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[Like the [white slaad](#), this excellent image matches the 5e art design for the other slaadi, but was found sourceless on Pinterest. This is the last of my slaadi for now—I have original slaad that I originally wrote for 3.5 that I want to convert, but I need original art to go with them. I’ve commissioned it for some four of them, but am still waiting on the art. This version takes very little from the 3.0 Epic Level Handbook version of the black slaad, and only a bit from the 4e “void slaad”—the void bolt power specifically. The mention of scythes as a favored weapon is inspired by the original black slaad, Ygorl, Lord of Entropy.]

Slaad, Black

CR 20 CN Aberration

This humanoid frog stands taller than a man, even when hunched over. Its hide is a dull black, seeming to blur with the surrounding shadows, and wisps of darkness radiate off of it like smoke.

A black slaad is a creature of darkness and destruction, and they are among the most powerful of all slaadi. They are created when an already powerful slaad, such as a grey slaad or death slaad, colonizes the reaches of the Shadow Plane and becomes acclimated to that realm’s sinister energies. Although some black slaadi are evil, not all are. Even non-evil black slaadi are dangerous, however, as they are obsessed with tearing down structures and institutions alike.

In combat, black slaadi fight with a combination of natural and manufactured weapons. Dramatic and frightening-looking weapons are favored, such as scythes. They often open combat with a void bolt, which not only does grievous damage, but causes all other wounds on a target to be more severe on the chance that they survive the initial blast. A black slaad uses its shadowy form to blend in with its background and avoid attacks—if no natural darkness exists for a black slaad to hide in, it will make its own. The only death a black slaad fears is its own, and they often retreat

from a losing battle to regroup and plan a new strategy.

Black slaadi are obsessed with proving their power, and enjoy picking fights with other powerful entities in order to demonstrate their superiority. Due to their shapechanging prowess, they may observe a target in disguise multiple times in order to gauge how best to defeat them. Their definition of “powerful entities” can include governments, religions and armies, and a black slaad delights at dismantling them all, throwing entire regions into chaos as part of an afternoon’s diversion. The forces of law despise black slaadi for their antics, and even such foes as archons and devils may cooperate (albeit begrudgingly) to prevent a black slaad from ruining an important and stable institution.

A black slaad stands about ten feet tall, but weighs only around three hundred pounds—their bodies are infused with shadowstuff and only semi-solid.

Black Slaad CR 20

XP 307,200

CN Large aberration (extraplanar, shapechanger, slaad)

Init +11; **Senses** *arcane sight*, Perception +26, see in darkness, *true seeing*

Aura *cloak of chaos* (DC 26)

Defense

AC 35, touch 20, flat-footed 28 (-1 size, +7 Dex, +4 deflection, +15 natural)

hp 362 (25d8+250); fast healing 15

Fort +22, **Ref** +19, **Will** +20

Immune ability damage, ability drain, energy drain, negative energy, sonic; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 29

Defensive Abilities fortification (50%), shadow blend

Offense

Speed 40 ft., fly 80 ft. (perfect)

Melee +3 *keen scythe* +31/+26/+21/+16 (2d6+19/19-20x4 plus anarchic attacks), bite +26 (3d8+5 plus anarchic attacks plus energy drain) or 2 claws +28 (3d6+11 plus anarchic attacks), bite +28 (3d8+11 plus anarchic attacks plus energy drain)

Ranged void bolt +24 touch (25d6 typeless)

Space 10 ft.; **Reach** 10 ft.

Special Attacks channel negative energy (11/day, 10d6, DC 30), energy drain (1d4 negative levels, DC 30)

Spell-like Abilities CL 20th, concentration +28 (+32 casting defensively)

Constant—*arcane sight*, *cloak of chaos* (DC 26), *true seeing*

At will—*cone of cold* (DC 23), *dimension door*, *greater dispel magic*, *slay living* (DC 23), *telekinesis* (DC 23)

3/day—*control undead* (DC 25), quickened *deeper darkness*, quickened *greater dispel magic*, *greater shadow conjuration* (DC 25), empowered *greater shadow evocation* (DC 26), *plane shift* (DC 25), *word of chaos* (DC 25)

1/day—*energy drain* (DC 27), *implosion* (DC 27), *polar midnight* (DC 27), *prediction of failure* (DC 26)

Statistics

Str 33, **Dex** 25, **Con** 30, **Int** 22, **Wis** 18, **Cha** 27

Base Atk +18; **CMB** +30; **CMD** 51

Feats Combat Casting, Craft Magic Arms and Armor, Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Savant, Empower SLA (*greater shadow evocation*), Improved Initiative, Multiattack, Power Attack, Quicken SLA (*deeper darkness*, *greater dispel magic*),

Selective Channeling

Skills Acrobatics +29 (+31 when jumping), Bluff +27, Disguise +28 (+48 when using change shape), Fly +36, Intimidate +27, Knowledge (arcana) +25, Knowledge (planes) +28, Knowledge (religion) +25, Perception +26, Sense Motive +23, Stealth +30, Spellcraft +25, Use Magic Device +28

Languages Abyssal, Aklo, Common, Protean, Slaad, Shadowtongue, telepathy 60 ft.

SQ change shape (Small to Huge humanoid, *alter self* or *giant shape II*), flight, no breath, perfect copy, quick change, weapon proficiency

Ecology

Environment any land or underground (Shadow Plane or Negative Energy Plane)

Organization solitary

Treasure double standard (+3 *keen scythe*, other treasure)

Special Abilities

Anarchic Attacks (Su) Any natural or manufactured weapon attack made by a black slaad deals +2d6 damage to non-chaotic creatures, as if it were an *anarchic* weapon.

Channel Negative Energy (Su) A black slaad can channel negative energy as if it were a 20th level cleric. The save DC is Charisma based.

Flight (Su) The fly speed of a black slaad is a supernatural effect.

Perfect Copy (Su) When a black slaad uses its change shape ability, it can assume the appearance of specific individuals. This grants it a +20 racial bonus to Disguise checks made using its change shape ability.

Quick Change (Su) A black slaad may use its change shape ability as a move action.

Shadow Blend (Su) In any condition of illumination other than full daylight, a black slaad disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, does. A black slaad can suspend or resume this ability as a free action.

