ft. (Unique Defect: Slow Movement, 1/3 of Dexterity instead of Dexterity x 4 [4 BP]) {-4 CP}

AC: -1 (Size)

ARMOUR: 6 (Rank 2 Armour: natural [8 CP]; Restriction: Only provides 6 Points of armour [2 BP])

+10 vs. Cold or Fire (Rank 2 Armour, Optimised against Cold [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 3 Armour, Optimised against Fire [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]) {16 CP}

BAB/GRAPPLE: +3/+8 (+12 for Constrict)

ATTACK: Slam +7 melee (1d6+7)

FULL ATTACK: Slam +7 melee (1d6+7 [1 CP])

SPECIAL ATTACKS: Supernatural Ability: Entangle ([1 CP]; Caster Level 4th [3 CP]; Supernatural Ability [1 BP]). {3 CP}

Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple or Constrict attack, and only immediately after a slam attack has successfully hit [3 BP]). {5 CP}

Quickened Entangle (Extra Attack [8 CP], Restriction: May only be used with the Entangle Supernatural Ability [6 BP]). {2 CP}

Special Attack Rank 4, Constrict (Damage: 1d6+7, Accurate, Flexible, Muscle-Powered [Apply 1.5 x Strength as a bonus to damage; counts as 2 Abilities], Tangle, Unique Ability: continues to deal damage each round until target escapes, Melee [12 CP]). {12 CP}

SPECIAL QUALITIES

PLANT TRAITS: Heightened Senses (Type II: Low-Light Vision); Special Defence Rank 10 (Never needs sleep; Not subject to: Paralysis, Polymorph, Sleep Effects, or Stunning), Immunity Rank 2 (Mind-Affecting Magic, including

charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 1 (Poison), Immunity Rank 2 (Extra damage from Critical Hits).

CREATURE TRAITS: Attack Combat Mastery Rank 4 (12 CP); Heightened Senses (Type II: Blindsight [1 CP]); Immunity (Electricity [30 CP]); Unique Attribute: Camouflage (1 CP); Unique Defect (Mindless [1 BP]). {43 CP}

SAVES: Fort +7, Ref +1, Will +2

ABILITIES: Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9 {34 CP}

FEATS: Improved Initiative (2 CP), Lightning Reflexes (2 CP) {4 CP}

ENVIRONMENT: Temperate forests

ORGANISATION: Solitary or patch (2–4)

CREATURE POINTS: 189

CR: 3 (14)

ADVANCEMENT: 5–16 HD (Huge); 17–32 HD (Gargantuan); 33+ HD (Colossal)

This vine is discoloured and mottled, but has a vile, almost animalistic vitality. It is thick and powerful-looking, with claw-like leaves at the ends of wiry tendrils.

The assassin vine is a semi-mobile plant that collects its own grisly fertiliser by grabbing and crushing animals and depositing the carcasses near its roots.

A mature plant consists of a main vine, about 20 feet long. Smaller vines, up to 5 feet long, branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavour. Assassin vine berries make a heady wine.

An assassin vine can move about, albeit very slowly, but usually stays in one place unless it needs to seek prey in a new vicinity.

A subterranean version of the assassin vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and grey leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

COMBAT

Assassin vines attack any living things that come within reach. They are always hungry.

SPECIAL ABILITIES

BLINDSIGHT: Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

CAMOUFLAGE: Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those Skills instead of Spot to notice the plant. Dwarves can use stonemasonry to notice the subterranean version.

CONSTRUCT: An assassin vine deals 1d6+7 Points of damage with a successful grapple attack.

ENTANGLE: An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The Save DC is Wisdom-based. The Ability is otherwise similar to entangle (caster Level 4th).

IMPROVED GRAB: To use this Ability, an assassin vine must hit with its slam attack. It can then make a Constrict or grapple attack as a free action.

TACTICS

An assassin vine uses simple tactics:

It lies still until prey comes within reach, then attacks. It uses its entangle Ability both to catch prey and to deter counterattacks.

ANIME ASSASSIN VINES

Assassin vines are best used in straight fantasy games to enhance the frightening aspect of a sinister forest with a bad reputation. Often characters will be forced to travel through such a forest, whether as an escape route or because it is the only way forward on their quest, and when they do the assassin vines will be waiting for them!

BARGHEST

MEDIUM OUTSIDER {2 CP}

(Evil {1 CP}, Extraplanar {0 CP}, Lawful {1 CP}, Shapechanger {0 CP})

HIT DICE: 6d8+6 (33 HP) {60 CP}

INITIATIVE: +6 (+2 Dex, +4 Improved Initiative)

SPEED: 45 ft.

AC: +2 (Dex)

ARMOUR: 11 (Rank 2 Armour: natural [8 CP], Restriction: Only provides 5 Points of armour [3 BP]; Rank 2 Armour: Damage Reduction [8 CP]; Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against magic weapons [1 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {6 CP}

BAB/GRAPPLE: +6/+9

ATTACK: Bite +9 melee (1d6+3)

FULL ATTACK: Bite +9 melee (1d6+3) and 2 claws +4 melee (1d4+1) {10 CP}

SPECIAL ATTACKS: Natural Weapons (Fangs). {1 CP}

Spell-Like Abilities (14 CP; Restriction, Spell-Like Ability [4 BP]; Restriction, Caster Level 6th [1 BP]). {9 CP}

Unique Ability: Feed ([2 CP]; Supernatural Ability [1 BP]). {1 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Type II: Darkvision).

EVIL TRAITS: A barghest's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Evil Subtype creatures.

LAWFUL TRAITS: A barghest's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Lawful Subtype creatures.

CREATURE TRAITS: Alternate Form Rank 1 (Wolf [9 CP]; Supernatural Ability [1 BP]); Alternate Form Rank 1 (Goblin [9 CP]; Supernatural Ability [1 BP]); Heightened Senses (Type I: Scent [1 CP]); Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]). {18 CP}

SAVES: Fort +8, Ref +7, Will +7

ABILITIES: Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14 (43.5 CP)

SKILLS: Bluff +11, Diplomacy (Negotiation) +6, Disguise (Acting) +2, Hide +11, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival (Wilderness) +10, Wilderness Tracking (Forest) +12; Unarmed Attack (Trip) +3

FEATS: Dodge, Great Fortitude, Improved Initiative

ENVIRONMENT: An evil-aligned plane

ORGANISATION: Solitary or pack (3–6)

CREATURE POINTS: 146

CR: 4 (10)

ADVANCEMENT: Special (see below)

This wolf-like terror has a crudely humanoid head, with snarling goblinoid features protruding from its thick fur. Its body is solidly muscled, but quick and agile.

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form, it resembles a goblin-wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluish-red and eventually becomes blue altogether.

A full-grown barghest is about 6 feet long and weighs 180 pounds. A barghest's eyes glow orange when the creature becomes excited.

Barghests speak Goblin, Worg, and Infernal.

COMBAT

Barghests can claw and bite in either natural or wolf form, and usually disdain weapons.

SPECIAL ABILITIES

SPELL-LIKE ABILITIES: At will — *blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day — *charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*. Caster Level equals the barghest's HD, increasing by +1 (at a cost of 1 CP) for each HD the creature gains beyond 6.

The Save DCs are Charisma-based.

FEED: When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armour increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains Skill Points, Feats, and Ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total.

ALTERNATE FORM: A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armour. In wolf form, a barghest loses its claw attacks but retains its bite attack.

It has 10 CP to spend on additional Attributes when in its goblin form, which usually include one or more Armour Proficiency Feats and Combat Skills, as well as the 3 CP cost for changing size to Small. A typical combination would be Medium to Small (3 CP), Light Armour Proficiency (2 CP), Medium Armour Proficiency (2 CP), Shield Proficiency (2 CP), and Highly Skilled (Melee Attack [Sword] +1, Diplomacy increases by one rank to +7 [1 CP]).

In wolf form, the barghest's additional 10 CP are always spent as follows: Spell-Like Ability (Unlimited — *pass without trace*; [1 CP]; Unique Ability: May used as a free action [1 CP]); Highly Skilled (Hide Skill increases by four ranks to +15, Survival Skill increases to +15 [2 CP]); Extra Attack (8 CP; Restriction: May only be used immediately after a bite attack has hit [1 BP]; Restriction: May only be used to make a trip attack [1 BP]).

TACTICS

Though barghests love killing, they have little stomach for direct combat and attack from ambush whenever possible. Barghests start a combat by using *crushing despair* and *charm monster* (the latter targeting the most dangerous-looking combatant among the enemy forces) to keep opponents off balance. They try to stay away from or subvert the enemy's main strength. If forced into direct combat, they will use *blink* to increase their chances of survival. The entire pack, along with any subordinate or allied creatures, will target one opponent, usually a spellcaster.

ANIME BARGHESTS

As an evil shapechanger, barghests fit in well with many anime genres right out of the box. In straight fantasy anime, they can work as the leaders of a goblin army, perhaps under the overall command of an evil sorcerer, demon, or usurper of the throne, or perhaps operating as a vast conspiracy of barghests. As goblin leaders, they will appear to be ordinary goblins until faced with a serious threat — one which is in danger of defeating their army.

Barghests can easily be modified to operate better as leaders by allowing them to advance by character Class (with or without the corpse-eating requirement) rather than Hit Dice. A barghest Samurai, Ninja or Martial Artist could be truly terrifying.

BASILISK

MEDIUM MAGICAL BEAST {2 CP}

HIT DICE: 6d10+12 (45 HP) {51 CP}

INITIATIVE: -1 (Dex)

SPEED: 24 ft.

AC: -1 (Dex)

ARMOUR: 7 (Rank 2 Armour: natural [8 CP]; Restriction: Only provides 7 Points of armour [1 BP]) {7 CP}

BAB/GRAPPLE: +6/+6

ATTACK: Bite +8 melee (1d8+3)

FULL ATTACK: Bite +8/+3 melee (1d8+3)

SPECIAL ATTACKS: Special Attack Rank 9, Petrifying Gaze (Incapacitating, Incurable, Unique Ability: Charisma-Powered [Add basilisk's Charisma bonus to Save DC], Unique Ability: Gaze Attack [Automatically hits, without needing an attack roll, unless target averts eyes in which case an attack roll is made as normal; counts as 5 Abilities], No Damage, Short Range, Unique Disability: Base Save DC is 10 + 1/2 basilisk's Hit Dice, rather than 10 + 2 per Special Attack Rank [counts as 2 disabilities], Unique Disability: Cannot hit a blindfolded target [36 CP]; Supernatural Ability [1 BP]). {35 CP}

Special Attack Rank 1, Bite (1d8+3 damage, Flurry, Muscle-Powered, Melee [1 CP]) {1 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Low-light Vision, Darkvision).

CREATURE TRAITS: Highly Skilled (1 CP). {1 CP}

SAVES: Fort +9, Ref +4, Will +5

ABILITIES: Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11 {31.5 CP}

SKILLS: Hide (Warm Deserts) +3, Listen +7, Spot +7, Special Ranged Attack (Petrifying Gaze) +4, Unarmed Attack (Bite) +1

FEATS: Blind-Fight, Great Fortitude, Iron Will

ENVIRONMENT: Warm deserts

ORGANISATION: Solitary or colony (3-6)

CREATURE POINTS: 128

CR: 5 (8)

ADVANCEMENT: 7-10 HD (Medium); 11-18 HD (Large)

This ugly, eight-legged reptile has a dull brown body with a yellowish underbelly. Its back and sides are covered with thick scaly plates topped with spikes.

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.

COMBAT

Though a basilisk has eight legs, its slow metabolism renders it relatively sluggish, so it does not expend energy unnecessarily. Intruders who flee a basilisk rather than fight can expect, at best, a half-hearted pursuit. These creatures tend to spend most of their time lying in wait for prey, which includes small mammals, birds, reptiles, and similar creatures.

SPECIAL ABILITIES

Petrifying Gaze: Turns the target to stone permanently, range 30 feet. Fortitude Save, DC 13, negates.

TACTICS

A basilisk relies on its gaze attack whenever possible. It will only bite if all its opponents are blindfolded or otherwise seem to be immune to its gaze attack, or if it is hungry and its opponents are suitable prey animals for it.

ANIME BASILISKS

Basilisks are very well-suited to Western-style high fantasy anime settings. Here, they might be used either in a one-shot way, acting as a threat to a village the characters must pass through en route to somewhere more important, or as a more major threat to a lower-level party, perhaps being the main weapon used by the villain of the piece.

A basilisk can be converted to a more Japanese or other Eastern-style anime setting by altering its physical description, and the description of its Special Attack, without changing its statistics or other game effects. For example, it might be an animalistic, ponderously slow *oni*, with a claw attack replacing the bite (with identical game statistics to the bite) and the Special Attack changing the target to crystal, or sending it into an endless sleep.

ANIME BLINK DOGS

Blink dogs can make intriguing Cute Pets for characters, since they are indistinguishable from ordinary dogs until they *blink*. They are perhaps equally well used in a more villainous role, as a trained pack of bloodthirsty hunting animals for an evil overlord.

Modern-day and near-future martial arts anime sometimes has villains with 'cloaking devices' or similar. Blink dogs in such a setting may gain their *blink* and Teleport powers through high technology, rather than innate magic. In this case, it might be possible to target the relevant device through a Called Shot (BESM d20, page 116), removing the blink dog's powers on a successful attack.

BLINK DOG
BODAK

BLINK DOG

MEDIUM MAGICAL BEAST {2 CP}

HIT DICE: 4d10 (22 HP) {35 CP}

INITIATIVE: +3 (Dex)

SPEED: 51 ft.

AC: +3 (Dex)

ARMOUR: 3 (Rank 1 Armour: natural [4 CP], Restriction: Provides only 3 Points of armour [1 BP]) {3 CP}

BAB/GRAPPLE: +4/+4

ATTACK: Bite +4 melee (1d6)

FULL ATTACK: Bite +4 melee (1d6)

SPECIAL ATTACKS: Natural Weapon Rank 1, Bite (3 CP). {3 CP}

Supernatural Ability (5 CP; caster Level 8th [3 CP]; Supernatural Ability [1 BP]). {7 CP}

SPECIAL QUALITIES

Magical Beast Traits (Heightened Senses [Type II: Low-light Vision, Darkvision])

CREATURE TRAITS: Heightened Senses (Type I: Scent [1 CP]); Teleport Rank 2 (10 CP) {11 CP}

SAVES: Fort +4, Ref +7, Will +4

ABILITIES: Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11 (35.5 CP)

SKILLS: Hide +4, Listen +5, Move Silently +8, Sense Motive +3, Spot +5, Survival +4, Wilderness Tracking (Plains) +9

FEATS: Iron Will, Run

ENVIRONMENT: Temperate plains

ORGANISATION: Solitary, pair, or pack (7-16)

CREATURE POINTS: 96

CR: 2 (5)

ADVANCEMENT: 5-7 HD (Medium); 8-12 HD (Large)

This is a large dog with brownish-yellow fur.

The blink dog is an intelligent canine that has a limited teleportation Ability.

Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information.

COMBAT

Blink dogs hunt in packs, much like more mundane wild dogs.

SPECIAL ABILITIES

Supernatural Ability: At will, a blink dog can use *blink* as the spell, and can evoke or end the effect as a free action.

TACTICS

Blink dog packs teleport in a seemingly random fashion until they surround their prey, allowing some of them to take advantage of flanking. They use their *blink* power constantly in combat, making them very difficult to attack.

BODAK

MEDIUM UNDEAD {87 CP}

(EXTRAPLANAR {0 CP})

HIT DICE: 9d12 (58 HP) {64.5 CP}

INITIATIVE: +6 (+2 Dex, +4 Improved Initiative)

SPEED: 30 ft. (Slow Movement, Dex x2 instead of Dex x3 [1 BP]) {-1 CP}

AC: +2 (Dex)

ARMOUR: 18 (Rank 2 Armour: natural [8 CP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against cold iron weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]).

+10 vs. Acid or Fire (Rank 2 Armour: Optimised against Acid [8 CP]; Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour: Optimised against Fire [8 CP]; Restriction: Only provides 10 Points of Armour [3 BP]). {23 CP}

BAB/GRAPPLE: +4/+5

ATTACK: Slam +6 melee (1d8+1)

FULL ATTACK: Slam +6 melee (1d8+1)

SPECIAL ATTACKS: Special Attack Rank 10, Death Gaze (Incapacitating, Incurable, Unique Ability: Charisma-Powered [Add bodak's Charisma bonus to Save DC], Unique Ability: Gaze Attack [Automatically hits, without needing an attack roll, unless target averts eyes in which case an attack roll is made as normal; counts as 5 Abilities], Unique Ability: Target's corpse transforms into a bodak after 24 hours, No Damage, Short Range, Unique Disability: Base Save DC is 10 + 1/2 bodak's Hit Dice, rather than 10 + 2 per Special Attack Rank [counts as 2 disabilities], Unique Disability: Cannot hit a blindfolded target [40 CP]; Supernatural Ability [1 BP]). {39 CP}

Special Attack Rank 1, Slam (1d8+1 damage; Muscle-Powered; Melee [1 CP]).

SPECIAL QUALITIES

UNDEAD TRAITS: Heightened Senses (Type II: Darkvision); Special Defence Rank 25 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage to physical Ability Scores, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 1 (Poison), Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 2 (Extra damage from Critical Hits); Unique Attribute (Uses its Charisma modifier for Concentration checks), Unique Attribute (No Constitution score); Unique Defect (Immediately destroyed when reduced to 0 Hit Points or less); Unique Defect (Cannot be *raised*, *reincarnated*, or affected by any Healing magic).

CREATURE TRAITS: Immunity (Electricity [30 CP]); Bane: Sunlight (1 BP); Unskilled (2 BP). {27 CP}

SAVES: Fort +3, Ref +5, Will +9

ABILITIES: Str 13, Dex 15, Con —, Int 6, Wis 12, Cha 12 (29 CP)

SKILLS: Listen +11, Move Silently +10, Spot +11, Ranged Special Attack (Death Gaze) +3, Unarmed Attack +1 (Slam)

FEATS: Block Ranged Attacks, Dodge, Improved Initiative, Iron Will
ENVIRONMENT: A chaotic evil-aligned plane
ORGANISATION: Solitary or gang (2-4)
CREATURE POINTS: 269
CR: 8 (22)
ADVANCEMENT: 10-13 HD (Medium); 14-27 HD (Large)

This figure has a smooth, grey, human-like body, but its head resembles a long, nightmarish skull, more like a vulture's head than a man's.

Bodaks are the undead remnants of humanoids who have been destroyed by the touch of absolute evil.

A bodak retains fleeting memories of its past life and can speak Common (or some other humanoid language).

COMBAT

Bodaks enter combat to share their ill-begotten fate with others.

SPECIAL ABILITIES

DEATH GAZE: Death, range 30 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later.

VULNERABILITY TO SUNLIGHT: Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1d3 damage to the creature.

TACTICS

A lone bodak will use its gaze weapon if at all possible. It retreats if faced with enemies that do not seem to be vulnerable to the death gaze, only resorting to melee combat if cornered.

A gang of bodaks is more likely to use tactics, but even these are simple, as befits such a relatively unintelligent creature. Around half to three-quarters of them will use gaze attacks, with the remaining bodaks defending them in melee combat from any foes that get close.

ANIME BODAKS

These creatures are best used to indicate that the party is getting close to a place or person of immense evil. Unlike lesser undead, they will not be found in a mere graveyard, but perhaps in the darkest part of a haunted forest or ancient catacombs. Alternatively, a powerful, wicked sorcerer may summon one to operate as an assassin, destroying his or her political enemies one by one with its gaze.

The theme of transformation into a bodak fits well with the anime convention of metamorphosis from one state to another. An important non-player or even player character who is killed by a bodak and then returns as a bodak him or herself can present characters with a dilemma: do they slay their former friend, or avoid it, or try to redeem it somehow?

If the GM does not intend to make use of the above theme, it may be worth considering making bodaks silent, rather than having them speak Common, simply because silent, implacable foes are so much more chilling.

CHAOS BEAST

MEDIUM OUTSIDER {2 CP}

{CHAOTIC {1 CP} EXTRAPLANAR {0 CP}}

HIT DICE: 8d8+8 (44 HP) {78 CP}
INITIATIVE: +5 (+1 Dex, +4 Improved Initiative)
SPEED: 26 ft. (Slow Movement, Dex x2 instead of Dex x3 [1 BP]) {-1 CP}
AC: +1 (Dex)
ARMOUR: 5 (Rank 2 Armour: natural [8 CP]; Restriction: Only provides 5 Points of armour [3 BP]) {5 CP}
BAB/GRAPPLE: +8/+9
ATTACK: Claw +10 melee (1d3+2 plus corporeal instability)
FULL ATTACK: 2 claws +10 melee (1d3+2 plus corporeal instability)

SPECIAL ATTACKS: Metamorphosis Rank 5 ([30 CP]; Reduction: May only be used with Corporeal Instability attack [-5 CP]; Reduction: Always has same effects [-10 CP]; Unique Ability: Permanent until cured, see below [5 CP]; Supernatural Ability [1 BP]). {9 CP}

Special Attack Rank 6, Corporeal Instability (Burning [Counts as two Abilities, as it continues to drain Wisdom indefinitely until cured], Drain Soul [Wisdom], Incurable, Linked Attack [Claw], Linked Attribute [Metamorphosis], Unique Ability: Constitution-Powered [Save DC increased by chaos beast's Constitution bonus]; Melee, No Damage, Unique Disability: Only drains 1 point of Wisdom per round, not 12 [counts as 3 disabilities]; Unique Disability: Base Save DC is 10 + 1/2 chaos beast's Hit Dice, rather than 10 + 2 per Special Attack Rank [counts as 2 disabilities] [24 CP]; Supernatural Ability [1 BP]) {23 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Type II: Darkvision)

CHAOTIC TRAITS: A chaos beast's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Chaotic Subtype creatures.

CREATURE TRAITS: Immunity (Transformation [10 CP]); Immunity (Extra damage from critical hits [20 CP]); Spell Resistance 15 (14 CP); Unskilled (3 BP).

SAVES: Fort +7, Ref +7, Will +6

ABILITIES: Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10 (35 CP)

SKILLS: Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Move Silently +5, Search +11, Spot +11, Wilderness Tracking (Extraplanar) +2, Tumble +14, Use Rope (Bindings) +2; Unarmed Attack (Claws) +1

FEATS: Dodge, Improved Initiative, Sneak Attack

ENVIRONMENT: Ever-Changing Chaos of Limbo

ORGANISATION: Solitary

CREATURE POINTS: 193

CR: 7 (15)

ADVANCEMENT: 9-12 HD (Medium); 13-24 HD (Large)

This is not so much a creature as a writhing, sinuous mass of shifting protoplasm. Horrid shapes are constantly being extruded and re-absorbed into the spongy mass. An array of tentacles whips out, then melts away; a human-like form rears up and thrashes its great ham-fists, then falls back into the seething, churning base; a single huge claw — or is it a mouth? — bursts forward, snapping and tearing.

The horrific creatures known as chaos beasts have mutable, ever-changing forms. A chaos beast's dimensions vary, but it always weighs about 200 pounds.

Chaos beasts do not speak.

COMBAT

For all its fearsome appearances, whether it has claws, fangs, pincers, tentacles, or spines, a chaos beast does little physical harm. Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more.

SPECIAL ABILITIES

Corporeal Instability: A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude Save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The Save DC is Constitution-based.

An affected creature gains the following Defects: Physical Impairment (Blind [3 BP]), Physical Impairment (Cannot hold or use items [3 BP]), Physical Impairment (Gains no benefit from items worn, including armour, amulets etc. [2 BP]), Physical Impairment (Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less [2 BP]), Unique Defect (Large items worn or carried — armour, backpacks, even shirts — hamper more than help, reducing Dexterity score by 4 [2 BP]), Unique Defect (Searing pain courses along the nerves, so strong that the victim cannot act coherently [1 BP]), Unique Defect (Victim cannot cast spells or use magic items [2 BP]).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or Ability scores). A success re-establishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and thus is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained Points of Wisdom).

Immunity to Transformation: No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

TACTICS

A chaos beast facing a number of foes will attempt to attack each of them in turn, hoping to affect the majority of them with its Corporeal Instability attack as rapidly as possible. This has two main benefits for it: an unstable character will find attacking difficult or impossible, and may eventually become a chaos beast itself.

ANIME CHAOS BEASTS

This is a classic Metamorphosis creature, tainting most who fight it with an uncontrollable essence of primal chaos. As such it fits well with most anime genres just as it is. Emphasise the terror inherent in loss of identity for serious, angst-ridden anime. A less strait-laced approach can focus on the physical comedy provided by a character flopping about all over the place, sliming friends and foes alike with gooey protoplasm that used to be part of his or her body. For maximum comedic value, make the condition Contagious, and play out scenes where the stricken character's former allies have to spend their time ducking out of the way of his or her failed attempts to seek solace from them, move about, and fight the chaos beast. By the end of the game the entire party could end up as wobbling masses of gooey amoeboid mess, though it may be worth making the effect only temporary in this case.

CHIMERA

LARGE {-5 CP}

MAGICAL BEAST {-2 CP}

HIT DICE: 9d10+27 (76 HP) {73.5 CP}

INITIATIVE: +1

SPEED: 39 ft. (Slow Movement, Dex x3 instead of Dex x4 [1 BP]), Fly 50 ft. (Flight Rank 2, Glider [4 CP]; Restriction: Maximum speed 30 mph [1 BP]) {2 CP}

AC: +0 (-1 size, +1 Dex)

ARMOUR: 9 (Rank 3 Armour: natural [12 CP]; Restriction: Only provides 9 Points of armour [3 BP]) {9 CP}

BAB/GRAPPLE: +9/+13

ATTACK: Bite +12 melee (2d6+4)

FULL ATTACK: Bite +12 melee (2d6+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d6+2) {26 CP}

SPECIAL ATTACKS: Natural Weapons Rank 2 (Fangs 1d8, Horns 1d8, Claws 1d6 [3 CP]). {3 CP}

Special Attack Rank 3, Dragon Breath (Statistics vary depending on head type; see Table 1-1). {11 CP}

Special Attack Rank 1, Bite (Damage: 2d6+4, Muscle-Powered, Melee [1 CP]) {1 CP}

SPECIAL QUALITIES

Magical Beast Traits (Heightened Senses [Type II: Low-light Vision, Darkvision]).

CREATURE TRAITS: Heightened Senses (Type I: Scent [1 CP]), Unskilled (1 BP). {0 CP}

SAVES: Fort +9, Ref +9, Will +6

ABILITIES: Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10 {43 CP}

SKILLS: Hide +2 (Optimised for scrubland or brush: +6), Listen +10, Spot +9; Unarmed Attack (Grapple) +4

FEATS: Iron Will, Lightning Reflexes, Multiattack, Power Attack

ENVIRONMENT: Temperate hills

ORGANISATION: Solitary, pride (3-5), or flight (6-13)

CREATURE POINTS: 165

CR: 7 (12)

ADVANCEMENT: 10-13 HD (Large); 14-27 HD (Huge)

Three snapping heads — snarling lion, demonic goat and spiny dragon.

Two great bat-wings. A lion's shoulders and forepaws, complete with claws, but the hairy hindquarters and back legs of a goat.

A chimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds. A chimera's dragon head might be black, blue, green, red, or white.

Chimeras can speak Draconic but seldom bother to do so, except when toadying to more powerful creatures.

TABLE 1-1: CHIMERA HEAD COLOUR AND BREATH WEAPON

TOTO	HEAD COLOUR	BREATH WEAPON DAMAGE TYPE	SPECIAL ATTACK
1-2	Black	Acid	Damage: 3d8, Area [DC 17 Reflex Save], Unique Ability: Constitution-Powered [Save DC increased by chimera's Constitution bonus]; Limited Shots [Usable once every 1d4 rounds], Unique Disability: Base Save DC is 10 + 1/2 chimera's Hit Dice, rather than 10 + 2 per Special Attack Rank [12 CP]; Supernatural Ability [1 BP]
3-4	Blue	Lightning	Damage: 3d8, Area [DC 17 Reflex Save], Unique Ability: Constitution-Powered [Save DC increased by chimera's Constitution bonus]; Limited Shots [Usable once every 1d4 rounds], Unique Disability: Base Save DC is 10 + 1/2 chimera's Hit Dice, rather than 10 + 2 per Special Attack Rank [12 CP]; Supernatural Ability [1 BP]
5-6	Green	Acid	Damage: 3d8 [Attack bonus +8]; Spreading x2; Limited Shots [Usable once every 1d4 rounds], Short Range [12 CP]; Supernatural Ability [1 BP]
7-8	Red	Fire	Damage: 3d8 [Attack bonus +8]; Spreading x2; Limited Shots [Usable once every 1d4 rounds], Short Range [12 CP]; Supernatural Ability [1 BP]
9-10	White	Cold	Damage: 3d8 [Attack bonus +8]; Spreading x2; Limited Shots [Usable once every 1d4 rounds], Short Range [12 CP]; Supernatural Ability [1 BP]

COMBAT

Chimeras are fervent meat-eaters and hunters, favouring the tender, fatty meat of civilised folk. They usually attack through hunger, though most are also cruel and will attack the weak out of sheer evil.

SPECIAL ABILITIES

BREATH WEAPON: A chimera's breath weapon depends on the colour of its dragon head, as summarised on Table 1-1, previous page. To determine a chimera's head colour and breath weapon randomly, roll 1d10 and consult the table.

TACTICS

The chimera prefers to surprise prey. It often swoops down from the sky or lies concealed until it charges. The dragon head can let loose a breath weapon instead of biting. Several chimeras attack in concert.

ANIME CHIMERAS

In 21st century parlance, a chimera is a creature created by science from creatures of two or more species, often by genetic engineering. Minus the Dragon Breath attack (-11 CP), a chimera can fit into a modern-day or near-future setting as a three-headed product of weird science — perhaps created in homage to its namesake — with a crocodile or alligator head replacing the dragon head.

For a deadlier, unique variant of the chimera suited to a historical Japanese fantasy setting, make all three heads of different colours, each with a breath weapon and a 2d6+4 bite attack (total +22 CP; note that the additional two bite Special Attacks, at 1 CP each, replace the Fangs and Horns natural weapons, also at 1 CP each).

CHOKER

SMALL {5 CP}

ABERRATION {1 CP}

HIT DICE: 3d8+3 (16 HP) {20 CP}
INITIATIVE: +6 (+2 Dex, +4 Improved Initiative)
SPEED: 28 ft., Climb 14 ft.
AC: +3 (+1 size, +2 Dex)
ARMOUR: 4 (Rank 1 Armour: natural [4 CP])
BAB/GRAPPLE: +2/+5
ATTACK: Tentacle +6 melee (1d3+3), Extra Attack (Quickness): Tentacle +6 melee (1d3+3)
FULL ATTACK: 2 tentacles +6 melee (1d3+3) (2 CP), Extra Attack (Quickness): Tentacle +6 melee (1d3+3) {2 CP}

SPECIAL ATTACKS: Natural Weapons Rank 1 (Tentacles [1 CP]).

Special Attack Rank 2, Constrict (Damage: 1d3+3, Flexible, Muscle-Powered, Tangle, Unique Ability: prevents speech in Tangled target, Unique Ability: continues to deal damage each round until target escapes; Melee, Unique Disability: may not use same tentacle to make other attacks while still constricting target [4 CP]).

SPECIAL QUALITIES

ABERRATION TRAITS: Heightened Senses (Darkvision).

CREATURE TRAITS: Highly Skilled (1 CP), Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple or Constrict attack, and only immediately after a tentacle attack has successfully hit [3 BP]), Quickness (Extra Attacks Rank 1 [8 CP], Extra Defences Rank 1 [3 CP], Restriction: may only use either Extra Attacks or Extra Defences in any one round [2 BP]), Supernatural Ability [1 BP]), Special Movement (Wall-Crawling [2 CP], Restriction: May only wall-crawl at half normal speed [1 BP]). {15 CP}

SAVES: Fort +2, Ref +5, Will +4
ABILITIES: Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7 {33.5 CP}
SKILLS: Hide +10, Move Silently +7, Unarmed Attack +3 (Specialisation: Constrict)
FEATS: Improved Initiative, Lightning Reflexes
ENVIRONMENT: Underground
ORGANISATION: Solitary
CREATURE POINTS: 85
CR: 2 (4)

ADVANCEMENT: 4–6 HD (Small); 7–12 HD (Medium)

Spindly-limbed, smooth-skinned tentacles reach down and grab you by the throat, dragging you up off your feet into the shadowy heights of the cavern's roof. You catch a glimpse of a small but gaping maw, sharp triangular teeth glistening in the darkness, malevolent yellow eyes glowering above, as you begin to choke...

These vicious little predators lurk underground, grabbing whatever prey happens by. A choker's hands and feet have spiny pads that help it grip almost any surface. The creature weighs about 35 pounds.

Chokers speak Undercommon.

COMBAT

A choker likes to perch near the ceiling, often at intersections, archways, wells, or staircases, and reach down to attack its prey. A choker attacks creatures of almost any size, but prefers lone prey of its size or larger. If one is very hungry, it may attack a group, but it usually waits to grab the last creature in line.

SPECIAL ABILITIES

CONSTRICT: A choker deals 1d3+3 Points of damage with a successful Constrict attack. This is a Flexible attack (-2 circumstance penalty to target's Defence roll; may trip or disarm an opponent weighing 172 pounds or less, at a -4 penalty to attack roll). A successful Constrict attack also has a Tangle effect on the target, trapping it (a trapped target has a -4 circumstance penalty to all attack rolls, cannot defend, cannot perform complex gestures, and has restricted movement; the tentacle can be escaped by dealing 4 HP damage to it). Since it seizes its victim by the neck, the choker's target cannot speak or cast spells with verbal components.

IMPROVED GRAB: Once per round, immediately after hitting with a tentacle attack, a choker may make a Constrict or grapple attack as an Extra Attack.

QUICKNESS: Although not particularly dextrous, a choker is supernaturally quick. It has the Extra Attacks and Extra Defences Attributes, each at Rank 1, with a Restriction that it cannot make an extra attack in the same round that it uses an extra defence.

TACTICS

A choker's main combat tactic is the ambush. For this to be successful, it must have an in-depth knowledge of the local terrain. The GM should ensure he or she is equally familiar with the map, and devise appropriate routes between the choker's favourite ambush sites and its lair. This lair will be even better concealed than the ambush sites. It is usually somewhere high above the rest of the area, so that the choker can retreat there carrying its prey, to feast without risk of disturbance.

Chokers are rarely interested in a drawn-out melee. If it cannot grab and carry off a victim within the first few seconds of a fight, a choker will probably retreat to its lair, perhaps descending again after a few minutes to one of its alternate ambush sites on the likely route of its victims.

Chokers are relatively unintelligent, and will typically attack either the weakest-looking victim or the fattest, depending on how hungry they are at the time. For a choker, the weakest-looking victim is typically unarmoured and carrying no visible weaponry, though one who has encountered spellcasters before may be wary of victims in robes or pointed hats.

ANIME CHOKERS

Small, vicious creatures in horror anime, and some straight fantasy anime, tend to attack in a slaving, horrible mass, rather than alone. Simply changing the Organisation entry from "Solitary" to something similar in size to the party, or a little more, can make them far more dangerous — and more frightening. A few dozen of these creatures, manoeuvring into position above the characters, still unseen, can be a serious threat. Their initial attacks will likely be from an ambush. Use suitably gruesome descriptions of the tearing, spiny-ended tentacles snapping down out of nowhere and drawing up the chokers' victims in deadly strangleholds. Alternatively, a lone choker can be a great antagonist for a character who has been separated from the rest of the party and is not particularly capable in combat. Running a "moment of truth" incident with such a character, perhaps while the rest of the party is fighting their own battles elsewhere (and with the solo character urgently needing to join them for some reason) can be highly rewarding.





COCKATRICE

SMALL {-5 CP}

MAGICAL BEAST {-2 CP}

HIT DICE: 5d10 (27 HP) {41.5 CP}

INITIATIVE: +3

SPEED: 17 ft. (Slow Movement [1 BP]), Fly 60 ft. (Flight Rank 2, Glider [4 CP]; Restriction: Maximum speed 35 mph [1 BP]) {2 CP}

AC: +4 (+1 size, +3 Dex)

ARMOUR: —

BAB/GRAPPLE: +5/+8

ATTACK: Bite +9 melee (1d4+2 plus petrification)

FULL ATTACK: Bite +9 melee (1d4+2 plus petrification)

SPECIAL ATTACKS: Special Attack Rank 6, Petrification (Incapacitating, Incurable, Unique Ability: Constitution-Powered [Add cockatrice's Constitution bonus to Save DC], Linked [to Bite attack]; Melee, No Damage, Unique Disability: Base Save DC is 10 + 1/2 basilisk's Hit Dice, rather than 10 + 2 per Special Attack Rank [counts as 2 disabilities] [24 CP]; Supernatural Ability [1 BP]) {23 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Low-light Vision, Darkvision).

CREATURE TRAITS: Unskilled {1 BP}

SAVES: Fort +4, Ref +7, Will +4

ABILITIES: Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9 {29 CP}

SKILLS: Listen +7, Spot +6; Unarmed Attack (Bite) +3

FEATS: Iron Will, Dodge

ENVIRONMENT: Temperate plains

ORGANISATION: Solitary, pair, flight (3–5), or flock (6–13)

CREATURE POINTS: 101

CR: 3 (6)

ADVANCEMENT: 6–8 HD (Small); 9–15 HD (Medium)

This thing is like a nightmare vision of a large chicken, but with vile leathern wings and a lizard's tail.

A male cockatrice has wattles and a comb, just like a rooster. Females, much rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds.

COMBAT

A cockatrice fiercely attacks anything that it deems a threat to itself or its lair.

SPECIAL ABILITIES

Petrification: Creatures hit by a cockatrice's bite attack must succeed on a DC 12 Fortitude Save or instantly turn to stone. The Save DC is Constitution-based. Cockatrices have immunity to the petrification Ability of other cockatrices, but other petrification attacks affect them normally.

TACTICS

Flocks of cockatrices do their utmost to overwhelm and confuse their foes, and sometimes fly directly into their opponents' faces. They will spread out, each attacking a different target, to give them a chance at turning the maximum number of enemies to stone as rapidly as possible.

COUATL

LARGE {-5 CP}

OUTSIDER {-2 CP} NATIVE {-1 CP}

HIT DICE: 9d8+18 (58 HP) {85.5 CP}

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

SPEED: 32 ft. (Slow Movement [1 BP]), Fly 60 ft. (Flight Rank 2, Airplane [6 CP]; Restriction: Maximum speed 35 mph [1 BP]) {4 CP}

AC: +2 (-1 size, +3 Dex)

ARMOUR: 9 (Rank 3 Armour: natural [12 CP]; Restriction: Only provides 9 Points of armour [3 BP]) {9 CP}

BAB/GRAPPLE: +9/+13

ATTACK: Bite +12 melee (1d3+6 plus poison)

FULL ATTACK: Bite +12/+7 melee (1d3+6 plus poison)

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple or Constrict attack, and only immediately after a Bite attack has successfully hit [3 BP]) {5 CP}

Special Attack Rank 6, Constrict (2d8+6 damage; Flexible, Muscle-Powered [Apply 1.5 x Strength as a bonus to damage; counts as 2 Abilities], Tangle, Unique Ability: continues to deal damage each round until target escapes, Melee [24 CP]). {24 CP}

Special Attack Rank 4, Poison Bite (1d3+6 damage; Drain Body: Strength [drains 2d4 Strength, rather than exactly 8], Muscle-Powered [Apply 1.5 x Strength as a bonus to damage; counts as 2 Abilities], Unique Ability: If Drain Body succeeds, target must make another Save one minute later or be drained of a further 4d4 Strength [counts as 2 Abilities]; Melee, Unique Disability: Target may attempt a Fortitude Saving Throw [DC 16] to negate Drain Body [4 CP]). {4 CP}

Spell-Like Abilities (19 CP; Restriction: Spell-Like Ability [4 BP]); Spells (21 CP); Supernatural Ability: Ethereal Jaunt (24 CP; Restriction: Supernatural Ability [1 BP]); Unique Ability (May select spells known from Cleric spell list as well as Sorcerer spell list [5 CP]). {64 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Type II: Darkvision).

CREATURE TRAITS: Immunity Rank 1 (Poison [10 CP]; Reduction: Only works against Couatl poison [-9 CP]), Telepathy Rank 3 ([9 CP]; Supernatural Ability [1 BP]); Unskilled (1 BP) {8 CP}

SAVES: Fort +8, Ref +9, Will +10

ABILITIES: Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17 {50.5 CP}

SKILLS: Concentration +15, Diplomacy +18, Jump +0, Knowledge (any two) +15, Listen +16, Search +16, Sense Motive +16, Spellcraft (Scrolls) +16, Spot +16, Survival +4, Tumble +15, Use Magic Device (Scrolls) +16, Wilderness Tracking +6; Unarmed Attack (Grapple) +3

FEATS: Dodge, Empower Spell, Eschew Materials, Improved Initiative

ENVIRONMENT: Warm forests

ORGANISATION: Solitary, pair, or flight (3–6)

CREATURE POINTS: 250

CR: 10 (21)

ADVANCEMENT: 10–13 HD (Large); 14–27 HD (Huge)

This powerful, sinuous serpent is surmounted by many-coloured feathers along its back and tail, spreading into great angelic wings that sprout from just below its neck.

ANIME COCKATRICES

Though the cockatrice is very much drawn from Western mythology, its game statistics can easily be adapted as a starting point for any small flying creature with an incapacitating bite.

For example, a vampire bat type creature could be created by taking the cockatrice and adding the following Special Abilities to its Petrification attack: Drain Body (Strength), Vampiric (Counts as 4 Abilities; creature's Strength may be increased above its normal maximum value), for a Special Attack Rank 12 (Drains up to 24 Points of Strength from target; creature's Strength increases by up to +24 [+24 CP]). Note that the vampire bat need not petrify its targets; leaving them drained, near-bloodless husks can work just as well, if there is some obscure means to restore them to life as is usual for the Incurable Special Attack Ability.

This creature's power will rapidly escalate as it drains more and more victims, making it potentially an enormous threat to a castle or large town with plenty of potential targets. To add to the terror of the thing, give it Size Change Rank 5 (Growth Only [25 CP]; Reduction: Creature's Strength must have been temporarily raised to at least 30 to grow to Medium, 60 for Large, 90 for Huge, 120 for Gargantuan and 150 for Colossal; if its Strength ever falls below these amounts, it immediately shrinks back to the lower size category [-5 CP, for a total of 20 CP]).

A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds.

Couatls speak Celestial, Common, and Draconic

COMBAT

A couatl uses its *detect thoughts* Ability on any creature that arouses its suspicions. It will attack those who have performed or intend to perform evil or dishonourable actions.

SPECIAL ABILITIES

SPELL-LIKE ABILITIES (Sp): At will — *detect chaos, detect evil, detect good, detect law, detect thoughts* (DC 15), *invisibility, plane shift* (DC 20), *polymorph* (self only). Effective caster Level 9th. The Save DCs are Charisma-based.

SPELLS: A couatl casts spells as a 9th-Level Sorcerer.

It can choose its spells known from the Sorcerer list, the Cleric list, and from the lists for the Air, Good, and Law domains. The Cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/4; Save DC 13 + spell Level): 0 — *cure minor wounds, daze, disrupt undead, light, obscuring mist, ray of frost, read magic, resistance*; 1st — *endure elements, mage armour, protection from chaos, true strike, wind wall*; 2nd — *cure moderate wounds, eagle's splendour, scorching ray, silence*; 3rd — *gaseous form, magic circle against evil, summon monster III*; 4th — *charm monster, freedom of movement*.

Supernatural Ability: Ethereal Jaunt, at will. This Ability works like the *ethereal jaunt* spell (caster Level 16th).

TACTICS

Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy by telepathy before and during a battle.

Against a typical adventuring party, the couatl's round-by-round tactics may be similar to this:

Pre-Combat: Cast *mage armour, endure elements (fire), eagle's splendour* (increasing the Save DCs of its spells and spell-like Abilities by +2), and *summon monster III*.

Round 1: Use *charm monster* against a combatant who looks defence-orientated (heavy armour, shield, and longsword), instructing the target to defend the couatl if successful.

Round 2: Melee attack an obvious spellcaster, aiming to use Improved Grab and Constrict to carry the target off.

Round 3: Retreat from melee combat using flight, gaining as much height as possible, and still Constricting the target of its Round 2 attack. Cast *scorching ray* from a distance, or *summon monster III* if that was not possible earlier.

Round 4: Fly back to melee combat, dropping the Round 2 victim when it reaches its highest point, and aiming to bite, grapple and constrict a second spellcaster.

Round 5 and following: Conduct melee combat normally, or repeat tactics of Rounds 3 and 4 if it still has useful spells to cast.

A couatl will retreat if a battle is going badly against it, using *plane shift, ethereal jaunt*, or just a combination of *obscuring mist* and Flight.

ANIME COUATLS

Since the couatl is very recognisably from South and Central American mythology, it is often best to alter the description for more Japanese- or Chinese-influenced settings. With virtually no modifications to its game statistics, it can make an effective version of a wise Chinese dragon; simply remove the wings and emphasise the dragonish look of its head and scales, perhaps adding two Natural Weapon (Claws [2 CP]) attacks in addition to the bite, with Extra Attacks (10 CP) and the Multiattack Feat (2 CP) for a full attack routine of: Bite +12 melee (1d3+6 plus poison), 2 claws +10 melee (1d3+1d4+4).

DARKMANTLE

SMALL {5 CP}

MAGICAL BEAST {2 CP}

HIT DICE: 1d10+1 (6 HP) {10.5 CP}

INITIATIVE: +4 (Improved Initiative)

SPEED: 20 ft., Fly 36 ft. (Flight Rank 2, Glider [4 CP]; Restriction: Maximum speed 20 mph [1 BP]) {3 CP}

AC: +1 (Size)

ARMOUR: 6 (Rank 2 Armour: natural [8 CP]; Restriction: Only provides 6 Points of armour [2 BP]) {6 CP}

BAB/GRAPPLE: +1/+0

ATTACK: Slam +5 melee (1d4+4)

FULL ATTACK: Slam +5 melee (1d4+4)

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple or Constrict attack, and only immediately after a slam attack has successfully hit [3 BP]) {5 CP}

Special Attack Rank 2, Constrict (Damage: 1d4+4, Flexible, Muscle-Powered [Allows Strength Modifier x 1.5 bonus to damage, counts as two Abilities], Tangle, Unique Ability: continues to deal damage each round until target escapes, Melee, Unique Disability: may not use same tentacle to make other attacks while still constricting target [4 CP]). {4 CP}

Supernatural Ability (1 CP; Caster Level 5th [2 CP]; Supernatural Ability [1 BP]). {2 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: No Heightened Senses: Darkvision or Low-Light Vision (-2 CP)

CREATURE TRAITS: Heightened Senses (Type II: Blindsight [1 CP]); Highly Skilled (2 CP). {1 CP}

SAVES: Fort +3, Ref +2, Will +0

ABILITIES: Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10 {30.5 CP}

SKILLS: Hide +10, Listen +5, Spot +5

FEATS: Improved Initiative

ENVIRONMENT: Underground

ORGANISATION: Solitary, pair, clutch (3-9), or swarm (6-15)

CREATURE POINTS: 69

CR: 1 (2)

ADVANCEMENT: 2-3 HD (Small)

The jagged stalactites and stalagmites make progress through the cave difficult in the dim light from your torches. It all happens so quickly — the large stalactite seems to unfold into a hell-born cross between a squid and a bat, with a muscular grey claw surmounting a body that resembles a splayed, stony bat-wing, its spines extending out into spindly tentacles in all directions. You only catch a glimpse of it, and then everything goes black, the cave plunged into darkness...

The darkmantle hangs from a ceiling by a muscular "foot" at the top of its body. It can look like a stalactite, by holding its tentacles stiffly under itself, or like a lump of rock, spreading its tentacles so the membrane between them covers its body. Its shell and skin usually resemble limestone, but a darkmantle can change its colour to match almost any type of stony background.

A darkmantle is about 4 feet long from the tips of its tentacles to the top of its head. It weighs about 30 pounds.

COMBAT

Darkmantles are predators, ideally adapted to life in the underground tunnels inhabited by so many suitable meals. They will attack a lone creature of up to Large size, but rarely attack large or heavily armed groups unless they anticipate stealing one victim and flying away with him or her.

SPECIAL ABILITIES

SUPERNATURAL ABILITY: Darkness. Once per day a darkmantle can cause darkness as the *darkness* spell (caster Level 5th). It most often uses this Ability just before attacking.

HEIGHTENED SENSES (TYPE II, BLINDSIGHT): A darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A silence spell negates this Ability and effectively blinds the darkmantle.

TACTICS

A darkmantle attacks by dropping onto its prey and wrapping its tentacles around the opponent's head. Once attached, it squeezes and tries to suffocate the foe. A darkmantle that misses its initial attack often flies up and tries to drop on the opponent again.

ANIME DARKMANTLES

In a dark, grim fantasy setting, darkmantles need little modification. For a lighter-toned setting, darkmantles can be minions of the main villain, used in a clutch to capture the characters alive, suffocate them to unconsciousness and fly them to their master. You may wish to give them back the Magical Beast Traits, Heightened Senses (Type II: Darkvision and Low-Light Vision [2 CP]), largely as an excuse to give them big eyes to gape open suddenly at the party for an instant of mingled comedy and fear, a moment before the darkmantles drop down onto them.

DELVER

HUGE {-10 CP}

ABERRATION {1 CP}

HIT DICE: 15d8+75+1d8+3 (150 HP) {97 CP}

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

SPEED: 26 ft. (Slow Movement, Dex x2 instead of Dex x5 [3 BP]), Burrow 10 ft (Tunnelling Rank 3 [6 CP]). {3 CP}

AC: -1 (-2 size, +1 Dex)

ARMOUR: 15 (Rank 4 Armour: natural [16 CP]; Restriction: Only provides 15 Points of armour [1 BP]) {15 CP}

BAB/GRAPPLE: +11/+16

ATTACK: Slam +17 melee (1d6+8 plus 2d6 Corrosive Slime)

FULL ATTACK: 2 slams +17 melee (1d6+8 [2 x 1 = 2 CP] plus 2d6 Corrosive Slime) (5 CP) {5 CP}

SPECIAL ATTACKS: Special Attack Rank 7, Corrosive Slime (Damage: 2d6, Burning [Deals 2d6 damage, rather than exactly 7 Points]; Linked Attack (Slams); Unique Ability: Additional Damage vs. metal and stone [see text; counts as 3 Abilities]; Unique Disability: Burning effect lasts only 2 rounds, not 5 [21 CP]).

Special Attack Rank 6, Corrosive Slime Coating (Damage: 2d6, Aura; Burning [Deals 2d6 damage, rather than exactly 6 Points]; Unique Ability: Additional Damage vs. metal and stone [see text; counts as 3 Abilities]; Unique Disability: Burning effect lasts only 2 rounds, not 5; Unique Disability: Target may attempt a Reflex Save [DC 22] to negate attack [6 CP]).

SPECIAL QUALITIES

ABERRATION TRAIT: Heightened Senses (Type II: Darkvision)

CREATURE TRAITS: Attack Combat Mastery (3 CP); Damn Healthy! Rank 1 (2 CP); Extraordinary Ability (4 CP; Caster Level 15th [10 CP]); Heightened Senses (Type II: Tremorsense [1 CP]); Immunity (Acid [30 CP]) {50 CP}

SAVES: Fort +12, Ref +6, Will +11

ABILITIES: Str 27, Dex 13, Con 21, Int 14, Wis 14, Cha 12 (45.5 CP)

SKILLS: Knowledge (Dungeoneering) +14, Knowledge (Nature) +4, Listen +20, Move Silently +17, Spot +20, Survival (Underground) +14, Wilderness Tracking (Underground) +16; Unarmed Attack (Slams) +6

FEATS: Blind-Fight, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Power Attack

ENVIRONMENT: Underground

ORGANISATION: Solitary

CREATURE POINTS: 233

CR: 9 (19)

ADVANCEMENT: 16-30 HD (Huge); 31-45 HD (Gargantuan)

This vast creature is like a great slab of muscle, with a crude face at the front but no discernible head. Its mighty jaws are toothless, more like a pair of millstones than a maw, as though adapted for crushing rather than crunching. The two huge claws resemble thick shovels, and the entire creature is coated with something gleaming and moist, like an oily, translucent green mud.

A delver is about 15 feet long and 10 feet wide. It weighs about 6,000 pounds.

Delvers speak Terran and Undercommon.

COMBAT

Delvers have little interest in humanoids, as they eat only inorganic objects, preferring stone. They are protective of "their" stone walls, however, and will fight to defend their food supply against wandering adventurers who disturb their meals.

SPECIAL ABILITIES

CORROSIVE SLIME: A delver produces a mucus-like slime that contains a highly corrosive substance. The slime is particularly effective against stone. A delver's mere touch deals 2d6 Points of acid damage to organic creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d8 Points of damage, and against stony creatures (including earth elementals) or objects it deals 8d10 Points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 Points of damage on contact and another 2d6 Points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent's armour and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 22 Reflex Save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 22 Reflex Save. A creature attacking a delver with natural weapons takes damage from its slime each time an attack hits unless the creature succeeds on a DC 22 Reflex Save. These Save DCs are Constitution-based.

STONE SHAPE: A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone, as a *stone shape* spell (caster Level 15th). (Note: An Extraordinary, Spell-Like or Supernatural Ability which can be used once every 10 minutes is comparable in power to a like Ability usable 3 times per day.)

TACTICS

A delver prefers to fight from its tunnel, which it uses to protect its flanks while lashing out with its flippers.

A delver expecting trouble may honeycomb an area with tunnels, leaving most closed with layers of stone 1 or 2 inches thick. The delver can quickly dissolve the stone cover and pop up to attack unexpectedly.

In melee combat, a delver will aim for the most heavily armoured (or otherwise metal-burdened) opponent first, attempting to neutralise the advantage of the armour and potentially destroy the target's weaponry at the same time.

ANIME DELVERS

Since delvers are not naturally evil, they are best used in a more thoughtful, low-combat fantasy setting as a puzzle or problem which can be solved through some means other than violence. A somewhat lost delver may tunnel its way to the surface by a castle or town, and make a start on eating the stone walls. As the ordinary occupants of the place panic and flee in terror of this giant home-devouring monster, it falls to the characters to negotiate with it — perhaps offering it a supply of low-quality stone (of a type that just happens to be a particular delicacy for delvers) if it will stop eating the town, or even putting it in touch with the local sorceress who needs a system of tunnels hollowed out beneath her tower.

DEMONS

Demons are a race of creatures native to chaotic evil-aligned planes. They are ferocity personified and will attack any creature just for the sheer fun of it — even other demons.

DEMON NOBLE TRAITS: Certain demons come from an old and noble lineage, and possess the following traits (unless otherwise noted in a creature's entry), at a total cost of 67 CP.

- Immunity (Electricity [30 CP]).
- Immunity (Poison [10 CP]).
- Armour Rank 2, (Optimised against Acid [8 CP]; Restriction: Only provides 10 Points of Armour [3 BP]).
- Armour Rank 2, (Optimised against Cold [8 CP]; Restriction: Only provides 10 Points of Armour [3 BP]).
- Armour Rank 2, (Optimised against Fire [8 CP]; Restriction: Only provides 10 Points of Armour [3 BP]).
- Summon (Spell-Like Ability): Many demons share the Ability to summon others of their kind (the success chance and type of demon summoned are noted in each monster description). Demons are often reluctant to use this power until in obvious peril or extreme circumstances. This is treated as a Spell-Like Ability of a cost equivalent to that of the relevant Level of *summon monster* spell.
- Telepathy Rank 4 (12 CP).

Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.

DEMON, BALOR

LARGE {-5 CP} OUTSIDER {-2 CP}

(CHAOTIC {-1 CP} EXTRAPLANAR {-0 CP} EVIL {-1 CP})

HIT DICE: 20d8+200 (290 HP) {192 CP}
INITIATIVE: +11 (+8 Dexterity, +4 Improved Initiative)
SPEED: 56 ft., Fly 90 ft. (Flight Rank 2 [8 CP]) {8 CP}
AC: +6 (-1 size, +7 Dex)

ARMOUR: 34 (Rank 5 Armour: natural [20 CP], Restriction: Only provides 19 Points of armour [1 BP]; Rank 4 Armour: Damage Reduction [16 CP], Restriction: Only provides 15 Points of armour [1 BP], Restriction: provides no protection against good-aligned weapons made from cold iron [1 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]).

+10 vs. Acid or Cold (Rank 2 Armour, Optimised against Acid [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour, Optimised against Cold [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]) {40 CP}

BAB/GRAPPLE: +20/+36

ATTACK: Vorpal Longsword +33 melee (2d6+12)

FULL ATTACK: Vorpal Longsword +31/+26/+21/+16 melee (2d6+13) and Flaming Whip +30/+25 melee (1d4+7 plus 1d6 fire plus entangle); or 2 slams +31 melee (1d10+7) (5 CP) {5 CP}

SPECIAL ATTACKS: Item of Power Rank 3, Flaming Whip (Special Attack Rank 5, Flaming Whip: 1d4+1d6+7 damage; Accurate, Flexible, Muscle-Powered, Tangle, Melee [13 CP]; Restriction: Only +1 bonus from Accurate [3 BP]; Massive Damage Rank 1 [2 CP], Restriction: Massive Damage only provides +1 bonus to damage [1 BP]; Restriction, Item of Power only provides 11 CP of Attributes, not 15 [2 BP]). {7 CP}

Item of Power Rank 3, Vorpal Longsword (Special Attack Rank 5, Vorpal Longsword: 2d6+13 damage; Accurate, Muscle-Powered, Vorpal [Severs target's head on a natural roll of 20; counts as 3 Abilities], Melee [15 CP]; Restriction: Only +1 bonus from Accurate [3 BP]; Massive Damage Rank 1 [2 CP], Restriction: Only +1 bonus to Damage [1 BP]; Restriction, Item of Power only provides 13 CP of Attributes, not 15 [1 BP]). {8 CP}

Special Attack Rank 20, Death Throes (Damage: 100 Points [equivalent to 22d8], Area Effect [100 ft. radius; Reflex Save DC 30],

Unique Ability: Destroys any weapons the balor is holding; Self-Destruct [80 CP]). {80 CP}

Special Attack Rank 8, Flaming Body (Damage: 6d6, Aura [8 CP]; Supernatural Ability [1 BP]). {7 CP}

Spell-Like Abilities (145 CP; Caster Level 20th [3 CP]; Restriction: Spell-Like Ability [4 BP]). {144 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be *raised*, *reincarnated*, or *resurrected*).

CHAOTIC TRAITS: A balor's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Chaotic Subtype creatures.

EVIL TRAITS: A balor's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Evil Subtype creatures.

DEMON NOBLE TRAITS: Immunity (Electricity [30 CP]); Immunity (Poison [10 CP]); Telepathy Rank 4 (12 CP). {52 CP}

CREATURE TRAITS: Highly Skilled (2 CP); Immunity (Fire [40 CP]); Sixth Senses (Creatures and objects hidden by magic; Creatures under *blur* or *displacement* effects; Ethereal creatures and objects; Evil; Illusions; Invisible creatures and objects; Lies; Traps; True forms of *polymorphed* or otherwise shape-changed creatures [9 CP]); Spell Resistance 28 (27 CP). {76 CP}

SAVES: Fort +22, Ref +19, Will +19

ABILITIES: Str 35, Dex 25, Con 31, Int 24, Wis 24, Cha 26 {82.5 CP}

SKILLS: Bluff +31, Concentration +33, Diplomacy +35, Disguise (Acting) +8, Hide +26, Intimidate +33, Knowledge (any two) +30, Listen +38, Move Silently +30, Search +30, Sense Motive +30, Spellcraft (Scrolls) +31, Spot +38, Survival +7, Wilderness Tracking +12, Use Magic Device (Scrolls) +31; Melee Attack (Longsword) +12

FEATS: Cleave, Dodge, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (*telekinesis*), Two-Weapon Fighting

ENVIRONMENT: A chaotic evil-aligned plane

ORGANISATION: Solitary or troupe (1 balor, 1 marilith, and 2–5 hezrous)

CREATURE POINTS: 700

CR: 20 (66)

ADVANCEMENT: 21–30 HD (Large); 31–60 HD (Huge)

This creature is a perfect fit for the popular image of a demon, complete with deep red skin, a horned, bull-like head, and great black bat-wings. Its entire body seems to be aflame, with fire seeping out from tiny cracks in its flesh. The creature is armed with a multiply barbed, burning whip in one hand and what appears to be a sword-hilted lightning bolt in the other.

A balor stands about 12 feet tall. Its skin is usually dark red. It weighs about 4,500 pounds.

COMBAT

Balors love to join battle armed with their swords and whips. If they face stiff resistance, they may teleport away to unleash a few spell-like effects at the foe.

A balor's *flaming whip* is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. The weapon deals 1d4+7 ordinary melee damage, in addition to 1d6 fire damage.

SPECIAL ABILITIES

DEATH THROES: When killed, a balor explodes in a blinding flash of light that deals 100 Points of damage to anything within 100 feet (Reflex DC 30 half). This explosion automatically destroys any weapons the balor is holding. The Save DC is Constitution-based.

SPELL-LIKE ABILITIES: At will — *blasphemy* (DC 25), *dominate monster* (DC 27), *greater dispel magic*, *greater teleport* (Restriction: Self plus 50 pounds of objects only [2 BP]), *insanity* (DC 25), *power word stun*, *telekinesis* (DC 23), *unholy aura* (DC 26); 1/day — *fire storm* (DC 26), *implosion* (DC 27). Caster Level 20th. The Save DCs are Charisma-based.

Once per day a balor can automatically summon 4d10 demons of Challenge Rating 2 or lower, or 1d4 demons of Challenge Rating 3 to 11, or one demon of Challenge Rating 12 to 20 (including another balor, if desired). This additional Spell-Like Ability is the equivalent of a 9th-Level spell.

FLAMING BODY: The body of a balor is wreathed in flame. Anyone grappling a balor takes 6d6 Points of fire damage each round.

TACTICS

The balor is most effective as a ranged combatant, using its spell-like Abilities to attack from a distance.

Prior to combat: *Unholy aura*, *summon* additional demons.

Round 1: *Fire storm* or *implosion* and quickened *telekinesis*, or *summon* additional demons. If the balor does not deem itself seriously threatened, it conserves Abilities usable only once per day and uses *blasphemy* instead.

Round 2: *Insanity* or *power word stun*.

Round 3: Full melee attack with weapons, including entangle with whip.

Round 4: Teleport or fly away with entangled foe to re-establish range; repeat round 1 and continue.

A balor who wants to drive off or neutralise a party without slaying its foes avoids lethal attacks.

Prior to combat: *Unholy aura*.

Round 1: *Dominate monster*.

Round 2: *Power word stun*.

Round 3: *Insanity* or *telekinesis* to incapacitate or repel a dangerous opponent.

Round 4: Teleport or fly away to re-establish range; repeat round 1 and continue.

ANIME BALORS

Demons in both Western-style and historical fantasy tend to be staggeringly powerful and ruthless, but with a weak spot that a clever hero may discover and exploit, potentially killing the demon in as little as a round. Adding in a Defect such as Bane, Weak Spot, or Vulnerability — or even all three — could make the balor significantly less difficult to defeat, even for a character or party of medium Level. The glory of such a defeat can be emphasised by the characters seeing the unfortunate ordinary *samurai*, peasants, and soldiers who attempt to fight it but are cut down like flies through not knowing the weakness.

DEMON, BEBILITH

HUGE {-10 CP} **OUTSIDER** {2 CP}
(**CHAOTIC** {-1 CP} **EXTRAPLANAR** {0 CP} **EVIL** {-1 CP})

HIT DICE: 12d8+96 (150 HP) {114 CP}
INITIATIVE: +5 (+1 Dex, +4 Improved Initiative)
SPEED: 48 ft. (Slow Movement, Dex x4 instead of Dex x5 [1 BP]), climb 24 ft.

AC: -1 (-2 size, +1 Dex)

ARMOUR: 23 (Rank 4 Armour: natural [16 CP], Restriction: Only provides 13 Points of armour [3 BP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against good-aligned weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {18 CP}

BAB/GRAPPLE: +12/+29

ATTACK: Bite +19 melee (2d6+9 plus poison) or web +11 ranged
FULL ATTACK: Bite +19 melee (2d6+9 plus poison) and 2 claws +14 melee (2d4+4) (10 CP); or web +11 ranged {10 CP}

SPECIAL ATTACKS: Natural Weapons Rank 1, Claws (1 CP). {1 CP}

Special Attack Rank 4, Poison Bite (Damage: 2d6+9; Drain Body: Constitution [Drains 1d6 Constitution, rather than exactly 8], Muscle-Powered [Apply 1.5 x Strength as a bonus to damage; counts as 2 Abilities], Unique Ability: If Drain Body succeeds, target must make another Save one

minute later or be drained of a further 2d6 Constitution; Melee, Unique Disability: Target may attempt a Fortitude Saving Throw [DC 24] to negate Drain Body [12 CP]). {12 CP}

Special Attack Rank 4, Web (Tangle, Limited Shots, No Damage, Short Range [4 CP]). {4 CP}

Special Attack Rank 4, Rend Armour (Linked: Claws, Unique Ability: Reduces target's armour worn by 2 Points/Special Attack rank [counts as 3 Abilities]; No Damage, Unique Disability: Only works if both claw attacks hit [4 CP]). {4 CP}

Supernatural Ability (13 CP; Caster Level 12th [3 CP]; Supernatural Ability [1 BP]; Unique Defect: Only affects demon personally [2 BP]). {13 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be raised, reincarnated, or resurrected).

CHAOTIC TRAITS: A bebilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Chaotic Subtype creatures.

EVIL TRAITS: A bebilith's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Evil Subtype creatures.

CREATURE TRAITS: Heightened Senses (Type I: Scent [1 CP]), Highly Skilled (1 CP), Immunity Rank 1 (Poison [10 CP]; Reduction: Only works against Bebilith poison [-9 CP]), Special Movement (Wall-Crawling [2 CP], Restriction: May only wall-crawl at half normal speed [1 BP]), Telepathy Rank 4 (12 CP). {16 CP}

SAVES: Fort +16, Ref +9, Will +9

ABILITIES: Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13 {51.5 CP}

SKILLS: Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1, Wilderness Tracking +4; Special Ranged Attack +1, Unarmed Attack +9

FEATS: Cleave, Great Cleave, Improved Initiative, Improved Grapple, Power Attack

ENVIRONMENT: A chaotic evil-aligned plane

ORGANISATION: Solitary

CREATURE POINTS: 238

CR: 10 (19)

ADVANCEMENT: 13-18 HD (Huge); 19-36 HD (Gargantuan)

This enormous spider has the glint of fell intelligence in its eyes. Its forelimbs terminate in huge, serrated claws, and its mouth is filled with needle-like fangs.

Bebiliths are enormous, predatory, arachnid demons that hunt other demons. A bebilith has a body the size of a plow horse, with legs spanning more than 14 feet. It weighs more than two tons.

Bebiliths understand but do not speak Abyssal. Their telepathy allows them to communicate silently with one another.

COMBAT

A bebilith attacks any creature it sees, from a sense of sheer evil.

SPECIAL ABILITIES

Poison: Poison: Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air. The Save DC is Constitution-based.

Rend Armour: If a bebilith hits with both claw attacks, it pulls apart any armour worn by its foe. This attack only affects armour that is not a physical part of the target, such as armour provided by an Item of Power, Own A Big Mecha, or Personal Gear Attribute. Creatures not wearing armour are unaffected by this special attack. The Armour is permanently reduced by 8 Points. Armour reduced to 0 Hit Points is destroyed. Damaged armour may be repaired with a successful Repair check.

Supernatural Ability: Plane Shift. This Ability affects only the bebilith. It is otherwise similar to the spell (caster Level 12th).

TACTICS

A bebilith usually picks one target and concentrates its attacks on that opponent, using its webs to isolate the target from its comrades. The bebilith prefers to attack the most dangerous-looking target first when using this tactic: either a heavily armed combatant, or a spellcaster who appears particularly powerful.

Prior to Combat: Get into a position of concealment to attempt a surprise attack.

Round 1: Ensnare chosen target in a web.

Round 2 and following: Full melee attack against chosen target, or ensnare in a web anyone trying to rescue target.

Should the bebilith become overwhelmed by tougher opponents, it attempts to bite one or more of its victims, then retreats, allowing its poison to do its work. It usually retreats by climbing a wall out of danger, but against flying foes or those with long-ranged attacks it will Plane Shift away.

ANIME BEBILITHS

Since bebiliths do not have many obviously magical abilities as most demons, they can make an effective alien race in more science fiction or science fantasy anime campaigns. The only modification that may be necessary is to remove the Plane Shift Ability (reducing the CP cost of the creature to 225), but even that could still fit if the alien bebiliths have some transdimensional capabilities. The Rend Armour Special Attack works just as well against power armour and other high-tech gear as it does against mail hauberts and great helms.

DEMON, GLABREZU

HUGE {-10 CP} OUTSIDER {2 CP}

(CHAOTIC {1 CP}, EXTRAPLANAR {0 CP}, EVIL {1 CP})

HIT DICE: 12d8+120 (174 HP) {114 CP}

INITIATIVE: +0

SPEED: 40 ft. (Slow Movement, Dex x4 instead of Dex x5 [1 BP]) {-1 CP}

AC: -2 (Size)

ARMOUR: 29 (Rank 5 Armour: natural [20 CP], Restriction: Only provides 19 Points of armour [1 BP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against good-aligned weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]).

+10 vs. Acid, Cold, or Fire (Rank 2 Armour, Optimised against Acid [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour, Optimised against Cold [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour, Optimised against Fire [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]) {39 CP}

BAB/GRAPPLE: +12/+30

ATTACK: Pincers +20 melee (2d8+10)

FULL ATTACK: 2 pincers +20 melee (2d8+10) and 2 claws +18 melee (1d6+5) and bite +18 melee (1d8+5) (26 CP) {26 CP}

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple attack, and only immediately after a pincer attack has successfully hit [3 BP]) {5 CP}

Natural Weapons Rank 2 (Claws, Fangs [2 CP]) {2 CP}

Special Attack Rank 1, Pincer (2d8+10 damage; Muscle-Powered; Melee [4 CP]). {4 CP}

Special Attack Rank 1, 2nd Pincer (As Pincer, above [1 CP]) {1 CP}

Spell-Like Abilities (63 CP; Caster Level 14th [1 BP]; Restriction: Spell-Like Ability [4 BP]; Restriction: Wish may only be used on a mortal [3 BP]) {55 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be raised, reincarnated, or resurrected).

CHAOTIC TRAITS: A glabrezu's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Chaotic Subtype creatures.

EVIL TRAITS: A glabrezu's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Evil Subtype creatures.

DEMON NOBLE TRAITS: Immunity (Electricity [30 CP]); Immunity (Poison [10 CP]); Telepathy Rank 4 (12 CP).

CREATURE TRAITS: Highly Skilled (5 CP); Sixth Senses (Creatures and objects hidden by magic; Creatures under *blur* or *displacement* effects; Ethereal creatures and objects; Evil; Illusions; Invisible creatures and objects; Lies; Traps; True forms of *polymorphed* or otherwise shape-changed creatures [9 CP]; Supernatural Ability [1 BP]); Spell Resistance 21 (20 CP) {33 CP}

SAVES: Fort +18, Ref +8, Will +13

ABILITIES: Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20 {62 CP}

SKILLS: Bluff +22, Concentration +25, Diplomacy +9, Disguise (Acting) +6, Intimidate +24, Knowledge (any two) +18, Listen +27, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3, Wilderness Tracking +5; Unarmed Attack +10

FEATS: Cleave, Great Cleave, Iron Will, Multiattack, Power Attack

ENVIRONMENT: A chaotic evil-aligned plane

ORGANISATION: Solitary or troupe (1 glabrezu, 1 succubus, and 2-5 vrocks)

CREATURE POINTS: 386

CR: 13 (40)

ADVANCEMENT: 13-18 HD (Huge); 19-36 HD (Gargantuan)

This is a massively built demon, with four mighty limbs. The upper two end in clawed hands, the lower two resemble huge crab claws. Its horned, wolf-like head has deep-set violet eyes that seem to penetrate through your own eyes and into your mind, seeing your darkest thoughts and temptations. Its skin is a dark reddish-brown.

Like succubi, glabrezu tempt victims into ruin, but they lure their prey with power or wealth rather than passion.

A glabrezu stands about 15 feet tall and weighs about 5,500 pounds.

COMBAT

Glabrezu prefer subterfuge to combat. However, if their attempts to entice or deceive fail, these enormous demons attack with a vengeance.

SPECIAL ABILITIES

IMPROVED GRAB: To use this Ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack.

SPELL-LIKE ABILITIES: At will — *chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19); 1/day — *power word stun*. Caster Level 14th. The Save DCs are Charisma-based.

Once per month, a glabrezu can fulfill a wish for a mortal humanoid. This is a Spell-Like Ability similar to a *wish* spell. The demon can use this Ability to offer a mortal whatever he or she desires — but unless the wish is used to create pain and suffering in the world, the glabrezu demands either evil acts or great sacrifice as compensation.

Once per day a glabrezu can attempt to summon 4d10 demons of Challenge Rating 2 or lower, or 1d2 demons of Challenge Rating 3 to 9, with a 50% chance of success, or another glabrezu with a 20% chance of success. This Ability is the equivalent of a 4th-Level spell.

NOTE

The glabrezu's Ability to grant a wish to a mortal is dealt with much like any other Spell-Like Ability. An Ability usable only once per month or once per week is costed like a 1/day Ability, but with a multiplier of 0.25 instead of 0.5. The requirement that the wish be granted to a mortal, rather than used for the glabrezu's own ends, is a Restriction (3 BP).

TACTICS

Glabrezu follow a *confusion* attack with melee attacks, hoping to finish off wounded foes with *chaos hammer* or *unholy blight*.

Prior to Combat: *Mirror image*.

Round 1: *Confusion* against a nearby group of foes, or *power word stun* against a single powerful foe, or *reverse gravity* against a group of missile-using foes some distance away.

Round 2: Full melee attack against a foe that has resisted its magic, attempting to use Improved Grab if a pincer attack hits. Cancel *reverse gravity* to deal falling damage against the affected creatures.

Round 3: Full melee attack again, or take a move action to retreat, deal pincer damage against the grappled opponent, and cast either *chaos hammer* or *unboly blight* against any other wounded enemies.

ANIME GLABREZU

Demons in conventional fantasy anime are often straightforward creatures, and stripping the glabrezu of its spell-like Abilities (-55 CP), reducing its Wisdom and Charisma to 10 each (-8 CP, all Wisdom-based Skills reduced by -3, all Charisma-based Skills reduced by -5) can be a good way to emphasise its sheer physical power, whether as a demon per se or as an *oni* in a more Japanese-style game.

Alternatively, emphasise the creature's evil charm by adding a few ranks of Art of Distraction and/or Aura of Command.

DEMON, QUASIT

TINY {10 CP} OUTSIDER {2 CP}

(CHAOTIC {1 CP}, EXTRAPLANAR {0 CP}, EVIL {1 CP})

HIT DICE: 3d8 (13 HP) {31.5 CP}

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

SPEED: 17 ft., Fly 50 ft. (Flight Rank 2 {8 CP}; Restriction: Maximum speed 30 mph {1 BP}) {7 CP}

AC: +5 (+2 size, +3 Dex)

ARMOUR: 8 (Rank 1 Armour: natural {4 CP}; Restriction: Only provides 3 Points of armour {1 BP}; Rank 2 Armour: Damage Reduction {8 CP}, Restriction: Only provides 5 Points of armour {3 BP}, Restriction: provides no protection against good-aligned or cold iron weapons {3 BP}, Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities {1 BP}).

+10 vs. Fire (Rank 2 Armour, Optimised against Fire {8 CP},

Restriction: Only provides 10 Points of Armour {3 BP}) {9 CP}

BAB/GRAPPLE: +3/+8

ATTACK: Claw +8 melee (1d3-1 plus poison)

FULL ATTACK: 2 claws +8 melee (1d3-1 plus poison) and bite +3 melee (1d4-1) (10 CP) {10 CP}

SPECIAL ATTACKS: Special Attack Rank 1, Poison Claw (Damage: 1d3-1; Drain Body: Constitution [Drains 1d4 Dexterity, rather than exactly 2; counts as 2 Abilities], Unique Ability: If Drain Body succeeds, target must make another Save one minute later or be drained of a further 2d4 Dexterity [counts as 2 Abilities]; Melee, Muscle-Powered [counts as a Disability, since the creature has a Strength penalty rather than a bonus], Unique Disability: Target may attempt a Fortitude Saving Throw [DC 13] to negate Drain Body {2 CP}) {2 CP}

Special Attack Rank 1, 2nd Poison Claw (As Poison Claw, above {1 CP}) {1 CP}

Spell-Like Abilities (5 CP; Caster Level 6th {3 BP}; Restriction: Spell-Like Ability {1 BP}) {1 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be *raised*, *reincarnated*, or *resurrected*).

CHAOTIC TRAITS: A quasit's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Chaotic Subtype creatures.

EVIL TRAITS: A quasit's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Evil Subtype creatures.

CREATURE TRAITS: Alternate Form Rank 2 (Full-Powered, any two forms chosen from bat, monstrous centipede, toad, wolf, or similar creature {18 CP}; Reduction: May not use Poison Claws Special Attack in alternate form {2 BP}; Supernatural Ability {1 BP}); Highly Skilled (2 CP); Immunity (Poison {10 CP}); Regeneration Rank 2 (8 CP); Unique Ability: +2 bonus to all Saving Throw DCs for the creature's Drain Body, Drain Mind, or Drain Soul attacks (1 CP). {36 CP}

SAVES: Fort +3, Ref +6, Will +4

ABILITIES: Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10 (33.5 CP)

SKILLS: Bluff +7, Diplomacy +2, Disguise (Acting) +1, Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7; Unarmed Attack +3

FEATS: Dodge, Improved Initiative

ENVIRONMENT: A chaotic evil-aligned plane

ORGANISATION: Solitary

CREATURE POINTS: 145

CR: 2 (10)

ADVANCEMENT: 4-6 HD (Tiny)

This is a miniature demon, and it might sit upon a person's shoulder whispering evil temptations into the ear. It is a pale, sickly, slightly greenish off-white, with tiny horns and bat-like wings. Despite its small size, this creature's claws and fangs look razor-sharp.

In its natural form, a quasit stands about 1-1/2 feet tall and weighs about 8 pounds.

Quasits speak Common and Abyssal.

COMBAT

Although quasits thirst for victory and power as other demons do, they are cowards at heart and only fight if cornered, if certain of success, or if they believe they can make a quick opportunistic attack without an opponent having a chance to fight back. Quasits prefer to attempt to act as go-betweens, brokering deals between more powerful demons and corrupt mortals, rather than getting into stand-up fights.

SPECIAL ABILITIES

Poison: The Save DC is Constitution-based and includes the bonus for the quasit's Unique Ability: +2 bonus to all Saving Throw DCs for the creature's Drain Body, Drain Mind, or Drain Soul attacks.

Spell-Like Abilities: At will — *detect good*, *detect magic*, and *invisibility* (self only); 1/day — *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, Save DC 11). Caster Level 6th.

The Save DC is Charisma-based.

Once per week a quasit can use *commune* to ask six questions. The Ability otherwise works as the spell.

TACTICS

Quasits typically use their excellent stealth Skills and *invisibility* to attack from ambush, then try to scuttle away. Depending on the situation, they may prefer to take on one of their animal forms to appear innocuous, then attack. When retreating, quasits use their *cause fear* Ability to deter pursuit.

ANIME QUASITS

Remove a quasit's Spell-Like Abilities (-1 CP) and alter their Organisation entry from Solitary to Gang (5 to 10), and they can make superb minions for evil sorcerers in a Western-style fantasy setting.

In a more comedic anime game, quasits can work very well as a literal manifestation of the 'demon on the shoulder' convention, egging characters on to give in to their own dark sides. Give it some ranks in Art of Distraction to make this an effective as well as comical game device.

DEMON, SUCCUBUS

MEDIUM {0 CP} OUTSIDER {2 CP}

(CHAOTIC {1 CP}, EXTRAPLANAR {0 CP}, EVIL {1 CP})

HIT DICE: 6d8+6 (33 HP) {60 CP}

INITIATIVE: +1 (Dex)

SPEED: 39 ft., Fly 50 ft. (Flight Rank 2, Airplane [6 CP]; Restriction: Maximum speed 30 mph [1 BP]) {5 CP}

AC: +1 (Dex)

ARMOUR: 19 (Rank 3 Armour: natural [12 CP]; Restriction: Only provides 9 Points of armour [3 BP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against good-aligned or cold iron weapons [3 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]).

+10 vs. Acid, Cold, or Fire (Rank 2 Armour, Optimised against Acid [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour, Optimised against Cold [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour, Optimised against Fire [8 CP], Restriction: Only provides 10 Points of Armour [3 BP])

BAB/GRAPPLE: +6/+7

ATTACK: Claw +7 melee (1d6+1)

FULL ATTACK: 2 claws +7 melee (1d6+1) (2 CP) {2 CP}

SPECIAL ATTACKS: Natural Weapons Rank 1 (Claws [1 CP]). {1 CP}

Special Attack Rank 3, Energy Drain (Drain Levels, Linked: Suggestion Spell-Like Ability; Melee, No Damage, Unique Disability: Must be grappling target, or target must be willing [12 CP]). {12 CP}

Supernatural Ability: Tongues (2 CP; Supernatural Ability [1 BP]). {1 CP}

Spell-Like Abilities (47 CP; Caster Level 12th [1 BP]; Restriction: Spell-Like Ability [4 BP]; Restriction: *ethereal jaunt* and *greater teleport* affect self plus 50 pounds of objects only [4 BP]; Restriction: *polymorph* to humanoid forms only [1 BP]). {37 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be *raised*, *reincarnated*, or *resurrected*).

