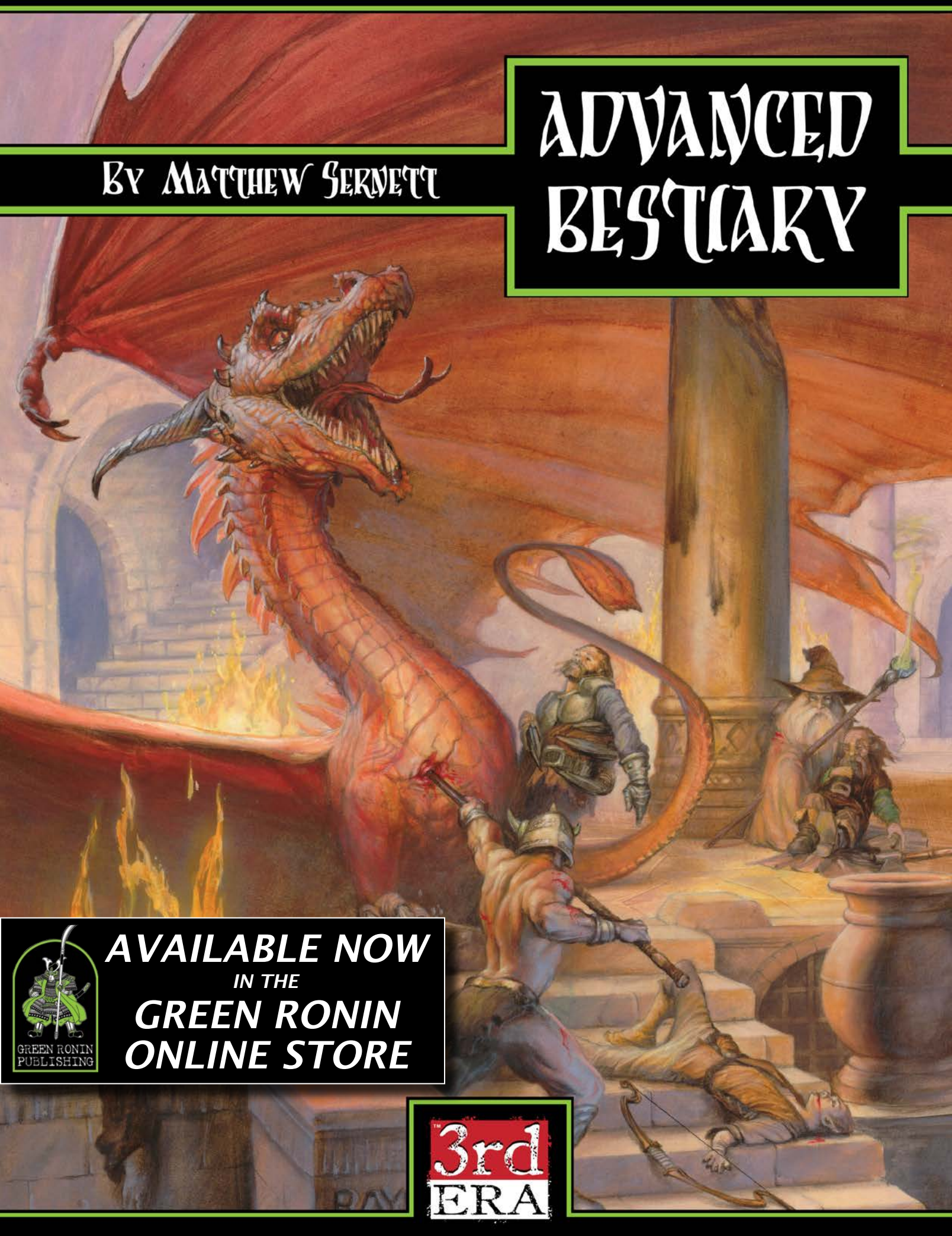


BY MATTHEW SERNETT

ADVANCED BESTIARY

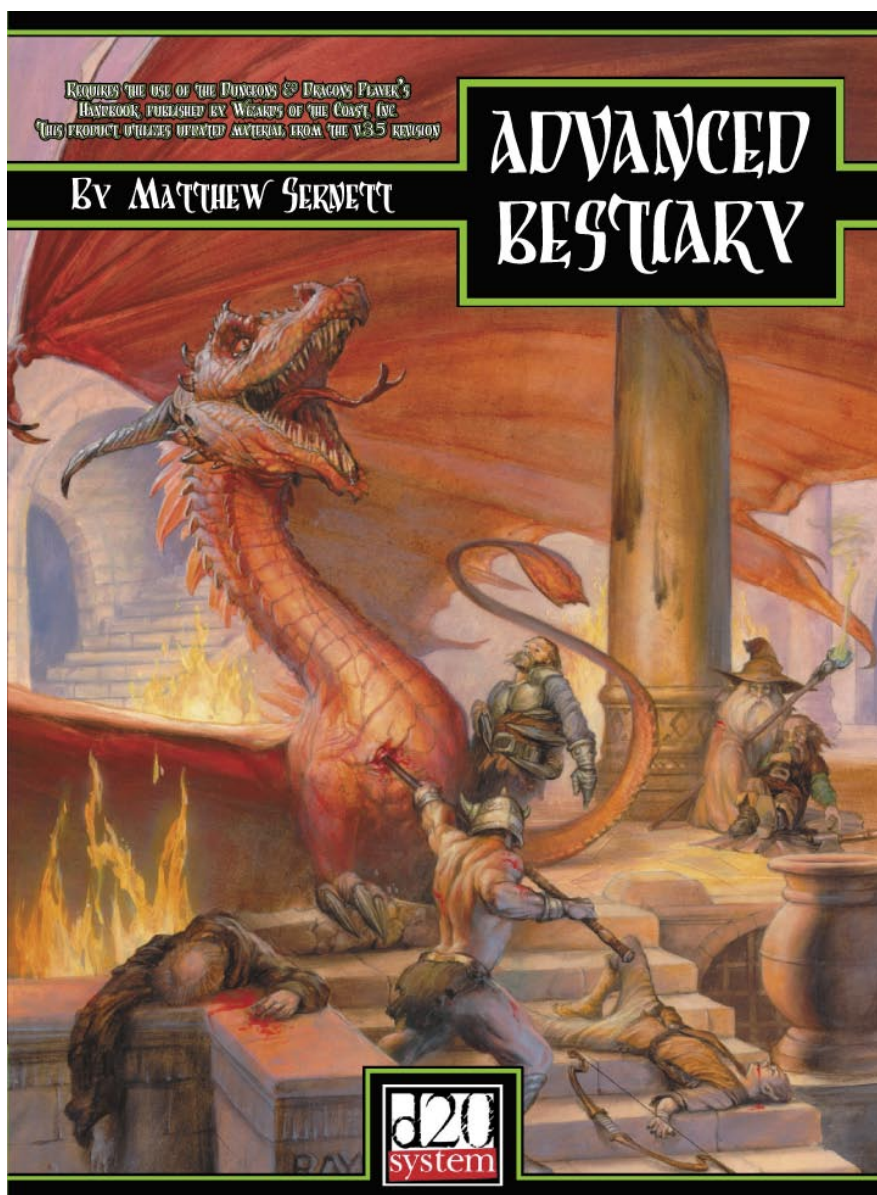


AVAILABLE NOW
IN THE
GREEN RONIN
ONLINE STORE



AVIAN CREATURE: AN ADVANCED BESTIARY WEB ENHANCEMENT

AVIAN CREATURE



Design: Matthew Sernett
Editing: Penny Williams
Development: Robert J Schwalb
Art Direction and Graphic Design: Hal Mangold