Void Bolt (Su) As a standard action, a black slaad can fire a bolt of pure destructive energy at an opponent. Treat this as a ranged touch attack with a range of 200 feet and no range increment. A creature struck must succeed a DC 30 Fortitude save or take 25d6 points of damage. A successful Fortitude save reduces the damage to 5d6. A creature reduced to 0 hit points by this damage is reduced to ash, as per a *disintegrate* spell. This damage ignores all damage reduction or hardness. In addition, a creature struck by this attack must succeed a DC 30 Will save or gain vulnerability to piercing, slashing and bludgeoning damage for 1 minute. This is a curse effect. The save DC is Charisma based.

Weapon Proficiency (Ex) A black slaad is proficient in all simple and martial weapons.



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[When I was in high school, I ran a whole slaad themed dungeon, the final boss of which was [Bazim-Gorag, the Fire Lord](#). Blue slaadi were the most common “grunt” encounters, with gangs of 4-6 of them being thrown at the PCs multiple times. The *passwall* SLA proved to be the most memorable part of fights with them, as the PCs retreated into a small room to regroup and buff and then the slaadi simply opened up the walls to get to them.]

Slaad, Blue

CR 8 CN Aberration

This enormous toad-like humanoid is dark blue on its back and light blue on its belly. Its head is broad and split by a fanged maw, and its muscular hands have enormous bony hooks emerging from their knuckles.

Larger, stronger and more magically gifted than red slaadi, the blue slaadi nevertheless need those creatures for their reproductive cycle. This tends to give them something of an inferiority complex, and they are horrible bullies prone to violence at the slightest provocation. Blue slaadi are likely to gather into groups, but these gangs are marked by constant battling, and most blue slaadi are marked with the scars of frequent internecine conflict. They respect power, and kowtow to stronger slaadi more readily than their red brethren.

Blue slaadi are not especially gifted tacticians, but they do make use of terrain features when

battling. A blue slaad's favorite tactic is to push around those that are smaller than it is, using *telekinesis* if need be. When fighting large numbers of opponents, they usually attempt to soften them up first with *chaos hammer* spells. Like red slaadi, they are concerned with reproduction in combat, and bite as many creatures as they possibly can to spread their disease.

The disease carried by blue slaadi, chaos phage, wracks the body and mind of its victims. The flesh begins to tear and seep as if the afflicted were being torn apart from the inside, and the victim's features take on an amphibian cast as the disease progresses. Most of the victims of chaos phage are transformed into red slaadi, but an arcane spellcaster affected turns into a green slaad as the disease runs its course. Most blue slaadi fear and respect their green counterparts, and if they notice a creature casting spells, they will often capture it instead of kill it in order to monitor the progress of its disease, hoping to create a green slaad.

A blue slaad stands about ten feet tall and weighs 1000 pounds.

Blue Slaad CR 8

XP 4,800

CN Large aberration (slaad)

Init +3; **Senses** darkvision 60 ft., Perception +8

Defense

AC 22, touch 13, flat-footed 18 (-1 size, +3 Dex, +9 natural, +1 dodge)

hp 93 (11d8+44); fast healing 6

Fort +7, **Ref** +6, **Will** +7

Immune sonic; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 19

Offense

Speed 30 ft.

Melee bite +13 (1d8+6 plus disease), 2 claws +13 (2d6+6/19-20x3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks augmented critical, rend (2 claws, 2d6+9)

Spell-like Abilities CL 8th, concentration +10 (+14 casting defensively)

3/day—*hold person* (DC 14), *passwall*, *telekinesis* (DC 17)

1/day—*chaos hammer* (DC 16)

Statistics

Str 23, **Dex** 16, **Con** 19, **Int** 6, **Wis** 10, **Cha** 15

Base Atk +8; **CMB** +15 (+17 bull rush); **CMD** 29 (31 vs. bull rush)

Feats Awesome Blow, Combat Casting, Dodge, Improved Bull Rush, Improved Critical (claw), Power Attack

Skills Acrobatics +11, Climb +15, Perception +8, Stealth +7

Languages Slaad

Ecology

Environment any land or underground (Maelstrom)

Organization solitary, pair, gang (3-5) or pack (6-10)

Treasure standard

Special Abilities

Augmented Critical (Ex) A blue slaad's claws deal x3 damage on a successful critical hit.

Disease (Su) Chaos phage; bite—*injury*; *save* Fort DC 19; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con damage and 1d6 Cha damage; *cure* 2 consecutive saves. A creature that is reduced to 0 Con or Cha by chaos phage is immediately transformed into a red slaad. This transformation can only be reversed by a *miracle* or *wish*. A Small or Medium humanoid with levels in an arcane spellcasting class instead transforms into a green slaad. The save DC is Constitution based.



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[I didn't much like the 3.0 version of the brown slaad. It was a weird combination, having a ranged attack more powerful than the other "lesser" slaadi at a lower CR, and two different cowardice-themed powers. It didn't really seem to fit the theme of slaadi as exemplars of chaos. However, with my take on the slaadi as "cosmic cane toads", to quote [@wannabedemonlord](#), I feel like there's more of a niche.]

Slaad, Brown **CR 4 CN Aberration**

This froggish biped stands a head shorter than a man, with a pot belly and proportionately long limbs. Its body is an ugly brown hue, but patches of brighter colors highlight its features. Its mouth nearly bisects its head, bristling with needle sharp teeth.

A brown slaad is a stunted and dismal offshoot of the slaad line, formed from a quirk in their byzantine reproductive cycle. If a red slaad implants a pellet in a creature that dies before the slaad larva within fully incubates, but the carcass is not destroyed, the slaad within can continue to develop. Once it emerges from the corpse, the larva is underdeveloped (treat as having the degenerate creature template) and matures not into a blue slaad, but a brown slaad instead. These creatures are seen as disgusting and pathetic by other slaadi, which hunt brown slaadi to extermination if they can.

Like their kin, brown slaadi are still carnivorous and ill-tempered, and although weak by slaad standards can still pose a threat to even experienced adventurers. They fight much like their larger blue cousins, attacking from multiple angles or from ambush if possible, and softening up foes with their spell-like abilities before closing to melee. Their pitiful existence is palpable, and they can project feelings of shame and guilt into those that try to attack them in order to ward off blows. Brown slaadi spread a disease which can turn other creatures into brown slaadi, but these transformations are more often accidental and resultant from one or both sides fleeing an encounter, rather than intentionally cultivated.

A brown slaad stands about five feet tall on average. Even when well fed, their bodies have bent bones, swollen bellies, and other physical signs of malnourishment.