CHAOTIC TRAITS: A succubus's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Chaotic Subtype creatures.

EVIL TRAITS: A succubus's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Evil Subtype creatures.

DEMON NOBLE TRAITS: Immunity (Electricity [30 CP]); Immunity (Poison [10 CP]); Telepathy Rank 4 (12 CP).

Highly Skilled (1 CP); Spell Resistance 18 (17 CP) {70 CP}

SAVES: Fort +6, Ref +6, Will +7

ABILITIES: Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26 (47.5 CP)

SKILLS: Bluff +19, Concentration +10, Diplomacy +12, Disguise (Acting) +18*, Escape Artist +10, Hide +10, Intimidate +19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2, Use Rope (Binding) +2, Wilderness Tracking +4; Unarmed Attack +1

FEATS: Cleave, Dodge, Power Attack

ENVIRONMENT: A chaotic evil-aligned plane

ORGANISATION: Solitary

CREATURE POINTS: 267

CR: 7 (22)

ADVANCEMENT: 7–12 HD (Medium)

A beautiful woman stands before you. Her physique is perfect, her skin pale, her tresses glossy black and her eyes glowing green. Long, elegant fingers terminate in scarlet nails that resemble talons. Her huge bat-wings seem only to enhance her otherworldly beauty.

A succubus is 6 feet tall in natural form and weighs about 125 pounds.

COMBAT

Succubi are not warriors. They flee combat whenever they can.

SPECIAL ABILITIES

ENERGY DRAIN (SU): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative Level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will Save to negate the effect of the suggestion. The DC is 21 for the Fortitude Save to remove a negative Level. These Save DCs are Charisma-based.

SPELL-LIKE ABILITIES: At will — *charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt*, *polymorph*, *suggestion* (DC 21), *greater teleport*. Caster Level 12th. The Save DCs are Charisma-based.

Once per day a succubus can attempt to summon 1 demon, of Challenge Rating 9 or lower, with a 30% chance of success. This Ability is the equivalent of a 3rd-Level spell.

SUPERNATURAL ABILITY: Tongues. A succubus has a permanent *tongues* Ability (as the spell, caster Level 12th). Succubi usually use verbal communication with mortals.

SKILLS: *While using her *polymorph* Ability, a succubus gains a +10 circumstance bonus on Disguise checks.

TACTICS

Succubi prefer to turn foes against one another, rather than fighting their own battles. Succubi use their *polymorph* Ability to assume humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with heroes is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies her life-draining kiss. Succubi are not above taking on the role of a damsel in distress when encountered within a dungeon.

A succubus forced to fight, and somehow unable to flee with *greater teleport* or *ethereal jaunt*, behaves as follows, with the proviso that she will always abandon these tactics and attempt to flee if conditions change to allow such a course of action.

Prior to Combat: *Summon* additional demons.

Round 1: Attack with claws against an obvious spellcaster.

Round 2: Retreat, then *charm monster* against a powerful melee combatant.

Round 3: Attack to grapple another character who appears physically weak, to force a kiss and *suggest* that he attack his allies.

Round 4: Full attack with claws.

ANIME SUCCUBI

In both historical Japanese and Western fantasy animation, there is often little distinction made between a beautiful yet evil sorceress, and a supernaturally powerful creature such as a demon. Thus a succubus without the *ethereal jaunt* and *summon* spell-like Abilities (-12 CP) can make an appropriate arch-villain, especially if given spellcasting Ability (either as though a Sorcerer or Wizard of appropriate Level, or as ranks of Dynamic Sorcery).

DESTRACHAN

LARGE {-5 CP}

ABERRATION {1 CP}

HIT DICE: 8d8+24 (60 HP) {52 CP}

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

SPEED: 36 ft. (Slow Movement, Dex x3 instead of Dex x4 [1 BP]) {-1 CP}

AC: +0 (-1 size, +1 Dex)

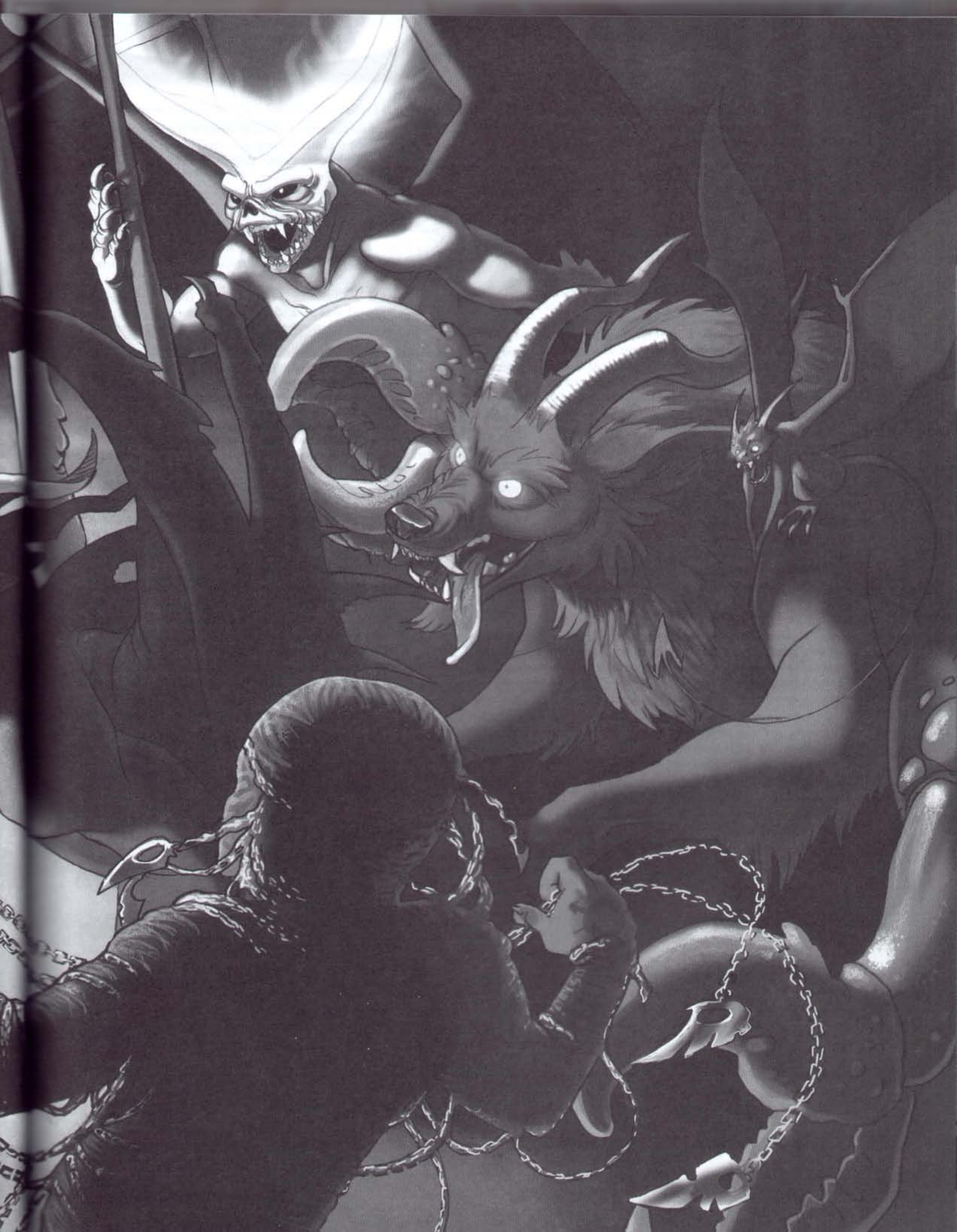
ARMOUR: 8 (Rank 2 Armour: natural [8 CP]). {8 CP}

BAB/GRAPPLE: +6/+10

ATTACK: Claw +9 melee (1d6+4)

FULL ATTACK: 2 claws +9 melee (1d6+4) (5 CP) {5 CP}





SPECIAL ATTACKS: Natural Weapons Rank 1 (Claws [1 CP]). {1 CP}

Special Attack Rank 8, Destructive Harmonics: Nerves (6d6 damage; Area [35 ft. radius], Spreading, Stun; Short Range [24 CP]; Supernatural Ability [1 BP]). {23 CP}

Special Attack Rank 5, Destructive Harmonics: Flesh (4d6 damage; Area [25 ft. radius], Spreading; Short Range [5 CP]; Supernatural Ability [1 BP]). {4 CP}

Special Attack Rank 5, Destructive Harmonics: Material (Area [25 ft. radius], Spreading, Unique Ability: Shatters objects of chosen material [see description; counts as 3 Abilities]; No Damage, Short Range [5 CP]; Supernatural Ability [1 BP]) {4 CP}

SPECIAL QUALITIES

ABERRATION TRAITS: NONE {-1 CP}

CREATURE TRAITS: Heightened Senses (Type II: Blindsight [1 CP]), Special Defence Rank 2 (+3 to Saving Throws and AC versus sonic attacks; immune to attacks which would logically not affect a blind creature [2 CP]); Unique Defect (A destrachan whose sense of hearing is impaired is effectively blinded [1 BP]), Unskilled (1 BP). {1 CP}

SAVES: Fort +5, Ref +5, Will +10

ABILITIES: Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12 {44 CP}

SKILLS: Hide +8, Listen +25, Move Silently +7, Survival +9; Unarmed Attack (Grapple) +4

FEATS: Dodge, Improved Initiative, Lightning Reflexes

ENVIRONMENT: Underground

ORGANISATION: Solitary or pack (3-5)

CREATURE POINTS: 136 CP

CR: 8 (9)

ADVANCEMENT: 9-16 HD (Large); 17-24 HD (Huge)

This saurian creature is eyeless, but has large triple-fronned ears and a toothless mouth that lolls open vacantly. It stomps on two mighty-thewed hind legs, and has long black claws on its forelegs.

The dungeon-dwelling destrachan looks like some bizarre, nonintelligent beast, but it's an incredibly evil and crafty sadist. A destrachan has a pair of complex, three-part ears that it can adjust to be more or less sensitive to various sounds. It is blind, yet hunts with a sense of hearing more precise than most creatures' sight.

From its tubular mouth a destrachan emits carefully focused harmonics, producing sonic energy so powerful it can shatter a stone wall. So skilled is a destrachan at controlling the sounds it emits that it can choose what type of material to affect with its attack.

A destrachan is about 10 feet long from its mouth to the tip of the tail and weighs about 4,000 pounds.

A destrachan speaks no language but understands Common. If a destrachan must communicate, it does so through action.

COMBAT

Destrachans hunt creatures for their meat, using destructive harmonics to liquefy flesh for an easy-to-eat meal.

SPECIAL ABILITIES

DESTRUCTIVE HARMONICS: A destrachan can blast sonic energy, either as a Spreading or an Area attack. It can tune the harmonics of this destructive power to affect different types of targets, as follows. All Save DCs are Charisma-based.

FLESH: Disrupting tissue and rending bone, this attack deals 4d6 Points of damage to all within the area (Reflex DC 15 half).

NERVES: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 Points of nonlethal damage to all within the area (Reflex DC 15 half).

MATERIAL: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude Save or shatter. Objects (or portions of objects) that have up to 30 Hit Points, or that act as up to 15 Points of Armour, are potentially affected by this attack.

TACTICS

Destrachans sometimes come to an accord with other intelligent evil creatures, whereby the latter will arrange to make it more difficult for their mutual prey to see by using *darkness* spells or even physically snuffing out light sources at an opportune moment.

Prior to Combat: Listen out for foes, and arrange an ambush site.

Round 1: Attack by surprise if possible, trying not to reveal its position. Destructive Harmonics attack, set to destroy metal.

Round 2: Destructive Harmonics attack, set to damage flesh or nerves. Move to avoid melee combat or ensure harmonic attack is in range, as appropriate.

Round 3 and following: Repeat Round 2 tactics until targets are seriously weakened, then finish off with claw attacks.

ANIME DESTRACHANS

Destrachans are such strange and unique creatures and thus, they render most alterations or improvements somewhat superfluous. They fit best into straight fantasy anime settings, though like many Aberration Type creatures they can also work in science fiction and contemporary anime settings. If they are altered at all, it should probably be to add additional, more colourful Special Attacks based on their Destructive Harmonics; perhaps an attack with the Quake special Ability, representing a harmonic designed to disrupt the surface of the earth itself, or a highly focused variant that affects only one target but has the Penetrating (Armour) and Penetrating (Force Field) special Abilities.

DEVILS

Devils are fiends from lawful evil-aligned planes.

Many devils are surrounded by a fear aura, which they use to break up powerful groups and defeat opponents piecemeal. Devils with spell-like Abilities use their illusion Abilities to delude and confuse foes as much as possible. A favourite trick is to create illusory reinforcements; enemies can never be entirely sure if the threat is real or not.

DEVIL NOBLE TRAITS: Certain demons come from an old and noble lineage, and possess the following traits (unless otherwise noted in a creature's entry).

— Immunity (Fire [40 CP]).

— Immunity (Poison [10 CP]).

— Armour Rank 2, (Optimised against Acid [8 CP]; Restriction: Only provides 10 Points of Armour [3 BP]).

— Armour Rank 2, (Optimised against Cold [8 CP]; Restriction: Only provides 10 Points of Armour [3 BP]).

— Heightened Senses, Type I (See in Darkness: Some devils can see perfectly in darkness of any kind, even that created by a *deeper darkness spell* [1 CP]).

— Summon: Some devils share the Ability to summon others of their kind (the success chance and type of devils summoned are noted in each monster description). This is treated as a Spell-Like Ability of a cost equivalent to that of the relevant Level of *summon monster spell*.

— Telepathy Rank 4 (12 CP).

Except when otherwise noted, devils speak Infernal, Celestial, and Draconic.

DEVIL, KYTON (CHAIN DEVIL)

MEDIUM {0 CP} **OUTSIDER** {2 CP}

(EXTRAPLANAR {0 CP}, EVIL {1 CP}, LAWFUL {1 CP})

HIT DICE: 8d8+16 (52 HP) {52 CP}

INITIATIVE: +6 (+2 Dex, +4 Improved Initiative)

SPEED: 45 ft.

AC: +2 (Dex)

ARMOUR: 13 (Rank 2 Armour: natural [8 CP]; Rank 2 Armour: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against good-aligned or silver weapons [1 BP], Restriction: provides no protection against energy damage

(such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {9 CP}

BAB/GRAPPLE: +8/+10

ATTACK: Chain +10 melee (2d4+2)

FULL ATTACK: 2 chains +10 melee (2d4+2 [3 CP]) (5 CP) {5 CP}

SPECIAL ATTACKS: Dancing Chains: Telekinesis Rank 5 (Metal only [10 CP]; Unique Ability, may attack with up to four chains per round, as though the kyton were wielding them itself; see text [10 CP]; Restriction, may only affect chains [2 BP], Supernatural Ability [1 BP]). {17 CP}

Natural Weaponry Rank 1 (Chains: treat as Tentacles [1 CP]). {1 CP}

Special Attack Rank 5: Unnerving Gaze (Irritant, Soul Attack [see text];

No Damage, Short Range [20 CP]; Supernatural Ability [1 BP]). {19 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be *raised*, *reincarnated*, or *resurrected*).

Lawful Traits: A kyton's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Lawful Subtype creatures.

Evil Traits: A kyton's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Evil Subtype creatures.

CREATURE TRAITS: Immunity (Cold [30 CP]); Regeneration Rank 6 (24 CP; Reduction: Only regenerates 2 Hit Points per round, but may regenerate lost body parts and organs as usual for Regeneration Rank 6 [-12 CP]); Special Movement: Chain-Crawling (As per Wall-Crawling, but applies to any chains the creature controls [1 CP]); Spell Resistance 18 (17 CP) {60 CP}

SAVES: Fort +8, Ref +8, Will +6

ABILITIES: Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12 (36.5 CP)

SKILLS: Climb +13, Craft (Blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Repair (Iron and Steel) +5, Spot +13, Use Rope (Bindings) +3; Unarmed Attack +2

Cleave, Improved Initiative, Power Attack

ENVIRONMENT: A lawful evil-aligned plane

ORGANISATION: Solitary, gang (2-4), band (6-10), or mob (11-20)

CREATURE POINTS: 216

CR: 6 (17)

ADVANCEMENT: 9-16 HD (Medium)

This is a devilish humanoid, wrapped in chains instead of clothing. The chains are spiked, barbed, hooked and weighted, but do not seem to harm the creature; indeed, it appears to be controlling their strange writhing and twisting.

A kyton is 6 feet tall and weighs about 300 pounds, chains included. Kytons speak Infernal and Common.

COMBAT

A kyton attacks by flailing away with the spiked chains that serve as its clothing, armour, and weapons. It enjoys torture and inflicting pain, and will attack sentient creatures as a matter of principle, even if it is not ordered to fight by its demonic overlord.

SPECIAL ABILITIES

DANCING CHAINS: A kyton's most awesome attack is its Ability to control up to four chains as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will Save to break the kyton's power over that chain. If the Save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The Save DC is Charisma-based.

UNNERVING GAZE: Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The Save DC is Charisma-based.

TACTICS

Kytons often attempt to prepare a battleground in advance, ensuring there are plenty of chains present, even if they have to manufacture them themselves.

A group of kytons usually attack one opponent, selecting the weakest-looking foe and attempting to destroy him or her first.

ANIME KYTONS

For an anime horror game, kytons and their prehensile chains make an interesting change from the "naughty tentacles" motif. To give them the power to more easily grapple, carry off and menace assorted big-eyed schoolgirls, add the following Special Attack instead of Natural Weapon (Chains).

Special Attack Rank 6, Chains (2d4+2 Damage; Flexible, Linked: Telekinesis, Muscle-Powered, Tangle; Short Range [12 CP, reduced to 6 CP since the creature already has a more expensive Special Attack]).

DEVIL, BEZEKIRA (HELLCAT)

LARGE {-5 CP} OUTSIDER {-2 CP}

(EXTRAPLANAR {-0 CP}, EVIL {-1 CP}, LAWFUL {-1 CP})

HIT DICE: 8d8+24 (60 HP) {52 CP}

INITIATIVE: +9 (+4 Improved Initiative, +5 Dex)

SPEED: 84 ft.

AC: +4 (-1 size, +5 Dex)

ARMOUR: 12 (Rank 2 Armour: natural [8 CP], Restriction: Only provides 7 Points of armour [1 BP]; Rank 2 Armour: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against good-aligned weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]).

+10 vs. Fire (Rank 2 Armour, Optimised against Fire [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]) {13 CP}

BAB/GRAPPLE: +8/+14

ATTACK: Claw +13 melee (1d8+6)

FULL ATTACK: 2 claws +13 melee (1d8+6) and bite +8 melee (2d8+3) (10 CP) {10 CP}

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple attack, and only immediately after a Bite attack has successfully hit [3 BP]). {5 CP}

Natural Weaponry Rank 1 (Claws [1 CP]). {1 CP}

Special Attack Rank 1, Bite (2d8+3 damage; Muscle-Powered; Melee [4 CP]). {4 CP}

Special Attack Rank 1, Rake (1d8+3 damage; Muscle-Powered, Unique Ability: May make a free rake attack if grappling an opponent [counts as 2 Abilities]; Melee, Unique Disability: May only be used either with Pounce or when grappling [1 CP]). {1 CP}

Special Attack Rank 1, 2nd Rake (1d8+3 damage; Muscle-Powered, Unique Ability: May make a free 2nd rake attack if grappling an opponent [counts as 2 Abilities]; Melee, Unique Disability: May only be used either with Pounce or when grappling [1 CP]). {1 CP}

Unique Ability (Pounce [2 CP]). {2 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be *raised*, *reincarnated*, or *resurrected*).

LAWFUL TRAITS: A bezekira's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Lawful Subtype creatures.

EVIL TRAITS: A bezekira's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Evil Subtype creatures.

DEVIL, KYTON (CHAIN)
DEVIL, BEZEKIRA

CREATURE TRAITS: Heightened Senses (Type I: Scent [1 CP]); Highly Skilled (2 CP); Invisibility Rank 1, Sight (3 CP; Restriction: Does not function in darkness [1 BP]); Spell Resistance 19 (18 CP); Telepathy Rank 4 (12 CP). {34 CP}

SAVES: Fort +9, Ref +11, Will +8

ABILITIES: Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10 {42.5 CP}

SKILLS: Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17, Wilderness Tracking +9; Unarmed Attack (Grapple) +5

FEATS: Cleave, Improved Initiative, Power Attack

ENVIRONMENT: A lawful evil-aligned plane

ORGANISATION: Solitary, pair, or pride (6–10)

CREATURE POINTS: 165

CR: 7

ADVANCEMENT: 9–10 HD (Large); 11–24 HD (Huge)

This great cat could be the ghost of a lion, sculpted out of fireworks. Its mane is all orange sparks and its body flashing lights, with more sparks running down its back and out behind it to form a tail.

While its appearance suggests it is incorporeal, a bezekira has a corporeal body and can be harmed by physical attacks.

Bezekeris use a natural telepathy to communicate with one another and those they encounter. A bezekira measures about 9 feet long and weighs about 900 pounds.

COMBAT

A bezekira can hold its own in combat thanks to sharp claws and wicked fangs. It prefers to leap upon opponents, just as a feline does.

SPECIAL ABILITIES

Improved Grab: To use this Ability, a bezekira must hit with its bite attack. It can then attempt to start a grapple as a free action. If it hits with the grapple attack, it establishes a hold and can rake.

Invisible in Light: A bezekira is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Pounce: If a bezekira charges, it can make a full attack, including two rake attacks.

TACTICS

Bezekeris prefer to attack enemies one-on-one, rather than a lone hellcat going up against a full party of adventurers. A pair or pride may attack a group, but a lone bezekira is more likely to attempt to pick off a straggler, or make a quick pounce attack and then retreat, carrying its victim in its jaws.

ANIME BEZEKIRAS

In fantasy anime games, bezekeris make superb 'not so cute' pets for evil overlords and demons, just as they are. For a more horror-oriented game, add the Incorporeal Subtype to the creature (20 CP), making them even more ghostly, inexorable, and terrifying.

DEMON, LEMURE

MEDIUM {0 CP} **OUTSIDER** {2 CP}

(**EXTRAPLANAR** {0 CP}, **EVIL** {1 CP}, **LAWFUL** {1 CP})

HIT DICE: 2d8 (9 HP) (Mindless) {17 CP}

INITIATIVE: +0

SPEED: 20 ft. (Slow Movement, Dex x2 instead of Dex x3 [1 BP]) {-1 CP}

AC: +0

ARMOUR: 9 (Rank 1 Armour: natural [4 CP]; Rank 2 Armour: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against good-aligned or silver weapons [3 BP], Restriction: provides no protection against energy damage (such

as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [1 BP]).

+10 vs. Acid or Cold (Rank 2 Armour, Optimised against Acid [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour, Optimised against Cold [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]). {15 CP}

BAB/GRAPPLE: +2/+2

ATTACK: Claw +2 melee (1d4)

FULL ATTACK: 2 claws +2 melee (1d4) (2 CP) {2 CP}

SPECIAL ATTACKS: --

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be raised, reincarnated, or resurrected).

LAWFUL TRAITS: A lemure's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Lawful Subtype creatures.

EVIL TRAITS: A lemure's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Evil Subtype creatures.

DEVIL NOBLE TRAITS: Immunity (Fire [40 CP]); Immunity (Poison [10 CP]); Heightened Senses, Type I (See in Darkness: Can see perfectly in darkness of any kind, even that created by a deeper darkness spell [1 CP]); Telepathy Rank 4 (12 CP). {63 CP}

CREATURE TRAITS: Immunity (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects [30 CP]); Unique Defect (Mindless [1 BP]). {29 CP}

SAVES: Fort +3, Ref +3, Will +3

ABILITIES: Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 5 {23 CP}

SKILLS: --

FEATS: --

ENVIRONMENT: A lawful evil-aligned plane

ORGANISATION: Solitary, pair, gang (3–5), swarm (6–15), or mob (10–40)

CREATURE POINTS: 152

CR: 1 (11)

ADVANCEMENT: 3–6 HD (Medium)

This slimy creature seems to be half maggot or slug, half warped human. Its lower body is amorphous, but its upper body is lumpen and humanoid, with tormented features and clawed, fleshy arms.

A lemure is about 5 feet tall and weighs about 100 pounds. Lemures are formed from the souls of humanoids who have been sentenced to the hellish afterlife found in a lawful evil-aligned plane.

Lemures are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands.

COMBAT

Lemures surge toward anything they meet and try to claw it apart.

TACTICS

Lemures simply swarm over their opponents, with no particular need for tactics. Only a telepathic command from another devil, or the complete destruction of the lemures, can make them stop.

ANIME LEMURES

Lemures are a perfect fit for horror and dark fantasy genres, where they can attack in a slaving horde and be despatched by the dozen. For additional unpleasantness, have them capable of limited, fragmented communication, as though recalling hints of their previous lives. Perhaps one of them might even be composed of a dead friend or relative of one of the characters.

DEVIL, PIT FIEND

LARGE {-5 CP} OUTSIDER {-2 CP}

(EXTRAPLANAR {-0 CP}, EVIL {-1 CP}, LAWFUL {-1 CP})

HIT DICE: 18d8+144 (225 HP) {173 CP}
INITIATIVE: +12 (+8 Dex, +4 Improved Initiative)
SPEED: 108 ft., Fly 60 ft. (Flight Rank 2, Airplane [6 CP]; Restriction: Maximum speed 35 mph [1 BP]) {5 CP}
AC: +7 (-1 size, +8 Dex)

ARMOUR: 38 (Rank 6 Armour: natural [24 CP], Restriction: Only provides 23 Points of armour [1 BP]; Rank 4 Armour: Damage Reduction [16 CP], Restriction: Only provides 15 Points of armour [1 BP], Restriction: provides no protection against good-aligned silver weapons [1 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]).

+10 vs. Acid or Cold (Rank 2 Armour, Optimised against Acid [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour, Optimised against Cold [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]) {44 CP}

BAB/GRAPPLE: +18/+35

ATTACK: Claw +30 melee (2d8+13)

FULL ATTACK: 2 claws +30 melee (2d8+13) and 2 wings +28 melee (2d6+6) and bite +28 melee (4d6+6 plus poison plus disease) and tail slap +28 melee (2d8+6) (34 CP) {34 CP}

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a Constrict attack, and only immediately after a Tail Slap attack has successfully hit [3 BP]) {5 CP}

Special Attack Rank 14, Poison Bite (Damage: 4d6+6, Burning [slow burn; linked to Drain Body: Strength; does not begin to take effect till 1d4 days after attack, but then acts daily as usual], Drain Body: Constitution [Drains only 1d6 Constitution, rather than 28; counts as 1 Ability], Drain Body: Strength [Drains 1d4 Strength, 1d4 days after being first struck, unless target succeeds at a DC 27 Fortitude Save; counts as 1 Ability], Lethal Poison [1 minute after being hit, target must make a DC 27 Fortitude Save or die; counts as 7 Abilities], Muscle-Powered; Melee [42 CP] {42 CP}

Special Attack Rank 1, Claw (2d8+13 damage; Muscle-Powered, Melee [1 CP]). {1 CP}

Special Attack Rank 1, 2nd Claw (as Claw, above [1 CP]). {1 CP}

Special Attack Rank 1, Wing (2d6+6 damage; Muscle-Powered, Melee [1 CP]). {1 CP}

Special Attack Rank 1, 2nd Wing (as Wing, above [1 CP]). {1 CP}

Special Attack Rank 1, Tail Slap (2d8+6 damage; Muscle-Powered, Melee [1 CP]). {1 CP}

Special Attack Rank 6, Constrict (Damage: 2d8+26, Flexible, Muscle-Powered [Apply 2 x Strength as a bonus to damage; counts as 2 Abilities], Tangle, Unique Ability: continues to deal damage each round until target escapes; Melee [6 CP]). {6 CP}

Special Attack Rank 2, Fear Aura (Aura, Area [20 ft.; counts as 2 Abilities], Irritant [Saving throw is Will, not Fortitude, DC 27; effects as fear spell if failed], No Damage, Unique Disability: A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours, Unique Disability: Other devils are unaffected by the aura [2 CP]; Supernatural Ability [1 BP]). {1 CP}

Spell-Like Abilities (151 CP; Caster Level 19th [2 CP]; Restriction: Spell-Like Ability [4 BP]). {149 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be *raised*, *reincarnated*, or *resurrected*).

LAWFUL TRAITS: A pit fiend's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Lawful Subtype creatures.

EVIL TRAITS: A pit fiend's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Evil Subtype creatures.

DEVIL NOBLE TRAITS: Immunity (Fire [40 CP]); Immunity (Poison [10 CP]); Heightened Senses, Type I (See in Darkness: Can see perfectly in darkness of any kind, even that created by a *deeper darkness spell* [1 CP]); Telepathy Rank 4 (12 CP). {63 CP}

CREATURE TRAITS: Regeneration Rank 5 (20 CP); Spell Resistance 32 (31 CP); Unskilled (2 BP) {49 CP}

SAVES: Fort +19, Ref +19, Will +21

ABILITIES: Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26 (84.5 CP)

SKILLS: Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise (Acting) +29, Hide +25, Intimidate +31, Jump +40, Knowledge (Arcana) +29, Knowledge (Nature) +10, Knowledge (The Planes) +29, Knowledge (Religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival (Other Planes) +8, Tumble +31, Wilderness Tracking +10; Unarmed Attack +12

FEATS: Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (*fireball*)

ENVIRONMENT: A lawful evil-aligned plane

ORGANISATION: Solitary, pair, team (3-4), or troupe (1-2 pit fiends, 4-10 additional devils)

CREATURE POINTS: 659

CR: 20 (62)

ADVANCEMENT: 19-36 HD (Large); 37-54 HD (Huge)

Titanic and terrifying, this hugely strong-looking creature is deep red, horned, fanged and clawed. It seems to be wearing a long, flaming cloak. Its sinewy tail has a wickedly barbed tip.

A pit fiend often wraps its wings around itself like a grotesque cloak, and appears wreathed in flames.

A pit fiend is 12 feet tall and weighs 800 pounds.

COMBAT

Pit fiends are wily and resourceful fighters, using *invisibility* to gain the upper hand and biting at foes seemingly able to see them. They don't hesitate to blanket an area with *fireballs*, and can call down the wrath of an inferno with *meteor swarm*.

SPECIAL ABILITIES

Constrict: A pit fiend deals 2d8+26 Points of damage with a successful grapple check.

Disease: A creature struck by a pit fiend's bite attack must succeed on a DC 27 Fortitude Save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The Save DC is Constitution-based.

Spell-Like Abilities: At will — *blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *magic circle against good*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *unholy aura* (DC 26); 1/day — *meteor swarm* (DC 27). Caster Level 19th. The Save DCs are Charisma-based.

Once per year a pit fiend can use *wish* as the spell (caster Level 19th).

Twice per day a pit fiend can automatically summon 2 devils of up to Challenge Rating 9 each, or 1 devil of Challenge Rating 10 to 16. This Ability is the equivalent of an 8th-Level spell.

TACTICS

A pit fiend typically opens combat by using its spell-like Abilities, attempting to neutralise dangerous opponents before entering melee.

Prior to combat: *Unholy aura*; activate fear aura, *summon devil*.

Round 1: Quickened *fireball* and *mass hold monster* if facing three or more visible, active opponents; otherwise *power word stun* against unarmored opponent (preferably a spellcaster).

Round 2: *Meteor swarm* against as many foes as possible, approach worst-injured enemy.

Round 3: Full attack against injured enemy.

Round 4: Continue melee against injured enemy, or *power word stun* against annoying spellcaster.

Round 5: Repeat from round 1, or *greater teleport* to safety if endangered.

ANIME PIT FIENDS

These demon lords can act like minor gods just as they are. As the archvillain behind an entire campaign, they can be effective in straight fantasy anime games or (with a more *Oni*-like description) Japanese historical fantasy anime games alike.

To add to the atmosphere of the final revelation, consider granting pit fiends the *Alternate Form* attribute and allowing them to take human form. In this case the archvillain will appear human, with the *Ability* to move within regular society until finally unmasked by the characters.

DINOSAUR

Dinosaurs come in many sizes and shapes. Bigger varieties have drab colouration, while smaller dinosaurs have more colourful markings. Most dinosaurs have a pebbled skin texture.

COMBAT

Dinosaurs take full advantage of their size and speed. The swift carnivores stalk prey, staying hidden in cover until they can get into charging range and rush to the attack. Herbivores frequently overrun and trample their opponents.

DINOSAUR, TYRANNOSAURUS

HUGE {-10 CP}

ANIMAL {1 CP}

HIT DICE: 18d8+90+d8+5 (180 HP) {121 CP}

INITIATIVE: +1 (Dex)

SPEED: 56 ft. (Slow Movement, Dex x4 instead of Dex x5 [1 BP]) {-1 CP}

AC: -1 (-2 size, +1 Dex)

ARMOUR: 5 (Rank 2 Armour: natural [8 CP]; Restriction: Only provides 5 Points of armour [3 BP]) {5 CP}

BAB/GRAPPLE: +13/+21

ATTACK: Bite +20 melee (3d6+13)

FULL ATTACK: Bite +20 melee (3d6+13)

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple attack, and only immediately after a bite attack has successfully hit [3 BP]). {5 CP}

Special Attack Rank 3, Bite (3d6+13 damage; Muscle-Powered [Allows Strength Modifier x 1.5 bonus to damage, counts as two Abilities], Melee [9 CP]). {9 CP}

Special Attack Rank 2, Swallow Whole (2d8+8 damage +8 acid damage; Muscle-Powered, Unique Ability: Target is Swallowed [counts as 2 Abilities]; Melee, Unique Disability: Only usable while grappling [2 CP]); Massive Damage Rank 4, Acid (+8 damage on Swallow Whole attacks [8 CP]). {10 CP}

SPECIAL QUALITIES

ANIMAL TRAITS: Heightened Senses (Type II: Low-Light Vision).

CREATURE TRAITS: Damn Healthy! (2 CP); Heightened Senses (Type I: Scent); Unskilled (4 BP). {-2 CP}

SAVES: Fort +18, Ref +14, Will +10

ABILITIES: Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10 (44 CP)

SKILLS: Hide +1, Listen +14, Spot +14; Unarmed Attack (Grapple) +9

FEATS: Cleave, Endurance, Great Cleave, Great Fortitude, Iron Will, Lightning Reflexes, Power Attack

ENVIRONMENT: Warm plains

ORGANISATION: Solitary or pair

CREATURE POINTS: 182

CR: 8 (14)

ADVANCEMENT: 19–36 HD (Huge); 37–54 HD (Gargantuan)

This dinosaur towers over you, supported on two thick legs and a curved tail. Its most prominent feature is its mouth, long and wide and tooth-filled, big enough to gulp down a human without needing any chewing. Its front claws are shrivelled and weak-looking, but only in comparison to the rest of its body.

TABLE 1-2: TYRANNOSAURUS STATISTICS

PET MONSTER	TYRANNOSAURUS RANK	TYRANNOSAURUS CP	TYRANNOSAURUS STATISTICS
1	(6 CP)	20	Medium Animal; HD 1d8 (3 HP); Heightened Senses (Type I: Scent); Slow Movement; Unskilled (1 BP); Str 5, Dex 8, Con 6, Int 1, Wis 4, Cha 2; Bite attack +0 (1d4-3 damage); 8 Skill Points
2	(12 CP)	40	Medium Animal; HD 2d8 (9 HP); Heightened Senses (Type I: Scent); Slow Movement; Unskilled (1 BP); Str 10, Dex 10, Con 10, Int 2, Wis 10, Cha 8; Bite attack +1 (1d4 damage); 11 Skill Points
3	(18 CP)	60	Medium Animal; HD 4d8+8 (26 HP); Heightened Senses (Type I: Scent); Slow Movement; Unskilled (2 BP); Str 16, Dex 12, Con 14, Int 2, Wis 10, Cha 8; Bite attack +3 (1d4+2 damage); 13 Skill Points
4	(24 CP)	80	Medium Animal; HD 6d8+12 (39 HP); Armour 1; Heightened Senses (Type I: Scent); Slow Movement; Unskilled (2 BP); Str 18, Dex 12, Con 14, Int 2, Wis 10, Cha 8; Special Attack Rank 2, Bite (2d6+4 damage; Muscle-Powered [Allows Strength Modifier x 1.5 bonus to damage, counts as two Abilities], Melee [6 CP]); 19 Skill Points
5	(30 CP)	100	Large Animal; HD 8d8+16 (52 HP); Armour 1; Heightened Senses (Type I: Scent); Slow Movement; Unskilled (3 BP); Str 20, Dex 12, Con 17, Int 2, Wis 11, Cha 8; Improved Grab; Special Attack Rank 3, Bite (3d6+6 damage; Muscle-Powered [Allows Strength Modifier x 1.5 bonus to damage, counts as two Abilities], Melee [9 CP]); Swallow Whole (but only with Massive Damage 2, for +4 Points Acid Damage); 21 Skill Points
6	(36 CP)	120	Large Animal; HD 10d8+40 (85 HP); Armour 2; Heightened Senses (Type I: Scent); Slow Movement; Unskilled (3 BP); Str 24, Dex 12, Con 18, Int 2, Wis 14, Cha 10; Improved Grab; Special Attack Rank 3, Bite (3d6+9 damage; Muscle-Powered [Allows Strength Modifier x 1.5 bonus to damage, counts as two Abilities], Melee [9 CP]); Swallow Whole (but only with Massive Damage 2, for +4 Points Acid Damage); 27 Skill Points
7	(42 CP)	140	Large Animal; HD 13d8+52 (111 HP); Armour 4; Heightened Senses (Type I: Scent); Slow Movement; Unskilled (3 BP); Str 26, Dex 12, Con 18, Int 2, Wis 14, Cha 10; Improved Grab; Special Attack Rank 3, Bite (3d6+10 damage; Muscle-Powered [Allows Strength Modifier x 1.5 bonus to damage, counts as two Abilities], Melee [9 CP]); Swallow Whole (but only with Massive Damage 2, for +4 Points Acid Damage); 44 Skill Points
8	(48 CP)	160	Huge Animal; HD 16d8+64 (136 HP); Armour 4; Heightened Senses (Type I: Scent); Slow Movement; Damn Healthy!; Unskilled (4 BP); Str 26, Dex 12, Con 18, Int 2, Wis 14, Cha 10; Improved Grab; Special Attack Rank 3, Bite (3d6+12 damage; Muscle-Powered [Allows Strength Modifier x 1.5 bonus to damage, counts as two Abilities], Melee [9 CP]); Swallow Whole (but only with Massive Damage 3, for +6 Points Acid Damage); 49 Skill Points
9	(54 CP)	180	Full tyrannosaurus statistics, except Strength is only 27 and Constitution 18.
10	(60 CP)	200	Full tyrannosaurus statistics; +18 Character Points

Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long from nose to tail.

COMBAT

A tyrannosaurus pursues and eats just about anything it sees.

SPECIAL ABILITIES

Improved Grab: To use this Ability, a tyrannosaurus must hit an opponent of up to one size smaller 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 swallow the foe the following round.

Swallow Whole: A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 Points of bludgeoning damage and 8 Points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 Points of damage to the gizzard (Armour 2). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

TACTICS

A tyrannosaurus's tactics are simple—charge in and bite.

ANIME TYRANNOSAURUSES

Dinosaurs can fit into most campaign settings. A game setting in which "anything goes" can find room for tyrannosauruses roaming just about everywhere, even city streets (perhaps with their average Intelligence increased to 10 or so (4 CP), and opposable thumbs on the forepaws, so they can have a society of their own). A more tightly plotted campaign setting can use dinosaurs to indicate that characters have accidentally travelled back in time, or just to a "land that time forgot" atop a mysterious plateau or hidden in the depths of an unexplored jungle.

For an extreme approach to Pet Monsters, here is a set of tyrannosaurus statistics broken down into 20-point increments, so that Pet Monster Trainers and other characters with the Pet Monster Attribute can take a dinosaur as a pet.

DOPPELGANGER

MEDIUM {0 CP} MONSTROUS HUMANOID {1 CP}
(SHAPECHANGER {0 CP})

HIT DICE: 4d8+4 (22 HP) {33 CP}
INITIATIVE: +1 (Dex)
SPEED: 39 ft.
AC: +1 (Dex)
ARMOUR: 4 (Rank 1 Armour: natural [4 CP]) {4 CP}
BAB/GRAPPLE: +4/+5
ATTACK: Slam +5 melee (1d6+1)
FULL ATTACK: Slam +5 melee (1d6+1 [1 CP]) {1 CP}
SPECIAL ATTACKS: --

SPECIAL QUALITIES

MONSTROUS HUMANOID TRAITS: Heightened Senses (Type II: Darkvision).

CREATURE TRAITS: Alternate Form Rank 0 (Cosmetic changes [2 CP], Supernatural Ability [1 BP]); Special Defence (Immune to charm and sleep effects [4 CP]); Size Change Rank 1 (Shrinking only [1 CP]); Telepathy Rank 2 (All creatures [6 CP]; Reduction: May only detect thoughts, not transmit concepts or communicate telepath-to-telepath [-2 CP]). {10 CP}

SAVES: Fort +4, Ref +5, Will +6
ABILITIES: Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13 (38.5 CP)
SKILLS: Bluff +11*, Diplomacy +3, Disguise (Acting) +11*,

Intimidate +3, Listen +6, Sense Motive +6, Spot +6;
Unarmed Attack +1

FEATS:
ENVIRONMENT: Any
ORGANISATION: Solitary, pair, or gang (3-6)
CREATURE POINTS: 88 CP
CR: 3 (5)
ADVANCEMENT: By character class

This creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils.

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived.

In its natural form a doppelganger is about 5-1/2 feet tall and weighs about 150 pounds.

COMBAT

Doppelgangers try to avoid direct confrontation, preferring to manipulate and deceive their gulls rather than attacking them in combat. They are, however, often hired as assassins, in which case they will attempt to kill their victims as quickly and quietly as possible. A doppelganger will also strike swiftly to destroy anyone who uncovers or seems about to uncover its identity.

SPECIAL ABILITIES

Skills: *When using its Alternate Form Ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

NOTE

The various Skill bonuses gained by the doppelganger (noted under Special Abilities) have no especial CP cost. This is because these bonuses are logical consequences of its Alternate Form and Telepathy Attributes. Charisma-based Skills must inevitably be improved if one can read the target's mind, and likewise it makes sense that a creature with the Ability to change form at will is going to be a master of disguise.

Bonuses like these are the kind of thing most GMs would create on the spot. D20 games tend to move away from such ad hoc house rules, codifying every possible circumstance. BESM d20 is something of a middle ground—it is never likely to provide a rule for every eventuality, but if such rules are provided when converting a creature from another d20 game, it makes sense to leave them in as a guideline.

TACTICS

When in its natural form, a doppelganger strikes with its powerful fists. In the shape of a warrior or some other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses its Telepathy to employ the same tactics and strategies as the person it is impersonating.

ANIME DOPPELGANGERS

In a fantastic version of ancient Japan, the secret of the ninjas could be that they are a clan of doppelgangers, not human at all. Doppelgangers also make an intriguing alien race in a more science fictional setting, where their mutability may be due to nanotechnological implants rather than supernatural power.

Since most straight fantasy anime settings revolve around enormous, world-changing battles and evil overlords, doppelgangers can make an excellent set of spies and killers for either or both sides. In a serious, intrigue-laden game, they may be accepted as just another part of the war, another weapon to be taken into account in all plans.





DRAGON, TRUE

The known varieties of true dragons (as opposed to other creatures that are of the Dragon Type) fall into two broad categories: chromatic and metallic. The chromatic dragons are all evil and extremely fierce, and come in colours such as black, blue, green, red, and white; a red dragon is presented here as an example. The metallic dragons are all good, usually noble and honourable, and highly respected by the wise. They include brass, bronze, copper, gold, and silver dragons.

All true dragons gain more abilities and greater power as they age. (Other creatures that have the dragon type do not.) They range in length from several feet upon hatching to more than 100 feet after attaining the status of great wyrm. The size of a particular dragon varies according to age and variety.

A dragon's metabolism operates like a highly efficient furnace and can metabolise even inorganic material. Some dragons have developed a taste for such fare.

Although goals and ideals vary among varieties, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magic items as possible. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. For dragons, there is no such thing as enough treasure. It's pleasing to look at, and they bask in its radiance. Dragons like to make beds of their hoards, shaping nooks and mounds to fit their bodies. By the time a dragon matures to the age of great wyrm, hundreds of gems and coins may be imbedded in its hide.

All dragons speak Draconic.

COMBAT

A dragon attacks with its powerful claws and bite, and can also use a breath weapon and special physical attacks, depending on its size. Most prefer to fight on the wing, staying out of reach until they have worn down the enemy with ranged attacks. Older, more intelligent dragons are adept at sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies).

The table below provides the natural weapons a dragon of a certain size can employ, and the damage those attacks deal.

SPECIAL ABILITIES

CRUSH: This Special Attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. This number is at the GM's discretion, depending on the circumstances. As a guide, a Huge dragon could fit around 8 Small, 4 Medium or 2 Large creatures under it; a Gargantuan dragon, 16 Small, 8 Medium or 4 Large creatures; and a Colossal dragon, 32 Small, 8 Medium or 4 Large creatures. Of course, this assumes the creatures are bunched up closely together.

Creatures in the affected area must succeed on a Reflex Save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the indicated damage plus 1.5 times the dragon's Strength bonus (round down).

Treat Crush as a Special Attack, with the following Special Abilities: Muscle-Powered (Allows Strength Modifier x 1.5 bonus to damage, counts as two Abilities), Area, Incapacitating, and Burning (representing the enduring nature of the damage), and the Melee Special Disability.

TAIL SWEEP: This Special Attack allows a dragon of at least Gargantuan size to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending backwards from the dragon. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1.5 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Treat Tail Sweep as a Special Attack, with the following Special Ability: Area.

GRAPPLING: Dragons do not favour grapple attacks, though their crush attack (and Snatch Feat, if they know it) use normal grapple rules. A dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural Abilities, provided it succeeds on Concentration checks.

BREATH WEAPON: Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later (treat as Limited Shots Special Attack Disability). If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the dragon's age and variety, and is given in each individual entry. Saves against non-damaging breath weapons use the same DC; the kind of Saving Throw is noted in the variety descriptions. The Save DC against a breath weapon is 10 + 1/2 dragon's HD + dragon's Con modifier.

Breath weapons come in two basic types, line and cone, whose areas vary with the dragon's size. Note that a line weapon will require a Saving Throw, but a cone weapon attack is made with an attack roll.

FRIGHTFUL PRESENCE: A young adult or older dragon can unsettle foes with its mere presence. Treat as the Feat of the same name, at a cost of 2 CP as usual.

SPILLS: A dragon knows and casts arcane spells as a Sorcerer of the Level indicated in its variety description, gaining bonus spells for a high Charisma score. Some dragons can also cast spells from the Cleric list or Cleric domain lists as arcane spells.

SPELL-LIKE ABILITIES: A dragon's spell-like Abilities depend on its age and variety. It gains the Abilities indicated for its age. Its age category or its Sorcerer caster Level, whichever is higher, is the caster Level for these Abilities (costed in CP or BP as usual, if it is above or below the minimum caster Level required to cast the spell; see Spell-Like Abilities, page 129). The Save DC is 10 + dragon's Cha modifier + spell Level. All spell-like Abilities are usable once per day unless otherwise noted.

DAMAGE REDUCTION: Young adult and older dragons have Armour: Damage Reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming Armour: Damage Reduction. This is a Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]).

IMMUNITIES: All dragons have Immunity Rank 1 (Sleep and Paralysis effects [10 CP, included in Dragon Type cost]). Each variety of dragon has immunity to one or two additional forms of attack no matter what its age, as given in its description.

TABLE 1-3: DRAGON BREATH WEAPONS

DRAGON SIZE	LINE	CONE
Tiny	Area (5 ft. by 5 ft. by 30 ft.), Short Range	Spreading, Short Range
Small	Area (5 ft. by 5 ft. by 40 ft.), Short Range	Spreading, Short Range
Medium	Area (5 ft. by 5 ft. by 60 ft.)	Spreading x2, Short Range
Large	Area (5 ft. by 5 ft. by 80 ft.)	Spreading x2, Short Range
Huge	Area (5 ft. by 5 ft. by 100 ft.)	Spreading x2, Short Range
Gargantuan	Area (5 ft. by 5 ft. by 120 ft.)	Spreading x2
Colossal	Area (5 ft. by 5 ft. by 140 ft.)	Spreading x2

TABLE 1-4: DRAGON AGE CATEGORIES

CATEGORY	AGE (YEARS)
1 Wyrmling	0-5
2 Very young	6-15
3 Young	16-25
4 Juvenile	26-50
5 Young adult	51-100
6 Adult	101-200
7 Mature adult	201-400
8 Old	401-600
9 Very old	601-800
10 Ancient	801-1,000
11 Wyrmling	1,001-1,200
12 Great wyrmling	1,201 or more

SPELL RESISTANCE: As dragons age, they become more resistant to spells and spell-like Abilities, as indicated in the variety descriptions.

Heightened Senses: All dragons have Heightened Senses Rank 4 (Type I: Keen-sighted; Type II: Blindsight, Darkvision, Low-Light Vision [4 CP, included in Dragon Type cost]).

Skills: All dragons have Skill Points equal to (8 + Int modifier, minimum 1) x (Hit Dice + 3). Most dragons purchase the following Skills at extremely high ranks: Listen, Search, Spot, Unarmed Attack, and Special Ranged Attack. The remaining Skill Points are generally spent on Concentration, Diplomacy, Escape Artist, Intimidate, Knowledge (any), Sense Motive, and Use Magic Device at a cost of 1 Skill point per rank. All these Skills are considered Class Skills for dragons. Each dragon has other Class Skills as well, as noted in the variety descriptions.

Feats: All dragons have one Feat, plus additional Feats based on Hit Dice just like any other creature. Dragons favour Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack, Snatch, and any metamagic Feat that is available and useful to sorcerers.

DRAGONHIDE

Armoursmiths can work with the hides of dragons to produce armour or shields of masterwork quality. This has no inherent game effects but can help explain how a character acquired that new Item of Power or nifty piece of Personal Gear.

CHROMATIC DRAGONS

Chromatic dragons form the evil branch of dragonkind. They are aggressive, greedy, vain, and nasty.

DRAGON, RED

DRAGON {14 CP} (FIRE {38 CP})

ENVIRONMENT: Warm mountains

ORGANIZATION: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1-2 and 2-5 offspring)

CHALLENGE RATINGS: Wyrmling 4 (16); very young 5 (21); young 7 (26); juvenile 10 (31); young adult 13 (40); adult 15 (46); mature adult 18 (51); old 20 (57); very old 21 (62); ancient 23 (68); wyrmling 24 (73); great wyrmling 26 (80).

ADVANCEMENT: Wyrmling 8-9 HD; very young 11-12 HD; young 14-15 HD; juvenile 17-18 HD; young adult 20-21 HD; adult 23-24 HD; mature adult 26-27 HD; old 29-30 HD; very old 32-33 HD; ancient 35-36 HD; wyrmling 38-39 HD; great wyrmling 41+ HD

TABLE 1-5: TYPICAL ATTACKS AND DAMAGE DEALT

TINY	
FULL ATTACK:	Bite (1d4), 2 Claws (1d3) (10 CP)
TOTAL COST:	10 CP
SMALL	
FULL ATTACK:	Bite (1d6), 2 Claws (1d4) (10 CP)
NATURAL WEAPONS:	Rank 1 (Fangs [1 CP])
TOTAL COST:	11 CP
MEDIUM	
FULL ATTACK:	Bite (1d8), 2 Claws (1d6), 2 Wings (1d4) (26 CP)
NATURAL WEAPONS:	Rank 2 (Fangs, Claws [2 CP])
TOTAL COST:	28 CP
LARGE	
FULL ATTACK:	Bite (2d6), 2 Claws (1d8), 2 Wings (1d6 [1 CP]), Tail Slap (1d8) (34 CP)
NATURAL WEAPONS:	Rank 2 (Claws, Tail Striker [2 CP])
SPECIAL ATTACK:	Rank 1, Bite (2d6 damage; Muscle-Powered, Melee [3 CP])
TOTAL COST:	40 CP
HUGE	
FULL ATTACK:	Bite (2d8), 2 Claws (2d6), 2 Wings (1d8 [2 CP]), Tail Slap (2d6) (34 CP)
SPECIAL ATTACKS:	Rank 7, Crush (2d8 damage; Muscle-Powered [Allows Strength Modifier x 1.5 bonus to damage, counts as 2 Abilities], Area, Incapacitating, Burning; Melee [24 CP]); Rank 1, Bite (2d8 damage; Muscle-Powered, Melee [1 CP]); Rank 1, Claw (2d6 damage; Muscle-Powered, Melee [1 CP]); Rank 1, 2nd Claw (as Claw, above [1 CP]); Rank 1, Tail Slap (2d6 damage; Muscle-Powered, Melee [1 CP])
TOTAL COST:	64 CP

GARGANTUAN	
FULL ATTACK:	Bite (4d6), 2 Claws (2d8), 2 Wings (2d6), Tail Slap (2d6) (34 CP)
SPECIAL ATTACKS:	Rank 9, Crush (4d6 damage; Muscle-Powered [Allows Strength Modifier x 1.5 bonus to damage, counts as 2 Abilities], Area, Incapacitating, Burning; Melee [27 CP]); Rank 3, Bite (4d6 damage; Muscle-Powered, Melee [3 CP]); Rank 2, Tail Sweep (2d6 damage; Area [2 Abilities, affects a 30 ft. diameter half-circle], Melee [2 CP]); Rank 1, Claw (2d8 damage; Muscle-Powered, Melee [1 CP]); Rank 1, 2nd Claw (as Claw, above [1 CP]); Rank 1, Tail Slap (2d8 damage; Muscle-Powered, Melee [1 CP]); Rank 1, Wing (2d6 damage; Muscle-Powered, Melee [1 CP]); Rank 1, 2nd Wing (as Wing, above [1 CP])
TOTAL COST:	71 CP
COLOSSAL	
FULL ATTACK:	Bite (4d8), 2 Claws (4d6), 2 Wings (2d8), Tail Slap (2d8) (34 CP)
SPECIAL ATTACKS:	Rank 9, Crush (4d8 damage; Muscle-Powered [Allows Strength Modifier x 1.5 bonus to damage, counts as 2 Abilities], Area, Incapacitating, Burning; Melee [36 CP]); Rank 3, Bite (4d8 damage; Muscle-Powered, Melee [3 CP]); Rank 2, Tail Sweep (2d8 damage; Area [2 Abilities, affects a 40 ft. diameter half-circle], Melee [2 CP]); Rank 3, Claw (4d6 damage; Muscle-Powered, Melee [3 CP]); Rank 3, 2nd Claw (as Claw, above [3 CP]); Rank 3, Tail Slap (4d6 damage; Muscle-Powered, Melee [3 CP]); Rank 1, Wing (2d8 damage; Muscle-Powered, Melee [1 CP]); Rank 1, 2nd Wing (as Wing, above [1 CP])
TOTAL COST:	90 CP

TABLE 1-6: RED DRAGONS BY AGE

AGE	HIT SIZE	DICE	STR	DEX	CON	INT	WIS	CHA	ABILITY SCORE CP COST	BASE ATTACK / GRAPPLE ATTACK	FORT SAVE	REF SAVE	WILL SAVE
WYRMLING	M {0 CP}	7d12+14 (59 HP) {71 CP}	17	10	15	10	11	10	{36.5 CP}	+7/+11 +10	+7	+5	+5
Special Attack: Breath Weapon — Rank 2 (2d10 damage; Spreading x2; Limited Shots, Short Range [10 CP]) {10 CP}													
VERY YOUNG	L {-5 CP}	10d12+30 (95 HP) {101 CP}	21	10	17	12	13	12	{42.5 CP}	+10/+15 +14	+10	+7	+8
Special Attack: Breath Weapon — Rank 4 (4d10 damage; Spreading x2; Limited Shots, Short Range [20 CP]) {20 CP}													
YOUNG	L {-5 CP}	13d12+39 (123 HP) {128 CP}	25	10	17	12	13	12	{44.5 CP}	+13/+20 +19	+11	+8	+9
Special Attack: Breath Weapon — Rank 6 (6d10 damage; Spreading x2; Limited Shots, Short Range [30 CP]) {30 CP}													
JUVENILE	L {-5 CP}	16d12+64 (168 HP) {158 CP}	29	10	19	14	15	14	{50.5 CP}	+16/+25 +24	+14	+10	+12
Special Attack: Breath Weapon — Rank 8 (8d10 damage; Spreading x2; Limited Shots, Short Range [40 CP]) {40 CP}													
YOUNG ADULT	H {-10 CP}	19d12+95 (218 HP) {185 CP}	31	10	21	14	15	14	{52.5 CP}	+19/+28 +27	+16	+11	+13
Special Attack: Breath Weapon — Rank 10 (10d10 damage; Spreading x2; Limited Shots, Short Range [50 CP]) {50 CP}													
ADULT	H {-10 CP}	22d12+110 (253 HP) {215 CP}	33	10	21	16	19	16	{57.5 CP}	+22/+32 +31	+18	+13	+17
Special Attack: Breath Weapon — Rank 12 (12d10 damage; Spreading x2; Limited Shots, Short Range [60 CP]) {60 CP}													
MATURE ADULT	H {-10 CP}	25d12+150 (312 HP) {242 CP}	33	10	23	18	19	18	{60.5 CP}	+25/+35 +34	+20	+14	+18
Special Attack: Breath Weapon — Rank 14 (14d10 damage; Spreading x2; Limited Shots, Short Range [70 CP]) {70 CP}													
OLD	G {-20 CP}	28d12+196 (378 HP) {272 CP}	35	10	25	20	21	20	{65.5 CP}	+28/+37 +36	+23	+16	+21
Special Attack: Breath Weapon — Rank 17 (16d10 damage; Spreading x2; Limited Shots [85 CP]) {85 CP}													
VERY OLD	G {-20 CP}	31d12+248 (449 HP) {299 CP}	37	10	27	22	23	22	{70.5 CP}	+31/+41 +40	+25	+17	+23
Special Attack: Breath Weapon — Rank 19 (18d10 damage; Spreading x2; Limited Shots [95 CP]) {95 CP}													
ANCIENT	G {-20 CP}	34d12+306 (527 HP) {329 CP}	39	10	29	24	25	24	{75.5 CP}	+34/+45 +44	+28	+19	+26
Special Attack: Breath Weapon — Rank 21 (20d10 damage; Spreading x2; Limited Shots [105 CP]) {105 CP}													
WYRM	G {-20 CP}	37d12+370 (610 HP) {356 CP}	41	10	31	24	25	24	{77.5 CP}	+37/+49 +48	+30	+20	+27
Special Attack: Breath Weapon — Rank 23 (22d10 damage; Spreading x2; Limited Shots [115 CP]) {115 CP}													
GREAT WYRM	C {-40 CP}	40d12+400 (660 HP) {386 CP}	45	10	31	26	27	26	{82.5 CP}	+40/+50 +49	+32	+22	+30
Special Attack: Breath Weapon — Rank 25 (24d10 damage; Spreading x2; Limited Shots [125 CP]) {125 CP}													

WYRMLING (202 CP)

SPEED: 30 ft., fly 150 ft. (Flight Rank 3, Glider [6 CP]) {6 CP}

AC: +0

ARMOUR: 3 (Armour Rank 1: natural [4 CP]; Restriction: Only provides 3 Points of armour [1 BP]). {3 CP}

SPECIAL ATTACKS AND QUALITIES: Various Natural Weapons and Special Attacks (See Table 1-5). {28 CP}

FIRE TRAITS: Immunity (Fire); Achilles Heel Rank 2 (Cold).

CREATURE TRAITS: Highly Skilled (2 CP) {2 CP}

SKILLS: Appraise +10, Bluff +10, Intimidate +11, Listen +11, Search +10, Sense Motive +10, Spot +11; Special Ranged Attack (Breath Weapon) +2, Unarmed Attack (Grapple) +3

VERY YOUNG (259 CP)

SPEED: 40 ft., fly 150 ft. (Flight Rank 3, Glider [6 CP]) {6 CP}

AC: -1 (size)

ARMOUR: 6 (Armour Rank 2: natural [8 CP]; Restriction: Only provides 6 Points of armour [2 BP]) {6 CP}

SPECIAL ATTACKS AND QUALITIES: Various Natural Weapons and Special Attacks (See Table 1-5). {40 CP}

FIRE TRAITS: Immunity (Fire); Achilles Heel Rank 2 (Cold).

CREATURE TRAITS: Highly Skilled (3 CP). {3 CP}

SKILLS: Appraise +13, Bluff +13, Diplomacy +7, Intimidate +14, Listen +13, Search +13, Sense Motive +13, Spot +13; Special Ranged Attack (Breath Weapon) +4, Unarmed Attack (Grapple) +5

YOUNG (305 CP)

SPEED: 40 ft., fly 150 ft. (Flight Rank 3, Glider [6 CP]) {6 CP}

AC: -1 (size)

ARMOUR: 9 (Armour Rank 3: natural [12 CP]; Restriction: Only provides 9 Points of armour [3 BP]). {9 CP}

SPECIAL ATTACKS AND QUALITIES: Various Natural Weapons and Special Attacks (See Table 1-5). {40 CP}

FIRE TRAITS: Immunity (Fire); Achilles Heel Rank 2 (Cold).

CREATURE TRAITS: Highly Skilled (5 CP). {5 CP}

SORCERER SPELLCASTING ABILITY: As 1st Level Sorcerer {2 CP}

SKILLS: Appraise +13, Bluff +13, Concentration +11, Diplomacy +13, Intimidate +14, Jump +14, Listen +14, Search +13, Sense Motive +13, Spot +14; Special Ranged Attack (breath weapon) +6, Unarmed Attack (Grapple) +7

JUVENILE (358 CP)

SPEED: 40 ft., fly 150 ft. (Flight Rank 3, Glider [6 CP]) {6 CP}

AC: -1 (size)

ARMOUR: 12 (Armour Rank 3 [12 CP]). {12 CP}

SPECIAL ATTACKS AND QUALITIES: Various Natural Weapons and Special Attacks (See Table 1-5). {40 CP}

FIRE TRAITS: Immunity (Fire); Achilles Heel Rank 2 (Cold).

CREATURE TRAITS: Highly Skilled (6 CP); Spell-Like Abilities (locate object 4/day [2 CP]; Caster Level 3rd; Spell-Like Ability [1 BP]). {7 CP}

SORCERER SPELLCASTING ABILITY: As 3rd Level Sorcerer {4 CP}

SKILLS: Appraise +14, Bluff +14, Concentration +12, Diplomacy +14, Intimidate +15, Jump +16, Knowledge (choose one) +8, Listen +19, Search +14, Sense Motive +14, Spot +19, Use Magic Device +8; Special Ranged Attack (Breath Weapon) +8, Unarmed Attack (Grapple) +9

YOUNG ADULT (446 CP)**SPEED:** 50 ft., fly 150 ft. (Flight Rank 3, Glider [6 CP]) {6 CP}**AC:** -2 (size)**ARMOUR:** 20 (Armour Rank 4: natural [16 CP]; Restriction: Only provides 15 Points of armour [1 BP]; Armour Rank 2: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities [1 BP]). {16 CP}**SPECIAL ATTACKS AND QUALITIES:** Various Natural Weapons and Special Attacks (See Table 1-5). {64 CP}**FIRE TRAITS:** Immunity (Fire); Achilles Heel Rank 2 (Cold).**CREATURE TRAITS:** Highly Skilled (7 CP); Bonus Feat: Frightful Presence (2 CP); Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]); Spell-Like Abilities (locate object 5/day [2 CP]; Caster Level 5th; Spell-Like Ability [1 BP]) {11 CP}**SORCERER SPELLCASTING ABILITY:** As 5th Level Sorcerer {8 CP}**SPELL RESISTANCE:** 19 {18 CP}**SKILLS:** Appraise +14, Bluff +14, Concentration +13, Diplomacy +14, Intimidate +15, Jump +17, Knowledge (choose one) +13, Knowledge (choose one) +9, Listen +24, Search +14, Sense Motive +14, Spot +25, Use Magic Device +15; Special Ranged Attack (breath weapon) +9, Unarmed Attack (grapple) +10**ADULT (500 CP)****SPEED:** 50 ft., fly 150 ft. (Flight Rank 3, Glider [6 CP]) {6 CP}**AC:** -2 (size)**ARMOUR:** 23 (Armour Rank 5: natural [20 CP]; Restriction: Only provides 18 Points of armour [2 BP]; Armour Rank 2: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities [1 BP]). {19 CP}**SPECIAL ATTACKS AND QUALITIES:** Various Natural Weapons and Special Attacks (See Table 1-5). {64 CP}**FIRE TRAITS:** Immunity (Fire); Achilles Heel Rank 2 (Cold).**CREATURE TRAITS:** Highly Skilled (8 CP); Bonus Feat: Frightful Presence (2 CP); Spell-Like Abilities (locate object 6/day [2 CP]; Caster Level 7th; Spell-Like Ability [1 BP]). {11 CP}**SORCERER SPELLCASTING ABILITY:** As 7th Level Sorcerer {12 CP}**SPELL RESISTANCE:** 21 {20 CP}**SKILLS:** Appraise +22, Bluff +15, Concentration +13, Diplomacy +15, Intimidate +20, Jump +18, Knowledge (choose one) +14, Knowledge (choose one) +10, Listen +30, Search +20, Sense Motive +20, Spot +30, Use Magic Device +16; Special Ranged Attack (Breath Weapon) +10, Unarmed Attack (Grapple) +11**MATURE ADULT (558 CP)****SPEED:** 50 ft., fly 150 ft. (Flight Rank 3, Glider [6 CP]) {6 CP}**AC:** -2 (size)**ARMOUR:** 31 (Armour Rank 6: natural [24 CP]; Restriction: Only provides 21 Points of armour [3 BP]; Armour Rank 3: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities [3 BP]). {25 CP}**SPECIAL ATTACKS AND QUALITIES:** Various Natural Weapons and Special Attacks (See Table 1-5). {64 CP}**FIRE TRAITS:** Immunity (Fire); Achilles Heel Rank 2 (Cold).**CREATURE TRAITS:** Highly Skilled (8 CP); Bonus Feat: Frightful Presence (2 CP); Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]); Spell-Like Abilities (locate object 7/day [2 CP]; Caster Level 9th; Spell-Like Ability [1 BP]). {12 CP}**SORCERER SPELLCASTING ABILITY:** As 9th Level Sorcerer {21 CP}**SPELL RESISTANCE:** 23 {22 CP}**SKILLS:** Appraise +27, Bluff +18, Concentration +19, Diplomacy +16, Intimidate +26, Jump +18, Knowledge (choose one) +15, Knowledge (choose one) +11, Listen +34, Search +21, Sense Motive +25, Spot +34, Use Magic Device +22; Special Ranged Attack (Breath Weapon) +10, Unarmed Attack (Grapple) +11**OLD (612 CP)****SPEED:** 60 ft., fly 150 ft. (Flight Rank 3, Glider [6 CP]) {6 CP}**AC:** -4 (size)**ARMOUR:** 34 (Armour Rank 6: natural [24 CP]; Armour Rank 3: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities [3 BP]). {28 CP}**SPECIAL ATTACKS AND QUALITIES:** Various Natural Weapons and Special Attacks (See Table 1-5). {71 CP}**FIRE TRAITS:** Immunity (Fire); Achilles Heel Rank 2 (Cold).**CREATURE TRAITS:** Highly Skilled (9 CP); Bonus Feat: Frightful Presence (2 CP); Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]); Spell-Like Abilities (locate object 8/day, suggestion 3/day [3 CP]; Caster Level 11th; Spell-Like Ability [2 BP]). {13 CP}**SORCERER SPELLCASTING ABILITY:** As 11th Level Sorcerer {33 CP}**SPELL RESISTANCE:** 24 {23 CP}**SKILLS:** Appraise +33, Bluff +22, Concentration +26, Diplomacy +22, Intimidate +27, Jump +19, Knowledge (choose one) +16, Knowledge (choose one) +12, Listen +40, Search +28, Sense Motive +26, Spot +40, Use Magic Device +23; Special Ranged Attack (Breath Weapon) +11, Unarmed Attack (Grapple) +12**VERY OLD (666 CP)****SPEED:** 60 ft., fly 150 ft. (Flight Rank 3, Glider [6 CP]) {6 CP}**AC:** -4 (size)**ARMOUR:** 42 (Armour Rank 7: natural [28 CP]; Restriction: Only provides 27 Points of armour [1 BP]; Armour Rank 4: Damage Reduction [16 CP], Restriction: Only provides 15 Points of armour [1 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities [3 BP]). {36 CP}**SPECIAL ATTACKS AND QUALITIES:** Various Natural Weapons and Special Attacks (See Table 1-5). {71 CP}**FIRE TRAITS:** Immunity (Fire); Achilles Heel Rank 2 (Cold).**CREATURE TRAITS:** Highly Skilled (9 CP); Bonus Feat: Frightful Presence (2 CP); Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]); Spell-Like Abilities (locate object 9/day, suggestion 3/day [3 CP]; Caster Level 13th; Spell-Like Ability [2 BP]). {13 CP}**SORCERER SPELLCASTING ABILITY:** As 13th Level Sorcerer {48 CP}**SPELL RESISTANCE:** 26 {25 CP}**SKILLS:** Appraise +34, Bluff +26, Concentration +31, Diplomacy +23, Escape Artist +5, Intimidate +31, Jump +20, Knowledge (choose one) +17, Knowledge (choose one) +17, Listen +43, Search +28, Sense Motive +34, Spot +44, Use Magic Device +29; Special Ranged Attack (Breath Weapon) +12, Unarmed Attack (Grapple) +13**ANCIENT (725 CP)****SPEED:** 60 ft., fly 150 ft. (Flight Rank 3, Glider [6 CP]) {6 CP}**AC:** -4 (size)**ARMOUR:** 45 (Armour Rank 8: natural [32 CP]; Restriction: Only provides 30 Points of armour [2 BP]; Armour Rank 4: Damage Reduction [16 CP], Restriction: Only provides 15 Points of armour [1 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides

no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities [3 BP]. {39 CP}

SPECIAL ATTACKS AND QUALITIES: Various Natural Weapons and Special Attacks (See Table 1-5). {71 CP}

FIRE TRAITS: Immunity (Fire); Achilles Heel Rank 2 (Cold).

CREATURE TRAITS: Highly Skilled (10 CP); Bonus Feat: Frightful Presence (2 CP); Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]); Spell-Like Abilities (*locate object* 5/day, *suggestion* 3/day, *find the path* 1/day [11 CP]; Caster Level 15th; Spell-Like Ability [4 BP]). {20 CP}

SORCERER SPELLCASTING ABILITY: As 15th Level Sorcerer {65 CP}

SPELL RESISTANCE: 28 {27 CP}

SKILLS: Appraise +35, Bluff +32, Concentration +32, Diplomacy +29, Escape Artist +16, Intimidate +32, Jump +21, Knowledge (choose one) +23, Knowledge (choose one) +23, Listen +48, Search +31, Sense Motive +35, Spot +49, Use Magic Device +30; Special Ranged Attack (Breath Weapon) +13, Unarmed Attack (Grapple) +14

WYRM (779 CP)

SPEED: 60 ft., fly 150 ft. (Flight Rank 3, Glider [6 CP]) {6 CP}

AC: -4 (size)

ARMOUR: 53 (Armour Rank 9: natural [36 CP]; Restriction: Only provides 33 Points of armour [3 BP]; Armour Rank 5: Damage Reduction [20 CP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities [3 BP]). {47 CP}

SPECIAL ATTACKS AND QUALITIES: Various Natural Weapons and Special Attacks (See Table 1-5). {71 CP}

FIRE TRAITS: Immunity (Fire); Achilles Heel Rank 2 (Cold).

CREATURE TRAITS: Highly Skilled (13 CP); Bonus Feat: Frightful Presence (2 CP); Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]); Spell-Like Abilities (*locate object* 5/day, *suggestion* 3/day, *find the path* 1/day [11 CP]; Caster Level 17th; Spell-Like Ability [4 BP]). {23 CP}

SORCERER SPELLCASTING ABILITY: As 17th Level Sorcerer {84 CP}

SPELL RESISTANCE: 30 {29 CP}

SKILLS: Appraise +35, Bluff +32, Concentration +33, Diplomacy +29, Escape Artist +25, Intimidate +36, Jump +22, Knowledge (choose one) +23, Knowledge (choose one) +23, Knowledge (choose one) +20, Listen +52, Search +35, Sense Motive +39, Spot +53, Use Magic Device +30; Special Ranged Attack (Breath Weapon) +14, Unarmed Attack (Grapple) +15

GREAT WYRM (844 CP)

SPEED: 70 ft., fly 150 ft. (Flight Rank 3, Glider [6 CP]) {6 CP}

AC: -8 (size)

ARMOUR: 56 (Armour Rank 9: natural [36 CP]; Armour Rank 5: Damage Reduction [20 CP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities [3 BP]). {50 CP}

SPECIAL ATTACKS AND QUALITIES: Various Natural Weapons and Special Attacks (See Table 1-5). {90 CP}

FIRE TRAITS: IMMUNITY (FIRE); ACHILLES HEEL RANK 2 (COLD).

CREATURE TRAITS: Highly Skilled (15 CP); Bonus Feat: Frightful Presence (2 CP); Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]); Spell-Like Abilities (*locate object* 10/day, *suggestion* 3/day, *find the path* 1/day, *discern location* 1/day [23 CP]; Caster Level 19th; Spell-Like Ability [4 BP]). {37 CP}

SORCERER SPELLCASTING ABILITY: As 19th Level Sorcerer {106 CP}

SPELL RESISTANCE: 32 {31 CP}

SKILLS: Appraise +37, Bluff +34, Concentration +35, Diplomacy +31, Escape Artist +27, Intimidate +38, Jump +24, Knowledge (choose one) +30, Knowledge (choose one) +30, Knowledge (choose one) +30, Listen +54, Search +37, Sense Motive +41, Spot +55, Use Magic Device

+40; Special Ranged Attack (Breath Weapon) +16, Unarmed Attack (Grapple) +17

INITIATIVE: All the listed red dragons have a base Initiative modifier of +0, though Feat selection could change this.

DRAGON TRAITS: All red dragons have the following traits, at a cost of 8 CP (already figured into the totals): Heightened Senses Rank 4 (Type I: Keen-sighted; Type II: Blindsight, Darkvision, Low-Light Vision); Special Defence Rank 4 (not subject to paralysis or sleep effects).

The flash of polished teeth, sharp as razors; sinuous, serpentine coils; great leathern wings; the stench of brimstone in the air. This is unmistakably a dragon, its scales deep red in colour.

The small scales of a wrmiling red dragon are a bright glossy scarlet, making the dragon easily spotted by predators and hunters, so it stays underground and does not venture outside until it is more able to take care of itself. Toward the end of young age, the scales turn a deeper red, and the glossy texture is replaced by a smooth, dull finish. As the dragon grows older, the scales become large, thick, and as strong as metal. The neck frill and wings are an ash blue or purple-gray toward the edges, becoming darker with age. The pupils of a red dragon fade as it ages; the oldest red dragons have eyes that resemble molten lava orbs.

COMBAT

Red dragons are fearless hunters, attacking any game of their own size or a little larger. Many develop an especial taste for humans, particularly heroic humans.

SPECIAL ABILITIES

Spell-Like Abilities: 1/day/age category — *locate object* (juvenile or older); 3/day — *suggestion* (old or older); 1/day — *find the path* (ancient or older), *discern location* (great wyrm).

Skills: Appraise, Bluff, and Jump are considered Class Skills for red dragons.

NOTE

The red dragon's *locate object* Spell-Like Ability is usable once per day per age category, which translates to between 4 and 10 times per day. This is costed as per a Spell-Like Ability that can be used at will. From a game balance perspective, there is very little difference between an Ability that can be used at will and one that can "only" be used eight times a day, since it is so rare that a creature will want to use *locate object* more than eight times in a day — even when that creature is a highly avaricious red dragon!

TACTICS

Red dragons are so confident that they seldom pause to appraise an adversary. On spotting a target, they make a snap decision whether to attack, using one of many strategies worked out ahead of time. A red dragon lands to attack small, weak creatures with its claws and bite rather than obliterating them with its breath weapon, so as not to destroy any treasure they might be carrying.

ANIME RED DRAGONS

Dragons are a staple of straight fantasy anime settings. Anime dragons are often far larger than their counterparts in other d20 games, with even relatively young ones being Colossal size. Fortunately BESM d20 allows for an easy method to alter a creature's size, using the costs and benefits given in Table 10-1: Size Categories (BESM d20, page 97). Taking a Very Young, Young or Juvenile dragon as a starting point, then making it Colossal, can simulate anime-style dragons very neatly, as well as reminding players never to make any assumptions about the creatures in your game.

Some fantasy anime settings feature dragons that continuously eject small quantities of flame from their mouths, in a cloud about the size of their heads or a little smaller. This works best as a Special Attack, Linked to the creature's bite attack, with the Melee disability and dealing around half as much as the same dragon's breath weapon.

DRIDER

LARGE {-5 CP} ABERRATION {-1 CP}

HIT DICE: 6d8+18 (45 HP) {39 CP}
INITIATIVE: +2 (Dex)
SPEED: 45 ft. (Slow Movement, Dex x3 instead of Dex x4 [1 BP]), climb 15 ft. {-1 CP}
AC: +1 (-1 size, +2 Dex)
ARMOUR: 6 (Rank 2 Armour: natural [8 CP], Restriction: Only provides 6 Points of armour [2 BP]) {6 CP}
BAB/GRAPPLE: +4/+7
ATTACK: Dagger +5 melee (1d6+2) or bite +6 melee (1d4+1 plus poison) or shortbow +5 ranged (1d8)
FULL ATTACK: 2 daggers +3 melee (1d6+2, 1d6+1) and bite +1 melee (1d4+1 plus poison) (2 CP); or shortbow +5 ranged (1d8) {2 CP}

SPECIAL ATTACKS: Special Attack Rank 2, Poison Bite (1d4+1 damage; Drain Body: Strength [Drains 1d6 Strength, rather than exactly 4], Muscle-Powered, Unique Ability: If Drain Body succeeds, target must make another Save one minute later or be drained of a further 1d6 Strength; Melee, Unique Disability: Target may attempt a Fortitude Saving Throw [DC 16] to negate Drain Body [4 CP]). {4 CP}

Spells (As 6th Level Cleric [6 CP], or as 6th Level Sorcerer [10 CP], or as 6th Level Wizard [10 CP]); Spell-Like Abilities (5 CP; Caster Level 6th [0 CP]; Restriction: Spell-Like Ability [4 BP]). {7 CP or 11 CP}

SPECIAL QUALITIES

ABERRATION TRAIT: Heightened Senses (Type II: Darkvision).
CREATURE TRAITS: Immunity Rank 1 (Poison [10 CP]; Reduction: Only works against Drider poison [-9 CP]), Special Movement (Wall-Crawling [2 CP], Restriction: May only wall-crawl at one-third normal speed [1 BP]); Spell Resistance 17 (16 CP). {18 CP}
SAVES: Fort +5, Ref +4, Will +8
ABILITIES: Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16 (46.5 CP)
SKILLS: Concentration +9, Hide +9, Listen +9, Move Silently +12, Spot +9; Archery (bow) +1, Melee Attack (dagger) +1, Unarmed Attack (grapple) +3
FEATS: Deflection, Dodge, Reflection
ENVIRONMENT: Underground
ORGANISATION: Solitary, pair, or troupe (1-2 plus 7-12 giant spiders or other arachnoid monsters)
CREATURE POINTS: 117 (Cleric Spells) or 121 (Sorcerer or Wizard Spells)
CR: 7 (7/8)
ADVANCEMENT: By character Class

This creature has the thorax, abdomen and legs of a large spider, but in place of its head is fused the upper body, head and arms of an elfin creature. Both spider and elf are lustrous black in colour, and the elf's hair is pure white.

Driders tend to be at war with almost every other race, and often other driders too.

Driders speak Elven, Common, and Undercommon.

COMBAT

Driders seldom pass up an opportunity to attack other creatures, especially from ambush.

SPECIAL ABILITIES

POISON: The Save DC is Constitution based.

SPELL-LIKE ABILITIES: 1/day — *dancing lights* (DC 13), *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 16). Caster Level 6th. The Save DCs are Charisma-based.

SPELLS: Driders cast spells as 6th-Level Clerics, Wizards, or Sorcerers. Drider Clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a drider Sorcerer.

Typical Sorcerer Spells Known (6/7/6/4, base Save DC 13 + spell Level): 0 — *daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st — *mage armour*, *magic missile*, *ray of enfeeblement*, *silent image*; 2nd — *invisibility*, *web*; 3rd — *lightning bolt*.

TACTICS

Driders usually begin with a spell assault and often levitate out of the enemy's reach.

ANIME DRIDERS

For a dark, scary science fiction game, remove driders' spells (-6 CP or -10 CP) and spell-like Abilities (-1 CP), replacing these with Items of Power (guns and armour of various types). Set them up as an alien race, inimical to humanity. They are the rulers of a planet on which the highest forms of life have evolved in arachnid or arachno-humanoid form, and they deploy creatures such as araneas, bebiliths, and ettercaps (with suitably modified Attributes) as footsoldiers in their war with humanity. Add in some drider-shaped all-terrain mecha, piloted by elite drider commandos.