Cover Art: William C. Eaken
Proofreading: Evan Sass and Marc Schmalz
Executive Producer: Chris Pramas
Art: Kent Burles and Anthony Franciso

AVIAN CREATURE

Sleek and slight, avian creatures live to fly. Feathers cover their forms, and each kind has its own coloration. Whether raven-black or peacock-plumed, avian creatures are masters of the open air.

CREATING AN AVIAN CREATURE

“Avian creature” is an inherited template that can be added to any living, corporeal creature except an ooze. The creature (referred to hereafter as the base creature) must lack a fly speed and be able to breathe air.

An avian creature uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the avian creature weighs 20% less than the base creature because of its lightweight body structure.

Speed: The avian creature retains the base creature’s speeds and gains a fly speed equal to the base creature’s highest speed, with average maneuverability. If the base creature already has a fly speed, it increases to match its highest other speed or remains the same, whichever is faster. The avian creature’s maneuverability remains the same as the base creature’s or increases to average, whichever is better.

Armor Class: The avian creature’s natural armor bonus is equal to the base creature’s natural armor bonus –2 (minimum +0). If the base creature had no natural armor bonus, this feature of the template causes no change.

Special Qualities: An avian creature retains all the base creature’s special qualities and gains the one described here.

Avian (Ex): An avian creature’s body is covered in feathers, and it has two large wings that grant it the ability to fly.

Abilities: Change from the base creature as follows: Dex +4, Con –2 (minimum 1).

Skills: Because of its excellent vision, an avian creature has a +10 racial bonus on Spot checks.

Languages: If the avian creature can speak, it gains the ability to speak Auran in addition to any other languages the base creature knows.

Feats: An avian creature gains Wingover as a bonus feat if the base creature did not already have it.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature although avian creatures tend not to carry enough gear and treasure to slow their movement.

Level Adjustment: Same as the base creature +2.

AVIAN CHARACTERS

An avian character favors whichever class the base creature does. Most avian creatures that take class levels become druids or rangers, but many become sorcerers so that they can benefit from long-range spells and spellcasting in flight.

~ SAMPLE CREATURE: AVIAN CELESTIAL GUARDIAN NAGA ~

Large Aberration (Extraplanar)

Hit Dice: 11d8+33 (82 hp)

Initiative: +4

Speed: 40 ft. (8 squares), fly 40 ft. (average)

Armor Class: 18 (–1 size, +4 Dex, +5 natural), touch 13, flat-footed 14

Base Attack/Grapple: +8/+17

Attack: Bite +12 melee (2d6+7 plus poison) or spit +11 ranged touch (poison)

Full Attack: Bite +12 melee (2d6+7 plus poison) or spit +11 ranged touch (poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison, smite evil, spells, spit

Special Qualities: Avian, damage reduction 5/magic, darkvision 60 ft., resistances (acid 10, cold 10, electricity 10), spell resistance 16

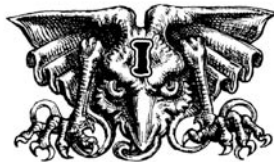
Saves: Fort +6, Ref +9, Will +11

Abilities: Str 21, Dex 18, Con 17, Int 16, Wis 19, Cha 18

Skills: Bluff +18, Concentration +17, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +6, Listen +13, Sense Motive +18, Spellcraft +17, Spot +23

Feats: Alertness, Combat Casting, Dodge, Eschew Materials^B, Lightning Reflexes, Wingover^B

Environment: Any good-aligned plane



USING THE AVIAN CREATURE TEMPLATE

Avian creature is a versatile template that can put nearly any creature into the air. When combined with the amphibious template, it can turn even water-breathing creatures into flying menaces.

A few simple adjustments can make this template suitable for creating nearly any winged monster you have in mind. If the idea of a feathered minotaur doesn’t appeal to you, just make the wings granted by the template leathery or scaly instead. Or, if you prefer, you could alter the template to grant creatures a supernatural form of flight that does not require wings.

This template can easily be used to create new races or unique creatures. The avian celestial guardian naga detailed on page @@ as a sample could be the guardian of a great temple, but it could also be the object of a cult’s worship. Winged elves are possible, but so are owl-eyed nocturnal halflings.

Organization: Solitary, pair, or nest (3–4)
Challenge Rating: 13
Treasure: Standard
Alignment: Usually lawful good
Advancement: 12–16 HD (Large); 17–33 HD (Huge)
Level Adjustment: +7

Avian celestial guardian nagas watch over gateways to the Upper Planes and forgotten holy sites dedicated to good gods. Dedicated to all that is good and just, these resplendent creatures are nonetheless fearsome and deadly fighters capable of great destruction.

Sometimes mistaken for a couatl, an avian celestial guardian naga has a giant, snakelike body covered in brilliant feathers. The frill of red and gold feathers surrounding its beautiful female face only serves to heighten its astonishing beauty. An avian celestial guardian naga flies by means of two feathered wings, and its body coils and twists behind it in flight.

An avian celestial guardian naga speaks Auran, Celestial, and Common.

COMBAT

Avian celestial guardian nagas usually warn off intruders before attacking. If the warning is ignored, they either begin with a spell assault or spit poison. An avian celestial guardian naga's bite is treated as a magic weapon for the purpose of overcoming damage reduction.

Poison (Ex): Injury or contact, Fortitude DC 18, initial and secondary damage 1d10 Con. The save DC is Constitution-based.

Smite Evil (Su): Once per day, an avian celestial guardian naga can make a normal melee attack that deals an extra +11 points of damage against an evil foe.

Spells: An avian celestial guardian naga casts spells as a 9th-level sorcerer and can also choose spells known from the cleric list and from the Good and Law domains. The cleric spells and domain spells are considered arcane spells for the creature, so it does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/5; save DC 14 + spell level): 0—*cure minor wounds, daze, detect magic, light, mage hand, open/close, ray of frost, read magic*; 1st—*cure light wounds, divine favor, expeditious retreat, mage armor, magic missile*; 2nd—*detect thoughts, lesser restoration, see invisibility, scorching ray*; 3rd—*cure serious wounds, dispel magic, lightning bolt*; 4th—*divine power, greater invisibility*.

