BEAST OF CHAOS (template)

Beasts of Chaos are creatures that have been transformed into unnatural monsters by the waves of entropy that flow over the land when the Queen of Chaos focuses her attention on a world.

A beast of chaos looks like a bizarre parody of the creature it once was. It becomes scabrous or mangy, with drooping flesh and a foul smell. Its color turns a disgusting purple mottled with veins of brown and speckled with bits of its original color. It has misshapen appendages, a sagging snout or proboscis, a toothy maw, and horns or tentacles.

CREATING A BEAST OF CHAOS

“Beast of Chaos” is a template that can be added to any Animal (referred to hereafter as the “base creature”). The creature’s type changes to “Magical Beast”. It uses all the base creatures statistics and special abilities except as noted here.

Hit Dice: Increases to d10.
Speed: Same as the base creature.
AC: The base creature’s natural armor improves by +4.
Attacks: Same as the base creature, but use the fighter’s BAB (+1 BAB per HD).
Damage: Same as the base creature.
Special Attacks: Same as the base creature plus those listed below.

Frightful Presence (Ex): Activated when the beast of chaos makes a loud sound (roar, growl, bay, or other sound appropriate to its form), this extraordinary ability forces creatures within 30 feet with fewer Hit Dice that the beast to make a Will save (DC 10 + 1/2 the beast’s HD + its Charisma modifier) or become frightened (see Chapter 3 of the Dungeon Master’s Guide). The effect lasts for 5d6 rounds.

Rage (Ex): In the presence of bright light (daylight spell, continual flame, but not actual sunlight) a beast of chaos will fly into a berserk rage, attacking until either it or its opponent is dead. It gains +4 Strength and –4 AC. The creature cannot end its rage voluntarily.

If the source of light is removed, the creature’s rage will end 1d4 rounds later. The beast will be fatigued (-2 to Strength and Dexterity) for the remainder of the encounter.

Special Qualities: Same as the base creature plus those listed below.

Immunities (Ex): Immune to confusion, fear, hold, slow, and haste.
Scent (Ex): The beast can detect opponents within 30 feet by sense of smell. If the opponent is upwind the range increases to 60 feet; if downwind, it drops to 15 feet.
Spell Resistance (Ex): Beasts of chaos gain spell resistance 12.
Darkvision (Ex): Darkvision with a range of 60 feet.
Saves: Good saves on Fortitude and Reflex; poor saves on Will.
Abilities: A beast of chaos gains +2 Strength and +4 Charisma.
Skills: Beasts of chaos receive a +8 racial bonus to Listen checks. Otherwise, same as the base creature.

Feats: Beasts of chaos have a number of feats equal to 1 + the beast’s Intelligence modifier and receive one additional feat per four Hit Dice.

Climate/Terrain: Same as the base creature.
Organization: Solitary or pack (6-11)
Challenge Rating: Same as base creature +2.
Treasure: None
Alignment: Always chaotic neutral
Advancement: —

Lion Beast of Chaos
Large Magical Beast
Hit Dice: 5d10+10 (37 hp)
Initiative: +3 (Dex)
Speed: 40 ft
AC: 19 (-1 size, +3 Dex, +7 natural)
Attacks: 2 claws +11 melee, bite +6 melee
Damage: Claw 1d4+6, bite 1d8+3
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Pounce, improved grab, frightful presence, rage, rake 1d4+3
Special Qualities: SR 12, scent, immunities, darkvision 60 ft, low-light vision
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 23, Dex 17, Con 15, Int 2, Wis 12, Cha 10
Skills: Balance +7, Hide +4, Jump +5, Listen +13, Move Silently +11, Spot +5

Climate/Terrain: Warm plains
Organization: Solitary or pack (6-11)
Challenge Rating: 5
Treasure: None
Alignment: Always chaotic neutral
Advancement: —