ETTERCAP

MEDIUM {0 CP} ABERRATION {-1 CP}

HIT DICE: 5d8+5 (27 HP) {30 CP}
INITIATIVE: +3 (Dex)
SPEED: 51 ft., climb 51 ft.
AC: +3 (Dex)
ARMOUR: 1 (Rank 1 Armour: natural [4 CP], Restriction: Only provides 1 point of armour [3 BP]) {1 CP}
BAB/GRAPPLE: +3/+5
ATTACK: Bite +5 melee (1d8+2 plus poison)
FULL ATTACK: Bite +5 melee (1d8+2 plus poison) and 2 claws +3 melee (1d3+1) {10 CP}

SPECIAL ATTACKS: Special Attack Rank 3, Web Trap (Area x 2 [30 ft. radius], Tangle, Limited Shots [8 uses/day, limitation applies to total combined uses of web trap and web], No Damage, Short Range [12 CP]). {12 CP}

Special Attack Rank 2, Poison Bite (Damage: 1d8+2; Drain Body: Dexterity [Drains 1d6 Dexterity, rather than exactly 4], Muscle-Powered, Unique Ability: If Drain Body succeeds, target must make another Save one minute later or be drained of a further 2d6 Dexterity; Melee, Unique Disability: Target may attempt a Fortitude Saving Throw [DC 10 + 1/2 Ettercap's HD total + Ettercap's Constitution bonus = DC 15] to negate Drain Body [2 CP]). {2 CP}

Special Attack Rank 1, Web (Tangle, Trap, Limited Shots [8 uses/day, limitation applies to total combined uses of Web Trap and Web], No Damage, Short Range [1 CP]). {1 CP}

SPECIAL QUALITIES

ABERRATION TRAIT: No Heightened Senses (Type II: Darkvision [-1 CP]) {-1 CP}

CREATURE TRAITS: Heightened Senses (Type II: Low-Light Vision, Web Sense [Allows ettercap to determine the exact location of any creature touching its webs] [2 CP]), Highly Skilled (1 CP), Immunity Rank 1 (Poison [10 CP]; Reduction: Only works against Ettercap poison [-9 CP]), Special Movement (Wall-Crawling, Web Crawling [As Wall-Crawling, but applies to the ettercap's own webs] [2 CP]), Unique Ability: +2 bonus to all Saving Throw DCs for the creature's Drain Body, Drain Mind, or Drain Soul attacks (1 CP). {7 CP}

SAVES: Fort +4, Ref +4, Will +6
ABILITIES: Str 14, Dex 17, Con 13, Int 6, Wis 15, Cha 8 (36.5 CP)
SKILLS: Craft (Trapmaking) +5, Hide +9, Listen +5, Spot +8; Unarmed Attack +2
FEATS: Great Fortitude, Multiattack
ENVIRONMENT: Warm forests
ORGANISATION: Solitary, pair, or troupe (1-2 plus 2-4 giant spiders or other arachnoid creatures)

CREATURE POINTS: 99

CR: 3 (5)

ADVANCEMENT: 6–7 HD (Medium); 8–15 HD (Large)

Stepping silently out from between the trees is a freak of nature that resembles a humanoid spider, with a bloated belly, a pair of spindly legs and a similar pair of arms. Worst of all is the head, which is where the resemblance to anything human ends; this is very much the head of a monstrous spider. Its large and abominable eyes suggest an evil cunning beyond that of any animal.

These creatures are exactly what they appear, big humanoid spiders almost as clever as a human.

An ettercap is about 6 feet tall and weighs about 200 pounds.

Ettercaps speak Common.

COMBAT

Ettercaps hunt for food. They prefer to trap large birds, esteeming the taste of fowl above all other, but will eat whatever is available, including humans. They also dislike other sentient creatures straying into their territory, and will often try to web and eat victims just for being in the wrong place at the wrong time.

TACTICS

Ettercaps are not brave creatures, but their cunning traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its keen-edged claws and venomous bite. It usually will not come within melee reach of any foe that is still able to move. If possible, it will attack at night to take advantage of its general stealth and Low-Light Vision.

A pair of ettercaps, with or without additional monstrous spider creatures, will work together to trap victims one by one, going for stragglers or scouts first in the hope of taking as many enemies as possible out of the fight before the main body of the group are aware of their presence.

ANIME ETTERCAPS

Drawing on the frequent anime theme of transformation, ettercaps in a horror campaign could be cursed human worshippers of an ancient spider god, given their new form as a 'reward' for long service. Lurking in subways and sewers beneath a modern city, or catacombs and cellars in a dark fantasy setting, they could be responsible for any number of disappearances as they hunt, kill, and eat victims as an act of worship of their vile deity.

FIENDISH CREATURE

Fiendish creatures dwell on the lower planes, the realms of evil, although they resemble beings found on the Material Plane. They are more fearsome in appearance than their earthly counterparts.

CREATING A FIENDISH CREATURE

"Fiendish" is an inherited template that can be added to any aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin that does not have the Good Subtype or the Incorporeal Subtype (referred to hereafter as the base creature).

A fiendish creature uses all the base creature's statistics and Abilities except as noted here. Do not recalculate the creature's Hit Dice, Base Attack Bonus, saves, or Skill Points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Fiendish creatures encountered on the Material Plane have the Extraplanar Subtype.

SPECIAL ATTACKS: A fiendish creature retains all the special attacks of the base creature and also gains the following special attack.

SMITE GOOD: Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a foe with the Good Subtype. This is costed as for Massive Damage (5 CP/Rank) with the following Defects: Reduction: May be used only once per day (-2 CP/Rank), Reduction: Only affects Good Subtype creatures (-2 CP/Rank), Supernatural Ability (1 BP), and Restriction: Usable with a melee

weapon only (2 BP). When the bonus damage is an odd number, there will also be a Restriction: Only deals X damage (1 BP), where X is the damage. Thus, the cost is 1 CP for a creature of between 1 and 9 HD, 2 CP for 10–11 HD, 3 CP for 12–13 HD, and +1 CP per 2 HD beyond that.

Example Smite Good Costing: 11 HD creature, gaining +11 damage once per day. Massive Damage Rank 6 (Base 30 CP), Reduction: May be used only once per day (-2 CP/Rank, reduces the total cost to 18 CP), Reduction: Only affects Good Subtype creatures (-2 CP/Rank, reduces the total cost to 6 CP), Restriction: Usable with a melee weapon only (3 BP), Restriction: Only deals 11 damage (1 BP).

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

- Heightened Senses (Type II: Darkvision [1 CP]). {1 CP}
- Armour: Damage Reduction (see Table 1-8).
- Armour: Optimised against Cold (see Table 1-8).
- Armour: Optimised against Fire (see Table 1-8).
- Spell Resistance equal to the creature's HD + 5 (maximum 25) (CP cost: Spell Resistance -1).

If the base creature already has one or more of these special qualities, use the better value.

If a fiendish creature gains Armour: Damage Reduction, its natural weapons are treated as magic weapons for the purpose of overcoming Armour: Damage Reduction. This is a Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]). {1 CP}

ABILITIES: Same as the base creature, but if Intelligence is below 3 it is raised to 3 (at a CP cost of 0.5 per +1 as usual for Ability Scores).

ENVIRONMENT: Any evil-aligned plane.

COMPARISON STYLE CHALLENGE RATING: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

TABLE 1-7: CREATURE POINTS COSTS FOR FIENDISH CREATURES

HD	CP Cost	CP-DERIVED CHALLENGE RATING INCREASE
1	+13	+1
2	+14	+1
3	+15	+1
4	+18	+1
5	+19	+1
6	+20	+2
7	+21	+2
8	+26	+2
9	+27	+2
10	+29	+2
11	+30	+3
12	+35	+3
13	+36	+3
14	+38	+3
15	+39	+4
16	+41	+4
17	+42	+4
18	+44	+4
19	+45	+4
20	+47	+4

ANIME FIENDS

Fiendish is a handy template to add to almost any other creature to create a brand new supernaturally evil monster, if you alter the original beast's appearance and optionally drop the Smite Good power (CP cost varies). This can be a very effective way to add one-off Oni creatures into your game.

TABLE 1-8: ARMOUR GAINED BY FIENDISH CREATURES

HIT DICE	ARMOUR	ARMOUR CP COST
1-3	+5 vs Fire (Rank 1 Armour, Optimised against Fire [4 CP], Restriction: Only provides 5 Points of Armour [1 BP]); +5 vs Cold (Rank 1 Armour, Optimised against Cold [4 CP], Restriction: Only provides 5 Points of Armour [1 BP])	6 CP 7 CP
4-7	+5 (Rank 2 Armour: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [1 BP])	11 CP 14 CP
8-11	+5 (Rank 2 Armour: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [1 BP]) +10 vs Fire (Rank 2 Armour, Optimised against Fire [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]); +10 vs Cold (Rank 2 Armour, Optimised against Cold [8 CP], Restriction: Only provides 10 Points of Armour [3 BP])	11 CP
12+	+10 (Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]) +10 vs Fire (Rank 2 Armour, Optimised against Fire [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]); +10 vs Cold (Rank 2 Armour, Optimised against Cold [8 CP], Restriction: Only provides 10 Points of Armour [3 BP])	

SAMPLE FIENDISH ONI: DRIDER

LARGE {-5 CP} ABERRATION {1 CP}

HIT DICE: 6d8+18 (45 HP) {39 CP}

INITIATIVE: +2 (Dex)

SPEED: 45 ft. (Slow Movement, Dex x3 instead of Dex x4 [1 BP]), brachiate 15 ft. {-1 CP}

AC: +1 (-1 size, +2 Dex)

ARMOUR: 11 (Rank 2 Armour: natural [8 CP], Restriction: Only provides 6 Points of armour [2 BP]; Rank 2 Armour: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [1 BP]).

+5 vs. Fire and Cold (Rank 1 Armour, Optimised against Fire [4 CP], Restriction: Only provides 5 Points of Armour [1 BP]); (Rank 1 Armour, Optimised against Cold [4 CP], Restriction: Only provides 5 Points of Armour [1 BP]). {13 CP}

BAB/GRAPPLE: +4/+7

ATTACK: Broadsword +5 melee (2d6+3) or bite +6 melee (1d4+1 plus poison) or shortbow +5 ranged (1d8)

FULL ATTACK: Broadsword +5 melee (2d6+3) and bite +1 melee (1d4+1 plus poison) (2 CP); or shortbow +5 ranged (1d8) {2 CP}

SPECIAL ATTACKS: Smite Good (+6 damage; Massive Damage Rank 3 [15 CP]; Reduction: May be used only once per day [-6 CP]; Reduction: Only affects Good Subtype creatures [-6 CP]; Restriction: Usable with a melee weapon only [2 BP]). {1 CP}

Special Attack Rank 2, Poison Bite (1d4+1 damage; Drain Body: Dexterity [Drains 1d6 Dexterity, rather than exactly 4], Muscle-Powered, Unique Ability: If Drain Body succeeds, target must make another Save one minute later or be drained of a further 1d6 Dexterity; Melee, Unique Disability: Target may attempt a Fortitude Saving Throw [DC 16] to negate Drain Body [4 CP]). {4 CP}

Spell-Like Abilities (5 CP; Caster Level 5th [0 CP]; Spell-Like Ability [4 BP]). {1 CP}

SPECIAL QUALITIES

ABERRATION TRAIT: Heightened Senses (Type II: Darkvision).

CREATURE TRAITS: Immunity Rank 1 (Poison [10 CP]; Reduction: Only works against Fiendish Oni poison [-9 CP]), Special Movement (Swinging/Brachiating [2 CP], Restriction: May only brachiate at one-third normal speed [1 BP]); Spell Resistance 17 (16 CP); Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]). {19 CP}

SAVES: Fort +5, Ref +4, Will +8

ABILITIES: Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16 {46.5 CP}

SKILLS: Climb +8, Hide +9, Listen +9, Move Silently +12, Spot +9; Archery (Bow) +1, Melee Attack (Broadsword) +1, Unarmed Attack (Grapple) +3

FEATS: Cleave, Dodge, Power Attack

ENVIRONMENT: Any land

ORGANISATION: Solitary, pair, or troupe (1-2 plus 7-12 plants, animals, or vermin)

CREATURE POINTS: 120

CR: 7 (8)

ADVANCEMENT: By character Class

This creature is a savage-looking humanoid, with powerful-looking arms, a hairy red torso, and a scarlet head that is large even in proportion to its big body. The shape of its face is broken up by jagged black stripes, and its yellow eyes are vast and staring.

These fierce oni are usually found in the wilderness, often at the heart of a corrupted and twisted forest or in the depths of a vile swamp. Anywhere they live will gradually be turned into a place of evil.

CONVERSION NOTES

This Fiendish Oni (formerly known as a drider) is a useful example of the flexibility of BESM d20. Change a creature's appearance and one or two Attributes, add a Template or two if desired, and you have what is effectively a brand new creature in a fraction of the time and effort usually required.

The Spells have been dropped, reducing the drider's base CP cost to 111. As the Concentration Skill is no longer so useful to it, it is replaced with Climb.

The drider's innate Spell-Like Abilities have been replaced by a similar array of druidic Spell-Like Abilities. By replacing each one with another of identical Level, we avoid having to recalculate the total CP cost for the Abilities. Spell-Like Abilities: 1/day — *dazzle* (DC 13), *barkskin*, *contagion* (DC 16), *darkness*, *dominate animal* (DC 16), *entangle* (DC 14), *beat metal* (DC 15), *magic fang*, *obscuring mist*, *summon nature's ally I*. Caster Level 5th (this drops from the drider's 6th Level, since the new creature has no other spellcasting Ability; 5th Level is the minimum required to cast the 3rd Level Spell-Like Abilities the creature can use). All Save DCs are Wisdom-based.

The drider's distinctive paired daggers have been replaced with a large broadsword, well-suited to the creature's new-found Power Attack and Cleave Feats. The broadsword seems a suitably intimidating choice for this big ogre-like fiend. The Melee Attack Skill's specialisation is changed to Broadsword accordingly.

The drider's Wall-Crawling movement is replaced with Swinging/Brachiating, which is more useful in the natural environments in which it is commonly found.

The appropriate Fiendish traits are added. There is no need to give the new creature Spell Resistance 11 (HD+5), since the drider already had Spell Resistance 17. Likewise, the drider already has Heightened Senses (Type II: Darkvision), so it does not gain that Attribute (or pay 1 CP for it) as part of the application of the Fiendish template.

The challenge rating remains at 7, since the drider's lost Spells are a reasonable exchange for the Fiendish traits it has gained.

FORMIAN WARRIOR

MEDIUM {0 CP} OUTSIDER {2 CP} (LAWFUL {1 CP}, EXTRAPLANAR {0 CP})

HIT DICE: 4d8+8 (26 HP) {42 CP}

INITIATIVE: +3

SPEED: 48 ft.

AC: +3 (Dex)

ARMOUR: 5 (Rank 2 Armour: natural [8 CP], Restriction: Only provides 5 Points of armour [3 BP])

+10 vs. Electricity, Fire, or Sonic (Rank 2 Armour, Optimised against Electricity [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]); (Rank 2 Armour, Optimised against Fire [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]); (Rank 2 Armour, Optimised against Sonic [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]). {20 CP}

BAB/GRAPPLE: +4/+7

ATTACK: Sting +7 melee (2d4+3 plus poison)

FULL ATTACK: Sting +7 melee (2d4+3 plus poison) and 2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1) (18 CP) {18 CP}

SPECIAL ATTACKS: Natural Weapons Rank 1 (Claws [1 CP]). {1 CP}

Special Attack Rank 3, Poison Stinger (2d4+3 damage; Drain Body: Strength [Drains 1d6 Strength, rather than exactly 6], Muscle-Powered, Unique Ability: If Drain Body succeeds, target must make another Save one minute later or be drained of a further 1d6 Strength; Melee, Unique Disability: Target may attempt a Fortitude Saving Throw [DC 10 + 1/2 Formian Warrior's HD total + Formian Warrior's bonus = DC 14] to negate Drain Body [6 CP]). {6 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be *raised*, *reincarnated*, or *resurrected*).

LAWFUL TRAITS: A formian warrior's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Lawful Subtype creatures.

CREATURE TRAITS: Immunity (Poison [10 CP]), Immunity (Cold [30 CP]); Special Defence (not subject to petrification [2 CP]); Spell Resistance 18 (17 CP); Telepathy Rank 6: Hive Mind (Only with Formians [6 CP], Restriction: Must be within 50 miles of a Queen [2 BP]). {63 CP}

SAVES: Fort +6, Ref +7, Will +5

ABILITIES: Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11 {40 CP}

SKILLS: Climb +11, Hide +11, Jump +14, Listen +8, Move Silently +10, Search +7, Spot +8, Survival +1, Tumble +12, Wilderness Tracking +3; Unarmed Attack +3

FEATS: Dodge, Multiattack

ENVIRONMENT: A lawful-aligned plane

ORGANISATION: Solitary, team (2-4), or troop (6-11)

CREATURE POINTS: 193

CR: 3 (15)

ADVANCEMENT: 5-8 HD (Medium); 9-12 HD (Large)

This creature resembles a cross between an ant and a centaur, covered in a brownish-red carapace. The claws on its forelimbs appear as dextrous as a human's fingers, and from its eyes and face it is clearly intelligent, though in a somewhat distant way. Its abdomen terminates in a wasp-like stinger.

Formian warriors communicate through the hive mind to convey battle plans and make reports to their commanders. They cannot speak otherwise.

A warrior is about 5 feet long and about 4-1/2 feet high at the front. It weighs approximately 180 pounds.

COMBAT

Formian warriors are generally aggressive, seeking to subdue all they encounter. If they perceive even the slightest threat to their hive-city or to their queen, they attack immediately and fight to the death. Any formian warrior also attacks immediately if ordered to do so by a superior.

TACTICS

Warriors are wicked combatants, using claws, bite, and a poisonous sting all at once. Through the hive mind, they attack with coordinated and extremely efficient tactics. To an outsider, they will appear to act as though controlled by a single entity, and this is very nearly true. They will use this perfect, instantaneous communication to know when one formian warrior is wounded and carry it off to be healed, know a dying formian warrior's last moments, and generally attack with split-second timing and a high degree of military intelligence.

ANIME FORMIAN WARRIORS

For a *kaiju* (giant monster) game, increase the creature's size (using *BESM d20's* Table 10-2: Changing Sizes) to Huge or Gargantuan (if using an entire hive of giant-sized formians) or Colossal (if using only one.) Alternatively, formians can fit well into a science fiction anime game, either just as they are, or in powered armour with big guns. They're also perfect for sword and sorcery games, perhaps representing an elder race that have almost died out.

GARGOYLE

MEDIUM {0 CP} MONSTROUS HUMANOID {1 CP} (EARTH {0 CP})

HIT DICE: 4d8+16 (34 HP) {33 CP}

INITIATIVE: +2 (Dex)

SPEED: 42 ft., Fly 60 ft. (Flight Rank 2, Airplane [6 CP]; Restriction: Maximum speed 35 mph [1 BP]) {5 CP}

AC: +2 (Dex)

ARMOUR: 14 (Rank 1 Armour: natural [4 CP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {8 CP}

BAB/GRAPPLE: +4/+6

ATTACK: Claw +6 melee (1d4+2)

FULL ATTACK: 2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1) {18 CP}

SPECIAL ATTACKS: Natural Weapons Rank 2 (Fangs, Horns [2 CP]). {2 CP}

SPECIAL QUALITIES

MONSTROUS HUMANOID TRAITS: Heightened Senses (Type II: Darkvision).

CREATURE TRAITS: Highly Skilled (1 CP); Unique Attribute: Freeze (The creature can hold itself so still it appears to be a statue; an observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive [1 CP]); Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]); Special Defence (Needs never eat or breathe [4 CP]). {7 CP}

SAVES: Fort +5, Ref +6, Will +6

ABILITIES: Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7 {35.5 CP}

SKILLS: Hide +7 (Optimised for stone backgrounds: +15), Listen +5, Spot +5; Unarmed Attack +2

FEATS: Iron Will, Multiattack

ENVIRONMENT: Any

ORGANISATION: Solitary, pair, or wing (5-16)

CREATURE POINTS: 109**CR:** 4 (6)**ADVANCEMENT:** 5–6 HD (Medium); 7–12 HD (Large)

At first glance this looks like a rather gruesome stone statue, with demonic features and batlike wings. Suddenly it drops from its perch and spreads its wings, extending its claws in readiness for battle.

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain.

Gargoyles speak Common and Terran.

COMBAT

Gargoyles enjoy their physical prowess, and the near-invulnerability granted by their stony skin. They revel in any chance for combat with those weaker than themselves. They respect strength, and will often agree to work for an evil magician or witch, serving as guardians or assassins in exchange for the opportunity to regularly attack and torment their master's enemies.

TACTICS

Gargoyles either remain still, then suddenly attack, or dive onto their prey.

ANIME GARGOYLES

When depicted in high fantasy anime, gargoyles are very much as they are in *BESM d20* already: statue-like evil creatures that appear at first glance to be part of the architecture. They do tend to be rather more bloodthirsty, however, and removing their Special Defence (-4 CP) could simulate that very effectively.

To take this a step further, make their bite vampiric (5 CP):

Special Attack Rank 2, Vampiric Bite (1d6+1 damage, Muscle-Powered, Vampiric, Melee [6 CP])

Remove Natural Weapons (Fangs [-1 CP]).

KAPOACINTH

These wingless cousins of the gargoyle have the Aquatic Subtype. They have Swim 60 ft. (Water Speed Rank 3, [6 CP]; Restriction: Maximum speed 35 mph [1 BP]) instead of Fly 60 ft. (which has the same total CP cost). Otherwise they are identical to ordinary gargoyles.

NOTE

Many creatures in other d20 games have aquatic, subterranean, or other variants. As the Gargoyle's Kapoacanth variant shows, these are extremely easy to handle with *BESM d20*. The Kapoacanth is a good guide to how to do so, as well as giving an indication of how easy it is to create your own brand-new variants.

GENIE, DJINNI**LARGE {-5 CP} OUTSIDER {2 CP}****(AIR {-0 CP}, EXTRAPLANAR {-0 CP})****HIT DICE:** 7d8+14 (45 HP) {67.5 CP}**INITIATIVE:** +8 (+4 Dex, +4 Improved Initiative)**SPEED:** 18 ft. (Slow Movement, Dex x1 instead of Dex x4 [3 BP]), Fly 60 ft. (Flight Rank 2, Perfect [8 CP]; Restriction: Maximum speed 35 mph [1 BP]). {4 CP}**AC:** +3 (-1 size, +4 Dex)**ARMOUR:** 3 (Rank 1 Armour: natural [4 CP], Restriction: Only provides 3 Points of armour [1 BP]).

+1 vs. Attacks by Flying Creatures (Rank 1 Armour: air mastery [4 CP], Reduction: Only applies against flying creatures [-2 CP]), Restriction: Only provides 1 point of armour [1 BP]). {4 CP}

BAB/GRAPPLE: +7/+11**ATTACK:** Slam +10 melee (1d8+4)**FULL ATTACK:** 2 slams +10 melee (1d8+4 [2 CP]) (5 CP) {7 CP}**SPECIAL ATTACKS:** Spell-Like Abilities (25 CP; Caster Level 20th (9 CP); Restriction: Spell-Like Ability [2 BP]). {32 CP}**SPECIAL QUALITIES****OUTSIDER TRAITS:** Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be raised, reincarnated, or resurrected).**CREATURE TRAITS:** Alternate Form (Whirlwind [27 CP], Limited Use: Ongoing [3 BP], Supernatural Ability [1 BP], Unique Defect: May not make melee attacks in Whirlwind Form [3 BP]); Defence Combat Mastery Rank 1 ([2 CP]; Restriction: Only applies to attacks by flying creatures [1 BP]); Immunity (Acid [30 CP]); Telepathy Rank 4 (12 CP), Unskilled (1 BP). {62 CP}**SAVES:** Fort +7, Ref +9, Will +7**ABILITIES:** Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15 {42.5 CP}**SKILLS:** Appraise +12, Concentration +12, Craft (any one) +12, Diplomacy +4, Escape Artist +14, Knowledge (any two) +12, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope (Bindings) +4, Unarmed Attack (Grapple) +3**FEATS:** Dodge, Improved Initiative, Power Attack**ENVIRONMENT:** Elemental Plane of Air**ORGANISATION:** Solitary, company (2–4), or band (6–15)**CREATURE POINTS:** 216**CR:** 5 (noble 8)**ADVANCEMENT:** 8–10 HD (Large); 11–21 (Huge)

This ten-foot tall, dark-skinned humanoid is dressed in baggy, silken pants and a turban.

Genies are humanlike beings who dwell on the elemental planes. They are famous for their strength, guile, and skill with illusion magic. The djinni (singular djinni) are genies from the Elemental Plane of Air.

A djinni is about 10-1/2 feet tall and weighs about 1,000 pounds.

Djinn speak Auran, Celestial, Common, and Ignan.

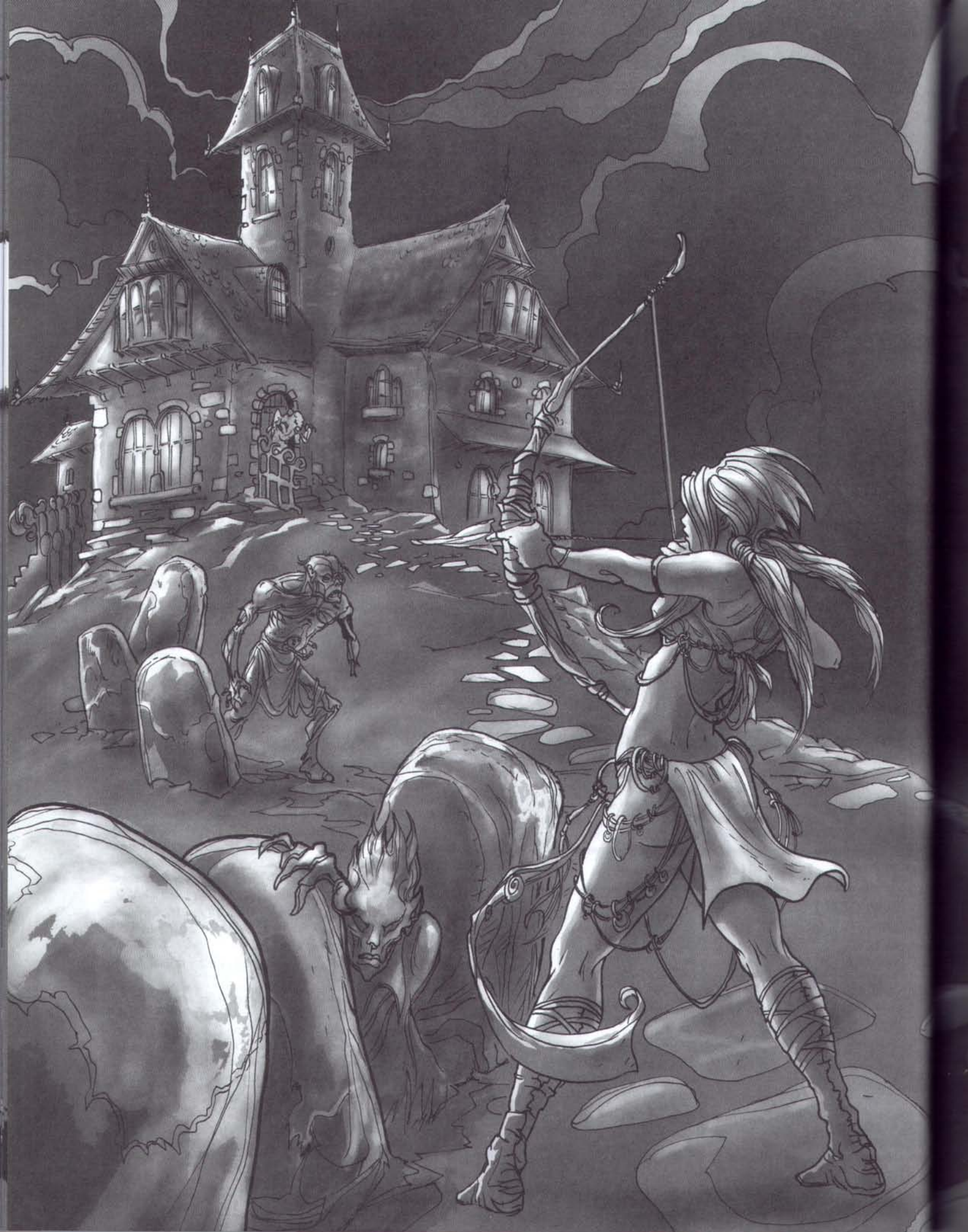
COMBAT

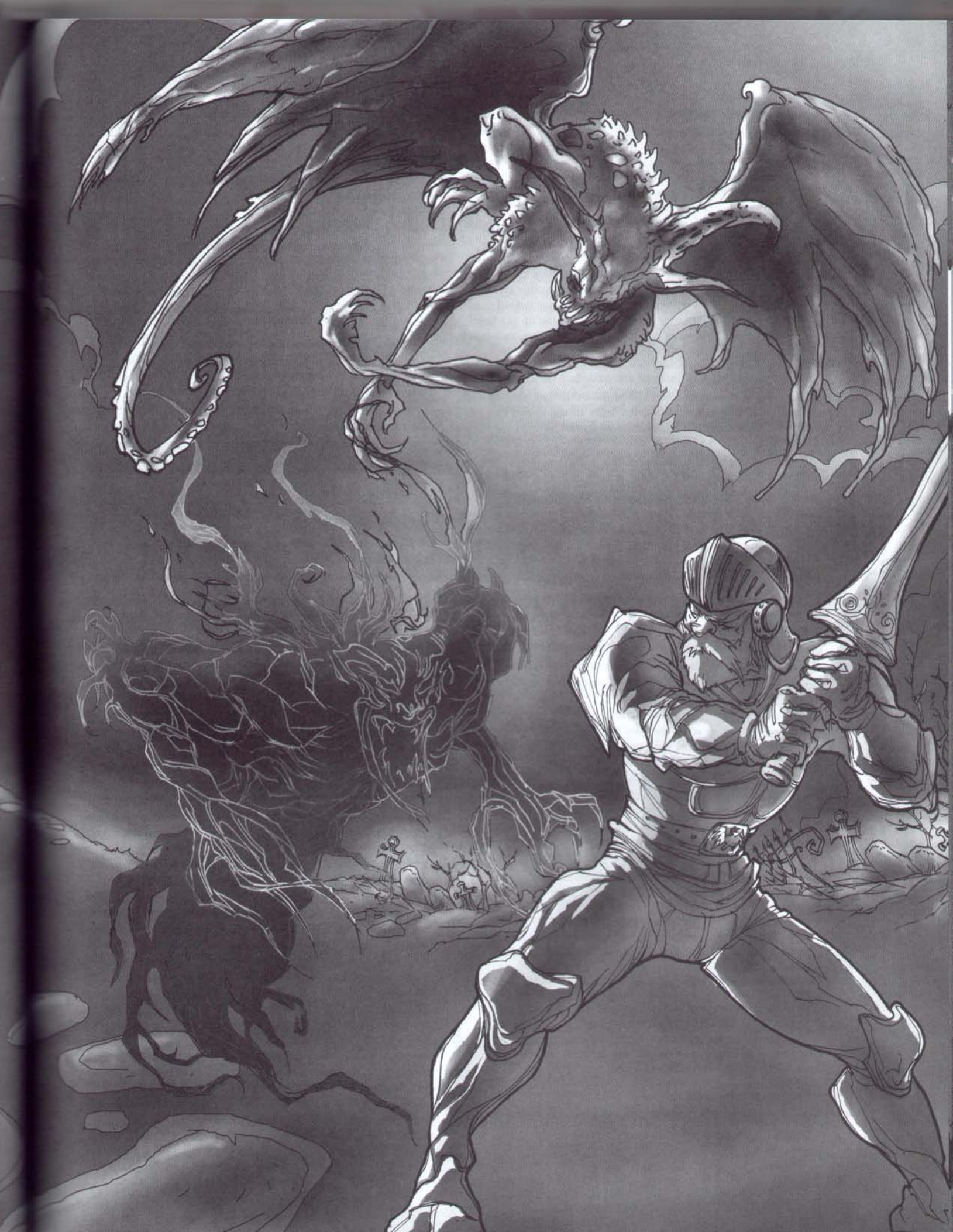
Djinni rarely engage in combat, other than at the behest of a summoner or other authority figure.

SPECIAL ABILITIES

Alternate Form: Whirlwind: A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it gains the following traits:

- * Invisibility Rank 3, Debris Cloud (Vision, Darkvision, Low-Light Vision [9 CP]; Restriction: creates highly visible debris cloud centred on djinni, thus revealing its approximate location [2 BP]; Restriction, only usable if base of whirlwind touching ground [1 BP]; Unique Ability: Those caught in the cloud must succeed on a Concentration check (DC 15 + spell Level) to cast a spell [1 CP]; Unique Ability: Cloud has a diameter equal to half whirlwind's height; cloud obscures all vision beyond 5 ft.; creatures 5 ft. are affected by the Sensory Block [below] while those farther away are affected by the Invisibility).
- * Sensory Block Rank 3, Debris Cloud (Type I: Vision, Type II: Darkvision, Low-Light Vision [3 CP]; Restriction, only usable if base of whirlwind touching ground [1 BP]).
- * Special Movement: Skimming (Can move along a surface at its fly speed [1 CP]).
- * Special Attack Rank 7, Whirlwind (3d6 damage [Reflex Save, DC 20, to avoid damage completely; DC is 10 + one-half djinni's HD + djinni's Strength modifier + racial bonus of 3]; Aura, Area [5 ft. wide at base, up to 30 ft. wide at top, and between 10 ft. and 50 ft. tall; djinni controls exact height], Burning [Buffeting: deals 1d8 damage rather than exactly 7; damage is dealt to all creatures picked up by the wind], Tangle [A creature lifted by the whirlwind cannot move except to go where the djinni carries it or to escape the whirlwind; creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell Level) to cast a spell; creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls; the djinni can have only as many





trapped inside a whirlwind at one time as will fit inside the whirlwind's volume; it may eject creatures if desired], Unique Ability: Lifts targets up in the air, to a maximum height of 50 ft. [A second DC 20 Reflex Save is made if the first was failed; a second failure means the target is picked up bodily and held suspended in the powerful winds; a creature with a fly speed is allowed a DC 20 Reflex Save each round to escape the whirlwind, the creature still takes damage but can leave if the Save is successful]; Melee, Unique Disability: Only affects creatures at least one size category smaller than djinni [21 CP].

Spell-Like Abilities: At will — *invisibility* (self only), *plane shift* (genie can enter any of the elemental planes, the Astral Plane, or the Material Plane; this Ability transports the genie and up to eight other creatures, provided they all link hands with the genie); 1/day — *create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*. Caster Level 20th. The Save DCs are Charisma-based.

TACTICS

Genies prefer to outmanoeuvre and outthink their foes. They are not too proud to flee if it means they'll live to fight another day. If trapped, they resort to bargaining, offering treasure or favours in return for their lives and freedom.

Djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A djinni outmatched in combat usually takes flight and becomes a whirlwind to harass any who pursue.

Prior to Combat: Use *gaseous form* or *invisibility*.

Rounds 1-10 (approx): Still in *gaseous form* or *invisible*, scout out the area and examine the potential opponents.

Rounds 11-30 (approx): Fly to an area several minutes travelling time ahead of the enemy.

Round 31 (approx) Use *persistent image* to hide a major natural hazard in the area (for example, by making a crevasse appear as though it has a bridge across it).

Round 32 and following (approx): Set off back towards the enemy.

Round 35 (approx): Use *create wine* and *create food and water* to lay out an intoxicating feast just ahead of the enemy position, hoping to inebriate their foes before battle.

Round 36 (approx): Use *major creation* to create gems or gold either just ahead of the feast, or across the other side of the *persistent image*, with the intent that the enemy either fight among themselves for the wealth, or else fall foul of the concealed natural hazard.

Round 37 and following: Still *invisible* or in *gaseous form* (neither of which is broken by the use of a non-combat Spell-Like Ability), sit back and watch the fun.

NOBLE DJINN

Some djinn (1% of the total population) are noble. A noble djinni can grant three *wishes* to any being (nongenies only) who captures it (treat as a Spell-Like Ability {+10 CP}). Noble djinn perform no other services and, upon granting the third wish, are free of their servitude. Noble djinn have +5 Strength {+2.5 CP}, and +3 Hit Dice {+28.5 CP} for a total extra cost of +41 CP.

ANIME DJINN

Djinnis are recognisably Arabic in style and origin, so are perhaps best-suited to Middle Eastern-based fantasy settings, or to the more melting-pot style of fantasy that admits every possible cool concept.

With a little modification, however, djinni game statistics can also be used for *kami* spirits in more Japanese-influenced fantasy settings. They can be used as they are for *Kami* of Wind, or given slightly different spell-like powers, customised according to the GM's needs, to represent the Ancestral *Kami* of a particular family or clan.

GHOST

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves.

A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

CREATING A GHOST

"Ghost" is an acquired template that can be added to any creature of one of the following Types: Aberration, Animal, Dragon, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Plant. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 6.

A ghost uses all the base creature's statistics and special Abilities except as noted here.

Size and Type: The creature's type changes to undead (at a cost of 87 CP). Do not recalculate the creature's Base Attack Bonus, saves, or Skill Points. It gains the incorporeal subtype (at a cost of 20 CP, plus the cost of Defence Combat Mastery). Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s. The CP cost of this is dependent on the creature's original Hit Dice type, as follows:

TABLE 1-9: GHOST HIT DICE COST

ORIGINAL HD TYPE	CP COST PER HD TO CHANGE TO D12S
d4	2
d6	1.5
d8	1
d10	0.5

SPEED: Ghosts gain Flight Rank 2 (18 CP); Restriction: Maximum speed 20 mph (2 BP) (6 CP). If the original creature has a higher Rank of Flight, that Rank is retained.

AC: When the ghost manifests (see below), it gains Ranks in Defence Combat Mastery equal to its Charisma bonus (minimum Rank 1).

ARMOUR: Natural Armour is the same as the base creature's but applies only to ethereal encounters. When the ghost manifests (see below), its Armour: Natural is 0.

ATTACK: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

FULL ATTACK: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

DAMAGE: Against ethereal creatures, a ghost uses the base creature's damage values. Against non-ethereal creatures, the ghost usually cannot deal physical damage at all but can use its Special Attacks, if any, when it manifests (see below).

SPECIAL ATTACKS: A ghost retains all the Special Attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. The ghost also gains one to three of the other Special Attacks described below (ghost's choice as to which ones). Note that the Special Attack CP costs listed are given as though the Special Attack were bought in isolation; the ghost pays the listed cost for the most expensive Special Attack it chooses, then pay the lower cost of 1 CP per Rank for each additional Special Attack.

Mind Control Rank 6, Malevolence (136 CP); Reduction: Only affects one individual (18 CP); Restriction: ghost must touch target to be effective [1 BP]; Restriction: A creature that successfully saves is immune to that same ghost's malevolence for 24 hours [3 BP]; Unique Ability: Ghost vanishes into target's body if successful, and cannot be harmed without first destroying target [+2 CP]; Supernatural Ability [1 BP]. {15 CP}

Special Attack Rank 5, Corrupting Gaze (2d10 damage; Drain Soul: Charisma (Drains 1d4 Charisma, rather than exactly 10; counts as 1 Ability), Unique Ability: Gaze Attack [Automatically hits, without needing an attack roll, unless target averts eyes in which case an attack roll is made

as normal; counts as 5 Abilities], Short Range, Unique Disability: A Saving Throw is allowed [DC is 10 + 1/2 ghost's Hit Dice + ghost's Charisma modifier], Unique Disability: Cannot hit a blindfolded target [25 CP]; Supernatural Ability [1 BP]. {24 CP}

Special Attack Rank 5, Corrupting and Draining Touch (1d6 damage; Drain Body: either Strength, Dexterity, or Constitution [Ghost chooses which Special Attack Ability to use, selecting from Drain Body, Drain Mind, and Drain Soul, each time it hits, and selects which Ability Score to drain; drains only 1d4 Points, rather than exactly 10; counts as 1 Ability], Drain Mind [See Drain Body; counts as 1 Ability], Drain Soul: either Charisma or Wisdom [See Drain Body; counts as 1 Ability], Muscle-Powered [Applicable to ethereal opponents only], Vampiric [Vampiric aspect only applies to attacks against living opponents; ghost heals 5 Hit Points every time it does a 1d4 Drain Body, Drain Mind, or Drain Soul; counts as 2 Abilities]; Melee [15 CP]; Supernatural Ability [1 BP]. {14 CP}

Special Attack Rank 6, Frightful Moan (Incapacitating [Affected creatures are panicked for 2d4 rounds, dropping anything they hold and fleeing the ghost, with a -2 penalty on all rolls or checks], Soul Attack [attack roll is Charisma-based], Spreading; No Damage, Unique Disability [Sonic Attack: effects may be negated by plugging the ears] [24 CP]; Supernatural Ability [1 BP]. {23 CP}

Special Attack Rank 3, Horrific Appearance (Area x3 [Fortitude Save to resist, rather than Reflex Save; DC is 10 + 1/2 ghost's Hit Dice + ghost's Charisma modifier], Drain Body [Drains 1d4 Points of Strength damage, 1d4 Points of Dexterity damage, and 1d4 Points of Constitution damage instead of exactly 6 Points of one Ability; counts as 3 Abilities]; No Damage, Unique Disability: Only affects creatures that can see the ghost, Unique Disability: A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours [12 CP]; Supernatural Ability [1 BP]. {11 CP}

Telekinesis Rank 4 (16 CP; Restriction: May move only 350 lb of objects [3 BP]; Restriction: May only use this power every 1d4 rounds [2 BP]; Supernatural Ability [1 BP]. {10 CP}

SPECIAL QUALITIES

A ghost has all the special qualities of the base creature as well as those described below.

Highly Skilled Rank 8 (8 Skill Ranks on each of Hide, Listen, Search, and Spot [8 CP]). {8 CP}

Reincarnation Rank 2 (2d4 days after being apparently destroyed, the ghost returns to its old haunts with a successful Level check (1d20 + ghost's HD) against DC 16; the only way to get rid of a ghost permanently is to determine the reason for its existence and set right whatever prevents it from resting in peace [8 CP]; Supernatural Ability [1 BP]. {7 CP}

Special Defence Rank 1, Turn Resistance (All attempts to turn the ghost are made as though it had +3 HD more than it actually does [1 CP]). {1 CP}

Special Movement Rank 1, Dimension Hop (Manifestation; A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world; it may use this power to manifest, partially entering the Material Plane and becoming visible but incorporeal on the Material Plane; it is still fully affected by attacks whose source is the ethereal plane, however [1 CP]). {1 CP}

UNIQUE ABILITY: Two Home Planes. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes [1 CP]. {1 CP}

ABILITY SCORES: Same as the base creature, except that the ghost has no Constitution score (already covered by its gaining the Undead Type), and its Charisma score increases by +4 (2 CP). {2 CP}

ENVIRONMENT: Any, often as base creature.

ORGANIZATION: Solitary, gang (2-4), or mob (7-12).

CR: Same as the base creature +2 (+12).

CP COST: As base creature, +133 CP, plus cost of converting HD to d12, plus cost of Defence Combat Mastery, plus cost of Special Attacks chosen.

GHOSTLY PERSONAL GEAR AND GHOSTLY ITEMS OF POWER

When a ghost forms, all its equipment and carried items usually become ethereal along with it. In addition, the ghost retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. An Item of Power that has some kind of offensive quality, however, can harm material creatures when the ghost manifests, but any such attack has a 50% chance to fail unless the weapon has the Unique Ability: Can harm ethereal creatures (just as magic weapons can fail to harm the ghost).

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the ethereal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place.

ANIME GHOSTS

Ghosts are excellent foes in a supernatural action game. The GM should consider creating new appropriate Special Attacks for such ghosts to select from, since the situation will often call for dozens or even hundreds of spirits attacking during the course of a campaign, and it would be good to have a little variety among them. For example, some ghosts might have Special Attack Rank 5, Chilling Aura (1d8 damage; Aura, Incapacitating; Low Penetration [20 CP]). {20 CP}

In a historical Japanese fantasy setting, ghosts can be used sparingly to chastise characters who have failed in their duties, or otherwise to act as something of an obstacle that must be overcome before the party can achieve their ends. Often the ghost will need to be laid to rest by some means other than simply combating it, perhaps by taking revenge on the enemy who slew its mortal body, or otherwise dealing with its unfinished business.

GHOUL

MEDIUM {0 CP} UNDEAD {87 CP}

HIT DICE: 2d12 (13 HP) {15 CP}

INITIATIVE: +2 (Dex)

SPEED: 45 ft.

AC: +2 (Dex)

ARMOUR: 2 (Rank 1 Armour: natural (4 CP); Restriction: Provides only 2 Points of armour [2 BP]) {2 CP}

BAB/GRAPPLE: +1/+2

ATTACK: Bite +2 melee (1d6+1 plus paralysis)

FULL ATTACK: Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis) (10 CP) {10 CP}

SPECIAL ATTACKS: Special Attack Rank 8, Paralyzing Bite (1d6+1 damage; Burning [Ghoul Fever disease; slow burn; linked to Drain Body: Strength and Drain Body: Dexterity; does not begin to take effect until 1 day after attack, but then acts daily as usual], Drain Body: Constitution [Drains 1d3 Constitution, 1 day after being first struck, unless target succeeds at a DC 12 Fortitude Save; counts as 1 Ability], Drain Body: Dexterity [Drains 1d3 Dexterity, 1 day after being first struck, unless target succeeds at a DC 12 Fortitude Save; counts as 1 Ability], Incapacitating [Fortitude Save DC 12 to avoid; Save DC is 10 + 1/2 ghoul's HD + ghoul's Charisma modifier; paralysis lasts only 1d4+1 rounds; has no effect on elves; counts as 2 Abilities], Muscle-Powered, Unique Ability [Any humanoid killed by either Drain Body effect rises as a ghoul at the next midnight; a humanoid who becomes a ghoul in this way retains none of the Abilities it possessed in life; it is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects]; Melee [24 CP]. {24 CP}

Special Attack Rank 7, Paralyzing Claw (1d3 damage; Burning [Ghoul Fever disease; slow burn; linked to Drain Body: Strength and Drain Body: Dexterity; does not begin to take effect until 1 day after attack, but then acts daily as usual], Drain Body: Constitution [Drains 1d3 Constitution, 1 day after being first struck, unless target succeeds at a DC 12 Fortitude Save; counts as 1 Ability], Drain Body: Dexterity [Drains 1d3 Dexterity, 1 day after being first struck, unless target succeeds at a DC 12 Fortitude

Save; counts as 1 Ability], Incapacitating [Fortitude Save DC 12 to avoid; Save DC is 10 + 1/2 ghoul's HD + ghoul's Charisma modifier; paralysis lasts only 1d4+1 rounds; has no effect on elves; counts as 2 Abilities], Unique Ability [Any humanoid killed by either Drain Body effect rises as a ghoul at the next midnight; a humanoid who becomes a ghoul in this way retains none of the Abilities it possessed in life; it is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects]; Melee [7 CP]; {7 CP}

Special Attack Rank 7, 2nd Paralysing Claw (as for Paralysing Claw, above [7 CP]). {7 CP}

SPECIAL QUALITIES

UNDEAD TRAITS: Heightened Senses (Type II: Darkvision); Special Defence Rank 25 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage to physical Ability Scores, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 1 (Poison), Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 2 (Extra damage from Critical Hits); Unique Attribute (Uses its Charisma modifier for Concentration checks), Unique Attribute (No Constitution score); Unique Defect (Immediately destroyed when reduced to 0 Hit Points or less); Unique Defect (Cannot be raised, reincarnated, or affected by any Healing magic).

CREATURE TRAITS: Unskilled (2 BP), Special Defence Rank 1 Turn Resistance (All attempts to turn the ghoul are made as though it had +3 HD more than it actually does [1 CP]) {-1 CP}

SAVES: Fort +0, Ref +2, Will +5

ABILITIES: Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12 {33.5 CP}

SKILLS: Balance +5, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Unarmed Attack +1

FEATS: Multiattack

ENVIRONMENT: Any (Lacedon: Any aquatic)

ORGANISATION: Solitary, gang (2-4), or pack (7-12)

CREATURE POINTS: 184

CR: 1 (14)

ADVANCEMENT: 3 HD (Medium)

This creature resembles a degenerate human, wiry and feral, with long sharp teeth and claw-like fingernails. Its yellow eyes burn with a savage intelligence and fell cunning. It is gnawing on what appears to be a human thighbone.

Ghouls speak the languages they spoke in life (usually Common).

COMBAT

Ghouls crave the flesh of the living. They attack their meals in a frenzy, ever ravenous.

TACTICS

Ghouls try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves. They almost always attack at night.

A group of ghouls will sometimes work out tactics similar to those of pack animals, but with more intelligence and flexibility. Unfortunately for them, despite their great cunning, their bloodthirsty hunger is often more powerful than their sense of tactics or even self-preservation. Many a ghoul attack has faltered when the participants paused to gorge themselves on the first of their freshly killed foes, only to be attacked by those still living.

LACEDON

These cousins of the ghoul have the Aquatic Subtype. They lurk near hidden reefs or other places where ships are likely to meet their end. They are found only in aquatic environments.

To make a lacedon, simply add the Aquatic Subtype (0 CP) and Water Speed Rank 2 (4 CP) to a standard ghoul {+4 CP}. Lacedons retain their land speed, but do not usually come ashore as they cannot breathe air.

ANIME GHOULS

Ghouls work well in horror or straight fantasy campaigns just as they are. For more historical Japanese games, they can fit as non-undead, but still cannibalistic humanoids, such as weak, goblin-like oni. Make them Monstrous Humanoids (+1 CP) instead of Undead (-80 CP) (-79 CP), but for convenience do not bother altering the HD type or other Features, only the Traits. Keep the Special Attacks the same rank, but replace Incapacitating with Vampiric in each case.

GIANT, STORM

HUGE {-10 CP} GIANT {1 CP}

HIT DICE: 19d8+114 (199 HP) {122 CP}

INITIATIVE: +2 (Dex)

SPEED: 56 ft., Swim 30 ft. (Water Speed Rank 2 [4 CP]) {4 CP}

AC: +0 (-2 size, +2 Dex)

ARMOUR: 17 (Rank 3 Armour: natural [12 CP]; Breastplate [5 Points of armour]) {12 CP}

BAB/GRAPPLE: +14/+27

ATTACK: Greatsword +26 melee (4d6+21) or slam +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14 ranged (3d6+14)

FULL ATTACK: Greatsword +26/+21/+16 melee (4d6+21) or 2 slams +26 melee (1d6+14) (5 CP) or composite longbow (+14 Str bonus) +14/+9/+4 ranged (3d6+14) {5 CP}

SPECIAL ATTACKS: Spell-Like Abilities (32 CP); Caster Level 20th [7 CP]; Spell-Like Ability [4 BP].

SPECIAL QUALITIES

GIANT TRAITS: Heightened Senses (Type II: Low-Light Vision).

CREATURE TRAITS: Adaptation: Underwater (1 CP); Highly Skilled (14 CP); Immunity (Electricity [30 CP]); Personal Gear (2 CP); Supernatural Ability: *freedom of movement* (as the spell [8 CP]; Caster Level 20th [13 CP]; Supernatural Ability [1 BP]; Restriction: May be dispelled, but if dispelled, storm giant may recreate it next turn as a free action [1 BP]); Unique Ability, Rock Catching (See text [2 CP]). {68 CP}

SAVES: Fort +17, Ref +10, Will +13

ABILITIES: Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15 {63.5 CP}

SKILLS: Climb +20, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +11, Jump +24, Listen +15, Perform (Sing) +12, Sense Motive +15, Spot +25; Archery (Composite Bow) +3, Melee Attack (Greatsword) +13, Ranged Attack (Rocks) +3, Unarmed Attack (Grapple) +14

FEATS: Awesome Blow, Cleave, Dodge, Great Cleave, Iron Will, Lightning Reflexes, Power Attack

ENVIRONMENT: Warm mountains

ORGANISATION: Solitary or family (2-4 plus 35% noncombatants plus 1 Dynamic Sorcerer of 7th-10th Level, plus 2-5 griffons or similar magical beasts)

CREATURE POINTS: 300

CR: 13

ADVANCEMENT: By character Class

This giant humanoid is handsome and muscular. Its skin, eyes and hair are all various shades of green.

Very rarely, storm giants have violet skin. Violet-skinned storm giants have deep violet or blue-black hair with silvery grey or purple eyes.

Adult storm giants are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewellery, anklets (favoured by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

COMBAT

Storm giants are generally an honourable and thoughtful bunch. They will rarely kill sentient beings specifically for food, though like most other giants they enjoy manflesh and will certainly eat a fallen enemy. Most are peaceable enough unless provoked. A storm giant who is attacked, or whose honour is impugned, will certainly fight the perpetrator to the death.

SPECIAL ABILITIES

Rock Catching: A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex Save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Spell-Like Abilities: 1/day — *call lightning* (DC 15), *chain lightning* (DC 18). 2/day — *control weather*, *levitate*. The Save DCs are Charisma-based.

STORM GIANT CHARACTERS

About 20% of adult storm giants are Dynamic Sorcerers. Most of the rest are evenly mixed between Samurai and Adventurers, with a small number of the other Classes.

TACTICS

Giants relish melee combat. They favour massive two-handed weapons and wield them with impressive skill. They have enough cunning to soften up a foe with ranged attacks first, if they can. Most giants prefer big rocks as ranged weapons, but storm giants use composite bows and Spell-Like Abilities for weakening foes. They then move in for the kill with their huge swords.

Prior to Combat: Don the heaviest armour available. Use *control weather* to increase the likelihood of a thunderstorm, if possible. Several storm giants may work together, casting *control weather* again and again in succession, till at last the clouds open and lightning splits the sky.

Round 1: *Chain lightning*. Move to keep opponents at a distance, or to get behind cover against ranged attacks.

Round 2: Full attack with composite bow.

Round 3: *Call lightning*. Move towards opponents.

Round 4: Full attack with greatsword if in melee range, charge largest opponent if not.

Round 5 and following: Repeat as for Round 4.

ANIME STORM GIANTS

As they are, storm giants are best suited to a traditional fantasy campaign. They are also very effective as a 'generic' giant for such games. If you do not have access to other d20 game sources for giants, use a modified storm giant for either a non-magical giant (remove Water Movement, Spell-Like Abilities, Adaptation, Immunity, and Special Defence {-89 CP}), or a different 'elemental' style giant (for example, a flame giant might have fire-oriented Immunities and Spell-Like Abilities instead of those of the storm giant).

Note that in less Western-style fantasy games, it is possible to use the statistics for storm giants (or one of the giant variants mentioned above) to represent a creature with a quite different description. Give it Incorporeal (20 CP), and it could be an enormous *Kami* of Storms; or give it red skin and a mallet instead of a greatsword, and it could be a monstrous *Oni*.

GIBBERING MOUTHER

MEDIUM {0 CP}

ABERRATION {1 CP}

HIT DICE: 4d8+24 (42 HP) {27 CP}

INITIATIVE: +1 (Dex)

SPEED: 13 ft. (Slow Movement, Dex x1 instead of Dex x3 {2 BP}), Swim 15 ft. (Water Speed Rank 1 {2 CP}) {0 CP}

AC: +1 (Dex)

ARMOUR: 13 (Rank 2 Armour: natural [8 CP]; Rank 2 Armour: Damage Reduction [8 CP]; Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against bludgeoning weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]) {9 CP}

BAB/GRAPPLE: +3/+4

ATTACK: Bite +4 melee (1 damage) or spittle +4 ranged touch (1d4 acid plus blindness)

FULL ATTACK: 6 bites +4 melee (1 damage [6 BP]) and spittle +4 ranged touch (1d4 acid plus blindness) (42 CP) {36 CP}

SPECIAL ATTACKS: Extra Attack ([8 CP]; May only be used with Gibbering [3 BP]). {5 CP}

Extra Attacks Rank 6 ([48 CP]; Reduction: Only usable if target is affected by the Incapacitating Special Ability of the Blood-Draining Bite attack [-30 CP]). {18 CP}

Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple attack, and only immediately after a bite attack has successfully hit [3 BP]). {5 CP}

Special Attack Rank 2, Acid Spittle (1d4 damage; Flare x3 [DC 18]; Short Range, Unique Disability: Flare effect lasts only 1d4 rounds, rather than 1 round for each point the Save was failed by [4 CP]). {4 CP}

Special Attack Rank 2, Blood-Draining Bite (1 damage; Burning [Linked to Drain Body Ability], Drain Body: Constitution [Only drains 1 Constitution, not 4; counts as 1 Ability], Incapacitating [Engulf: Only usable if 3 or more mouths successfully grapple in the same round; target may attempt a DC 14 Reflex Save to avoid; counts as 2 Abilities]; Melee, Unique Disability: Must hit with a grapple before Drain Body can be used; See text [2 CP]). {2 CP}

Special Attacks Rank 2, Blood-Draining Bites #2 through #6 (as Bite, above [10 CP]). {10 CP}

Special Attack Rank 1, Ground Manipulation (Area x2, Tangle; Melee, No Damage; See text [1 CP]). {1 CP}

Supernatural Ability, Gibbering (Will Save, DC 13; effect as per confusion spell [4 CP], but lasts only 1d2 rounds [1 BP] and affects all within a 60 ft. wide cone [2 CP]; creatures whose ears are plugged are not affected [1 BP]; creatures who Save are immune to that particular gibbering moulder's gibbering attack for 24 hours [1 BP]; Supernatural Ability [1 BP]). {2 CP}

SPECIAL QUALITIES

ABERRATION TRAITS: Heightened Senses (Darkvision).

CREATURE TRAITS: Special Defence: Amorphous (Not subject to critical hits or flanking [4 CP]); Unskilled (1 BP) {3 CP}

SAVES: Fort +7, Ref +4, Will +5

ABILITIES: Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13 (32.5 CP)

SKILLS: Listen +4, Spot +9; Special Ranged Attack +1, Unarmed Attack +1

FEATS: Iron Will, Lightning Reflexes

ENVIRONMENT: Underground

ORGANISATION: Solitary

CREATURE POINTS: 155

CR: 5 (11)

ADVANCEMENT: 5-12 HD (Large)

This amorphous mass of protoplasm has no discernable features Save for a vast number of eyes and mouths and a few pseudopode-like tentacles. All these features appear and disappear with insane irregularity, being extruded from its body then re-absorbed once more.

A gibbering moulder is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures.

A gibbering moulder is about 3 feet across and 3 to 4 feet high. It weighs about 200 pounds.

Gibbering moulthers can speak Common, but seldom say anything other than gibberish.

COMBAT

A gibbering moulder attacks by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bites at the enemy. A moulder can send out a total of six such members in any round; this applies even if one or more of the previous round's mouths have been cut or ripped off.

SPECIAL ABILITIES

Blood Drain: On a successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a DC 12 Strength check or severed by dealing it 2 Points of damage. A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed.

Ground Manipulation: At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move action to avoid becoming mired (treat as being pinned).

TACTICS

Gibbering moulders do not use any tactics beyond the most primitive. They have learned that armed humans are both dangerous and tasty, and so often set up escape routes if hunting humans. Often these are underground rivers or pools, and many an adventuring party has been diminished by a gibbering moulder engulfing one of their number then swimming off to digest him or her at leisure.

ANIME GIBBERING MOULDERS

Some of the more horrific anime has a theme of the loss of control of an individual's body, especially as a result of weird experiments that have gone horribly wrong. In a dark fantasy campaign, these experiments could be magical rather than scientific, though a more eclectic campaign may well allow for off-the-wall science too. A character might be transformed into a gibbering moulder by contact with just such an experiment, shocking his or her allies when the creature they thought was a monster suddenly forms their lost friend's face for an instant, wracked with pain — perhaps even in its death throes. Anyone swallowed by a gibbering moulder might become another such creature, by budding off the old one asexually.

GOLEM, IRON

LARGE {-5 CP}

CONSTRUCT {101 CP}

HIT DICE: 18d10+30 (129 HP) (129 CP, less 18 CP for no Skills, less 14 CP for no Feats = {97 CP})

INITIATIVE: -1 (Dex)

SPEED: 18 ft. (Slow Movement, Dex x2 instead of Dex x4 [2 BP]) {-2 CP}

AC: -2 (-1 size, -1 Dex)

ARMOUR: 37 (Armour Rank 6: natural [24 CP], Restriction: Only provides 22 Points of armour [2 BP]; Armour Rank 4: Damage Reduction [16 CP], Restriction: Only provides 15 Points of armour [1 BP], Restriction: Provides no protection against adamantine weaponry [1 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {33 CP}

BAB/GRAPPLE: +12/+24

ATTACK: Slam +23 melee (2d10+11)

FULL ATTACK: 2 slams +23 melee (2d10+11 [9 CP]) (5 CP) {14 CP}

SPECIAL ATTACKS: Extra Attack Rank 1 ([8 CP]; Restriction: Only usable with Breath Weapon [3 BP]). {5 CP}

Special Attack Rank 2, Breath Weapon (Area, Drain Body: Constitution [drains 1d4 Constitution, rather than exactly 4, counts as 1 Ability]; Unique Ability: If Drain Body succeeds, target must make another

Save one minute later or be drained of a further 3d4 Constitution [counts as 3 Abilities]; Limited Shots [one shot every 1d4+1 rounds, counts as 1 disability], Short Range, Unique Disability: Target may attempt a Fortitude Saving Throw [DC 19, based on 10 + 1/2 golem's Hit Dice] to negate Drain Body [8 CP]; Supernatural Ability [1 BP]). {7 CP}

SPECIAL QUALITIES

CONSTRUCT TRAITS: Damn Healthy! Rank 7 ([14 CP]; Restriction, provides exactly 30 Hit Points instead of 7d8 [1 BP]); Heightened Senses (Type II: Low-light Vision, Darkvision); Special Defence Rank 28 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Massive Damage, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 2 (Necromantic Magic); Immunity Rank 2 (Extra damage from Critical Hits); Immunity Rank 1 (Poison); Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless; No Immunity to Mind-Affecting Magic (as this is subsumed in Immunity to Magic, below [-30 CP]); Special Requirement: Cannot heal damage on their own; may only be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct Feat. A construct with Regeneration or Rejuvenation still benefits from that Attribute); Unique Defect (No Constitution score); Unique Defect: Immediately destroyed when reduced to 0 Hit Points or less; Unique Defect: Cannot be raised, resurrected, or affected by any Healing magic. {-17 CP}

CREATURE TRAITS: Highly Skilled (9 CP); Immunity Rank 4 (Spells and Magic [40 CP]; Unique Ability: Cured by fire damage [3 CP]; See text); Achilles Heel (Rust Damage [1 BP]), Mindless [1 BP], Unique Defect: Slowed by electricity damage [3 BP]. {47 CP}

SAVES: Fort +6, Ref +5, Will +6

ABILITIES: Str 33, Dex 9, Con —, Int —, Wis 11, Cha 1 (27 CP)

SKILLS: Unarmed Attack (Grapple) +12

FEATS: —

ENVIRONMENT: Any

ORGANISATION: Solitary or gang (2-4)

CREATURE POINTS: 307

CR: 13 (26)

ADVANCEMENT: 19-24 HD (Large); 25-54 HD (Huge)

At first glance, this creature resembles a giant-sized knight armoured in black iron, but closer inspection reveals that the whole creature is constructed from the wrought iron that initially seemed to be mere armour.

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces.

The animating force for a golem is a spirit from the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator.

This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, although it almost always displays armour of some sort. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a short sword in one hand. An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odour. It moves with a ponderous but smooth gait. Each step causes the floor to tremble, unless it is on a thick, solid foundation.

COMBAT

A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If not commanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him alone.

SPECIAL ABILITIES

IMMUNITY TO MAGIC: An iron golem is immune to any spell or spell-like Ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no Saving Throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 Points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal Hit Points, it gains any excess as temporary Hit Points. For example, an iron golem hit by a *fireball* gains back 6 Hit Points if the damage total is 18 Points. An iron golem gets no Saving Throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

GOLEM CONSTRUCTION

Any character may create a golem or other construct by selecting ranks in the Own A Big Mecha Attribute (giving the Mecha-style golem listed below) or the Servant attribute (which would require a staggering Servant Rank 32).

TACTICS

Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

A golem's master may use whatever tactics he or she can devise when controlling the creature. Often a golem is used to guard treasure, make front-line assaults on an enemy, or protect the life of the owner. Usually, the owner will wish to avoid personal melee combat (that, after all, is what golems are for) and so his or her tactics will be based around that — perhaps attempting to set up the terrain beforehand so that the golem can be viewed and controlled from somewhere out of danger.

ANIME IRON GOLEMS

In a straight fantasy game, iron golems are the closest thing to mecha within the setting. A sorcerer wishing to emphasise the resemblance even more may devise an iron golem which can be ridden, either standing within its chest or on a special harness attached to its back.

A science fantasy game may have the iron golem powered by magically enhanced clockwork or etheric rays, but the game statistics can be identical.

An iron golem costed as a mecha is 912 Mecha Points, and has the following base statistics:

Giant Robot; Iron Golem; Large; 129 HP (119 MP); 0 Operators; 0 Passengers; 0 Cargo; Armour 37 (185 MP); Defence +3 (+4 Iron plate, -1 Size [20 MP]); Strength 33 (69 MP); Land Speed 5 kph (18.5 MP); Manoeuvre -1 (0 MP); Initiative -1 (0 MP); Sensors: Infrared (1.5 MP); *BESM d20* Attributes (Immunity: Magic [400 MP]; Special Defence: Not subject to critical hits [80 MP]); Defect: Armour is only 22 against adamantite weaponry, energy damage (such as fire, electricity, cold or acid-based damage), spells, spell-like Abilities, and supernatural Abilities (-30 MP); Defect: Open (-18 MP); Slam Attack (2d10 bludgeoning, semi-automatic, Muscle-Powered, Melee [22 MP]); Breath Weapon (Poison [1d4 Constitution initial damage and 3d4 Constitution secondary damage, as for Breath Weapon, above; base cost 110 MP]; Blast; Short Range x2, Slow-Firing [no full action required to fire, but may only fire every 1d4+1 rounds [55 MP]]).

NOTES: IRON GOLEMS AS MECHA

Iron golems have far more HP than would usually be permitted for a Large Mecha. The GM may reduce this for game balance purposes if these creatures are likely to be fighting other Mecha, rather than characters.

The base MP cost of the poisonous Breath Weapon, at 110 MP, assumes that the golem's main opponents will be characters of around 13th Level. 4d4 Constitution damage is sufficient to very nearly kill the average *BESM d20* character, just as 10d10 damage (110 MP) would very nearly kill a 13th Level combat-oriented character such as a Samurai. For games in which the golem will be used against other mecha, this cost should be considerably reduced, perhaps to 55 MP, since mecha are unaffected by damage to Constitution.

Note that most of the iron golem's Special Qualities are not factored in to its costs as a mecha. Logically, mecha are unaffected by the same things as are constructs generally; for example, a mind-affecting spell cannot harm a giant robot, since it has no mind in the traditional sense. Thus, Immunity to Magic costs only 400 MP, rather than the 1600 MP it would strictly cost (at 40 x 40 CP); the iron golem already has Immunity to Mind-Affecting Magic (usually worth 30 CP, or 1200 MP) by virtue of its nature as a mecha, so it pays only 400 MP to 'upgrade' this Immunity to deal with all magic.

Adding passengers, operators and cargo becomes trivial once the iron golem is costed as a mecha. Likewise, weaker or stronger iron golem variants can be created, allowing a character to own a basic version even with Own A Big Mecha Rank 1, or an advanced, deluxe model with Own A Big Mecha Rank 6.

GOLEM, IRON
GRIFFON

GRIFFON

LARGE {-5 CP} MAGICAL BEAST {2 CP}

HIT DICE: 7d10+21 (59 HP) {57.5 CP}

INITIATIVE: +2 (Dex)

SPEED: 30 ft. (Slow Movement, Dex x2 instead of Dex x4 [2 BP]), Fly 80 ft. (Flight Rank 2, Airplane [6 CP]). {4 CP}

AC: +1 (-1 size, +2 Dex)

ARMOUR: 6 (Armour Rank 2: natural [8 CP], Restriction: Only provides 6 Points of armour [2 BP]). {6 CP}

BAB/GRAPPLE: +7/+12

ATTACK: Bite +11 melee (2d6+4)

FULL ATTACK: Bite +11 melee (2d6+4) and 2 claws +8 melee (1d4+2) (10 CP) {10 CP}

SPECIAL ATTACKS: Special Attack Rank 1, Bite (2d6 damage; Muscle-Powered; Melee [4 CP]). {4 CP}

Special Attack Rank 1, Rake (1d6+2 damage; Muscle-Powered, Unique Ability: May make a free rake attack if grappling an opponent [counts as 2 Abilities]; Melee, Unique Disability: May only be used either with Pounce or when grappling [1 CP]). {1 CP}

Special Attack Rank 1, 2nd Rake (1d6+2 damage; Muscle-Powered, Unique Ability: May make a free 2nd rake attack if grappling an opponent [counts as 2 Abilities]; Melee, Unique Disability: May only be used either with Pounce or when grappling [1 CP]). {1 CP}

Unique Ability (Pounce [2 CP]). {2 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision).

CREATURE TRAITS: Heightened Senses (Type I: Scent [1 CP]). {1 CP}

SAVES: Fort +8, Ref +9, Will +5

ABILITIES: Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8 {37.5 CP}

SKILLS: Jump +8, Listen +6, Spot +10; Unarmed Attack (Grapple) +4

FEATS: Iron Will, Lightning Reflexes, Multiattack

ENVIRONMENT: Temperate hills

ORGANISATION: Solitary, pair, or pride (6-10)

CREATURE POINTS: 121

CR: 4 (8)

ADVANCEMENT: 8-10 HD (Large); 11-21 HD (Huge)

This is a mighty eagle with the powerful hindquarters and tail of a lion.





Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as long as 8 feet. Neither males nor females are endowed with manes. A pair of broad, golden wings emerge from the creature's back and span 25 feet or more. A griffon weighs about 500 pounds.

A griffon cannot speak, but understands Common.

COMBAT

Taking after eagles and lions, griffons eat smaller creatures, up to and including humans if available. They are relatively lazy, preferring to attack prey that will provide sufficient nourishment for several days rather than hunting birds or small mammals on a piecemeal basis.

SPECIAL ABILITIES

Pounce: If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

TACTICS

Griffons prefer to pounce on their prey, either diving to the attack or leaping from above. A pride of griffons does not usually co-operate in the hunt, other than to attack the same group simultaneously; each griffon will pick a target and attempt to bring that one down for eating, rather than aiding its pridemates with their own kills. The only exception occurs when the prey gives stiff resistance, in which case the pride's internal loyalty will ensure that injured griffons are given assistance from their pridemates.

TRAINING A GRIFFON

Although intelligent, a griffon requires training before it can bear a rider in combat. To be trained, a griffon must have a friendly attitude toward the trainer (this can be achieved through the Animal Friendship Attribute). Training a friendly griffon requires six weeks of work and a DC 25 Handle Animal check. Riding a griffon requires an exotic saddle. A griffon can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

A griffon that is to play a long-term part in a game should be bought with the Servant Attribute.

ANIME GRIFFONS

Griffon statistics can be adopted to represent almost any large flying mounts which have some limited combat capabilities, such as great bat-creatures or riding dragons. In most cases, the Pounce and Rake attacks should be removed (-4 CP). Additional Special Attacks and other Attributes can be added as appropriate, such as a fiery breath weapon for a dragon or a sonar-sense and vampiric bite for a bat.

HALF-CELESTIAL

Half-celestials are created when a divine or angelic creature mates with a mortal creature.

No matter the form, half-celestials are always comely and delightful to the senses, having golden skin, sparkling eyes, angelic wings, or some other sign of their higher nature.

CREATING A HALF-CELESTIAL

"Half-celestial" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or higher and without the Evil Subtype (referred to hereafter as the base creature).

A half-celestial uses all the base creature's statistics and special Abilities except as noted here.

SIZE AND TYPE: The creature's type changes to Outsider (2 CP). Do not recalculate the creature's Hit Dice, Base Attack Bonus, or saves. Size is unchanged. Half-celestials are normally native outsiders (1 CP, instead of 2 CP). {1 CP}

SPEED: A half-celestial has feathered wings and gains Flight Rank 1 (4 CP), or Flight Rank 2 (8 CP) if its base ground speed is 50 ft. or more. If the base creature has a higher rank of Flight already, use that instead. {4 CP}

ARMOUR: If the creature has Armour: natural, the total amount of the armour increases by +1 (1 CP). If not, it gains Armour Rank 1: natural (4 CP), Restriction: Only provides 1 point of armour (3 BP). {1 CP}

It also gains Armour: Damage Reduction as follows. If HD 11 or less: 5 Points of armour (Armour Rank 2: Damage Reduction (8 CP), Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities [1 BP]). If HD 12 or more: 10 Points of armour (Armour Rank 3: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities [3 BP]). {1 CP} or {4 CP}

Finally, it gains Optimised armour as follows. +10 Armour vs. Acid, Cold, or Electricity (Rank 2 Armour, Optimised against Acid [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour, Optimised against Cold [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour, Optimised against Electricity [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]). {15 CP}

Special Attacks: A half-celestial retains all the Special Attacks of the base creature and also gains the following Special Attacks.

SUPERNATURAL ABILITY: Daylight. Half-celestials can use a *daylight* effect (as the spell) at will ([4 CP]; Supernatural Ability [1 BP]). {3 CP}

SMITE EVIL: Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a foe with the Evil Subtype. This is costed as for Massive Damage (5 CP/Rank) with the following Defects: Reduction: May be used only once per day (-2 CP/Rank), Reduction: Only affects Evil Subtype creatures (-2 CP/Rank), Supernatural Ability [1 BP], and Restriction: Usable with a melee weapon only (2 BP). When the bonus damage is an odd number, there will also be a Restriction: Only deals X damage (1 BP), where X is the damage. Thus, the cost is 1 CP for a creature of between 1 and 9 HD, 2 CP for 10-11 HD, 3 CP for 12-13 HD, and +1 CP per 2 HD beyond that. {1+ CP}

Spell-Like Abilities: A half-celestial with an Intelligence or Wisdom score of 8 or higher has two or more spell-like Abilities, depending on its Hit Dice, as indicated on the table below. The Abilities are cumulative.

Unless otherwise noted, an Ability is usable once per day. Caster Level equals the creature's HD, and the Save DC is Charisma-based.

TABLE 1-10: HALF-CELESTIAL SPELL-LIKE ABILITIES

HD	ABILITIES	SPELL-LIKE ABILITIES TOTAL CP COST*
1-2	Protection from evil 3/day, bless	{1 CP / 2 CP}
3-4	Aid, detect evil	{3 CP / 4 CP}
5-6	Cure serious wounds, neutralise poison	{4 CP / 5 CP}
7-8	Holy smite, remove disease	{8 CP / 9 CP}
9-10	Dispel evil	{12 CP / 13 CP}
11-12	Holy word	{20 CP / 21 CP}
13-14	Holy aura 3/day, hallow	{41 CP / 42 CP}
15-16	Mass charm monster	{47 CP / 48 CP}
17-18	Summon monster IX (celestials only)	{55 CP / 56 CP}
19-20	Resurrection	{67 CP / 68 CP}

* Note that the number before the slash is for the lower amount of HD, and the number after the slash for the higher.

SPECIAL QUALITIES: A half-celestial has all the special qualities of the base creature, plus the following special qualities:

- Heightened Senses (Type II: Darkvision [1 CP]).
- Immunity (Disease [10 CP]).
- Spell Resistance equal to creature's HD + 10 (maximum 35; CP cost = Spell Resistance -1).
- Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]).
- Special Defence (+3 to all Saving Throws against poison [1 CP]).

ABILITIES: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Wis +4, Cha +4 (10 CP).

TABLE 1-11: HALF-CELESTIAL CR

HD	CP COST* (WISDOM 7 OR LESS)	CP COST* (WISDOM 8 OR MORE)	CP-DERIVED CR INCREASE
1	{+59}	+60}	+5/+6
2	{+60}	+62}	+6/+6
3	{+61}	+64}	+6/+6
4	{+62}	+66}	+6/+6
5	{+63}	+67}	+6/+6
6	{+64}	+69}	+6/+6
7	{+65}	+73}	+6/+7
8	{+66}	+75}	+6/+7
9	{+67}	+79}	+6/+7
10	{+69}	+82}	+6/+8
11	{+73}	+93}	+7/+9
12	{+75}	+96}	+7/+9
13	{+76}	+117}	+7/+11
14	{+78}	+120}	+7/+12
15	{+79}	+136}	+7/+13
16	{+81}	+139}	+8/+13
17	{+82}	+147}	+8/+14
18	{+84}	+150}	+8/+15
19	{+85}	+162}	+8/+16
20	{+87}	+165}	+8/+16

* Add +1 if the creature does not have the Native Subtype, and +4 if it gains Flight Rank 2 instead of Flight Rank 1.

SKILLS: A half-celestial gains Skill Points as an outsider and has Skill Points equal to (10 + Int modifier) x (HD + 3). Do not include Hit Dice from Class levels in this calculation — the half-celestial gains outsider Skill Points only for its racial Hit Dice, and gains the normal amount of Skill Points for its Class levels. Treat Skills from the base creature's list as Class Skills, and other Skills as cross-Class.

CR: HD 5 or less, as base creature + 1; HD 6 to 10, as base creature + 2; HD 11 or more, as base creature + 3.

ANIME HALF-CELESTIALS

Many high-powered fantasy anime settings involve the heroes being ordained by fate, born to inherit staggering supernatural powers to defeat a specific evil. This can be handled very well by having the characters start out as half-celestial, at a 60 CP cost as usual (assuming they start out at 1st Level). This would represent them being children of the gods, raised by their mortal parents.

Any player who assigns 40 CP to Unknown Superhuman Power might also turn out to be playing a half-celestial character, whether or not the remainder of the group are half-celestial. Along the same lines, the GM may require all or most of the characters to have 40 CP of Unknown Superhuman Power, allowing the group to play out the discovery of their true heritage.

HALF-DRAGON

Half-dragon creatures are always more formidable than others of their kind that do not have dragon blood, and their appearance betrays their nature—scales, elongated features, reptilian eyes, and exaggerated teeth and claws. Sometimes they have wings.

CREATING A HALF-DRAGON

"Half-dragon" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature).

A half-dragon uses all the base creature's statistics and special Abilities except as noted here.

SIZE AND TYPE: The creature's type changes to dragon. Size is unchanged. Do not recalculate Base Attack Bonus or saves.

HIT DICE: Increase base creature's racial HD by one die size, to a maximum of d12 (0.5 CP)/HD. Do not increase Class HD.

SPEED: A half-dragon that is Large or larger has wings and gains Flight Rank 2 (8 CP). A half-dragon that is Medium or smaller does not have wings. {8 CP}

ARMOUR: If the creature has Armour: natural, the Armour increases by +1 Rank, so that the total amount of the armour increases by +4 (4 CP). If not, it gains Armour Rank 1: natural (4 CP). {4 CP}

TABLE 1-12: HALF-DRAGON ATTACKS AND SPECIAL ATTACKS BY SIZE

FINE

FULL ATTACK: Bite (1 damage)

SPECIAL ATTACKS: Special Attack Rank 3, Breath Weapon (6d8 damage; Additional Special Ability [either Area or Spreading, depending on parent dragon; see Table 1-13: Dragon Varieties and Half-Dragon Breath Weapons]; Limited Shots x3 [One use/day], Short Range [12 CP]).

TOTAL CP: {12 CP}

DIMINUTIVE

FULL ATTACK: 2 Claws (1 damage), Bite (1d2) (10 CP)

SPECIAL ATTACK: Breath Weapon (as above).

TOTAL CP: {22 CP}

TINY

FULL ATTACK: 2 Claws (1d2), Bite (1d3) (10 CP)

SPECIAL ATTACKS: Breath Weapon (as above).

TOTAL CP: {22 CP}

SMALL

FULL ATTACK: 2 Claws (1d3), Bite (1d4) (10 CP)

SPECIAL ATTACKS: Breath Weapon (as above).

TOTAL CP: {22 CP}

MEDIUM

FULL ATTACK: 2 Claws (1d4), Bite (1d6) (10 CP)

SPECIAL ATTACKS: Breath Weapon (as above). Natural Weapons (Fangs [1 CP]).

TOTAL CP: {23 CP}

LARGE

FULL ATTACK: 2 Claws (1d6), Bite (1d8) (10 CP)

SPECIAL ATTACKS: Breath Weapon (as above). Natural Weapons (Fangs, Claws [2 CP]).

TOTAL CP: {24 CP}

HUGE

FULL ATTACK: 2 Claws (1d8), Bite (2d6) (10 CP)

SPECIAL ATTACKS: Breath Weapon (as above). Natural Weapons (Claws [1 CP]). Special Attack Rank 1: Bite (2d6 damage; Muscle-Powered; Melee [1 CP]).

TOTAL CP: {24 CP}

GARGANTUAN

FULL ATTACK: 2 Claws (2d6), Bite (3d6) (10 CP)

SPECIAL ATTACKS: Breath Weapon (as above). Special Attack Rank 2: Bite (3d6 damage; Muscle-Powered; Melee [2 CP]). Special Attack Rank 1: Claw (2d6 damage; Muscle-Powered; Melee [1 CP]). Special Attack Rank 1: 2nd Claw (2d6 damage; Muscle-Powered; Melee [1 CP]).

TOTAL CP: {26 CP}

COLOSSAL

FULL ATTACK: 2 Claws (3d6), Bite (4d6) (10 CP)

SPECIAL ATTACKS: Breath Weapon (as above). Special Attack Rank 3: Bite (4d6 damage; Muscle-Powered; Melee [3 CP]). Special Attack Rank 2: Claw (3d6 damage; Muscle-Powered; Melee [2 CP]). Special Attack Rank 2: 2nd Claw (3d6 damage; Muscle-Powered; Melee [2 CP]).