Spit (Ex): As a standard action, an avian celestial guardian naga can spit its venom up to 30 feet. Striking a target with its venom requires a successful ranged touch attack (no range increment). Any opponent hit by this attack must make a successful Fortitude save (see **Poison**) to avoid the effect.

Avian (Ex): See the avian creature template.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open

Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Advanced Bestiary, Copyright 2004, Green Ronin Publishing, LLC; Author Matthew Sernett.

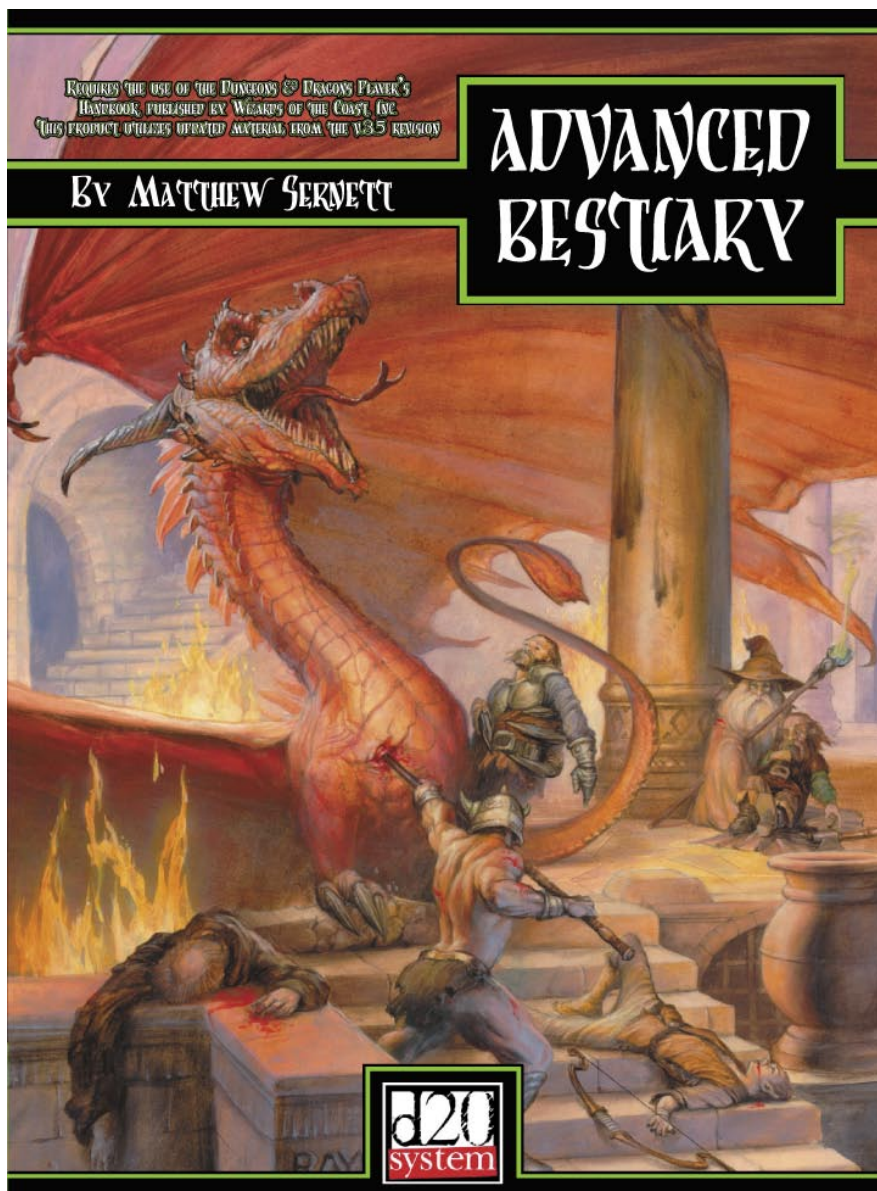
Avian Creature, Copyright 2005, Green Ronin Publishing, LLC; Author Matthew Sernett.

CHAOSBORNE

AN ADVANCED BESTIARY

WEB ENHANCEMENT

CHAOSBORNE



Design: Matthew Sernett
Editing: Penny Williams
Development: Robert J Schwalb
Art Direction and Graphic Design: Hal Mangold

Cover Art: William C. Eaken
Proofreading: Evan Sass and Marc Schmalz
Executive Producer: Chris Pramas
Art: Kent Burles and Anthony Francisco

CHAOSBORNE

Chaosbornes drift in the randomness of the universe, floating on the winds of change. Unhinged by contact with far realms or extraplanar entities that are foreign to sane minds, the chaosbornes are driven to cause chaos in every waking moment. In keeping with the anarchic insanity that is the curse of their vision, they transfer their skewed version of reality to other creatures already swayed by chaos.

Some chaosbornes are manic and crazed; others are patient and calculating. All, however, strive to create anarchy wherever they

go. They have no special desire to harm others, but their drive to disrupt order can manifest in activities ranging from innocuous pranks to deadly destruction. For example, a chaosborne might rearrange the books in a library or rewrite the entries in an accountant's ledger, or it might break open a dam to flood a city.

If a chaosborne encounters a large group of other chaotic creatures, the result can be a plague of chaosbornes sweeping across the land, leaving only destruction, death, and madness in their wake.

CREATING A CHAOSBORNE

Chaosborne is an acquired template that can be added to any chaotic creature or creature with the chaotic subtype that does not already have the template (referred to hereafter as the base creature).

A chaosborne uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the chaotic subtype if the base creature did not already have it.

Attack: The chaosborne retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The chaosborne gains a primary touch attack if it did not already have one.

Special Attacks: A chaosborne retains all the base creature's special attacks and gains those described here.

Chaosborne Curse (Ex): A chaosborne can transmit its terrible obsession with chaos to other chaotic-aligned creatures and creatures with the chaotic subtype. Any such creature hit by a chaosborne's natural melee attack or touch attack must succeed on a Will save (DC 10 + 1/2 chaosborne's character level + chaosborne's Cha modifier) or immediately gain the chaosborne template. A chaotic neutral character takes a -2 penalty on the saving throw to resist contracting the curse, and a chaotic evil creature takes a -1 penalty.

Upon contracting the curse, the target falls unconscious for 1d4 rounds, then arises as a chaosborne. Although the new chaosborne owes no allegiance to the one that bestowed the curse, it instinctively knows that additional chaosbornes can only further the cause of chaos. (See **Spell Vulnerability** on page @@ for ways to remove the chaosborne curse.)

