



“Her-re worked” © Shannon Curran, accessed at her ArtStation [here](#)

[Commissioned by [@echo-of-carcosa](#), who wanted a partially petrified enemy that could spread its curse to others. I could find images of creatures that were half stony and half fleshy only in fetish material on deviantArt, but I could find a number of pieces of art of a humanoid with crystals growing out of them. I was going to go in that direction, but I found and fell in love with this art of a medusa seemingly hewn from a semi-precious stone like opal or aquamarine. That’s a cool visual, and so I decided that the stone choir was stony all the way round.]

Stone Choir Template

CR Varies Acquired Template

Stone Choir Medusa

CR 8 LE Monstrous Humanoid

This woman has writhing snakes for hair and is seemingly made of living rock. She has a gem-like luster and patterns of coloration like a semiprecious stone.

The Stone Choir is a malevolent intelligence native to the Plane of Earth, a hive mind comprised of crystals that vibrate at strange frequencies that give them a native intelligence. Although the Stone Choir grows throughout the Plane of Earth, it escapes into the Material Plane in the form of cursed gemstones, or having infected planar travelers and turned them into stone choir creatures.

A stone choir creature’s goals involve spreading the gospel of the Stone Choir by petrifying other creatures and transforming them into stony monsters like themselves. Depending on the innate intelligence of the host, some stone choir creatures are violent and aggressive, whereas others are patient and cunning. All creatures with the stone choir template can communicate telepathically with each other, and often coordinate their efforts.

Depending on the Charisma of the stone choir creature in question, it may resemble different types of mineral. Creatures with low Charisma appear as mere igneous rocks given movement, whereas the higher the Charisma, the more like a precious stone the creature appears. Powerful stone choir creatures with a Charisma of 20 or more resemble rubies, sapphires, emeralds or diamonds, although this gives them no special properties.

Creating a Stone Choir Creature

“Stone choir creature” is an acquired template that can be added to any corporeal creature that is not immune to petrification. A stone choir creature uses all of the base creature’s statistics except as noted here.

CR: 10 HD or less, +1; 11 HD or more, +2

Alignment any evil

Type The creature gains the (earth) subtype

Armor Class Natural armor increases by +6

Defenses/Qualities Gains darkvision 60 ft., damage reduction and energy resistance based on the following table:

Hit Dice	Damage Reduction	Energy Resistance
1-5	5/adamantine	cold 5, fire 5
6-10	10/adamantine	cold 10, fire 10
11+	15/adamantine	cold 15, fire 15

Elemental Immunities (Ex) A stone choir creature is immune to bleed, paralysis, petrification, poison, sleep and stunning effects.

Vulnerability A stone choir creature gains vulnerability to sonic damage.

Speed Reduce all speeds by 10 feet (minimum 10 ft.). A creature with a fly speed granted by wings has its fly speed reduced by one maneuverability category.

Melee A stone choir creature gains a slam attack that deals damage as normal for a creature of its size. If it already had a slam attack, it deals damage as if it were one size category larger.

Special Attacks A stone choir creature gains the following

Create Spawn (Su) A creature petrified by a stone choir creature animates with the stone choir template in 24 hours. These creatures are not under the stone choir creature’s control, but are friendly to it.

Partial Petrification (Su) Any creature struck by a stone choir creature’s slam attack must succeed a Fortitude save or take 1d4 points of Dexterity damage. A creature reduced to 0 Dexterity by this effect is petrified. The save DC is Constitution based.

Spell-like Abilities A stone choir creature with a Charisma of 10 or higher has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, an ability is usable 1/day. CL equals the creature’s base HD, or the CL of its spell-like abilities, whichever is higher.

Hit Dice	Spell-like Abilities
1-2	<i>magic stone</i> 3/day
3-4	<i>soften earth and stone</i>
5-6	<i>meld with stone, stone call</i>
7-8	<i>stone shape</i> 3/day
9-10	<i>spike stones</i>
11-12	<i>wall of stone</i>
13-14	<i>stone tell</i> 3/day
15-16	<i>flesh to stone</i>
17-18	<i>transmute mud to rock, transmute rock to mud</i>
19-20	<i>clashing rocks</i>

Abilities Str +4, Dex -2, Con +2, Cha +2. A creature with an Intelligence of 2 or fewer gains an intelligence score of 4

Languages A stone choir creature gains the ability to speak Terran, and can communicate telepathically with other stone choir creatures within 100 feet.

Statistics for a sample stone choir creature are below the cut

Stone Choir Medusa CR 8

XP 4,800

LE Medium monstrous humanoid (earth)

Init +5; **Senses** all-around vision, darkvision 60 ft., Perception +16

Defense

AC 21, touch 12, flat-footed 19 (+1 Dex, +1 dodge, +9 natural)

hp 84 (8d10+40)

Fort +7, **Ref** +7, **Will** +7

DR 10/adamantine; **Immune** bleed, paralysis, petrification, poison, sleep effects, stunning; **Resist** cold 10, fire 10

Defensive Abilities elemental immunities; **Vulnerable** sonic

Offense

Speed 20 ft.

Melee slam +10 (1d4+3 plus partial petrification), snakebite +5 (1d4+1 plus poison)

Ranged masterwork longbow +10/+5 (1d8/x3)

Special Attacks create spawn, petrifying gaze

Spell-like Abilities CL 8th, concentration +11

3/day—*magic stone*, *stone shape*

1/day—*meld with stone*, *soften earth and stone* (DC 15), *stone call*

Statistics

Str 14, **Dex** 13, **Con** 20, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +8; **CMB** +10; **CMD** 22

Feats Dodge, Improved Initiative, Point Blank Shot, Precise Shot

Skills Bluff +11, Disguise +11, Intimidate +14, Perception +16, Stealth +12; **Racial Modifiers** +4 Perception

Languages Common, Terran, telepathy 100 ft. (other stone choir creatures only)

Ecology

Environment temperate marshes or underground

Organization solitary

Treasure double (masterwork longbow with 20 arrows, other treasure)

Special Abilities

Create Spawn (Su) A creature petrified by a stone choir medusa animates with the stone choir template in 24 hours. These creatures are not under the stone choir medusa's control, but are friendly to it.

Partial Petrification (Su) Any creature struck by a stone choir medusa's slam attack must succeed a DC 19 Fortitude save or take 1d4 points of Dexterity damage. A creature reduced to 0 Dexterity by this effect is petrified. The save DC is Constitution based.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 17 negates. The save DC is Constitution based.

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Constitution based.