TOTAL CP: {29 CP}

ATTACK: A half-dragon has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-dragon retains this Ability. A half-dragon fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

ATTACKS, DAMAGE, AND SPECIAL ATTACKS

A half-dragon fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Half-dragons have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

A half-dragon retains all the special attacks of the base creature and gains the Special Attacks listed in Table 1-12: Half-Dragon Attacks and Special Attacks by Size, including a breath weapon based on the dragon variety (see the table below). For breath weapons with the Area Special Attack Ability, a successful Reflex Save (DC 10 + 1/2 half-dragon's racial HD + half-dragon's Con modifier) reduces damage by half.

TABLE 1-13: DRAGON VARIETIES AND HALF-DRAGON BREATH WEAPONS

DRAGON VARIETY	BREATH WEAPON DAMAGE TYPE	ADDITIONAL SPECIAL ATTACK ABILITIES AND DISABILITIES
Black	Acid	Area (always 5 ft. wide, length 20 ft. x Special Attack Rank)
Blue	Lightning	Area (always 5 ft. wide, length 20 ft. x Special Attack Rank)
Green	Corrosive (acid) gas	Spreading
Red	Fire	Spreading
White	Cold	Spreading
Brass	Fire	Area (always 5 ft. wide, length 20 ft. x Special Attack Rank)
Bronze	Lightning	Area (always 5 ft. wide, length 20 ft. x Special Attack Rank)
Copper	Acid	Area (always 5 ft. wide, length 20 ft. x Special Attack Rank)
Gold	Fire	Spreading
Silver	Cold	Spreading

Special Qualities: A half-dragon has all the special qualities of the base creature, plus the following Half-Dragon Traits:

- Heightened Senses Rank 2 (Type II: Darkvision, Low-Light Vision [2 CP]).
- Special Defence (Not subject to Paralysis or Sleep Effects [4 CP]).
- Immunity, depending on the dragon variety they are descended from.

TABLE 1-14: ADDITIONAL HALF-DRAGON IMMUNITY, BASED ON PARENT DRAGON VARIETY

DRAGON VARIETY	IMMUNITY	IMMUNITY CP COST	TOTAL SPECIAL QUALITIES
Black	Acid	30 CP	{36 CP}
Blue	Electricity	30 CP	{36 CP}
Green	Acid	30 CP	{36 CP}
Red	Fire	40 CP	{46 CP}
White	Cold	30 CP	{36 CP}
Brass	Fire	40 CP	{46 CP}
Bronze	Electricity	30 CP	{36 CP}
Copper	Acid	30 CP	{36 CP}
Gold	Fire	40 CP	{46 CP}
Silver	Cold	30 CP	{36 CP}

ABILITIES: Increase from the base creature as follows: Str +8, Con +2, Int +2, Cha +2 {+7 CP}.

SKILLS: A half-dragon gains Skill Points as a dragon and has Skill Points equal to (8 + Int modifier) x (HD + 3). Do not include Hit Dice from Class levels in this calculation — the half-dragon gains dragon Skill Points only for its racial Hit Dice, and gains the normal number of Skill Points for its Class levels. Treat Skills from the base creature's list as Class Skills, and other Skills as cross-Class. The CP cost depends on the number of Skill Points gained in this manner compared to the number the creature would have gained if not a half-dragon, with every 4 Skill Points costing 1 CP.

ENVIRONMENT: Same as either the base creature or the dragon variety.

CR, COMPARISON METHOD: Same as the base creature + 2 (minimum 3).

CREATURE POINTS +17 plus any cost for Flight, plus cost to raise HD type to d12, plus Special Attack costs (by creature size), plus Special Qualities (by parent dragon breed).

ANIME HALF-DRAGONS

Like half-celestial, the half-dragon template can be a good one to add to all the characters as a way to increase their strength in a high-powered campaign that will range from one end of the land to another, slaying demon lords en route. These Dragon Heroes might be fulfilling an ancient prophecy, but may well be teenagers finding their way through adolescence as well as coming to terms with their newfound superhuman power.

Alternatively, a game with half-celestial heroes (see p. 56) may have half-dragon villains, the evil counterparts to the divine protagonists.

HARPY

MEDIUM {0 CP}

MONSTROUS HUMANOID {1 CP}

HIT DICE: 7d8 (31 HP) {54 CP}

INITIATIVE: +2 (Dex)

SPEED: 30 ft. (Slow Movement, Dex x2 instead of Dex x3 [1 BP]), Fly 80 ft. (Flight Rank 2, Airplane [6 CP]). {5 CP}

AC: +2 (Dex)

ARMOUR: 1 (Rank 1 Armour: natural [4 CP]; Restriction: Only provides 1 point of armour [3 BP]) {1 CP}

BAB/GRAPPLE: +7/+7

ATTACK: Club +7 melee (1d6)

FULL ATTACK: Club +7/+2 melee (1d6) and 2 claws +2 melee (1d3) (10 CP) {10 CP}

SPECIAL ATTACKS: Special Attack Rank 9, Captivating Song (Incapacitating [See text], Soul Attack, Spreading x4, Unique Ability: Uses Charisma check rather than Wisdom or Intelligence check; No Damage, Unique Disability: A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours [36 CP]; Supernatural Ability [1 BP]). {35 CP}

SPECIAL QUALITIES

MONSTROUS HUMANOID TRAITS: Heightened Senses (Type II: Darkvision).

CREATURE TRAITS: Extra Attacks Rank 1 ([8 CP]; Restriction: Only usable with Captivating Song [3 BP]); Unskilled (1 BP) {4 CP}

SAVES: Fort +4, Ref +7, Will +6

ABILITIES: Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17 (40.5 CP)

SKILLS: Bluff +10, Intimidate +7, Listen +7, Perform (Oratory) +5, Spot +3; Special Ranged Attack (Captivating Song) +3

FEATS: Dodge, Flyby Attack, Great Fortitude

ENVIRONMENT: Temperate marshes

ORGANISATION: Solitary, pair, or flight (7–12)

CREATURE POINTS: 150

CR: 4 (11)

ADVANCEMENT: By character Class

Half woman, half reptilian vulture, this creature has a haggard and vicious face, black eyes, filthy hair, and tattered leathern wings. Its arms and legs are taloned, the former with twisted overgrown fingernails and the latter with a lizard's claws.

Harpies like to entrance hapless travellers with their magical songs and lead them to unspeakable torments. Only when a harpy has finished playing with its new "toys" will it release them from suffering by killing and consuming them.

COMBAT

Harpies kill for food, but they enjoy torturing their meals first, if the opportunity arises.

SPECIAL ABILITIES

Captivating Song (Su): The most insidious Ability of the harpy is its song. This is a sonic mind-affecting charm effect. A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second Saving Throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A Bard's Countersong Ability allows the captivated creature to attempt a new Will Save.

TACTICS

When a harpy engages in battle, it prefers to use Flyby Attack and strike with a melee weapon, often a crude club. A group of harpies will target the weakest-looking opponent, killing him or her then tearing the corpse to pieces and flying off to consume it at leisure. They all sing throughout the attack.

ANIME HARPIES

Harpies can be readily modified (usually with the removal of the Captivating Song Special Attack) to represent almost any savage human/bird cross creature, or other flying humanoid: anything from mysterious eagle people to winged monkeys.

In a Japanese-influenced fantasy game, they can be used to represent tengu, or bird spirits. Today tengu are often perceived as honourable, shapechanging, martial arts masters, but originally they were depicted as evil, unsophisticated, crow-like creatures who carried off humans for food. These can be handled by removing the harpy's Captivating Song attack and replacing it with a Madness attack: Special Attack Rank 2, Madness (Drain Soul: Wisdom [drains exactly 4 Wisdom], Drain Soul: Intelligence [drains exactly 4 Intelligence]; No Damage, Short Range, Slow [8 CP]). This represents the creature's fabled power to render insane any victims it releases back into human society.

HOMUNCULUS

TINY {10 CP} CONSTRUCT {101 CP}

HIT DICE: 2d10 (11 HP) {11 CP}

INITIATIVE: +2 (Dex)

SPEED: 15 ft., Fly 50 ft. (Flight Rank 2 [8 CP], Restriction: Only flies at 30 mph [1 BP]). {7 CP}

AC: +4 (+2 Dex, +2 size)

ARMOUR: 0

BAB/GRAPPLE: +1/+2

ATTACK: Bite +2 melee (1d4-1 plus poison)

FULL ATTACK: Bite +2 melee (1d4-1 plus poison)

SPECIAL ATTACKS: Special Attack Rank 4, Poison Bite (Damage: 1d4; Incapacitating, Muscle-Powered, Unique Ability: Must make a second Saving Throw one minute after the first or be incapacitated [counts as 2 Abilities]; Melee, Unique Disability: Target may attempt a Fortitude Saving Throw [DC 10 + 1/2 homunculus's HD total + homunculus's Constitution bonus +2 racial bonus] to negate Incapacitating [8 CP]). {8 CP}

SPECIAL QUALITIES

CONSTRUCT TRAITS: Heightened Senses (Type II: Low-light Vision, Darkvision; Special Defence Rank 28 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Massive Damage, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 2 (Necromantic Magic); Immunity Rank 2 (Extra damage from Critical Hits); Immunity Rank 1 (Poison); Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless; Immunity (Mind-Affecting Magic); Special Requirement: Cannot heal damage on their own; may only be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct Feat. A construct with Regeneration or Rejuvenation still benefits from that Attribute); Unique Defect (No Constitution score); Unique Defect: Immediately destroyed when reduced to 0 Hit Points or less; Unique Defect: Cannot be raised, resurrected, or affected by any Healing magic.

CREATURE TRAITS: Telepathy Rank 6 (Creator only [6 CP]; Restriction: Maximum range 1500 ft. [1 BP]); Inept Attack (3 BP), Physical Impairment: May not speak [1 BP], Unique Defect: Dies if its creator dies (6 BP), Unique Defect: Creator is dealt 2d10 damage if homunculus destroyed (3 BP). {-8 CP}

SAVES: Fort +0, Ref +4, Will +1

ABILITIES: Str 8, Dex 15, Con —, Int 10, Wis 12, Cha 7 {26 CP}

SKILLS: Hide +14, Listen +5, Spot +5

FEATS: Lightning Reflexes

ENVIRONMENT: Any

ORGANISATION: Solitary

CREATURE POINTS: 155

CR: 1 (11)

ADVANCEMENT: 3-6 HD (Tiny)

This tiny humanoid resembles a winged, ill-formed copy of the Wizard you have just been speaking to.

A homunculus is a miniature servant created by a Wizard. These creatures are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features, but traditionally they are miniature duplicates of their creators — even when a Wizard deliberately creates a homunculus that looks different to him or herself, a few of the more prominent features inevitably creep into its face. Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same basic nature. A homunculus cannot speak, but the process of creating one links it telepathically with its creator.

It knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1500 feet. A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. An attack that destroys a homunculus deals 2d10 Points of damage to its master.

If the creature's master is slain, the homunculus also dies, and its body swiftly melts away into a pool of ichor.

COMBAT

Homunculi attack for the same reason they perform any other action: at the behest of their creator and master.

SPECIAL ABILITIES

POISON BITE: The homunculus's bite injects a soporific poison into the target's bloodstream, sending him or her into an almost immediate slumber.

TACTICS

Homunculi land on their victims and bite with their venomous fangs. Usually though their masters will attempt to keep them out of harm's way: a homunculus has more use as a scout than as a warrior.

CONSTRUCTION

Traditionally a homunculus is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood, but in BESM d20 it is bought with the Servant attribute (Rank 12).

ANIME HOMUNCULI

Remove the homunculus's Unique Defects (-9 BP) and replace the Telepathy (-6 CP) with a simple radio (Personal Gear Rank 1 [1 CP]), and it can make an effective futuristic spy-robot. The Poison Bite Special Attack can be replaced with a short-range laser, as follows: Special Attack Rank 1 (2d8 damage; Accurate; Limited Shots [6 shots before recharging; recharging takes 10 minutes], Short Range [4 CP]). The total cost is identical to that for the standard homunculus (130 CP).

HYDRA, TWELVE-HEADED

HUGE {10 CP} MAGICAL BEAST {2 CP}

HIT DICE: 12d10+60+1d8+5 (135 HP) {98 CP}

INITIATIVE: +1 (Dex)

SPEED: 24 ft. (Slow Movement, Dex x2 instead of Dex x5 [3 BP]), Swim 20 ft (Water Speed Rank 2 [4 CP], Restriction: Speed is only 15 mph [1 BP]). {0 CP}

AC: -1 (-2 size, +1 Dex)

ARMOUR: 13 (Rank 4 Armour: natural [16 CP], Restriction: Only provides 13 Points of armour [3 BP]) {13 CP}

BAB/GRAPPLE: +12/+18

ATTACK: 12 bites +17 melee (2d8+6)

FULL ATTACK: 12 bites +17 melee (2d8+6) (88 CP) {88 CP}

SPECIAL ATTACKS: Special Attack Rank 1, Bite (2d8+6 damage; Muscle-Powered; Melee [4 CP]). {4 CP}

11 x Special Attack Rank 1, 11 x Bite (as Bite, above [11 x 1 CP = 11 CP]). {11 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision).

CREATURE TRAITS: Damn Healthy! Rank 1 (2 CP), Heightened Senses (Type I: Scent [1 CP]), Regeneration Rank 22 (88 CP; Reduction: Applies only to damage to hydra's body, not to damage to its heads [-44 CP]), Reincarnation Rank 6 ([12 CP]; Reduction: Applies to heads only [-6 CP]; permanent destruction of each head can be achieved by fire or acid damage; see text); Unique Defect (Heads may be attacked and severed individually; see text [10 BP]), Unskilled (3 BP). {40 CP}

SAVES: Fort +13, Ref +11, Will +6

ABILITIES: Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9 {38 CP}

SKILLS: Listen +10, Spot +10; Unarmed Attack +7 (Grapple)

FEATS: Blind-Fight, Cleave, Iron Will, Lightning Reflexes, Power Attack

ENVIRONMENT: Temperate marshes

(Pyro: Warm marshes)

(Cryo: Cold marshes)

ORGANISATION: Solitary

CREATURE POINTS: 284 (normal); 361 (pyrohydra); 351 (cryohydra)

CR: Normal: 11 (24) Pyrohydra/Cryohydra 13 (32/31)

ADVANCEMENT: None

This large creature looks like a many-headed dragon with no wings.

Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds. Hydras do not speak.

COMBAT

Hydras hunt for meat. Occasionally they are used as guard animals by powerful sorcerers, but they cannot be trained or domesticated — they will need to be either magically compelled, or simply encouraged to do what they would do naturally anyway.

SPECIAL ABILITIES

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful attack with a slashing weapon. The player should declare where the attack is aimed before making the attack roll. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in combat. Each of a hydra's heads has Hit Points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal Hit Points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 Points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's, but hydras possess Regeneration (see above) and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to attack a head affects the body.

Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage.

TACTICS

Hydras usually concentrate their attacks on a single foe if possible. However, they are wary of being surrounded and stabbed in the back, and so will dart out a head or two in each direction if attacked from all sides, just to keep their enemies on their toes.

PYROHYDRA

HUGE MAGICAL BEAST (FIRE {-38 CP})

These reddish, fire-breathing hydras gain the Fire Subtype and its associated Attributes (Immunity Rank 4 [Fire], Achilles Heel Rank 2 [Cold]), as well as the Special Attacks detailed below. Note that fire attacks cannot prevent a pyrohydra's stump from growing new heads (since a pyrohydra has immunity to fire), but 5 Points of cold damage does.

Special Attack Rank 3, Breath Weapon (3d6 damage; Area [10 ft. x 10 ft. x 20 ft.; Reflex Save DC 10 + 1/2 hydra's original number of heads + hydra's Con modifier]; Limited Shots [Shoot once per 1d4 rounds; counts as 1 disability]; [9 CP]). {9 CP}

11 x Special Attacks Rank 3, 11 x Breath Weapon (as Breath Weapon, above [11 x 3 CP = 33 CP]). {33 CP}

Note that the pyrohydra's Bite Special Attack costs only 1 CP, rather than 4 CP, since it is no longer the highest-ranking Special Attack. {-3 CP}

CRYOHYDRA

HUGE MAGICAL BEAST (COLD {-28 CP})

These purple hydras are identical to pyrohydras (see above), except that they are Cold Subtype creatures and their breath weapon is a blast of cold rather than a jet of fire.

Cold attacks cannot prevent a cryohydra's stump from growing new heads (since a cryohydra has immunity to cold), but 5 Points of fire damage does.

HYDRAS WITH MORE OR FEWER HEADS

Simply add or subtract 1 HD per head from the hydra's game statistics (with the attendant changes in Base Attack Bonus, Saving Throws, Skill Points and Feats as applicable) to represent a hydra with more or fewer heads than 12.

ANIME HYDRAS

Hydras, and their method of head regrowth, are so specific to Western-style fantasy (and particularly Greek mythology-derived fantasy) that it is difficult to slot them into other campaigns. The key answer is as usual to dramatically alter their appearance, perhaps without altering their game statistics.

They can be altered to seem humanoid, perhaps with the addition of weapon attacks (and usually without the Reincarnation Attribute), to represent one of the many-headed entities that sometimes crop up in Buddhist tales. Alternatively, the base statistics for a pyrohydra (perhaps with a size increase to Colossal, and a large increase to Strength) can be used for *Yamata-No-Orichi*, the eight-headed dragon from Japanese legend. *Yamata-No-Orichi* has a propensity for drunkenness, and can sometimes be dealt with by offering him eight huge barrels of rice wine, one for each head.

INEVITABLE, KOLYARUT

MEDIUM {0 CP} CONSTRUCT {101 CP}

(EXTRAPLANAR {0 CP}, LAWFUL {2 CP})

HIT DICE: 13d10+20 (91 HP) {91 CP}

INITIATIVE: +1 (Dex)

SPEED: 39 ft.

AC: +1 (Dex)

ARMOUR: 26 (Rank 3 Armour: natural [12 CP], Restriction: Provides only 10 Points of armour [2 BP]; Full Metal Armour [provides 6 Points of armour]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against chaotic weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {15 CP}

BAB/GRAPPLE: +9/+11

ATTACK: Vampiric touch +11 melee (5d6) or enervation ray +10 ranged (see below) or *magic longsword* +13 melee (1d8+5) or slam +11 melee (1d6+3)

FULL ATTACK: Vampiric touch +11/+6 melee (5d6) or enervation ray +10 ranged (see below) or *magic longsword* +13/+8 melee (1d8+5) or slam +11/+6 melee (1d6+3)

SPECIAL ATTACKS: Item of Power Rank 2: *magic longsword* (see text [6 CP]; Restriction: Provides only 8 CP to spend on longsword Attributes [1 BP]). {5 CP}

Special Attack Rank 11, Enervation Ray (Drain Levels [Drains 1d4 levels; counts as 12 Abilities]; No Damage [44 CP]; Supernatural Ability [1 BP]). {43 CP}

Special Attack Rank 6, Vampiric Touch (5d6 damage; Vampiric [counts as 3 Abilities]; Melee [6 CP]; Supernatural Ability [1 BP]). {5 CP}

Spell-Like Abilities (22 CP; Caster Level 13th [2 CP]; Restriction: Spell-Like Ability [4 BP]). {20 CP}

SPECIAL QUALITIES

CONSTRUCT TRAITS: Damn Healthy! Rank 5 ([10 CP]; Restriction: provides exactly 20 Hit Points [1 BP]); Heightened Senses (Type II: Low-light Vision, Darkvision); Special Defence Rank 28 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Massive Damage, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 2 (Necromantic Magic); Immunity Rank 2 (Extra damage from Critical Hits); Immunity Rank 1 (Poison); Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless; Immunity (Mind-Affecting Magic); Special Requirement: Cannot heal damage on their own; may only be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct Feat. A construct with Regeneration or Rejuvenation still benefits from that Attribute); Unique Defect (No Constitution score); Unique Defect: Immediately destroyed when reduced to 0 Hit Points or less; Unique Defect: Cannot be *raised*, *resurrected*, or affected by any Healing magic. {9 CP}

LAWFUL TRAITS: A kolyarut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Lawful Subtype creatures.

CREATURE TRAITS: Item of Power (*magic longsword*; see text), Personal Gear Rank 1 (2 CP), Regeneration Rank 5 ([20 CP]; Restriction: May not regenerate damage dealt by chaotic-aligned weapons or Chaotic Subtype creatures [3 BP]), Spell Resistance 25 (24 CP). {43 CP}

SAVES: Fort +6, Ref +7, Will +7

ABILITIES: Str 14, Dex 13, Con —, Int 10, Wis 17, Cha 16 {35 CP}

SKILLS: Diplomacy +5, Disguise +12, Gather Information +12, Listen +11, Search +5, Sense Motive +12, Spot +11, Survival +3, Wilderness Tracking +6; Melee Attack +2, Special Ranged Attack +1, Unarmed Attack +2

FEATS: Armour Proficiency (Heavy) [2 CP], Armour Proficiency (Light), Armour Proficiency (Medium), Great Fortitude, Lightning Reflexes, Quicken Spell-Like Ability (*suggestion*). {2 CP}

ENVIRONMENT: A lawful-aligned plane

ORGANISATION: Solitary

CREATURE POINTS: 371 CP

CR: 12 (33)

ADVANCEMENT: 14–22 HD (Medium); 23–39 HD (Large)

This creature appears to be made entirely out of coppery metallic components, such as might be found in the innards of a great clock. It is clad in banded metal armour and bears a sharp-looking sword in its right hand, the left hand being empty.

Inevitables are constructs whose sole aim is to enforce the natural laws of the universe.

Each type of inevitable is designed to find and punish a particular kind of transgression, hunting down a person or group that has violated a fundamental principle. When an inevitable is created, it receives its first mission, then finds the transgressors and metes out appropriate punishment. The sentence is usually death, although some inevitables insist on compensation to the wronged party instead, using *geas* and *mark of justice* to ensure compliance. From its first step, an inevitable focuses totally on its target. It continues its efforts no matter how cold the trail or hopeless the task. Inevitables are single-minded in pursuit of their quarry, but they are under orders to leave innocents alone. Accomplices to their prey are fair game, however, which sometimes creates conflicts within their programming.

Inevitables gladly sacrifice themselves to complete a mission, but they aren't suicidal. Faced with impending defeat, they are likely to withdraw and seek a way to even the odds. They are determined but patient foes. They ally with others if that helps accomplish their mission, but they have a hard time keeping allies for long.

Inevitables tend to stick out in a crowd while they're in observation mode, but they seem oblivious to the attention. Their forms vary, but all inevitables are gold-and-silver clockwork creatures, with gears and pistons where muscles would be on flesh-and-blood creatures. Their eyes glow with a golden radiance.

Note that unlike many constructs, all inevitables have an Intelligence score and can think, learn, and remember.

Kolyaruts are inevitables with the special responsibility of meting out punishment to those who break bargains and oaths.

Before beginning a mission against a deal-breaker, a kolyarut learns as much about the contract or oath as possible. It's not interested in those who break deals accidentally or against their will — only those who willingly break contracts violate the principle that kolyaruts are created to uphold. If a written contract was broken, the kolyarut typically carries a copy of the contract with it.

Kolyaruts are the most talkative of the inevitables, making credible attempts at social niceties such as proper greetings before getting down to the matter at hand. They can use *disguise self* to appear as almost any kind of humanoid — useful if they need to go undercover to catch their quarry.

Kolyaruts speak Abyssal, Celestial, Infernal, and the native language of their first target.

COMBAT

Unless their very existence is threatened, inevitables focus completely on the transgressor they've been assigned to, ignoring other combatants completely. An inevitable might attack anyone who hinders its progress, but it won't tarry beyond the point where it can reengage its quarry. Inevitables take self-defence very seriously; anyone who attacks an inevitable with what the creature perceives as deadly force is met with deadly force in return.

SPECIAL ABILITIES

ITEM OF POWER: Special Attack Rank 2 (1d8 damage; Accuracy, Flurry, Muscle-Powered; Melee [8 CP]; Restriction: Accuracy only adds +2 to attack rolls (2 BP); Massive Damage Rank 1 (+2 damage [2 CP]). {6 CP}

SPELL-LIKE ABILITIES: At will — *discern lies* (DC 17), *disguise self*, *fear* (DC 17), *hold person* (DC 16), *invisibility*, *locate creature*, *suggestion* (DC 16); 1/day — *hold monster* (DC 17), *mark of justice*; 1/week — *geas/quest*. Caster Level 13th. The Save DCs are Charisma-based.

TACTICS

Like all inevitables, a kolyarut is patient enough to study a target before striking. It has a good idea of the deal-breaker's Abilities and defences before it enters battle. When it fights, it tries to get the conflict over as soon as possible, minimizing excess bloodshed and mayhem. It doesn't let concern for innocents delay or endanger its mission, however.

A kolyarut's favourite tactic is to use *invisibility* or *disguise self* to sneak close, then eliminate the quarry with its vampiric touch Ability before it can react. A kolyarut has no compunctions about using its vampiric touch Ability on allies to increase its own power, if doing so helps it complete its mission.

ANIME KOLYARUTS

In a science fiction or science fantasy campaign, the kolyarut game statistics can be used to represent any combat-oriented humanoid robots. Alter the vampiric touch slightly (perhaps replacing Vampiric with Incapacitating, which is another three-slot Special Ability, to represent an electrifying attack), but keep the rest of the statistics more-or-less as they are; even the Enervating Ray can be just that, a ray which saps the willpower, life force, and general health of the target, without dealing damage in the more mundane sense. The *magic longsword* in this context becomes a force sword, buzz-saw, or other high-tech powered melee weapon. Note that different sizes of war robot can be simulated by using Table 10-2: Changing Sizes (BESM d20 page 97) to alter the creature's size. Laser guns or other weapons can easily be added with the Special Attack rules.

INVISIBLE STALKER

LARGE {-5 CP} ELEMENTAL {40 CP}

(AIR {0 CP}, EXTRAPLANAR {0 CP})

HIT DICE: 8d8+16 (52 HP) {52 CP}

INITIATIVE: +8 (+4 Dex, +4 Improved Initiative)

SPEED: 57 ft. (Slow Movement, Dex x3 instead of Dex x4 [1 BP]), Fly 30 ft. Flight Rank 2 [8 CP], Restriction: Only flies at 20 mph [2 BP]. {5 CP}

AC: +3 (-1 size, +4 Dex)

ARMOUR: 4 (Rank 1 Armour: natural [4 CP]). {4 CP}

BAB/GRAPPLE: +6/+11

ATTACK: Slam +10 melee (2d6+4)

FULL ATTACK: 2 slams +10 melee (2d6+4) (5 CP) {5 CP}

SPECIAL ATTACKS: Special Attack Rank 1, Slam (2d6 damage; Muscle-Powered, Melee [3 CP]).

Special Attack Rank 1, 2nd Slam (as Slam, above [1 CP]). {4 CP}

SPECIAL QUALITIES

ELEMENTAL TRAITS: Heightened Senses (Type II: Darkvision), Special Defence Rank 12 (Needs never sleep, eat or breathe; Not subject to: Paralysis, Sleep Effects, or Stunning), Immunity Rank 2 (Extra damage from Critical Hits), Immunity Rank 1 (Poison), Unique Defect (Cannot be *raised*, *reincarnated*, or *resurrected*; unlike most other living creatures, an elemental

does not have a dual nature — its soul and body form one unit; when an elemental is slain, no soul is set loose; spells that restore souls to their bodies don't work on an elemental; it takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, to restore it to life).

CREATURE TRAITS: Highly Skilled (1 CP), Invisibility Rank 1: Sight ([3 CP]; Supernatural Ability [1 BP]), Special Defence: Natural Invisibility (Not subject to the *invisibility purge* spell [1 CP]). {4 CP}

SAVES: Fort +6, Ref +10, Will +6

ABILITIES: Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11 {45.5 CP}

SKILLS: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2, Wilderness Tracking +13; Unarmed Attack (Grapple) +5

FEATS: Great Fortitude, Improved Initiative, Iron Will

ENVIRONMENT: Elemental Plane of Air

ORGANISATION: Solitary

CREATURE POINTS: 154

CR: 7 (11)

ADVANCEMENT: 9–12 HD (Large); 13–24 HD (Huge)

Was that a slight disturbance in the air, a faint breeze of motion? No. It was nothing.

Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve wizards and sorcerers, who summon them to perform specific tasks.

A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. It resents protracted missions or complex tasks, however, and seeks to pervert its instructions accordingly.

Invisible stalkers have an amorphous form. A *see invisibility* spell shows only a dim outline of a cloud, while a *true seeing* spell reveals a roiling cloud of vapour.

These creatures speak only Auran but can understand Common.

COMBAT

An invisible stalker attacks by using the air itself as a weapon. It creates a sudden, intense blast of wind that pounds a single target on the same plane as the creature.

An invisible stalker can be killed only when it is on the Elemental Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to destroy it.

TACTICS

Invisible stalkers are most often employed as assassins, and they are intelligent, stealthy, and quick-witted enough to be almost perfect for the job. They often destroy their targets using their slam attacks, which are deadly enough in themselves. The more subtle invisible stalker will take great delight in waiting until its target is in a precarious position, then simply giving him or her a hard shove in the appropriate direction, precipitating a deadly fall.

ANIME INVISIBLE STALKERS

One word: ninja! Invisible stalkers are great for ninja-oriented campaigns. They could be a seriously challenging group of guardians, defending the player characters' target or goal.

Alternatively, they might be a rival band of assassins, apparently new to the area, who are so good at what they do they're putting the player characters' clan out of business. In this case the controlling Wizard will claim to be the head of a new ninja clan, not revealing that his 'ninja's' really are supernatural creatures from another plane.

NOTE: NATURAL? SUPERNATURAL?

The original invisible stalker's invisibility is named as "Natural Invisibility" but listed as a "Supernatural Ability." No, it doesn't make a lot of sense to us either. Feel free to remove the Supernatural Ability defect, increasing the Stalker's total cost to 143 CP.

KRAKEN

GARGANTUAN {-20 CP} MAGICAL BEAST {2 CP} (AQUATIC {0 CP})

HIT DICE: 20d10+180 (290 HP) {160 CP}
INITIATIVE: +4 (Improved Initiative)
SPEED: 0 ft. (No Movement instead of Dex x6 {6 BP}), Swim 20 ft. (Water Speed Rank 1 {2 CP}). {-4 CP}
AC: -4 (Size)
ARMOUR: 14 (Rank 4 Armour: natural {16 CP}; Restriction: Only provides 14 Points of armour {2 BP}). {14 CP}
BAB/GRAPPLE: +20/+32
ATTACK: Tentacle +28 melee (2d8+12/19-20)
FULL ATTACK: 2 tentacles +28 melee (2d8+12/19-20) and 6 arms +26 melee (1d6+6) and bite +26 melee (4d6+6) (58 CP) {58 CP}

SPECIAL ATTACKS: Special Attack Rank 7, Tentacle Constrict (Damage: 2d8+12, Accurate x 3 [+12 to attack rolls], Flexible, Muscle-Powered, Tangle, Unique Ability: continues to deal damage each round until target escapes; Melee, Unique Disability: May only be used with an Improved Grab after a Tentacle attack hits {28 CP}). {28 CP}

Special Attack Rank 7, 2nd Tentacle Constrict (as Tentacle Constrict, above {7 CP}). {7 CP}

Special Attack Rank 6, Arm Constrict (Damage: 1d6+6, Accurate x 3 [+12 to attack rolls], Flexible, Muscle-Powered, Tangle, Unique Ability: continues to deal damage each round until target escapes; Melee, Unique Disability: May only be used with an Improved Grab after an Arm attack hits {6 CP}). {6 CP}

5 x Special Attack Rank 6, 5 x Arm Constrict (as Arm Constrict, above {6 x 5 = 30 CP}). {30 CP}

Special Attack Rank 3, Bite (4d6+6 damage; Muscle-Powered; Melee {3 CP}). {3 CP}

Special Attack Rank 2, Tentacle (2d8+12 damage; Flexible, Muscle-Powered; Melee {2 CP}). {2 CP}

Special Attack Rank 2, 2nd Tentacle (as Tentacle, above {2 CP}). {2 CP}

Special Attack Rank 1, Arm (1d6+6 damage; Flexible, Muscle-Powered; Melee {1 CP}). {1 CP}

5 x Special Attack Rank 1, 5 x Arm (as Arm, above {5 x 1 = 5 CP}). {5 CP}

8 x Improved Grab (Extra Attack Rank 8 {64 CP}, Restriction: May only be used with a grapple or Constrict attack, and only immediately after a Tentacle or Arm attack has successfully hit {3 BP}). {61 CP}

Spell-Like Abilities (17 CP; Caster Level 9th {4 BP}; Restriction: Spell-Like Ability {4 BP}). {9 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision).

CREATURE TRAITS: Highly Skilled (1 CP), Invisibility Rank 2, Ink Cloud (Affects normal vision and darkvision; see text {6 CP}); Water Speed Rank 5, Jet ([10 CP]; Restriction: Only usable as a full action {3 BP}); Unique Defect (Tentacles and arms may be attacked and severed individually; see text {10 BP}). {4 CP}

SAVES: Fort +21, Ref +14, Will +13
ABILITIES: Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 20 (67 CP)
SKILLS: Concentration +21, Diplomacy +7, Hide +0, Intimidate +16, Knowledge (Geography) +17, Knowledge (Nature) +16, Listen (Underwater) +29, Search +28, Sense Motive +17, Spot (Underwater) +29, Survival +5, Use Magic Device +16, Wilderness Tracking (Underwater) +6; Unarmed Attack +12, Unarmed Defence +0 (Optimised for defence of tentacles and arms only: +12)
FEATS: Blind-Fight, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Multiattack, Power Attack
ENVIRONMENT: Temperate aquatic
ORGANISATION: Solitary

CREATURE POINTS: 435

CR: 12 (39)

ADVANCEMENT: 21-32 HD (Gargantuan); 33-60 HD (Colossal)

This vast squid appears purposeful and intelligent in its motion, particularly from the fire in its eyes the size of war shields. Its body is some 30 feet long. Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body.

Krakens are huge, legendary sea monsters, feared by sailors from every land.

Krakens speak Common and Aquan.

COMBAT

Krakens pull down ships to get to the tender morsels inside. Ever searching for exotic food, they also attack adventurers who use magic to wander beneath the ocean.

Krakens strike their opponents with their barbed tentacles, then grab and crush with their arms or drag victims into their huge jaws. An opponent can attack a kraken's tentacles or arms as if they were Medium creatures with an AC of +12 (for the kraken's Optimised Unarmed Defence Skill). A kraken's tentacles have 20 Hit Points, and its arms have 10 Hit Points; they are protected by its Armour as usual. Severing a kraken's tentacle or arm deals damage to the kraken equal to half the limb's full normal Hit Points. A kraken regrows severed limbs in 1d10+10 days.

SPECIAL ABILITIES

CONSTRICT: A kraken deals automatic arm or tentacle damage with a successful grapple attack.

INK CLOUD: A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

SPELL-LIKE ABILITIES: 1/day — *control weather*, *control winds*, *dominate animal* (DC 18), *resist energy*. Caster Level 9th. The Save DC is Charisma-based.

TACTICS

A kraken that decides to attack a ship will usually use *control weather* or *control winds* to blast or becalm the vessel before combat begins. *Control weather* is particularly useful for this, since it can call up such deadly storms as to give any sea-farers something with which to occupy themselves instead of looking out for krakens.

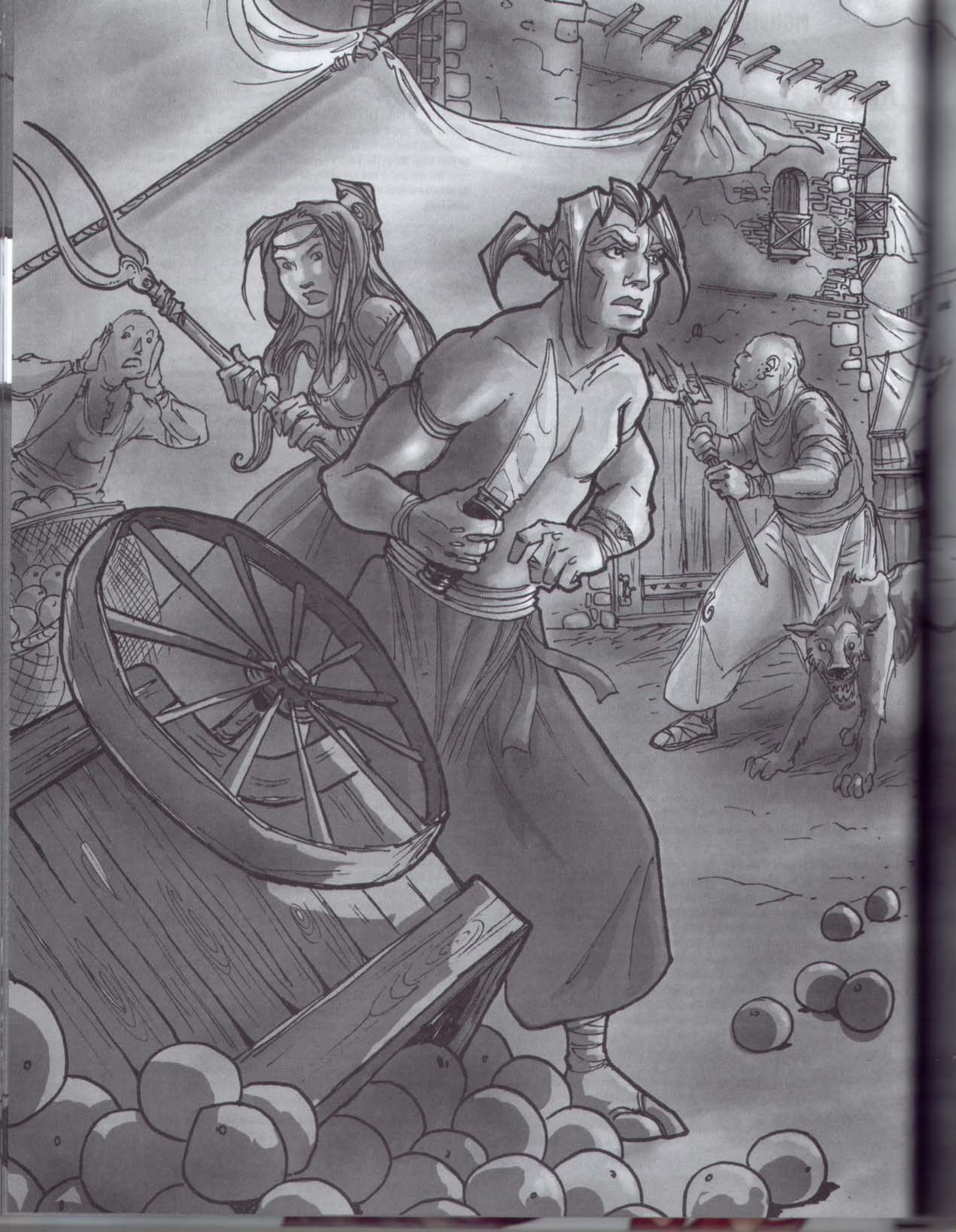
Krakens often use *dominate animal* to acquire an ally if expecting to face an especially dangerous foe. Sharks, barracudas, killer whales and giant octopuses are all favoured targets for this.

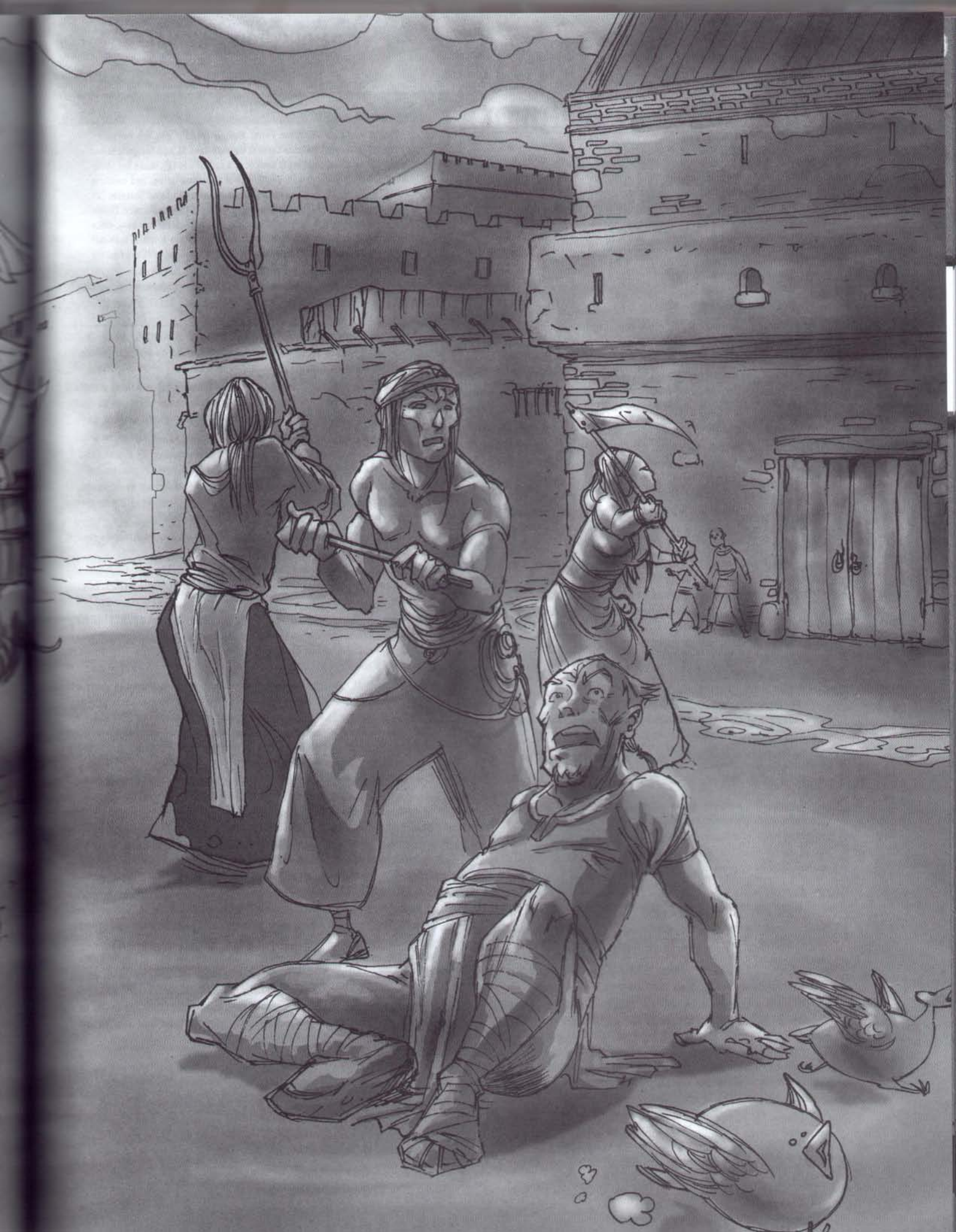
A kraken usually withdraws from combat if it loses both tentacles, three of its arms, or one tentacle and two arms.

ANIME KRAKENS

There is no better use for a kraken than to have it surge up from the ocean, tearing ships apart and pulling screaming victims down to a watery grave with its monstrous tentacles. This need not be in a traditional fantasy setting, though. With the Spell-Like Abilities removed (-9 CP), the kraken can fit into a larger-than-life modern-day game. If considerably powered down, it could even work as a particularly enormous Pet Monster — or as a foe for the characters' Pet Monsters to battle.

Looking further afield, the trick of altering a small number of a creature's Attributes, but giving it a radically different appearance, can be effective on the kraken. Make it just a Magical Beast, rather than an Aquatic Magical Beast. Get rid of the Slow Movement Defect and Water Speed, giving it Speed 60 ft., and also remove the Spell-Like Abilities, for a total reduction of -5 CP. It can now be either a many-tentacled alien creature (with Items of Power representing high-tech armour and guns) or an equally many-tentacled demonic monster (by adding the Fiendish template). In any case, it will be a formidable opponent, even for a high-Level party.





LAMIA

LARGE {-5 CP}

MAGICAL BEAST {-2 CP}

HIT DICE: 9d10+9 (58 HP) {73.5 CP}

INITIATIVE: +2 (Dex)

SPEED: 60 ft.

AC: +3 (-1 size, +2 Dex)

ARMOUR: 7 (Rank 2 Armour: natural [8 CP]; Restriction: Only provides 7 Points of armour [1 BP]). {7 CP}

BAB/GRAPPLE: +9/+13

ATTACK: Touch +12 melee (1d4 Wisdom drain) or dagger +12 melee (1d6+4/19-20) or claw +12 melee (1d4+4)

FULL ATTACK: Touch +12 melee (1d4 Wisdom drain); or dagger +12/+7 melee (1d6+4/19-20) and 2 claws +7 melee (1d4+2) (10 CP) {10 CP}

SPECIAL ATTACKS: Special Attack Rank 1: Wisdom Drain (Drain Soul: Wisdom [Drains 1d4 Wisdom, rather than exactly 2; counts as 3 Abilities]; Melee, No Damage [4 CP]; Supernatural Ability [1 BP]). {3 CP}

Spell-Like Abilities (11 CP; Caster Level 9th [4 CP]; Restriction: Spell-Like Ability [4 BP]). {10 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision).

CREATURE TRAITS: Highly Skilled (2 CP). {2 CP}

SAVES: Fort +9, Ref +10, Will +7

ABILITIES: Str 18, Dex 15, Con 12, Int 13, Wis 15, Cha 12 (42.5 CP)

SKILLS: Bluff +14, Concentration +10, Diplomacy +3, Disguise (Acting) +1, Hide +11, Intimidate +3, Spot +11; Melee Attack +4; Unarmed Attack (Grapple) +4

FEATS: Dodge, Great Fortitude, Iron Will, Lightning Reflexes

ENVIRONMENT: Temperate deserts

ORGANISATION: Solitary, pair, or gang (3-4)

CREATURE POINTS: 145

CR: 6 (10)

ADVANCEMENT: 10-13 HD (Large); 14-27 HD (Huge)

This regal creature resembles a centaur, except that the lower half is the body and legs of a lion rather than a horse. Its upper body and head are those of a coldly beautiful, arrogant-looking human woman.

A typical lamia is about 8 feet long and weighs about 700 pounds.

COMBAT

Lamias have a reputation as vampiric creatures, though in fact they are cannibals rather than blood-drinkers. They also love power; if they subdue any given party of adventurers, it is likely that they intend to retain one or two of the best-looking, strongest males as slaves long after they have eaten the rest. The more powerful the victims, the better.

SPECIAL ABILITIES

Spell-Like Abilities: At will — *disguise self*, *ventriloquism*; 3/day — *charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14); 1/day — *deep slumber* (DC 14). Caster Level 9th. The Save DCs are Charisma-based.

TACTICS

Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its illusion Abilities to lure heroes into perilous situations, and then bounds out of the shadows and drains Wisdom from its opponents. When it has sapped the will of its victim, it uses its enchantment Abilities to beguile and ensnare the unfortunate soul. A lamia forced into physical combat typically attacks with a dagger in one of its human hands and a pair of lion-like claws.

Lamias try to use their Wisdom Drain Special Attack early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

ANIME LAMIAS

Give a lamia an Alternate Form: Human (9 CP); Has the following additional Attributes: Defence Combat Mastery Rank 5), add Vampiric to her Wisdom Drain effect (making it Rank 5, at a cost of +16 CP), make her Spell-Like Abilities all Wisdom-based rather than Charisma-based, and consider giving her some spellcasting Ability (perhaps as a 9th Level Sorcerer [21 CP], or Rank 3 Dynamic Sorcery [24 CP], or Rank 6 Dynamic Sorcery: Charm Spells [24 CP]). This fits her neatly into the anime sorceress category, since sorceresses do not necessarily have to be human. Her original leonine/human cross form may also be altered if desired, perhaps to that of an *oni* or wolf-woman.

LICH

A lich is an undead spellcaster, usually a Wizard or Sorcerer but sometimes a Cleric or other spellcaster, who has used its magical powers to unnaturally extend its life.

A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets.

Liches speak Common plus any other languages they knew in life.

CREATING A LICH

"Lich" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature), provided it can create the required phylactery; see The Lich's Phylactery, below.

A lich has all the base creature's statistics and special Abilities except as noted here.

SIZE AND TYPE: The creature's Type changes to Undead ({+87 CP}, less the cost of the creature's previous Type). Do not recalculate Base Attack Bonus, saves, or Skill Points. Size is unchanged.

HIT DICE: Increase all current and future Hit Dice to d12s. This costs (12 — Previous hit die size) x 0.25 CP x Hit Dice, so a 7 HD creature which previously used d8s as Hit Dice would pay (12 — 8) x 0.25 x 7 = 4 x 0.25 x 7 = 7 CP to raise all 7 HD to d12s.

ARMOUR: If the lich's original form had 5 or more Points of Armour: natural (that is, Armour Rank 2: natural [8 CP], Restriction: Only provides 5 Points of armour [3 BP]), it retains its natural armour. If it had less than 5 Points of Armour: natural (including no Armour: natural at all), its Armour is raised to Armour Rank 2: natural [8 CP], Restriction: Only provides 5 Points of armour [3 BP]).

Furthermore, all liches gains 15 Points of Damage Reduction (Armour Rank 4: Damage Reduction [16 CP]; Restriction: Only provides 15 Points of armour [1 BP]; Restriction: provides no protection against magic bludgeoning weapons [1 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]).

ATTACK: A lich has a touch attack that it can use once per round (see Special Attacks, below). If the base creature can use weapons, the lich retains this Ability. A creature with natural weapons retains those natural weapons. A lich fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A lich armed with a weapon uses its touch or a weapon, as it desires.

FULL ATTACK: A lich fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack). This natural secondary attack is an Extra Attack Rank 1 ([8 CP]); Restriction: Only usable when a full attack is made [3 BP], Restriction: Has a -5 penalty to attack roll [3 BP]). {2 CP}

SPECIAL ATTACKS: A lich retains all the base creature's special attacks and gains those described below. Liches are shrouded in a dreadful aura of death and evil which is enough to make most foes flee in terror. Those who are brave or foolhardy enough to attack a lich are sent into a deathlike paralysis by its touch.

Special Attack Rank 9, Paralyzing Touch (+1d8+5 damage; Incapacitating [Fortitude Save DC 10 + 1/2 lich's HD + lich's Charisma modifier; anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive], Incurable [cannot be dispelled; may be cured only with *remove paralysis* or any spell that can remove a curse], Linked [to any natural attack]; Unique Disability: A creature that successfully saves against the Incapacitating Special Ability is dealt only half damage by the Paralyzing Touch [40 CP]; Supernatural Ability [1 BP]; Massive Damage Rank 3 [6 CP], Restriction: Adds only +5 damage [1 BP]. {44 CP}

Special Attack Rank 3, Fear Aura (Aura, Area [60 ft. radius; counts as 3 Abilities], Irritant [Saving throw is Will, not Fortitude, DC 10 + 1/2 lich's HD + lich's Cha modifier; effects as *fear* spell if failed], No Damage, Unique Disability: A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours, Unique Disability: Only affects creatures that look at lich [3 CP]; Supernatural Ability [1 BP]). {2 CP}

SPELLS: A lich can cast any spells it could cast while alive.

SPECIAL QUALITIES: A lich retains all the base creature's special qualities and gains those described below.

Immunity (Cold [30 CP]); Immunity (Electricity [30 CP]).

Special Defence Rank 2 (Not subject to Polymorph [Note: the lich can use a polymorph effect on itself, despite this Special Defence], Turn Resistance: All attempts to turn the lich are made as though it had +3 HD more than it actually does [3 CP]).

Reincarnation Rank 2 (4 CP; see The Lich's Phylactery, below).

Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]). {68 CP}

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +2 {+3 CP}. Being undead, a lich has no Constitution score.

SKILLS: Liches are Highly Skilled [12 CP], with +8 Ranks in each of Hide, Listen, Move Silently, Search, Sense Motive, and Spot.

ORGANIZATION: Solitary or troupe (1 lich, plus 2–4 vampires and 5–8 lesser undead of the GM's choice).

CREATURE POINTS: Same as the base creature + 142 CP + costs for change to Undead Type, increased HD size, and Natural Armour.

CR: Same as the base creature +2 (+15, or higher).

ADVANCEMENT: By character Class.

lich characters

The process of becoming a lich is unspeakably evil and can be undertaken only by a willing character. A lich retains all Class Abilities it had in life.

The Lich's Phylactery

An integral part of becoming a lich is creating a magic phylactery in which the lich stores its life force. As a rule, the only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich reappears 1d10 days after its apparent death.

Each lich must make its own phylactery. The cost and time of so doing are subsumed into the Character Points cost of becoming a lich.

The most common form of phylactery is a sealed metal strongbox containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 Hit Points, hardness 20, and a break DC of 40. It counts as a Minor Item of Personal Gear.

Other forms of phylacteries can exist, such as rings, amulets, or similar items.

anime lichs

Lich is a very effective template to add to any evil sorcerer or sorceress, representing the character's sheer corruption and utter dedication to the dark arts. Such characters are notable for their terrifying appearance (which the Fear Aura Special Attack covers quite well), and usually for a mysterious method of arrival and departure (for which, add either Teleport, Invisibility, or Special Movement: Dimension Hop).

LYCANTHROPE

Lycanthropes are humanoids or giants who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy can be spread like a disease. Sometimes a lycanthrope begins life as a normal humanoid or giant who subsequently contracts lycanthropy after being wounded by a lycanthrope. Such a creature is called an afflicted lycanthrope. Other lycanthropes are born as lycanthropes, and are known as natural lycanthropes.

COMBAT

A lycanthrope in its humanoid (or giant) form uses whatever tactics and weapons are favoured by others of its kind, though it tends to be slightly more aggressive. A lycanthrope possesses the senses of its animal form, including scent and low-light vision, and it has a deep empathy for (and ability to communicate with) animals of its animal form. An afflicted lycanthrope damaged in combat may be overwhelmed by rage, causing it to change to its animal form involuntarily.

A lycanthrope in animal form fights like the animal it resembles, although its bite carries the disease of lycanthropy. It is preternaturally cunning and strong, and possesses Damage Reduction that can only be overcome by silvered weapons.

Finally, a natural lycanthrope (or an afflicted lycanthrope that has become aware of its affliction) can assume a hybrid form that is a mix of its humanoid and animal forms. A hybrid has hands and can use weapons, but it can also attack with its teeth and claws. A hybrid can spread lycanthropy with its bite, and it has the same Damage Reduction that its animal form possesses.

LYCANTHROPE, WEREBEAR

WEREBEAR, HUMAN FORM

MEDIUM {0 CP} HUMANOID {0 CP}

(HUMAN {0 CP}, SHAPECHANGER {0 CP})

HIT DICE: 1d10+1 plus 6d8+30 (63 HP) (1st Level Samurai [10 CP] plus 6 HD Animal [42 CP]). {52 CP}

INITIATIVE: +4 (Improved Initiative)

SPEED: 33 ft.

AC: +0 (Dex)

ARMOUR: 6 (Rank 1 Armour: natural [4 CP], Restriction: Only provides 2 Points of armour [2 BP]; Light Mail Armour [Armour Value 4]). {2 CP}

BAB/GRAPPLE: +5/+7

ATTACK: Greataxe +6 melee (1d12+1) or throwing axe +5 ranged (1d6+1)

FULL ATTACK: Greataxe +6 melee (1d12+1) or throwing axe +5 ranged (1d6+1)

CREATURE TRAITS: Alternate Form Rank 9, Bear ([81 CP]; Restriction: Only provides 83 CP to spend on improving the alternate form [6 BP]; Supernatural Ability [1 BP]); Alternate Form Rank 8, Hybrid ([72 CP]; Restriction: Only provides 75 CP to spend on improving the alternate form [5 BP]; Supernatural Ability [1 BP]); Animal Friendship Rank 5 ([5 CP]; Restriction: Only usable with bears and dire bears [3 BP]; Unique Ability: May communicate fully with all bears [1 CP]), Heightened Senses (Type I: Scent, Type II: Low-Light Vision [2 CP]), Personal Gear Rank 1 (Light mail armour, greataxe, three throwing axes [2 CP]). {147 CP}

SAVES: Fort +8, Ref +5, Will +4

ABILITIES: Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8 {32.5 CP}

SKILLS: Handle Animal +3, Listen +4, Spot +5, Swim +2, Wilderness Tracking +4; Melee Attack +1, Unarmed Attack (Grapple) +1

FEATS: Endurance, Improved Initiative, Iron Will (2 CP), Multiattack, Power Attack, Run {2 CP}
ENVIRONMENT: Cold forests
ORGANIZATION: Solitary, pair, family (3–4), or troupe (2–4 plus 1–4 brown bears)
CREATURE POINTS: 235
CR: 5 (19)
ADVANCEMENT: By character Class

WEREBEAR, BEAR FORM

LARGE {-5 CP} HUMANOID {0 CP}
(HUMAN {0 CP}, SHAPECHANGER {0 CP})

HIT DICE: 1d10+1 plus 6d8+30 (63 HP) (1st Level Samurai plus 6 HD Animal).
INITIATIVE: +5 (+1 Dex, +4 Improved Initiative)
SPEED: 52 ft.
AC: +0 (-1 size, +1 Dex)
ARMOUR: 17 (Armour: natural increased to Rank 2 [+6 CP], Restriction: Only provides 7 Points of armour [1 BP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against silver weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {10 CP}

BAB/GRAPPLE: +5/+14
ATTACK: Claw +13 melee (1d8+9)
FULL ATTACK: 2 claws +13 melee (1d8+9) and bite +11 melee (2d6+4) (10 CP) {10 CP}

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple attack, and only immediately after a claw attack has successfully hit [3 BP]). {5 CP}

Metamorphosis Rank 6, Curse of Lycanthropy ([30 CP]; Reduction: May only be used with bite attack [-5 CP]; Reduction: Always has same effects [-10 CP]; Unique Ability: Permanent until cured, see below [5 CP]; Supernatural Ability [1 BP]). {19 CP}

Natural Weapons Rank 1 (Claws [1 CP]). {1 CP}

Special Attack Rank 2, Bite (2d6+4 damage; Linked: Metamorphosis, Muscle-Powered; Melee [6 CP]). {6 CP}

CREATURE TRAITS: Animal Friendship Rank 5 (Restriction: Only usable with bears and dire bears; Unique Ability: May communicate fully with all bears), Attack Combat Mastery Rank 8 (24 CP), Heightened Senses (Type I: Scent, Type II: Low-Light Vision). {24 CP}

SAVES: Fort +12, Ref +6, Will +4
ABILITIES: Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8 (+13 CP)
SKILLS: Handle Animal +3, Listen +4, Spot +5, Swim +14, Wilderness Tracking +4; Melee Attack +1, Unarmed Attack (Grapple) +1

FEATS: Endurance, Improved Initiative, Iron Will (2 CP), Multiattack, Power Attack, Run {2 CP}

ENVIRONMENT: Cold forests
ORGANIZATION: Solitary, pair, family (3–4), or troupe (2–4 plus 1–4 brown bears)

CREATURE POINTS: (83)
CR: 5 (19)
ADVANCEMENT: By character Class

WEREBEAR, HYBRID FORM

LARGE {-5 CP} HUMANOID {0 CP}
(HUMAN {0 CP}, SHAPECHANGER {0 CP})

HIT DICE: 1d10+1 plus 6d8+30 (63 HP) (1st Level Samurai plus 6 HD Animal).
INITIATIVE: +5 (+1 Dex, +4 Improved Initiative)
SPEED: 39 ft. (Slow Movement, Dex x3 instead of Dex x4 [1 BP]) {-1 CP}

AC: +0 (-1 size, +1 Dex)
ARMOUR: 17 (Armour: natural increased to Rank 2 [+6 CP], Restriction: Only provides 7 Points of armour [1 BP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against silver weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {10 CP}

BAB/GRAPPLE: +5/+14
ATTACK: Greataxe +13 melee (1d12+13); or claw +13 melee (1d6+9)
FULL ATTACK: Claw +13 melee (1d6+9) and greataxe +11 melee (1d12+4) and bite +11 melee (1d8+4) or 2 claws +13 melee (1d6+9) and bite +11 melee (1d8+4) (10 CP) {10 CP}

SPECIAL ATTACKS: Metamorphosis Rank 6, Curse of Lycanthropy ([30 CP]; Reduction: May only be used with bite attack [-5 CP]; Reduction: Always has same effects [-10 CP]; Unique Ability: Permanent until cured, see below [5 CP]; Supernatural Ability [1 BP]). {19 CP}

Natural Weapons Rank 1 (Claws [1 CP]). {1 CP}

Special Attack Rank 1, Bite (1d8+4 damage; Linked: Metamorphosis, Muscle-Powered; Melee [4 CP]). {4 CP}

CREATURE TRAITS: Animal Friendship Rank 5 (Restriction: Only usable with bears and dire bears; Unique Ability: May communicate fully with all bears), Attack Combat Mastery Rank 8 (24 CP), Heightened Senses (Type I: Scent, Type II: Low-Light Vision). {24 CP}

SAVES: Fort +12, Ref +6, Will +4
ABILITIES: Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8 (+13 CP)
SKILLS: Handle Animal +3, Listen +4, Spot +5, Swim +10, Wilderness Tracking +4; Melee Attack +1, Unarmed Attack (Grapple) +1

FEATS: Endurance, Improved Initiative, Iron Will (2 CP), Multiattack, Power Attack, Run {2 CP}

ENVIRONMENT: Cold forests
ORGANIZATION: Solitary, pair, family (3–4), or troupe (2–4 plus 1–4 brown bears)

CREATURE POINTS: (75)
CR: 5 (19)
ADVANCEMENT: By character Class

This creature is like a big, shaggy bear, but it carries itself like a human and wields a greataxe.

Werebears in humanoid form tend to be stout, well-muscled, and hairy. Their brown hair is thick, and males usually wear beards. They may have reddish, blond, ivory, or black hair, matching the colour of the ursine form. They dress in simple cloth and leather garments that are easy to remove, repair, or replace.

COMBAT

Werebears fight just as brown bears do in animal form. In humanoid or hybrid form, they favour large, heavy weapons such as greataxes or greatswords. The werebear's greataxe can be wielded in one hand when the creature is in hybrid form.

SPECIAL ABILITIES

ALTERNATE FORM: A werebear can assume the form of a brown bear or a bear-humanoid hybrid.

CURSE OF LYCANTHROPY: Any humanoid or giant hit by a werebear's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude Save or contract lycanthropy.

IMPROVED GRAB: To use this Ability, a werebear must be in bear form and must hit with a claw attack. It can then attempt to start a grapple as a free action.

The werebear presented here is a 1st-Level human samurai and natural lycanthrope, using the following base Ability Scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

TACTICS

Werebears are intelligent enough to use tactics, so long as they are calm, but if angered will tend to simply attack in as savage and direct a fashion as possible — using their axes, their claws and fangs, or a great bear-hug, whatever is handiest at the time. This will usually be the case if the werebear and his or her friends or family are attacked.

Werebears who have planned an attack against a specific foe may be calm enough to use all the tactics a human might, though they are well aware that their greatest military power is as melee combatants. Thus almost any plan they make will revolve around closing with the enemy at some point. They may use such ploys as ambushes, thrown or dropped rocks, or even huge throwing-spears prior to bringing the foe to melee, depending on their goals for the attack and the surrounding environment.

ANIME WEREBEARS

Werebears, as they are, are most appropriate to a straight fantasy game, being firmly based on the same Scandinavian and Saxon shape-shifting traditions interpreted as the werebears of Tolkien. For a more Japanese-influenced fantasy setting, the creature's statistics can be altered slightly to represent a more appropriate bear. Both the Asiatic black bear (known in Japan as the giant cat bear) and the Hokkaido bear are native to the Japanese islands.

The former is only Medium in size (+5 CP to each of the non-human forms) and should have but 4d8 base Hit Dice (-12 CP), as well as slightly reduced statistic increases when in hybrid or bear form (only +12 to Strength, +2 to Dexterity, and +6 to Constitution, for -3 CP as compared to the standard werebear). These changes allow the werebear to have only Alternate Form Rank 8, Bear ([72 CP]; Restriction: Only provides 73 CP to spend on improving the alternate form [6 BP]; Supernatural Ability [1 BP]) and Alternate Form Rank 7, Hybrid ([63 CP]; Restriction: Only provides 65 CP to spend on improving the alternate form [5 BP]; Supernatural Ability [1 BP]), for a total cost of 217 CP instead of 235 CP.

The Hokkaido bear is a brown bear similar enough to the standard werebear, though the GM may wish to reduce its Constitution or Hit Dice slightly to reflect its marginally smaller size in comparison to other Eurasian and New World brown bears.

LYCANTHROPE, WERETIGER

WERETIGER, HUMAN FORM

MEDIUM {0 CP} HUMANOID {0 CP}

(HUMAN {0 CP}, SHAPECHANGER {0 CP})

HIT DICE: 1d8+1 plus 6d8+24 (56 HP) (1st Level Ninja [10 CP] plus 6 HD Animal [42 CP]). {52 CP}

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

SPEED: 33 ft.

AC: +1 (Dex)

ARMOUR: 2 (Rank 1 Armour: natural [4 CP], Restriction: Only provides 2 Points of armour [2 BP]). {2 CP}

BAB/GRAPPLE: +5/+7

ATTACK: Sword +6 melee (1d8) or thrown knife +5 ranged (1d4)

FULL ATTACK: Sword +6 melee (1d8) or thrown knife +5 ranged (1d4)

CREATURE TRAITS: Alternate Form Rank 8, Tiger ([72 CP]; Restriction: Only provides 78 CP to spend on improving the alternate form [2 BP]; Supernatural Ability [1 BP]); Alternate Form Rank 7, Hybrid ([63 CP]; Restriction: Only provides 67 CP to spend on improving the alternate form [3 BP]; Supernatural Ability [1 BP]); Animal Friendship Rank 5 ([5 CP]; Restriction: Only usable with tigers and dire tigers [3 BP]; Unique Ability: May communicate fully with all tigers [1 CP]), Heightened Senses (Type I: Scent, Type II: Low-Light Vision [2 CP]; Highly Skilled [3 CP]). {136 CP}

NINJA TRAITS: Personal Gear Rank 1, Jumping Rank 1.

SAVES: Fort +6, Ref +8, Will +6

ABILITIES: Str 10, Dex 13, Con 12, Int 11, Wis 11, Cha 8 {32.5 CP}

SKILLS: Balance +6, Climb +3, Handle Animal +3, Hide +8, Listen +6, Move Silently +8, Spot +6; Melee Attack +1, Unarmed Attack (grapple) +1

FEATS: Accuracy, Combat Martial Arts, Deflection, Dodge, Improved

Initiative, Iron Will (2 CP) {2 CP}

ENVIRONMENT: Warm forests

ORGANIZATION: Solitary or pair

CREATURE POINTS: 224

CR: 5 (18)

ADVANCEMENT: By character Class

WERETIGER, TIGER FORM

LARGE {-5 CP} HUMANOID {0 CP}

(HUMAN {0 CP}, SHAPECHANGER {0 CP})

HIT DICE: 1d8+1 plus 6d8+24 (56 HP) (1st Level Ninja plus 6 HD Animal).

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

SPEED: 60 ft.

AC: +2 (-1 size, +3 Dex)

ARMOUR: 17 (Armour: natural increased to Rank 2 [+6 CP], Restriction: Only provides 5 Points of armour [3 BP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against silver weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {8 CP}

BAB/GRAPPLE: +5/+12

ATTACK: Claw +11 melee (1d8+6)

FULL ATTACK: 2 claws +11 melee (1d8+6) and bite +6 melee (2d6+3) [10 CP] {10 CP}

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple attack, and only immediately after a claw attack has successfully hit [3 BP]). {5 CP}

Metamorphosis Rank 6, Curse of Lycanthropy ([30 CP]; Reduction: May only be used with bite attack [-5 CP]; Reduction: Always has same effects [-10 CP]; Unique Ability: Permanent until cured, see below [5 CP]; Supernatural Ability [1 BP]). {19 CP}

Natural Weapons Rank 1 (Claws [1 CP]). {1 CP}

Unique Ability (Pounce [2 CP]). {2 CP}

Special Attack Rank 2, Bite (2d6+3 damage; Linked: Metamorphosis, Muscle-Powered; Melee [6 CP]). {6 CP}

Special Attack Rank 1, Rake (1d8+6 damage; Muscle-Powered, Unique Ability: May make a free rake attack if grappling an opponent [counts as 2 Abilities]; Melee, Unique Disability: May only be used either with Pounce or when grappling [1 CP]). {1 CP}

Special Attack Rank 1, 2nd Rake (1d8+6 damage; Muscle-Powered, Unique Ability: May make a free 2nd rake attack if grappling an opponent [counts as 2 Abilities]; Melee, Unique Disability: May only be used either with Pounce or when grappling [1 CP]). {1 CP}

Metamorphosis Rank 6, Curse of Lycanthropy ([30 CP]; Reduction: May only be used with bite attack [-5 CP]; Reduction: Always has same effects [-10 CP]; Unique Ability: Permanent until cured, see below [5 CP]; Supernatural Ability [1 BP]). {19 CP}

CREATURE TRAITS: Animal Friendship Rank 5 (Restriction: Only usable with tigers and dire tigers; Unique Ability: May communicate fully with all tigers), Attack Combat Mastery Rank 6 (18 CP), Heightened Senses (Type I: Scent, Type II: Low-Light Vision); Highly Skilled (+1 CP). {19 CP}

NINJA TRAITS: Personal Gear Rank 1, Jumping Rank 1.

SAVES: Fort +10, Ref +9, Will +6

ABILITIES: Str 22, Dex 17, Con 18, Int 11, Wis 11, Cha 8 {+11 CP}

SKILLS: Balance +8, Climb +9, Handle Animal +3, Hide +14 (Optimised for long grass +22), Listen +6, Move Silently +10, Spot +6; Melee Attack +1, Unarmed Attack (Grapple) +1

FEATS: Accuracy, Combat Martial Arts, Deflection, Dodge, Improved Initiative, Iron Will (2 CP) {2 CP}

ENVIRONMENT: Warm forests

ORGANIZATION: Solitary or pair
CREATURE POINTS: (78)
CR: 5 (18)
ADVANCEMENT: By character Class

WERETIGER, HYBRID FORM

LARGE {-5 CP} HUMANOID {0 CP}
(HUMAN {0 CP}, SHAPECHANGER {0 CP})

HIT DICE: 1d8+1 plus 6d8+24 (56 HP) (1st Level Ninja plus 6 HD Animal).
INITIATIVE: +7 (+3 Dex, +4 Improved Initiative)
SPEED: 45 ft. (Slow Movement, Dex x3 instead of Dex x4 [1 BP]). {-1 CP}
AC: +2 (-1 size, +3 Dex)
ARMOUR: 17 (Armour: natural increased to Rank 2 [+6 CP], Restriction: Only provides 5 Points of armour [3 BP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against silver weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {8 CP}
BAB/GRAPPLE: +5/+12
ATTACK: Claw +11 melee (1d8+6)
FULL ATTACK: 2 claws +11 melee (1d8+6) and bite +6 melee (2d6+3) [10 CP] {10 CP}
SPECIAL ATTACKS: Natural Weapons Rank 1 (Claws [1 CP]). {1 CP}
 Special Attack Rank 2, Bite (2d6+3 damage; Linked: Metamorphosis, Muscle-Powered; Melee [6 CP]). {6 CP}
CREATURE TRAITS: Animal Friendship Rank 5 (Restriction: Only usable with tigers and dire tigers; Unique Ability: May communicate fully with all tigers), Attack Combat Mastery Rank 6 (18 CP), Heightened Senses (Type I: Scent, Type II: Low-Light Vision); Highly Skilled. {18 CP}
SAVES: Fort +10, Ref +9, Will +6
ABILITIES: Str 22, Dex 17, Con 18, Int 11, Wis 11, Cha 8 {+11 CP}
SKILLS: Balance +8, Climb +9, Handle Animal +3, Hide +14, Listen +6, Move Silently +10, Spot +6; Melee Attack +1, Unarmed Attack (Grapple) +1
FEATS: Accuracy, Combat Martial Arts, Deflection, Dodge, Improved Initiative, Iron Will (2 CP) {2 CP}
ENVIRONMENT: Warm forests
ORGANIZATION: Solitary or pair
CREATURE POINTS: (67)
CR: 5 (18)
ADVANCEMENT: By character Class

This is an anthropomorphic tiger around eight feet tall, with great jaws and teeth. Its whole body is covered with sleek fur in black and orange stripes.

Weretigers in humanoid form tend to be sleekly muscular, taller than average, and very agile.

COMBAT

Weretigers can assume a hybrid form as well as an animal form. In tiger form, they can pounce and grab just as normal tigers do. In hybrid form, they rely on their deadly claws.

SPECIAL ABILITIES

ALTERNATE FORM: A weretiger can assume a bipedal hybrid form or the form of a tiger.

CURSE OF LYCANTHROPY: Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude Save or contract lycanthropy.

IMPROVED GRAB: To use this Ability, a weretiger in tiger form must hit with a claw or bite attack. It can then attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold and can rake.

POUNCE: If a weretiger in tiger form charges an opponent, it can make a full attack, including two rake attacks.

RAKE: Attack bonus +9 melee, damage 1d8+3.

The weretiger presented here is a 1st-Level human ninja and natural lycanthrope, using the following base Ability Scores: Str 10, Dex 13, Con 12, Int 11, Wis 9, Cha 8.

TACTICS

Stealth is the key to weretiger hunting techniques. They will stalk their prey for hours if need be, waiting for an opportune moment to make their attack. One favourite attack method is to lie concealed in the branches of a tree, then pounce on a victim passing underneath.

Weretigers tend to be valiant, but are not fools, nor savages; they will not fight to the death if it is avoidable.

ANIME WERETIGERS

Shapeshifters abound in almost all mythology, and so a tiger shapeshifter can be very suitable to either a generic fantasy setting, or a game set specifically in the real world's India or Asia, or a game set in a fantastic version of real-world India or Asia. An afflicted weretiger may be forced to assume that form as penance for a violent and rapacious previous life, or may just have been unlucky.

Alternatively, use the statistics of the hybrid form of the weretiger to create a powerful oni for a historical Japanese game. This creature cannot change form, and so the CP cost is calculated by taking the base weretiger cost, subtracting the cost of the Alternate Form Attributes, and adding in the costs of all the additional Attributes the hybrid gets over the base creature. In addition, remove Animal Friendship, Metamorphosis (and the Linked: Metamorphosis Special Ability, from the Bite Special Attack, reducing it to a Rank 1 Special Attack), giving a total cost of (126 CP) for a humanoid tiger-creature that uses the Hybrid Weretiger statistics but may not change form.

LYCANTHROPE, WEREWOLF

WEREWOLF, HUMAN FORM

MEDIUM {0 CP} HUMANOID {0 CP}
(HUMAN {0 CP}, SHAPECHANGER {0 CP})

HIT DICE: 1d10 plus 2d8+4 (18 HP) (1st Level Martial Artist [10 CP] plus 2 HD Animal [15 CP]) {25 CP}
INITIATIVE: +4 (Improved Initiative)
SPEED: 33 ft.
AC: +0 (Dex), +2 vs. melee attacks (Unarmed Defence +2)
ARMOUR: 2 (Rank 1 Armour: natural [4 CP], Restriction: Only provides 2 Points of armour [2 BP]). {2 CP}
BAB/GRAPPLE: +2/+4
ATTACK: Unarmed Strike +4 melee (1d3)
FULL ATTACK: Unarmed Strike +4 melee (1d3)
CREATURE TRAITS: Alternate Form Rank 5, Wolf ([45 CP]; Restriction: Only provides 43 CP to spend on improving the alternate form [6 BP]; Supernatural Ability [1 BP]); Alternate Form Rank 5, Hybrid ([45 CP]; Restriction: Only provides 49 CP to spend on improving the alternate form [1 BP]; Supernatural Ability [1 BP]); Animal Friendship Rank 5 ([5 CP]; Restriction: Only usable with wolves and dire wolves [3 BP]; Unique Ability: May communicate fully with all wolves [1 CP]), Heightened Senses (Type I: Scent, Type II: Low-Light Vision [2 CP]). {86 CP}
SAVES: Fort +5, Ref +3, Will +3
ABILITIES: Str 13, Dex 11, Con 11, Int 10, Wis 12, Cha 8 {32.5 CP}
SKILLS: Handle Animal +1, Hide +4, Listen +2, Move Silently +4, Spot +2, Survival +3; Unarmed Attack +2, Unarmed Defence +2
FEATS: Endurance, Improved Initiative, Iron Will (2 CP), Run {2 CP}
ENVIRONMENT: Temperate forests
ORGANIZATION: Solitary, pair, pack (6-10), or troupe (2-5 plus 5-8 wolves)
CREATURE POINTS: 147
CR: 3
ADVANCEMENT: By character Class

WEREWOLF, WOLF FORM

MEDIUM {0 CP} HUMANOID {0 CP} (HUMAN {0 CP})
SHAPECHANGER {0 CP})

HIT DICE: 1d10 plus 2d8+4 (18 HP)
INITIATIVE: +6 (+2 Dex, +4 Improved Initiative)
SPEED: 45 ft.
AC: +2 (Dex), +4 vs. melee attacks (Unarmed Defence +2)
ARMOUR: 17 (Armour: natural increased to Rank 1 [+2 CP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against silver weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {7 CP} +2/+5
BAB/GRAPPLE: Bite +5 melee (1d6+3)
ATTACK: Bite +5 melee (1d6+3)
FULL ATTACK: Bite +5 melee (1d6+3)

SPECIAL ATTACKS: Trip (Extra Attack [8 CP], Restriction: May only be used with a trip attack, and only immediately after a bite attack has successfully hit [3 BP]). {5 CP}

Metamorphosis Rank 6, Curse of Lycanthropy ([30 CP]; Reduction: May only be used with bite attack [-5 CP]; Reduction: Always has same effects [-10 CP]; Unique Ability: Permanent until cured, see below [5 CP]; Supernatural Ability [1 BP]). {19 CP}

Special Attack Rank 1, Bite (1d6+3 damage; Linked: Metamorphosis, Muscle-Powered; Melee [3 CP]). {3 CP}

CREATURE TRAITS: Animal Friendship Rank 5 (Restriction: Only usable with wolves and dire wolves; Unique Ability: May communicate fully with all wolves), Attack Combat Mastery Rank 1 (3 CP), Heightened Senses (Type I: Scent, Type II: Low-Light Vision), Highly Skilled (1 CP). {4 CP}

SAVES: Fort +7, Ref +5, Will +3
ABILITIES: Str 15, Dex 15, Con 15, Int 10, Wis 12, Cha 8 {+5 CP}
SKILLS: Handle Animal +1, Hide +6, Listen +2, Move Silently +6, Spot +2, Survival +3, Wilderness Tracking +4; Unarmed Attack +2, Unarmed Defence +2
FEATS: Endurance, Improved Initiative, Iron Will (2 CP), Run {2 CP}
ENVIRONMENT: Temperate forests
ORGANIZATION: Solitary, pair, pack (6-10), or troupe (2-5 plus 5-8 wolves)
CREATURE POINTS: (43)
CR: 3
ADVANCEMENT: By character Class

WEREWOLF, HYBRID FORM

MEDIUM {0 CP} HUMANOID {0 CP} (HUMAN {0 CP})
SHAPECHANGER {0 CP})

HIT DICE: 1d10 plus 2d8+4 (18 HP)
INITIATIVE: +6 (+2 Dex, +4 Improved Initiative)
SPEED: 45 ft.
AC: +2 (Dex), +4 vs. melee attacks (Unarmed Defence +2)
ARMOUR: 17 (Armour: natural increased to Rank 1 [+2 CP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against silver weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {7 CP} +2/+5
BAB/GRAPPLE: Claw +5 melee (1d4+2)
ATTACK: Claw +5 melee (1d4+2) and bite +0 melee (1d6+1) (10 CP) {10 CP}

SPECIAL ATTACKS: Metamorphosis Rank 6, Curse of Lycanthropy ([30 CP]; Reduction: May only be used with bite attack [-5 CP]; Reduction: Always has same effects [-10 CP]; Unique Ability: Permanent until cured, see below [5 CP]; Supernatural Ability [1 BP]). {19 CP}

Natural Weapons Rank 1 (Claws [1 CP]). {1 CP}

Special Attack Rank 1, Bite (1d6+1 damage; Linked: Metamorphosis, Muscle-Powered; Melee [3 CP]). {3 CP}

CREATURE TRAITS: Animal Friendship Rank 5 (Restriction: Only usable with wolves and dire wolves; Unique Ability: May communicate fully with all wolves), Attack Combat Mastery Rank 1 (3 CP), Heightened Senses (Type I: Scent, Type II: Low-Light Vision), Highly Skilled (1 CP). {4 CP}

SAVES: Fort +7 Ref +5, Will +3
ABILITIES: Str 15, Dex 15, Con 15, Int 10, Wis 12, Cha 8 {+5 CP}
SKILLS: Handle Animal +1, Hide +6, Listen +2, Move Silently +6, Spot +2, Survival +3, Wilderness Tracking +4; Unarmed Attack +2, Unarmed Defence +2
FEATS: Endurance, Improved Initiative, Iron Will (2 CP), Run {2 CP}
ENVIRONMENT: Temperate forests
ORGANIZATION: Solitary, pair, pack (6-10), or troupe (2-5 plus 5-8 wolves)
ENVIRONMENT: Temperate forests
ORGANIZATION: Solitary, pair, pack (6-10), or troupe (2-5 plus 5-8 wolves)
CREATURE POINTS: (49)
CR: 3
ADVANCEMENT: By character Class

This wolf-headed man is covered with short thick fur, dark grey-brown on its back and pale grey with a few darker spots on its stomach and inner limbs.