Entropic Blow (Su): Any melee attack a chaosborne makes with natural or manufactured weapons deals an extra +1d6 points of damage to creatures of lawful alignment or creatures with the lawful subtype. A chaosborne's attacks are considered chaotic-aligned for overcoming damage reduction.

Gaze of Discord (Ex): Any chaotic creature within 30 feet of a chaosborne that meets its gaze must make a Will save (DC 10 + 1/2 chaosborne's character level + chaosborne's Cha modifier). Failure leaves a chaotic creature dazed for 1 round and a lawful creature confused (as the *confusion* spell) for the same

period. A chaosborne is immune to the gaze of discord of other chaosbornes.

Special Qualities: A chaosborne retains all the base creature's special qualities and gains those described here.

Aura of Anarchy (Su): Every nonchaotic creature within 10 feet of a chaosborne automatically misses its attack rolls and fails its saving throws on a natural roll of 5 or below. In addition, it takes a -5 penalty on all ability checks, skill checks, and level checks.

Law's Death (Su): If a spell with the lawful descriptor is cast within 60 feet of a chaosborne, the caster must succeed on a caster level check (DC 10 + 1/2 chaosborne's character level + chaosborne's Cha modifier) or the spell fails and is wasted.

Protection from Law (Su): Against attacks made by lawful creatures, a chaosborne gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Furthermore, it is immune to possession and compulsion spells and effects originating from lawful creatures.

Random Immunity (Ex): A chaosborne is immune to one type of energy damage at all times, but the specific type changes each round. Roll 1d6 and consult the following table at the beginning of each round to determine the specific immunity.

RANDOM IMMUNITY

Roll	Immunity
1	Acid
2	Cold
3	Electricity
4	Fire
5	Sonic
6	Force

See Chaos (Su): At will, a chaosborne can identify any chaotic creatures, spells, and magic items that it can see as though it were using the *detect chaos* spell (caster level equals chaosborne's character level) and had studied the specific creatures and objects for 3 rounds.

Spell Vulnerability (Ex): If a chaosborne fails the Will save against a *remove curse* or *break enchantment* spell cast upon it within one week of the time it contracted the chaosborne curse, it permanently



loses the chaosborne template. Failing a saving throw against a *dispel chaos* effect removes the chaosborne template regardless of how long the target has possessed it.

Abilities: When a creature acquires the chaosborne curse, its ability scores change in a random way. Roll 1d8 and consult the following table when the template is acquired to determine the ability score modifications.

ABILITIES

1d8 Roll	Str	Dex	Con	Int	Wis	Cha
1	-2*	+2	-2*	+2	-2*	+2
2	+2	-2*	+2	-2*	+2	-2*
3	+2	+2	+2	-2*	-2*	-2*
4	-2*	-2*	-2*	+2	+2	+2
5	+4	-4*	+4	-4*	+4	-4*
6	-4*	+4	-4*	+4	-4*	+4
7	+4	+4	-8*	-4*	-4*	+8
8	-4*	-8*	+8	+4	-8*	+8

*Minimum 1.

Feats: Same as the base creature, though the chaosborne cannot benefit from any feats for which it no longer qualifies.

Challenge Rating: Same as the base creature +1.

Alignment: Always chaotic neutral. As long as the creature possesses the chaosborne template, its alignment cannot be changed by any means.

Level Adjustment: Same as the base creature +3.

CHAOSBORNE CHARACTERS

A chaosborne character favors whichever class the base creature does. The chaosborne template can be great fun to play for a while, but a truly chaotic PC can become a burden to the other players. Should such a situation occur, the GM should either arrange a quick removal of the template or take steps to make sure it remains fun for all involved.

SAMPLE CHAOSBORNE CHAOSBORNE SATYR

Medium Fey (Chaotic)

Hit Dice: 5d6 (17 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 14 (+4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +2/+1

Attack: Head butt +1 melee (1d6-1 plus chaosborne curse) or touch +1 melee touch (chaosborne curse) or shortbow +2 ranged (1d6-1/x3)

Full Attack: Dagger +1 melee (1d4-1/19-20) and head butt -4 melee (1d6-1 plus chaosborne curse) or touch +1 melee touch (chaosborne curse) or shortbow +2 ranged (1d6-1/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Chaosborne curse, entropic blow, gaze of discord, pipes

Special Qualities: Aura of anarchy, damage reduction 5/cold iron, law's death, low-light vision, protection from law, random immunity, see chaos, spell vulnerability

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

Abilities: Str 8, Dex 11, Con 10, Int 14, Wis 15, Cha 15

Skills: Bluff +10, Diplomacy +4, Disguise +2 (+4 acting), Hide +12, Intimidate +4, Knowledge (nature) +10, Listen +16, Move Silently +12, Perform (wind instruments) +14, Spot +16, Survival +2 (+4 aboveground)

Feats: Alertness^B, Dodge*, Mobility*

Environment: Temperate forests

Organization: Solitary, pair, band (3-5), or troop (6-11)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: 6-10 HD (Medium)

Level Adjustment: +5

Here is an example of a chaosborne using a satyr as the base creature. The 1d8 roll for the ability modifiers produced a result of 4.

The wild and frolicsome creatures known as satyrs frequently cause mischief and chaos, but one bearing the chaosborne curse is especially dangerous because its mad behavior is often viewed as normal.

Only when it has nearly destroyed its native forest and the other fey creatures that live within it do its differences become apparent.

A chaosborne satyr looks like a normal specimen of its kind except for a madness about its eyes and expression and a wild, ruffled look to its fur.



COMBAT

A chaosborne satyr seeks first to *charm* any creature it encounters. It then tries to transmit the chaosborne curse to any chaotic opponents while commanding other charmed foes to go and cause chaos elsewhere. If engaged in combat, it attacks chaotic creatures first, and then focuses on opponents that seem most damaged by its entropic blows.

A chaosborne satyr's natural attacks, and any weapons it wields, are treated as chaotic-aligned for overcoming damage reduction.

Chaosborne Curse (Ex): DC 14 Will save; see the chaosborne template.

Entropic Blow (Su): See chaosborne template.

Gaze of Discord (Ex): DC 14 Will save; see the chaosborne template.

Pipes (Su): Chaosborne satyrs can play a variety of magical tunes on their pan pipes. Usually, only one chaosborne satyr in a group carries pipes. When it plays, every creature within a 60-foot spread (except

chaosborne satyrs) must succeed on a DC 14 Will save or be affected as if by *charm person*, *sleep*, or *fear* (chaosborne satyr's choice; caster level 10th). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipes' effects cannot be affected by the same pipes again for 24 hours.

Aura of Anarchy (Su): See the chaosborne template.

Law's Death (Su): DC 14 caster level check; see the chaosborne template.

Protection From Law (Su): See the chaosborne template.

Random Immunity (Ex): See the chaosborne template.

See Chaos (Su): See the chaosborne template.

Spell Vulnerability (Ex): See the chaosborne template.