Brown Slaad **CR 4**

XP 1,200

CN Medium aberration (extraplanar, slaad)

Init +2; **Senses** darkvision 60 ft., Perception +5

Defense

AC 17, touch 13, flat-footed 14 (+2 Dex, +4 natural, +1 dodge)

hp 39 (6d8+12); fast healing 2

Fort +4, **Ref** +4, **Will** +4

Immune sonic; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 15

Defensive Abilities pathetic cringe

Offense

Speed 30 ft. **Melee** bite +7 (1d8+3 plus disease), 2 claws +7 (1d4+3)

Spell-like Abilities CL 4th, concentration +6

3/day—[*telekinetic projectile*](#)

1/day—[*shard of chaos*](#) (DC 14), *soften earth and stone* (DC 14), *sound burst* (DC 14)

Statistics

Str 17, **Dex** 15, **Con** 15, **Int** 6, **Wis** 8, **Cha** 14

Base Atk +4; **CMB** +7; **CMD** 20

Feats Dodge, Mobility, Skill Focus (Acrobatics)

Skills Acrobatics +11, Climb +9, Perception +5, Stealth +8

Languages Slaad

Ecology

Environment any land or underground (Maelstrom)

Organization solitary, pair, gang (3-5) or pack (6-10)

Treasure incidental

Special Abilities

Disease (Su) Lesser chaos phage; bite—*injury*; *save* Fort DC 15; *onset* 1 minute; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Cha damage; *cure* 2 consecutive saves. A creature that is reduced to 0 Con or Cha by chaos phage is immediately transformed into a brown slaad. This transformation can only be reversed by a *miracle* or *wish*. The save DC is Constitution based.

Pathetic Cringe (Su) Three times per day as an immediate action, a brown slaad can attempt to stay the hand of a creature making a melee attack roll against it. The targeted creature must succeed a DC 14 Will save or the creature cannot attack the brown slaad that round, and loses its action. On a successful save, the creature can still attack, but it suffers from guilt, taking a -2 penalty to all attack and damage rolls made against the brown slaad that round. This is a mind-influencing, emotion effect, and the save DC is Charisma based.



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[The flavor text here is a mash up of several different versions. Originally, the death slaad was as CN as the rest of them, but in 3.x, it gained an evil alignment. The idea of them being tied to the Abyss comes from the 4e “void slaad”, even though all 4e slaadi were Chaotic Evil (that edition only had five alignments, for some reason).]

Slaad, Death

CR 14 CE Aberration

This frog-like humanoid stands taller than a man, with oversized arms nearly dragging on the ground. Prongs of bone grow from its wrists and knuckles.

A death slaad is a fearsome creature that combines physical prowess, magical might and a complete lack of conscience. As gray slaadi travel the planes, they may settle on an evil aligned plane. As a gray slaad become naturalized and dwells for extended periods of time in an evil plane, its body adapts and changes to suit its environment, and eventually it metamorphoses into a death slaad. The Abyss is the most common home for death slaadi, as its chaotic alignment is soothing to the slaadi. Some daemons, particularly those tied to ecological collapse, encourage colonization of Abaddon by slaadi in order to generate as many death slaadi as possible.

In combat, death slaadi are unforgiving, favoring extreme applications of force above all other tactics. They especially enjoy battles in areas where they can inflict collateral damage and kill noncombatants with their spells and channeled energy. They are often found bullying other lesser slaadi into doing their bidding, and pay more attention to group tactics than many of their fellows do. This does not mean they care for their minions, however, and would gladly sacrifice them in order to escape a losing battle with their lives.

Death slaadi look much like they did when they were gray, except that their hue is several shades darker and their bone spurs are more irregular and jagged. Death slaadi temper their chaotic nature with pure evil, and they are likely to lead other slaadi on massive murderous rampages for the sheer joy of violence. A death slaad is an even more accomplished shapeshifter than other slaadi, and they can perfectly assume the likeness of a specific individual. Death slaadi enjoy using this power to replace prominent or important mortals and slowly warp their followers to malicious ends. Death slaadi are more religious than most of their kin, and many take levels in cleric or antipaladin. They favor deities, demon princes and daemons tied to death and monstrosity above all others. They are more likely than lesser slaadi are to ally with various horrors of the lower planes—they may be found among demons, daemons, demodands and nightshades with relative impunity.

A death slaad stands between six and seven feet tall and weighs between 200 and 300 pounds.

Death Slaad CR 14

XP 38,400

CE Medium aberration (extraplanar, shapechanger, slaad)

Init +11; **Senses** darkvision 60 ft., lifesense 60 ft., Perception +19, *see invisibility*

Defense

AC 30, touch 17, flat-footed 23 (+7 Dex, +9 natural, +4 shield)

hp 207 (18d8+126); fast healing 10

Fort +13, **Ref** +13, **Will** +15

DR 10/lawful; **Immune** curses, disease, *magic missile*, poison, sonic; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 25

Defensive Abilities negative energy affinity

Offense

Speed 40 ft.

Melee 2 claws +20 (2d4+7/x3 plus 7 negative energy), bite +20 (2d6+7 plus 7 negative energy plus stun) or +2 *keen greatsword* +22/+17/+12 (2d6+12/17-20x2 plus 7 negative energy), bite +18 (2d6+3 plus 7 negative energy plus stun)

Special Attacks augmented critical, channel energy (10/day, negative, 7d6, DC 26), negative touch

Spell-like Abilities CL 14th, concentration +21 (+25 casting defensively)

Constant—*arcane sight*, *see invisibility*, *shield*

At will—*dimension door*, *dispel law* (DC 22), *fireball*, *fly*, *invisibility*, *scorching ray*, *telekinesis* (DC 22)

3/day—*chain lightning* (DC 23), empowered *cone of cold* (DC 22), *plane shift* (DC 24), quickened *vampiric touch*

1/day—*cloudkill* (DC 22), *harm* (DC 23), *mass inflict pain* (DC 23), *power word stun*

Statistics

Str 25, **Dex** 25, **Con** 25, **Int** 18, **Wis** 18, **Cha** 24

Base Atk +13; **CMB** +21; **CMD** 38

Feats Combat Casting, Craft Magic Arms and Armor, Empower SLA (*cone of cold*), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Quicken SLA (*vampiric touch*), Vital Strike

Skills Acrobatics +22 (+26 when jumping), Bluff +19, Disguise +19 (+39 when using change shape), Intimidate +22, Knowledge (arcana) +19, Knowledge (dungeoneering, planes, religion) +16, Perception +19, Sense Motive +19, Spellcraft +19, Use Magic Device +19; **Racial Modifiers** +20 Disguise when using change shape

Languages Abyssal, Aklo, Common, Protean, Slaad, telepathy 60 ft.