Werewolves in humanoid form have no distinguishing traits.

COMBAT

In wolf form, a werewolf can trip just as a normal wolf does. A werewolf in hybrid form usually dispenses with weapon attacks, though it can wield a weapon and use its bite and claw as secondary natural attacks.

SPECIAL ABILITIES

ALTERNATE FORM: A werewolf can assume a bipedal hybrid form or the form of a wolf.

CURSE OF LYCANTHROPY: Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude Save or contract lycanthropy.

The werewolf presented here is based on a 1st-Level human Martial Artist and natural lycanthrope, using the following base Ability Scores: Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 8.

TACTICS

As pack animals, werewolves use quite complex tactics. They love ambushes and will often set up elaborate ambush sites with constructed traps, werewolves in human form as decoys, missile users around the flanks, and a mix of hybrid and wolf form werewolves ready to bring down the enemy in melee combat.

On a more basic Level, wolves have very much evolved to take instant and total advantage of any weakness they perceive in an opponent. If a wolf manages to bring down a foe with a Trip attack, all members of the pack will savage the fallen creature on their next attacks. Likewise, the pack will often go for the easiest-looking character to prey on — perhaps one who is lagging behind the rest of the party, or who is already injured.

ANIME WEREWOLVES

High fantasy games can feature werewolves without change, though often the hybrid form will be the only one that is seen. A 'wolfman' that has only one form, the hybrid, can be built by using only the hybrid's game statistics and replacing the Special Attack and the Metamorphosis with a simple Natural Weapon: Fangs (for a total wolfman cost of [92 CP]).

In a game based more on Japanese mythology, the werewolf statistics are a close fit for the *Tanuki*, a mischievous dog-spirit that can take on human form, and possibly other forms too. This creature has no hybrid form (-44 CP), but can cast spells as though a Wizard (Specialisation: Illusions) of the same Level as its total number of Hit Dice (3rd Level, in the case of the example 3 HD creature [+3 CP]), for a total *Tanuki* cost of [108 CP] plus the cost of any additional Alternate Forms other than the wolf (technically a dog, in this case) and the basic human.

CREATING A LYCANTHROPE

"Lycanthrope" is a template that can be added to any humanoid or giant (referred to hereafter as the base creature). The lycanthrope template can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes). Becoming a lycanthrope is very much like multiclassing as an animal and gaining the appropriate Hit Dice.

SIZE AND TYPE: The base creature's type does not change, but the creature gains the shapechanger subtype. The lycanthrope takes on the characteristics of some type of carnivorous or omnivorous creature of the animal type (referred to hereafter as the base animal).

This animal can be any predator, scavenger, or omnivore whose size is within one size category of the base creature's size (Small, Medium, or Large for a Medium base creature). Lycanthropes can also adopt a hybrid shape that combines features of the base creature and the base animal. A lycanthrope's hybrid form is the same size as the base animal or the base creature, whichever is larger.

A lycanthrope uses either the base creature's or the base animal's statistics and special Abilities in addition to those described here.

HIT DICE AND HIT POINTS: A lycanthrope adds the Hit Dice of its animal form to its base Hit Dice for race, Level, and Class. These additional Hit Dice modify the lycanthrope's Base Attack Bonus and base Saving Throw bonuses accordingly (as well as Skill Points; see below), and are retained in all forms of the creature (CP cost varies depending on the number of Hit Dice provided by the particular variety of animal; see Animal Type, page 118). To calculate total Hit Points, apply Constitution modifiers according to the score the lycanthrope has in each form.

SPEED: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature's Movement Modifier, but apply it to the hybrid's Dexterity.

ARMOUR: If the base creature does not have Armour: natural, it gains Armour Rank 1: natural (4 CP), Restriction: Only provides 2 Points of armour (2 BP). If the base creature has Armour: natural, this is increased by +2 Points (at a cost of 2 CP). This armour applies in all forms. In hybrid form, the lycanthrope's Armour: natural is equal to the Armour: natural +2 of the base animal or the Armour: natural +2 of the base creature, whichever is better. {2 CP}

In addition, an afflicted lycanthrope in animal or hybrid form gains Armour Rank 2: Damage Reduction (8 CP), Restriction: Only provides 5 Points of armour {3 BP}, Restriction: provides no protection against silver weapons {1 BP}, Restriction: provides no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities {3 BP} {1 CP}. A natural lycanthrope in animal or hybrid form instead gains Armour Rank 3: Damage Reduction (12 CP), Restriction: Only provides 10 Points of armour {2 BP}, Restriction: provides no protection against silver weapons {1 BP}, Restriction: provides no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities {3 BP}). {6 CP}

BAB/GRAPPLE: Add the Base Attack Bonus for the base animal to the Base Attack Bonus for the base creature.

TABLE 1-15: LYCANTHROPE ATTACKS

HYBRID SIZE	CLAW	BITE	SPECIAL ATTACKS
Small	1d3	1d4	Special Attack Rank 1, Bite (1d4 damage; Linked: Metamorphosis, Muscle-Powered; Melee {2 CP}). {2 CP}
Medium	1d4	1d6	Special Attack Rank 1, Bite (1d6 damage; Linked: Metamorphosis, Muscle-Powered; Melee {3 CP}). {3 CP}
Large	1d6	1d8	Natural Weapons Rank 1 (Claws {1 CP}). Special Attack Rank 1, Bite (1d8 damage; Linked: Metamorphosis, Muscle-Powered; Melee {4 CP}). {5 CP}
Huge	2d4	2d6	Natural Weapons Rank 1 (Claws {1 CP}). Special Attack Rank 2, Bite (2d6 damage; Linked: Metamorphosis, Muscle-Powered; Melee {6 CP}). {7 CP}

ATTACKS: Same as the base creature or base animal, depending on which form the lycanthrope is using. A lycanthrope in hybrid form gains two claw attacks and a bite attack as natural weapons (10 CP). {10 CP}

These weapons deal damage based on the hybrid form's size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

DAMAGE: Same as the base creature or base animal, depending on which form the lycanthrope is in.

SPECIAL ATTACKS: A lycanthrope retains the special attacks of the base creature or base animal, depending on which form it is using, and also gains the special attacks described below.

A lycanthrope's hybrid form does not gain any special attacks of the base animal. A lycanthrope spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

CURSE OF LYCANTHROPY: Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude Save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy, and so do not gain this attack. In game terms, this curse means that the lycanthrope gains Metamorphosis Rank 6 ({30 CP}; Reduction: May only be used with bite attack [-5 CP]; Reduction: Always has same effects [-10 CP]; Unique Ability: Permanent until cured, see below [5 CP]; Supernatural Ability [1 BP]), and its Bite Special Attack gains the Linked: Metamorphosis Special Ability. {19 CP}

SPECIAL QUALITIES: A lycanthrope retains all the special qualities of the base creature and the base animal, and also gains those described below.

ALTERNATE FORM: A lycanthrope gains at least one Alternate Form, as an animal, with the precise Rank depending on the animal's statistics (the example lycanthropes given above show how the appropriate Rank has been calculated). An afflicted lycanthrope that is aware of its affliction, or a natural lycanthrope, can also assume a bipedal hybrid form with prehensile hands and animalistic features, again with the precise Rank depending on the hybrid form's statistics.

A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Afflicted lycanthropes find this Ability difficult to control (see Lycanthropy as an Affliction, below); this counts as a Restriction: May not change form voluntarily unless a Control Shape check is made (3 BP) on the cost of the Alternate Form, as well as Involuntary Physical Change (2 BP). Natural lycanthropes have full control over this power. {-5 CP}

LYCANTHROPIC EMPATHY: All lycanthropes gain Animal Friendship Rank 5 ({5 CP}; Restriction: Only usable with normal or dire animal of the lycanthrope's animal form {3 BP}; Unique Ability: May communicate fully with all creatures of the lycanthrope's animal form [1 CP]). {3 CP}

ANIMAL SENSES: A lycanthrope gains Heightened Senses (Type I: Scent, Type II: Low-Light Vision [2 CP]) in any form. {2 CP}

BASE SAVE BONUSES: Add the base Save bonuses of the base animal to the base Save bonuses of the base creature.

ABILITIES: All lycanthropes gain +2 to Wisdom (1 CP). In addition, when in animal form, a lycanthrope's physical Ability Scores improve according to its kind, as set out on Table 1-16, next page. These adjustments are equal to the animal's normal Ability Scores -10 or -11. A lycanthrope in hybrid form modifies its physical Ability Scores by the same amount. {1 CP}

A lycanthrope may also gain an additional Ability Score increase by virtue of its extra Hit Dice.

A lycanthrope gains Skill Points equal to (4 + Int modifier, minimum 3) per Hit Die of its animal form, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple Skill Points for any animal Hit Die.) Any Skill given in the animal's description is a Class Skill for the lycanthrope's animal levels.

FEATS: Add the base animal's Feats to the base creature's. If this results in a lycanthrope having the same Feat twice, the lycanthrope gains +2 CP to spend as desired. This process may give the lycanthrope more

Feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" Feats cost 2 CP each as usual.

It's possible that a lycanthrope may be unable to meet the prerequisites for all its Feats when in humanoid form. If this occurs, the lycanthrope still has the Feats, but cannot use them when in humanoid form. All lycanthropes gain Iron Will as a bonus Feat (2 CP). {2 CP}

ENVIRONMENT: Same as either the base creature or base animal.

ORGANIZATION: Solitary or pair, sometimes family (3–4), pack (6–10), or troupe (family plus related animals).

CHARACTER POINTS: Vary by lycanthrope type, afflicted or natural lycanthrope, and whether or not the creature has access to the hybrid form.

CR: By Class Level or base creature, modified according to the HD of the base animal: 1 HD or 2 HD, +2; 3 HD to 5 HD, +3; 6 HD to 10 HD, +4; 11 HD to 20 HD, +5; 21 or more HD, +6.

ADVANCEMENT: By character Class.

TABLE 1-16: ABILITY MODIFIERS

NAME	ANIMAL FORM	ANIMAL OR HYBRID FORM ABILITY MODIFIERS
Werebear	Brown bear	Str +16, Dex +2, Con +8 {+13 CP}
Weretiger	Tiger	Str +12, Dex +4, Con +6 {+11 CP}
Werewolf	Wolf	Str +2, Dex +4, Con +4 {+5 CP}

LYCANTHROPY AS AN AFFLICTION

When a character contracts lycanthropy through a lycanthrope's bite (see above), no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his or her own identity, temporarily becoming an NPC. The character remains in animal form, acting as a typical animal of that species would, until the next dawn. The character remembers nothing about the entire episode (or subsequent episodes) unless he succeeds on a DC 15 Wisdom check, in which case he becomes aware of his lycanthropic condition.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check (see below) to resist changing into animal form. Any player character not yet aware of his or her lycanthropic condition temporarily becomes an NPC during an involuntary change, and acts according to the alignment of his or her animal form.

A character with awareness of his condition retains his identity and does not lose control of his actions if he changes. Once a character becomes aware of his affliction, he can now voluntarily attempt to change to animal or hybrid form, using the appropriate Control Shape check DC. An attempt is a standard action and can be made each round.

These various problems count as an Involuntary Physical Change (2 BP).

CHANGING FORM

Changing form is a standard action. If the change is involuntary, the character performs the change on his next turn following the triggering event.

Changing to animal or hybrid form ruins the character's armour and clothing (including any items worn) if the new form is larger than the character's natural form; carried items are simply dropped. Characters can hastily doff clothing while changing, but not armour. Armour that is an Item of Power survives the change if it succeeds on a DC 15 Fortitude Save. This damage to gear is a Unique Defect (2 BP).

An afflicted character who is not aware of his condition remains in animal form until the next dawn. An afflicted character who is aware of his or her condition (see above) can try to resume humanoid form following a change (voluntary or involuntary) with a Control Shape check, but on failing this check, he or she remains in animal (or hybrid) form until the following dawn.

CURING LYCANTHROPY

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within 1 hour of a lycanthrope's attack can attempt a DC 20 Fortitude Save to

shake off the affliction. If a healer administers the herb, use the character's Save bonus or the healer's Heal modifier, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

However, fresh or not, belladonna is toxic. The character must succeed on a DC 13 Fortitude Save or take 1d6 Points of Strength damage. One minute later, the character must succeed on a second DC 13 Save or take an additional 2d6 Points of Strength damage.

A *remove disease* or *heal* spell cast by a spellcaster of 12th Level or higher also cures the affliction, provided the character receives the spell within three days of the lycanthrope's attack.

The only other way to remove the affliction is to cast *remove curse* or *break enchantment* on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a DC 20 Will Save to break the curse (the caster knows if the spell works). If the Save fails, the process must be repeated.

Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy.

If a player character is afflicted by lycanthropy, it is not usually necessary to make the character pay the additional costs for his or her new Attributes until such time as the character becomes aware of the affliction and expresses a desire not to have it cured.

CONTROL SHAPE (Wis)

Any character who has contracted lycanthropy and is aware of his condition can learn Control Shape as a Class Skill. (An afflicted lycanthrope not yet aware of his condition can attempt Control Shape checks untrained.) This Skill determines whether an afflicted lycanthrope can control his shape. A natural lycanthrope does not need this Skill, since it has full control over its shape.

CHECK (INVOLUNTARY CHANGE): An afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his Hit Points by one-quarter and again after each additional one-quarter lost.

On a failed check, the character must remain in animal form until the next dawn, when he automatically returns to his base form. A character aware of his condition may make one attempt to return to humanoid form (see below), but if he fails, he remains in animal form until the next dawn.

RETRY (INVOLUNTARY CHANGE): Check to resist an involuntary change once each time a triggering event occurs.

CHECK (VOLUNTARY CHANGE): In addition, an afflicted lycanthrope aware of his condition may attempt to use this Skill voluntarily in order to change to animal form, assume hybrid form, or return to humanoid form, regardless of the state of the moon or whether he has been injured.

RETRY (VOLUNTARY CHANGE): A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

SPECIAL: An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see Lycanthropy as an Affliction).

TABLE 1-17: CONTROL SHAPE CHECKS

INVOLUNTARY CHANGE	CONTROL SHAPE DC
Resist involuntary change	25
INVOLUNTARY CHANGE	CONTROL SHAPE DC
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntary change to animal form (full moon)	15
Voluntary change to animal form (not full moon)	20

* For game purposes, the full moon lasts three days every month.



THE
ASTOUNDING
MAN-TIGER

THE
TERRIFYING
WOLF WOMAN



THE AMAZING
HUMAN BEAR

TIGER
BEAST
FROM
THE EAST

MANTICORE

LARGE {-5 CP} MAGICAL BEAST {-2 CP}

HIT DICE: 6d10+24 (57 HP) {51 CP}
INITIATIVE: +2 (Dex)
SPEED: 45 ft. (Slow Movement, Dex x3 instead of Dex x4 [1 BP]), Fly 50 ft. (Flight Rank 2, Glider [4 CP]; Restriction: Maximum speed 30 mph [1 BP]). {2 CP}
AC: +1 (-1 size, +2 Dex)
ARMOUR: 6 (Rank 2 Armour: natural [8 CP], Restriction: Only provides 6 Points of armour [2 BP]). {6 CP}
BAB/GRAPPLE: +6/+11
ATTACK: Claw +10 melee (2d4+5) or 6 spikes +8 ranged (1d8+2/19-20)
FULL ATTACK: 2 claws +10 melee (2d4+5) and bite +8 melee (1d8+2) (10 CP); or 6 spikes +8 ranged (1d8+2) {10 CP}
SPECIAL ATTACKS: Special Attack Rank 2, Spike (1d8+2 damage; Muscle-Powered; Limited Shots [4 volleys, each of 6 spikes, per day], Unique Disability: All spikes shot in one round must be aimed at targets within 30 feet of one another [8 CP]). {8 CP}
 5 x Special Attack Rank 2, Spikes #2 through #5 (As Spike, above [5 x 2 = 10 CP]). {10 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision)

CREATURE TRAITS: Extra Attacks Rank 5, Spike Volley (40 CP; Reduction: Only usable with Spike attacks [-15 CP]; Heightened Senses (Type I: Scent [1 CP]; Highly Skilled (2 CP); Natural Weapons (Claws, Fangs [2 CP]). {30 CP}

SAVES: Fort +9, Ref +7, Will +5
ABILITIES: Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9 {41 CP}
SKILLS: Listen +5, Spot +9, Survival +1, Wilderness Tracking +2; Special Ranged Attack (Spikes) +2, Unarmed Attack (Grapple) +5
FEATS: Flyby Attack, Iron Will, Multiattack
ENVIRONMENT: Warm marshes
ORGANISATION: Solitary, pair, or pride (3-6)
CREATURE POINTS: 155
CR: 5 (11)
ADVANCEMENT: 7-16 HD (Large); 17-18 HD (Huge)

This creature has the head of a human, the mane and body of a lion, the wings and barbed spine of a dragon, and a long spiked tail.

A typical manticore is about 10 feet long and weighs about 1,000 pounds. Manticores speak Common.

COMBAT

Manticores love human flesh, but they are also vicious and hateful, attacking out of spite even when they are not hungry.

SPECIAL ABILITIES

Spikes: With a snap of its tail, a manticore can unleash a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

TACTICS

A manticore begins most attacks with one or more volleys of spikes, then closes. If the opposition looks tough, it will aim all the spikes at one foe, particularly one that appears to be a spellcaster.

In the outdoors, it often uses its powerful wings to stay aloft during battle. Against enemies that are unable to fly, the manticore will fire all 24 spikes to soften them up, following up with melee attacks only if they look suitably weakened by the four spike volleys.

ANIME MANTICORES

The manticore's statistics can be used to simulate any creature that can shoot off parts of its body such as spikes, spines or quills. If such a creature has the spikes all over, add a Special Attack with the Aura Special Ability to represent the danger of melee combat with it, such as Special Attack Rank 3, Spiked Body (1d8, Aura [12 CP, but reduces the first Spike Attack cost from 8 CP to 2 CP] +6 CP).

MEDUSA

MEDIUM {0 CP} MONSTROUS HUMANOID {-1 CP}

HIT DICE: 6d8+6 (33 HP) {48 CP}
INITIATIVE: +2 (Dex)
SPEED: 45 ft.
AC: +2 (Dex)
ARMOUR: 3 (Armour Rank 1: natural [4 CP], Restriction: Only provides 3 Points of armour [1 BP]). {3 CP}
BAB/GRAPPLE: +6/+6
ATTACK: Shortbow +8 ranged (1d6/x3) or dagger +8 melee (1d4/19-20) or snakes +8 melee (1d4 plus poison)
FULL ATTACK: Shortbow +8/+3 ranged (1d6); or dagger +8/+3 melee (1d4) and snakes +3 melee (1d4 plus poison) (2 CP) {2 CP}
SPECIAL ATTACKS: Special Attack Rank 9, Petrifying Gaze (Incapacitating, Incurable, Unique Ability: Charisma-Powered [Add medusa's Charisma bonus to Save DC], Unique Ability: Gaze Attack [Automatically hits, without needing an attack roll, unless target averts eyes in which case an attack roll is made as normal; counts as 5 Abilities], No Damage, Short Range, Unique Disability: Base Save DC is 10 + 1/2 medusa's Hit Dice, rather than 10 + 2 per Special Attack Rank [counts as 2 disabilities], Unique Disability: Cannot hit a blindfolded target [36 CP]; Supernatural Ability [1 BP]). {35 CP}

Special Attack Rank 2, Snakes (1d4 damage; Drain Body: Strength [drains 1d6 Strength, rather than exactly 4], Unique Ability: If Drain Body succeeds, target must make another Save one minute later or be drained of a further 2d6 Strength [counts as 2 Abilities]; Melee, Unique Disability: Target may attempt a Fortitude Saving Throw [DC 14] to negate Drain Body [2 CP]). {2 CP}

SPECIAL QUALITIES

MONSTROUS HUMANOID TRAITS: Heightened Senses (Type II: Darkvision).

CREATURE TRAITS: Immunity Rank 1 (Poison [10 CP]; Reduction: Only works against Medusa poison [-9 CP]), Personal Gear Rank 1 (2 CP). {3 CP}

SAVES: Fort +3, Ref +7, Will +6
ABILITIES: Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15 {38.5 CP}
SKILLS: Bluff +9, Diplomacy +4, Disguise (Acting) +9, Intimidate +4, Move Silently +8, Spot +8; Archery +2, Melee Attack +2, Unarmed Attack +2
FEATS: Point Blank Shot, Precise Shot, Far Shot
ENVIRONMENT: Temperate marshes
ORGANISATION: Solitary or covey (2-4)
CREATURE POINTS: 132
CR: 7 (9)
ADVANCEMENT: By character Class

This creature has the body of an attractive human female, but its head is a thing of nightmare, with fangs and glowing eyes. Most horrifically, she has a clump of snakes for hair, hissing and bobbing their heads from side to side and sliding over one another in their eagerness for victims.

A medusa is indistinguishable from a normal human female at distances greater than 30 feet (or closer, if its face is concealed). The creature often wears garments that enhance its body while hiding its face behind a hood or veil.

A typical medusa is 5 to 6 feet tall and about the same weight as a human.

Medusas speak Common.

COMBAT

Medusas hate beautiful things, particularly handsome human males but by extension almost anything beautiful. They attack humans to try to spoil that beauty.

SPECIAL ABILITIES

Poison: Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The Save DC is Constitution-based.

TACTICS

A medusa tries to disguise its true nature until the intended victim is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons to attack those who avert their eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.

ANIME MEDUSAS

A snake-sorceress sometimes appears in Japanese myth (and by extension in samurai age anime). She can be replicated with a few modifications of the medusa. She is beautiful, and naked to show off her extensive serpent tattoos. At a command from her, these tattoos come alive and extend out from her body in a writhing mass. Such a sorceress will not be able to petrify her opponents with a glance (No Special Attack: Petrifying Gaze {-35 CP}), but her snakes attack in a very similar manner to those of a medusa. If desired, they can also have the Tangle special ability (Special Attack: Venomous Snakes becomes Rank 3 [6 CP]), representing their greater mobility once they extend out from her body. She may also have 1-2 Ranks of Dynamic Sorcery (8 or 16 CP), or spellcasting ability as a 6th Level Sorcerer (10 CP).

NAGA, DARK

LARGE {-5 CP} ABERRATION {1 CP}

HIT DICE: 9d8+18 (58 HP) {57 CP}

INITIATIVE: +2 (Dex)

SPEED: 60 ft.

AC: +1 (-1 size, +2 Dex)

ARMOUR: 4 (Rank 1 Armour: natural [4 CP], Restriction: Only provides 3 Points of armour [1 BP]). {3 CP}

BAB/GRAPPLE: +6/+8

ATTACK: Sting +7 melee (2d4+2 plus poison)

FULL ATTACK: Sting +7 melee (2d4+2 plus poison) and bite +2 melee (1d4+1) (2 CP) {2 CP}

SPECIAL ATTACKS: Special Attack Rank 4, Poison Sting (2d4+2 damage; Incapacitating [Save DC is 16, rather than 18], Muscle-Powered; Melee [8 CP]). {8 CP}

Spellcasting (as 7th Level Sorcerer [12 CP]). {12 CP}

SPECIAL QUALITIES

ABERRATION TRAIT: Heightened Senses (Type II: Darkvision).

CREATURE TRAITS: Immunity (Poison [10 CP]), Mind Shield Rank 6 (6 CP), Special Defence (+3 bonus to all Saving Throws against charm effects [1 CP]), Telepathy Rank 2 ([6 CP]; Reduction: May only detect thoughts, not implant thoughts or have two-way communication [-3 CP]; Supernatural Ability [1 BP]); Unskilled (3 BP). {16 CP}

SAVES: Fort +7, Ref +7, Will +8

ABILITIES: Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha 17 {45.5 CP}

SKILLS: Bluff +9, Concentration +13, Diplomacy +7, Disguise (Acting) +6, Intimidate +6, Listen +11, Sense Motive +8, Spellcraft +12, Spot +11; Unarmed Attack (Grapple) +2

FEATS: Dodge, Eschew Materials, Great Fortitude, Lightning Reflexes

ENVIRONMENT: Temperate hills

ORGANISATION: Solitary or nest (2-4)

CREATURE POINTS: 139

CR: 8 (9)

ADVANCEMENT: 10-13 HD (Large); 14-27 HD (Huge)

This long purple snake has a human head, and a barbed stinger on the end of its tail.

Dark nagas have long, snakelike bodies covered with glistening scales, and more or less human faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a dark naga are bright and intelligent, burning with an almost hypnotic inner light.

Dark nagas speak Common and Infernal.

COMBAT

Dark nagas rarely attack others in open battle, though they will use minions and stealth to capture potential prey for food. They are always interested in gathering wealth, which also draws them into conflict both as they attempt to acquire it and when adventurers try to steal it from their lairs.

SPECIAL ABILITIES

POISON: Injury, Fortitude DC 16 or lapse into a nightmare-haunted sleep for 2d4 minutes. The Save DC is Constitution-based.

SPELLS: Dark nagas cast spells as 7th-Level sorcerers.

Typical Sorcerer Spells Known (6/7/7/5; Save DC 13 + spell Level): 0 — daze, detect magic, light, mage hand, open/close, ray of frost, read magic; 1st — expeditious retreat, magic missile, ray of enfeeblement, shield, silent image; 2nd — cat's grace, invisibility, scorching ray; 3rd — displacement, lightning bolt.

TACTICS

Dark nagas favour spells over other forms of combat. Because they are almost always found in the lairs they guard and know well, they can arrange most encounters to suit their wishes. They prefer to fight from an elevated position where they get a good view of the battlefield while also staying out of reach.

Round by round tactics

Prior to Combat: Cast either *invisibility* (if the dark naga prefers to scout out the situation before committing to an attack) or *displacement*, *shield*, and *cat's grace* (if it is definitely going to fight).

Round 1: *Lightning bolt* cast on as many of the opponents as possible, use move action to withdraw.

Round 2: *Scorching ray* at targets weakened by the *lightning bolt*, withdraw again if possible.

Round 3: *Ray of enfeeblement* or *magic missile* if opponents seem badly hurt, *expeditious retreat* and flee if not.

Round 4 and following: Either full melee attack or continue to retreat.

ANIME DARK NAGAS

Dark nagas are eminently suitable for Indian-influenced anime games, or more standard anime games when the characters have strayed into an Indian-style culture or region. They are also perfect just as they are as weird guardians for the tombs of long-forgotten sorcerers.

In a romance-oriented game, a dark naga could fall in love with one of the player characters, its human part lamenting its 'ugly' serpent's body but still insisting that it will have a relationship with him or her regardless. In this case, it could even be a human, cursed to appear in its partially serpentine form, and potentially releasable from that curse.

NIGHTMARE

LARGE OUTSIDER {2 CP}

(Evil {1 CP}, Extralplanar {0 CP})

HIT DICE: 6d8+18 (45 HP) {60 CP}

INITIATIVE: +6 (+2 Dex, +4 Improved Initiative)

SPEED: 60 ft., Fly 90 ft. (Flight Rank 2 {8 CP})

AC: +1 (-1 size, +2 Dex)

ARMOUR: 13 (Rank 4 Armour: natural [16 CP], Restriction: Only provides 13 Points of armour [3 BP]). {13 CP}

BAB/GRAPPLE: +6/+10

ATTACK: Hoof +9 melee (1d8+4 plus 1d4 fire) and smoke

FULL ATTACK: 2 hooves +9 melee (1d8+4 plus 1d4 fire), bite +4 melee (1d8+2), and smoke (18 CP) {18 CP}

SPECIAL ATTACKS: Special Attack Rank 2, Sulphurous Smoke (Area x2, Irritant, Unique Ability: Provides some concealment, see text; No Damage, Short Range [8 CP]; Supernatural Ability [1 BP]). {7 CP}

Special Attack Rank 2, Flaming Hoof (1d8+4+1d4 damage; Muscle-Powered, Unique Ability: Sets combustible materials aflame; Melee [2 CP]; Supernatural Ability [1 BP]). {1 CP}

Special Attack Rank 2, 2nd Flaming Hoof (As Flaming Hoof, above [2 CP]; Supernatural Ability [1 BP]). {1 CP}

SPECIAL QUALITIES

CREATURE TRAITS: Highly Skilled (2 CP), Special Movement (Dimension Hop [1 CP]). {3 CP}

SAVES: Fort +8, Ref +7, Will +8

ABILITIES: Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12 {43.5 CP}

SKILLS: Concentration +12, Diplomacy +3, Intimidate +10, Knowledge (The Planes) +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12, Survival (Extraplanar) +10, Wilderness Tracking +12; Unarmed Attack (Grapple) +5

FEATS: Improved Initiative, Iron Will, Run

ENVIRONMENT: A evil-aligned plane

ORGANISATION: Solitary

CREATURE POINTS: 157

CR: 5 (11)

ADVANCEMENT: 7-10 HD (Large); 11-18 HD (Huge)

This great black war horse is maned and tailed with writhing flames. Sparks fly from its hooves as it runs, and its eyes too have a sulphurous orange glow to them.

A nightmare is about the size of a light war horse.

COMBAT

A nightmare can fight while carrying a rider, but the rider cannot also fight unless he or she succeeds on a Ride check.

SPECIAL ABILITIES

SMOKE: During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulphurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 16 Fortitude Save or take a -2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The Save DC is Constitution-based.

Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

TACTICS

Nightmares are often ridden by demons or other fiendish monsters, who employ them in much the same way cavalry regiments use horses: for rapid transport, ease of raiding enemy supply lines, and even a means of boosting the power of attack with lance charges.

ANIME NIGHTMARES

Nightmares are sufficiently over-the-top in appearance and power to be perfect mounts for the archvillain's elite knights or samurai, even if those riders are not actively demonic themselves. Give them a higher powered breath weapon to use occasionally, in addition to their sulphurous smoke, for added power and hellishness: Special Attack Rank 3, Hellbreath (Damage: 4d8, Area Effect [DC 16 Reflex Save, 15 ft. diameter blast], Unique Ability: Constitution-Powered [Save DC increased by nightmare's Constitution bonus]; Limited Shots [Usable once every 1d4 rounds: 2 disabilities], Unique Disability: Base Save DC is 10 + 1/2 nightmare's Hit Dice, rather than 10 + 2 per Special Attack Rank [12 CP]). Reduces cost of Sulphurous Breath to 1 CP (+6 CP).

NIGHTSHADE, NIGHTCRAWLER

GARGANTUAN {-20 CP} UNDEAD {87 CP}

(Extraplanar {0 CP})

HIT DICE: 25d12+50 (212 HP) {178.5 CP}

INITIATIVE: +4 (Improved Initiative)

SPEED: 30 ft. (Slow Movement, Dex x3 instead of Dex x6 [3 BP], Burrow 60 ft. (Tunnelling Rank 5 [10 CP], Restriction: Only tunnels at 35 mph [1 BP]). {6 CP}

AC: -4 (size)

ARMOUR: 44 (Rank 8 Armour: natural [32 CP], Restriction: Only provides 29 Points of armour [3 BP]; Rank 4 Armour: Damage Reduction [16 CP], Restriction: Only provides 15 Points of armour [1 BP], Restriction: provides no protection against magic weapons made from silver [1 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {40 CP}

BAB/GRAPPLE: +12/+30

ATTACK: Bite +29 melee (4d6+21)

FULL ATTACK: Bite +29 melee (4d6+21) and sting +24 melee (2d8+11 plus poison) (2 CP) {2 CP}

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple attack, and only immediately after a bite attack has successfully hit [3 BP]). {5 CP}

Special Attack Rank 10, Swallow Whole (2d8+12+2 damage + Level drain; Drain Levels [Counts as 5 Abilities; DC is 26 for the Fortitude Save to remove a negative Level], Muscle-Powered, Unique Ability: Target is Swallowed [counts as 2 Abilities], Vampiric (Gains 5 temporary Hit Points for each Level drained; counts as 3 Abilities); Melee, Unique Disability: Only usable while grappling [40 CP]; Massive Damage Rank 6, Acid (+12 damage on Swallow Whole attacks [12 CP]). {52 CP}

Special Attack Rank 4, Poison Sting (2d8+9+2 damage; Drain Body: Strength [Drains 2d6 Strength, rather than exactly 8; counts as 2 Abilities], Muscle-Powered, Unique Ability: If Drain Body succeeds, target must make another Save one minute later or be drained of a further 2d6 Strength [counts as 2 Abilities]; Melee, Unique Disability: Target may attempt a Fortitude Saving Throw [DC 22] to negate Drain Body [4 CP]). {4 CP}

Special Attack Rank 3, Bite (4d6+19+2 damage; Muscle-Powered; Melee [3 CP]). {3 CP}

Spell-Like Abilities (52 CP; Caster Level 25th [8 CP]; Restriction: Spell-Like Ability [4 BP]). {56 CP}

Supernatural Ability: Desecrating Aura ([2 CP]; Supernatural Ability [1 BP]). {1 CP}

Supernatural Ability: Summon Undead ([41 CP]; Supernatural Ability [1 BP]). {40 CP}

Unique Ability (Natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction [1 CP]). {1 CP}

SPECIAL QUALITIES

UNDEAD TRAITS: Heightened Senses (Type II: Darkvision); Special Defence Rank 25 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage to physical Ability Scores, Death Effects, Disease,

Energy Drain, Fatigue and Exhaustion, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 1 (Poison), Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 2 (Extra damage from Critical Hits); Unique Attribute (Uses its Charisma modifier for Concentration checks), Unique Attribute (No Constitution score); Unique Defect (Immediately destroyed when reduced to 0 Hit Points or less); Unique Defect (Cannot be raised, reincarnated, or affected by any Healing magic).

CREATURE TRAITS: Heightened Senses (Type II: Tremorsense [1 CP]), Highly Skilled (2 CP), Immunity (Cold [30 CP]), Spell Resistance 31 (30 CP), Telepathy Rank 4 (12 CP); Vulnerability: natural daylight (-4 penalty on all attack rolls, Saving Throws, and Skill checks [1 BP]). {74 CP}

SAVES: Fort +12, Ref +12, Will +23

ABILITIES: Str 48, Dex 10, Con —, Int 20, Wis 20, Cha 18 {58 CP}

SKILLS: Concentration +32, Diplomacy +6, Hide +16, Knowledge (Arcana) +33, Listen +33, Move Silently +28, Search +33, Sense Motive +23, Spellcraft +35, Spot +33, Survival +5, Wilderness Tracking +6; Unarmed Attack (Grapple) +21

FEATS: Blind-Fight, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (cone of cold)

ENVIRONMENT: Plane of Shadow

ORGANISATION: Solitary or pair

CREATURE POINTS: 587

CR: 18 (53)

ADVANCEMENT: 26–50 HD (Colossal)

This is a massive black worm with a huge, fanged, circular mouth.

Nightshades are powerful undead composed of equal parts darkness and absolute evil. The nightcrawler is a nightshade that resembles a worm, about 7 feet in diameter and 100 feet long from its toothy maw to the tip of its stinging tail. It weighs around 55,000 pounds.

Nightcrawlers can read and understand all forms of communication; however, they communicate with others by telepathy.

COMBAT

Nightshades feed on the energy of the living, and are always hungry for more souls.

SPECIAL ABILITIES

DESECRATING AURA: All nightshades give off a 20-foot radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works like a *desecrate* spell, except that the nightshade's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the nightshade (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and Saving Throws, and +2 Hit Points per HD. (The nightshade Hit Dice, attack, and Save entries given here include these profane bonuses.) Charisma checks made to turn undead within this area take a -6 penalty.

A nightshade's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the nightshade can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightshade enters a *consecrated* or *hallowed* area, but the nightshade's presence also suppresses the *consecrated* or *hallowed* effect for as long as it remains in the area.

IMPROVED GRAB: To use this ability, a nightcrawler must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

POISON: Injury, Fortitude DC 22, initial and secondary damage 2d6 Str. The Save DC is Constitution-based.

SPELL-LIKE ABILITIES: At will — *contagion* (DC 18), *deeper darkness*, *detect magic*, *greater dispel magic*, *baste*, *invisibility*, *see invisibility*, *unholy blight* (DC 18); 3/day — *cone of cold* (DC 19), *confusion* (DC 18), *hold monster* (DC 19); 1/day — *finger of death* (DC 21), *mass hold monster* (DC 23), *plane shift* (DC 21). Caster Level 25th. The Save DCs are Charisma-based.

SUMMON UNDEAD: A nightcrawler can *summon* undead creatures once per night: 9–16 (1d8+8) of Challenge Rating 3 or less, 3–6 (1d4+2) of Challenge Rating between 4 and 8, or 2–4 (1d3+1) of Challenge Rating between 9 and 11. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

SWALLOW WHOLE: A nightcrawler can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d8+12 Points of bludgeoning damage plus 12 Points of acid damage per round from the nightcrawler's gizzard and is subject to the creature's energy drain. In addition, living creatures inside a nightcrawler's gizzard gain one negative Level each round. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 Points of damage to the gizzard (Armour 11). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge nightcrawler's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, 512 Tiny or smaller opponents; a Colossal nightcrawler's interior can hold 1 Gargantuan, 4 Huge, 16 Large, 64 Medium, 256 Small, 1024 Tiny or smaller opponents.

TACTICS

A nightcrawler uses its tremorsense to detect potential prey, then attacks by burrowing through the ground and emerging to strike. If possible, it will also use *detect magic* before emerging, placing the point of emanation just beyond the solid mass it is burrowing through; this can allow it to gather vital intelligence as to the nature and extent of the magic possessed by its targets.

Assume that a nightcrawler will have the same ability to assess a party's likely character Classes as would any highly intelligent and perceptive human opponent. It will use appropriate spells against appropriate characters where possible: *cone of cold* against those with poor Reflex saves (for example, Dynamic Sorcerers), *hold monster* or *mass hold monster* against those with poor Will saves (for example, Samurai), and *finger of death* against those with poor Fortitude saves (for example, Martial Artists).

Prior to Combat: Cast *baste*, *deeper darkness* (on a small object worn or carried for the purpose, such as a nail in its flesh, a rock in its mouth or a scrap of fabric around its body), and *invisibility*.

Round 1: *Summon* undead, and if possible move to the rear of the opponents. Note that this does not break the creature's *invisibility*. It usually summons undead creatures of the maximum available challenge rating. Suitable creatures from this volume are high-Level lichs or vampires, and advanced (17 Hit Dice, Large) bodaks, though a particularly enormous skeleton or zombie might also be included for brute force (for example, a 27 Hit Dice, Huge, chimera skeleton).

Round 2: If still undetected, wait for the *summoned* undead to arrive before attacking. If detected, use a Quicken *cone of cold* then make a full melee attack against opponents who have been badly hurt by it. In the likely event that *baste* is still operative, the nightcrawler makes a second Bite attack as its bonus attack.

Round 3: Another Quicken *cone of cold*, then *invisibility* again and move from its previous position to take stock of the situation. If it is getting the worst of the fight so far, it may simply *plane shift* away.

Round 4: *Mass hold monster*, then a Quicken *cone of cold* aimed at the unfortunate *held* victims.

Round 5 and following: Full melee attack, unless the opportunity seems right for a *confusion*, *finger of death* or other Spell-Like Ability.

ANIME NIGHTCRAWLERS

Use only Colossal nightcrawlers for maximum anime nastiness. As extraplanar undead, nightcrawlers could be bargained with or even worshipped by the evil sorcerer archvillain of the piece, making an excellent climactic opponent for the players to deal with. Add unlimited uses per day of Quicken *animate dead* as another Spell-Like Ability (+2 CP for the spell, +2 CP for the Quicken Spell-Like Ability Feat (4 CP)) for maximum dramatic effect as the nightcrawler rolls across the battlefield, raising a legion of zombies in its wake from the fallen armies of both the sorcerer and the players' allies.





Nymph

MEDIUM {0 CP} FEY {1 CP}

HIT DICE: 6d6+6 (27 HP) {42 CP}
INITIATIVE: +3 (Dex)
SPEED: 51 ft., Swim 20 ft. (Water Speed Rank 1 [2 CP]) {2 CP}
AC: +7 (+3 Dex, +4 Defence Combat Mastery)
ARMOUR: 10 (Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against cold iron weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {5 CP}

BAB/GRAPPLE: +3/+3

ATTACK: Dagger +6 melee (1d4)

FULL ATTACK: Dagger +6 melee (1d4)

SPECIAL ATTACKS: Special Attack Rank 5, Blinding Beauty (Area [30 ft. radius], Aura, Flare, Incurable, Unique Ability: Charisma-Powered [Add nymph's Charisma bonus to Save DC]; No Damage, Unique Disability: Base Save DC is 10 + 1/2 nymph's Hit Dice, rather than 10 + 2 per Special Attack Rank [counts as 2 disabilities], Unique Disability: Cannot hit a blindfolded target [20 CP]; Supernatural Ability [1 BP]). {19 CP}

Special Attack Rank 4, Stunning Glance (Incapacitating, Unique Ability: Charisma-Powered [Add nymph's Charisma bonus to Save DC], Unique Ability: Gaze Attack [Automatically hits, without needing an attack roll, unless target averts eyes in which case an attack roll is made as normal; counts as 5 Abilities], No Damage, Short Range, Unique Disability: Base Save DC is 10 + 1/2 nymph's Hit Dice, rather than 10 + 2 per Special Attack Rank [counts as 2 disabilities], Unique Disability: Cannot hit a blindfolded target [4 CP]; Supernatural Ability [1 BP]). {3 CP}

Spells (5 CP), Spell-Like Ability: *dimension door* ([4 CP]; Spell-Like Ability [3 BP]). {6 CP}

SPECIAL QUALITIES

FEY TRAITS: Heightened Senses (Type II: Low-light Vision).

CREATURE TRAITS: Animal Friendship Rank 5 (5 CP), Defence Combat Mastery Rank 4 ([8 CP]; Supernatural Ability [1 BP]), Unique Attribute: Unearthly Grace (+3 bonus to all Saving Throws [9 CP]; Supernatural Ability [1 BP]); Unskilled (5 BP). {15 CP}

SAVES: Fort +7, Ref +12, Will +12

ABILITIES: Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19 {45.5 CP}

SKILLS: Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +12, Hide +12, Listen +12, Move Silently +12, Ride +5, Sense Motive +12, Spot +12, Use Rope (Bindings) +3; Melee Attack (Dagger) +2

FEATS: Deflection, Dodge, Reflection

ENVIRONMENT: Temperate forests

ORGANISATION: Solitary

CREATURE POINTS: 138 CP

CR: 7 (9)

ADVANCEMENT: 7–12 HD (Medium)

This elfin female is breathtakingly beautiful, with perfect features, lustrous waves of hair, large almond eyes, and elegant, elongated ears.

A nymph is about the height and weight of a female elf.

Nymphs speak Sylvan and Common.

COMBAT

Nymphs attempt to avoid combat, using *dimension door* to escape a threatening situation (though not before blinding anyone foolish enough to raise arms to them).

SPECIAL ABILITIES

BLINDING BEAUTY: This Ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude Save or be blinded permanently as though by the *blindness* spell. A nymph

can suppress or resume this Ability as a free action. The Save DC is Charisma-based.

SPELL-LIKE ABILITIES: 1/day — *dimension door*. Caster Level 7th.

SPELLS: A nymph casts divine spells as a 7th-Level Druid.

Typical Druid Spells Prepared (6/5/4/3/1, Save DC 13 + spell Level):
 0 — *cure minor wounds*, *detect magic*, *flare*, *guidance*, *light*, *resistance*; 1st — *calm animal*, *cure light wounds*, *entangle*, *longstrider*, *speak with animals*; 2nd — *barkskin*, *heat metal*, *lesser restoration*, *tree shape*; 3rd — *call lightning*, *cure moderate wounds*, *protection from energy*; 4th — *rusting grasp*.

STUNNING GLANCE: As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude Save or be stunned for 2d4 rounds. The Save DC is Charisma-based.

UNEARTHLY GRACE: A nymph adds her Charisma modifier as a bonus on all her Saving Throws (costed as for any other increase in Saving Throws), and as Ranks in Defence Combat Mastery (at 2 CP per rank as usual). The statistics block already reflects these bonuses.

TACTICS

A nymph somehow forced into combat will have her Blinding Beauty attack active at all times.

Prior to combat: *Barkskin*.

Round 1: Flee as far as possible, then *entangle* against fast-moving foes, or those with ranged attacks.

Round 2: *Call lightning* against *entangled* targets, then flee again.

Round 3: Stunning Glance against anyone who might be about to catch up with her, then continue fleeing.

ANIME NYMPHS

Unlike dryads, nymphs are not tied to any particular tree or even forest. In a more high-fantasy variant of the traditional alien girlfriend, a nymph can fall in love with a particularly cute-looking young male character, insisting on 'protecting' him and constantly getting annoyed with him for various supposed faults and misdemeanours. Her Druid spells are perfect for playing some very nasty and potentially dangerous tricks on him at inopportune moments — rusting his father's sword just before a battle, or heating up his armour in front of a rival girl so he has to hurriedly strip off!

Ogre Mage

LARGE {-5 CP} GIANT {3 CP}

HIT DICE: 5d8+15 (37 HP) {30 CP}

INITIATIVE: +4 (Improved Initiative)

SPEED: 40 ft., Fly 40 ft. (Flight Rank 2 [8 CP], Restriction: Only flies at 25 mph [2 BP]; Supernatural Ability [1 BP]). {5 CP}

AC: -1 (size)

ARMOUR: 9 (Rank 2 Armour: natural [8 CP], Restriction: Only provides 5 Points of armour [3 BP]; Light Mail (4 Points of armour). {5 CP}

BAB/GRAPPLE: +3/+8

ATTACK: Greatsword +7 melee (3d6+7) or longbow +2 ranged (2d6)

FULL ATTACK: Greatsword +7 melee (3d6+7) or longbow +2 ranged (2d6)

SPECIAL ATTACKS: Spell-Like Abilities ([12 CP]; Spell-Like Ability [4 BP]). {8 CP}

SPECIAL QUALITIES

GIANT TRAITS: Heightened Senses (Type II: Low-Light Vision), Light Armour Proficiency.

CREATURE TRAITS: Heightened Senses (Type II: Darkvision [1 CP]), Highly Skilled (3 CP), Personal Gear (2 CP), Regeneration Rank 5 ([20 CP]; Restriction: Cannot regenerate fire or acid damage [3 BP]), Spell Resistance 19 (18 CP). {41 CP}

SAVES: Fort +7, Ref +3, Will +3

ABILITIES: Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17 {41.5 CP}
SKILLS: Concentration +11, Listen +10, Spellcraft +10, Spot +11; Melee Attack (Greatsword) +4, Unarmed attack (Grapple) +5
FEATS: Improved Initiative, Lightning Reflexes
ENVIRONMENT: Cold hills
ORGANISATION: Solitary, pair, or troupe (1–2 plus 2–4 other giants or large humanoids)

CREATURE POINTS: 128

CR: 8 (8)

ADVANCEMENT: By character Class

This tall, wild-haired humanoid has a short horn in the centre of its forehead and bright red skin.

The ogre mage is a more intelligent and dangerous variety of its mundane cousin.

An ogre mage stands about 10 feet tall and weighs up to 700 pounds. Its skin varies in colour from bright reds to light greens and blues, and its hair is black or very dark brown. Ogre mages favour loose, comfortable clothing and lightweight armour.

Ogre mages speak Giant and Common.

COMBAT

Despite their relative sophistication, ogre mages love to eat human flesh. They also have other schemes and plots concerning human civilisation, and will attack or assassinate accordingly in the execution of those plots.

SPECIAL ABILITIES

SPELL-LIKE ABILITIES: At will — *darkness, invisibility*; 1/day — *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form, polymorph, sleep* (DC 14). Caster Level 9th. The Save DCs are Charisma-based.

TACTICS

Ogre mages rely on their spell-like Abilities, resorting to physical combat only when necessary. When faced with obviously superior forces, they prefer to retreat using *gaseous form* rather than fight a losing battle.

Prior to combat: *Invisibility*.

Round 1: *Charm person* targeting the toughest-looking warrior.

Round 2: *Sleep*.

Round 3: *Cone of cold*, including victims of *sleep* in the area of effect.

Round 4 and following: Full melee attack. Retreat in *gaseous form* if the battle goes against them.

ANIME OGRE MAGES

Ogre mages are closely based on the more intelligent type of *oni* from Japanese mythology, and so are ideal for Samurai Fantasy or historical Japanese games. Alter the Spell-Like Abilities to create more varied *oni*. A variety of Special Attacks could also be added to taste. For example, *oni* traditionally have the power to spit a globule of molten copper at their enemies:

Special Attack Rank 1, Molten Copper Globule (3d8 heat damage; Burning; Short Range, Limited Shots (four per day), Low Penetration [4 CP]). [4 CP]

OOZE, GELATINOUS CUBE

HUGE {-10 CP} OOZE {60 CP}

HIT DICE: 4d10+32 (54 HP) {18 CP}

INITIATIVE: -5 (Dex)

SPEED: 15 ft. (Speed Rank 1 [2 CP], Restriction: Only moves at 10 mph [1 BP]). {1 CP}

AC: -7 (-2 size, -5 Dex)

ARMOUR: 0

BAB/GRAPPLE: +3/+1

ATTACK: Slam +1 melee (1d6 plus 1d6 acid)

FULL ATTACK: Slam +1 melee (1d6 plus 1d6 acid)

SPECIAL ATTACKS: Special Attack Rank 9, Engulf (1d6 acid, Area [15 ft. by 15 ft.], Aura, Incapacitating [DC 20 Fortitude Save or paralysed for 3d6 rounds], Tangle [27 CP]). {27 CP}

Special Attack Rank 3, Acidic Slam (1d6 plus 1d6 acid damage; Incapacitating [DC 20 Fortitude Save or paralysed for 3d6 rounds]; Melee, Unique Disability: Acid damage does not affect metal or stone [3 CP]). {3 CP}

SPECIAL QUALITIES

OOZE TRAITS: Heightened Senses (Type II: Blindsight), Special Defence Rank 10 (Needs never sleep; Not subject to: Paralysis, Polymorph, Sleep Effects, or Stunning), Immunity Rank 2 (Extra damage from Critical Hits), Immunity Rank 1 (Poison), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Unique Defect (Mindless; an ooze has no Intelligence score).

CREATURE TRAITS: Immunity (Electricity [30 CP]), Invisibility (Sight [2 CP], Restriction: Only transparent, not truly invisible [1 BP]). {31 CP}

SAVES: Fort +9, Ref -4, Will -4

ABILITIES: Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1 {19.5 CP}

SKILLS: —

FEATS: —

ENVIRONMENT: Underground

ORGANISATION: Solitary

CREATURE POINTS: 149

CR: 3 (10)

ADVANCEMENT: 5–12 HD (Huge); 13–24 HD (Gargantuan)

This is a large, translucent, amoeba-like cube.

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body.

A typical gelatinous cube is 15 feet on a side and weighs about 50,000 pounds, though much larger specimens are not unknown.

Gelatinous cubes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter — living or dead.

COMBAT

Gelatinous cubes attack any creatures they encounter. Their bodies secrete acids that help them catch or digest their prey.

SPECIAL ABILITIES

ENGULF: Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can each make a free attack against the cube as it rolls forward, but if they do so they are not entitled to a Saving Throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex Save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid. Even if not paralysed, they are trapped within its body. The Save DC is Strength-based and includes a +1 racial bonus.

PARALYSIS: A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude Save or be paralysed for 3d6 rounds. The cube can automatically engulf a paralysed opponent. The Save DC is Constitution-based.

TRANSPARENT: Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

NOTE

Engulf has been treated much like a Trample Attack (see page 135) in game terms, in that the gelatinous cube surges forward over its victims. The 'Area' affected is thus the distance the creature can move in one round, multiplied by its width, just as for a trample attack.

TACTICS

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes.

ANIME GELATINOUS CUBES

Gelatinous cubes are in danger of becoming something more like an obstacle than a monster, if used carelessly. In a straight fantasy game, it is important to introduce a gelatinous cube to the action only when it will be seriously scary, rather than just being killed out of hand by a well-prepared party. The best times are as follows:

- When the party is fleeing an opponent down the corridor, and so moves too fast to notice the gelatinous cube and is engulfed.
- When one party member has been separated from the rest, and is either particularly unperceptive or lacking a light source. Ensure that the remainder of the party will have an opportunity to attempt a rescue, though they will need to be careful not to accidentally wipe out the cube's victim.
- A particularly nasty trick is to have a pit trap that has been filled precisely with a gelatinous cube. This can allow for great climactic moments, as the archvillain flips a switch to drop his or her enemies into the ooze pit.

PSEUDODRAGON

TINY {10 CP} DRAGON {14 CP}

HIT DICE: 2d12+2 (15 HP) {25 CP}

INITIATIVE: +2 (Dex)

SPEED: 14 ft., Fly 60 ft. (Flight Rank 2, Airplane [6 CP]; Restriction: Maximum speed 35 mph [1 BP]). {5 CP}

AC: +4 (+2 size, +2 Dex)

ARMOUR: 4 (Rank 1 Armour: natural [4 CP]). {4 CP}

BAB/GRAPPLE: +2/+4

ATTACK: Sting +4 melee (1d3-2 plus poison)

FULL ATTACK: Sting +4 melee (1d3-2 plus poison) and bite -1 melee (1 (2 CP) {2 CP}

SPECIAL ATTACKS: Special Attack Rank 2, Poison Sting (1d3-2 damage, Incapacitating [Fortitude Save, DC 14], Unique Ability: targets must make a second Fortitude Save 1 minute later or be Incapacitated, even if they were unaffected the first time; Melee, Unique Disability: Melee-Powered [counts as a disability, since the pseudodragon has a Strength penalty rather than a Strength bonus] [4 CP]). {4 CP}

SPECIAL QUALITIES

DRAGON TRAITS: Heightened Senses Rank 4 (Type I: Keen-sighted; Type II: Blindsight, Darkvision, Low-Light Vision), Immunity (Paralysis, Sleep Effects).

CREATURE TRAITS: Highly Skilled (2 CP), Immunity Rank 1 (Poison [10 CP]; Reduction: Only works against Pseudodragon poison [-9 CP]), Spell Resistance 19 (18 CP), Telepathy Rank 3 (Only works with creatures that speak Common or Sylvan [6 CP]). {27 CP}

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

ABILITIES: Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10 {33 CP}

SKILLS: Diplomacy +3, Hide +20 (Optimised for forests or overgrown areas +24), Listen +7, Search +7, Sense Motive +7, Spot +7, Survival +1, Wilderness Tracking +3.

FEATS: Dodge

ENVIRONMENT: Temperate forests

ORGANISATION: Solitary, pair, or clutch (3-5)

CREATURE POINTS: 124 CP

CR: 1 (8)

ADVANCEMENT: 3-4 HD (Tiny)

This is a dragon in miniature, complete with leathern wings, sharp teeth and talons, and spiky back.

A pseudodragon has a body about 1 foot long, with a 2-foot tail. It weighs about 7 pounds.

A pseudodragon can communicate telepathically and can also vocalise animal noises.

COMBAT

A pseudodragon can deliver a vicious bite, but its principal weapon is its sting-equipped tail.

SPECIAL ABILITIES

Poison: Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours.

TACTICS

Pseudodragons try to avoid combat with anything larger than themselves. They hunt small animals and birds, incapacitating their prey with their poisonous bites.

ANIME PSEUDODRAGONS

There is no Cute Pet more adorable than a dragon small enough to perch on your shoulder. Add a very small Breath Weapon for added cuteness and increased effectiveness in protecting the pet's owner:

Special Attack Rank 1, Breath Weapon (3d8 damage; Limited Shots [may be used once every 1d4 rounds; counts as 1 Ability], Short Range [4 CP]).

Other options to consider are ranks of Size Change and Invisibility. With or without these additions, a pseudodragon can make an effective player character, perhaps still as the Cute Pet of another player character.

PURPLE WORM

GARGANTUAN {-20 CP} MAGICAL BEAST {2 CP}

HIT DICE: 16d10+112 (200 HP) {129 CP}

INITIATIVE: -2 (Dex)

SPEED: 24 ft. (Slow Movement, Dex x4 instead of Dex x5 [1 BP]), Burrow 20 ft. (Tunnelling Rank 4 [8 CP]), Swim 10 ft. (Water Speed [2 CP], Restriction: Maximum speed 5 mph [1 BP]). {8 CP}

AC: -6 (-4 size, -2 Dex)

ARMOUR: 15 (Rank 4 Armour: natural [16 CP], Restriction: Only provides 15 Points of armour [1 BP]). {15 CP}

BAB/GRAPPLE: +16/+26

ATTACK: Bite +25 melee (2d8+12)

FULL ATTACK: Bite +25 melee (2d8+12) and sting +20 melee (2d6+6 plus poison) (2 CP) {2 CP}

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple or Swallow Whole attack, and only immediately after a bite attack has successfully hit [3 BP]). {5 CP}

Special Attack Rank 4, Poison Sting (Damage: 2d6+6, Drain Body: Strength [Drains only 1d6 Strength, rather than 8; counts as 1 Ability], Unique Ability [1 minute after being hit, a further 2d6 Strength is drained unless a DC 25 Fortitude Save is made; counts as 2 Abilities], Muscle-Powered; Melee [12 CP]). {12 CP}

Special Attack Rank 2, Swallow Whole (2d8+12 damage +8 acid damage; Muscle-Powered, Unique Ability: Target is Swallowed [counts as 2 Abilities]; Melee, Unique Disability: Only usable while grappling [2 CP]); Massive Damage Rank 4, Acid (+8 damage on Swallow Whole attacks [8 CP]). {10 CP}

Special Attack Rank 1, Bite (2d8+12 damage; Muscle-Powered; Melee [1 CP]). {1 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: No Heightened Senses (Type II: Low-light Vision, Darkvision [-2 CP]). {-2 CP}

CREATURE TRAITS: Heightened Senses (Type II: Tremorsense [1 CP]), Immunity Rank 1 (Poison [10 CP]; Reduction: Only works against Purple Worm poison [-9 CP]). {1 CP}

SAVES: Fort +17, Ref +8, Will +6

ABILITIES: Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8 {41.5 CP}

SKILLS: Listen +17; Unarmed Attack (Grapple) +13

FEATS: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack

ENVIRONMENT: Underground

ORGANISATION: Solitary

CREATURE POINTS: 204

CR: 12 (16)

ADVANCEMENT: 16–32 HD (Gargantuan); 33–48 HD (Colossal)

This enormous purple worm is covered with ridged, bony plates. Its mouth is as wide as its body, a great circular hole surrounded by flat teeth perfectly adapted for crushing and grinding. A barbed stinger is visible at the end of its tail.

The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous stinger in its tail.

COMBAT

Purple worms are always hungry. They must consume huge quantities of organic material to survive, and even more if they are to grow. They prefer meat where available.

SPECIAL ABILITIES

IMPROVED GRAB: To use this Ability, a purple worm must hit with its bite attack. It can then attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

POISON: Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The Save DC is Constitution-based.

SWALLOW WHOLE: A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 Points of crushing damage plus 8 Points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 Points of damage to the gizzard (Armour 7). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

TACTICS

In battle, a purple worm forms into a coil 20 feet in diameter, biting and stinging anything within reach.

ANIME PURPLE WORMS

Purple worms are a good generic underground monster, which can be used to make player characters flee at lower levels of experience or give them a good fight at higher levels. As written, they are always found alone, but if desired the GM could overrule this, using them as minions of some villain. In this case their role would be to burst up out of the ground and devastate a rebellious village or heroic army.

RAKSHASA

MEDIUM {0 CP} **OUTSIDER** {2 CP}
(**NATIVE** {-1 CP})

HIT DICE: 7d8+21 (52 HP) {67 CP}
INITIATIVE: +2 (Dex)
SPEED: 42 ft.
AC: +2 (Dex)

ARMOUR: 24 (Rank 3 Armour: natural [12 CP]; Restriction: Only provides 9 Points of armour); Armour Rank 4: Damage Reduction [16 CP], Restriction: Only provides 15 Points of armour [1 BP], Restriction: provides no protection against good-aligned piercing weapons [1 BP], Restriction: provides no protection against energy damage, spells, spell-like Abilities, or supernatural Abilities [3 BP]). {20 CP}

BAB/GRAPPLE: +7/+8

ATTACK: Claw +8 melee (1d4+1)

FULL ATTACK: 2 claws +8 melee (1d4+1) and bite +3 melee (1d6) (10 CP) {10 CP}

SPECIAL ATTACKS: Spells (12 CP)

SPECIAL QUALITIES

OUTSIDER TRAITS: Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be raised, reincarnated, or resurrected).

CREATURE TRAITS: Alternate Form: Cosmetic Changes (12 CP); Supernatural Ability [1 BP], Natural Weapons (Bite [1 CP]), Spell Resistance 27 (26 CP), Telepathy Rank 2 (16 CP); Reduction: May only detect thoughts, not implant thoughts or have two-way communication [-3 CP], Supernatural Ability [1 BP]; Unskilled (1 BP). {29 CP}

SAVES: Fort +8, Ref +7, Will +6

ABILITIES: Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17 {42.5 CP}

SKILLS: Bluff +17*, Concentration +13, Diplomacy +7, Disguise (Acting) +18*, Intimidate +5, Listen +13, Move Silently +13, Perform (Oratory) +13, Sense Motive +11, Spellcraft +11, Spot +11; Unarmed Attack +1

FEATS: Dodge, Run, Sneak Attack

ENVIRONMENT: Warm marshes

ORGANISATION: Solitary

CREATURE POINTS: 181

CR: 10 (14)

ADVANCEMENT: By character Class

This seems to be a human with the head of a tiger, and a coating of tiger fur over the rest of its body.

A closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human.

A rakshasa is about the same height and weight as a human.

Rakshasas speak Common, Infernal, and Undercommon.

COMBAT

Rakshasas rarely get into combat, other than when dealing with pesky adventurers trying to foil the rakshasa's evil schemes.

SPECIAL ABILITIES

SPELLS: A rakshasa casts spells as a 7th-Level Sorcerer.

Typical Sorcerer Spells Known (6/7/7/5; Save DC 13 + spell Level): 0 — detect magic, light, mage hand, message, read magic, resistance, touch of fatigue; 1st — charm person, mage armour, magic missile, shield, silent image; 2nd — bear's endurance, invisibility, acid arrow; 3rd — haste, suggestion.

SKILLS: When using Alternate Form, a rakshasa gains a +10 circumstance bonus on Disguise checks. If reading an opponent's mind, a rakshasa has a +4 circumstance bonus on Bluff and Disguise checks.

TACTICS

In close combat, which a rakshasa disdains as ignoble, it employs its sharp claws and powerful bite. Whenever possible, it uses its other Abilities to make such encounters unnecessary.

Round by round tactics

Prior to combat: Cast *mage armour*, *shield*, *bear's endurance*, *haste* and *invisibility*.

Round 1: Avoid combat entirely if preferred, sneaking away, perhaps changing form before becoming visible again so as to appear like a separate creature. Otherwise, create a *silent image* of itself somewhere nearby but out of reach, then change form and attempt to conceal itself physically before resuming the attack.

Round 2: Cast *charm person* on a powerful-looking warrior, or better still a Ninja or thief (someone who may be able to Sneak Attack his or her former comrades). Move away from close combat if possible.

Round 3: Cast *melf's acid arrow* on a spellcaster or missile-user, moving away again if possible.

Round 4: Cast *magic missile* to finish off the same spellcaster or missile-user, moving into melee range immediately thereafter.

Round 5 and following: Full melee attack.

ANIME RAKSHASAS

As creatures from Indian mythology, Rakshasas are a perfect fit for Indian-inspired fantasy anime games. With no alteration at all, they can also work as powerful oni in samurai action games, perhaps leading a group of lesser oni. See the Ogre Mage (page 82) for details of a molten copper Special Attack which could be added in this case.

REMORHAZ

HUGE {-10 CP}

MAGICAL BEAST {-2 CP}

HIT DICE: 7d10+35 (73 HP) {57.5 CP}

INITIATIVE: +1 (Dex)

SPEED: 39 ft. (Slow Movement, Dex x3 instead of Dex x5 [2 BP]), Burrow 20 ft. (Tunnelling Rank 4 [8 CP]). {6 CP}

AC: -1 (-2 size, +1 Dex)

ARMOUR: 11 (Rank 3 Armour: natural [12 CP], Restriction: Only provides 11 Points of armour [1 BP]). {11 CP}

BAB/GRAPPLE: +7/+14

ATTACK: Bite +13 melee (2d8+12)

FULL ATTACK: Bite +13 melee (2d8+12)

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple or Swallow Whole attack, and only immediately after a bite attack has successfully hit [3 BP]). {5 CP}

Special Attack Rank 8, Heat (8d6 damage; Aura, Unique Ability: Melts weapons [see text] [33 CP]). {33 CP}

Special Attack Rank 10, Swallow Whole (2d8+12 damage +8d6 fire damage; Muscle-Powered, Unique Ability: Target is Swallowed [counts as 2 Abilities]; Melee, Unique Disability: Only usable while grappling [10 CP]). {10 CP}

Special Attack Rank 2, Bite (2d8+12 damage; Muscle-Powered [Adds 1.5 x Strength damage; counts as 2 Abilities]; Melee [2 CP]). {2 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision).

CREATURE TRAITS: Heightened Senses (Type II: Tremorsense [1 CP]), Highly Skilled (2 CP). {3 CP}

SAVES: Fort +10, Ref +6, Will +3

ABILITIES: Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10 {43.5 CP}

SKILLS: Listen +8, Spot +8; Unarmed Attack (Grapple) +8

FEATS: Awesome Blow, Improved Bull Rush, Power Attack

ENVIRONMENT: Cold desert

ORGANISATION: Solitary

CREATURE POINTS: 163

CR: 7 (12)

ADVANCEMENT: 8-14 HD (Huge); 15-21 HD (Gargantuan)

This creature resembles a giant blue-white centipede with enormous fins on the back of its head.

A remorhaz is whitish-blue in colour, but pulses with a reddish glow from the heat its body produces. The creature is a little more than 20 feet long, with a body about 5 feet wide. It weighs about 10,000 pounds.

Remorhazes cannot speak.

COMBAT

Remorhazes are predators, eating anything that moves in their icy homes.

SPECIAL ABILITIES

IMPROVED GRAB: To use this Ability, a remorhaz must hit an opponent at least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

SWALLOW WHOLE: When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check.

Once inside, the opponent takes 2d8+12 Points of bludgeoning damage plus 8d6 Points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 Points of damage to the gizzard (Armour 5). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge remorhaz's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

HEAT: An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 Points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 18 Fortitude Save to avoid destruction. The Save DC is Constitution-based.

NOTE

The remorhaz's Swallow Whole attack deals an unusual amount of damage, 2d8+12+8d6. Part of this is fire damage, but that makes no difference to the calculation of CP cost, as BESM d20 is effects-based; damage is damage, and 1 hit point of damage is worth about 1 CP, whatever its type. However, it is usual to calculate CP costs for special attacks according to the type of damage dice they use, so an attack that deals damage in d8s will cost 4 CP per Rank, but an attack that deals damage in d6s costs only 3 CP per Rank (the +12 to damage is from the Muscle-Powered Special Ability).

For this attack, which uses both d8s and d6s, calculate the cost as though it used d8s (10 x 4 = 40 CP), and calculate the cost as though it used d6s (10 x 3 = 30 CP). Since 20% of the damage dice are d8s and the remaining 80% are d6s, add 20% of the d8 cost (0.2 x 40 = 8 CP) to 80% of the d6 cost (0.8 x 30 = 24 CP) for a total cost of 32 CP, a little higher than the d6 cost.

In this case, because the final cost of 32 CP is lower than the cost of the remorhaz's Heat attack (33 CP), the Swallow Whole attack costs only 1 CP/Rank. It was still important to calculate how expensive it would have been so as to determine which of the two attacks to treat as the primary Special Attack (at full CP cost), and which to cost at only 1 CP/Rank.

TACTICS

Remorhazes hide under the snow and ice until they hear movement above them, then attack from below and surprise prey. They usually attack the largest opponent first (more food), and may retreat once they have swallowed one foe or if they sustain severe damage.

ANIME REMORHAZES

Remorhazes are very well-suited to heroic fantasy games, particularly those where the heroes must journey to remote wildernesses in fulfilment of their destinies. Since they have no supernatural powers, they can also fit in a straight science fiction setting, as alien predators. In this case, they would be a good fit for ice planets, but could also work (perhaps with a change of appearance, and definitely with Immunity: Fire (40 CP)) on a sun-baked or volcanic planet.

ROC

GARGANTUAN {-20 CP}

ANIMAL {-1 CP}

HIT DICE: 18d8+126 (207 HP) {121 CP}

INITIATIVE: +2 (Dex)

SPEED: 30 ft. (Slow Movement, Dex x2 instead of Dex x6 [4 BP]), Fly 80 ft. (Flight Rank 2, Airplane [6 CP]). {2 CP}

AC: -2 (-4 size, +2 Dex)

ARMOUR: 9 (Rank 3 Armour: natural [12 CP], Restriction: Only provides 9 Points of armour [3 BP]). {9 CP}

BAB/GRAPPLE: +13/+22

ATTACK: Talon +21 melee (2d6+12)

FULL ATTACK: 2 talons +21 melee (2d6+12) and bite +19 melee (2d8+6) (10 CP) {10 CP}

SPECIAL ATTACKS: Special Attack Rank 1, Bite (2d8+6 damage; Muscle-Powered; Melee [4 CP]). {4 CP}

Special Attack Rank 1, Talon (2d6+12 damage; Muscle-Powered; Melee [1 CP]). {1 CP}

Special Attack Rank 1, 2nd Talon (As Talon, above [1 CP]). {1 CP}

SPECIAL QUALITIES

ANIMAL TRAITS: Heightened Senses (Type II: Low-Light Vision).

CREATURE TRAITS: None. {0 CP}

SAVES: Fort +18, Ref +15, Will +9

ABILITIES: Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11 {49.5 CP}

SKILLS: Hide +3, Listen +10, Spot +14; Unarmed Attack (Grapple) +12

FEATS: Cleave, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Snatch

ENVIRONMENT: Warm mountains

ORGANISATION: Solitary or pair

CREATURE POINTS: 178

CR: 9 (13)

ADVANCEMENT: 19–32 HD (Gargantuan); 33–54 (Colossal)

This gigantic bird of prey has a wingspan of around 80 feet.

A roc's plumage is either dark brown or golden from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A roc weighs about 8,000 pounds.

COMBAT

A solitary roc is typically hunting and will attack any Medium or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.

TACTICS

A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. It will try to avoid getting drawn in to protracted melee combat, preferring to take just sufficient food for its needs and come back later for more if necessary. If the creature it carries off becomes ornery, the roc simply ascends to a great height then drops it over rocky or otherwise harsh terrain.

ANIME ROCS

Rocs are crying out to be used in someone's armies, whether to strike terror into enemies by devastating their lands or to be used to carry strike troops and spellcasters into battle atop their backs. Alternatively, for a particularly devastating Cute Pet, pick a roc that can Size Change down to the size of sparrow (Size Change Rank 6: Shrinking Only [6 CP]).

RUST MONSTER

MEDIUM {0 CP} ABERRATION {1 CP}

HIT DICE: 5d8+5 (27 HP) {30 CP}

INITIATIVE: +3 (Dex)

SPEED: 51 ft.

AC: +3 (Dex)

ARMOUR: 5 (Rank 2 Armour: natural [8 CP], Restriction: Only provides 5 Points of armour [3 BP]). {5 CP}

BAB/GRAPPLE: +3/+3

ATTACK: Antennae touch +3 melee (rust)

FULL ATTACK: Antennae touch +3 melee (rust) and bite –2 melee (1d3) (2 CP) {2 CP}

SPECIAL ATTACKS: Special Attack Rank 2, Rusting Touch (Rusting Effect [See text; counts as 4 Abilities]; Melee, No Damage [8 CP]). {8 CP}

SPECIAL QUALITIES

ABERRATION TRAIT: Heightened Senses (Type II: Darkvision).

CREATURE TRAITS: Heightened Senses (Type I: Scent [1 CP]); Unskilled (1 BP). {0 CP}

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

ABILITIES: Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8 {31.5 CP}

SKILLS: Listen +7, Spot +7, Wilderness Tracking +9

FEATS: Dodge, Great Fortitude

ENVIRONMENT: Underground

ORGANISATION: Solitary or pair

CREATURE POINTS: 77

CR: 3 (3)

ADVANCEMENT: 6–8 HD (Medium); 9–15 HD (Large)

This creature is about the size of a large dog. It is insectoid, with a russet-coloured carapace, four legs, a tail, and two long, flexible antennae protruding from just above its jaws.

Rust monsters eat rust, and can turn any metal into their favourite food with the lightest touch of their antennae.

The hide of these creatures varies in colour from a yellowish-tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact.

The typical rust monster measures 5 feet long and 3 feet high, weighing 200 pounds.

COMBAT

A rust monster can scent a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal.

SPECIAL ABILITIES

RUST: A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armour and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex Save or be dissolved. The Save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other non-metallic weapons are unaffected.

TACTICS

Rust monsters target the largest metal object available, striking first at armour, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity. Though non-sentient, they are intelligent enough to realise when they are beaten, and will flee to recuperate heavy wounds rather than staying around to be killed.

ANIME RUST MONSTERS

Rust monsters are best used in light-hearted fantasy games, where their ability to rust heroes right out of their armour at the most embarrassing moments is matched only by their ability to deprive heroes of their swords at the most inconvenient moments. Add other slapstick Special Attacks if desired; perhaps the rust monster can also release a foul-smelling, slick oil, sending characters slipping and sliding all over the place and rendering them malodorous.

Special Attack Rank 2, Stink Oil (Area [10 ft. radius], Enduring, Irritant, Unique Ability: Slick [Each round, at the start of their actions, characters within the area affected must make Reflex saves, DC 10 + 2 per rank of Special Attack, or fall prone]; No Damage, Short Range [usually 8 CP; only [2 CP] to the rust monster, since it already has a Rank 2 Special Attack]).

SHADOW

MEDIUM {0 CP} **UNDEAD** {80 CP} (**INCORPOREAL** {20 CP})

HIT DICE: 3d12 (19 HP) {21.5 CP}

INITIATIVE: +2 (Dex)

SPEED: Fly 40 ft. (Flight Rank 2 [8 CP], Restriction: Only flies at 25 mph [2 BP]). {6 CP}

AC: +3 (+2 Dex, +1 Defence Combat Mastery [2 CP]). {2 CP}

ARMOUR: 0

BAB/GRAPPLE: +1/—

ATTACK: Incorporeal touch +3 melee (1d6 Str)

FULL ATTACK: Incorporeal touch +3 melee (1d6 Str)

SPECIAL ATTACKS: Special Attack Rank 3, Incorporeal Touch (Affects Incorporeal, Drain Body: Strength [Drains 1d6 Strength rather than exactly 6; counts as 1 Ability], Unique Ability: If reduced to 0 Strength, target dies instantly, then turns into another shadow under the killer's control after 1d4 rounds; No Damage [12 CP]; Supernatural Ability [1 BP]). {11 CP}

SPECIAL QUALITIES

UNDEAD TRAITS: Heightened Senses (Type II: Darkvision); Special Defence Rank 25 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage to physical Ability Scores, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 1 (Poison), Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 2 (Extra damage from Critical Hits); Unique Attribute (Uses its Charisma modifier for Concentration checks), Unique Attribute (No Constitution score); Unique Defect (Immediately destroyed when reduced to 0 Hit Points or less); Unique Defect (Cannot be *raised*, *reincarnated*, or affected by any Healing magic).

INCORPOREAL TRAITS: Insubstantial Rank 5, Restriction: can be harmed by magic weapons or creatures that strike as magic weapons, holy water, and spells, spell-like Abilities, or supernatural Abilities, but has a 50% chance to ignore even such damage if the source is not also Insubstantial (except for positive energy, negative energy, force effects such as magic missile, or Special Attack with the Affects Incorporeal Ability); Unique Defect: No Strength Ability Score; Heightened Senses, Type II (Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see).

Highly Skilled (2 CP); Special Defence Rank 1, Turn Resistance (All attempts to turn the shadow are made as though it had +3 HD more than it actually does [1 CP]); Unique Attribute (1 CP; a shadow gains a +4 bonus on Hide checks in areas of shadowy illumination); Unique Defect (1 BP; in brightly lit areas, a shadow takes a -4 penalty on Hide checks). {3 CP}

SAVES: Fort +1, Ref +5, Will +4

ABILITIES: Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13 {22.5 CP}

SKILLS: Hide +8*, Listen +7, Search +6, Spot +7; Unarmed Attack +2

FEATS: Dodge, Lightning Reflexes

ENVIRONMENT: Any

ORGANISATION: Solitary, gang (2–5), or swarm (6–11)

CREATURE POINTS: 173

CR: 3 (13)

ADVANCEMENT: 4–9 HD (Medium)

It's hard to be sure this is a creature at all — if it weren't moving, it would just look like the shadow of a human. It floats, though — a humanoid shape of lightless, featureless grey.

A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places.

A shadow is 5 to 6 feet tall and is weightless. Shadows cannot speak intelligibly.

COMBAT

These malicious undead monsters lurk in dark places, waiting for living prey to happen by.

SPECIAL ABILITIES

SKILLS: *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

TACTICS

Shadows are just smart enough to gang up on their opponents, knowing that the more swiftly they bring them down, the more quickly they will have reinforcements. They usually attack weak-looking foes for this reason, often aiming to pick off stragglers, guards, and others who may be separated from the main group, allowing them to make their final attack so much stronger. However, if one enemy in particular is dealing them significant damage, they will switch to attacking him or her.

If at all possible, shadows will attack from surprise.

ANIME SHADOWS

Shadows are perfect for traditional fantasy, dark fantasy, and horror games just as they are. Along with their more standard use as scary, stealthy bushwhackers, consider a shadow army under the command of one of the many evil overlords who abound in anime. This could give a truly dark feel to a campaign: though shadows themselves are not a great threat to high-level characters, they are more than capable of slaying all the inhabitants of a sizable settlement in a matter of hours — and then simply waiting for the spirits of the dead to rise as new shadows. A plague of shadows sweeping across the land could force the characters to deal with the overlord very rapidly, since if they do not the entire kingdom will soon be overwhelmed.

SHAMBLING MOUND

LARGE {-5 CP} **PLANT** {60 CP}

HIT DICE: 8d8+24 (60 HP) {52 CP}

INITIATIVE: +0 (Dex)

SPEED: 20 ft. (Slow Movement, Dex x2 instead of Dex x4 [2 BP]), Swim 20 ft. (Water Movement Rank 1 [2 CP]). {0 CP}

AC: -1 (size)

ARMOUR: 11 (Rank 3 Armour: natural [12 CP], Restriction: Only provides 11 Points of armour [1 BP]).

+10 vs. Fire (Rank 2 Armour, Optimised against Fire [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]). {16 CP}

BAB/GRAPPLE: +6/+12

ATTACK: Slam +11 melee (2d6+5)

FULL ATTACK: 2 slams +11 melee (2d6+5) (5 CP) {5 CP}

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple or Constrict attack, and only immediately after both slam attacks have successfully hit [5 BP]). {3 CP}

Special Attack Rank 3, Constrict (Damage: 2d6+7, Flexible, Muscle-Powered [Adds 1.5 x Strength damage; counts as 2 Abilities], Tangle, Unique Ability: continues to deal damage each round until target escapes, Melee, Unique Disability: may not use same slam to make other attacks while still constricting target [9 CP]). {9 CP}

Special Attack Rank 1, Slam (2d6+5 damage; Muscle-Powered; Melee [1 CP]). {1 CP}

Special Attack Rank 1, 2nd Slam (As Slam, above [1 CP]). {1 CP}

SPECIAL QUALITIES

PLANT TRAITS: Heightened Senses (Type II: Low-Light Vision); Special Defence Rank 10 (Needs never sleep; Not subject to: Paralysis, Polymorph, Sleep Effects, or Stunning), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 1 (Poison), Immunity Rank 2 (Extra damage from Critical Hits).

CREATURE TRAITS: Heightened Senses (Type II: Darkvision [1 CP]); Highly Skilled (3 CP); Immunity (Electricity [30 CP]); Unique Ability: Electrical attacks grant it a temporary boost to Constitution (1 CP). {35 CP}

SAVES: Fort +9, Ref +4, Will +4

ABILITIES: Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9 {37 CP}

SKILLS: Hide +3 (Optimised for swampy or forested areas: +15), Listen +8, Move Silently +8, Unarmed Attack (Grapple) +6

FEATS: Iron Will, Lightning Reflexes, Power Attack

ENVIRONMENT: Temperate marshes

ORGANISATION: Solitary

CREATURE POINTS: 214

CR: 6 (18)

ADVANCEMENT: 9–12 HD (Large); 13–24 HD (Huge)

At first glance this creature looks like a leafy compost heap. Then it raises a stumpy, trunk-like leg, and shambles towards you, reaching out with a branch-like arm.

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants.

A shambler's brain and sensory organs are located in its upper body.

A shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds.

COMBAT

A shambling mound batters or constricts its opponents with two huge, armlike appendages. Its method of ingesting them after their death is so convoluted and slow that for many years most scholars believed it to be simply vicious rather than carnivorous, but in fact it needs fresh meat regularly. Any who stray into its swampy lair are fair game.

SPECIAL ABILITIES

IMPROVED GRAB: To use this Ability, a shambler must hit with both slam attacks. 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 constrict.

CONSTRUCT: A shambler deals 2d6+7 Points of damage with a successful grapple check.

IMMUNITY TO ELECTRICITY: Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1d4 Points of Constitution. The shambler loses these Points at the rate of 1 per hour.

TACTICS

Shambling mounds are so slow, and not particularly cunning. For most of them, the height of tactics is standing still, looking like a compost heap, until someone comes close enough for them to grab it and crush it to death before it can run away.