Skills: A chaosborne satyr has a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Feats: *The chaosborne satyr no longer qualifies for these feats.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in

terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

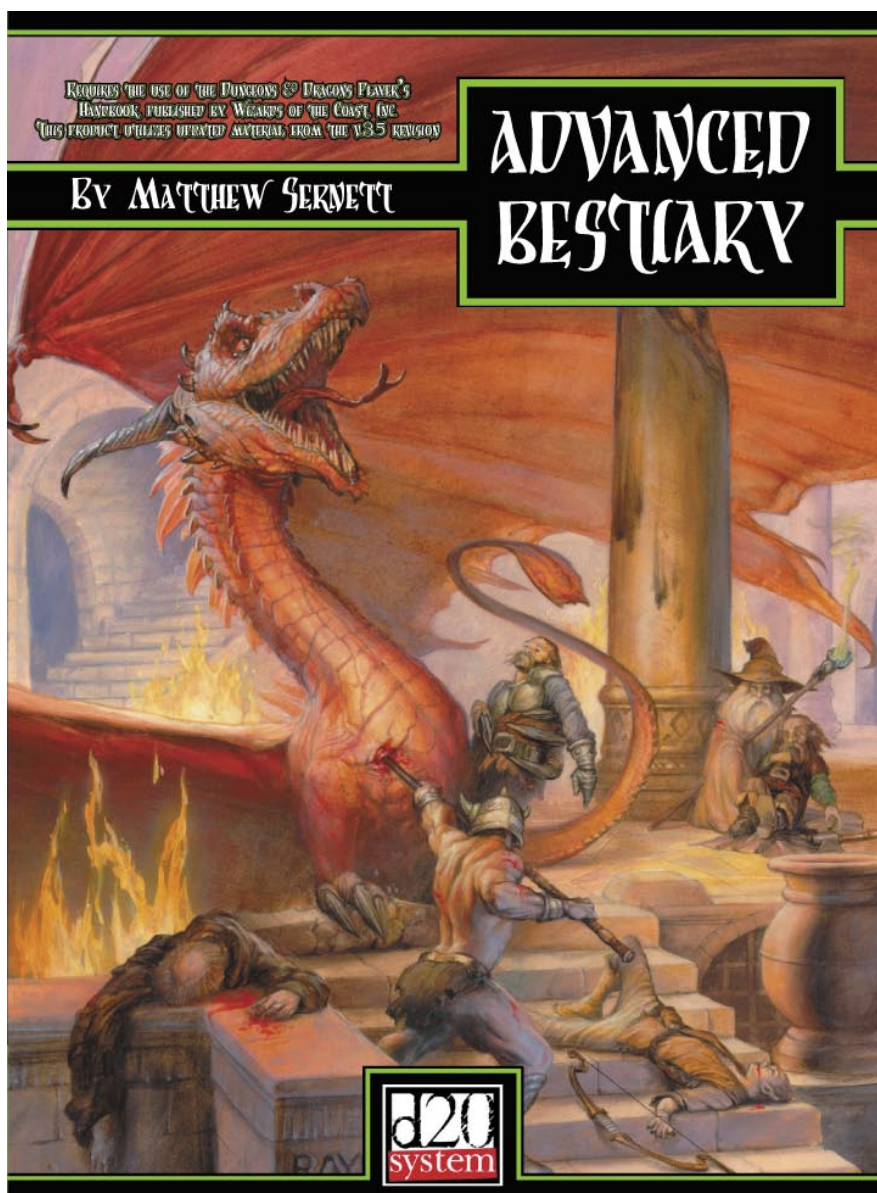
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Advanced Bestiary, Copyright 2004, Green Ronin Publishing, LLC; Author Matthew Sernett.

Chaosborne, Copyright 2005, Green Ronin Publishing, LLC; Author Matthew Sernett.

DRIDER: AN ADVANCED BESTIARY WEB ENHANCEMENT

DRIDER



Design: Matthew Sernett
Editing: Penny Williams
Development: Robert J Schwalb
Art Direction and Graphic Design: Hal Mangold
Cover Art: William C. Eaken
Proofreading: Evan Sass and Marc Schmalz
Executive Producer: Chris Pramas
Art: Kent Burles and Anthony Franciso

DRIDER

The Spider Queen (see Green Ronin's *Plot & Poison: A Guidebook to Drow*) creates the hideous half-spiders known as driders to serve as examples to her followers of the consequences of failure. When drow see a drider, they see their goddess mocking the same weaknesses they harbor within themselves. The presence of these creatures shows dark elves they are little better than the creatures they kill and enslave, and that they merely play at being true dark elves unless they can defeat and destroy their weaknesses. Thus, dark elves hate driders, and the feeling

is mutual. Bloodshed is the inevitable result of any meeting between the two kinds of creatures.

The Spider Queen has made driders from hundreds of different kinds of creatures, but all share certain common features. A drider's lower body is that of an immense spider, with the torso of a humanoid creature projecting obscenely from where the spider's head should be.

CREATING A DRIDER

"Dridr" is an acquired template that can be added to any living, corporeal humanoid, monstrous humanoid, giant, or creature with a generally humanlike form (referred to hereafter as the base creature).

A drider uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to aberration with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. The creature's size category increases by one step over that of the base creature (maximum Colossal).

Speed: The base creature's legs and lower body are replaced with the legs and body of a giant spider. The drider gains a climb speed equal to one-half the base creature's land speed. If the base creature has no land speed, the drider gains a land speed equal to the base creature's highest speed and a climb speed equal to one-half that. If the base creature already has a climb speed, it either retains that or replaces it with a climb speed equal to one-half the base creature's land speed, whichever is faster.

Armor Class: A hard layer of chitin covers a drider's body, improving its natural armor bonus by +6 over that of the base creature. In addition, the drider's size change may result in additional changes to AC, as given on the following table.

ARMOR CLASS

New Size	Size Modifier	Increase to Base Creature's Natural Armor Bonus
Diminutive	+4	—
Tiny	+2	—
Small	+1	—
Medium	—	—
Large	-1	+2
Huge	-2	+3
Gargantuan	-4	+4
Colossal	-8	+5

Grapple: The drider's new size modifier on grapple checks is replaced with the appropriate value from the following table.

GRAPPLE

New Size	Size Modifier
Diminutive	-12
Tiny	-8
Small	-4
Medium	—
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16

Attack: The drider retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The drider gains a bite attack if it doesn't already have one. This attack is primary if the base creature has no other natural attacks, or secondary otherwise. If the base creature has natural attacks that rely on its lower body parts, such as a tail attack or a rake attack, the drider retains those attacks, which originate from perverted extra limbs extending from the back of its abdomen.

Damage: If the drider gained a bite attack from the application of this template, its base damage is as given on the following table. In addition, its bite attack (whether bestowed by the template or not) delivers poison. The table also gives the drider's size modifier for attack rolls based on its new size.