SQ change shape (Small or Medium humanoid, *alter self*), perfect copy, weapon proficiency

Ecology

Environment any land or underground (Maelstrom or Abyss)

Organization solitary, counsel (2-4) or army (1-4 plus 4-40 red, blue, green and gray slaadi)

Treasure double standard (+2 *keen greatsword*, other treasure)

Special Abilities

Augmented Critical (Ex) A death slaad's claw attacks deal x3 damage on a successful critical hit.

Channel Energy (Su) A death slaad can channel negative energy as a cleric of a level equal to its CR. Its death slaad Hit Dice stack with any class that grants negative energy channeling. The save DC is Charisma based.

Negative Touch (Su) A death slaad deals negative energy damage with all of its natural weapon and melee manufactured weapon attacks. The amount of damage it deals is equal to the number of dice it has of channeled energy.

Perfect Copy (Su) When a death slaad uses its change shape ability, it can assume the appearance of specific individuals. This grants it a +20 racial bonus to Disguise checks made using its change shape ability.

Stun (Ex) A creature bitten by a death slaad must succeed a DC 26 Fortitude save or be stunned for 1 round. The saving throw is Constitution based.

Weapon Proficiency (Ex) A death slaad is proficient in all simple and martial weapons.



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[I feel like gray slaadi are the traditionally least-loved of the slaad subtypes. Most of their flavor text has usually been about how they come from green slaad and turn into death slaad. Not much about them as anything other than a transitional form. My goal was to give them a bit more personality with this version.]

Slaad, Gray

CR 12 CN Aberration

This froggish humanoid stands slightly taller than a man. Its limbs are lean and powerful, and bone spurs grow from the backs of its hands. A crest of spines rises from its back, and a cape of flesh grows from along its shoulders.

Gray slaadi are explorers and vagabonds, traveling the planes in pursuit of any number of quixotic goals. They are typically curious and adventurous creatures. Gray slaadi are transformed from green slaadi, and are superior shapeshifters to their former selves. A gray slaad can assume many different humanoid forms, and although they sometimes assume mortal form in pursuit of a scheme, often times they become humanoids out of sheer whimsy or curiosity.

A gray slaad enjoys combat and views it as an opportunity to practice tactics it may not have tried before. They can craft powerful symbols on the fly, and often open combat with a symbol designed to neutralize groups and reduce their active combatants to an individual or two. Many of them fight with magical weapons they have enhanced themselves or stolen from others. Some gray slaadi are hoarders, picking fights with adventurers with interesting or exotic magic items in order to add them

to an ever growing collection.

Most gray slaadi dislike other members of their own kind, viewing them as competitors and rivals, and will work to sabotage them. On the other hand, they gather lesser slaadi of many kinds under their banner, often in the spirit of colonizing new places. A single gray slaad can start a cross-planar incursion in a matter of days, as it pulls recruits from the Maelstrom into unprepared and unsuspecting corners of the Material plane. On these various perambulations, many gray slaad find ways of unlocking their magical potential further and transforming into a higher form of slaad life—the transition to death slaad is the most common, but by no means the only, transformation.

Smaller than their green stage, a gray slaad is typically between six and seven feet tall, and weighs around two to three hundred pounds.

Gray Slaad **CR 12**

XP 19,200

CN Medium aberration (extraplanar, shapechanger, slaad)

Init +9; **Senses** darkvision 60 ft., Perception +18, *see invisibility*

Defense

AC 28, touch 15, flat-footed 23 (+5 Dex, +9 natural, +4 shield)

hp 172 (15d8+105); fast healing 8

Fort +12, **Ref** +10, **Will** +12

DR 10/lawful; **Immune** *magic missile*, sonic; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 23

Defensive Abilities transfer condition

Offense

Speed 30 ft.

Melee 2 claws +17 (2d4+6/x3), bite +17 (2d6+6) or +2 *greatsword* +19/+14/+9 (2d6+11/19-20), bite +12 (2d6+3)

Special Attacks augmented critical, etch symbol

Spell-like Abilities CL 12th, concentration +17 (+21 casting defensively)

Constant—*detect magic*, *see invisibility*, *shield*

At will—*dimension door*, *fireball* (DC 18), *invisibility*, *major image* (DC 18), *scorching ray*, *telekinesis* (DC 20)

3/day—*dispel law* (DC 20), *dispel magic*, *fear* (DC 19), *fly*, quickened *scorching ray*

1/day—*chain lightning* (DC 21), *plane shift* (DC 22), *power word blind*

Statistics

Str 23, **Dex** 21, **Con** 25, **Int** 16, **Wis** 16, **Cha** 20

Base Atk +11; **CMB** +17; **CMD** 32

Feats Combat Casting, Craft Magic Arms and Armor, [Dimensional Agility](#), [Dimensional Assault](#), [Dimensional Dervish](#), Improved Initiative, Magical Aptitude, Quicken SLA (*scorching ray*)

Skills Acrobatics +20, Bluff +17, Disguise +17, Fly +20, Knowledge (arcana) +18, Knowledge (dungeoneering, planes) +15, Perception +18, Spellcraft +22, Use Magic Device +21

Languages Aklo, Common, Protean, Slaad, telepathy 60 ft.

SQ change shape (Small or Medium humanoid, *alter self*), weapon proficiency

Ecology

Environment any land or underground (Maelstrom)

Organization solitary or expedition (1 plus 2-10 red, blue and green slaadi)

Treasure double standard (+2 *greatsword*, other treasure)**Special Abilities**

Augmented Critical (Ex) A gray slaad's claws deal x3 damage on a successful critical hit.

Etch Symbol (Su) Once per day as a full round action, a gray slaad may create one of the following, as per the spell: *symbol of fear*, *symbol of pain*, *symbol of persuasion*, *symbol of sleep*,

symbol of stunning. These function as per the spell, except that all symbols have a save DC of 22 and last for one day or until triggered. The save DC is Charisma based.

Transfer Condition (Su) Three times per day as an immediate action, a gray slaad can attempt to transfer any of the following harmful conditions that it is suffering to a creature within 30 feet: blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It can use this ability even if it is suffering from any of these conditions. An unwilling creature can resist this with a successful DC 22 Will save—if it does so, the gray slaad still suffers from the condition (although it can attempt to transfer it again on its next turn). The save DC is Charisma based.