A few shamblers use more sophisticated tactics, learning to channel their prey into tar pits, quicksand, or similarly dangerous regions, and otherwise using the natural environment of the swamp to their advantage. They may form alliances of convenience with other swamp creatures of either a predatory or malevolent nature.

ANIME SHAMBLING MOUNDS

Solitary monsters in straight fantasy anime tend to be enormous, but without necessarily being especially difficult to kill. Consider making a shambler Gargantuan or even Colossal, with the usual CP costs and increases to Ability Scores, but without raising its Hit Dice at all. This then can be a swamp monster to be reckoned with, a creature that takes up almost as much room as the swamp itself, utterly fearsome in appearance and worthy of many a tall tale for the survivors.

SHIELD GUARDIAN

LARGE {-5 CP}

CONSTRUCT {91 CP}

HIT DICE: 15d10+30 (112 HP) (108 CP, less 15 CP for no Skills, less 12 CP for no Feats = {81 CP})

INITIATIVE: +0

SPEED: 30 ft. (Slow Movement, Dex x3 instead of Dex x4 [1 BP]) {-1 CP}

AC: -1 (size)

ARMOUR: 15 (Rank 4 Armour: natural [16 CP]; Restriction: Only provides 15 Points of armour [1 BP]). {15 CP}

BAB/GRAPPLE: +11/+17

ATTACK: Slam +16 melee (1d8+6)

FULL ATTACK: 2 slams +16 melee (1d8+6) (5 CP)

SPECIAL ATTACKS: Spell-Like Abilities (9 CP); Spell-Like Ability [4 BP]). {5 CP}

SPECIAL QUALITIES

CONSTRUCT TRAITS: Damn Healthy! Rank 7 ([14 CP]; Restriction, provides exactly 30 Hit Points instead of 7d8 [1 BP]); Heightened Senses (Type II: Low-light Vision, Darkvision); Special Defence Rank 28 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Massive Damage, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 2 (Necromantic Magic); Immunity Rank 2 (Extra damage from Critical Hits); Immunity Rank 1 (Poison); Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless; Immunity (Mind-Affecting Magic); Special Requirement: Cannot heal damage on their own; may only be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct Feat. A construct with Regeneration or Rejuvenation still benefits from that Attribute); Unique Defect (No Constitution score); Unique Defect: Immediately destroyed when reduced to 0 Hit Points or less; Unique Defect: Cannot be raised, resurrected, or affected by any Healing magic. {13 CP}

CREATURE TRAITS: Heightened Senses (Type II, Find Master: As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer when called, or just find the amulet if it is removed after the guardian is called [1 CP]; Supernatural Ability [0 BP]), Highly Skilled ([5 CP]; Only provides 18 Skill Points), Regeneration Rank 5 (20 CP), Unique Ability: Guard (All attacks against the amulet wearer take a -2 penalty when the shield guardian is adjacent to its master [4 CP]); Mindless (1 BP). {29 CP}

SAVES: Fort +5, Ref +5, Will +5

ABILITIES: Str 22, Dex 10, Con —, Int —, Wis 10, Cha 1 {21.5 CP}

SKILLS: Unarmed Attack (Grapple) +6

ENVIRONMENT: Any

ORGANISATION: Solitary

CREATURE POINTS: 259 CP

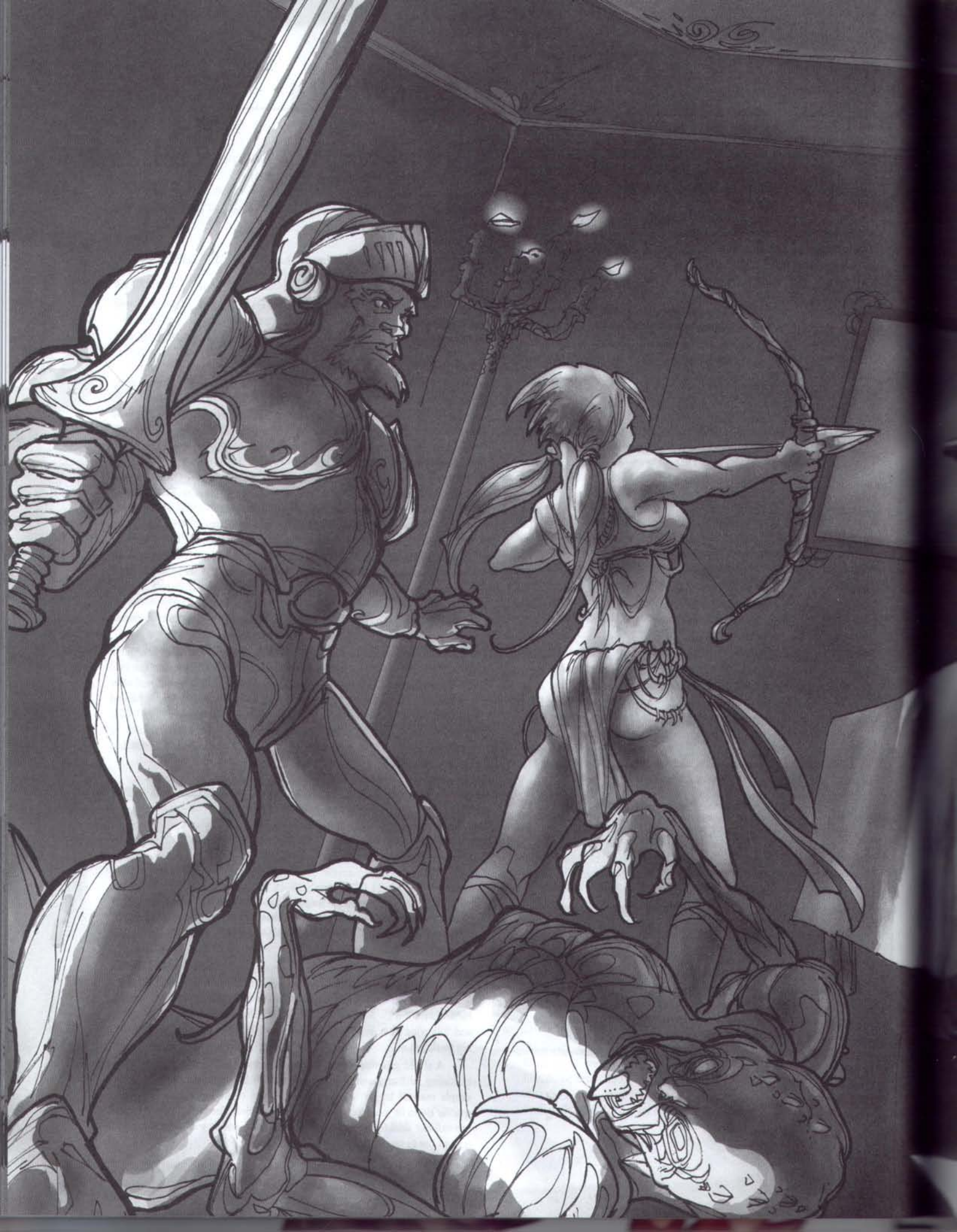
CR: 8 (21)

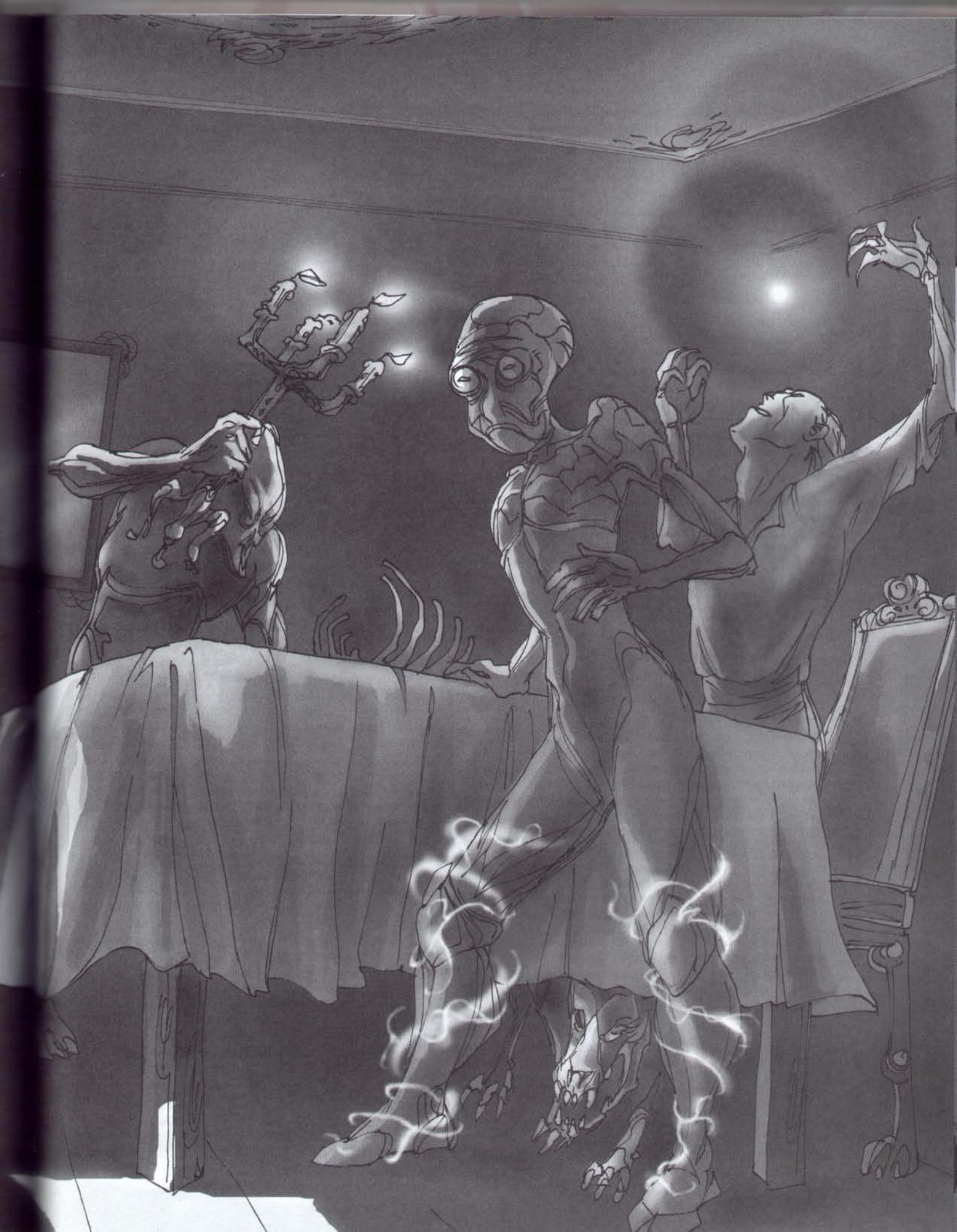
ADVANCEMENT: 16–24 HD (Large); 25–45 HD (Huge)

This figure is half again the height of a human. It appears to have been constructed from thick steel plates and bonelike armatures, with various internal components of polished hardwoods and brass. Its long arms end in massive fists of solid granite.

Created by spellcasters to be bodyguards, shield guardians are constructs that protect their masters with spells and stamina. When it is fashioned, a shield guardian is keyed to a particular magical amulet. Henceforth, it regards the wearer of that amulet to be its master, protecting and following that individual everywhere (unless specifically commanded not to do so).

A shield guardian obeys its master's verbal commands to the best of its ability, although it is not good for much beyond combat and possibly simple manual labour. It can also be keyed to perform specific tasks at specific times or when certain conditions are met. The wearer of the amulet can call the shield guardian from any distance, and it will come as long as it is on the same plane.





A shield guardian is some 9 feet tall and weighs more than 1,200 pounds.

Shield guardians cannot speak, but they understand commands given in any language.

COMBAT

Shield guardians are straightforward in battle, bashing with their heavy stone fists. They are made for defence, and are not particularly impressive on the attack.

SPECIAL ABILITIES

Spell-Like Abilities: The shield guardian has two spell-like Abilities, as follows:

Shield Other: The wearer of a shield guardian's amulet can activate this defensive Ability if within 100 feet of the shield guardian. Just as the spell of the same name, this Ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this Ability does not provide the spell's AC or Save bonuses).

Spell Storing: A shield guardian can store one spell of 4th Level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

SHIELD GUARDIAN CONSTRUCTION

A shield guardian is built from wood, bronze, stone, and steel. Any character may create a shield guardian or other construct by selecting ranks in the Own A Big Mecha Attribute or the Servant attribute.

THE AMULET

If a shield guardian's amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the shield guardian carries out the last command it was given.

TACTICS

As mindless creatures, shield guardians employ no tactics themselves, though their masters may use them in whatever manner is desired and often devise quite sophisticated tactics involving them. In effect, the shield guardian is programmable, and thus predictable by its master; its Ability to store a spell gives it added flexibility.

Despite that, most shield guardian masters use them for their most prosaic, if effective, talent — to shield them from their enemies. For a powerful Wizard, the security of knowing that you have a huge, tough construct to take your knocks for you while you shoot off your fireballs and meteor swarms can mean the difference between taking on and defeating a particular foe, and having to flee in shame and terror.

ANIME SHIELD GUARDIANS

In a straight fantasy game, shield guardians can be particularly effective when used in some quantity, as the last denizens of some all-but-forgotten underground city, its wizards long gone but their legacy intact. The group may need to travel there to retrieve an artefact or rescue a prisoner who has been entombed for centuries, but in any case the shield guardians can provide a powerful obstacle, preferably one that can be overcome by cunning (finding the amulets and controlling them) rather than combat.

See Anime Iron Golems (page 53) for a worked example of turning a d20 game Construct Type creature into a BESM d20 Mecha.

SKELETON

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armour it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.

CREATING A SKELETON

"Skeleton" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Note that unlike many other Undead Type templates, adding the skeleton template often removes most of a creature's unique powers, rather than enhancing them. Thus it may be that the total cost of the skeleton template is a negative number, once all the CP costs for various lost Attributes have been subtracted. Because of the many radical changes to the standard creature that are caused by applying the skeleton template, it is often easiest to make the changes first then determine the CP costs as though the creature was an entirely new entity.

SIZE AND TYPE: The creature's Type changes to Undead ({+87 CP}, less the cost of the creature's previous Type). It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special Abilities except as noted here.

HIT DICE: Drop any Hit Dice gained from Class levels (to a minimum of 1) and raise remaining Hit Dice to d12s. This costs $(12 - \text{Previous hit die size}) \times 0.25 \text{ CP} \times \text{Hit Dice}$, so a 7 HD creature which previously used d8s as Hit Dice would pay $(12 - 8) \times 0.25 \times 7 = 4 \times 0.25 \times 7 = 7 \text{ CP}$ to raise all 7 HD to d12s. Note that the creature will regain any CP paid for Class Level Hit Dice. If the creature has more than 20 Hit Dice, it can't be made into a skeleton by the *animate dead* spell.

SPEED: Winged skeletons can't use their wings to fly, and will regain CP accordingly. If the base creature flew magically, so can the skeleton.

ARMOUR: Armour is based entirely on the skeleton's size. This replaces any armour the base creature may have had. All skeletons gain Damage Reduction against slashing and piercing weapons, as they lack flesh or internal organs.

ATTACKS: A skeleton retains all the natural weapons and manufactured weapon attacks, except for attacks that can't work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with each of its claw attacks at its full attack bonus. The claw attacks cost 5 CP for the Extra Attack (see page 111), and an additional CP cost for the damage (see below). A skeleton's Base Attack Bonus is equal to 1/2 its Hit Dice (this will involve some recalculation of CP costs).

DAMAGE: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size. (If the base creature already had claw attacks with its hands, use the skeleton claw damage only if it's better.)

SPECIAL ATTACKS: A skeleton retains none of the base creature's special attacks (reduce the CP cost accordingly).

SPECIAL QUALITIES: A skeleton loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks, but it does not retain any special qualities that have the Supernatural Ability or Spell-Like Ability defects. A skeleton gains the following special qualities:

Immunity (Cold [30 CP]): Skeletons are not affected by cold. {30 CP}

SAVES: Base Save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2. Recalculate the CP costs accordingly.

ABILITIES: A skeleton's Dexterity increases by +2 (1 CP), it has no Constitution score (CP cost already figured in to Undead Type cost), no Intelligence score (Mindless [1 BP]), its Wisdom changes to 10 (at appropriate CP cost), and its Charisma changes to 1 (at appropriate CP cost). Total {CP} cost varies.

TABLE 1-18: SKELETON SIZE AND ARMOUR

SIZE	ARMOR
Tiny or Smaller	5 (Armour Rank 2: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against bludgeoning weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {1 CP}
Small	6 (Armour Rank 1: natural [4 CP], Restriction: Only provides 1 point of armour [3 BP]; Armour Rank 2: Damage Reduction [8 BP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against bludgeoning weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {2 CP}
Medium or Large	7 (Armour Rank 1: natural [4 CP], Restriction: Only provides 2 Points of armour [2 BP]; Armour Rank 2: Damage Reduction [8 BP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against bludgeoning weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {3 CP}
Huge	8 (Armour Rank 1: natural [4 CP], Restriction: Only provides 3 Points of armour [1 BP]; Armour Rank 2: Damage Reduction [8 BP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against bludgeoning weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {4 CP}
Gargantuan	11 (Armour Rank 2: natural [8 CP], Restriction: Only provides 6 Points of armour [2 BP]; Armour Rank 2: Damage Reduction [8 BP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against bludgeoning weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {7 CP}

TABLE 1-19: SKELETON DAMAGE

SIZE	DAMAGE	ATTRIBUTES
Diminutive or Fine	1	
Tiny	1d2	
Small	1d3	
Medium	1d4	
Large	1d6	Natural Weapons (Claws [1 CP]) {1 CP}
Huge	1d8	Natural Weapons (Claws [1 CP]) {1 CP}
Gargantuan	2d6	Special Attack Rank 1, Claw (2d6 damage; Muscle-Powered; Melee [3 CP]). Special Attack Rank 1, 2nd Claw (As Claw, above [1 CP]). {4 CP}
Colossal	2d8	Special Attack Rank 1, Claw (2d8 damage; Muscle-Powered; Melee [4 CP]). Special Attack Rank 1, 2nd Claw (As Claw, above [1 CP]). {5 CP}

SKILLS: A skeleton has no Skills except for any combat Skills the original creature may have had which are relevant to its attacks as a skeleton. These combat Skills must be bought with Highly Skilled, since that is the only way a Mindless creature can acquire Skills.

FEATS: A skeleton loses all Feats of the base creature except for armour and shield proficiencies (recalculate CP costs accordingly) and gains Improved Initiative (2 CP). {2 CP}

ENVIRONMENT: Any, usually same as base creature.

ORGANIZATION: Any.

CR: Depends on Hit Dice, as follows:

TABLE 1-20: SKELETON CHALLENGE RATINGS

HIT DICE	CHALLENGE RATING	HIT DICE	CHALLENGE RATING
1/2	1/6	8-9	4
1	1/3	10-11	5
2-3	1	12-14	6
4-5	2	15-17	7
6-7	3	18-20	8

HIT DICE Challenge Rating

ADVANCEMENT: As base creature (or None, if the base creature advances by character Class).

HUMAN SAMURAI SKELETON

MEDIUM {0 CP}

UNDEAD {89 CP}

HIT DICE: 1d12 (6 HP) {3.5 CP}

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

SPEED: 39 ft.

AC: +1 (+1 Dex)

ARMOUR: 7 (Armour Rank 1: natural [4 CP], Restriction: Only provides 2 Points of armour [2 BP]; Armour Rank 2: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against bludgeoning weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {3 CP}

+8 on a successful Block Defence (Heavy Shield, 8 Armour). {0 CP}

BAB/GRAPPLE: +0/+1

ATTACK: Sword +1 melee (1d8+1) or claw +1 melee (1d4+1)

FULL ATTACK: Sword +1 melee (1d8+1) or 2 claws +1 melee (1d4+1) (5 CP) {5 CP}

UNDEAD TRAITS: Heightened Senses (Type II: Darkvision); Special Defence Rank 25 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage to physical Ability Scores, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 1 (Poison), Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 2 (Extra damage from Critical Hits); Unique Attribute (Uses its Charisma modifier for Concentration checks), Unique Attribute (No Constitution score); Unique Defect (Immediately destroyed when reduced to 0 Hit Points or less); Unique Defect (Cannot be raised, reincarnated, or affected by any Healing magic).

CREATURE TRAITS: Highly Skilled (Only provides 6 Skill Points [2 CP]), Immunity (Cold [30 CP]), Personal Gear Rank 1 (2 CP); Mindless (1 BP), Special Requirement (Cannot heal damage on its own [2 BP]). {31 CP}

SAVES: Fort +0, Ref +1, Will +2

ABILITIES: Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1 {18.5 CP}

FEATS: Improved Initiative (2 CP) {2 CP}

SKILLS: Melee Attack +1, Unarmed Attack +1

ENVIRONMENT: Temperate plains

ORGANIZATION: Any
CREATURE POINTS: 150
CR: 1/3 (11)
ADVANCEMENT: —

CHIMERA SKELETON

LARGE {-5 CP}

UNDEAD {-87 CP}

HIT DICE: 9d12 (58 HP) {49.5 CP}
INITIATIVE: +6 (+2 Dex, +4 Improved Initiative)
SPEED: 45 ft. (Slow Movement, Dex x3 instead of Dex x4 [1 BP]). {-1 CP}
AC: +1 (+2 Dex, -1 size)
ARMOUR: 7 (Armour Rank 1: natural [4 CP], Restriction: Only provides 2 Points of armour [2 BP]; Armour Rank 2: Damage Reduction [8 BP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against bludgeoning weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {3 CP}

BAB/GRAPPLE: +4/+7

ATTACK: Bite +6 melee (2d6+4)

FULL ATTACK: Bite +7 melee (2d6+4) and bite +7 melee (1d8+4) and gore +7 melee (1d8+4) and 2 claws +2 melee (1d6+2) (26 CP) {26 CP}

UNDEAD TRAITS: Heightened Senses (Type II: Darkvision); Special Defence Rank 25 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage to physical Ability Scores, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 1 (Poison), Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 2 (Extra damage from Critical Hits); Unique Attribute (Uses its Charisma modifier for Concentration checks), Unique Attribute (No Constitution score); Unique Defect (Immediately destroyed when reduced to 0 Hit Points or less); Unique Defect (Cannot be *raised*, *reincarnated*, or affected by any Healing magic).

CREATURE TRAITS: Highly Skilled (3 CP), Immunity (Cold [30 CP]); Mindless (1 BP), Special Requirement (Cannot heal damage on its own [2 BP]). {30 CP}

SAVES: Fort +3, Ref +5, Will +6

ABILITIES: Str 19, Dex 15, Con —, Int —, Wis 10, Cha 1 {22.5 CP}

FEATS: Improved Initiative (2 CP) {2 CP}

SKILLS: Unarmed Attack (Grapple) +4

ENVIRONMENT: Temperate hills

ORGANIZATION: Any

CREATURE POINTS: 212

CR: 4 (17)

ADVANCEMENT: 10–13 HD (Large); 14–27 HD (Huge)

YOUNG ADULT RED DRAGON SKELETON

HUGE {-70 CP} UNDEAD {-87 CP} (FIRE {-38 CP})

HIT DICE: 19d12 (123 HP) {102.5 CP}

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

SPEED: 60 ft.

AC: -1 (-2 size, +1 Dex)

ARMOUR: 8 (Armour Rank 1: natural [4 CP], Restriction: Only provides 3 Points of armour [1 BP]; Armour Rank 2: Damage Reduction [8 BP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against bludgeoning weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {4 CP}

BAB/GRAPPLE: +9/+18

ATTACK: Bite +17 melee (2d8+10)

FULL ATTACK: Bite +17 melee (2d8+10) and 2 claws +12 melee (2d6+5) and 2 wings +12 melee (1d8+5) and tail slap +12 melee (2d6+15) (34 CP) {34 CP}

UNDEAD TRAITS: Heightened Senses (Type II: Darkvision); Special Defence Rank 25 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage to physical Ability Scores, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 1 (Poison), Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 2 (Extra damage from Critical Hits); Unique Attribute (Uses its Charisma modifier for Concentration checks), Unique Attribute (No Constitution score); Unique Defect (Immediately destroyed when reduced to 0 Hit Points or less); Unique Defect (Cannot be *raised*, *reincarnated*, or affected by any Healing magic).

FIRE TRAITS: Immunity Rank 4 (Fire); No Achilles Heel Rank 2 (Cold [-2 BP]). {2 CP}

CREATURE TRAITS: Highly Skilled (Only provides 30 Skill Points [8 CP]), Immunity (Cold [30 CP]); Mindless (1 BP), Special Requirement (Cannot heal damage on its own [2 BP]). {35 CP}

SAVES: Fort +6, Ref +7, Will +8

ABILITIES: Str 31, Dex 12, Con —, Int —, Wis 10, Cha 1 {27 CP}

FEATS: Improved Initiative (2 CP) {2 CP}

SKILLS: Unarmed Attack (Grapple) +10

ENVIRONMENT: Warm mountains

ORGANIZATION: Any

CREATURE POINTS: 319

CR: 8 (27)

ADVANCEMENT: 20 HD (Huge)

ANIME SKELETONS

Skeletons in straight fantasy anime sometimes acquire additional armour, either by the circumstances of their demise or by the design of their masters. Thus a skeleton formed from a creature that died entombed in ice may be an ice skeleton, with layers of ice protecting its ribs and other bones, or a necromancer might augment one of his or her creations by packing clay around its skeletal form. Usually the statistics for this type of armour should be obvious. For example, in the case of the ice skeleton, it would gain Armour Rank 1: ice (4 CP), Restriction: Provides only 3 Points of armour (1 BP), Restriction: Provides no protection against heat, fire or electricity-based attack (1 BP). {2 CP}

STIRGE

TINY {-10 CP} MAGICAL BEAST {-2 CP}

HIT DICE: 1d10 (5 HP) {10.5 CP}

INITIATIVE: +4 (Dex)

SPEED: 10 ft (Slow Movement, Dex x1/2 instead of Dex x1 [1 BP]), Fly 40 ft. (Flight Rank 2, Airplane [6 CP]; Restriction: Maximum speed 25 mph [2 BP]). {3 CP}

AC: +6 (+2 size, +4 Dex)

ARMOUR: 0

BAB/GRAPPLE: +1/+6

ATTACK: Grappling Pincers +6 (Blood Drain)

FULL ATTACK: Grappling Pincers +6 (Blood Drain)

SPECIAL ATTACKS: Natural Weapons (Grappling Pincers: Once grappling, may not be dislodged unless a pin is achieved against it [1 CP]). {1 CP}

Special Attack Rank 1: Blood Drain (Drain Body: Constitution [Drains 1d4 Constitution, rather than exactly 2] Linked: Attach; Melee, No Damage [4 CP]). {4 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision).

CREATURE TRAITS: Highly Skilled (3 CP). {3 CP}

SAVES: Fort +2, Ref +6, Will +1
ABILITIES: Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6 {25.5 CP}
SKILLS: Hide +14, Listen +4, Spot +3; Unarmed Attack +3
FEATS: Dodge
ENVIRONMENT: Warm marshes
ORGANISATION: Colony (2-4), flock (5-8), or storm (9-14)
CREATURE POINTS: 59
CR: 1/2 (1)
ADVANCEMENT: --

This tiny creature looks like a blood-red bird at first sight, but its wings are more bat-like and its body insectoid, with eight clawed legs and a long, sinister-looking proboscis.

A stirge's colouration ranges from rust-red to reddish-brown, with a dirty yellow underside. The proboscis is pink at the tip, fading to gray at its base.

A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound.

COMBAT

A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a touch attack and can target only Small or larger creatures.

SPECIAL ABILITIES

GRAPPLING PINNERS: This is a grappling attack, with the stirge using its eight pincers to latch onto the opponent's body. An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

BLOOD DRAIN: A stirge drains blood, dealing 1d4 Points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 Points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

TACTICS

Stirges typically attack in a great mass, swarming over an opponent and draining him or her lifeless before moving on to the next one (if still hungry). If possible they will attack by surprise.

ANIME STIRGES

Stirge game statistics can be used to emulate any small, flying, blood-draining creature, from vampire bats to weird hovering leeches or winged lamprays. These are ideal for a straight fantasy game, but could also be a good fit for horror or supernatural games or even science fiction and science fantasy settings, since they do not have any inherently magical abilities themselves.

HELLWASP SWARM

DIMINUTIVE {20 CP} MAGICAL BEAST {2 CP}
(EXTRAPLANAR {0 CP}, EVIL {1 CP}, SWARM [{0 CP}, PLUS SPAWN ATTRIBUTE COSTS])
HIT DICE: 12d10+24+1d8+2 (96 HP) {98 CP}
INITIATIVE: +10 (+4 Improved Initiative, +6 Dex)
SPEED: 5 ft (Slow Movement, Dex x1/4 instead of Dex x1/2 [1 BP]), Fly 40 ft. (Flight Rank 2, Perfect [8 CP]; Restriction: Maximum speed 25 mph [2 BP]). {5 CP}
AC: +10 (+4 size, +6 Dex)
ARMOUR: 10 (Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against magic weapons [3 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]).
 +10 vs. Fire (Rank 2 Armour, Optimised against Fire [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]). {9 CP}
BASE ATTACK: +6 (Swarm Rank 2)

ATTACK: Swarm (3d6 plus poison)
FULL ATTACK: Swarm (3d6 plus poison)

SPECIAL ATTACKS: Special Attack Rank 3, Poison Bites (Drain Body: Dexterity [Drains 1d6 Dexterity, rather than exactly 6], Linked: Swarm, Unique Ability: If Drain Body succeeds, target must make another Save one minute later or be drained of a further 1d6 Dexterity; No Damage, Unique Disability: Target may attempt a Fortitude Saving Throw [DC 18] to negate Drain Body [12 CP]). {12 CP}

Special Attack Rank 3, Distraction (Area [Uses DC 18 Fortitude Save instead of Reflex Save to determine if target affected; 15 ft. radius area], Aura, Irritant; No Damage [3 CP]). {3 CP}

Extraordinary Ability, Inhabit Dead (See text [5 CP]). {5 CP}

Mind Control Rank 2, Inhabit Living (Works only on helpless characters [8 CP]; Unique Ability: Inhabited creature is dealt 2d4 Constitution damage per hour as the hellwasp swarm consumes him or her from within [1 CP], Unique Ability: Inhabited creature has chance at a no Saving Throw and cannot break free unless the hellwasps leave or are destroyed [3 CP]; Marked: Target is very clearly Inhabited by swarm [1 BP], Restriction: May only Inhabit one target at a time [2 BP]). {9 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision).

EVIL TRAITS: A hellwasp swarm's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Evil Subtype creatures.

SWARM TRAITS: Swarm Rank 2 (Swarm of 192 creatures [4 CP]; Restriction: May not transform into any other form [1 BP], Restriction: Deals only 3d6 damage, rather than exactly 20 [2 BP], Unique Ability: Armour protects against the 3d6 damage normally, rather than completely nullifying it [1 CP]). {2 CP}

CREATURE TRAITS: Damn Healthy! Rank 1 (2 CP), Unskilled (2 BP), Immunity Rank 1 (Poison [10 CP]; Reduction: Only works against Hellwasp poison [-9 CP]); Unique Defect: Hive Mind (Become Mindless, Intelligence 0 creatures if reduced to fewer than 1 hit point/HD of the original Swarm [1 BP]). {0 CP}

SAVES: Fort +12, Ref +16, Will +7
ABILITIES: Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9 {32.5 CP}
SKILLS: Hide +19, Listen +10, Spot +10; Unarmed Attack +6
FEATS: Endurance, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes
ENVIRONMENT: A evil-aligned plane
ORGANISATION: Solitary, fright (2-4 swarms), or terror (5-8 swarms)
CREATURE POINTS: 198
CR: 8 (15)
ADVANCEMENT: --

This is a swarm of thumb-sized wasps, with striped carapaces of gleaming black and ruby-red stripes. Their compound eyes are an iridescent green.

In swarms, hellwasps form a collective hive mind intelligence with infernal cunning and bloodlust.

COMBAT

Like any swarm, a hellwasp swarm seeks to surround and attack any living prey it encounters. A swarm deals 3d6 Points of damage to any creature whose space it occupies at the end of its move. The swarm can take over the bodies of its prey and infest both the living and the dead, using them as horrible living (or unliving) puppets to accomplish acts of wickedness that a swarm of insects could never attempt.

SPECIAL ABILITIES

DISTRACTION: Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a DC 18 Fortitude Save or be nauseated for 1 round. The Save DC is Constitution-based.

INHABIT DEAD/INHABIT LIVING: A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large (although four swarms working together can inhabit a Huge

creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

If a hellwasp swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a hellwasp swarm inhabits a living victim, it can neutralise the effects of its own poison and control the victim's movement and actions. The hellwasps quickly consume a living victim, dealing 2d4 Points of Constitution damage per hour they inhabit a body. A body reduced to Constitution 0 is dead.

A hellwasp-inhabited creature is relatively easy to spot, since its skin crawls with the forms of insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. The swarm can attempt a Disguise check to conceal its inhabitation of a host, with a -4 penalty if currently inhabiting a Small host.

A remove disease or heal spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison: Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex. The Save DC is Constitution-based.

TACTICS

A single hellwasp swarm will work carefully to build up its numbers, perhaps attacking a tiny hamlet to begin with in hopes of killing sufficient human meat with which to feed all its larvae. The more swarms there are, and the more hellwasps involved in each swarm, the bolder they will become. Eventually they will attack larger and larger settlements, perhaps consuming whole regions or even nations. If they succeed, their numbers will plummet again once they have consumed everything edible within their path, but this does not concern them. They use their Inhabit powers to gain entry to fortified cities, castles, and other strongholds that might attempt to repulse a more obvious hellwasp attack.

ANIME HELLWASP SWARMS

Hellwasp swarms can be used as the basic model for all magical or unusual anime swarms, from hordes of spiders to beautiful but deadly butterflies. Adapt their Special Attacks and other Abilities accordingly for the intended creature, so that they might have the power to turn their targets to stone (replace the Poison attack with an Incapacitating, Incurable Special Attack), teleport them away to their evil masters (Linked: Teleport), or spread horrendous diseases (Contagious).

TARRASQUE

COLOSSAL {-40 CP} MAGICAL BEAST {2 CP}

HIT DICE: 48d10+576+1d8+12 (857 HP) {380 CP}
INITIATIVE: +7 (+3 Dex, +4 Improved Initiative)
SPEED: 32 ft. (Slow Movement, Dex x2 instead of Dex x7 [5 BP]) {-5 CP}
AC: -5 (-8 size, +3 Dex)
ARMOUR: 45 (Rank 8 Armour: natural [32 CP], Restriction: Only provides 30 Points of armour [2 BP]; Rank 4 Armour: Damage Reduction [16 CP], Restriction: Only provides 15 Points of armour [1 BP], Restriction: provides no protection against Items of Power Rank 6 or higher [1 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {41 CP}
BAB/GRAPPLE: +48/+66
ATTACK: Bite +57 melee (4d8+22)
FULL ATTACK: Bite +57 melee (4d8+22) and 2 horns +52 melee (1d10+8) and 2 claws +52 melee (1d12+8) and tail slap +52 melee (3d8+8) (34 CP) {34 CP}

SPECIAL ATTACKS: Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple attack, and only immediately after a bite attack has successfully hit [3 BP]). {5 CP}

Special Attack Rank 4, Swallow Whole (4d8+14 damage [half crushing, half acid]; Muscle-Powered [only deals +14 damage], Unique Ability: Target is Swallowed [counts as 2 Abilities]; Melee, Unique Disability: Only usable while grappling [16 CP]). {16 CP}

Special Attack Rank 3, Bite (4d8+17+5 damage; Muscle-Powered; Melee [3 CP]); Massive Damage Rank 3, Bite ([6 CP]; Restriction: Only deals +5 damage [1 BP]). {5 CP}

Special Attack Rank 2, Tail Slap (3d8+8 damage; Muscle-Powered; Melee [2 CP]). {2 CP}

Special Attack Rank 1, Horn (1d10+8 damage; Muscle-Powered; Melee [1 CP]). {1 CP}

Special Attack Rank 1, 2nd Horn (See Horn, above [1 CP]). {1 CP}

Special Attack Rank 1, Claw (1d12+8 damage; Muscle-Powered; Melee [1 CP]). {1 CP}

Special Attack Rank 1, 2nd Claw (See Claw, above [1 CP]). {1 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision).

CREATURE TRAITS: Damn Healthy! Rank 1 (2 CP), Heightened Senses (Type I: Scent [1 CP]), Immunity (Fire [40 CP]), Immunity (Poison [10 CP]), Regeneration Rank 40 (160 CP), Reincarnation Rank 6 ([18 CP]; May only be killed permanently by dealing 867 damage and using a wish spell), Special Defence (Not subject to Ability damage or energy drain; not subject to effects that produce incurable or bleeding wounds, or additional damage over a period of time, such as a Special Attack with the Burning Special Ability; not subject to Disease [8 CP]), Speed Rank 2, Rush ([4 CP]; Restriction: May only be used for one round, once per minute [1 BP]; Restriction: Only moves at 150 ft. per round when Rushing [1 BP]), Spell Resistance 32 (31 CP), Unique Attribute: The tarrasque's natural weapons are treated as magical Items of Power Rank 6 for purposes of overcoming Damage Reduction (2 CP), Unique Attribute: Carapace (30% chance of reflecting certain spells back at the caster [18 CP]); Unskilled (4 BP). {288 CP}

SAVES: Fort +40, Ref +31, Will +20

ABILITIES: Str 45, Dex 16, Con 35, Int 3, Wis 14, Cha 14 {63.5 CP}

SKILLS: Listen +18, Search +9, Spot +17, Survival +14, Wilderness Tracking +16; Unarmed Attack (Grapple) +17

FEATS: Awesome Blow, Blind-Fight, Cleave, Deflection, Dodge, Endurance, Frightful Presence, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Leap Attack, Lightning Reflexes, Power Attack, Reflection, Sneak Attack x2

ENVIRONMENT: Any

ORGANISATION: Solitary

CREATURE POINTS: 795

CR: 20 (75)

ADVANCEMENT: 49+ HD (Colossal)

This bipedal, reptilian creature is a little like a massive wingless dragon or dinosaur, taller than most castle towers. It has a horned head and cavernous maw, stout hind legs and tail, and raised forelegs terminating in monstrous claws. Its back is protected by a spiked carapace coloured translucent, shiny orange-brown.

The tarrasque is 70 feet long and 50 feet tall, and it weighs about 130 tons.

The tarrasque cannot speak.

COMBAT

The tarrasque attacks with its claws, teeth, horns, and tail.

SPECIAL ABILITIES

RUSH: Once per minute, the normally slow-moving tarrasque can move at a speed of 150 feet.

SWALLOW WHOLE: The tarrasque can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 Points of crushing damage plus 2d8+6 Points of acid damage per round from the tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 Points of damage to the tarrasque's digestive tract (AC 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The tarrasque's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

CARAPACE: The tarrasque's armour-like carapace is exceptionally tough and highly reflective, deflecting all spells of the following types: 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 creature's spell resistance.

REGENERATION/REINCARNATION: No form of attack deals lethal damage to the tarrasque. The tarrasque regenerates even if it fails a Saving Throw against a disintegrate spell or a death effect. If the tarrasque fails its Save against a spell or effect that would kill it instantly (such as those mentioned above), the spell or effect instead deals nonlethal damage equal to the creature's full normal Hit Points +10 (or 868 HP).

The tarrasque can be permanently slain only by raising its nonlethal damage total to its full normal Hit Points +10 (or 867 Hit Points) and using a wish or miracle spell to keep it dead.

If the tarrasque loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump.

TACTICS

Rend. Maim. Kill. Eat.

ANIME TARRASQUES

Depending on how high-powered your game is, the main modification to make to the tarrasque is probably going to be to weaken it. Unless the characters in your game are capable of reliably doing at least 50 to 100 damage to the tarrasque, each, per round, after taking into account its armour, it is likely to wear them down — and rapidly — with its sheer staying power, even if they are able to evade or absorb a significant portion of the damage it will deal in return. Giving it a Bane, Weak Spot, Vulnerability, or all three, could make it considerably easier to handle for a party comprising less godlike characters. This would take away some of its uniqueness, however, since at present it has no weaknesses at all; if you do decide to assign one or more Defects to it, it may be worth giving it a different name. It can stand in for most types of giant savage monster, with a modification or two as appropriate.

TITAN

HUGE {-10 CP} OUTSIDER {6 CP}
(CHAOTIC {-1 CP}, EXTRAPLANAR {0 CP})

HIT DICE: 20d8+280 (370 HP) {192 CP}

INITIATIVE: +1 (Dex)

SPEED: 60 ft.

AC: -1 (-2 size, +1 Dex)

ARMOUR: 45 (Rank 5 Armour: natural [20 CP], Restriction: Only provides 19 Points of armour [1 BP]; Item of Power Rank 3, Half-Plate Armour: Provides 11 Points of armour [12 CP], Restriction: Item of Power Rank 3 only grants 11 CP of Attributes [3 BP]); Rank 4 Armour: Damage Reduction [16 CP], Restriction: Only provides 15 Points of armour [1 BP], Restriction: provides no protection against lawful-aligned weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {38 CP}

BAB/GRAPPLE: +20/+35

ATTACK: Magic warhammer +37 melee (4d6+24+3) or magic javelin +22 ranged (2d6+16+3) or slam +34 (1d8+16)

FULL ATTACK: Magic warhammer +37/+32/+27/+22 melee (4d6+24+3) or magic javelin +22 ranged (2d6+16+3) or 2 slams +34 (1d8+16) (5 CP) {5 CP}

SPECIAL ATTACKS: Item of Power Rank 4 (12 CP), Adamantine Warhammer (Special Attack Rank 6 [18 CP]; 4d6+24+3 damage; Accurate, Flurry, Muscle-Powered [two-handed weapon; adds 1.5 times Strength bonus to damage], Unique Ability: Damages creatures that may only be damaged by adamantine weaponry; Melee; Restriction: Accurate only adds +3 to attack rolls [1 BP]; Massive Damage Rank 2 [4 CP], Restriction: Only adds +3 to damage [1 BP]). {12 CP}

Item of Power Rank 4 ([12 CP]; Restriction: Only provides 17 CP of Attributes [2 BP]), Magic Javelin (Special Attack Rank 3 [15 CP]; 2d6+16+3 damage; Accurate, Muscle-Powered; Restriction: Accurate only adds +3 to attack rolls [1 BP]; Massive Damage Rank 2 [4 CP], Restriction: Only adds +3 to damage [1 BP]). {10 CP}

Special Attack Rank 1, Slam (1d8+16 damage; Muscle-Powered; Melee [4 CP]). {4 CP}

Special Attack Rank 1, 2nd Slam (As Slam; above [1 CP]). {1 CP}

Spell-Like Abilities ([135 CP]; Caster Level 20th [3 CP]; Spell-Like Ability [4 BP]). {134 CP}

SPECIAL QUALITIES

OUTSIDER TRAITS: Feats (Armour Proficiency, Light; Armour Proficiency, Medium); Heightened Senses (Darkvision); Special Defence (Needs never eat or sleep); Unique Defect (Cannot be raised, reincarnated, or resurrected).

TARRASQUE NOTES

The tarrasque is notorious in other d20 games for the horrendous damage its bite deals, particularly with its frequent and deadly critical hits. *BESM d20* uses only one type of critical hit, where a natural roll of 20 deals double damage. For most creatures that might do more critical damage, or critical on a 19-20 rather than just a 20, it is easiest to simply ignore the difference: after all, the same rules apply to all characters (who could, by careful weapon selection, have more effective criticals in other games). However, the tarrasque is different by virtue of the unique power and frequency of its critical hits. Rather than complicating *BESM d20* by duplicating the more standard d20 critical hit rules, the tarrasque has simply been granted additional damage for its bite attack.

The additional damage has been worked out as follows. Bite damage usually is 4d8+17, but with an average of 15% of the attacks having a chance (if the critical hit is confirmed) to deal triple damage. Allowing for an average 50% chance of the attack being confirmed, just for convenience, this gives 50% x 15% x 8d8+34 additional damage on each blow, or 0.5 x 0.15 x 70 = 5.25 extra damage on each blow. Thus the tarrasque has been given Massive Damage Rank 3, Bite ([6 CP]; Restriction: Only deals +5 damage [1 BP]).

The Carapace has been costed as follows. It is equivalent to an Immunity (Rays, lines, cones, and magic missile spells) Rank 3 (30 CP), but with only a 30% chance of working, and with the additional effect of reflecting the spell back on the caster if successful. Any Attribute that only works 30% of the time is worth only 30% of the standard cost (9 CP). The Ability to reflect the spell back at the caster is worth as much again as the Ability to negate it in the first place, for an additional +9 CP, giving a total cost of 18 CP for the Carapace.

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CHAOTIC TRAITS: A titan's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming armour; it is susceptible to all effects that specifically affect Chaotic Subtype creatures.

CREATURE TRAITS: Attack Combat Mastery Rank 4 (12 CP), Highly Skilled (12 CP), Spell Resistance 32 (31 CP). {55 CP}

SAVES: Fort +26, Ref +15, Will +21

ABILITIES: Str 43, Dex 12, Con 39, Int 21, Wis 28, Cha 24 {83.5 CP}

SKILLS: Balance +7, Bluff +19, Climb +22, Concentration +37, Craft (any one) +28, Diplomacy +11, Disguise (Acting) +7, Heal +20, Intimidate +32, Jump +38, Knowledge (any one) +28, Listen +32, Perform (Oratory) +30, Repair +25, Sense Motive +32, Search +28, Spellcraft +17, Spot +32, Survival +9, Swim +16, Wilderness Tracking +11; Melee Attack +12, Unarmed Attack (Grapple) +12

FEATS: Awesome Blow, Blind-Fight, Cleave, Great Cleave, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*chain lightning*)

ENVIRONMENT: A chaotic good-aligned plane

ORGANISATION: Solitary or pair

CREATURE POINTS: 531

CR: 21 (49)

ADVANCEMENT: 21–30 HD (Huge); 31–60 HD (Gargantuan)

It looks like a human, but is four times the height of a tall man, with a noble cast to its features. It is armed for war after the fashion of warriors at the dawn of time, with bronze armour and simple weaponry.

As enemies of the gods, or even forgotten gods themselves, titans are an extremely powerful group of giant-sized humanoids from the Outer Planes.

A titan is about 25 feet tall and weighs about 14,000 pounds.

Titans speak Abyssal, Common, Celestial, Draconic, and Giant.

COMBAT

Titans go to war, or not, according to their own personal and clan loyalties.

SPECIAL ABILITIES

SPELL-LIKE ABILITIES: At will — *chain lightning* (DC 23), *charm monster* (DC 21), *cure critical wounds* (DC 21), *fire storm* (DC 24), *greater dispel magic*, *hold monster* (DC 22), *invisibility*, *invisibility purge*, *levitate*, *persistent image* (DC 22), *polymorph* (humanoid forms only, duration 1 hour); 3/day — *etherealness*, *word of chaos* (DC 22), *summon nature's ally IX*; 1/day — *gate*, *maze*, *meteor swarm* (DC 26). Caster Level 20th. The Save DCs are Charisma-based.

Certain titans of a particularly honourable and honest nature can use the following additional spell-like Abilities: At will — *daylight*, *holy smite* (DC 21), *remove curse* (DC 21); 1/day — *greater restoration*. Caster Level 20th. The Save DCs are Charisma-based. These spell-like Abilities cost an additional {+20 CP}.

Unusually dishonourable and vile titans can use the following additional spell-like Abilities: At will — *bestow curse* (DC 21), *deeper darkness*, *unholy blight* (DC 21); 1/day — *crushing hand* (DC 26). Caster Level 20th. The Save DCs are Charisma-based. These spell-like Abilities cost an additional {+29 CP}.

TACTICS

Titans enjoy combat and usually close with their foes. If that proves ineffective, they swiftly back off and pelt the foe with spell-like Abilities and magical effects. Because of a titan's Quicken Spell-Like Ability Feat, it can use chain lightning as a free action, and frequently attacks in melee while lashing out with this Ability at the same time.

Prior to combat: *Invisibility purge* or *invisibility*.

Round 1: Charge and attempt a Called Shot: Strike to Disarm against the weapon of the most dangerous foe. Hurl *chain lightning* at opponents standing away from the fight.

Round 2: Full attack against the disarmed opponent, and hurl *chain lightning* at other opponents.

Round 3: Back away from first opponent and use *maze* or *meteor swarm* on any spellcaster causing trouble.

Round 4: Attempt a Called Shot: Strike to Disarm against the weapon of the next most effective combatant, or use *greater dispel magic* on all nearby opponents.

Round 5: Full attack against any nearby opponent, or use *fire storm*.

Use another quickened *chain lightning* if foes seem really dangerous.

A titan usually reserves its *gate* and *etherealness* Abilities to escape a fight that is not going well.

ANIME TITANS

In campaigns where gods and devils can be fought and interacted with by humans, titans can be easily adapted to represent any large, human-shaped, semi-divine or even divine being: a godling, a demi-god, a once-human hero that has somehow ascended to the Outer Planes, or a former deity who has fallen from grace. In this case, consider adding spellcasting as a 20th Level Cleric (68 CP), with an appropriate set of spells depending on the god's areas of expertise. It may be Chaotic, like the titan, or it may have one or two others of the alignment-based Subtypes. Alter the Items of Power slightly to better represent the god's typical symbols of office.

TREANT

HUGE {-70 CP} PLANT {60 CP}

HIT DICE: 7d8+35 (66 HP) {39 CP}

INITIATIVE: -1 (Dex)

SPEED: 32 ft. (Slow Movement, Dex x4 instead of Dex x5 [1 BP]) {-1 CP}

AC: -3 (-2 size, -1 Dex)

ARMOUR: 23 (Rank 4 Armour: natural [16 CP], Restriction: Only provides 13 Points of armour [3 BP]; Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against slashing weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {18 CP}

BAB/GRAPPLE: +5/+13

ATTACK: Slam +12 melee (2d6+9)

FULL ATTACK: 2 slams +12 melee (2d6+9) (5 CP) {5 CP}

SPECIAL ATTACKS: Special Attack Rank 4, Trample (2d6+13 damage; Area [10 ft. wide, 64 ft. long], Muscle-Powered [Adds Strength bonus x 1.5 to damage roll; counts as 2 Abilities], Unique Ability: Deals double damage against inanimate objects and structures; Short Range, Unique Disability: Trample, see page 135 [12 CP]). {12 CP}

Special Attack Rank 2, Slam (2d6+9 damage; Muscle-Powered, Unique Ability: Deals double damage against inanimate objects and structures when a full attack is made; Melee [2 CP]). {2 CP}

Special Attack Rank 2, 2nd Slam (As Slam, above [2 CP]). {2 CP}

Spell-Like Ability ([18 CP]; caster Level 12th [1 CP]; Spell-Like Ability [4 BP]). {15 CP}

SPECIAL QUALITIES

PLANT TRAITS: Heightened Senses (Type II: Low-Light Vision); Special Defence Rank 10 (Needs never sleep; Not subject to: Paralysis, Polymorph, Sleep Effects, or Stunning), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 1 (Poison), Immunity Rank 2 (Extra damage from Critical Hits).

CREATURE TRAITS: Highly Skilled (3 CP); Achilles Heel Rank 3 (Fire [3 BP]). {0 CP}

SAVES: Fort +10, Ref +1, Will +7

ABILITIES: Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12 {44 CP}

SKILLS: Diplomacy +3, Hide -1 (Optimised for wooded areas: +7), Intimidate +6, Knowledge (Nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival (Aboveground) +9; Unarmed Attack +9

FEATS: Cleave, Iron Will, Power Attack
ENVIRONMENT: Temperate forests
ORGANISATION: Solitary or grove (4–7)
CREATURE POINTS: 186 CP
CR: 8 (15)
ADVANCEMENT: 8–16 HD (Huge); 17–21 HD (Gargantuan)

This tall plant creature could be mistaken for a tree, but once you know to look for the mossy face, leaf canopy hair, twin leg-trunks and mobile branch-arms, it is clearly more than that. Its arboreal ancestry remains readily apparent, however.

A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree.

A treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds.

Treants speak their own language, plus Common and Sylvan. Most can also manage a smattering of just about all other humanoid tongues—at least enough to say "Get away from my trees!"

COMBAT

Treants regard themselves as custodians of the forest, first and foremost, and will rarely attack unless their forest is gravely threatened. They are slow to anger, but when roused their rage is almost unstoppable.

SPECIAL ABILITIES

SPELL-LIKE ABILITY: Animate trees. A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The Ability is otherwise similar to *liveoak* (caster Level 12th). Animated trees have the same vulnerability to fire that a treant has.

TRAMPLE: Reflex Save, DC 22, for half damage. The Save DC is Strength-based.

TACTICS

Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. If sorely pressed, they animate trees as reinforcements.

ANIME TREANTS

Ancient forests in high fantasy anime settings have their own mysteries, and treants should be a major part of that. Their animate trees Ability can add to the mystery of the woodland, since they can use it to alter routes and block paths as well as for combat. A party of adventurers marked out by treants for special attention may discover that the forest closes up around their campsite overnight, with the trees so close together there is no route out — until a treant arrives to negotiate.

Treant kings and other leaders may be larger than normal, but they may also have magical Abilities; perhaps druidic spellcasting, Animal Friendship (Restriction: Woodland animals only [2 BP]), or a number of Illusion Spell-Like Abilities that can only be cast in the forest.

UNICORN

LARGE {-5 CP} MAGICAL BEAST {2 CP}
HIT DICE: 4d10+20 (42 HP) {35 CP}
INITIATIVE: +3
SPEED: 68 ft.
AC: +2 (-1 size, +3 Dex)
ARMOUR: 6 (Rank 2 Armour: natural [8 CP], Restriction: Only provides 6 Points of armour [2 BP]). {6 CP}
BAB/GRAPPLE: +4/+9
ATTACK: Horn +11 melee (1d8+8)
FULL ATTACK: Horn +11 melee (1d8+8) and 2 hooves +3 melee (1d4+2)

[10 CP] {10 CP}

SPECIAL ATTACKS: Special Attack Rank 1, Horn (1d8+5+3 damage; Accuracy, Muscle-Powered; Melee [4 CP]; Restriction: Accuracy provides only +3 bonus to attack rolls [1 BP]; Massive Damage Rank 2 [4 CP], Restriction: Adds only +3 bonus to damage rolls [1 BP]). {6 CP}

Spell-Like Abilities ([14 CP]; Caster Level 8th [5 BP]; Spell-Like Ability [4 BP]). {5 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision).

CREATURE TRAITS: Animal Friendship Rank 4 (4 CP), Heightened Senses (Type I: Scent [1 CP]), Highly Skilled (6 CP), Immunity (Poison [10 CP]), Special Defence (immune to charm and compulsion effects; +2 bonus to Defence and a +2 bonus on Saving Throws against attacks made or effects created by creatures of the Evil Subtype [6 CP]; Restriction: only provides +2 bonuses rather than the usual +3 [1 BP]; bonus to Defence and saves is a Supernatural Ability [1 BP]), Sixth Sense (Detects evil [1 CP]), Spirit Ward Rank 8 ([8 CP]; Supernatural Ability [1 BP]), Unique Attribute: other creatures within 10 ft. benefit from Spirit Ward and Special Defence against Evil Subtype creatures (1 CP). {34 CP}

SAVES: Fort +9, Ref +7, Will +8

ABILITIES: Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24 {56.5 CP}

SKILLS: Jump +21, Listen +11, Move Silently +10, Spot +11, Survival +8 (Optimised: woodland +12), Wilderness Tracking +8 (Optimised: woodland +12); Unarmed Attack +5

FEATS: Dodge, Iron Will

ENVIRONMENT: Temperate forests

ORGANISATION: Solitary, pair, or grace (3–6)

CREATURE POINTS: 149

CR: 3 (10)

ADVANCEMENT: 5–8 HD (Large)

This magnificent, cloven-hoofed white horse has a long spiral horn standing out from the centre of its forehead.

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard.

A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.

Traditionally unicorns are highly elusive, avoiding contact with mortals if possible. They will allow no-one other than a pure and virtuous maiden to approach closely, but such a maid may, in exceptional circumstances, be permitted to mount the unicorn.

Unicorns speak Sylvan and Common.

COMBAT

Unicorns normally attack only when defending themselves or their forests.

SPECIAL ABILITIES

SPELL-LIKE ABILITIES: 3/day — cure light wounds; 1/day — cure moderate wounds, greater teleport (only within its home forest), neutralise poison (DC 21). Caster Level 8th. All Save DCs are Charisma-based. Note that the unicorn must touch the target of any Conjuraction (Healing) spell with its horn to cast the cure.

TACTICS

Unicorns are intelligent, and often have alliances with the animals and other inhabitants of their forest. They will work closely with centaurs, fey, and other forest creatures to devise plans for defending their home woodland.

Round 1: Charge, impaling foes with their horns like lances.

Round 2: Stab with the horn and strike with the hooves.

Round 3: Depending on the situation, either a full attack again, a cure moderate wounds on an ally, or use greater teleport to withdraw and gather more forces.

ANIME UNICORNS

Unicorns in a high fantasy anime setting may still be the shy, retiring creatures of legend when encountered in their natural state, but it would be equally appropriate to have whole armies of them ridden by Amazonian elf-maidens. Unicorns could also appear as spiritual mentors and/or martial arts teachers, perhaps with an Alternate Form as a human.

VAMPIRE

Vampires appear just as they did in life, although their features are often hardened and feral, with the predatory look of wolves.

Like lichs, they tend to embrace finery and decadence and may assume the guise of nobility. Despite their human appearance, vampires can be easily recognised, for they cast no shadows and throw no reflections in mirrors.

Vampires speak any languages they knew in life.

CREATING A VAMPIRE

"Vampire" is an acquired template that can be added to any Humanoid or Monstrous Humanoid creature (referred to hereafter as the base creature).

A vampire uses all the base creature's statistics and special Abilities except as noted here.

SIZE AND TYPE: The creature's Type changes to Undead ({+87 CP}, less the cost of the creature's previous Type). It acquires a Subtype of either Augmented Humanoid or Augmented Monstrous Humanoid, depending on its original Type. Do not recalculate Base Attack Bonus, saves, or Skill Points. Size is unchanged.

HIT DICE: Increase all current and future Hit Dice to d12s. This costs (12 — Previous hit die size) x 0.25 CP x Hit Dice, so a 7 HD creature which previously used d8s as Hit Dice would pay (12 — 8) x 0.25 x 7 = 4 x 0.25 x 7 = 7 CP to raise all 7 HD to d12s.

SPEED: Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water (see page 103 [-6 BP, or {+6 CP}]).

ARMOUR: The base creature's natural armour improves by +6 (6 CP). {6 CP}

A vampire also gains Rank 3 Armour: Damage Reduction [12 CP], Restriction: Only provides 10 Points of armour [2 BP], Restriction: provides no protection against silver magic weapons [1 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]). {6 CP}

Finally, the vampire's armour is +10 vs. Electricity or Cold (Rank 2 Armour, Optimised against Electricity [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]; Rank 2 Armour, Optimised against Cold [8 CP], Restriction: Only provides 10 Points of Armour [3 BP]). {10 CP}

ATTACK: A vampire retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the vampire retains this ability. A creature with natural weapons retains those natural weapons. A vampire fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A vampire armed with a weapon uses its slam or a weapon, as it desires.

FULL ATTACK: A vampire fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a secondary attack.

DAMAGE: Vampires have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

TABLE 1-21: VAMPIRE DAMAGE

SIZE	DAMAGE	CP COST (COSTED AS PER MASSIVE DAMAGE)
Fine	1	{0 CP}
Diminutive	1d2	{0 CP}
Tiny	1d3	{0 CP}
Small	1d4	{0 CP}
Medium	1d6	{1 CP}
Large	1d8	{2 CP}
Huge	2d6	{5 CP}
Gargantuan	2d8	{7 CP}
Colossal	4d6	{12 CP}

SPECIAL ATTACKS: A vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 vampire's HD + vampire's Cha modifier unless noted otherwise.

Special Attack Rank 13, Energy Drain (Drain Levels [Drains 2 levels; counts as 10 Abilities], Linked [Slam attacks and all natural weapons], Vampiric [For each negative Level bestowed, the vampire gains 5 temporary Hit Points; counts as 3 Abilities; Unique Disability: Only one attack per round may be Linked to an Energy Drain [56 CP]; Supernatural Ability [1 BP]). {55 CP}

Special Attack Rank 1: Blood Drain (Drain Body: Constitution [Drains 1d4 Constitution, rather than exactly 2], Vampiric [Vampire gains 5 temporary Hit Points for each successful 1d4 Constitution drain; counts as 2 Abilities], Unique Ability: Continues to deal damage every round without need of an attack roll, so long as it continues to pin the opponent; Melee, No Damage, Unique Disability: Must grapple and pin a foe to do a Blood Drain attack [1 CP]). {1 CP}

SUPERNATURAL ABILITY: Children of the Night ([6 CP]; Supernatural Ability [1 BP]). Vampires command the lesser creatures of the world and once per day can call forth 1d6 + 1 rat swarms, 1d4 + 1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, or if the Games Master does not have statistics available for the named creatures, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour. This is costed as for three summon nature's ally III spells, since one such spell could summon an average of 3.5 wolves (and the vampire's Children of the Night power could summon an average of 10.5, or 3 x 3.5). {5 CP}

MIND CONTROL RANK 3: Dominate ([15 CP]; Can affect anyone who meets the eyes of the vampire; Restriction: Only usable if vampire is in its normal form [3 BP]; Supernatural Ability [1 BP]). {11 CP}

CREATE SPAWN: A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a ghoul (see the ghoul entry, page 49) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a ghoul if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or ghoul is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved vampires and ghouls totalling no more than twice its own Hit Dice; any ghouls it creates that would exceed this limit are created as free-willed vampires or ghouls. A vampire that is enslaved may create and enslave ghouls of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved vampire or ghoul in order to enslave a new vampire or ghoul, but once freed, a vampire or ghoul cannot be enslaved again.

Create Spawn is a Unique Attribute ([4 CP]; Supernatural Ability [1 BP]). {3 CP}

UNIQUE ATTRIBUTE: A vampire's natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction (1 CP). {1 CP}

Special Qualities: A vampire retains all the special qualities of the base creature and gains those described below. Note that if the base creature is not terrestrial, the Alternate Form Attribute might allow other forms instead of those listed below.

Alternate Form Rank 3, Bat ([27 CP]; -4 to Strength; Flight Rank 2 [Restriction: Speed 40 ft.]; Heightened Senses Type II, Blindsight; Highly Skilled Rank 2 [+4 to Spot, +4 to Listen]; Size Diminutive [+4 to AC and all attack rolls]; Restriction: Alternate Form provides only 21 CP of Attributes [8 BP]; Restriction: Must revert to own form at sunrise [1 BP]; Supernatural Ability [1 BP]. {17 CP}

Alternate Form Rank 2, Dire Bat ([18 CP]; +8 to Dexterity; +5 Points of Armour: natural; Flight Rank 2 [Restriction: Speed 40 ft.]; Heightened Senses Type II, Blindsight; Highly Skilled Rank 2 [+4 to Spot, +4 to Listen]; Natural Weapons Rank 1 [Bite]; Size Large [-1 to AC and all attack rolls]; Restriction: Alternate Form provides only 14 CP of Attributes [5 BP]; Restriction: Must revert to own form at sunrise [1 BP]; Supernatural Ability [1 BP]. {11 CP}

Alternate Form Rank 1, Dire Wolf ([9 CP]; +4 to Strength; +3 Points of Armour: natural; Extra Attack: Trip [Restriction: May only be used with a trip attack, and only immediately after a bite attack has successfully hit]; Heightened Senses Type I, Scent; Highly Skilled Rank 3 [+2 to Hide, +2 to Listen, +2 to Move Silently, +2 to Spot, +4 to Wilderness Tracking]; Natural Weapons Rank 1 [Bite]; Size Large [-1 to AC and all attack rolls]; Restriction: Must revert to own form at sunrise [1 BP]; Supernatural Ability [1 BP]. {7 CP}

Alternate Form Rank 1, Mist ([3 CP]; Flight Rank 1; Insubstantial Rank 1; Invisibility Rank 1, Hearing; Supernatural Ability [1 BP]). {2 CP}

Alternate Form Rank 1, Wolf ([9 CP]; -4 to Strength; +2 Points of Armour: natural; Extra Attack: Trip [Restriction: May only be used with a trip attack, and only immediately after a bite attack has successfully hit]; Heightened Senses Type I, Scent; Highly Skilled Rank 1 [+4 to Wilderness Tracking]; Natural Weapons Rank 1 [Bite]; Restriction: Alternate Form provides only 8 CP of Attributes [1 BP]; Restriction: Must revert to own form at sunrise [1 BP]; Supernatural Ability [1 BP]. {6 CP}

Highly Skilled (+8 to each of the following: Bluff, Hide, Move Silently, Search, Sense Motive; +10 to each of Listen and Spot [17 CP]). {17 CP}

Regeneration Rank 5 (20 CP). A vampire heals 5 Points of damage each round so long as it has at least 1 hit point. {20 CP}

Reincarnation Rank 4 (8 CP). If reduced to 0 Hit Points in combat, a vampire automatically assumes mist form and attempts to escape. It must reach its coffin home within 2 hours (during which time it can travel up to 9 miles) or be utterly destroyed. Any additional damage dealt to a vampire forced into mist form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes Regenerating at the rate of 5 Hit Points per round. It may be permanently destroyed by burning it, or by cutting off its head and filling its mouth with holy wafers (or their equivalent), as well as by the various methods listed below under Vampire Defects. {8 CP}

Special Defence Rank 1, Turn Resistance (All attempts to turn the vampire are made as though it had +3 HD more than it actually does [1 CP]). {1 CP}

Special Movement (Spider Climb [1 CP]). {1 CP}

ABILITIES: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4 (9 CP). As an undead creature, a vampire has no Constitution score. {9 CP}

FEATS: Vampires gain Dodge, Improved Initiative, and Lightning Reflexes (6 CP), assuming the base creature meets the prerequisites and doesn't already have these Feats. {6 CP}

ENVIRONMENT: Any, usually same as base creature.

ORGANIZATION: Solitary, pair, gang (3-5), or troupe (1-2 plus 2-5 ghouls)

CR: Same as the base creature +2.

CREATURE POINTS: Same as the base creature + 171 CP + costs for change to Undead Type, increased HD size, and slam damage cost. These costs have already had the BP for the Vampire Defects (see below) taken into account.

ADVANCEMENT: By character Class.

VAMPIRE DEFECTS

For all their power, vampires have a number of weaknesses.

BANE: Running Water (6 BP). A vampire in running water loses one-third of its Hit Points each round, until it is destroyed at the end of the third round of immersion. {-6 CP}

BANE: Sunlight (9 BP). Exposure to sunlight for one full round kills a vampire. {-9 CP}

UNIQUE DEFECT: Disoriented by sunlight (2 BP). During a round in which a vampire is exposed to sunlight, it may perform only one action; for example, either moving a short distance, or making a single attack. {-2 CP}

UNIQUE DEFECT: Repelled by garlic, holy symbols, and mirrors (6 BP). Vampires cannot tolerate the strong odour of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire — they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a standard action. {-6 CP}

UNIQUE DEFECT: Cannot cross running water (1 BP). Vampires are unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship. {-1 CP}

UNIQUE DEFECT: Must be invited in (2 BP). Vampires are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all. {-2 CP}

UNIQUE DEFECT: Stake through Heart (6 BP). The vampire may be killed by driving a stake through its heart (Called Shot, -8 on attack roll). If the stake deals at least 1 point of damage past the vampire's armour (Damage Reduction protects as usual), the creature is slain instantly and cannot use its Reincarnation or Regeneration. However, it returns to life if the stake is removed, unless the body is destroyed. {-6 CP}

VAMPIRE CHARACTERS

Vampires of certain Classes take specific penalties as follows.

CLERICS: Vampire Clerics lose their Ability to turn undead but gain the Ability to rebuke undead. This Ability does not affect the vampire's controller or any other vampires that a master controls. A vampire Cleric has access to two of the following domains: Chaos, Destruction, Evil, or Trickery.

PALADINS: A Paladin who becomes a vampire loses his or her paladinhood.

SORCERERS AND WIZARDS: Vampire Sorcerers and wizards retain their Class Abilities, but if a character has a familiar other than a rat or bat, the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a rat or bat.

COMBAT

Some vampires avoid combat, draining blood only from willing or Mind Controlled victims. Many more, however, revel in their undead power. They are high-on invulnerable to mortal attacks, and they know it.

VAMPIRE TACTICS

As highly intelligent creatures, sometimes with a lifetime's experience of human or other humanoid battles, vampires will often use highly complex tactics. They will work together with other vampires and ghouls, and with any allied creatures, to defeat even the most determined aggressors. Spells and other magic, traps, tricks, ambushes, fortifications, and pre-planned escape routes are only some of the tactics that might be used.

On a more strategic Level, a vampire will usually make an effort to have social sanctions in place for any who might attempt to attack it. This might work by an 'arrangement' between the vampire and the local government, or the vampire may have Mind Controlled a noble or judge. More terrifying still, the vampire might be the local lord, effectively above the law. Anyone attacking such a 'protected' vampire will need to have infallible proof of its undead nature.

A lone vampire caught off-guard will probably assume mist or bat form and flee, rather than fighting, unless it is very confident of victory. If it

does attack, it will typically use its slam attack first, hoping to drain levels from its enemies before it drains them of blood. Draining levels can also be a useful tactic in determining how powerful the foes are — if one of them is still standing after being hit by three or four rounds of Level drain, the vampire knows it is up against some serious opposition.

ANIME VAMPIRES

Vampires in anime are generally drawn from the same European mythology as the standard d20 vampire, since Japan has little or no vampire mythology. Inevitably anime vampires are a little larger-than-life than their generic fantasy equivalents, particularly in shows that make them the heroes.

To emulate this, arm vampires with swords, allowing them to make one sword attack and one slam attack with a full action. A vampire's sword may or may not be magical, but the vampire will almost certainly be highly skilled with it (Massive Damage Rank 1 or higher, Sword; Melee Attack +4 or higher).

Occasionally anime vampires can change to forms other than wolves and bats, for example cats or dogs.

Anime often includes half-vampire creatures, also drawn from European myth, the offspring of male vampires and female humans. These are often honourable creatures, using their affinity with full vampires to hunt them down for the benefit of humanity. They lust for blood, but do not need it to live, and many half-vampires try to bottle up their blood-hunger. Half-vampires have the following Attributes, rather than using the vampire template in its entirety:

Armour: The base creature's natural armour improves by +3 (3 CP). A half-vampire also gains Rank 2 Armour: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against silver magic weapons [1 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]]. (4 CP)

Special Attack Rank 1: Blood Drain (Drain Body: Constitution [Drains 1d4 Constitution, rather than exactly 2], Vampiric [Half-vampire gains 5 temporary Hit Points for each successful 1d4 Constitution drain; counts as 2 Abilities], Unique Ability: Continues to deal damage every round without need of an attack roll, so long as it continues to pin the opponent; Melee, No Damage, Unique Disability: Must grapple and pin a foe to do a Blood Drain attack [4 CP]). (4 CP)

Mind Control Rank 1: Dominate ([5 CP]; Can affect anyone who meets the eyes of the half-vampire; Supernatural Ability [1 BP]). (4 CP)

Unique Attribute: A half-vampire's natural weapons are treated as magic weapons for the purpose of overcoming Damage Reduction (1 CP). (1 CP)

Highly Skilled (+3 to each of the following: Bluff, Hide, Move Silently, Search, Sense Motive, Listen, and Spot [6 CP]). (6 CP)

Regeneration Rank 2 (8 CP). A half-vampire heals 2 Points of damage each round so long as it has at least 1 hit point. (8 CP)

Sixth Sense Rank 1, Vampires (1 CP). (1 CP)

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Cha +2 (3 CP).

Bane: Running Water (2 BP). A half-vampire in running water is dealt 2d6 damage per round of insertion. (-2 CP)

Vulnerability: Sunlight (1 BP). While exposed to sunlight, a half-vampire loses the use of the following Attributes: Regenerate, Mind Control, and Armour: Damage Reduction. (-1 CP)

Creature Points: 28 CP.

WILL-O'-WISP

SMALL {5 CP} ABERRATION {7 CP} (AIR {0 CP})

HIT DICE: 9d8 (40 HP) {57 CP}

INITIATIVE: +13 (+4 Improved Initiative, +9 Dex).

SPEED: Fly 50 ft. (Flight Rank 2 [8 CP], Restriction: Only flies at 30 mph [1 BP]). {7 CP}

AC: +19 (+1 size, +9 Dex, +9 Defence Combat Mastery).

ARMOUR: 0

BAB/GRAPPLE: +6/+7

ATTACK: Shock +16 melee (2d8 electricity)

FULL ATTACK: Shock +16 melee (2d8 electricity)

SPECIAL ATTACKS: Special Attack Rank 5, Shock (2d8 damage [electricity]; Accurate x3, Armour Piercing, Unique Attribute: Touch Attack [needs only touch opponent to deliver attack, granting a +6 bonus to all attack rolls]; Melee [16 CP]; Restriction: Accurate provides only +9 to attack roll [3 BP]). {13 CP}

SPECIAL QUALITIES: Aberration Traits: Heightened Senses (Darkvision).

CREATURE TRAITS: Defence Combat Mastery Rank 9 (18 CP); Immunity (Magic [40 CP]; Restriction: Does not apply to spells that are not subject to Spell Resistance [5 BP]; Restriction: Does not apply to *magic missile* or *maze* spells [1 BP]), Invisibility Rank 1, Sight (2 CP); Unskilled (4 BP). {50 CP}

SAVES: Fort +5, Ref +12, Will +9

ABILITIES: Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12 {41.5 CP}

SKILLS: Bluff +13, Diplomacy +3, Disguise (acting) +1, Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3, Wilderness Tracking +5

FEATS: Blind-Fight, Dodge, Great Fortitude, Improved Initiative

ENVIRONMENT: Temperate marshes

ORGANIZATION: Solitary, pair, or string (3-4)

CREATURE POINTS: 174

CR: 6 (13)

ADVANCEMENT: 10-18 HD (Small)

This is a small ball of glowing yellow-white light, bobbing gently above the marsh.

Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch.

Will-o'-wisps speak Common and Auran. They have no vocal apparatus but can vibrate to create a voice with a ghostly sound.

COMBAT

Will-o'-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places.

SPECIAL ABILITIES

Natural Invisibility: A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible.

TACTICS

If will-o'-wisps are forced to fight, they unleash small electrical shocks, which act as melee touch attacks. More commonly they simply turn invisible and flee if attacked.

ANIME WILL-O'-WISPS

Subtract their Invisibility Attribute (-2 CP) and will-o'-wisps can be used to represent almost any small, agile, flying creature. For example, in a science fiction game they could be used, almost as they are but for the addition of some or all of the Construct Type traits, as attack drone robots: either add Stun to the Special Attack (+4 CP) for a practice droid that zips in and stings characters, or give it a ranged attack as well as the electrification, to represent a more military robot.

WINTER WOLF

LARGE {-5 CP} MAGICAL BEAST {2 CP} (COLD {27 CP})

HIT DICE: 6d10+18 (51 HP) {51 CP}

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

SPEED: 52 ft.

AC: +0 (-1 size, +1 Dex, +5 natural)

ARMOUR: 5 (Rank 2 Armour: natural [8 CP], Restriction: Only provides 5 Points of armour [3 BP]). {5 CP}

BAB/GRAPPLE: +6/+10

ATTACK: Bite +9 melee (1d8+6 plus 1d6 cold) or breath weapon +10 ranged (4d6 cold)

FULL ATTACK: Bite +9 melee (1d8+6 plus 1d6 cold) or breath weapon +10 ranged (4d6 cold)

SPECIAL ATTACKS: Special Attack Rank 4, Breath Weapon (4d6 cold damage; Spreading x2 Limited Shots [may be used once every 1d4 rounds; counts as 1 Ability], Short Range [12 CP]; Supernatural Ability [1 BP]). {11 CP}

Special Attack Rank 2, Freezing Bite (1d8+6 damage plus 1d6 cold damage; Muscle-Powered [Adds 1.5 x Strength bonus to damage; counts as 2 Abilities]; Melee [2 CP]; Supernatural Ability [1 BP]). {1 CP}

Extra Attack: Trip (8 CP); Restriction: May only be used with a trip attack, and only immediately after a bite attack has successfully hit [3 BP]; Unique Attribute: Add a +8 bonus to the trip check [8 CP]). {5 CP}

SPECIAL QUALITIES

MAGICAL BEAST TRAITS: Heightened Senses (Type II: Darkvision, Low-Light Vision)

COLD TRAITS: Immunity Rank 3 (Cold); Achilles Heel Rank 3 (Fire).

CREATURE TRAITS: Heightened Senses (Type I: Scent [1 CP]), Highly Skilled (5 CP). {6 CP}

SAVES: Fort +8, Ref +6, Will +5

ABILITIES: Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10 {39.5 CP}

SKILLS: Hide +1 (Optimised: Areas of snow and ice +7), Listen +6, Move Silently +7, Spot +6, Survival +1, Wilderness Tracking +5; Special Ranged Attack (Breath Weapon) +4, Unarmed Attack (Grapple) +4

FEATS: Improved Initiative, Iron Will, Power Attack

ENVIRONMENT: Cold forests

ORGANISATION: Solitary, pair, or pack (3-5)

CREATURE POINTS: 142

CR: 5 (10)

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

This is a huge, white-furred wolf whose breath seems to form icicles out of the very air.

A winter wolf grows about 8 feet long and stands about 4-1/2 feet at the shoulder. It weighs about 450 pounds.

Winter wolves can speak Giant and Common.

COMBAT

Winter wolves typically hunt in packs. Their size, cunning, and formidable breath weapon allow them to hunt and kill creatures much larger than themselves.

TACTICS

A pack usually circles an opponent, each wolf attacking in turn to exhaust it. If they're in a hurry, white wolves try to pin their foes. If a wolf knocks an enemy to the ground with its Trip attack, its packmates will be quick to attack the fallen opponent.

ANIME WINTER WOLVES

Give a winter wolf Size Change Rank 2 (Shrinking Only [2 CP]) to make the perfect Cute Pet for an anime-style Eskimo or other cold-oriented character.

The winter wolf is a good indication of what can be done to any creature to make them tied to a specific element. By adding the appropriate Subtype and a suitable breath weapon and/or bite attack, it would be possible to create winter leopards, flame lemurs, or whatever the campaign needs.

WRAITH

MEDIUM {0 CP} UNDEAD {80 CP} (INCORPOREAL {20 CP})

HIT DICE: 5d12 (32 HP) {34.5 CP}

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

SPEED: Fly 60 ft. (Flight Rank 2 [8 CP], Restriction: Only flies at 35 mph [1 BP]). {7 CP}

AC: +5 (+3 Dex, +2 Defence Combat Mastery)

ARMOUR: 0

BAB/GRAPPLE: +2/-

ATTACK: Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)

FULL ATTACK: Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)

SPECIAL ATTACKS: Special Attack Rank 4, Unnatural Aura (Area [30 ft. radius], Aura, Incapacitating [causes creatures to become panicked]; No Damage, Unique Disability: Only affects creatures of the Animal Type [16 CP]; Supernatural Ability [1 BP]). {15 CP}

Special Attack Rank 4, Incorporeal Touch (1d4 damage; Drain Body: Constitution [Drains 1d6 Constitution rather than exactly 8; target may attempt a Fortitude Saving Throw, DC 14, to negate the drain; counts as 1 Ability], Unique Ability: If killed, humanoid target turns into another wraith under the killer's control after 1d4 rounds, Vampiric [Wraith gains 5 temporary Hit Points for each 1d4 Constitution drained; counts as 3 Abilities]; Melee [4 CP]; Supernatural Ability [1 BP]). {3 CP}

SPECIAL QUALITIES

UNDEAD TRAITS: Heightened Senses (Type II: Darkvision); Special Defence Rank 25 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage to physical Ability Scores, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 1 (Poison), Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 2 (Extra damage from Critical Hits); Unique Attribute (Uses its Charisma modifier for Concentration checks), Unique Attribute (No Constitution score); Unique Defect (Immediately destroyed when reduced to 0 Hit Points or less); Unique Defect (Cannot be raised, reincarnated, or affected by any Healing magic).

INCORPOREAL TRAITS: Insubstantial Rank 5, Restriction: can be harmed by magic weapons or creatures that strike as magic weapons, holy water, and spells, spell-like Abilities, or supernatural Abilities, but has a 50% chance to ignore even such damage if the source is not also Insubstantial (except for positive energy, negative energy, force effects such as magic missile, or Special Attack with the Affects Incorporeal Ability); Unique Defect: No Strength Ability Score; Heightened Senses, Type II (Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see).

CREATURE TRAITS: Defence Combat Mastery Rank 2 (4 CP), Special Defence Rank 1, Turn Resistance (All attempts to turn the wraith are made as though it had +3 HD more than it actually does [1 CP]); Unskilled (1 BP), Vulnerability (Natural sunlight [3 BP]). {1 CP}

SAVES: Fort +1, Ref +4, Will +6

ABILITIES: Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15 {29.5 CP}

SKILLS: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2; Wilderness Tracking +4; Unarmed Attack (Incorporeal Touch) +2

FEATS: Blind-Fight, Improved Initiative

ENVIRONMENT: Any

ORGANISATION: Solitary, gang (2-5), or pack (6-11)

CREATURE POINTS: 197

CR: 5 (15)

ADVANCEMENT: 6-10 HD (Medium)

This black-robed figure appears insubstantial and shadowy. Its eyes glow red with a lurid evil intelligence.

Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armoured or outfitted

with weapons. This appearance does not affect the creature's actual Armour or combat Abilities but only reflects the shape it had in life.