DAMAGE

New Size	Size Modifier	Bite Damage
Diminutive	+4	—
Tiny	+2	1
Small	+1	1d2
Medium	+0	1d3
Large	-1	1d4
Huge	-2	1d6
Gargantuan	-4	1d8
Colossal	-8	2d6

Special Attacks: A drider retains all the base creature's special attacks and gains those described here.

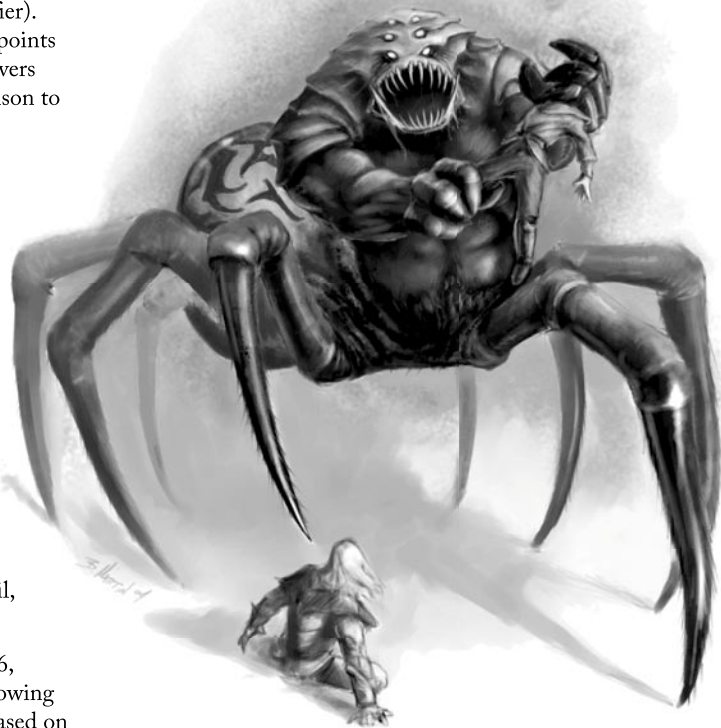


Poison (Ex): A drider's bite attack delivers poison (Fort DC 10 + 1/2 drider's character level + drider's Con modifier). The initial and secondary damage are the same (1d6 points of Strength damage). If the base creature already delivers poison with its bite, the drider may choose which poison to use with any given bite attack.

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion*. Caster level equals drider's character level. The save DCs are Charisma-based.

Spells: A drider can cast spells as a 6th-level cleric or a 6th-level sorcerer (drider's choice at the time of creation). These effective spellcasting levels stack with any class levels of the same kind that the drider might have or gain later. Thus, a 6-HD drider cleric that gains four additional cleric levels casts spells as a 10th-level cleric but has the turning ability of a 4th-level cleric. Driders who choose the cleric option may choose spells from the Chaos, Evil, Destruction, and Tricky domains.

Abilities: Increase from the base creature as follows: Dex +6, Con +2, Int +4, Wis +6, Cha +6. In addition, the following changes to the drider's physical ability scores apply based on its new size.



ABILITIES

New Size	Str	Dex	Con
Diminutive	—	-2*	—
Tiny	+2	-2*	—
Small	+4	-2*	—
Medium	+4	-2*	+2
Large	+8	-2*	+4
Huge	+8	-2*	+4
Gargantuan	+8	—	+4
Colossal	+8	—	+4

*Minimum 1

Skills: A drider receives a +4 racial bonus on Hide and Move Silently checks. It also receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. In addition, the drider's new size modifier for Hide checks applies normally.

Environment: Same as the base creature and underground.

Organization: Solitary, pair, or troupe (1–2 plus 7–12 monstrous spiders).

Challenge Rating: Same as the base creature +2.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +4.

DRIDER CHARACTERS

A drider favors whichever class the base creature does. Since driders are always chaotic evil, characters of certain classes or prestige classes may lose their class abilities upon gaining this template. The GM may, if desired, allow a PC turned into a drider to remain under the control of the player. Such a character might change alignment to neutral rather than chaotic evil, or perhaps a *wish* or *miracle* spell could change the PC's alignment back to what it once was.

SAMPLE CREATURE: GRAY RENDER DRIDER

Huge Aberration (Augmented Magical Beast)

Hit Dice: 10d10+100 (155 hp)

Initiative: +2

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

Armor Class: 29 (+2 Dex, -2 size, +19 natural), touch 10, flat-footed 27

Base Attack/Grapple: +10/+28

Attack: Bite +18 melee (2d8+10 plus poison)

Full Attack: Bite +18 melee (2d8+10 plus poison) and 2 claws +13 melee (1d8+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, poison, rend 2d8+15, spells, spell-like abilities

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +17, Ref +9, Will +7

Abilities: Str 31, Dex 14, Con 30, Int 7, Wis 18, Cha 14

Skills: Climb +18, Hide +4, Move Silently +6, Spot +13, Survival +6

Feats: Cleave, Power Attack, Improved Bull Rush, Track

Environment: Temperate marshes and underground

Organization: Solitary, pair, or troupe (1–2 plus 7–12 monstrous spiders)

Challenge Rating: 10

Treasure: None

Alignment: Always chaotic evil

Advancement: 11–15 HD (Large); 16–30 HD (Huge)

Level Adjustment: +5

Here is an example of a drider using a gray render as the base creature.

Gray render driders present grave threats to drow communities and to any creatures that come near them. Their powerful bodies and immense size make them deadly melee combatants, and their spells and mobility allow them to kill from afar with ease.

A gray render drider is about 15 feet tall and 15 feet wide. It has the lower body of a powerful spider and the vaguely humanoid torso of a gray render. Its short, powerful neck makes it seem as though its head is set directly on its massive shoulders. The gray render drider has three pairs of yellow eyes, all stacked up on the front of a whalelike head, and a gaping maw filled with sharp teeth, including two large fangs in the front that drip venom. Its powerful arms end in black-clawed hands. Its body is gray, and so are most of its spider legs, but they darken to black toward the edges and tips. The gray render drider's torso, arms, head, and abdomen are covered in ridges of black chitin.

Gray render driders display a perverted version of the attachment a gray render often feels for a particular creature or group of creatures. Upon becoming attached to a creature, the gray render drider protects it from harm, but also attempts to destroy everything its beloved creature holds dear. Eventually, such creatures become little more than the gray render drider's slaves.

Gray render driders speak Undercommon.

COMBAT

A gray render drider is deadly despite its lack of tactical brilliance, for its sheer power and toughness allow it to blunder through battle after battle. Gray render driders that cast spells as sorcerers use their low-level spells to bolster their strengths and defenses

and save their higher-level spells to attack foes. Gray render driders that cast spells as clerics save most of their spells to heal themselves after battles.