Weapon Proficiency (Ex) A gray slaad is proficient with all simple and martial weapons.



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[I didn't much like the green slaadi in 3.x, as their Charisma was suitably poor that their SLAs weren't much to sneeze at for appropriately leveled PCs. I've adjusted that with an eye towards both the 4e version, which gave them a cool name (curse slaad) and a fun teleport power, and the 5e version, which pulled out the more suitable SLAs and gave them an at-will magical attack for artillery capacity.]

Slaad, Green

CR 10 CN Aberration

This green-skinned, frog-like humanoid would stand twice the height of a man if it were upright, but it walks stooped with a staff. Fleshy lobes and flanges growing from its face give the impression of whiskers and eyebrows.

Green slaadi are created from mortals capable of casting arcane spells, either through implantation with a slaad larva or infection with chaos phage. Although green slaadi remember nothing of their lives as a mortal, they are instinctually able to revert to their previous form. Some use this ability to pass themselves off as a mortal unrelated to their previous lives, whereas others feign amnesia and gather intelligence on what their lives were once like.

Green slaadi are self-centered and peevish, as are many slaadi, but they are wise enough to put their

own ambitions aside during combat in order to better cooperate with their fellows. A green slaad typically prefers to show off its magical prowess by using its spell-like abilities as a highest priority, but they do not hesitate to resort to physical violence if these are ineffective. A green slaad's favorite trick is to swap positions with other creatures, either to pull a fresh combatant in to give it time to regenerate and recuperate, or in order to dive into the thick of melee while placing a vulnerable foe among the slaad's allies. Few green slaadi are likely to fight to the death, using their transposition and *invisibility* powers to escape.

When it is created, a green slaad has an instinctual understanding that it is capable of transforming itself into greater and more powerful forms of slaadi, although it does not know how. Many green slaadi devote their attentions to researching such metamorphoses. The traditional pathway is to become a grey slaad through the acquisition of arcane power, but other types of transformation are possible. Green slaadi are clever enough to rally blue and red slaadi together, and some have created "farms" where mortal hostages are kept as incubators for slaad larvae or while they succumb to chaos phage.

A green slaad is the size of a blue slaad, standing 10 feet tall and weighing half a ton. However, they often feign infirmity, using posture and acting tics to minimize their size and power.

Green Slaad CR 10

XP 9,600

CN Large aberration (shapechanger, slaad)

Init +7; **Senses** darkvision 60 ft., *detect magic*, Perception +13, *see invisibility*

Defense

AC 25, touch 12, flat-footed 21 (-1 size, +3 Dex, +9 natural, +4 shield)

hp 126 (12d8+72); fast healing 7

Fort +10, **Ref** +6, **Will** +11

Immune *magic missile*, sonic; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 21

Offense

Speed 30 ft.

Melee 2 claws +15 (1d6+7), bite +15 (2d6+7) or masterwork quarterstaff +16/+11 (1d8+10), bite +13 (2d6+3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks transposition

Spell-like Abilities CL 10th, concentration +14 (+18 casting defensively)

Constant—*detect magic*, *see invisibility*, *shield*

At will—*chaos hammer* (DC 18), *detect thoughts* (DC 16), *hold person* (DC 16), *scorching ray*, *telekinesis* (DC 19)

3/day—*bestow curse* (DC 18), *dispel law* (DC 19), *fear* (DC 18), empowered *fireball* (DC 17), *invisibility*

Statistics

Str 24, **Dex** 16, **Con** 22, **Int** 15, **Wis** 13, **Cha** 19

Base Atk +9; **CMB** +17; **CMD** 30

Feats Combat Casting, Empower SLA (*fireball*), Improved Initiative, Iron Will, Multiattack, Skill Focus (Bluff)

Skills Acrobatics +15, Bluff +16, Climb +19, Disguise +13 (+23 as alter ego), Knowledge (arcana) +14, Perception +13, Spellcraft +14, Use Magic Device +13; +10 Disguise when using alter ego

Languages Common, Slaad, telepathy 60 ft.

SQ alter ego (Small or Medium humanoid, *alter self*)

Ecology

Environment any land or underground

Organization solitary, pair, cabal (3-5) or army (1-3 plus 2-10 red and/or blue slaadi)

Treasure standard (Large masterwork quarterstaff, other treasure)

Special Abilities

Alter Ego (Su) A green slaad can assume the form of a specific Small or Medium humanoid. This functions as an *alter self* spell, except that a green slaad cannot choose the form it assumes when it changes form. A green slaad gains a +10 bonus on Disguise checks to appear as its alter ego.

Transposition (Su) Three times per day as a standard action, a green slaad can switch places with a target within 120 feet. This is a teleportation effect. An unwilling target can resist this effect with a DC 20 Will save. The save DC is Charisma based.



Image © [@tredlocity](#)

[The last slaad planned for now, although I am already contemplating revisiting them in the future. The original prismatic slaad was a CR 30, as it was intended to be stronger than the white and black slaadi from the 3.0 *Epic Level Handbook*. Since I pulled down all of their CRs, I reduced this one to match as well.

Incidentally, I have to say that working with [@tredlocity](#) on these images has been a delight. Thank you again for your work!]

Slaad, Prismatic **CR 22 CN Aberration**

This humanoid frog is the size of a building, with long, scythe-like claws growing from its hands and feet. Its cavernous mouth is packed with dozens of sharp teeth. Its body flashes with every color in the rainbow, and some that aren't.

Gurus of chaos, the prismatic slaadi are said to embody all colors and all possibilities of the slaad form. They are created when a slaad remains for an extended period of time in the Astral Plane, soaking in quintessence and divine energy. Although gray slaadi are the ones that most commonly make this transformation, any slaad can do so—but the extended period on a timeless, mostly empty plane is usually boring to the distractible aberrations. Few have the patience to contemplate their own existence for the subjective millennia such a transformation entails.

Prismatic slaadi are usually content to drift through the Astral, camouflaged as pieces of debris. When they enter a plane in which time passes, they are typically ravenous, and devote their attentions to feeding. They can flash their bodies in a rainbow of colors that temporarily incapacitates seeing creatures, allowing the slaad to snap up prey easily. Their jaws are suffused in the myriad energies of a *prismatic spray*, but fortunately a prismatic slaad can draw energy from burned, frozen or dissolved organic matter, as well as stone from petrified victims. Although they are intelligent and not evil, their hunger usually takes a higher priority than the lives of non-slaadi

creatures. A well fed prismatic slaad typically calms down, and can be a source of great knowledge and wisdom for those that dare to approach it.