A wraith is about as tall as a human. Since wraiths are incorporeal, they are weightless.

Wraiths speak Common and Infernal.

COMBAT

Wraiths are highly malevolent, and attack the living purely for the chance to make others suffer their own grim fate.

SPECIAL ABILITIES

UNNATURAL AURA: Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

TACTICS

Wraiths attack from hiding wherever possible. They are aware of their affect on animals, and will use this to enhance their attacks, by stampeding pack animals and spooking horses where possible.

A group of wraiths will concentrate their attacks on one enemy, aiming to slay him or her and have a new wraith rise up before the end of the combat.

ANIME WRAITHS

As well as their use in high fantasy games, wraiths can be effective additions to modern supernatural settings. In this case they should be given some kind of Vulnerability, Bane or similar Defect, since there will probably be few magic weapons or Affects Incorporeal Special Attacks available.

ZOMBIE

Zombies are corpses reanimated through dark and sinister magic.

Because of their utter lack of intelligence, newly created zombies must be given very simple instructions.

CREATING A ZOMBIE

"Zombie" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

As with the skeleton template, the zombie template often removes most of a creature's unique powers, rather than enhancing them, and so again it is often easiest to make the changes first then determine the CP costs as though the creature was an entirely new entity.

SIZE AND TYPE: The creature's Type changes to Undead (+87 CP, less the cost of the creature's previous Type). It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special Abilities except as noted here.

HIT DICE: Drop any Hit Dice gained from Class levels (to a minimum of 1) double the number of Hit Dice left, and raise them to d12s. This costs $(12 - \text{Previous hit die size}) \times 0.25 \text{ CP} \times \text{new Hit Dice}$, so a 7 HD creature which previously used d8s as Hit Dice would pay $(12 - 8) \times 0.25 \times 7 = 4 \times 0.25 \times 7 = 7 \text{ CP}$ to raise all 7 HD to d12s. Note that the creature will regain any CP paid for Class Level Hit Dice (other than the first, if that HD was retained). If the creature has more than 10 Hit Dice (not counting those gained with experience), it can't be made into a zombie with the animate dead spell.

SPEED: If the base creature could fly, its zombie version flies at the same speed but only as a Glider (reducing the costs of Flight accordingly).

ARMOUR: Natural armour increases by an amount based on the zombie's size:

BASE ATTACK: A zombie has a Base Attack Bonus equal to 1/2 its Hit Dice.

ATTACKS: A zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A zombie also gains a slam attack.

DAMAGE: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombie's size. Use the base creature's slam damage if it's better.

TABLE 1-22: ZOMBIE DAMAGE

SIZE	SLAM DAMAGE	ATTRIBUTES
Fine	1	
Diminutive	1d2	
Tiny	1d3	
Small	1d4	
Medium	1d6	Natural Weapons: Slam (1 CP) {1 CP}
Large	1d8	Natural Weapons: Slam (1 CP) {1 CP}
Huge	2d6	Special Attack Rank 1, Slam (2d6 damage; Muscle-Powered; Melee [3 CP]). {3 CP}
Gargantuan	2d8	Special Attack Rank 1, Slam (2d8 damage; Muscle-Powered; Melee [4 CP]). {4 CP}
Colossal	4d6	Special Attack Rank 3, Slam (4d6 damage; Muscle-Powered; Melee [9 CP]). {9 CP}

SPECIAL ATTACKS: A zombie retains none of the base creature's special attacks.

SPECIAL QUALITIES: A zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A zombie gains the following special qualities.

Damn Healthy! (2 CP). {2 CP}

Unique Defect, Single Actions Only (8 BP). Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge. {-8 CP}

SAVES: Base Save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

ABILITIES: A zombie's Strength increases by +2 (1 CP), its Dexterity decreases by 2 (-1 CP), it has no Constitution score (CP cost already figured in to Undead Type cost), no Intelligence score (Mindless [1 BP]), its Wisdom changes to 10 (at appropriate CP cost), and its Charisma changes to 1 (at appropriate CP cost).

SKILLS: A zombie has no Skills except for any combat Skills the original creature may have had which are relevant to its attacks as a zombie. These combat Skills must be bought with Highly Skilled, since that is the only way a Mindless creature can acquire Skills.

FEATS: A zombie loses all Feats of the base creature except for weapon, armour, and shield proficiencies (recalculate CP costs accordingly).

ENVIRONMENT: Any land and underground.

ORGANIZATION: Any.

CHALLENGE RATING: Depends on Hit Dice, see Table 1-24.

ADVANCEMENT: As base creature, but double Hit Dice (maximum 20), or None if the base creature advances by character Class.

TABLE 1-23: ZOMBIE SIZE AND ARMOUR

SIZE	ARMOR
Tiny or Smaller	5 (Armour Rank 2: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against slashing weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {1 CP}
Small	6 (Armour Rank 1: natural [4 CP], Restriction: Only provides 1 point of armour [3 BP]; Armour Rank 2: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against slashing weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {2 CP}
Medium	7 (Armour Rank 1: natural [4 CP], Restriction: Only provides 2 Points of armour [2 BP]; Armour Rank 2: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against slashing weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {3 CP}
Large	8 (Armour Rank 1: natural [4 CP], Restriction: Only provides 3 Points of armour [1 BP]; Armour Rank 2: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against slashing weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {4 CP}
Huge	10 (Armour Rank 1: natural [4 CP]; Armour Rank 2: Damage Reduction [8 BP], Restriction: Only provides 5 Points of armour [3 CP], Restriction: provides no protection against slashing weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [1 BP]). {6 CP}
Gargantuan	12 (Armour Rank 2: natural [8 CP], Restriction: Only provides 7 Points of armour [1 BP]; Armour Rank 2: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against slashing weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {8 CP}
Colossal	16 (Armour Rank 3: natural [12 CP], Restriction: Only provides 11 Points of armour [1 BP]; Armour Rank 2: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against slashing weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {12 CP}

TABLE 1-24: ZOMBIE CHALLENGE RATINGS

HIT DICE	CHALLENGE RATING	HIT DICE	CHALLENGE RATING
1/2	1/8	8-10	3
1	1/4	12-16	44
2	1/2	15-16	5
4	1	18-20	6
6	2		

SAMPLE ZOMBIE: HUMAN STUDENT ZOMBIE

MEDIUM {0 CP}

UNDEAD {87 CP}

HIT DICE: 2d12+1d8 (17 HP) {11 CP}

INITIATIVE: -1 (Dex)

SPEED: 24 ft. (Note: can't run due to Unique Defect: Single Actions Only)

AC: -1 (Dex)

ARMOUR: 7 (Armour Rank 1: natural [4 CP], Restriction: Only provides 2 Points of armour [2 BP]; Armour Rank 2: Damage Reduction [8 CP], Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against slashing weapons [2 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [2 BP]). {3 CP}

BAB/GRAPPLE: +1/+2

ATTACK: Slam+2 melee (1d6+1) or club +2 melee (1d6+1)

FULL ATTACK: Slam+2 melee, (1d6+1) or club +2 melee (1d6+1)

SPECIAL ATTACKS: Natural Weapons: Slam (1 CP) {1 CP}

SPECIAL QUALITIES

UNDEAD TRAITS: Heightened Senses (Type II: Darkvision); Special Defence Rank 25 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage to physical Ability Scores, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning); Immunity Rank 1 (Poison), Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless), Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects), Immunity Rank 2 (Extra damage from Critical Hits); Unique Attribute (Uses its Charisma modifier for Concentration checks), Unique Attribute (No Constitution score); Unique Defect (Immediately destroyed when reduced to 0 Hit Points or less); Unique Defect (Cannot be raised, reincarnated, or affected by any Healing magic).

CREATURE TRAITS: Damn Healthy! (2 CP), Highly Skilled (Only provides 6 Skill Points [2 CP]), Natural Weapons: Slam (1 CP); Mindless (1 BP), Unique Defect, Single Actions Only (8 BP). {-4 CP}

SAVES: Fort +0, Ref -1, Will +3

ABILITIES: Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1 {15.5 CP}

SKILLS: Melee Attack +1, Unarmed Attack +1

FEATS: Simple Weapon Proficiency (2 CP) {2 CP}

ENVIRONMENT: Any

ORGANISATION: Any

CREATURE POINTS: 115

CR: 1/2 (7)

ADVANCEMENT: None

ANIME ZOMBIES

The zombie template is effective as it is for standard, slow-moving undead. Remove the Unique Defect: Single Actions only if desired, for a scarier zombie that can move at full speed.

Note that the zombie template can easily be adapted for other circumstances in which a creature's corpse is somehow animated after its death. For example, body-snatching aliens may reanimate corpses, as might a mad scientist doing Frankenstein-style experiments.





CONVERSION GUIDE

One of the core design concepts behind *BESM d20* is that of flexibility. The creatures in the *Monstrous Manual* have two purposes: they are useful for your *BESM d20* games in and of themselves, and they form a useful array of examples when you are converting monsters from other d20 sources to *BESM d20*. Using those examples, and the guidelines presented in this chapter, it should be possible to bring a d20 creature from any source into your *BESM d20* campaign.

CREATURE POINTS

Monsters are designed using Creature Points. One Creature Point is exactly equivalent to one Character Point when buying Ability Scores. In most cases it is also possible for monsters to be assigned Attributes from the *BESM d20* book by paying a cost in Creature Points equal to the Character Point cost listed there.

Conversely, it is not usually possible for player characters to purchase Attributes from this book using their Character Points, unless the GM grants special permission. This can work very well in a more over-the-top anime campaign, where players may choose to play monsters or semi-monstrous characters, but it may not fit for a game focusing on traditional humans, elves, and dwarves as the heroes. If the GM does permit Attributes from this book for characters, Character Points may be used on a one-for-one basis to purchase Attributes that cost Creature Points.

Note that many monsters will have CP totals ending in a half, for example, 24.5. In this case, the half is rounded down as usual, though this should not be done until the creature's final point total is calculated.

CHALLENGE RATINGS: TWO METHODS

Some d20 gamers use Challenge Ratings to assess the approximate power of a creature. The GM will examine the Challenge Rating of various creatures when designing an adventure, using a creature whose CR is approximately equal to the average character Level of the player characters if he or she wishes to provide a reasonably balanced encounter for them.

Following are two methods for determining a creature's Challenge Rating, one similar to that used in other d20 games, the other unique to *BESM d20*. There are advantages and disadvantages to each method.

Any Challenge Rating you assign can only ever be a guide, whichever method you use. If you use Challenge Ratings in your games, you will need to playtest the creature to see if the initially assigned Challenge Rating should be adjusted up or down.

CHALLENGE RATINGS: HIT POINTS COMPARISON METHOD

The challenge rating used in other d20 games is derived by playtesting first and foremost. An initial CR is assigned by comparing the creature to creatures of a similar Type and number of Hit Points, modified by guesswork and intuition based on their different Special Attacks and Special Qualities. Next, the creature is tested in a number of sample combats against parties of human characters of around the same character Level as the assigned CR. The CR is adjusted accordingly depending on the outcome of the playtests.

Challenge Ratings calculated by this method tend to assume several advantages on the part of the player characters, including assorted magical equipment appropriate to their character levels, foresight in knowing which creature they will be facing, and a certain degree of planning. Thus in most d20 games, a creature's Immunity to Fire is more a tactical consideration ("memorise lightning bolts today instead of fireballs") than anything which will swing the outcome of the battle one way or the other.

This method of determining CR does not treat most Immunities or other Special Qualities as a serious advantage. Likewise, only creatures with several highly effective Special Attacks, Spell-Like Abilities, or similar offensive powers, will have their Challenge Ratings boosted by those attacks. The reality of this style of tactical-oriented play is that for 99% of encounters, a creature's Hit Points are the most important factor in

determining the outcome. This is probably the most popular style of d20 gaming, with game sessions focusing on combat and exploration.

CHALLENGE RATINGS: CREATURE POINTS METHOD

The Creature Points method for determining Challenge Rating treats creatures exactly as though they were player characters, able to take as much advantage of their various capabilities as any character would if controlled by an experienced *BESM d20* player.

This method is well-suited to games in which the player characters have no particular advantage over the other creatures in the setting; where a party's adversaries are as likely to come hunting them, specifically, with appropriate spells and equipment, as they are to be hunted. The creatures are presented on an equal footing with characters, with the assumption that their various Attributes will be extremely useful to them in the long run, even if much of that use occurs during non-combat situations. Perhaps the largest advantage here is that a creature can even become a party member, whether controlled by the GM or a player, with the 1 Creature Point to 1 Character Point ratio meaning there need be little concern about balance.

This technique is particularly well-suited to campaigns in which any Personal Gear or Items of Power the characters have are ones they have chosen or created themselves, using their Character Points, rather than the spoils of war. Other d20 games assume a high Level of magical equipment among the protagonists, and increase the power of the monsters accordingly. In *BESM d20*, these creatures are thus often much more powerful than they would be in other games, since characters tend not to be laden down with vast arrays of magical items (characters with the Portable Armoury Feat aside).

All this inevitably means that Challenge Ratings tend to be significantly higher than they would be with the Hit Points Comparison method. This can even allow GMs to approach CRs in a more fluid way, treating a creature's CR as a floating amount between the two figures depending on how it is being employed at the time.

The following table gives a guideline as to the Challenge Rating appropriate to a *BESM d20* monster, depending on the number of Creature Points the creature is built with.

TABLE A1-1: CREATURE POINTS METHOD
FOR DETERMINING CHALLENGE RATINGS

CHALLENGE RATING	CREATURE POINTS
1/10	Fewer than 20
1/6	20 to 29
1/4	30 to 34
1/3	35 to 39
1/2	40 to 49
1	50 to 59
2	60 to 69
3	70 to 79
4	80 to 89
5	90 to 99
6	100 to 109
7	110 to 119
8	120 to 129
9	130 to 139
10	140 to 149
11	150 to 159
12	160 to 169
13	170 to 179
14	180 to 189
15	190 to 199
16	200 to 209
17	210 to 219
18	220 to 229
19	230 to 239
20	240 to 249

BASIC PRINCIPLES OF CREATURE CONVERSION

Converting a creature from another d20 game to *BESM d20* is done by following the steps of the following checklist. Keep a running total of CPs and BPs.

CREATURE CONVERSION CHECKLIST

1. Determine the creature's Type and any Subtypes.
2. Determine the creature's Size and number of Hit Dice. Note the CP cost for the Size. This will be different than the usual *BESM d20* CP cost for the appropriate Size, as a converted creature's initial Size does not affect its Ability Scores or Natural Armour (since it would be inappropriate to radically alter a creature's Ability Scores or Natural Armour in the process of conversion). Armour Class Modifier, Base Attack Bonus, and Movement Modifier are affected as normal. Use Table A1-2: Size Category Costs for Creature Conversion instead. Any later change in Size, including for purposes of Advancing the creature (see page 112) will affect Ability Scores as usual. Newly created creatures use the cost presented in Table 10-1: Size Categories in *BESM d20*; Table A1-2: Size Category Costs for Creature Conversion is used only for converting creatures, not creating them.
3. Look up the appropriate Base Attack Bonus, base Saving Throws, Skill Points, and CP cost for a creature of that Type and Hit Dice, adding on CP for any Traits the creature acquires by virtue of its Type and any Subtypes.
4. Determine the creature's Speed. This is usually a multiple of its Dexterity, with the precise multiple depending on the creature's Size (*BESM d20*, page 97). Some creatures may have lower or higher speeds, just as Dwarves have the Slow Movement Defect: this can be treated as a Unique Defect for lower speeds, or as the Speed Attribute for higher speeds. A creature with the Flight Attribute will have a Fly Speed dependent on its Ranks in Flight. Other types of speed, such as Burrow, Climb, and Swim, are acquired with the relevant Attribute, usually Special Movement, Tunnelling, or Water Speed.
5. Determine the creature's AC. Actual, physical armour does not add to a creature's AC in *BESM d20*. You should still keep a note of the AC bonus provided by such armour for the original creature, as it will be useful during the next stage. Almost any form of protection that is not armour will still add to AC, though usually it should be converted into *BESM d20* terms, i.e. either Defence Combat Mastery or an appropriate Combat Skill. For example, a creature with a +4 deflection bonus to AC in another game would be converted to have Defence Combat Mastery Rank 4.
5. Determine the creature's Armour. Any bonuses the original creature had to AC, but which were not added to AC in the conversion, are instead converted to a like amount of Armour. This includes both the creature's natural armour, and any worn armour. Note each type of armour separately, in the form, "Armour: 9 (Rank 1 Armour: natural, 4 CP; Rank 2 Armour: mail hauberk, 8 CP, Restriction: Only provides 5 Points of protection, 3 BP)."
6. Determine Base Attack and Grapple scores. Base Attack is derived by taking the creature's attack bonus for Type and Hit Dice, without modifications for Size, Skills, or Attributes. This is useful because Base Attack Bonus is a prerequisite for certain Feats, as well as determining how many attacks the creature may make in each round. Grapple is derived from Base Attack, but add in any relevant bonuses such as those from Size, Attributes, Skills, and Feats.
7. Note the creature's Attack and Full Attack. These should be clear enough from examining its Natural Weapons, Personal Gear, and Base Attack. A creature with a Base Attack of +6 or higher attacks more than once when making a Full Attack, just as a character does. Certain creatures also gain Extra Attacks by virtue of additional limbs or other factors.

Attack and Full Attack are terms from other d20 games, but are useful for *BESM d20* too. Any creature may make a Full Attack at any time. Doing so requires an almost total focus on combat for the duration of that round, just as though the creature had multiple attacks from a high Base Attack Bonus (*BESM d20*, page 115). Thus a creature making a Full Attack may only perform very minor actions in addition to the attacks, such as moving a short distance.

Many creatures have more than one innate weapon. For example, a dragon might have the following attacks: a bite, two claws, two wing slams, and a tail slap. All these attacks may be made in one round, so long as the dragon makes a Full Attack, but all the attacks apart from the bite are "secondary attacks." A secondary attack always has a -5 penalty on the attack roll (except if the creature has the Multiattack Feat, in which case the penalty is reduced to -2 — see page 128).

In *BESM d20* terms, a secondary attack is an Extra Attack (Restriction: May only use if making a Full Attack [3 BP], Restriction: -5 penalty on attack roll [3 BP]). Rather than list each such Extra Attack as a full Attribute, simply note the total cost for a creature's Extra Attacks with innate weapons, in brackets as part of the Full Attack entry. The first such Extra Attack has a total CP cost of 2, due to the two Restrictions (8 -3 -3 = 2). Each subsequent Extra Attack will have the usual 8 CP cost.

For example, the aforementioned dragon, which has 5 extra attacks, might have the following entry for Full Attack:

Bite +9 melee (1d8), 2 claws +4 melee (1d6), 2 wing slams +4 melee (1d4), tail slap +4 melee (1d4) (34 CP).

Note that if the creature has any Extra Attacks without the Restrictions, these should be listed in full as Extra Attacks per se, rather than just being given a CP cost.

8. Design any Special Attacks the creature may have, using the Special Attack Attribute with appropriate Abilities, Disabilities, and Defects.
 9. Note the remainder of the creature's Attributes as Special Qualities, again with appropriate Restrictions or other Defects.
 10. Note the original creature's Ability Scores. These cost an additional 1 CP per 2 Points of Ability Scores.
 11. Convert the creature's Skills and Feats. It will have +8 additional Skill Points, with a further +2 for each HD beyond the first. These should be spent on Combat Skills to bring the creature's game statistics up to a comparable Level with the original creature's. They can also be spent on any Skills for which the original creature gained a Racial Bonus. Note that creatures in *BESM d20* do not suffer Hide check modifiers for their size; thus, if the original creature has a Hide Skill listed, it will gain +4 Skill Points to spend per size category above Medium, or -4 per size category below Medium.
- Feats should match the original creature's, but ensure that any Feats listed as Bonus Feats are paid for normally at a cost of 2 CP per Bonus Feat.
12. Calculate the creature's Saving Throws, based on Type, Hit Dice, Ability Scores, and any relevant Feats.
 13. Add up all the Creature Points spent, subtracting any Bonus Points from the total.
 14. Look up the Challenge Rating on Table A1-1, basing it on the total Creature Points of the monster.

TABLE A1-2: SIZE CATEGORY COSTS FOR CREATURE CONVERSION

SIZE	POINT COST	WEIGHT	ARMOUR CLASS MODIFIER	MOVEMENT MODIFIER	BASE ATTACK BONUS
Fine	+40	1/8 lbs or less	+8	x 1/4	+8
Diminutive	+20	1/8 — 1 lbs	+4	x 1/2	+4
Tiny	+10	1 — 8 lbs	+2	x1	+2
Small	+5	8 — 60 lbs	+1	x2	+1
Medium	0	60 — 500 lbs	+0	x3	+0
Large	-5	500 lbs — 2 tons	-1	x4	-1
Huge	-10	2 — 16 tons	-2	x5	-2
Gargantuan	-20	16 — 125 tons	-4	x6	-4
Colossal	-40	125 — 1,000 tons	-8	x7	-8

ADVANCING AND CUSTOMISING CREATURES

The game statistics provided in this book are for basic, standard creatures of the listed races. However, there are several methods by which extraordinary or unique monsters can be created using a typical creature as the foundation: by adding character Classes, increasing a monster's Hit Dice, or by adding a template to a monster. These methods are not mutually exclusive — it's possible for a monster with a template to be improved by both increasing its Hit Dice and adding character Class levels.

Each has an entry for Advancement, which gives either a range of Hit Dice or the phrase "By character Class." Templates may be added to almost any creature, regardless of its Advancement entry.

Class Levels: Intelligent creatures that are reasonably humanoid in shape most commonly advance by adding Class levels. Creatures that fall into this category have an entry of "By character Class" in their Advancement line. When a monster adds a Class Level, that Level usually represents an increase in experience and learned Skills and capabilities.

Increased Hit Dice: Intelligent creatures that are not humanoid in shape, and nonintelligent monsters, can advance by increasing their Hit Dice. Creatures with increased Hit Dice are usually superior specimens of their race, bigger and more powerful than their run-of-the-mill fellows.

Templates: Both intelligent and nonintelligent creatures with an unusual heritage or an inflicted change in their essential nature may be modified with a template. Templates usually result in tougher monsters with capabilities that differ from those of their common kin. Note that most Templates have specific restrictions as to which creature types may benefit from modification with the Template.

Each of these three methods for improving monsters is discussed in more detail below.

ABILITY SCORE ARRAYS

Monsters are assumed to have completely average (or standard) Ability Scores — a 10 or an 11 in each Ability, as modified by their racial bonuses. However, improved monsters are individuals and often have better than normal Ability Scores, and usually make use of either the elite array or the non-elite array of Ability Scores. Monsters who improve by adding a template, and monsters who improve by increasing their Hit Dice, may use any of the three arrays (standard, non-elite, or elite). Any monster unique enough to be improved could certainly be considered elite.

ELITE ARRAY

The elite array is 15, 14, 13, 12, 10, 8 (36 CP, plus any cost for racial bonuses). While the monster has one weakness compared to a typical member of its race, it is significantly better overall. The elite array is most appropriate for monsters who add levels in a player character Class.

NON-ELITE ARRAY

The non-elite array is 13, 12, 11, 10, 9, 8 (31.5 CP, plus any cost for racial bonuses). The non-elite array does not necessarily make a monster better than normal, but it does customise the monster as an individual with strengths and weaknesses compared to a typical member of its race.

ABILITY SCORE IMPROVEMENT

Treat monster Hit Dice the same as character Level for determining Ability Score increases. This only applies to Hit Dice increases, monsters do not gain Ability Score increases for levels they "already reached" with their racial Hit Dice, since these adjustments are included in their basic Ability Scores.

MONSTERS AND CLASS LEVELS

Use the usual *BESM d20* character Classes, or other Classes converted according to the same Character Point-based system. Any additional CP gained for attaining a particular Level of a Class can be spent as normal for a creature, on Attributes from either this book or *BESM d20*. If desired, additional CP can be assigned to such creatures too, using the guidelines elsewhere in this section.

If a creature acquires a character Class, it follows the rules for multiclass characters.

The creature's Hit Dice equal the number of Class levels it has plus its racial Hit Dice. A creature's "monster Class" is always a favoured Class, and the creature never takes XP penalties for having it. Additional Hit Dice gained from taking levels in a character Class never affect a creature's size.

Humanoids and Class Levels: Creatures with 1 or fewer HD replace their monster levels with their character levels. The monster loses the attack bonus, Saving Throw bonuses, Skills, and Feats granted by its 1 monster HD and gains the attack bonus, Save bonuses, Skills, Feats, and other Class abilities of a 1st-Level character of the appropriate Class.

INCREASING HIT DICE

A creature with a range of Hit Dice listed for Advancement gains Hit Dice as it matures and becomes experienced, so a GM wishing to provide a tougher challenge for the characters can easily create a more powerful variant. Simply look up the appropriate row in the creature Type's Points

TABLE A1-3: CREATURE IMPROVEMENT BY TYPE

	HIT DIE	ATTACK BONUS	GOOD SAVING THROWS	SKILL POINTS*
Aberration	d8	HD x3/4 (as Giant Robot)	Will	4 + Int mod per HD
Animal	d8	HD x3/4 (as Giant Robot)	Fort, Ref (and sometimes Will)	4 + Int mod per HD
Construct	d10	HD x3/4 (as Giant Robot)	—	4 + Int mod per HD**
Dragon	d12	HD (as Gun Bunny)	Fort, Ref, Will	8 + Int mod per HD
Elemental	d8	HD x3/4 (as Giant Robot)	Ref (Air, Fire), or Fort (Earth, Water)	4 + Int mod per HD
Fey	d6	HD x1/2 (as Adventurer)	Ref, Will	8 + Int mod per HD
Giant	d8	HD x3/4 (as Giant Robot)	Fort	4 + Int mod per HD
Humanoid	d8	HD x3/4 (as Giant Robot)	Varies (any one)	4 + Int mod per HD
Magical beast	d10	HD (as Gun Bunny)	Fort, Ref	4 + Int mod per HD
Monstrous humanoid	d8	HD (as Gun Bunny)	Ref, Will	4 + Int mod per HD
Ooze	d10	HD x3/4 (as Giant Robot)	—	4 + Int mod per HD**
Outsider	d8	HD (as Gun Bunny)	Fort, Ref, Will	10 + Int mod per HD
Plant	d8	HD x3/4 (as Giant Robot)	Fort	4 + Int mod per HD**
Undead	d12	HD x1/2 (as Adventurer)	Will	6 + Int mod per HD**
Vermin	d8	HD x3/4 (as Giant Robot)	Fort	4 + Int mod per HD**

All types have a number of Feats equal to 1 + 1 per 3 Hit Dice.

* As long as a creature has an Intelligence of at least 1, it gains a minimum of 3 Skill Points per Hit Die.

** Creatures with an Intelligence score of "—" gain no Skill Points or Feats.

Cost By Hit Die table in this appendix, and add on any additional benefits the creature would gain for being of the higher Hit Dice, potentially including more Hit Points, a higher Base Attack Bonus, more Skills and Feats, and better Saving Throws. The creature's Creature Points total should be adjusted accordingly.

As its Hit Dice increase, a creature's attack bonuses and Saving Throw modifiers might improve. It gains more Feats and Skills, depending on its type, as shown on Table A1-3: Creature Improvement by Type.

Note that if a creature acquires a character Class, it improves according to its Class, not its type. Character Classes always cost +10 CP per Level.

SIZE INCREASES

A creature may become larger when its Hit Dice are increased (the new size is noted parenthetically in the monster's Advancement entry).

A size increase affects any special Ability the creature has that is affected by size. Increased size also affects a creature's Ability Scores, AC, attack bonuses, and damage values as indicated on the tables below.

A creature that changes Size when advancing uses Table A1-4: Changing Sizes.

TEMPLATES

Certain creatures are created by adding a template to an existing creature. A templated creature can represent a freak of nature, the individual creation of a single experimenter, or the first generation of offspring from parents of different species.

ACQUIRED AND INHERITED TEMPLATES

Some templates can be added to creatures anytime. Templates such as these are referred to as acquired templates, indicating that the creature did not always have the Attributes of the template.

Other templates, known as inherited templates, are part of a creature from the beginning of its existence. Creatures are born with these templates.

It's possible for a certain kind of template to be of either type.

READING A TEMPLATE

A template's description provides a set of instructions for altering an existing creature, known as the base creature. The changes that a template might cause to each line of a creature's statistics block are discussed below. Generally, if a template does not cause a change to a certain statistic, that entry is missing from the template description. For clarity, the entry for a statistic or attribute that is not changed is sometimes given as "Same as the base creature."

SIZE AND TYPE: Templates often change a creature's type, and may change the creature's size.

If a template changes the base creature's Type, the creature also acquires the Augmented Subtype unless the template description indicates otherwise. The Augmented Subtype is always paired with the creature's original Type. Unless a template indicates otherwise, the new creature has the traits of the new Type but the features of the original Type. This usually means that the cost of the creature's Type will be identical to that of the new Type, but that the cost per Hit Die will be identical to that of the old Type.

If a template changes a creature's size, use Table A1-4: Changing Sizes to calculate changes the creature's various statistics.

TABLE A1-4: CHANGING SIZE

OLD SIZE		NEW SIZE	STR	DEX	CON	NATURAL ARMOUR	ARMOUR CLASS	ATTACK BONUS	BASE POINT COST
Fine	=>	Diminutive	-	-2	-	-	-4	-4	16 BP
Diminutive	=>	Fine	-	+2	-	-	+4	+4	16 CP
Diminutive	=>	Tiny	+2	-2	-	-	-2	-2	10 BP
Tiny	=>	Diminutive	-2	+2	-	-	+2	+2	10 CP
Tiny	=>	Small	+4	-2	-	-	-1	-1	4 BP
Small	=>	Tiny	-4	+2	-	-	+1	+1	4 CP
Small	=>	Medium	+4	-2	+2	-	-1	-1	3 BP
Medium	=>	Small	-4	+2	-2	-	+1	+1	3 CP
Medium	=>	Large	+8	-2	+4	+2	-1	-1	2 CP
Large	=>	Medium	-8	+2	-4	-2	+1	+1	2 BP
Large	=>	Huge	+8	-2	+4	+3	-1	-1	3 CP
Huge	=>	Large	-8	+2	-4	-3	+1	+1	3 BP
Huge	=>	Gargantuan	+8	-	+4	+4	-2	-2	0
Gargantuan	=>	Huge	-8	-	-4	-4	+2	+2	0
Gargantuan	=>	Colossal	+8	-	+4	+5	-4	-4	14 BP
Colossal	=>	Gargantuan	-8	-	-4	-5	+4	+4	14 CP

TABLE A1-5: INCREASED DAMAGE BY SIZE

OLD DAMAGE (EACH)*	NEW DAMAGE	CP COST
1d2	1d3	-
1d3	1d4	-
1d4	1d6	1 CP (Massive Damage Rank 1 [2 CP], Restriction: Only provides +1 to Damage [1 BP])**
1d6	1d8	1 CP (Massive Damage Rank 1 [2 CP], Restriction: Only provides +1 to Damage [1 BP])**
1d8	2d6	Treat as Special Attack, and cost accordingly
1d10	2d8	Treat as Special Attack, and cost accordingly
2d6	3d6	Treat as Special Attack, and cost accordingly
2d8	3d8	Treat as Special Attack, and cost accordingly

* Repeat the adjustment if the creature moves up more than one size category.

** Treat as Special Attack and cost accordingly, if the attack is already a Special Attack. There is not usually a CP cost to increase Natural Weapon damage from 1d4 to 1d6, or from 1d6 to 1d8, if the new damage amount lies within the normal average range for the listed Natural Weapon type in BESM d20.

HIT DICE AND HIT POINTS: Most templates do not change the number of Hit Dice a monster has, but some do. Some templates change the size of a creature's Hit Dice (usually by changing the creature type). A few templates change previously acquired Hit Dice, and continue to change Hit Dice gained with Class levels, but most templates that change Hit Dice change only the creature's original HD and leave Class Hit Dice unchanged.

If the Hit Dice entry in a template description is missing, Hit Dice and Hit Points do not change unless the creature's Constitution modifier changes.

INITIATIVE: If a template changes the monster's Dexterity, or if it adds or removes the Improved Initiative Feat, this entry changes.

SPEED: If a template modifies a creature's speed, the template states how that happens. More commonly, a template adds a new movement mode.

AC: If a template changes the creature's size, see Table A1-4: Changing Sizes to determine its new AC. In some cases the method of determining AC changes radically; the template description explains how to adjust the creature's AC.

ARMOUR: If a template changes the creature's size, see Table A1-4: Changing Sizes to see whether it acquires any ranks in Armour: Natural. In some cases the creature will also gain Armour: Damage Reduction and/or Optimised Armour; the template description covers these in detail.

BAB/GRAPPLE: Templates usually do not change a creature's Base Attack Bonus or grapple bonus directly, though they may do if they involve changes to its Hit Dice total. If a template modifies a creature's Base Attack Bonus, the template description states how that happens.

ATTACK AND FULL ATTACK: Most templates do not change a creature's attack bonus or modes of attack, even when the creature's type changes (the creature's Base Attack Bonus is the same as a creature of the original type). Of course, any change in a monster's size changes its attack bonus; see Table A1-4: Changing Sizes.

DAMAGE: Damage changes with Strength. If the creature uses a two-handed weapon or has a single natural weapon, it adds 1-1/2 times its Strength bonus to the damage. If it has more than a single attack then it adds its Strength bonus to damage rolls for the primary attack and 1/2 its Strength bonus to all secondary attacks.

SPECIAL ATTACKS: A template may add or remove special attacks. The template description gives the details of any special attacks a template provides, including how to determine Saving Throw DCs, if applicable.

SPECIAL QUALITIES: A template may add or remove special qualities. The template description gives the details of any special qualities a template provides, including how to determine Saving Throw DCs, if applicable. Even if the special qualities entry is missing from a template description, the creature still gains any qualities associated with its new type.

BASE SAVES: As with attacks, changing a monster's type does not always change its base Saving Throw bonuses. You only need to adjust them for new modifiers for Constitution, Dexterity, or Wisdom. A template may, however, state that a monster has a different "good" Saving Throw.

ABILITIES: If a template changes one or more Ability Scores, these changes are noted here.

SKILLS: As with attacks, changing a monster's type does not always change its Skill Points. Most templates don't change the number of Hit Dice a creature has, so you don't need to adjust Skills in that case unless the key Abilities for those Skills have changed, or the template gives a bonus on one or more Skills, or unless the template gives a Feat that provides a bonus on a Skill check.

Some templates change how Skill Points are determined, but this change usually only affects Skill Points gained after the template is applied. Treat Skills listed in the base creature's description as Class Skills, as well as any new Skills provided by the template.

FEATS: Since most templates do not change the number of Hit Dice a creature has, a template will not change the number of Feats the creature has. Some templates grant one or more bonus Feats.

ENVIRONMENT: Usually the same as the base creature.

ORGANIZATION: Usually the same as the base creature.

CREATURE POINTS: A template usually costs an additional number of Creature Points. Where possible, the total benefits of the template are added together in this entry, so that the cost of adding the template to any creature can be seen at once. For templates where the precise number of CPs depends on the nature and statistics of the original creature, a guide to calculating these is given.

CHALLENGE RATING: Most templates increase the creature's Challenge Rating. A template might provide a modifier to be added to the base creature's CR, or it might specify a range of modifiers depending on the base creature's original Hit Dice or CR.

ADVANCEMENT: Usually the same as the base creature.

ADDING MORE THAN ONE TEMPLATE

In theory, there's no limit to the number of templates you can add to a creature. To add more than one template, just apply each template one at a time. Always apply inherited templates before applying acquired templates. Whenever you add multiple templates, pay attention to the creature's type—you may add a template that makes the creature ineligible for other templates you might want to add.

ADVANCED MONSTER CHALLENGE RATINGS: HIT POINTS COMPARISON METHOD

When adding Class levels to a creature with 1 or less HD, you advance the creature like a character. Otherwise, use the following guidelines. These are only applicable to the Hit Points Comparison method of determining Challenge Rating.

ADDING CLASS LEVELS

If you are advancing a monster by adding player character Class levels, decide if the Class levels directly improve the monster's existing capabilities.

When adding Class levels to a creature, you should give it typical Ability Scores appropriate for that Class. Most creatures are built using the standard array of Ability Scores: 11, 11, 11, 10, 10, 10, adjusted by racial modifiers. If you give a creature a character Class, use the either the elite array of Ability Scores before racial adjustments: 15, 14, 13, 12, 10, 8, or the non-elite array of 13, 12, 11, 10, 9, 8.

ASSOCIATED CLASS LEVELS

Class levels that increase a monster's existing strengths are known as associated Class levels. Each associated Class Level a monster has increases its CR by 1.

Adventurer is an associated Class for all types of monster -- it is sufficiently versatile as to be usable to play to the strengths of every kind of creature.

Giant Robot, Martial Artist, Samurai, and Shapechanger are associated Classes for a creature that relies on its fighting Ability.

Gun Bunny, Hot Rod, Mecha Pilot, Ninja, Pet Monster Trainer, Sentai Member, and Tech Genius are associated Classes for a creature that relies on stealth to surprise its foes, on Skill use to give itself an advantage, or on an associated vehicle or other creature to do the majority of its fighting for it.

Dynamic Sorcerer and Magical Girl are associated Classes for a creature that already has the Ability to cast spells as a character of the Class in question, since the monster's levels in the spellcasting Class stack with its innate spellcasting Ability.

NON-ASSOCIATED CLASS LEVELS

If you add a Class Level that doesn't directly play to a creature's strength the Class Level is considered non-associated, and things get a little more complicated. Adding a non-associated Class Level to a monster increases its CR by 1/2 per Level until one of its non-associated Class levels equals its original Hit Dice. At that point, each additional Level of the same Class or a similar one is considered associated and increases the monster's CR by 1.

ADDING HIT DICE

When you improve a monster by adding Hit Dice, use Table A1-6: Improved Monster CR Increase to determine the effect on the creature's CR. Keep in mind that many monsters that advance by adding Hit Dice also increase in size. Do not stack this CR increase with any increase from Class levels. In general, once you've doubled a creature's CR, you should closely watch any additional increases in its abilities. Adding Hit Dice to a creature improves several of its abilities, and radical increases might not follow this progression indefinitely. Compare the monster's improved attack bonus, Saving Throw bonuses, and any DCs of its special abilities from the HD increase to typical characters of the appropriate Level and adjust the CR accordingly.

TABLE A1-6: IMPROVED MONSTER CR INCREASE

CREATURE'S ORIGINAL TYPE	CR INCREASE
Aberration, construct, elemental, fey, giant, humanoid, ooze, plant, undead, vermin	+1 per 4 HD added
Animal, magical beast, monstrous humanoid	+1 per 3 HD added
Dragon, outsider, non-associated Class levels	+1 per 2 HD or 2 levels added
Directly associated Class levels	+1 per Level added
OTHER MODIFIERS:	
Monster's Ability Scores based on elite array*	+1 to CR
Monster possesses special attacks or qualities that significantly improve combat effectiveness	+2 to CR
Monster possesses special attacks or qualities that improve combat effectiveness in a minor way	+1 to CR
Template added	+ template CR modifier
* Do not apply this increase if you advance a monster by Class levels. (Monsters advanced by Class levels are assumed to use the elite array.)	

ADDING SPECIAL ABILITIES

The GM may also wish to add further Attributes and/or Defects to an advanced creature, giving it a bonus number of Creature Points to reflect its individual nature and power. Any additions should be made with careful judgement and some miserliness; it is all too tempting to give every creature an array of 'cool' powers, but such extensive customisation should usually be reserved for special creatures and arch-villains. One simple way to customise creatures without extensive CP costs is to alter Ability Scores up or down to reflect an unusual but not necessarily unique monster (see page 112).

As with a Class Level, you should determine how much, or how little, this Ability adds to the creature's existing repertoire, so as to determine any changes to the creature's CR. A suite of abilities that work together should be treated as a single modifier for this purpose. If the Ability (or combination of abilities) significantly increases the monster's combat effectiveness, increase its CR by 2. Minor abilities increase the creature's CR by 1, and truly trivial abilities may not increase CR at all. If the special abilities a monster gains are not tied to a Class or Hit Die increase, this CR increase stacks.

A significant special attack is one that stands a good chance of incapacitating or crippling a character in one round. As a rough guide, an attack with any of the following Special Attack Abilities may be worth a +2 to CR, if the Saving Throw DC is reasonably high: Drain Levels, Incapacitating, or Tangle. Drain Body, Drain Mind or Drain Soul are also applicable if the attack drains an average of 10 or more from the relevant Ability Score in one round. A high-damage Special Attack (one that deals an average of at least twice the creature's base Challenge Rating) which also has the Area or Spreading Special Attack Ability may be worth a +1 to CR.

A significant special quality is one that seriously diminishes the monster's vulnerability to common attacks. Any Immunity costing 40 CP or more, or Spell Resistance of 30 or higher, is usually worth a +2 to CR. An Immunity costing 30 CP, or a large number of lesser Immunities (at least four Immunities of 10 CP and at least one of 20 CP), is usually worth a +1 to CR.

Do not add more than a total of +3 to CR, even if a monster has both special attacks and special qualities.

Make sure to "scale" your evaluation of these abilities by the monster's current CR.

SAMPLE MONSTER STAT BLOCK, WITH CREATURE POINTS CALCULATION

The Choker's game statistics are repeated on the next page, but with the Points costs worked out alongside. CP Costs and Notes are given in italics to the right of each entry

The original Choker creature this is based on has the Quickness special quality, which here is given in a slightly different form. It has been converted to Extra Attacks Rank 1 and Extra Defences Rank 1, but with the Restriction on the Extra Defences that the additional defence may only be used if the Extra Attack is not taken in the same round, giving a total cost of 8 CP (Extra Attacks Rank 1) + 3 CP (Extra Defences Rank 1) – 2 CP (Restriction on the Extra Defences). This is about as powerful, but is more appropriate for the *BESM d20* game.

Likewise, the racial bonus to the Climb Skill, and the Ability to always Take 10 on Climb checks, became Special Movement Rank 2, Wall-Crawling, since that's the way *BESM d20* handles such things. The original creature's Climb Skill ranks (originally 2, +8 for the racial bonus, +3 for Strength) have been divided among its other Skills.

Note that the Choker's additional +12 Skill Points for the *BESM d20* conversion (+2 per Hit Dice, quadrupled for the first Hit Die) are spent on the Unarmed Attack +3 (9 Skill Points) and to make up for the lack of a Hide bonus for Size in *BESM d20*. In other d20 games, a Small creature would gain a +4 bonus to Hide; the Choker must pay for this with the remaining +3 Skill Points acquired in the conversion process and another +1 from its Climb ranks.

The racial bonus to Grapple checks has been replaced with the combat Skill, Unarmed Attack, with a specialisation in grappling. This Skill also compensates the Choker for its otherwise reduced attack bonus, since *BESM d20* does not take Strength bonuses into account on attack rolls. Improved Grab is replaced with an additional Extra Attack, with an appropriate Restriction.

Constrict becomes a Special Attack Rank 1, with similar restrictions and benefits to the original creature's special attack. This is very much a *BESM d20* approach, in that the Special Attack has the Tangle Ability, rather than being treated as an ordinary Grapple. The Choker may be tougher as a result, but it will still be recognisably the same creature.

If desired, a less powerful approach could be taken. In this case, Constrict is replaced with a Unique Attribute (Victim grappled by Tentacles may not speak; 2 CP). This is a slightly cheaper option (two Points rather than four) and is slightly weaker. Either option is totally acceptable — neither is the "one true way."

Note that any Feats listed as Bonus Feats in other d20 games must be bought at the usual cost of 2 CP per Feat by creatures in *BESM d20*. This includes any Feats over and above those the creature is entitled to by virtue of its Hit Dice total.

In the Choker's case, it usually gains Improved Initiative as a bonus Feat, but one of its ordinary Feats is Stealthy, which is not used in *BESM d20*. Thus, Stealthy has been dropped from the Choker's Feats, and replaced by Improved Initiative. However, this causes another imbalance in Skill Points, in that Stealthy usually adds +2 to both Hide and Move Silently. This means we have to give the Choker +4 Skill Points somehow so as to allow it to retain something close to its originally listed Skills; the easiest method is to make it Highly Skilled (1 CP).

SAMPLE MONSTER STAT BLOCK, WITH CREATURE POINTS CALCULATION

CHOKER	POINT BREAKDOWN
SMALL {5 CP} ABERRATION {1 CP}	<i>Total of 6 CP for Size, Type, and any Subtypes (in this case none)</i>
HIT DICE: 3d8+3 (16 HP) {20 CP}	<i>20 CP covers the cost of a 3 HD Aberration</i>
INITIATIVE: +6 (+2 Dex, +4 Improved Initiative)	
SPEED: 28 ft., Climb 14 ft.	<i>CP Climb movement is Classified as Special Movement (Wall-Crawling) at a cost of 1 CP, though this is noted under Special Qualities rather than here.</i>
AC: +3 (+1 size, +2 Dex)	
ARMOUR: 4 (Rank 1 Armour: natural {4 CP})	<i>This is ordinary Rank 1 Armour, with no Reductions or Restrictions</i>
BAB/GRAPPLE: +2/+5	<i>No extra cost for BAB; already paid for as part of 3 HD Aberration costs</i>
ATTACK: Tentacle +6 melee (1d3+3), Extra Attack (Quickness): Tentacle +6 melee (1d3+3)	
FULL ATTACK: 2 tentacles +6 melee (1d3+3) (2 CP), Extra Attack (Quickness): Tentacle +6 melee (1d3+3) {2 CP}	<i>2 CP (Extra Attack, 6 BP of Restrictions).</i>
SPECIAL ATTACKS: Natural Weapons Rank 1 (Tentacles [1 CP]). Special Attack Rank 2, Constrict (Damage: 1d3+3, Flexible, Muscle-Powered, Tangle, Unique Ability: prevents speech in Tangled target, Unique Ability: continues to deal damage each round until target escapes; Melee, Unique Disability: may not use same tentacle to make other attacks while still constricting target [4 CP]).	
SPECIAL QUALITIES: Aberration Traits: Heightened Senses (Darkvision).	
CREATURE TRAITS: Highly Skilled (1 CP), Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple or Constrict attack, and only immediately after a tentacle attack has successfully hit [3 BP]), Quickness (Extra Attacks Rank 1 [8 CP], Extra Defences Rank 1 [3 CP], Restriction: may only use either Extra Attacks or Extra Defences in any one round [2 BP], Supernatural Ability [1 BP]), Special Movement (Wall-Crawling [2 CP], Restriction: May only wall-crawl at half normal speed [1 BP]). {15 CP}	
SAVES: Fort +2, Ref +5, Will +4	<i>No extra costs; paid for by the cost for the creature's HD (by Type) and Abilities.</i>
ABILITIES: Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7 {33.5 CP}	<i>Ability Scores have a total of 67 Points, at 2 Points per CP, or 33.5 CP total cost</i>
SKILLS: Hide +10, Move Silently +7, Unarmed Attack +3 (Specialisation: Constrict)	<i>All but 4 Skill Points are already paid for as part of 3 HD Aberration costs; the remaining 4 Skill Points are acquired from Highly Skilled (1 CP; see Special Qualities, above). See detailed breakdown, page 129, for alterations from original creature's Skills.</i>
FEATS: Improved Initiative, Lightning Reflexes	<i>No extra cost; already paid for as part of 3 HD Aberration costs.</i>
ENVIRONMENT: Underground	
ORGANIZATION: Solitary	
CREATURE POINTS: 85	<i>Total: 85.5 CP, rounded down to 85 CP.</i>
CHALLENGE RATING: 2 (4)	<i>In other d20 games the Choker has a Challenge Rating of 2, but by a strict Creature Points costing it would have a Challenge Rating of 4, calculated as follows: 85 - 40 = 45, 45 / 10 = 4.5, round down = Challenge Rating 4.</i>
ADVANCEMENT: 4-6 HD (Small); 7-12 HD (Medium)	

ADVANCING THE CHOKER

As a suitable foe for a higher-Level party, a more powerful Choker variant can be created, using the rules for Advancing and Customising Creatures (see page 112). According to the Choker's entry (see above) it can be advanced to 4-6 HD (Small) or 7-9 HD (Medium). The GM decides to make a 7 Hit Dice Choker, since that should raise its Challenge Rating by around +1.

Most of the game statistic alterations for a 7 HD Choker can be inferred from the Aberration Points Cost by Hit Die table. Its Base Attack Bonus will increase from +2 to +5, its saves from +0/+3/+0 to +2/+5/+2, its Skill Points will increase by +12 (with an Intelligence modifier of -3, the Choker gains only the minimum 3 Skill Points per Hit Die, rather than the base 4 for an Aberration of average Intelligence), and of course its Hit Dice will increase from 3d8 to 7d8, at a total cost of +25 CP. The GM assigns the 4 Skill Points to increase Hide from +11 to +12, and Unarmed Attack (Constrict) from +4 to +5.

The Choker gains one additional Feat at no CP cost, on reaching 6 HD. The GM selects Great Fortitude for it, since otherwise its weakest Saving Throw would be Fortitude.

This advanced Choker will be a Medium creature, since it has 7 HD. Examining the Size Table (BESM d20, page 97) it is apparent that this size change will be at a cost of 3 BP, and will alter the Choker's game statistics as follows:

- * Size-based Armour Class modifier decreases from +1 to +0.
- * Movement Modifier increases from x2 to x3, so Movement increases to 42 ft., climb 21 ft.
- * Strength increases by +4, Dexterity decreases by -2, and Constitution increases by +2.
- * Size-based Attack modifier decreases from +1 to +0.

The GM considers assigning additional CP to this super-sized old Choker, but decides against it. The creature's Challenge Rating has increased by +1 just from the extra Hit Dice and other factors, which was the initial intent; any further increase could cause the creature to become too powerful for the characters.

ADVANCING THE CHOKER

ADVANCED CHOKER (7 Hit Dice)

POINT BREAKDOWN

MEDIUM ABERRATION {-3 CP}

(3 BP, Small to Medium)

HIT DICE:	7d8+14 (45 HP)	{25 CP} (3 HD to 7 HD Aberration)
INITIATIVE:	+5 (+1 Dex, +4 Improved Initiative)	-
SPEED:	42 ft., Climb 21 ft.	-
AC:	+1 (Dex)	-
ARMOUR	4 (Rank 1 Armour: natural)	-
BBAB/GRAPPLE:	+5/+11	-
ATTACK:	Tentacle +11 melee (1d3+5), Extra Attack: Tentacle +11 melee (1d3+5)	-
FULL ATTACK:	2 tentacles +11melee (1d3+5), Extra Attack: Tentacle +11 melee (1d3+5)	-
SPECIAL ATTACKS:	Special Attack Rank 1, Constrict (Damage: 1d3+3, Flexible, Muscle-Powered, Tangle, Unique Ability: prevents speech in Tangled target, Unique Ability: continues to deal damage each round until target escapes, Melee, Unique Disability: may not use same tentacle to make other attacks while still constricting target, Unique Disability: deals only 1d3 damage, not 1d8 [4 BP])	-
SPECIAL QUALITIES:	Aberration Traits: Heightened Senses (Darkvision).	-
CREATURE TRAITS:	Highly Skilled (1 CP), Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple or Constrict attack, and only immediately after a tentacle attack has successfully hit [3 BP]), Quickness (Extra Attacks Rank 1 [8 CP], Extra Defences Rank 1 [3 CP], Restriction: may only use either Extra Attacks or Extra Defences in any one round [2 BP], Supernatural Ability [1 BP]), Special Movement (Wall-Crawling [2 CP], Restriction: May only wall-crawl at half normal speed [1 BP]).	-
SAVES:	Fort +7, Ref +6, Will +6	-
ABILITY SCORES:	Str 20, Dex 12, Con 15, Int 4, Wis 13, Cha 7	-
SKILLS:	Hide +10, Move Silently +7, Unarmed Attack +6 (Specialisation: Constrict)	-
FEATS:	Great Fortitude, Improved Initiative, Lightning Reflexes	-
CREATURE POINTS:	107	Total: 107.5 CP (rounded down to 107)
CHALLENGE RATING:	(6)	

CREATURE TYPES

Creatures in d20 games are divided into Types. Each type gives an indication of the creature's origin, nature, and perhaps anatomy. These are converted to *BESM d20* using a very similar process to the way character Classes are converted across. Each Attribute, feature, or Trait of the creature is assigned a Creature Points cost. This allows you to see at a glance how many Creature Points a 6 Hit Dice Aberration would cost, for example, assuming it had no additional special abilities other than those granted by its Type.

Each creature type has a listing of Features and Traits. Features give the basic game statistics of the creature. Traits include both special abilities (such as Attributes), armour proficiency Feats, and more mundane information such as whether the creature needs to eat or not.

Note that the creature types listed here all gain +2 Skill Points per Hit Die compared to creatures in other d20 games. This is to ensure game balance. Creatures in other d20 games typically gain bonuses to their attack rolls for high Strength, which is not possible in *BESM d20*, where combat Skills must often substitute.

ABERRATION TYPE

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

FEATURES: An aberration has the following features.

- d8 Hit Dice.
- Base Attack Bonus equal to 3/4 total Hit Dice (as Giant Robot).
- Good Will saves.
- Skill Points equal to (4 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die.

TRAITS: An aberration possesses the following Traits (unless otherwise noted in a creature's entry).

— Heightened Senses (Type II: Darkvision [1 CP]).

— Proficient with whatever type of armour (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated

ABERRATION POINTS COST BY HIT DIE

Aberration Base Cost: 1 to 9 CP

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d8	+0	+0	+2	+0	4+bonus (x4)	5
2d8	+1	+0	+3	+0	4+bonus (x5)	12
3d8	+2	+1	+3	+1	4+bonus (x6)	20
4d8	+3	+1	+4	+1	4+bonus (x7)	27
5d8	+3	+1	+4	+1	4+bonus (x8)	30
6d8	+4	+2	+5	+2	4+bonus (x9)	39
7d8	+5	+2	+5	+2	4+bonus (x10)	45
8d8	+6	+2	+6	+2	4+bonus (x11)	52
9d8	+6	+3	+6	+3	4+bonus (x12)	57
10d8	+7	+3	+7	+3	4+bonus (x13)	64
11d8	+8	+3	+7	+3	4+bonus (x14)	70
12d8	+9	+4	+8	+4	4+bonus (x15)	79
13d8	+9	+4	+8	+4	4+bonus (x16)	82
14d8	+10	+4	+9	+4	4+bonus (x17)	89
15d8	+11	+5	+9	+5	4+bonus (x18)	97
16d8	+12	+5	+10	+5	4+bonus (x19)	104
17d8	+12	+5	+10	+5	4+bonus (x20)	107
18d8	+13	+6	+11	+6	4+bonus (x21)	116
19d8	+14	+6	+11	+6	4+bonus (x22)	122
20d8	+15	+6	+12	+6	4+bonus (x23)	129

as wearing armour are not proficient with armour. Aberrations are proficient with shields if they are proficient with any form of armour, 0 to 8 CP.

— Aberrations eat, sleep, and breathe.

ANIMAL TYPE

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

FEATURES: An animal has the following features (unless otherwise noted in a creature's entry).

- d8 Hit Dice.
- Base Attack Bonus equal to 3/4 total Hit Dice (as Giant Robot).
- Good Fortitude and Reflex saves (certain animals have different good saves).
- Skill Points equal to (4 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die.

TRAITS: An animal possesses the following traits (unless otherwise noted in a creature's entry).

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Heightened Senses (Type II: Low-Light Vision [1 CP]).
- Proficient with no armour.
- Animals eat, sleep, and breathe.

ANIMAL POINTS COST BY HIT DIE

Animal Base Cost: 1 CP

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d8	+0	+2	+0	+2	4+bonus (x4)	7
2d8	+1	+3	+0	+3	4+bonus (x5)	15
3d8	+2	+3	+1	+3	4+bonus (x6)	22
4d8	+3	+4	+1	+4	4+bonus (x7)	30
5d8	+3	+4	+1	+4	4+bonus (x8)	33
6d8	+4	+5	+2	+5	4+bonus (x9)	42
7d8	+5	+5	+2	+5	4+bonus (x10)	48
8d8	+6	+6	+2	+6	4+bonus (x11)	56
9d8	+6	+6	+3	+6	4+bonus (x12)	60
10d8	+7	+7	+3	+7	4+bonus (x13)	68
11d8	+8	+7	+3	+7	4+bonus (x14)	74
12d8	+9	+8	+4	+8	4+bonus (x15)	83
13d8	+9	+8	+4	+8	4+bonus (x16)	86
14d8	+10	+9	+4	+9	4+bonus (x17)	94
15d8	+11	+9	+5	+9	4+bonus (x18)	101
16d8	+12	+10	+5	+10	4+bonus (x19)	109
17d8	+12	+10	+5	+10	4+bonus (x20)	112
18d8	+13	+11	+6	+11	4+bonus (x21)	121
19d8	+14	+11	+6	+11	4+bonus (x22)	127
20d8	+15	+12	+6	+12	4+bonus (x23)	135

CONSTRUCT TYPE

A construct is an animated object or artificially constructed creature.

FEATURES: A construct has the following features.

- 10-sided Hit Dice.
- Base Attack Bonus equal to 3/4 total Hit Dice (as Giant Robot).
- No good Saving Throws.
- Skill Points equal to (4 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die, if the construct has an Intelligence score. Most constructs are mindless and gain no Skill Points or Feats, however.

TRAITS: A construct possesses the following traits (unless otherwise noted in a creature's entry).

Damn Healthy! Rank 0 to 18, [0 to 35 CP]. Since its body is a mass of unliving

CONSTRUCT — DAMN HEALTHY!

CONSTRUCT SIZE	DAMN HEALTHY! RANK	RESTRICTION	BONUS HIT POINTS	CP COST, LESS RESTRICTION BP
Fine	—	—	—	0
Diminutive	—	—	—	0
Tiny	—	—	—	0
Small	3	Provides 10 HP (1 BP)	10	5
Medium	5	Provides 20 HP (1 BP)	20	9
Large	7	Provides 30 HP (1 BP)	30	13
Huge	9	Provides 40 HP (1 BP)	40	17
Gargantuan	14	Provides 60 HP (1 BP)	60	27
Colossal	18	Provides 80 HP (1 BP)	80	35

matter, a construct is hard to destroy. It gains the Damn Healthy! Attribute, with the Rank being based on its size, as shown on the following table. Rather than providing a random number of bonus Hit Points, a construct's version of Damn Healthy! adds a set number of Hit Points to the creature's total.

- Heightened Senses (Type II: Low-light Vision, Darkvision [2 CP]).
- Special Defence Rank 28 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Massive Damage, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning [28 CP]).
- Immunity Rank 2 (Necromantic Magic [20 CP]).
- Immunity Rank 2 (Extra damage from Critical Hits [20 CP]).
- Immunity Rank 1 (Poison [10 CP]).
- Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless [10 CP]).
- Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects [20 CP]).
- Unique Defect (No Constitution score [1 BP]).
- Special Requirement: Cannot heal damage on their own; may only be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct Feat. A construct with Regeneration or Rejuvenation still benefits from that Attribute (2 BP).
- Unique Defect: Immediately destroyed when reduced to 0 Hit Points or less (3 BP).

CONSTRUCT POINTS COST BY HIT DIE

Base Cost: 101 CP plus Damn Healthy! costs

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d12	+0	+0	+0	+0	4+bonus (x4)	4
2d12	+1	+0	+0	+0	4+bonus (x5)	11
3d12	+2	+1	+1	+1	4+bonus (x6)	21
4d12	+3	+1	+1	+1	4+bonus (x7)	28
5d12	+3	+1	+1	+1	4+bonus (x8)	32
6d12	+4	+2	+2	+2	4+bonus (x9)	42
7d12	+5	+2	+2	+2	4+bonus (x10)	49
8d12	+6	+2	+2	+2	4+bonus (x11)	56
9d12	+6	+3	+3	+3	4+bonus (x12)	63
10d12	+7	+3	+3	+3	4+bonus (x13)	70
11d12	+8	+3	+3	+3	4+bonus (x14)	77
12d12	+9	+4	+4	+4	4+bonus (x15)	87
13d12	+9	+4	+4	+4	4+bonus (x16)	91
14d12	+10	+4	+4	+4	4+bonus (x17)	98
15d12	+11	+5	+5	+5	4+bonus (x18)	108
16d12	+12	+5	+5	+5	4+bonus (x19)	115
17d12	+12	+5	+5	+5	4+bonus (x20)	119
18d12	+13	+6	+6	+6	4+bonus (x21)	129
19d12	+14	+6	+6	+6	4+bonus (x22)	136
20d12	+15	+6	+6	+6	4+bonus (x23)	143

- Unique Defect: Cannot be raised, resurrected, or affected by any Healing magic (3 BP).
- Proficient with no armour.
- Constructs do not eat, sleep, or breathe.

DRAGON TYPE

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.

FEATURES: A dragon has the following features.

- 12-sided Hit Dice.
- Base Attack Bonus equal to total Hit Dice (as Gun Bunny).
- Good Fortitude, Reflex, and Will saves.
- Skill Points equal to (8 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die.

TRAITS: A dragon possesses the following traits (unless otherwise noted in the description of a particular kind):

- Heightened Senses Rank 4 (Type I: Keen-sighted; Type II: Blindsight, Darkvision, Low-Light Vision [4 CP]).
- Special Defence Rank 4 (Paralysis, Sleep Effects [4 CP]).
- Proficient with no armour.
- Dragons eat, sleep, and breathe.

ELEMENTAL TYPE

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

FEATURES: An elemental has the following features.

- 8-sided Hit Dice.
- Base Attack Bonus equal to 3/4 total Hit Dice (as Giant Robot).
- Good saves depend on the element: Fortitude (earth, water) or Reflex (air, fire).
- Skill Points equal to (4 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die.

TRAITS: An elemental possesses the following traits (unless otherwise noted in a creature's entry).

- Heightened Senses (Type II: Darkvision [1 CP]).
- Special Defence Rank 12 (Needs never sleep, eat or breathe; Not subject to: Paralysis, Sleep Effects, or Stunning [12 CP]).
- Immunity Rank 2 (Extra damage from Critical Hits [20 CP]).
- Immunity Rank 1 (Poison [10 CP]).
- Unique Defect: Cannot be raised, reincarnated, or resurrected. Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies don't work on an elemental. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection, to restore it to life (3 BP).
- Proficient with whatever type of armour (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armour are not proficient with armour. Elementals are proficient with shields if they are proficient with any form of armour (0 to 8 CP).
- Elementals do not eat, sleep, or breathe.

DRAGON POINTS COST BY HIT DIE

Base Cost: 101 CP, plus Damn Healthy! costs

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d12	+1	+2	+2	+2	8+bonus (x4)	14
2d12	+2	+3	+3	+3	8+bonus (x5)	25
3d12	+3	+3	+3	+3	8+bonus (x6)	33
4d12	+4	+4	+4	+4	8+bonus (x7)	44
5d12	+5	+4	+4	+4	8+bonus (x8)	52
6d12	+6	+5	+5	+5	8+bonus (x9)	63
7d12	+7	+5	+5	+5	8+bonus (x10)	71
8d12	+8	+6	+6	+6	8+bonus (x11)	82
9d12	+9	+6	+6	+6	8+bonus (x12)	90
10d12	+10	+7	+7	+7	8+bonus (x13)	101
11d12	+11	+7	+7	+7	8+bonus (x14)	109
12d12	+12	+8	+8	+8	8+bonus (x15)	120
13d12	+13	+8	+8	+8	8+bonus (x16)	128
14d12	+14	+9	+9	+9	8+bonus (x17)	139
15d12	+15	+9	+9	+9	8+bonus (x18)	147
16d12	+16	+10	+10	+10	8+bonus (x19)	158
17d12	+17	+10	+10	+10	8+bonus (x20)	166
18d12	+18	+11	+11	+11	8+bonus (x21)	177
19d12	+19	+11	+11	+11	8+bonus (x22)	185
20d12	+20	+12	+12	+12	8+bonus (x23)	196
21d12	+21	+12	+12	+12	8+bonus (x24)	204
22d12	+22	+13	+13	+13	8+bonus (x25)	215
23d12	+23	+13	+13	+13	8+bonus (x26)	223
24d12	+24	+14	+14	+14	8+bonus (x27)	234
25d12	+25	+14	+14	+14	8+bonus (x28)	242
26d12	+26	+15	+15	+15	8+bonus (x29)	253
27d12	+27	+15	+15	+15	8+bonus (x30)	261
28d12	+28	+16	+16	+16	8+bonus (x31)	272
29d12	+29	+16	+16	+16	8+bonus (x32)	280
30d12	+30	+17	+17	+17	8+bonus (x33)	291
31d12	+31	+17	+17	+17	8+bonus (x34)	299
32d12	+32	+18	+18	+18	8+bonus (x35)	310
33d12	+33	+18	+18	+18	8+bonus (x36)	318
34d12	+34	+19	+19	+19	8+bonus (x37)	329
35d12	+35	+19	+19	+19	8+bonus (x38)	337
36d12	+36	+20	+20	+20	8+bonus (x39)	348
37d12	+37	+20	+20	+20	8+bonus (x40)	356
38d12	+38	+21	+21	+21	8+bonus (x41)	367
39d12	+39	+21	+21	+21	8+bonus (x42)	375
40d12	+40	+22	+22	+22	8+bonus (x43)	386

ELEMENTAL POINTS COST BY HIT DIE

Elemental Base Cost: 40 to 48 CP

Each elemental has only one Saving Throw at the higher bonus, either Reflex or Fortitude, but not both.

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d8	+0	+2/+0	+0	+0/+2	4+bonus (x4)	5
2d8	+1	+3/+0	+0	+0/+3	4+bonus (x5)	12
3d8	+2	+3/+1	+1	+1/+3	4+bonus (x6)	20
4d8	+3	+4/+1	+1	+1/+4	4+bonus (x7)	27
5d8	+3	+4/+1	+1	+1/+4	4+bonus (x8)	30
6d8	+4	+5/+2	+2	+2/+5	4+bonus (x9)	39
7d8	+5	+5/+2	+2	+2/+5	4+bonus (x10)	45
8d8	+6	+6/+2	+2	+2/+6	4+bonus (x11)	52
9d8	+6	+6/+3	+3	+3/+6	4+bonus (x12)	57
10d8	+7	+7/+3	+3	+3/+7	4+bonus (x13)	64
11d8	+8	+7/+3	+3	+3/+7	4+bonus (x14)	70
12d8	+9	+8/+4	+4	+4/+8	4+bonus (x15)	79
13d8	+9	+8/+4	+4	+4/+8	4+bonus (x16)	82
14d8	+10	+9/+4	+4	+4/+9	4+bonus (x17)	89
15d8	+11	+9/+5	+5	+5/+9	4+bonus (x18)	97
16d8	+12	+10/+5	+5	+5/+10	4+bonus (x19)	104
17d8	+12	+10/+5	+5	+5/+10	4+bonus (x20)	107
18d8	+13	+11/+6	+6	+6/+11	4+bonus (x21)	116
19d8	+14	+11/+6	+6	+6/+11	4+bonus (x22)	122
20d8	+15	+12/+6	+6	+6/+12	4+bonus (x23)	129

FEY TYPE

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

FEATURES: A fey has the following features.

- 6-sided Hit Dice.
 - Base Attack Bonus equal to 1/2 total Hit Dice (as Adventurer).
 - Good Reflex and Will saves.
 - Skill Points equal to (8 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die.
- TRAITS:** A fey possesses the following traits (unless otherwise noted in a creature's entry).
- Heightened Senses (Type II: Low-light Vision [1 CP]).
 - Proficient with whatever type of armour (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Fey not indicated as wearing armour are not proficient with armour. Fey are proficient with shields if they are proficient with any form of armour (0 to 8 CP).
 - Fey eat, sleep, and breathe.

FEY POINTS COST BY HIT DIE

Fey Base Cost: 1 to 9 CP

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d6	+0	+2	+2	+0	8+bonus (x4)	7.5
2d6	+1	+3	+3	+0	8+bonus (x5)	16
3d6	+1	+3	+3	+1	8+bonus (x6)	20.5
4d6	+2	+4	+4	+1	8+bonus (x7)	29
5d6	+2	+4	+4	+1	8+bonus (x8)	32.5
6d6	+3	+5	+5	+2	8+bonus (x9)	42
7d6	+3	+5	+5	+2	8+bonus (x10)	45.5
8d6	+4	+6	+6	+2	8+bonus (x11)	54
9d6	+4	+6	+6	+3	8+bonus (x12)	58.5
10d6	+5	+7	+7	+3	8+bonus (x13)	67
11d6	+5	+7	+7	+3	8+bonus (x14)	70.5
12d6	+6	+8	+8	+4	8+bonus (x15)	80
13d6	+6	+8	+8	+4	8+bonus (x16)	83.5
14d6	+7	+9	+9	+4	8+bonus (x17)	92
15d6	+7	+9	+9	+5	8+bonus (x18)	96.5
16d6	+8	+10	+10	+5	8+bonus (x19)	105
17d6	+8	+10	+10	+5	8+bonus (x20)	108.5
18d6	+9	+11	+11	+6	8+bonus (x21)	118
19d6	+9	+11	+11	+6	8+bonus (x22)	121.5
20d6	+10	+12	+12	+6	8+bonus (x23)	130

GIANT TYPE

A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

FEATURES: A giant has the following features.

- 8-sided Hit Dice.
- Base Attack Bonus equal to 3/4 total Hit Dice (as Giant Robot).
- Good Fortitude saves.
- Skill Points equal to (4 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die.

TRAITS: A giant possesses the following traits (unless otherwise noted in a creature's entry):

- Heightened Senses (Type II: Low-light Vision [1 CP]).
- Proficient with whatever type of armour (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Giants not indicated as wearing armour are not proficient with armour. Giants are proficient with shields if they are proficient with any form of armour; 0 to 8 CP.
- Giants eat, sleep, and breathe.

GIANT POINTS COST BY HIT DIE

Giant Base Cost: 1 to 9 CP

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d8	+0	+0	+0	+2	4+bonus (x4)	5
2d8	+1	+0	+0	+3	4+bonus (x5)	12
3d8	+2	+1	+1	+3	4+bonus (x6)	20
4d8	+3	+1	+1	+4	4+bonus (x7)	27
5d8	+3	+1	+1	+4	4+bonus (x8)	30
6d8	+4	+2	+2	+5	4+bonus (x9)	39
7d8	+5	+2	+2	+5	4+bonus (x10)	39
8d8	+6	+2	+2	+6	4+bonus (x11)	52
9d8	+6	+3	+3	+6	4+bonus (x12)	57
10d8	+7	+3	+3	+7	4+bonus (x13)	64
11d8	+8	+3	+3	+7	4+bonus (x14)	70
12d8	+9	+4	+4	+8	4+bonus (x15)	79
13d8	+9	+4	+4	+8	4+bonus (x16)	82
14d8	+10	+4	+4	+9	4+bonus (x17)	89
15d8	+11	+5	+5	+9	4+bonus (x18)	97
16d8	+12	+5	+5	+10	4+bonus (x19)	104
17d8	+12	+5	+5	+10	4+bonus (x20)	107
18d8	+13	+6	+6	+11	4+bonus (x21)	116
19d8	+14	+6	+6	+11	4+bonus (x22)	122
20d8	+15	+6	+6	+12	4+bonus (x23)	129

HUMANOID TYPE

Humanoids are best created as player character races, according to the guidelines presented in *BESM d20*.

MAGICAL BEAST POINTS COST BY HIT DIE

Fey Base Cost: 2 CP

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d10	+1	+2	+0	+2	4+bonus (x4)	10.5
2d10	+2	+3	+0	+3	4+bonus (x5)	19
3d10	+3	+3	+1	+3	4+bonus (x6)	26.5
4d10	+4	+4	+1	+4	4+bonus (x7)	35
5d10	+5	+4	+1	+4	4+bonus (x8)	41.5
6d10	+6	+5	+2	+5	4+bonus (x9)	51
7d10	+7	+5	+2	+5	4+bonus (x10)	57.5
8d10	+8	+6	+2	+6	4+bonus (x11)	66
9d10	+9	+6	+3	+6	4+bonus (x12)	73.5
10d10	+10	+7	+3	+7	4+bonus (x13)	82
11d10	+11	+7	+3	+7	4+bonus (x14)	88.5
12d10	+12	+8	+4	+8	4+bonus (x15)	98
13d10	+13	+8	+4	+8	4+bonus (x16)	104.5
14d10	+14	+9	+4	+9	4+bonus (x17)	113
15d10	+15	+9	+5	+9	4+bonus (x18)	120.5
16d10	+16	+10	+5	+10	4+bonus (x19)	129
17d10	+17	+10	+5	+10	4+bonus (x20)	135.5
18d10	+18	+11	+6	+11	4+bonus (x21)	145
19d10	+19	+11	+6	+11	4+bonus (x22)	151.5
20d10	+20	+12	+6	+12	4+bonus (x23)	160
30d10	+30	+17	+10	+17	4+bonus (x33)	239
40d10	+40	+22	+13	+22	4+bonus (x43)	317
50d10	+50	+27	+16	+27	4+bonus (x53)	395

MAGICAL BEAST TYPE

Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary Abilities, but sometimes are merely bizarre in appearance or habits.

FEATURES: A magical beast has the following features:

- 10-sided Hit Dice.
- Base Attack Bonus equal to total Hit Dice (as Gun Bunny).
- Good Fortitude and Reflex saves.
- Skill Points equal to (4 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die.
- TRAITS:** A magical beast possesses the following traits (unless otherwise noted in a creature's entry).
- Heightened Senses (Type II: Low-light Vision, Darkvision [2 CP]).
- Proficient with no armour.
- Magical beasts eat, sleep, and breathe.

MONSTROUS HUMANOID TYPE

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

FEATURES: A monstrous humanoid has the following features:

- 8-sided Hit Dice.
- Base Attack Bonus equal to total Hit Dice (as Gun Bunny).
- Good Reflex and Will saves.
- Skill Points equal to (4 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die.

TRAITS: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry):

- Heightened Senses (Type II: Darkvision [1 CP]).
- Proficient with whatever type of armour (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armour are not proficient with armour. Monstrous humanoids are proficient with shields if they are proficient with any form of armour; 0 to 8 CP.
- Monstrous humanoids eat, sleep, and breathe.

MONSTROUS HUMANOID POINTS COST BY HIT DIE

Monstrous Humanoid Base Cost: 1 to 9 CP

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d8	+1	+2	+2	+0	4+bonus (x4)	10
2d8	+2	+3	+3	+0	4+bonus (x5)	18
3d8	+3	+3	+3	+1	4+bonus (x6)	25
4d8	+4	+4	+4	+1	4+bonus (x7)	33
5d8	+5	+4	+4	+1	4+bonus (x8)	39
6d8	+6	+5	+5	+2	4+bonus (x9)	48
7d8	+7	+5	+5	+2	4+bonus (x10)	54
8d8	+8	+6	+6	+2	4+bonus (x11)	62
9d8	+9	+6	+6	+3	4+bonus (x12)	69
10d8	+10	+7	+7	+3	4+bonus (x13)	77
11d8	+11	+7	+7	+3	4+bonus (x14)	83
12d8	+12	+8	+8	+4	4+bonus (x15)	92
13d8	+13	+8	+8	+4	4+bonus (x16)	98
14d8	+14	+9	+9	+4	4+bonus (x17)	106
15d8	+15	+9	+9	+5	4+bonus (x18)	113
16d8	+16	+10	+10	+5	4+bonus (x19)	121
17d8	+17	+10	+10	+5	4+bonus (x20)	127
18d8	+18	+11	+11	+6	4+bonus (x21)	136
19d8	+19	+11	+11	+6	4+bonus (x22)	142
20d8	+20	+12	+12	+6	4+bonus (x23)	150

OOZE TYPE

An ooze is an amorphous or mutable creature, usually mindless.

FEATURES: An ooze has the following features:

- 10-sided Hit Dice.
- Base Attack Bonus equal to 3/4 total Hit Dice (as Giant Robot).
- No good Saving Throws.
- Skill Points equal to (4 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die, if the ooze has an Intelligence score. However, most oozes are mindless and gain no Skill Points or Feats.

TRAITS: An ooze possesses the following traits (unless otherwise noted in a creature's entry):

- Heightened Senses (Type II: Blindsight; an ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet [1 CP]).
- Special Defence Rank 10 (Needs never sleep; Not subject to: Paralysis, Polymorph, Sleep Effects, or Stunning [10 CP]).
- Immunity Rank 2 (Extra damage from Critical Hits [20 CP]).
- Immunity Rank 1 (Poison [10 CP]).
- Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects [20 CP]).
- Oozes often have Special Attacks with the Burning Ability.
- Unique Defect (Mindless; an ooze has no Intelligence score [1 BP]).
- Proficient with no armour.
- Oozes eat and breathe, but do not sleep.

OOZE POINTS COST BY HIT DIE

Ooze Base Cost: 60 CP

This table assumes a completely Mindless ooze, so that there are no costs for Skill Points (since it will gain none). Furthermore the total Creature Points cost has been reduced by 2 at 1 HD and a further 2 at 3 HD and every 3 HD thereafter, since a Mindless ooze gains no Feats. If you create a non-Mindless ooze, these costs will need to be added back on.

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d10	+0	+0	+0	+0	0	(2.5 -2) = 0.5
2d10	+1	+0	+0	+0	0	(8 -2) = 6
3d10	+2	+1	+1	+1	0	(16.5 -4) = 12.5
4d10	+3	+1	+1	+1	0	(22 -4) = 18
5d10	+3	+1	+1	+1	0	(24.5 -4) = 20.5
6d10	+4	+2	+2	+2	0	(33 -6) = 27
7d10	+5	+2	+2	+2	0	(38.5 -6) = 32.5
8d10	+6	+2	+2	+2	0	(44 -6) = 38
9d10	+6	+3	+3	+3	0	(49.5 -8) = 41.5
10d10	+7	+3	+3	+3	0	(55 -8) = 57
11d10	+8	+3	+3	+3	0	(60.5 -8) = 52.5
12d10	+9	+4	+4	+4	0	(69 -10) = 59
13d10	+9	+4	+4	+4	0	(71.5 -10) = 61.5
14d10	+10	+4	+4	+4	0	(77 -10) = 67
15d10	+11	+5	+5	+5	0	(85.5 -12) = 73.5
16d10	+12	+5	+5	+5	0	(91 -12) = 79
17d10	+12	+5	+5	+5	0	(93.5 -12) = 81.5
18d10	+13	+6	+6	+6	0	(102 -14) = 88
19d10	+14	+6	+6	+6	0	(107.5 -14) = 93.5
20d10	+15	+6	+6	+6	0	(113 -14) = 99

OUTSIDER TYPE

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

FEATURES: An outsider has the following features:

- 8-sided Hit Dice.
- Base Attack Bonus equal to total Hit Dice (as Gun Bunny).
- Good Fortitude, Reflex, and Will saves.
- Skill Points equal to (10 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die.

TRAITS: An outsider possesses the following traits (unless otherwise noted in a creature's entry):

- Heightened Senses (Type II: Darkvision [1 CP]).
- Special Defence Rank 4 (Needs never eat or sleep [4 CP]).
- Unique Defect (Cannot be raised, reincarnated, or resurrected. Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection, to restore it to life. An outsider with the native subtype does not possess this defect and so can be raised, reincarnated, or resurrected just as other living creatures can be [3 BP]).
- Proficient with whatever type of armour (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armour are not proficient with armour. Outsiders are proficient with shields if they are proficient with any form of armour (0 to 8 CP).
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep, and so do not possess the Special Defence Attribute.

OUTSIDER POINTS COST BY HIT DIE

Outsider Base Cost: 2 to 10 CP

Native Outsider Base Cost: 1 to 9 CP

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d8	+1	+2	+2	+2	10+bonus (x4)	13.5
2d8	+2	+3	+3	+3	10+bonus (x5)	24
3d8	+3	+3	+3	+3	10+bonus (x6)	31.5
4d8	+4	+4	+4	+4	10+bonus (x7)	42
5d8	+5	+4	+4	+4	10+bonus (x8)	49.5
6d8	+6	+5	+5	+5	10+bonus (x9)	60
7d8	+7	+5	+5	+5	10+bonus (x10)	67.5
8d8	+8	+6	+6	+6	10+bonus (x11)	78
9d8	+9	+6	+6	+6	10+bonus (x12)	85.5
10d8	+10	+7	+7	+7	10+bonus (x13)	96
11d8	+11	+7	+7	+7	10+bonus (x14)	103.5
12d8	+12	+8	+8	+8	10+bonus (x15)	114
13d8	+13	+8	+8	+8	10+bonus (x16)	121.5
14d8	+14	+9	+9	+9	10+bonus (x17)	132
15d8	+15	+9	+9	+9	10+bonus (x18)	139.5
16d8	+16	+10	+10	+10	10+bonus (x19)	154
17d8	+17	+10	+10	+10	10+bonus (x20)	162
18d8	+18	+11	+11	+11	10+bonus (x21)	173
19d8	+19	+11	+11	+11	10+bonus (x22)	181
20d8	+20	+12	+12	+12	10+bonus (x23)	192
20d8	+20	+12	+12	+6	4+bonus (x23)	150

PLANT TYPE

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores (see Nonabilities, page 132) and are not creatures, but objects, even though they are alive.

FEATURES: A plant creature has the following features:

- 8-sided Hit Dice.
- Base Attack Bonus equal to 3/4 total Hit Dice (as Giant Robot).
- Good Fortitude saves.
- Skill Points equal to (4 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no Skill Points or Feats.