Improved Grab (Ex): To use this ability, a gray render drider must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Poison (Ex): DC 25 Fortitude save; see the drider template.

Rend (Ex): A gray render drider that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d8+15 points of damage.

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 15). Caster level 10th. The save DCs are Charisma-based.

Spells: The gray render drider casts spells as a 6th-level cleric.

Typical Cleric Spells Prepared (5/5/5/4; save DC 14 + spell level):
0—*detect magic, light, read magic, resistance, virtue*; 1st—*cause fear, cure light wounds (2), protection from good*, shield of faith, 2nd—bull's strength, cure moderate wounds (2), desecrate*, hold person; 3rd—contagion, cure serious wounds (2), magic circle against law*.*

Domain spell. Domains: Chaos (cast chaos spells at +1 caster level), Evil (cast evil spells at +1 caster level).

Skills: A gray render drider has a +4 racial bonus on Hide, Move Silently, and Spot checks. It also receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No

terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

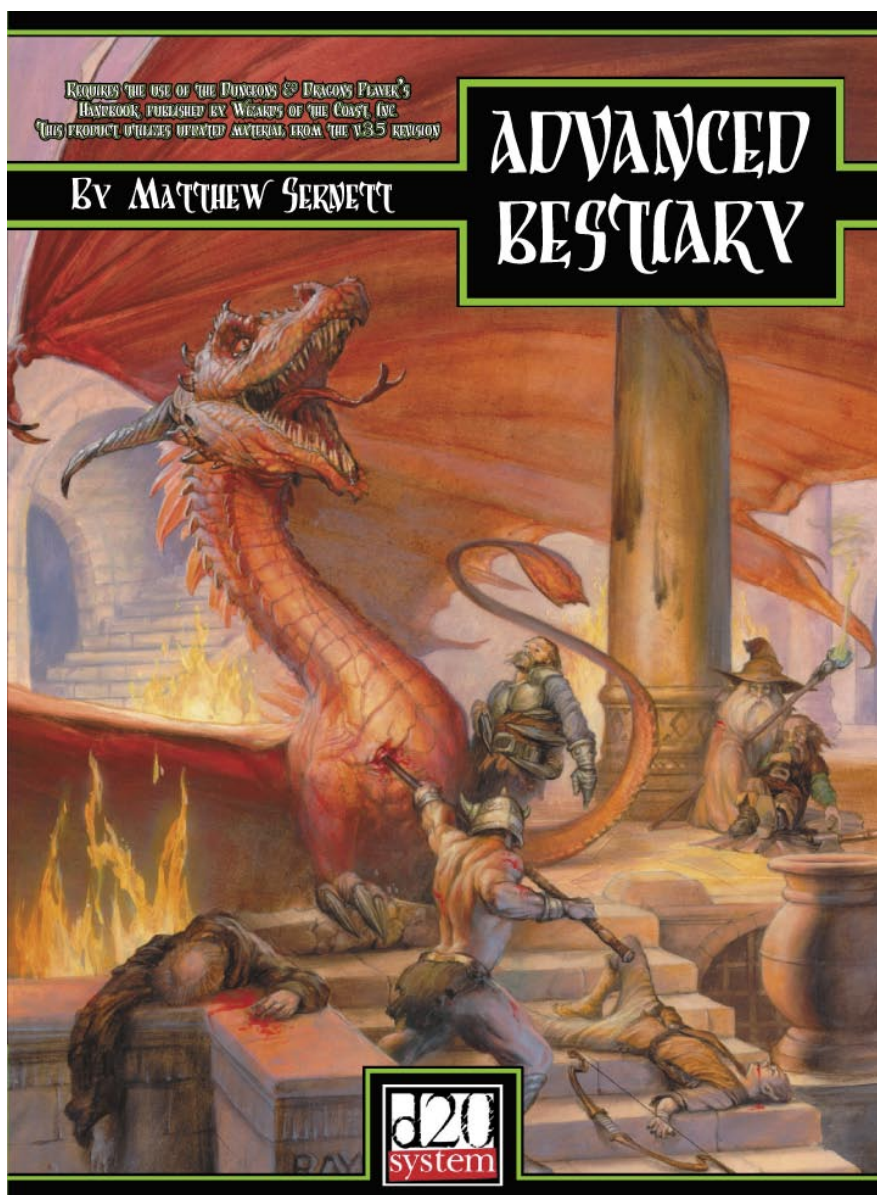
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Advanced Bestiary, Copyright 2004, Green Ronin Publishing, LLC; Author Matthew Sernett.

Droider, Copyright 2005, Green Ronin Publishing, LLC; Author Matthew Sernett.

EYE KING: AN ADVANCED BESTIARY WEB ENHANCEMENT

EYE KING



Design: Matthew Sernett
Editing: Penny Williams
Development: Robert J Schwalb
Art Direction and Graphic Design: Hal Mangold

Cover Art: William C. Eaken
Proofreading: Evan Sass and Marc Schmalz
Executive Producer: Chris Pramas
Art: Kent Burles and Anthony Franciso

EYE KING

Some sages speculate that eye kings originated on some heretofore undiscovered plane where magic holds sway over the laws of nature, while others believe they are the result of foul magical experimentation and crossbreeding. Regardless of their origins, these powerful creatures seem to come in as many forms as normal creatures do.

Abominable-looking to all but the most forgiving, an eye king is a bloated blob of flesh crowned by numerous baleful eyes. A

single, huge, central eye and an enormous mouth make up most of its face, and vestigial limbs dangle beneath its floating form, grotesquely writhing and grasping despite their atrophied state.

Each of an eye king's eyes can produce a magical effect that mimics a spell. The eyestalks that top its head gaze in every direction, projecting spell effects as thin rays of light, while its central eye emanates a supernatural field with strange effects.

CREATING AN EYE KING

"Eye king" is an inherited template that can be added to any living creature that possesses at least one eye.

An eye king uses all the base creature's statistics and special abilities except as noted here.

Size and Type: If the base creature is an animal, fey, giant, humanoid, monstrous humanoid, or vermin, its type changes to aberration with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Speed: If the base creature can fly, the eye king retains the base creature's fly speed, maneuverability, and the manner by which it flew. Otherwise, it gains a fly speed equal to one-half the base creature's highest speed (to a minimum of 5 feet), with perfect maneuverability. If the base creature has a swim speed, the eye king can swim at the same speed as it can fly. The eye king retains all the base creature's other modes of movement, but each speed is reduced to one-quarter of its original value (minimum 5 feet).

Body Shape: An eye king has a roughly spherical body with a single central eye on the front of its body. It has the same number of mouths as the base creature has heads. A number of eyestalks equal to the base creature's racial Hit Dice (minimum 1, maximum 20) protrude from the top of its head. Any limbs other than wings that the base creature has become vestigial, though they still allow the same attacks and movement modes they did before, as given in the **Speed** and **Attacks** sections.