Lesser slaadi view their grand prismatic relatives with awe and fear. A prismatic slaad can unlock the potential of any slaad it touches, transforming them into almost any other type. They can promote mere larvae to the ranks of black and white slaadi instantaneously, and just as easily do the reverse. As such, the lower on the totem pole a slaad is, the more likely they are to view a prismatic slaad favorably. Lesser slaadi often flock to a prismatic slaad's side, hoping to gain the great monster's favor and earn an easy transformation rather than spend years or centuries traveling the planes.

A prismatic slaad stands about 50 feet tall.

Prismatic Slaad **CR 22**

XP 615,000

CN Colossal aberration (chaotic, extraplanar, slaad)

Init +5; **Senses** *arcane sight*, darkvision 120 ft., Perception +31, *true seeing*

Aura *cloak of chaos* (DC 28)

Defense

AC 39, touch 8, flat-footed 37 (-8 size, +1 Dex, +1 dodge, +27 natural, +4 shield, +4 deflection)

hp 437 (25d8+325); fast healing 20

Fort +25, **Ref** +15, **Will** +26

DR 20/lawful; **Immune** blindness, charm effects, compulsion effects, fear, *magic missile*, sonic, visual spells and effects; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 33

Offense

Speed 50 ft., fly 50 ft. (perfect)

Melee 2 claws +29 (2d8+19 plus 2d6 anarchic plus dispelling claw), bite +29 (4d6+19/19-20x2 plus 2d6 anarchic plus prismatic bite and grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks alter slaad, anarchic attacks, chromatic brilliance, swallow whole (AC 23, 43 hp, 8d6+28 bludgeoning and 4d6 anarchic), trample (4d6+28 plus 2d6 anarchic, Ref DC 41)

Spell-like Abilities CL 22nd, concentration +32

Constant—*arcane sight*, *cloak of chaos* (DC 28), *shield*, *true seeing*

At will—*dimensional anchor*, *dismissal* (DC 25), *greater teleport*, *prismatic spray* (DC 27), *word of chaos* (DC 27)

3/day—empowered *fire storm* (DC 28), *greater invisibility*, *polymorph any object* (DC 28), *prismatic wall* (DC 28)

1/day—*gate* (DC 29), *moment of prescience*, *prismatic sphere* (DC 29), *vision*

Statistics

Str 48, **Dex** 13, **Con** 36, **Int** 19, **Wis** 27, **Cha** 30

Base Atk +18; **CMB** +45 (+47 sunder, +49 grapple); **CMD** 61 (63 vs. sunder)

Feats Cleave, Combat Reflexes, Dodge, Empower SLA (*fire storm*), Great Cleave, Hover, Improved Critical (bite), Improved Initiative, Improved Sunder, Lightning Reflexes, Mobility, Power Attack, Spring Attack

Skills Diplomacy +30, Fly +29, Intimidate +33, Knowledge (arcana, dungeoneering) +24, Knowledge (planes) +26, Perception +31, Sense Motive +31, Spellcraft +27, Stealth +33; **Racial Modifiers** +20 Stealth

Languages Abyssal, Celestial, Common, Infernal, Protean, Slaadi

SQ flight, superior camouflage

Ecology

Environment any land or underground (Astral Plane)

Organization solitary or school (1 plus 2-24 slaadi)

Treasure standard

Special Abilities

Alter Slaad (Su) As a standard action, a prismatic slaad may touch a slaad and permanently transform it into another kind of slaad. It may not create a prismatic slaad in this fashion. An unwilling slaad must succeed a DC 32 Fortitude save to resist this effect. A prismatic slaad may use this ability once per day. This is a polymorph effect, and the save DC is Charisma based.

Anarchic Attacks (Su) A prismatic slaad's natural weapons deal an additional 2d6 points of damage to non-chaotic targets, as the anarchic weapon quality.

Chromatic Brilliance (Ex) As a free action, a prismatic slaad may cause its body to shift colors rapidly, shutting down the brains of those that see it. All creatures within 60 feet that can see the prismatic slaad must succeed a DC 32 Will save or be stunned for 1d4+1 rounds. This is a visual effect, and can be avoided by the creature averting its eyes as if the slaad were using a gaze attack. The save DC is Charisma based.

Dispelling Claw (Su) A creature or object struck by a prismatic slaad's claw attack is subject to a targeted *greater dispel magic* effect (CL 22nd).

Flight (Su) The flight of a prismatic slaad is a supernatural ability. It automatically succeeds on Wisdom checks to move in a plane with subjective gravity, such as the Astral Plane.

Prismatic Bite (Su) A creature struck by a prismatic slaad's bite attack, or swallowed by the slaad, is exposed to a *prismatic spray* effect (CL 22nd, DC 32).

Superior Camouflage (Ex) A prismatic slaad can change color and texture at will, granting itself a +20 racial bonus on Stealth checks. It may make Stealth checks in any terrain without cover or concealment.



Image by Rudy Siswanto, © Wizards of the Coast

[For the slaadi, I'm going to use the 5e art for most of the classics. I've never been terribly satisfied with their artistic interpretations until the 5th *Edition Monster Manual*, save for the Sam Wood image of the blue and death slaadi from the 3.0 *Monster Manual*.]

Slaad, Red

CR 6 CN Aberration

This toad-like humanoid stands taller than a man. Its skin is bright red, it has barely any neck, and its hands end in hooked claws.

Red slaadi are among the most numerous of the slaad types. They are physically powerful but stupid, and live their lives much like predatory beasts. Many of them try to hide from the attention of more intelligent slaadi, which would corral their actions and force them into boring routines. Red slaadi are foolish creatures, easily avoided or deceived by those that are paying attention. Glands underneath their claws produce tiny pellets, all but unnoticeable to those scratched, that grows inside a victim and emerges as a larval slaad. Most red slaadi resent the larger and stronger blue slaadi that grow from these larvae, but need the disease the blue slaadi spread to reproduce themselves.

In combat, a red slaad attempts to claw as many victims as possible, spreading its pellets to multiple hosts in the hope of generating more young. After a few rounds of attacking multiple targets, they will focus fire on a single, meaty-looking, foe to kill and consume. Although they do sometimes gather into gangs or packs, especially when directed to by a more powerful slaad, red slaadi do not cooperate well with one another and typically do not aid each other's attacks.

A red slaad stands about eight feet tall and weighs six hundred pounds.