TRAITS: A plant creature possesses the following traits (unless otherwise noted in a creature's entry):

- Heightened Senses (Type II: Low-Light Vision [1 CP]).
- Special Defence Rank 10 (Needs never sleep; Not subject to: Paralysis, Polymorph, Sleep Effects, or Stunning [10 CP]).
- Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects [20 CP]).
- Immunity Rank 1 (Poison [10 CP]).
- Immunity Rank 2 (Extra damage from Critical Hits [20 CP]).
- Some (but not all) plants also have no intelligence score. This is a Unique Defect (Mindless [1 BP]).
- Proficient with no armour.
- Plants breathe and eat, but do not sleep.

PLANT HUMANOID POINTS COST BY HIT DIE

Plant Base Cost: 60 CP

Mindless plants have no Skills or Feats. For such creatures, the CP costs listed here should be reduced by 1 CP per Level for the lack of Skills, and by 2 CP for 1-2 HD creatures, 4 CP for 3-5 HD creatures, 6 CP for 6-8 HD creatures etc. for the lack of Feats. This is in addition to the 1 BP for Unique Defect: Mindless.

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d8	+0	+0	+0	+2	4+bonus (x4)	5
2d8	+1	+0	+0	+3	4+bonus (x5)	12
3d8	+2	+1	+1	+3	4+bonus (x6)	20
4d8	+3	+1	+1	+4	4+bonus (x7)	27
5d8	+3	+1	+1	+4	4+bonus (x8)	30
6d8	+4	+2	+2	+5	4+bonus (x9)	39
7d8	+5	+2	+2	+5	4+bonus (x10)	39
8d8	+6	+2	+2	+6	4+bonus (x11)	52
9d8	+6	+3	+3	+6	4+bonus (x12)	57
10d8	+7	+3	+3	+7	4+bonus (x13)	64
11d8	+8	+3	+3	+7	4+bonus (x14)	70
12d8	+9	+4	+4	+8	4+bonus (x15)	79
13d8	+9	+4	+4	+8	4+bonus (x16)	82
14d8	+10	+4	+4	+9	4+bonus (x17)	89
15d8	+11	+5	+5	+9	4+bonus (x18)	97
16d8	+12	+5	+5	+10	4+bonus (x19)	104
17d8	+12	+5	+5	+10	4+bonus (x20)	107
18d8	+13	+6	+6	+11	4+bonus (x21)	116
19d8	+14	+6	+6	+11	4+bonus (x22)	122
20d8	+15	+6	+6	+12	4+bonus (x23)	129

UNDEAD TYPE

Undead are once-living creatures animated by spiritual or supernatural forces.

FEATURES: An undead creature has the following features:

- 12-sided Hit Dice.
- Base Attack Bonus equal to 1/2 total Hit Dice (as Adventurer).
- Good Will saves.
- Skill Points equal to (6 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die, if the undead creature has an Intelligence score. However, many undead are mindless and gain no Skill Points or Feats.

TRAITS: An undead creature possesses the following traits (unless otherwise noted in a creature's entry):

- Heightened Senses (Type II: Darkvision [1 CP]).
- Special Defence Rank 25 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage to physical Ability Scores, Death Effects, Disease, Energy Drain, Fatigue and Exhaustion, Nonlethal Damage, Paralysis, Sleep Effects, or Stunning [25 CP]).
- Immunity Rank 1 (Poison [10 CP]).
- Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless [10 CP]).
- Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects [20 CP]).
- Immunity Rank 2 (Extra damage from Critical Hits [20 CP]).
- Unique Attribute (Uses its Charisma modifier for Concentration checks [1 CP]).
- Unique Defect (No Constitution score [1 BP]).
- Unique Defect (Immediately destroyed when reduced to 0 Hit Points or less [3 BP]).
- Unique Defect (Cannot be *raised*, *reincarnated*, or affected by any Healing magic. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead. Negative energy (such as an *inflict* spell) can heal undead creatures [3 BP]).
- Some (but not all) undead also have no intelligence score. This is a Unique Defect (Mindless [1 BP]).
- Undead which are mindless have an additional Special Requirement (Cannot heal damage on their own [2 BP]). A mindless undead with Regeneration or Rejuvenation still benefits from that Attribute.
- Proficient with whatever type of armour (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armour are not proficient with armour. Undead are proficient with shields if they are proficient with any form of armour (0 to 8 CP).
- Undead do not breathe, eat, or sleep.

VERMIN TYPE

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

FEATURES: Vermin have the following features:

- 8-sided Hit Dice.
- Base Attack Bonus equal to 3/4 total Hit Dice (as Giant Robot).
- Good Fortitude saves.
- Skill Points equal to (4 + Int modifier, minimum 3) per Hit Die, with quadruple Skill Points for the first Hit Die, if the vermin has an Intelligence score. However, most vermin are mindless and gain no Skill Points or Feats.

TRAITS: Vermin possess the following traits (unless otherwise noted in a creature's entry):

- Immunity Rank 2 (Mind-Affecting Magic, including charms, compulsions, phantasms, patterns, and morale effects [20 CP]).
- Heightened Senses (Type II: Darkvision [1 CP]).
- Unique Defect (Mindless: Vermin have no Intelligence score [1 BP]).
- Proficient with no armour.
- Vermin breathe, eat, and sleep.

UNDEAD HUMANOID POINTS COST BY HIT DIE

Undead Base Cost: 87 to 95 CP

Mindless undead have no Skills or Feats. For such creatures, the CP costs listed here should be reduced by 1 CP per Level for the lack of Skills, and by 2 CP for 1-2 HD creatures, 4 CP for 3-5 HD creatures, 6 CP for 6-8 HD creatures etc. for the lack of Feats. This is in addition to the 1 BP for Unique Defect: Mindless and 2 BP for Special Requirement: Cannot heal damage.

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d12	+0	+0	+2	+0	6+bonus (x4)	6.5
2d12	+1	+0	+3	+0	6+bonus (x5)	15
3d12	+1	+1	+3	+1	6+bonus (x6)	21.5
4d12	+2	+1	+4	+1	6+bonus (x7)	30
5d12	+2	+1	+4	+1	6+bonus (x8)	34.5
6d12	+3	+2	+5	+2	6+bonus (x9)	45
7d12	+3	+2	+5	+2	6+bonus (x10)	49.5
8d12	+4	+2	+6	+2	6+bonus (x11)	58
9d12	+4	+3	+6	+3	6+bonus (x12)	64.5
10d12	+5	+3	+7	+3	6+bonus (x13)	73
11d12	+5	+3	+7	+3	6+bonus (x14)	77.5
12d12	+6	+4	+8	+4	6+bonus (x15)	88
13d12	+6	+4	+8	+4	6+bonus (x16)	92.5
14d12	+7	+4	+9	+4	6+bonus (x17)	101
15d12	+7	+5	+9	+5	6+bonus (x18)	107.5
16d12	+8	+5	+10	+5	6+bonus (x19)	116
17d12	+8	+5	+10	+5	6+bonus (x20)	120.5
18d12	+9	+6	+11	+6	6+bonus (x21)	131
19d12	+9	+6	+11	+6	6+bonus (x22)	135.5
20d12	+10	+6	+12	+6	6+bonus (x23)	144
25d12	+12	+8	+14	+8	6+bonus (x28)	178.5

VERMIN HUMANOID POINTS COST BY HIT DIE

Vermin Base Cost: 18 CP

This table assumes a completely Mindless vermin, so that there are no costs for Skill Points (since it will gain none). Furthermore the total Creature Points cost has been reduced by 2 at 1 HD and a further 2 at 3 HD and every 3 HD thereafter, since a Mindless vermin gains no Feats. If you create a non-Mindless vermin, these costs will need to be added back on.

HIT DICE	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	MONSTER POINTS
1d8	+0	+0	+0	+2	0	(4 -2) = 2
2d8	+1	+0	+0	+3	0	(10 -2) = 8
3d8	+2	+1	+1	+3	0	(17 -4) = 13
4d8	+3	+1	+1	+4	0	(23 -4) = 19
5d8	+3	+1	+1	+4	0	(25 -4) = 21
6d8	+4	+2	+2	+5	0	(33 -6) = 27
7d8	+5	+2	+2	+5	0	(38 -6) = 32
8d8	+6	+2	+2	+6	0	(44 -6) = 38
9d8	+6	+3	+3	+6	0	(48 -8) = 40
10d8	+7	+3	+3	+7	0	(54 -8) = 46
11d8	+8	+3	+3	+7	0	(59 -8) = 51
12d8	+9	+4	+4	+8	0	(67 -10) = 57
13d8	+9	+4	+4	+8	0	(69 -10) = 59
14d8	+10	+4	+4	+9	0	(75 -10) = 65
15d8	+11	+5	+5	+9	0	(82 -12) = 70
16d8	+12	+5	+5	+10	0	(88 -12) = 76
17d8	+12	+5	+5	+10	0	(90 -12) = 78
18d8	+13	+6	+6	+11	0	(98 -14) = 84
19d8	+14	+6	+6	+11	0	(103 -14) = 89
20d8	+15	+6	+6	+12	0	(109 -14) = 95

SUBTYPES

As well as a Type, many creatures also have one or more Subtypes. A Subtype is a further explanation of the creature's nature, and often indicates a particular race within a Type (such as the Angel or Demon Subtypes), or the environment the creature is usually found in and adapted to (such as the Aquatic or Cold Subtypes), or an affiliation to a specific alignment (such as the Lawful or Earth Subtypes).

Most subtypes add additional Traits to a creature, and so have a specific CP cost. Others, such as the Augmented Subtype, may alter a creature in less standard ways.

Note: Some creatures may gain the same Trait two or more times, from their Type and/or various Subtypes. Such Traits never stack, but you should still ensure that the CP costs for such Traits are added in once for each Type or Subtype that grants them. This is to reflect the fact that such a creature may find itself altered in Type or Subtype by some means, and should not lose a Trait from a Type or Subtype it still does have.

AIR SUBTYPE

This Subtype is usually used for elementals and outsiders with a connection to the Elemental Plane Air. Air creatures always have the Flight Attribute, and are rarely Skimmers or Gliders but have a full range of aerial movement.

ANGEL SUBTYPE

Angels are a race of celestials, beings that live on the good-aligned Outer Planes.

All angels are blessed with comely looks, though their actual appearances vary widely. This usually means Angel subtype creatures have a high Charisma score.

Angels speak Celestial, Infernal, and Draconic, though they can speak with almost any creature because of their Tongues Attribute.

TRAITS: An angel possesses the following traits (unless otherwise noted in the creature's entry), at a cost of 104 CP:

- Armour Rank 2, (Optimised against Electricity [8 CP]; Restriction: Only provides 10 Points of Armour [3 BP]). {5 CP}
- Armour Rank 2, (Optimised against Fire [8 CP]; Restriction: Only provides 10 Points of Armour [3 BP]). {5 CP}
- Heightened Senses (Type II: Darkvision, Low-Light Vision [2 CP]).
- Immunity (Acid [20 CP]).
- Immunity (Cold [30 CP]).
- Immunity (Magic [40 CP; Reduction: Only affects spells 3rd Level and lower [-12 CP]). {28 CP}
- Special Defence Rank 4 (+3 on all saves vs. Poison; +3 bonus to AC and a +3 bonus on Saving Throws against attacks made or effects created by creatures of the Evil Subtype; not subject to Petrification [4 CP]).
- Spirit Ward (Rank 8, 8d8 damage [8 CP]).
- Unique Attribute (The benefits of the following Attributes also apply to anyone within 20 feet of the angel: Special Defence against Evil Subtype creatures; Spirit Ward; Immunity to Magic [5 CP]).
- Unique Attribute (All angels can speak with any creature that has a language, as though using a *tongues* spell, with a caster Level equal to the angel's Hit Dice. This Ability is always active [2 CP]. It is a Supernatural Ability [1 BP]).
- Unique Defect (Special Defence against Evil Subtype creatures, Spirit Ward, and Immunity to Magic can all be dispelled by a dispel magic spell or similar means, though the angel can reactivate them the following round as a free action [1 BP]).
- Unique Defect (Angels never lie, cheat, or steal. They are impeccably honourable in all their dealings and often prove the most trustworthy and diplomatic of all the celestials. This is a stringent requirement [1 BP]).

AQUATIC SUBTYPE

These creatures always have the Water Speed Attribute and thus can move in water without making Swim checks. An Aquatic creature can breathe and survive underwater. This does not cost any Points as "underwater" counts as its native environment. It cannot, however, breathe air unless it has the Adaptation (Air Atmosphere) Attribute since this represents a foreign environment to the creature.

ARCHON SUBTYPE

Archons are a race of celestials, or good outsiders, native to lawful good-aligned Outer Planes.

TRAITS: An archon possesses the following traits (unless otherwise noted in a creature's entry), at a cost of 84 CP:

- Heightened Senses (Type II: Darkvision, Low-Light Vision [2 CP]).
- Special Attack Rank 7, Aura of Menace (Aura, Area Effect, Irritant, Soul Attack, Unique Ability: Irritant effects last for 24 hours or until target successfully hits the archon that generated the aura, No Damage, Unique Disability: Only affects creatures within 20 feet, Unique Disability: A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours [28 CP]).
- A righteous aura surrounds archons that fight or get angry. Any hostile creature within range must succeed on a Saving Throw to resist its debilitating effects. As this is a Soul Attack, the Saving Throw against it is a Will Save, rather than a Reflex Save (as usual for Area Effects) or a Fortitude Save (as usual for Irritant). Most archons take the Special Ranged Attack Skill to increase the DC of the Will Save.
- Immunity (Electricity [30 CP]).
- Special Defence Rank 3 (+3 on all saves vs. Poison; Not subject to Petrification), 3 CP.
- Spirit Ward (Rank 8, 8d8 damage [8 CP]).
- Teleport (Su) Rank 3, 15 CP; Restriction, may only carry 50 pounds of weight in addition to self, 2 BP. {13 CP}
- Unique Attribute: Tongues (Su), 2 CP. All archons can speak with any creature that has a language, as though using a *tongues* spell (caster Level equal to archon's Hit Dice). This Ability is always active.

AUGMENTED SUBTYPE

A creature receives this Subtype whenever something happens to change its original Type. Some creatures (those with an inherited template) are born with this Subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original Type. A creature with the augmented Subtype usually has the Traits of its current Type, but the Features of its original Type.

The creature loses all its original Type's Traits, regaining any CP originally paid for them, and gains its new Type's Traits, paying CP for them as usual.

CHAOTIC SUBTYPE

This Subtype is usually only applied to Outsiders native to the chaotic-aligned Outer Planes.

TRAITS: A creature with the Chaotic Subtype possesses the following traits (unless otherwise noted in the creature's entry), at a cost of 1 CP:

- Unique Attribute (Its natural weapons and any weapons it wields are chaotic-aligned [2 CP]).
- Unique Defect (Susceptible to any effects that specifically affect Chaotic Subtype creatures [1 BP]).

COLD SUBTYPE

This Subtype is appropriate both for creatures that are used to dwelling in extremely cold environments, and for creatures that magically embody cold.

TRAITS: A Cold Subtype creature possesses the following traits (unless otherwise noted in the creature's entry), at a cost of 27 CP:

- Immunity Rank 3 (Cold), 30 CP.
- Achilles Heel Rank 3 (Fire), 3 BP.

EARTH SUBTYPE

This Subtype is usually used for Elementals and Outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have the Tunnelling Attribute.

EVIL SUBTYPE

This Subtype is usually only applied to Outsiders native to the evil-aligned Outer Planes. Evil outsiders are sometimes called fiends.

TRAITS: A creature with the Evil Subtype possesses the following traits (unless otherwise noted in the creature's entry), at a cost of 1 CP.

— Unique Attribute (Its natural weapons and any weapons it wields are evil-aligned [2 CP]).

— Unique Defect (Susceptible to any effects that specifically affect Evil Subtype creatures [1 BP]).

EXTRAPLANAR SUBTYPE

This is a Subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this Subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the Extraplanar Subtype (but would not have when on its home plane). Every Extraplanar creature in this book has a home plane mentioned in its description. Creatures not labelled as Extraplanar are natives of the Material Plane, and they temporarily gain the Extraplanar Subtype if they leave the Material Plane. No creature has the Extraplanar Subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

FIRE SUBTYPE

This Subtype is appropriate both for creatures that are used to dwelling in fiery environments such as volcanoes, and for creatures that magically embody flame.

TRAITS: A Fire Subtype creature possesses the following traits (unless otherwise noted in the creature's entry), at a cost of 38 CP:

— Immunity Rank 4 (Fire), 40 CP.

— Achilles Heel Rank 2 (Cold), 2 BP.

GOOD SUBTYPE

This Subtype is usually only applied to Outsiders native to the good-aligned Outer Planes.

TRAITS: A creature with the Good Subtype possesses the following traits (unless otherwise noted in the creature's entry), at a cost of 1 CP.

— Unique Attribute (Its natural weapons and any weapons it wields are good-aligned [2 CP]).

— Unique Defect (Susceptible to any effects that specifically affect Good Subtype creatures [1 BP]).

INCORPOREAL SUBTYPE

An Incorporeal creature has no physical body.

TRAITS: An Incorporeal creature possesses the following traits (unless otherwise noted in the creature's entry), at a cost of 20 CP plus the Defence Combat Mastery cost.

— Insubstantial Rank 5, 25 CP; Restriction: can be harmed by magic weapons or creatures that strike as magic weapons, holy water, and spells, spell-like Abilities, or supernatural Abilities, but has a 50% chance to ignore even such damage if the source is not also Insubstantial (except for positive energy, negative energy, force effects such as *magic missile*, or attacks made with *ghost touch* weapons), 3 BP.

— Defence Combat Mastery. An incorporeal creature has a number of Ranks of Defence Combat Mastery equal to its Charisma bonus (always at least Rank 1, even if the creature's Charisma score does not normally provide a bonus), 2+ CP.

— Unique Defect: No Strength Ability Score, 3 BP.

— Heightened Senses Rank 1, Type II: Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see, 1 CP.

LAWFUL SUBTYPE

This Subtype is usually only applied to Outsiders native to the lawful-aligned Outer Planes.

TRAITS: A creature with the Lawful Subtype possesses the following traits (unless otherwise noted in the creature's entry), at a cost of 1 CP.

— Unique Attribute (Its natural weapons and any weapons it wields are lawful-aligned [2 CP]).

— Unique Defect (Susceptible to any effects that specifically affect Lawful Subtype creatures [1 BP]).

NATIVE SUBTYPE

A Subtype applied only to Outsiders (see page 122). These creatures have mortal ancestors or a strong connection to the Material Plane and can be *raised*, *reincarnated*, or *resurrected* just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name). Unlike true Outsiders, Native Outsiders need to eat and sleep.

TRAITS: Native Outsiders do not have the following two Traits, which Outsiders usually have (unless noted otherwise in the creature's entry). Thus their total CP cost is reduced by 1.

— Special Defence Rank 4 (Needs never eat or sleep) (4 CP).

— Unique Defect (3 BP): Cannot be *raised*, *reincarnated*, or *resurrected*.

REPTILIAN SUBTYPE

These creatures are scaly and usually cold-blooded. The Reptilian Subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

SHAPECHANGER SUBTYPE

A Shapechanger has the Alternate Form attribute. It will usually have at least one Full-Powered Form, rather than just a Partial-Powered Form or Cosmetic Changes.

SWARM SUBTYPE

A Swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature.

TRAITS: A swarm has the Traits of its type, except as noted here.

All Swarms have the Swarm Attribute, typically at 1 to 6 Ranks, with the Restriction (1 BP) that they may not transform into any other form.

WATER SUBTYPE

This Subtype is usually used for Elementals and Outsiders with a connection to the Elemental Plane of Water. Creatures with the Water Subtype always have at least one Rank of Water Movement and can move in water without making Swim checks. A water creature can breathe and survive underwater. Most also have the Adaptation (Air Atmosphere) Attribute and so can breathe air. If they do not possess Adaptation (Air Atmosphere), they cannot breathe air.





APPENDIX II: FEATS, SKILLS AND SPECIAL ABILITIES

Once the initial Type, Hit Dice and any Subtypes of a creature have been decided, it is time to customise it by adding Feats, Skills, and Special Abilities.

FEATS

These Feats apply to abilities most commonly found amongst monsters or are related to monsters. Monsters can select from this list and from the list found in *BESM d20* whenever they are eligible for a new Feat. Players may select the following Feats for their characters if given GM permission.

ABILITY FOCUS

Choose one of the creature's Special Attacks.

PREREQUISITE: Special Attack.

BENEFIT: Add +2 to the DC for all Saving Throws against the Special Attack on which the creature focuses.

SPECIAL: A creature can gain this Feat multiple times. Its effects do not stack. Each time the creature takes the Feat it applies to a different Special Attack.

AWESOME BLOW

PREREQUISITES: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

BENEFIT: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex Save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 Points of damage, and the opponent stops adjacent to the obstacle.

EMPOWER SPELL-LIKE ABILITY

PREREQUISITE: Spell-like Ability at caster Level 6th or higher.

BENEFIT: Choose one of the creature's spell-like Abilities, subject to the restrictions below. The creature can use that Ability as an empowered spell-like Ability three times per day (or less, if the Ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like Ability, all variable, numeric effects of the spell-like Ability are increased by one half. Saving throws and opposed rolls are not affected. Spell-like Abilities without random variables are not affected.

The creature can only select a spell-like Ability duplicating a spell with a Level less than or equal to half its caster Level (round down) -2. For a summary, see the table below.

SPECIAL: This Feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like Abilities.

MULTIATTACK

PREREQUISITE: Three or more natural attacks.

BENEFIT: The creature's secondary attacks with natural weapons take only a -2 penalty.

NORMAL: Without this Feat, the creature's secondary attacks with natural weapons take a -5 penalty (see page 133).

EMPOWER AND QUICKEN SPELL-LIKE ABILITY

SPELL LEVEL	CASTER LEVEL TO EMPOWER	CASTER LEVEL TO QUICKEN
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

MULTIWEAPON FIGHTING

PREREQUISITES: Dex 13, three or more hands.

BENEFIT: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this Feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting, *BESM d20* page 86.

SPECIAL: This Feat replaces the Two-Weapon Fighting Feat for creatures with more than two arms.

QUICKEN SPELL-LIKE ABILITY

PREREQUISITE: Spell-like Ability at caster Level 10th or higher.

BENEFIT: Choose one of the creature's spell-like Abilities, subject to the restrictions described below. The creature can use that Ability as a quickened spell-like Ability three times per day (or less, if the Ability is normally usable only once or twice per day).

Using a quickened spell-like Ability is a free action. The creature can perform another action — including the use of another spell-like Ability — in the same round that it uses a quickened spell-like Ability. The creature may use only one quickened spell-like Ability or quickened spell per round.

The creature can only select a spell-like Ability duplicating a spell with a Level less than or equal to half its caster Level (round down) -4. For a summary, see the table in the description of the Empower Spell-Like Ability Feat.

In addition, a spell-like Ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

NORMAL: Normally the use of a spell-like Ability requires a standard action unless noted otherwise.

SPECIAL: This Feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like Abilities.

SNATCH

PREREQUISITE: Size Huge or larger.

BENEFITS: The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex Save against the creature's breath weapon, if it has one.

The creature can drop a target it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 Points of damage per 10 feet travelled. If the creature flings a snatched opponent while flying, the opponent takes this amount of damage or falling damage, whichever is greater.

SKILLS

A creature's Skills are calculated as normal.

Certain creatures' Skills increase in particular environments. For example, a chimera's Hide Skill increases by +4, from +2 to +6, when in scrubland or brush. This is known as an Optimised Skill, and is written as follows: Hide +2 (Optimised for scrubland or brush: +6). The GM may also permit characters to have Optimised Skills. The additional Optimised ranks cost half the usual Skill Points cost, so that the chimera in this case paid 2 Skill Points to have Hide +2, and a further 2 Skill Points for the 4 Optimised ranks.

A Skill can be Optimised as well as having a Specialisation. Generally, Optimisation represents a Skill with which a creature is physically advantaged in a particular environment. In the example of the chimera, above, this is due to the creature's particular colouration, which is adapted to hiding in brush and scrubland environments. A Specialisation, however, more commonly reflects special training or a "knack," rather than a physical difference between the creature and others.

SPECIAL ABILITIES

In a pure BESM d20 game, there would be no need for Special Abilities. Attributes would be used to handle anything a creature could do. Since Special Abilities are a crucial building block from creatures in other d20 games, they must be adapted for BESM d20 to allow conversion of creatures from such games. This section gives full guidelines for adapting the more common Special Abilities.

SPECIAL ABILITY OVERVIEW

A Special Ability is either Extraordinary (Ex), Spell-Like (Sp), or Supernatural (Su). Most Special Abilities are Extraordinary. Spell-Like Ability and Supernatural Ability are applied as Defects, since both have certain associated disadvantages.

EXTRAORDINARY ABILITY

Extraordinary Abilities are nonmagical, don't become ineffective in an *antimagic field*, and are not subject to any effect that disrupts magic. Using an Extraordinary Ability is a free action unless otherwise noted.

All Attributes in BESM d20 are assumed to be Extraordinary, unless otherwise noted. The only exceptions are as follows:

- **Dynamic Sorcery.** As Dynamic Sorcery involves casting spells, it closely resembles a Spell-Like Ability. All spells cast with it have the same restrictions as Spell-Like Abilities. It does not have the Spell-Like Ability defect, since spells are by definition capable of being dispelled, affected by antimagic fields, and so on.
- **Other Spells.** Any spells in BESM d20, including those gained from other character classes being converted to BESM d20, are treated as Spell-Like Abilities for most purposes, just like Dynamic Sorcery.
- **Attributes with the Supernatural or Spell-Like Defect.** These two new Defects are presented below. Though introduced to aid in conversion of other d20 creatures to BESM d20, these Defects may also be used by characters in relation to various Attributes. The Magic Attribute, for

DYNAMIC SORCERER

Unlike most other Attributes, Dynamic Sorcery is treated much like a Spell-Like Ability by default. Although it could theoretically be used to represent a technology-based or psionics-based set of powers, the main users of Dynamic Sorcery must be capable of affecting one another's spells with their own, even if said spells are based on completely different power sources.

For a game in which each character's version of Dynamic Sorcery is likely to be wildly different from each other character's version, consider making Dynamic Sorcery an Extraordinary Ability by default and allowing players to gain BP for downgrading it to a Supernatural or Spell-Like Ability.

example, is often assigned the Supernatural Ability Defect, though this is not a requirement; since BESM d20 is an effects-based system, "Magic" could be derived from psychic powers, a high-tech probability manipulation implant, or any number of other sources.

Likewise, Special Abilities that creatures have are assumed to be Extraordinary unless otherwise noted.

SPELL-LIKE ABILITY

Spell-Like Abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, material, focus, or XP components). They go away in an *antimagic field* and are subject to Spell Resistance if the spell the Ability resembles or duplicates would be subject to spell resistance.

A Spell-Like Ability usually has a limit on how often it can be used. A Spell-Like Ability that can be used at will has no use limit. Using a Spell-Like Ability is a standard action unless noted otherwise, and may require a Concentration check to use if under pressure. A Spell-Like Ability can be disrupted just as a spell can be. Spell-Like Abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with Spell-Like Abilities, a designated caster Level defines how difficult it is to dispel their spell-like effects and to define any Level-dependent variables (such as range and duration) the Abilities might have. The creature's caster Level never affects which Spell-Like Abilities the creature has; sometimes the given caster Level is lower than the Level a spellcasting character would need to cast the spell of the same name. The Saving Throw (if any) against a spell-like Ability is 10 + the Level of the spell the Ability resembles or duplicates + the creature's Cha modifier.

Some Spell-Like Abilities duplicate spells that work differently when cast by characters of different classes. A monster's Spell-Like Abilities are presumed to be the Sorcerer/Wizard versions. If the spell in question is not a Sorcerer/Wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Spell-Like Abilities which may be cast at will, and would usually have a duration other than Instantaneous, do not cease at the end of their usual durations unless the creature wishes them to.

Determine the CP cost for Spell-Like Abilities according to the following guidelines.

The base cost is (spell Level) x (spell Level) x 0.5 for the most expensive Spell-Like Ability. This assumes the Ability is usable at will, with no restriction on the number of uses per day. For Abilities that can be used 2 or 3 times per day, multiply the total cost by 0.75, and for Abilities that can be used only 1 time per day, multiply the cost by 0.5.

Each subsequent Spell-Like Ability of an equal or lower Level to the first one chosen is calculated in an identical manner, but with a final multiplier of 0.5.

Note that in most cases the most expensive Spell-Like Ability will be the highest Level one, but occasionally a lower Level spell that can be used more often will be the most expensive. For example, a creature has one 7th Level Spell-Like Ability usable once per day, *greater teleport*, and one 6th Level Spell-Like Ability usable at will, *chain lightning*. If it had only the *greater teleport*, this would cost $7 \times 7 \times 0.5 \times 0.5 = 12.25$ CP. If it had only the *chain lightning*, this would cost $6 \times 6 \times 0.5 = 18$ CP. Thus, in this case, the *chain lightning* is the more expensive of the two Spell-Like Abilities. The creature pays the full cost (18 CP) for *chain lightning*, and applies the final multiplier of 0.5 to *greater teleport* ($12.25 \times 0.5 = 6.125$) for a total cost of 24.125 CP, rounded to 24 CP.

Zero-Level Spell-Like Abilities each have a cost of 0.1 CP, however often they are usable.

For purposes of costing Spell-Like Abilities, always treat a spell whose Level varies depending on the caster (for example, *plane shift*, which is a 5th Level Cleric spell or 7th Level Wizard spell) as being of the lowest possible Level.

Add up the total costs for all Spell-Like Abilities, and then round the total to the nearest whole number (with a minimum total cost of 1 CP).

The creature's caster Level with all its Spell-Like Abilities is based on the minimum class Level usually needed to cast its highest Level Spell-Like Ability as a spell. If the creature also has Spells (see page 134), the higher of

the two casting levels is used for both Spells and Spell-Like Abilities. This caster Level can be increased at a cost of 1 CP/additional caster Level.

Next, apply the Spell-Like Ability Defect. This is 4 BP, but as usual the minimum cost for the Abilities is 1 CP (Defects can never reduce the cost of an Attribute or Ability below 1 CP).

Decide on which Ability Score of Charisma, Intelligence and Wisdom will be used to determine the Saving Throws of the Spell-Like Abilities.

For example, the Planetary Angel (see page 6) has the following Spell-Like Abilities: At will — *continual flame*, *dispel magic*, *boly smite*, *lesser restoration*, *remove curse*, *remove disease*, *remove fear*, *speak with dead*; 3/day — *blade barrier*, *flame strike*, *polymorph*, *power word stun*, *raise dead*, *waves of fatigue*; 1/day — *earthquake*, *greater restoration*, *mass charm monster*, *waves of exhaustion*. These are all cast as though by a 17th Level character.

These Spell-Like Abilities are costed as follows: *power word stun*, as an 8th Level Sorcerer/Wizard spell, is the highest Level spell among them. This costs $8 \times 8 \times 0.5 \times 0.75 = 24$ CP, since it is usable only three times per day. The remainder of the Spell-Like Abilities cost the following: At will — *continual flame* ($2 \times 2 \times 0.5 \times 0.5 = 1$ CP), *dispel magic* ($3 \times 3 \times 0.5 \times 0.5 = 2.25$ CP), *boly smite* ($4 \times 4 \times 0.5 \times 0.5 = 4$ CP), *lesser restoration* ($1 \times 1 \times 0.5 \times 0.5 = 0.25$ CP), *remove curse* ($3 \times 3 \times 0.5 \times 0.5 = 2.25$ CP), *remove disease* ($3 \times 3 \times 0.5 \times 0.5 = 2.25$ CP), *remove fear* ($1 \times 1 \times 0.5 \times 0.5 = 0.25$ CP), *speak with dead* ($3 \times 3 \times 0.5 \times 0.5 = 2.25$ CP); 3/day — *blade barrier* ($6 \times 6 \times 0.5 \times 0.5 \times 0.75 = 6.75$ CP), *flame strike* ($4 \times 4 \times 0.5 \times 0.5 \times 0.75 = 3$ CP), *polymorph* ($4 \times 4 \times 0.5 \times 0.5 \times 0.75 = 3$ CP), *raise dead* ($5 \times 5 \times 0.5 \times 0.5 \times 0.75 = 4.688$ CP), *waves of fatigue* ($5 \times 5 \times 0.5 \times 0.5 \times 0.75 = 4.688$ CP); 1/day — *earthquake* ($7 \times 7 \times 0.5 \times 0.5 \times 0.5 = 6.125$ CP), *greater restoration* ($7 \times 7 \times 0.5 \times 0.5 \times 0.5 = 6.125$ CP), *mass charm monster* ($8 \times 8 \times 0.5 \times 0.5 \times 0.5 = 8$ CP), *waves of exhaustion* ($7 \times 7 \times 0.5 \times 0.5 \times 0.5 = 6.125$ CP). This gives a total cost of $24 + 1 + 2.25 + 4 + 0.25 + 2.25 + 2.25 + 0.25 + 2.25 + 6.75 + 3 + 3 + 4.688 + 4.688 + 6.125 + 6.125 + 8 + 6.125 = 87$ CP.

As the Planetary already has Spells (as a 17th Level Cleric), there is no additional cost for casting its Spell-Like Abilities at 17th Level.

If it did not have Spells, the Spell-Like Abilities would be cast at 15th Level, since the highest Level Spell-Like Ability is 8th Level (which could be cast by a 15th Level character). Alternatively, it could still cast its Spell-Like Abilities at 17th Level, but this would cost an additional +2 CP on top of the cost for the Spell-Like Abilities,

SUPERNATURAL ABILITY

Supernatural Abilities are magical and go away in an *antimagic field* but are not subject to Spell Resistance. Supernatural Abilities cannot be dispelled unless noted otherwise. Using a Supernatural Ability is a standard action unless noted otherwise.

Supernatural Abilities may have a use limit or be usable at will, just like spell-like Abilities. Supernatural Abilities never require Concentration checks, however. A Supernatural Ability that resembles a spell has an effective caster Level equal to the minimum Level required to cast the spell, unless otherwise noted. The Saving Throw (if any) against a Supernatural Ability is $10 + 1/2$ the creature's HD + the creature's Ability modifier (usually Charisma). The CP cost for a Supernatural Ability that resembles a spell is derived as though it were a Spell-Like Ability, but with the Supernatural Ability Defect applied rather than the Spell-Like Ability defect (see below).

For Supernatural Abilities that resemble *BESM d20* Attributes, use the closest Attribute with appropriate Restrictions, Reductions, and Unique Abilities to get the best fit possible. Next, apply the Supernatural Ability Defect (below).

The Supernatural Ability Defect is 1 BP, but as usual, the minimum cost is 1 CP. It is Linked to the Attribute. A creature with more than one Supernatural Ability gains 1 BP for each one.

A Supernatural Ability that can be dispelled is worth an additional +1 BP, even if the creature can reactivate the Ability on its turn as a free action.

EXAMPLE 1: The Allip's Mind Control Supernatural Ability is costed according to the Mind Control Attribute in *BESM d20*: Mind Control Rank 2, Babble (Unique Ability: -2 penalty to Saving Throw if only one creature, not in combat, is targeted [2 CP]; Unique Ability: Allip uses Charisma modifier

instead of Wisdom modifier to determine Saving Throw [1 CP]; Reduction: Effect only lasts 2d4 rounds [-2 CP]; Restriction: May only direct the target to perform one task, after which the control is lifted [2 BP]; Restriction: Target gains +2 to Saving Throw if in combat [2 BP]; Supernatural Ability [1 BP]) (10 CP). Note that in this case, Supernatural Ability is simply added to the description; subtracting it would make the Mind Control an Extraordinary Ability, the default for any Attribute which is not a Supernatural or Spell-Like Ability.

EXAMPLE 2: The Assassin Vine has a Supernatural Ability, Entangle, which closely replicates the effects of the spell of the same name: Supernatural Ability: Entangle ([1 CP]; Caster Level 4th [3 CP]; Supernatural Ability [1 BP]). It is costed as for a Spell-Like Ability in principle, so costs $1 \times 1 \times 0.5$ (1st Level spell, usable at will), rounded up to 1 CP, with an additional +3 CP cost for having Caster Level 4th (since a 1st Level spell could be cast by a 1st Level spellcaster). The Supernatural Ability Defect is added. Note that in this case, the description of the Entangle Supernatural Ability states that it may be used as a free action. This is another Attribute, Extra Attack (8 CP), with a 6 BP Restriction: May only be used with Entangle. This gives a total cost for the Extra Attack of 2 CP, since it is effectively identical to the Feat Quicken Spell-Like Ability, other than for the fact that it is usable with Supernatural Abilities rather than Spell-Like Abilities.

SPECIFIC SPECIAL ABILITIES

The following different Special Abilities are often found in creatures from *d20* games. In many cases, an equivalent Attribute can already be found in *BESM d20*, and is listed here. A Special Ability that does not otherwise seem to fit *BESM d20* can usually be handled either as a Special Attack or a Unique Ability.

ABILITY SCORE LOSS

Some attacks reduce the opponent's score in one or more Abilities. This loss can be temporary (Ability Damage) or permanent (Ability Drain). These are best handled by adding one or more of the Drain Body, Drain Soul, and Drain Mind Special Attack Abilities to a Special Attack. For a permanent loss, add Incurable.

Ability Score Loss of either type is usually a Supernatural Ability with the appropriate Defect (see page 130), but Extraordinary Abilities such as poisonous Special Attacks can also cause Ability Score Loss.

ALTERNATE FORM

Treat as the Attribute of the same name. Usually an Alternate Form will be Full-Powered (see *BESM d20* page 39). It is most often a Supernatural Ability, with the appropriate Defect (see page 130).

BLINDSENSE

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense Ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armour Class against attacks from creatures it cannot see.

Blindsense is listed as Heightened Senses Rank 1 (Type II: Blindsense [1 CP]). A creature that has Blindsense but does not have any form of visual sight can take a Physical Impairment Defect (No Visual Sight [1 BP]).

BLINDSIGHT

This Ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight manoeuvres and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The Ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight

Ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight Ability, the creature gains the benefits of blindsight only during its turn.

Blindsight is listed as Heightened Senses Rank 1 (Type II: Blindsight [1 CP]). A creature with Blindsight may not take a Physical Impairment Defect (No Visual Sight), since Blindsight provides all the benefits of visual sight and more besides.

BREATH WEAPON

A breath weapon attack usually deals damage and is often based on some type of energy. As such, it is best represented by a Special Attack.

A creature is immune to its own breath weapon unless otherwise noted.

Breath Weapons are almost always Supernatural Abilities, with the relevant Defect (page 131).

CHANGE SHAPE

Change Shape is treated as the Alternate Form Attribute. The Alternate Form will never be more than one size category smaller or larger than the original form in this case. Like Alternate Form (see page 130), Change Shape is usually a Supernatural Ability, with the relevant Defect (page 131).

CONSTRICT

In other d20 games, a creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. *BESM d20* already allows for this with its Grappling rules and the Lock grappling manoeuvre. Thus, this special attack only needs to be dealt with if a creature's Constrict attack would normally do damage other than $1d4 + \text{Strength bonus}$ (the standard amount for Lock), or has additional game effects such as a Choker's Ability to deprive a target of speech, or is used along with Improved Grab. Depending on the creature and its means of Constriction, it may also be appropriate to make this a Special Attack with such Special Attack Abilities as Tangle and/or Flexible.

DAMAGE REDUCTION

Damage Reduction adds the Armour (Damage Reduction) Attribute to the creature. This works identically to any other type of armour, but in most cases it may be completely bypassed by certain types of weapon and thus is given an appropriate Restriction.

Depending on the creature and the Restriction chosen (if any), the Armour (Damage Reduction) may be bypassed by one of the following: piercing, bludgeoning, or slashing damage (the GM will rule which type of damage any given weapon does; in most cases it should be obvious); certain materials, such as alchemical silver, adamantite, or cold-forged iron; magical weapons (which includes any Item of Power); Chaotic-, Evil-, Good-, or Lawful-aligned weapons (such as those affected by the spell *align weapon*), or the weapons of creatures with the appropriate Subtype). Most of these are 2 BP Restrictions, though the GM should feel free to alter the BP value of any restriction depending on how common the attack form is in his or her campaign. A creature whose Damage Reduction can be bypassed by magical weapons has only 1 BP Restriction, since magical weapons are so common in most fantasy games.

Certain creatures have Armour (Damage Reduction) that can be bypassed by several different weapons. This is usually a 3 BP Restriction.

A small number of creatures have Armour (Damage Reduction) that can only be bypassed by weapons that combine two or more particular qualities. This Restriction is usually only worth 1 BP, since the combination is usually a scarce one.

All Armour (Damage Reduction), whatever its other Restrictions or lack thereof, can be bypassed by energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities, in addition to the usual means of bypassing it. This is a 3 BP Restriction, since the Armour Attribute usually protects against all forms of damage.

Damage Reduction may be an Extraordinary or Supernatural Ability (see page 131); in most cases, it is an Extraordinary Ability.

EXAMPLE: The Barghest has 5 Points of Damage Reduction, which can be bypassed by magic weapons. This is Rank 2 Armour: Damage Reduction [8 CP]; Restriction: Only provides 5 Points of armour [3 BP], Restriction: provides no protection against magic weapons [1 BP], Restriction: provides no protection against energy damage (such as fire, electricity, cold or acid-based damage), as well as spells, spell-like Abilities, and supernatural Abilities [3 BP]. Note that after all the Restrictions, the Damage Reduction has only cost 1 CP; a bargain price for 4 Points of armour, but not when that armour will not protect against any Items of Power or most Special Attacks.

ENERGY DRAIN

In other d20 games, this attack saps a living opponent's vital energy (in the form of character levels) and happens automatically when a melee or ranged attack hits.

In *BESM d20*, an energy drain is treated as a new Special Attack Ability: Drain Levels. (Drain Levels was chosen rather than Drain Energy, because in *BESM d20* Energy is Energy Points, rather than character levels).

A Special Attack which has the Drain Levels Ability bestows one negative Level (or occasionally more than one, depending on the attack). If a Drain Levels Special Attack scores a critical hit, it bestows twice the usual number of negative levels. An affected opponent takes a -1 penalty on all Skill checks and Ability checks, attack rolls, and Saving Throws, and loses one effective Level or Hit Die (whenever Level is used in a die roll or calculation) for each negative Level. A spellcaster loses one spell slot of the highest Level of spells he or she can cast and (if applicable) one prepared spell of that Level; this loss persists until the negative Level is removed. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *restoration*. If a negative Level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude Save (DC $10 + 1/2$ draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative Level goes away with no harm to the creature. On a failure, the negative Level goes away, but the creature's Level is also reduced by one. A separate Saving Throw is required for each negative Level. Drain Levels counts as 5 Abilities for each negative Level bestowed when an attack hits — this Ability may be assigned multiple times to drain multiple levels.

Most Drain Levels Special Attacks also include the Vampiric Special Attack Ability.

Drain Levels Special Attacks are almost always Supernatural.

FAST HEALING

Treat Fast Healing as the Regeneration Attribute (*BESM d20*, page 60). Fast Healing is usually an Extraordinary Ability.

FEAR

Fear attacks can have various effects.

Fear Aura: This is usually best represented by a Special Attack with the Aura and Area Effect Abilities. The aura can freeze an opponent, in which case the Incapacitating Ability is appropriate, or function in a similar way to the *fear* spell, in which case Irritant is the Ability to use to best represent the effects of *fear*. Another option is to use the Frightful Presence Feat, at a cost of 2 CP as usual. Other effects are possible, depending on the creature and the combination of Abilities and defects chosen for the Special Attack.

Fear Cones and Rays: These effects usually work like the *fear* spell, and are costed accordingly.

Fear attacks are usually Supernatural Abilities or Spell-Like Abilities. All fear attacks are mind-affecting fear effects.

FLIGHT

Treat as the Attribute of the same name (*BESM d20*, page 47), with appropriate Restrictions if the creature's listed Fly speed is not identical to one of the speeds given in *BESM d20*. Flight is usually an Extraordinary Ability or Supernatural Ability.

A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load.

Other d20 games use five delineations of aerial manoeuvrability, Perfect, Good, Average, Poor, and Clumsy. These can be translated into *BESM d20* by appropriate costing of the Flight Attribute, which costs 2 CP for Hovercraft or Skimmer flight (approximately equivalent to Poor to Clumsy manoeuvrability), 3 CP for Airplane flight (approximately equivalent to Average flight), and 4 CP for full flight (approximately equivalent to Perfect to Good manoeuvrability).

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

FRIGHTFUL PRESENCE

Treat as the Feat of the same name (*BESM d20*, page 84). Either pay the usual 2 CP cost for the creature to take an additional Feat, or if the original creature had a Feat which is not used in *BESM d20* (such as Weapon Focus), replace it with Frightful Presence.

Gaze: Gaze attacks are designed using the Special Attack Attribute, with the following Special Attack Ability and Special Attack Disability:

Unique Ability: Gaze Attack [Automatically hits, without needing an attack roll, unless target averts eyes in which case an attack roll is made as normal; counts as 5 Abilities]

Unique Disability: Cannot hit a blindfolded target

Gaze attacks are usually Supernatural Abilities.

IMPROVED GRAB

Improved grab is an Extra Attack, with the following Restriction: May only be used with a Grappling (or Constrict, for creatures with Constrict) attack, and only immediately after an (attack which is associated with the Improved Grab) attack has successfully hit (3 BP).

IMMUNITIES

See Special Defences and Immunities, page 133.

LOW-LIGHT VISION

This is treated as the Heightened Senses (Type II: Low-Light Vision) Attribute. Low-Light Vision alone is Rank 1, and so costs 1 CP.

MANUFACTURED WEAPONS

Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for additional attacks from a high Base Attack Bonus and two-weapon fighting penalties. This category also includes "found items," such as rocks and logs, that a creature wields in combat — in essence, any weapon that is not intrinsic to the creature.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack unless the creature's description indicates otherwise and any natural weapons the creature also uses are considered secondary natural attacks, using the creature's Extra Attacks as usual. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does, but they take the usual -5 penalty (or -2 with the Multiattack Feat) for such attacks, even if the natural weapon used is normally the creature's primary natural weapon.

See Appendix I for more information on Extra Attacks with natural weapons (page 111).

MOVEMENT MODES

Creatures may have modes of movement other than walking and running. These are natural (making them Extraordinary Abilities), not magical, unless specifically noted in a monster description. Details for converting Burrow, Climb, Flight, and Swim speeds can be found in Appendix I (see page 111). Flight is further expanded in a separate entry (see page 131).

Any creature with a Climb or Swim speed automatically succeeds at any check relating to the Skill of the same name. Climbing or swimming, for a creature with Climb or Swim speed, is as natural as walking for a more ordinary creature.

NATURAL WEAPONS

These can be treated as the Natural Weapons Attribute (*BESM d20*, page 54).

If the original creature's Natural Weapons do significantly more or less damage than the usual amount given for the Attribute, treat this as Massive Damage or a Unique Defect linked to the Natural Weapons. Use the CP cost of Massive Damage as a guide to the CP or BP value. Since Massive Damage costs 2 CP for +2 damage on a specific weapon attack, Natural Weapons that deal more or less than the usual damage given in *BESM d20* cost +1 CP for +1 damage, or give +1 BP for -1 damage. As usual, the minimum cost of an Attribute is always 1 CP.

Natural Weapons which do 1d4 damage, or less, need not be bought with the Natural Weapons Attribute. No particular CP cost is paid for these weapons, as they are not significantly better than unarmed attacks by ordinary humans. Note that in this case, the non-damage-related benefits of the appropriate Natural Weapons are not gained either.

TABLE A2-1: D20 AND BESM D20 NATURAL WEAPONS

D20 NATURAL WEAPON	BESM D20 EQUIVALENT
Bite	Fangs
Claw	Claws
Gore	Horns
Slam	Unarmed Attack*
Slap	Unarmed Attack*
String	Claws
Talon	Claws
Tentacle	Tentacles

*This type of attack does not need to be bought with the Natural Weapons Attribute.

For example, a bodak has a Slam attack dealing 1d8 damage (average 4.5 Points). Unarmed attacks usually deal 1d3 damage (average 2 Points), which is 2.5 Points less on average, rounded down to 2. Thus the Slam attack costs 2 CP, the equivalent of Massive Damage Rank 1. The entry in the creature's Full Attack section reads as follows:

Slam +6 melee (1d8+1 [2 CP])

The 2 CP cost is entered in the damage bracket, to make it clear that it is paid for the additional damage of the attack, rather than for any Extra Attacks.

NONABILITIES

Some creatures lack certain Ability Scores. These creatures do not have an Ability Score of 0 — they lack the Ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Each nonability is a Unique Defect, with the BP cost depending on how inconvenient its absence is to the creature.

STRENGTH: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. Unique Defect (3 BP).

DEXTERITY: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks. Unique Defect (5 BP).

CONSTITUTION: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body nor metabolism. The creature also has the following Immunities and Special Defences

— Special Defence Rank 21 (Feels no pain; Needs never sleep, eat or breathe; Not subject to: Ability Score Damage to physical Ability Scores, Disease,

Energy Drain, Fatigue and Exhaustion, Massive Damage, Nonlethal Damage, or Stunning [21 CP]).

- Immunity Rank 2 (Extra damage from Critical Hits [20 CP]).
- Immunity Rank 1 (Poison [10 CP]).
- Immunity Rank 1 (Any effect that requires a Fortitude Saving Throw, unless the effect works on objects or is harmless [10 CP]).

These must be paid for as usual. It automatically fails Constitution checks. Unique Defect [1 BP]. {60 CP}

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has Immunity Rank 2, to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), at a cost of 20 CP. It automatically fails Intelligence checks. Mindless creatures do not gain Feats or Skills for having a certain number of Hit Dice. The lack of Skills usually means they will pay lower than usual costs per Hit Dice, compared to other creatures of their Type. At the GM's discretion, they may acquire Feats by spending the usual 2 CP per Feat, or Skills by having the Highly Skilled attribute. Note that in addition to the base cost of this Defect, a Mindless creature will pay fewer CP for its total Hit Dice, since it does not pay for any Skills and pays a further 2 CP less at each HD when it would usually gain a Feat. Unique Defect [1 BP].

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score. Unique Defect [1 BP].

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score. Unique Defect [1 BP].

PARALYSIS

This special attack renders the victim immobile. In *BESM d20*, it is best modelled by creating a Special Attack with the Incapacitating Special Ability.

Paralysis attacks are usually Supernatural or Extraordinary.

POISON

Poison is always treated as a Special Attack.

Poison attacks deal initial damage (often an Ability drain such as Drain Body, Drain Mind, or Drain Soul) or some other effect, to the opponent on a failed Fortitude Save.

Unless otherwise noted, another Saving Throw is required 1 minute later (regardless of the first Save's result) to avoid secondary damage. Secondary damage is treated as a Unique Ability, which counts as 1 Ability if the amount of damage dealt is similar to or less than that dealt as secondary damage, 2 Abilities if the damage done is 1.5 times to 2.4 times as much, 3 Abilities if the damage done is 2.5 to 3.4 times as much, and so on.

A creature with a poison attack is usually immune to its own poison and the poison of others of its kind. Treat this as Immunity Rank 1 (Poison [10 CP]; Reduction: Only works against poison of one species [-9 CP]).

The Fortitude Saving Throw DC against a poison attack is equal to 10 + 1/2 poisoning creature's racial HD + poisoning creature's Con modifier (the exact DC is given in the creature's descriptive text). This is treated as a Unique Disability, since Drain Body and similar effects do not usually permit a Saving Throw in *BESM d20* games.

Poison is almost always an Extraordinary Ability.

As an example, the following is the Aranea's poison bite:

The original d20 game creature has the following attack: Bite 1d6 + Poison (Poison: Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str; the Save DC is Constitution-based).

In *BESM d20* terms, a poisonous attack is always a Special Attack. In this case, it is a Rank 3 Special Attack: Poison Bite (Damage: 1d6; Drain Body: Strength; Unique Ability: Drain Body drains 1d6 Strength, rather than exactly 4; Unique Ability: If Drain Body succeeds, target must make

another Save one minute later or be drained of a further 2d6 Strength [counts as 2 Abilities]; Melee; Unique Disability: Target may attempt a Fortitude Saving Throw [DC 10 + 1/2 Aranea's HD total + Aranea's Constitution bonus] to negate Drain Body [9 CP]). Note that the cost of this Special Attack is only 3 CP per Rank, since it only deals 1d6 damage per Rank rather than the usual 1d8 (see Special Attack Damage, page 134).

POUNCE

When a creature with this special attack makes a charge, it can follow with a full attack — including rake attacks if the creature also has the rake Ability. This is a Unique Ability (Pounce [2 CP]).

POWERFUL CHARGE

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description. Treat this exactly like Massive Damage, with a cost of either 2 CP if the extra damage is only applicable to one of the creature's attacks or 5 CP if applicable to all the creature's attacks as usual. Apply a Restriction (Only usable while charging [1 BP]).

PSIONICS

Treat as Spell-Like Abilities. Psionic Abilities are usually usable at will.

RAKE

A creature with this attack gains Extra Attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake Ability usually gains two additional claw attacks that it can use only against a grappled foe.

A monster with the rake Ability must begin its turn grappling to use its rake — it can't begin a grapple and rake in the same turn.

Treat this as Extra Attacks (Reduction: May only be used if creature started the turn grappling [-3 CP]). If two claw attacks are gained with the Rake, it must be treated as Extra Attacks Rank 2.

RAY

This form of special attack works like a ranged attack. Hitting with a ray attack requires a successful ranged touch attack roll using the creature's ranged attack bonus. The creature's descriptive text specifies the maximum range, effects, and any applicable Saving Throw.

Rays are usually Supernatural or Spell-Like Abilities. Supernatural rays are almost always Special Attacks, with the Armour Piercing Special Ability.

REGENERATION

Treat as the *BESM d20* Attribute of the same name. Regeneration is almost always an Extraordinary Ability.

RESISTANCE TO ENERGY

A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, fire, or electricity). The entry indicates the amount and type of damage ignored.

This can be treated as Armour, Optimised against the appropriate damage type. Optimised Armour is usually an Extraordinary Ability.

SCENT

Treat as Heightened Senses, Type I (Scent [1 CP]).

SONIC ATTACKS

Sonic attacks are usually Special Attacks with the Spreading Special Ability. Most are Supernatural Abilities.

Once a sonic attack has taken effect, deafening the subject or plugging its ears does not end the effect. Plugging one's ears ahead of time allows opponents to avoid having to make Saving Throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that deal damage). Plugging one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

If an attack can be defeated by plugging one's ears ahead of time, this is classed as a Unique Disability.

SPECIAL ATTACK DAMAGE

In *BESM d20*, most Special Attacks deal 1d8 damage per Rank, unless modified for Special Attack Abilities and Disabilities. Other d20 games often use different types of damage dice for their creatures' special attacks. To reflect this, it is possible to design *BESM d20* Special Attacks which do an amount of damage other than 1d8 per Rank.

TABLE A2-2: VARIANT SPECIAL ATTACK DAMAGE DICE

DAMAGE DICE PER RANK	CP COST PER RANK
1d3	2
1d4	2
1d6	3
1d8	4
1d10	5
1d12	6
1d20	10

Note that this method is intended to provide a rough-and-ready means of converting creatures from other d20 games, and is not recommended for player character use. Furthermore, it is never to be used for Special Attacks which have the No Damage Disability — attacks with this Disability always cost 4 Points per rank.

SPECIAL DEFENCES AND IMMUNITIES

There are two main ways in which a defensive special Ability may be given a CP cost, by treating it as a Special Defence or as an Immunity. Many Special Defences do actually render the creature immune to a given effect or attack, but usually either a very minor one or one that is only rarely encountered, thus not justifying costing them as Immunities.

The following may be considered Immunities:

- Ability Drain (Rank 1), Extra Damage from Critical Hits (Rank 2), Mind-Altering Effects (Rank 2), Necromancy Effects (Rank 2), Poison (Rank 1).

Table A2-3: Special Defences indicates various special defences and their cost as the Special Defence attribute.

TABLE A2-3: SPECIAL DEFENCES

EFFECT	1 SLOT	2 SLOTS
Ability Score Damage	3 Abilities are Immune or all 6 are half damage	All Abilities are Immune
Ageing	Ages slowly	Does not age
Air/Oxygen to Breathe	Survive in low-oxygen environment	Does not breathe
Charm Effects	+6 Save	Immune
Death Effects	+6 Save	Immune
Disease	Half damage or effect	Immune
Fatigue/Exhaustion	+6 Save	Immune
Hunger	Need to eat once every 2-4 days	Never need to eat
Level (Energy) Drain	+6 Save	Immune
Massive Damage/Injury	+6 Save	Immune
Non-Lethal Damage	Half damage or effect	Immune
One Adverse Condition*	Half effect (or +6 Save)	Immune
One Specific Spell	+6 Save	Immune
One Type of Magic	+3 Defence and saves	+6 Defence and saves
Pain	Unwanted sensation is reduced	No pain is felt
Paralysis	+6 Save	Immune
Sleep	Sleep once every 3-7 days	Never need to sleep
Sleep Effects	+6 Save	Immune
Specific Attack Ability	+3 Defence and saves	+6 Defence and saves
Stunning	Half damage or effect	Immune

Adverse Conditions may include spells or effects that induce: blindness, confusion, a state of daze, dizziness, deafness, entanglement, fright, nausea, panic, or petrification.

SPELL IMMUNITY

Treat as Immunity Rank 4 (Spells [40 CP]). This usually comes with a Restriction (Does not apply to spells that are not subject to Spell Resistance [5 BP]). Some Spell Immunity may only apply to spells of certain levels, which is a Reduction. Spell Immunity which does not apply to certain specific spells is usually worth a minor Restriction.

Example: The Will-o'-wisp has Spell Immunity, but as usual this has no effect on spells that are not subject to Spell Resistance. It also specifically does not apply to either *magic missile* or *maze*. This is written as follows: Immunity (Magic [40 CP]; Restriction: Does not apply to spells that are not subject to Spell Resistance [5 BP]; Restriction: Does not apply to *magic missile* or *maze* spells [1 BP])

SPELL RESISTANCE

In most d20 games, Spell Resistance works as follows. A creature with spell resistance can avoid the effects of spells and spell-like Abilities that directly affect it. To determine if a spell or spell-like Ability works against a creature with spell resistance, the caster must make a caster Level check (1d20 + caster Level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a Saving Throw (if applicable).

In *BESM d20* terms, Spell Resistance is best handled by Immunity Rank 4 (Spells [40 CP]), with a Reduction depending on the amount of Spell Resistance. Immunity to spells without any Reduction is equivalent to Spell Resistance 41 (since even a 20th Level Wizard would be unable to penetrate that Level of Spell Resistance). Each 1-point Reduction (which will reduce the CP cost by 1 point per Rank or 4 Points total) reduces the Spell Resistance DC by 4 Points. Further precision can be gained by using a Restriction (1 to 3 BP) to reduce the Spell Resistance by another 1 to 3 Points. Rather than having to determine the precise Reduction and Restriction for each Level of Spell Resistance, it is simpler to subtract 1 from the Spell Resistance DC to determine the CP cost.

For example, an Angel (Planetary) has Spell Resistance 30. Strictly, this is Immunity Rank 4 (Spells [40 CP]; Reduction: Caster may overcome the immunity by making a caster Level check, DC 33 [-8 CP]; Restriction: DC is only 30, rather than 33 [3 BP]), for a total cost (once Bonus Points are subtracted) of 29 CP. In the creature's description, this is written in a shorter form: Spell Resistance 30 (29 CP), though in game terms the two effects are identical.

SPELLS

Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject to the same spellcasting rules that characters are, except as follows:

A spellcasting creature that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such a creature also does not need material components for its spells. The creature can cast the spell by either touching the required component (but not if the component is in another creature's possession) or having the required component on its person. This is a Unique Ability (1 CP). Sometimes spellcasting creatures utilise the Eschew Materials Feat to avoid fussing with noncostly components.

A spellcasting creature is not actually a member of a class unless its entry says so, and it does not gain any class abilities. A creature with access to Cleric spells must prepare them in the normal manner and receives domain spells if noted, but it only receives domain granted powers if it has at least one Level in the Cleric class.

The CP costs for the spellcasting abilities per Level of each spellcasting class are presented in Table A2-4: Spellcasting Costs. Note that in each case, the total cost for that Level of spellcasting Ability is presented. If it is necessary to advance a creature from one Level of spellcasting Ability to another, it pays the difference in costs as a CP cost.

TABLE A2-4: SPELLCASTING COSTS BY CLASS (CP)

CASTER LEVEL	BARD	CLERIC	DRUID	PALADIN	RANGER	SORCERER	WIZARD
1	1	1	1	0	0	2	1
2	1	1	1	0	0	3	2
3	1	2	2	0	0	4	3
4	1	3	2	0	0	7	5
5	2	5	3	0	0	8	7
6	2	6	4	1	1	10	10
7	2	9	5	1	1	12	12
8	3	11	7	1	1	18	16
9	3	14	8	1	1	21	19
10	3	17	10	1	1	29	24
11	5	21	12	1	1	33	28
12	6	24	15	1	1	43	34
13	6	29	18	1	1	48	39
14	8	33	20	1	1	59	46
15	9	39	24	1	1	65	52
16	9	44	27	1	2	78	60
17	12	51	31	2	2	84	67
18	15	57	35	2	2	99	76
19	17	63	40	3	3	106	84
20	18	68	44	3	4	114	92

SUMMON

A creature with the Summon Ability can summon specific other creatures of its kind much as though casting a *summon monster* spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon Ability for 1 hour. Most creatures with the Ability to Summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives. An appropriate spell Level is given for each summoning Ability for purposes of Concentration checks and attempts to dispel the summoned creature. No experience Points are awarded for summoned monsters.

Summon is almost always a Spell-Like Ability. Its CP cost is based on that for a Spell-Like Ability, *summon monster* of an appropriate Level, with a Reduction (Only has a [the appropriate percentage] chance of working).

SWALLOW WHOLE

If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light cutting weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armour of the interior of a creature that swallows whole is normally 1/2 its natural armour. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Treat Swallow Whole as a Special Attack, with the Unique Ability: Target is Swallowed (counts as 2 Abilities) and the Unique Disability: Only usable while grappling.

Swallow Whole is almost always an Extraordinary Ability.

TELEPATHY

Treat as the BESM d20 Attribute of the same name.

Telepathy is usually a Supernatural Ability.

TRAMPLE

As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path to affect them with its trample attack damage; no attack roll is necessary. A trample attack deals the creature's unarmed attack damage + 1.5 times its Str modifier. The creature's descriptive text gives the exact amount. Trampled opponents can attempt Reflex saves to take half damage.

The Save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

The easiest way to convert Trample to BESM d20 is to treat it as a Special Attack with the Area Ability. Though Area may seem an unusual choice, it is the closest fit, since Trample effectively damages all characters within an area approximately the creature's width by twice its movement rate. It has the Unique Disability: Trample, which cover all the rules in the Trample entry (above).

Trample is almost always an Extraordinary Ability.

Example: The Treant has a trample attack. Since its Base Movement rate is 32 ft., and as a Large creature it is approximately 10 ft. wide, the treant's Special Attack, Trample affects an area 64 ft. long (double its movement) and 10 ft. wide. The radius of a Rank 4 Special Attack with the Area Special Ability is usually 5 ft. x 4 = 20 ft., an area approximately 40 ft. by 40 ft. -- somewhat higher in total than 64 ft. by 10 ft., so there is no need to apply the Area Special Ability more than once. Special Attack Rank 4, Trample (2d6+13 damage; Area [10 ft. wide, 64 ft. long], Muscle-Powered [Adds Strength bonus x 1.5 to damage roll; counts as 2 Abilities], Unique Ability: Deals double damage against inanimate objects and structures; Short Range, Unique Disability: Trample [12 CP]).

TREMORSENSE

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. Tremorsense is a Rank 1 Heightened Sense (Type II), with the usual 1 CP cost.

TURN RESISTANCE

A creature with Turn Resistance (usually an undead) is less easily affected by clerics or paladins.

Turn Resistance is a Special Defence costing 2 CP per rank as usual. Rank 1 gives +3 to Effective Hit Dice when resolving a turn, rebuke, command, or bolster attempt, and Rank 2 gives +6. Restrictions can be used for creatures whose turn resistance in other d20 games would be a number other than +3 or +6.

Turn Resistance is usually an Extraordinary Ability.

VULNERABILITY TO ENERGY

Treat as the Achilles Heel Defect, except that only 50% extra damage is dealt to the creature rather than 100% extra (1 BP).





APPENDIX III: CREATURES AS CHARACTERS

This book has been designed to allow for any creature to be used as a player character, if desired. Inevitably, some are more suitable than others for this use, but since monsters and characters use a compatible Points-based system to create, any creature can be used — from allips to zombies.

There are three main methods used when players decide to play a creature, rather than a more regular character: direct Points comparison, conversion of a creature into a character race, and conversion of a creature into a character Class.

DIRECT POINTS COMPARISON

If characters are to be created at a medium to high character Level, it should be possible for a player to simply take one of the creatures from this book that has an appropriate number of Creature Points, and play that instead of generating a character. This is the simplest method used when playing a creature. It is even quicker than generating a character normally, since the Ability Scores will usually be identical or close to those of the original creature.

DETERMINING AVAILABLE CREATURE POINTS

Consult Table 2-1 (BESM d20, page 9) to determine how many Creature Points are appropriate for a player character creature, depending on the starting character Level for the campaign. Since the creature does not need to have a character Class, take the Discretionary Character Points listed and add them to (starting character Level x10) with an additional bonus of +6 (since the character is not human, and the benefits of being human add up to 6 CP) to give Available Creature Points. This gives the maximum Creature Points a player character creature can have.

Once the player has selected a creature, subtract the Creature Points cost of the creature from the Available Creature Points. If the remaining Available Creature Points are 9 or fewer, the player may treat them as Discretionary Character Points, spending them on Attributes or Ability Scores as usual. If the remaining Available Creature Points are 10 or higher, the player must select levels of one or more character Classes, at a cost of 10 Available Creature Points per Level, until the total has been reduced below 10.

DIRECT POINTS COMPARISON EXAMPLE: DRIDER

Wishing to set up a very high-powered game, the Game Master consults Table 2-1 and decides to start all the characters at 14th Level. If one of the players wishes to play a monster, he or she has $46 + (14 \times 10) + 6 = 192$ Available Creature Points to spend. The player chooses to play a Drider with Sorcerer spells, at a cost of 121 Creature Points. $192 - 121 = 71$, so the Drider character must take 7 levels in one or more character Classes and will have 1 Discretionary Character Point remaining to spend.

The player chooses to take 7 levels in Sorcerer, bringing the Drider character up to 13th Level in spellcasting Ability (though he or she does not gain the other benefits of being a 13th Level Sorcerer, only spellcasting Ability and spells known; if a familiar is chosen, for example, it will only have benefits as though its master were a 7th Level Sorcerer). Taking the Drider's base statistics as a starting point, the player adds 7d4 Hit Points, +3 to Base Attack Bonus, +2 to Fortitude Save, +5 to Will Save, +2 to Reflex Save, +7 x (2 + Int Bonus) Skill Points, +2 to any one Ability Score or +1 to any two Ability Scores (+1 for achieving 8th Level/8 HD, and +1 for achieving 12th Level/12 HD), and 2 Feats (one for achieving 9th Level/9 HD, and one for achieving 12th Level/12 HD). With only 1 Discretionary Character Point remaining, he or she chooses to buy up another Ability Score by +2, in this case Charisma.

CAROLUS, 7TH LEVEL SORCERER (DRIDER)

LARGE ABERRATION

HIT DICE: 6d8+18+7d4+21 (74 HP)
INITIATIVE: +2 (Dex)
SPEED: 45 ft. (Slow Movement, Dex x3 instead of Dex x4), climb 15 ft.
AC: +1 (-1 size, +2 Dex)
ARMOUR: 6 (Rank 2 Armour: natural, Restriction: Only provides 6 Points of armour)

BAB/GRAPPLE: +7/+10

ATTACK: Dagger +8 melee (1d6+2) or bite +9 melee (1d4+1 plus poison) or shortbow +8 ranged (1d8)

FULL ATTACK: 2 daggers +6 melee (1d6+2, 1d6+1) and bite +4 melee (1d4+1 plus poison); or shortbow +8 ranged (1d8)

SPECIAL ATTACKS: Special Attack Rank 2, Poison Bite (1d4+1 damage; Drain Body: Strength [Drains 1d6 Strength, rather than exactly 4], Muscle-Powered, Unique Ability: If Drain Body succeeds, target must make another Save one minute later or be drained of a further 1d6 Strength; Melee, Unique Disability: Target may attempt a Fortitude Saving Throw [DC 16] to negate Drain Body).

Spells (As 6th Level Sorcerer); Spell-Like Abilities (Caster Level 6th; Restriction: Spell-Like Ability).

SPECIAL QUALITIES: Aberration Trait: Heightened Senses (Type II: Darkvision).

CREATURE TRAITS: Immunity Rank 1 (Poison; Reduction: Only works against Drider poison), Special Movement (Wall-Crawling, Restriction: May only wall-crawl at one-third normal speed); Spell Resistance 17

SAVES: Fort +7, Ref +6, Will +13

ABILITIES: Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 20

SKILLS: Concentration +16, Hide +9, Knowledge (Arcane) +9, Listen +9, Move Silently +12, Spot +9; Archery (Bow) +1, Melee Attack (Dagger) +1, Unarmed Attack (Grapple) +3

FEATS: Deflection, Dodge, Empower Spell, Quicken Spell, Reflection

CHARACTER POINTS: 192 (121 [Drider with Sorcerer Spells] + 70 [7th Level Sorcerer] + 1 [Discretionary Character Point])

SPELL-LIKE ABILITIES: 1/day — *dancing lights* (DC 15), *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 18). Caster Level 6th. The Save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/8/7/7/7/4, base Save DC 15 + spell Level): 0 — *acid splash*, *dancing lights*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st — *mage armour*, *magic missile*, *ray of enfeeblement*, *shield*, *silent image*; 2nd — *eagle's splendour*, *invisibility*, *mirror image*, *scorching ray*, *web*; 3rd — *flame arrow*, *greater magic weapon*, *lightning bolt*, *vampiric touch*; 4th — *black tentacles*, *fire shield*, *ice storm*, *stoneskin*; 5th — *cloudkill*, *dominate person*, *teleport*; 6th — *chain lightning*, *transformation*.

CONVERSION OF A CREATURE INTO A CHARACTER RACE

Creatures that cost a low number of Character Points can be converted into character races similar to those given in BESM d20. In this case, the creature gains no Hit Dice from its race, and none of the associated benefits of Hit Dice (Base Attack Bonus, Saving Throws and Skill Points). Instead, it chooses a character Class just like any other character would. This should be permitted even if the race is not one which is usually capable of gaining levels in a character Class — player characters are exceptional, after all.

MAKING THE CONVERSION

Determine the various Attributes and Defects the creature has, total them up, subtract 6, and that will be the CP cost for the race. Do not include the Highly Skilled Attribute or Unskilled Defect, except where Highly Skilled is necessary to account for Optimised Skills. The player will assign Feats and Skills as usual, rather than being forced to accept the default Feats and Skills given.

For Ability Scores, do not add up the values given for the base creature, but instead use them to calculate bonuses and penalties to the race's Ability Scores. If the Ability Score is an even number, subtract 10 from it to determine the bonus or penalty. If the Ability Score is an odd number, subtract 11 from it to determine the bonus or penalty.

Creatures whose Intelligence Scores are lower than 8 are not ideal for player character use as they are, but the player can play a highly intelligent, mutant version within the normal human range for Intelligence. In this case, apply the penalty to Intelligence as usual, but allow the player to spend CP on increasing it without any particular limits.

CONVERSION OF A CREATURE INTO A CHARACTER RACE EXAMPLE: DARKMANTLE

Darkmantle characters possess the following racial traits.

- Small size (5 CP).
- Fly 36 ft. (Flight Rank 2, Glider [4 CP]; Restriction: Maximum speed 20 mph [1 BP])
- Armour 6 (Rank 2 Armour: natural [8 CP]; Restriction: Only provides 6 Points of armour [2 BP])
- Improved Grab (Extra Attack [8 CP], Restriction: May only be used with a grapple or Constrict attack, and only immediately after a slam attack has successfully hit [3 BP]).
- Special Attack Rank 2, Constrict (Damage: 1d4+4, Flexible, Muscle-Powered [Allows Strength Modifier x 1.5 bonus to damage, counts as two Abilities], Tangle, Unique Ability: continues to deal damage each round until target escapes, Melee, Unique Disability: may not use same tentacle to make other attacks while still constricting target [4 CP])
- Supernatural Ability, Darkness (1 CP; Caster Level 5th [2 CP]; Supernatural Ability [1 BP]).
- Heightened Senses (Type II: Blindsight [1 CP]).
- +6 to Strength, +2 to Constitution, -8 to Intelligence (0 CP).

CP Cost: 27 - 6 = 21.

Note that although the Darkmantle is a moderately powerful creature, it is at least possible to play one as a starting 40-point character, though the player will be left with only 19 CP with which to buy 38 Points of Ability Scores unless some Defects are also chosen.

The Darkmantle in this example is used just like any other character race, and may be of any character Class. Its character Class at 1st Level will define its Hit Dice size, Base Attack Bonus, Saving Throws and Skill Points, just as it would for any other 1st Level character.

CONVERSION OF A CREATURE INTO A CHARACTER CLASS

For creature that are particularly powerful, but which a character may wish to play at 1st Level with another group of adventurers, it is best to break down the creature's Attributes and Hit Dice into something equivalent to a character Class. This simulates the player character starting out as a juvenile member of the species, growing to its full prowess during the course of the game as it rises in levels. The character Class that results from this process is known as a creature Class.

As usual, each Level should be worth around 10 Character Points, so that the total CP cost of the various advances gained throughout the creature Class progression will be 10 x Class Level. Otherwise, this option is very similar to converting a creature into a character race, and indeed the first step of the process involves creating a character race that represents the immature form of the creature.

It is usual for players of creatures that have been converted to character Classes to be barred from multiclassing until after they have picked up full levels in their creature Class. Likewise, characters who are not of the specified character race are unable to gain levels in the creature Class. Note the parallel between the Artificial Construct race and the Giant Robot character Class in *BESM d20* — it is not possible for characters who are not Artificial Constructs to gain levels in Giant Robot.

EXAMPLE: GARGOYLES AS CHARACTERS

The Gargoyle is a mid-powered race, but is a good choice for an example creature type to convert into a character Class because it is relatively straightforward. Working through this example should be informative for those wishing to play with still more high-powered creatures such as demons, devils and dragons, though creature Classes for such monsters may well take them to very high levels.

PART 1: GARGOYLE AS CHARACTER RACE

Gargoyle characters possess the following racial traits.

- Medium size (0 CP) Monstrous Humanoid (1 CP) (Earth [0 CP]).
- +2 Strength, +2 Dexterity, +4 Constitution, -4 Intelligence, -4 Charisma (0 CP).
- A gargoyle's base land speed is Dex x3 (0 CP). It also has a fly speed of 18 ft. (Flight Rank 1, Airplane [3 CP]).
- Monstrous Humanoid Trait: Heightened Senses (Type II: Darkvision).
- Highly Skilled Rank 1 ([1 CP]; Hide [Optimised for stone backgrounds: +8]).
- Natural Weapons Rank 2 (Fangs, Horns [2 CP]).
- Armour 1 (Rank 1 Armour: natural [4 CP], Restriction: Only provides 1 point of armour [3 BP]).
- Special Defence (Needs never eat or breathe [4 CP]).
- Automatic Languages: Common. Bonus Languages: Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran.

CP Cost: 12 - 6 = 6.

Note that this character race is something of a stripped-down version of the Gargoyle — its armour is thin, it has no Damage Reduction or Extra Attacks, several other Attributes are missing. These will be added as the character gains sufficient Experience Points to gain the relevant levels in the creature Class.

PART 2: GARGOYLE AS CHARACTER CLASS

LEVEL	BASE ATTACK BONUS	REF SAVE	WILL SAVE	FORT SAVE	SKILL POINTS	HIT DICE
1	+1	+2	+2	+0	4+Int (x4)	1d8
2	+1	+2	+2	+0	4+Int (x4)	1d8
3	+2	+3	+3	+0	4+Int (x5)	2d8
4	+2	+3	+3	+0	4+Int (x5)	2d8
5	+3	+3	+3	+1	4+Int (x6)	3d8
6	+3	+3	+3	+1	4+Int (x6)	3d8
7	+4	+4	+4	+1	4+Int (x7)	4d8

LEVEL RACIAL TRAITS AND SPECIAL

- 1 Basic Racial Traits
- 2 Basic Racial Traits, plus: Fly speed increases to 60 ft. (Flight Rank 2, Airplane; Restriction: Maximum speed 35 mph), Armour increases to 9 (Rank 1 Armour: natural; Rank 2 Armour: Damage Reduction, Restriction: Only provides 5 Points of armour, Restriction: provides no protection against magic weapons, Restriction: provides no protection against energy damage [such as fire, electricity, cold or acid-based damage], as well as spells, spell-like Abilities, and supernatural Abilities), Unique Attribute: Freeze (The creature can hold itself so still it appears to be a statue; an observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive), Unique Attribute (Natural weapons are treated as magic weapons for

the purpose of overcoming Damage Reduction); Characteristics increase as follows: +2 to Dexterity, +2 to Constitution.

- 3 As Level 2, but add an additional +2 to Strength and +2 to Constitution.
- 4 As Level 3, plus gain Extra Attacks Rank 2 (Restriction: Only usable with a full attack, Restriction: 2nd Extra Attack is at a -5 penalty, or only -2 if the creature has the Multiattack Feat).
- 5 As Level 4, but increase armour to the following: Armour: 14 (Rank 1 Armour: natural Rank 3 Armour: Damage Reduction, Restriction: Only provides 10 Points of armour, Restriction: provides no protection against magic weapons, Restriction: provides no protection against energy damage [such as fire, electricity, cold or acid-based damage], as well as spells, spell-like Abilities, and supernatural Abilities).
- 6 As Level 5, plus increase Extra Attacks to Rank 3 (Restrictions apply as before); +2 Character Points.
- 7 As Level 6; +2 Character Points.

Note that because the Gargoyle's basic features as a Magical Beast have a high CP cost each Level (3 CP for the +1 Base Attack Bonus, +2 CP for the d8 Hit Die Type, +1 CP for the four Skills, plus any Saving Throw costs), it cannot be given a full additional Hit Die at each creature Class Level — if it were, it would never have sufficient spare CP to buy all the other Attributes a Gargoyle should have. So, every second Level of the creature Class just gains 10 CP worth of Attributes instead of additional Hit Dice.

APPLYING A CREATURE TEMPLATE TO A CHARACTER

The following Templates found in this book are potentially of interest to player characters: Fiendish Creature (page 42), Half-Celestial (page 56), Half-Dragon (page 57), Lich (page 102), Lycanthrope (page 67), and Vampire (page 102).

Since every Template has a Creature Point cost, adding a Template to a character can be done simply by paying the appropriate cost in Character Points. It is usually appropriate for the GM to allow a character to acquire a Template gradually, particularly if it has a very high CP cost that cannot easily be paid from the Character Points available. This can be done by dividing up the various Attributes of the template over several levels, in effect turning it into a creature Class as above. This can be done whether the template is the type usually applied during character creation (including Fiendish, Half-Dragon, and Half-Celestial), or the type more usually acquired during play (including Lycanthrope, Lich, and Vampire).

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Stuck in the dark year upon year — who could blame a cavern full of miscreants from turning against each other?



TKL

DEVILS & DEMONS

Demons, Devils and other dark villains band together to kidnap a young princess, with only her fair prince to make the save.



KH

DINOSAURS & DRAGONS

Demons, Devils and other dark villains band together to kidnap a young princess, with only her fair prince to make the save.



AR

GHOSTS & GOBLINS I

Two warriors approach a haunted mansion — just getting to the front door won't be easy!



AR

GIANT PROBLEMS

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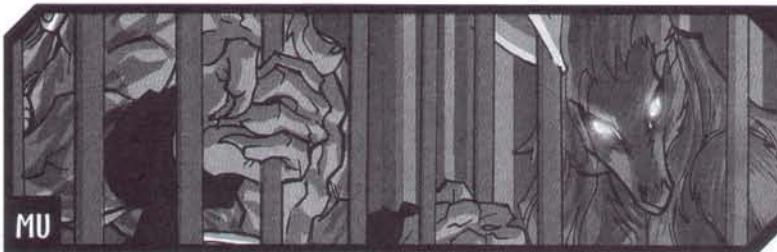
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ATTACK OF THE INVISIBLE STALKERS

Nobody knows what the heck to do when this quiet port town is under attack from an unseen army!



AR



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It's an underground grudge match between a wiley Ogre Mage and a fearsome Rust Monster — with a Gelatinous Cube looking to pick up the pieces.

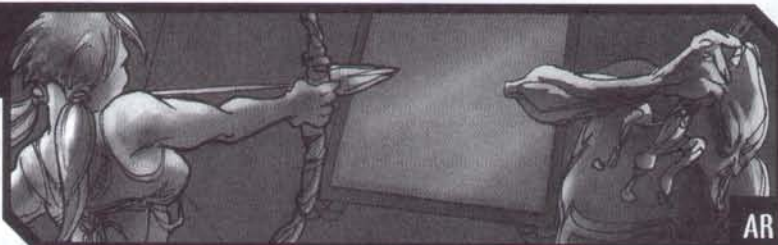


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The moral of the story is: don't get lost in the middle of the desert, because that Remorhaz will still be hungry in fifteen minutes.

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First Printing — June 2005 Printed in China

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ISBN 1-894938-17-8 • Production Number 02-605

GUARDIANS OF ORDER, INC. • P.O. Box 25016, 370 Stone Road, Guelph, Ontario, CANADA, N1G 4T4
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