Attack: The eye king retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. If the base creature possesses at least one mouth but has no natural attack with it, the eye king gains a secondary bite attack with each mouth. It also gains a primary ray attack with each of its eyestalks. It can aim only one-third of its eyestalks in any one 90-degree arc (up, forward, backward, left, right, or down); the other eyestalks must aim in different directions.

Full Attack: An eye king fighting without weapons uses all its natural attacks when making a full attack. If armed with a weapon, it uses that and its eye rays as primary attacks and all its natural attacks that do not depend on its arms as secondary attacks.

Damage: Except for bite or wing attacks, the eye king deals damage with its natural attacks as though it were two size categories smaller than it is. Use Table 4-3 in the *MM* to scale back the base damage the creature deals with

each such attack. If the base creature can wield weapons, it must use weapons designed for a creature two size categories smaller than itself, with correspondingly lower base damage ratings. If the eye king gained a bite attack from the application of this template, the base damage is as given on the following table.

DAMAGE

Size	Bite Base Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d4
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Reach: Except for any wing attacks the base creature might have, each of a Small or larger eye king's attacks has a reach of 5 feet. Each of a Tiny or smaller eye king's attacks has a reach of 0 feet.

Special Attacks: The eye king retains all the base creature's special attacks and gains those described here.

Central Eye Beam (Su): When an eye king's central eye is open, it constantly produces a magical emanation in a 100-foot cone whenever the eye is open. The spell effect duplicated by this cone is selected when the creature is created and cannot thereafter be changed. The spell must be an emanation that a spellcaster of the appropriate class and a level equal to the eye king's racial Hit Dice (minimum 1st level) could cast. The save DC for the central eye beam's effect (if applicable) is 10 + 1/2 eye king's racial Hit Dice + eye king's Cha modifier.

Eye Rays (Su): Each of an eye king's eyestalks produces a spell effect that follows the rules for ray spells (see **Aiming a Spell** in the *PHB*). Each such ray has a range of 100 feet and, if appropriate, a save DC equal to 10 + 1/2 eye king's racial Hit Dice + eye king's Cha modifier. An eye king may use each of its eye rays once per round as a free action.

The caster level for the eye ray spells equals the eye king's racial Hit Dice (minimum 1st level). Any given eyestalk can produce only one spell effect,



chosen at the time of creation. The spell selected must be one that a spellcaster of the appropriate class and a level equal to the eye king's racial Hit Dice (minimum 1st level) could cast. No two of an eye king's eyestalks can produce the same spell effect. If an area spell is chosen for an eyestalk ray, it affects a single target rather than an area—a fact that might render some spells unsuitable for eyestalk use.

A 1st-level effect must always be the first eye ray chosen. Thereafter, a 2nd-level effect may be chosen for the next eyestalk. Once a 2nd-level effect has been chosen, a 3rd-level one may be selected, and so forth until the eye king reaches the maximum spell level it can use or runs out of eyestalks. A lower-level spell can always be chosen in place of a higher-level spell for any eyestalk.

Special Qualities: The eye king retains all the base creature's special qualities and gains those described here.

All-Around Vision (Ex): An eye king has a +4 racial bonus on Search and Spot checks, and it can't be flanked.

Flight (Ex): If the eye king gained a fly speed from the application of this template, its flight is an extraordinary

ability based on its natural buoyancy. Its body always operates as though affected by a *feather fall* effect, even when the eye king is unconscious or dead.

Abilities: Increase from the base creature as follows: Cha +4.

Challenge Rating: Same as the base creature +2. Test out the creature to be sure, however. For low-Hit-Die creatures, a CR adjustment of +1 might be more appropriate, and for high-HD creatures, a CR adjustment of +3 or +4 might be better, depending on the spells chosen for its eyes.

Level Adjustment: —

EYE KING CHARACTERS

An eye king favors whichever class the base creature does. This template does not offer a level adjustment because the threat presented by a PC eye king depends a great deal upon the spells chosen for its eyes and the number of racial Hit Dice it has. An eye king PC should have a level adjustment of at least +3, but because of its ability to use the eye rays as a free action, DMs may wish to consider disallowing eye kings as PCs.

SAMPLE CREATURE: EYE KING PHASE SPIDER

Large Magical Beast

Hit Dice: 5d10+15 (42 hp)

Initiative: +7

Speed: 10 ft. (2 squares), climb 5 ft., fly 20 ft. (perfect)

Armor Class: 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +5/+12

Attack: 5 eye rays +7 ranged

Full Attack: 5 eye rays +7 ranged and bite +2 melee (2d4+1 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Central eye beam, eye rays, poison

Special Qualities: All-around vision, darkvision 60 ft., ethereal jaunt, flight, low-light vision

Saves: Fort +7, Ref +7, Will +2

Abilities: Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 14

Skills: Climb +11, Jump –9, Move Silently +8, Search +2, Spot +8

Feats: Ability Focus (poison), Improved Initiative

Environment: Warm hills

Organization: Solitary, pair, or cluster (3–5)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 6–8 HD (Large); 9–15 HD (Huge)

Level Adjustment: —

Here is an example of an eye king using a phase spider as the base creature.

Eye king phase spiders are strange creatures that fly about on the Material and Ethereal Planes seeking prey.

An eye king phase spider is a terrible, arachnidlike monstrosity. Eight short legs wriggle beneath a sphere of coarse, black hair and chitin. Huge spider fangs protrude from its oversized mouth, and its central eye is red and faceted like an insect's. Five smaller eyes mounted on eyestalks wave about menacingly.

Eye king phase spiders cannot speak.

COMBAT

An eye king phase spider prefers to soften up its prey with repeated applications of its *shocking grasp* ray before closing to melee. Thanks to its *deathwatch* central eye beam, it can always judge the best time to use its *death knell* eye ray to give itself an advantage in melee.

Central Eye Beam (Su): *Deathwatch* (caster level 5th); see the eye king template.



Rays (Su): The eye king phase spider has five eyestalks, each of which can produce one of the following effects (caster level 5th) once per round as a free action: *death knell* (DC 14), *dispel magic* (targeted dispel against creature or object struck), *doom* (DC 14), *shocking grasp* (5d6 points of electricity damage), *touch of idiocy*. See the eye king template for more details.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

All-Around Vision (Ex): See the eye king template.

Ethereal Jaunt (Su): An eye king phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action or part of a move action. This ability is otherwise identical to the *ethereal jaunt* spell (caster level 15th).

Flight (Ex): See the eye king template.

Skills: An eye king phase spider has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Advanced Bestiary, Copyright 2004, Green Ronin Publishing, LLC; Author Matthew Sernett.

Eye King, Copyright 2005, Green Ronin Publishing, LLC; Author Matthew Sernett.