Red Slaad **CR 6**

XP 2,400

CN Large aberration (slaad)

Init +6; **Senses** darkvision 60 ft., Perception +6

Defense

AC 19, touch 12, flat-footed 16 (-1 size, +2 Dex, +7 natural, +1 dodge)

hp 67 (9d8+27); fast healing 5

Fort +6, **Ref** +5, **Will** +5

Immune sonic; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17

Offense

Speed 40 ft.

Melee bite +10 (2d4+5), 2 claws +10 (1d6+5 plus implant)

Space 10 ft.; **Reach** 10 ft.

Special Attacks pounce, stunning croak

Statistics

Str 21, **Dex** 15, **Con** 17, **Int** 6, **Wis** 8, **Cha** 12

Base Atk +6; **CMB** +12; **CMD** 25

Feats Dodge, Improved Initiative, Mobility, Nimble Moves, Spring Attack

Skills Acrobatics +10 (+14 when jumping), Climb +13, Perception +6, Stealth +6

Languages Slaad

Ecology

Environment any land or underground (Maelstrom)

Organization solitary, pair, gang (3-5) or pack (6-10)

Treasure standard

Special Abilities

Implant (Ex) A creature struck by a red slaad's claw attack must succeed a DC 17 Fortitude save or have a slaad pellet implanted in its body. The pellet incubates for one week, before hatching into a slaad larva, killing its host instantly. 24 hours before hatching, the pellet begins to draw nutrients from the host, granting it a -10 penalty to all ability scores (minimum 1). A successful *remove disease* or similar effect against the implant save DC removes the pellet, as does a successful DC 25 Heal check performed over the course of 10 minutes. Regardless of whether the Heal check succeeds or fails, it deals 1d4 damage to the host. The save DC is Constitution based.

Stunning Croak (Su) Once per day as a standard action, a red slaad can croak horribly. All creatures within 20 feet must succeed a DC 17 Fortitude save or be stunned for 1d3 rounds. This is a sonic effect, and the save DC is Constitution based.



Image © [@tredlocity](#)

[Now with the all-new slaadi, we're reaching a point where these are creatures I wrote but never used. The original of the violet slaad was a CR 19, designed to be a balor or pit fiend equivalent, since the death slaad was too low in CR and the black and white slaadi too high. I've pared them down in order to go with my lowered CRs for the black and white slaadi I've already done. The original version had similar flavor text, but their shtick was tied to stabilizing Limbo, using mechanics from *Manual of the Planes*. Since D&D's Limbo and Pathfinder's Maelstrom are similar in some ways but radically different in others, I moved them out to making their own demiplanes to tinker with. That might be a fun climax to a campaign—the PCs find out that their entire reality is in fact an experiment run by a giant purple frog.]

Slaad, Violet

CR 16 CN Aberration

This creature is a frog-like humanoid, with smooth violet skin and with lean pointed features. Its fingers are long and thin and tipped with barbed talons. It stands about a head taller than a man. On its back are four wings, each seemingly formed of a thin membrane stretched between two tentacles.

A gray slaad is a creature of potential, and many of them gain physical and mental transformation by traveling to other planes and bathing in their energy. One of their possible transformations comes not from leaving their own plane, but by reaching out to its other denizens. A violet slaad is created when a gray slaad joins the ranks of a protean choir, meditating on the forces of chaos and becoming

saturated in pure change by the guidance of those serpentine outsiders. Violet slaadi believe in the twin powers of creation and destruction, much like the proteans they ally with.

Many violet slaadi spend their time shaping reality, setting up a demiplane in some corner of the multiverse and tweaking its parameters to see how those affect its inhabitants. In essence, they are replaying the experiment on Material life that created the slaadi in the first place. Some violet slaadi are afraid that they might accidentally engineer their own replacements, whereas others are actively attempting to reach that goal. Slaadi of a less violent and more creative nature are drawn to them, and their demiplanes may act as sanctuaries for lesser slaad avoiding conscription. Death slaadi despise their violet kin, and seek to exterminate the violet slaadi in order to maintain a psychological grip on their fellows.

In combat, a violet slaad takes a playful approach, using polymorph effects, *confusion* and their ability to make warpwaves to throw the battlefield into chaos. They are typically mobile combatants, and rarely stay in one place for long if they can help it. The claws of a violet slaad are infused with pure chaos, and their wings unravel magical effects when they strike a creature. If they need allies, they summon them from the elements themselves. If angered or prevented from fleeing, they do not hesitate to kill, using *disintegrate* to swiftly annihilate their most dangerous foe.

A violet slaad stands between six and seven feet tall. Their wings are constantly moving, undulating as if they were underwater when the slaad is otherwise perfectly still.

Violet Slaad CR 16

XP 76,800

CN Medium aberration (chaos, extraplanar, shapechanger, slaadi)

Init +8; **Senses** *arcane sight*, darkvision 60 ft., Perception +34, *true seeing*

Aura *cloak of chaos* (DC 25)

Defense

AC 31, touch 23, flat-footed 22 (+8 Dex, +1 dodge, +4 deflection, +8 natural)

hp 250 (20d8+160); fast healing 12

Fort +20, **Ref** +20, **Will** +23

DR 15/lawful; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 27

Offense

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +23 (2d6+8 plus 2d6 chaotic), 4 wings +21 (2d4+4 plus unravel magic)

Special Attacks chaos croak, infused claws

Spell-like Abilities CL 16th, concentration +23 (+27 casting defensively)

Constant—*arcane sight*, *cloak of chaos* (self only), *true seeing*

At will—*chaos hammer* (DC 21), *confusion* (DC 22), *dispel magic*, *fabricate*, *greater teleport*, *hold monster* (DC 22), *major creation*, *telekinesis* (DC 22)

3/day—*baleful polymorph* (DC 22), *break enchantment*, empowered *disintegrate* (DC 23), quickened *fireball* (DC 20), *word of chaos* (DC 24)

1/day—[*create greater demiplane*](#), *plane shift* (DC 24), *polymorph any object* (DC 25), *prismatic spray* (DC 24), *summon* (1 elder elemental or 1d3 greater elementals, 100%, 8th level)

Statistics

Str 27, **Dex** 27, **Con** 27, **Int** 22, **Wis** 24, **Cha** 24

Base Atk +15; **CMB** +23; **CMD** 46

Feats Alertness, Combat Casting, Dodge, Empower SLA (*disintegrate*), Flyby Attack, Great Fortitude, Lightning Reflexes, Mobility, Multiattack, Quicken SLA (*fireball*)

Skills Acrobatics +31, Bluff +27, Diplomacy +27, Fly +35, Knowledge (arcana) +26, Knowledge

(planes) +29, Perception +34, Sense Motive +31, Spellcraft +29, Stealth +31

Languages Aklo, Common, Draconic, Protean, Slaadi, telepathy 100 ft.

SQ change shape (humanoid, animal or magical beast, *greater polymorph*)

Ecology

Environment any land or underground (Maelstrom)

Organization solitary or council (1 plus 2-12 lesser slaadi)

Treasure double standard

Special Abilities

Chaos Croak (Su) As a standard action, a violet slaad can give a croak infused with chaotic energy. All creatures in a 30 foot radius take 15d6 points of sonic damage and are exposed to a [warpwave](#). A successful DC 27 Fortitude save halves the sonic damage and negates the warpwave effect. A violet slaad may use this ability at will, but must wait 1d4 rounds between uses. The save DC is Charisma based.

Infused Claws (Su) A violet slaad's claw attacks deal +2d6 points of damage to non-chaotic targets, as if they were *anarchic* weapons. They also overcome damage reduction/chaotic.

Unravel Magic (Su) A creature struck by a violet slaad's wing attack is subject to a targeted *greater dispel magic* effect (CL 16th).



Image presumably © Wizards of the Coast, presumably by Rudy Siswanto

[I hate the modern internet sometimes. I was looking for the original 3.0 image of the white slaad, because it isn't in the [Epic Level Handbook Art Gallery](#) for some reason. And I came upon this image, which is an excellent white slaad that matches the 5e style for their Monster Manual slaadi. But it's on pinterest, with no source. I assume it appeared, as well as a matching black slaad, in some preview article, because I can find no evidence to suggest that the white and black slaadi have gotten an official publication yet. If someone out there knows a proper source for this image, let me know.

The original white slaad appeared, like I said, in the 3.0 *Epic Level Handbook*. Like many monsters in that book, it had pretty much no flavor text to speak of, and suffered from a nasty case of stat inflation. [@thecreaturechronicle](#) dropped it down to a CR 18, which seemed like a good call to me. It appeared in 4e as having time-based powers, and the [Creature Chronicle version](#) stuck to that route. My version takes a different tack.]

Slaad, White

CR 18 CN Aberration

This pale, hazy apparition appears to be something like a humanoid frog, its body opalescent and its arms dragging down nearly to the ground.

A white slaad is created when a grey slaad travels to the Ethereal Plane and slowly becomes saturated with that realm's energy. These rare, occult creatures are rarely seen unless they want to be, as they are masters of stealth and disguise. Most white slaad travel between realms to gather information, spy on secretive creatures, and perform pranks that are seemingly impossible. Some locked room mysteries are the result of white slaadi feeling violent or puckish, and a white slaad enter impenetrable fortresses simply to prove it can.

In combat, a white slaad rarely stands still, trusting to its impeccable flight to carry it around the battlefield to strike with claw, fang or spell. Most white slaadi have let their weapon skills go fallow since their days as a gray slaad. A white slaad secretes a powerful acid that is especially devastating to lawful targets, and they can phase their natural weapons through armor and hide to lethal effect. Many white slaad are arrogant and fight until the death out of sheer stubborn disbelief that they could be bested.

Few white slaadi have much patience for their lesser kin, and they tend to see each other as competitors and threats. They are fascinated, however, with humanoid societies, perhaps as a result of being surrounded by ghosts and ruins in their home plane. Many white slaadi spend years or decades in humanoid guise, altering the shape of societies to amuse themselves and experiment with how people will react to bizarre situations. In these forms, a white slaad may even be an ally or patron to adventurers—although it may attack them after building them up, as a “test of character” or simply for the fun of combat.

White Slaad CR 18

XP 153,600

CN Medium aberration (extraplanar, shapechanger, slaad)

Init +12; **Senses** darkvision 60 ft., *detect magic*, Perception +26, *true seeing*

Aura *cloak of chaos* (DC 25)

Defense

AC 33, touch 22, flat-footed 25 (+8 Dex, +4 deflection, +11 natural)

hp 287 (23d8+184); fast healing 15

Fort +19, **Ref** +21, **Will** +21

Immune sonic; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 29

Defensive Abilities *blur*

Offense

Speed 40 ft., fly 60 ft. (good)

Melee 2 claws +25 (2d6+9), bite +25 (2d8+9 plus 4d6 acid plus stun)

Ranged acid spit +24 touch (16d6 acid)

Special Attacks anarchic acid, ether strike

Spell-like Abilities CL 18th, concentration +25 (+29 casting defensively)

Constant—*blur*, *detect magic*, *cloak of chaos* (self only, DC 25), *true seeing*

At will—*chain lightning* (DC 23), *detect law*, *dispel law* (DC 22), *ethereal shards* (DC 22), *greater dispel magic*, *greater teleport* (self plus 50 lbs. objects only), *telekinesis* (DC 22)

3/day—*ectoplasmic eruption* (DC 24), *improved invisibility*, *finger of death* (DC 24), quickened *mirror image*, *word of chaos* (DC 24)

1/day—*implosion* (DC 26), *plane shift* (DC 24), *telekinetic storm* (DC 26)

Statistics

Str 29, **Dex** 27, **Con** 26, **Int** 22, **Wis** 18, **Cha** 25

Base Atk +17; **CMB** +26; **CMD** 49

Feats Combat Casting, Craft Wondrous Item, Dodge, Flyby Attack, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Mobility, Power Attack, Quicken SLA (*mirror image*), Vital Strike

Skills Acrobatics +30 (+34 when jumping), Bluff +26, Disguise +26, Fly +34, Intimidate +29, Knowledge (arcana) +21, Knowledge (planes) +24, Knowledge (religion) +16, Perception +26, Sense Motive +26, Spellcraft +28, Stealth +38, Use Magic Device +26; **Racial Modifiers** +8

Stealth

Languages Abyssal, Celestial, Common, Infernal, Slaad, telepathy 100 ft.

SQ change shape (Small, to Huge humanoid, *alter self* or *giant shape II*), ethereal jaunt, spirit touch

Ecology

Environment any land or underground (Ethereal Plane)

Organization solitary or pair

Treasure double standard

Special Abilities

Acid Spit (Ex) A white slaad can spit acid as a ranged touch attack as a standard action. Treat this as a ranged attack with a range of 60 feet and no range increment. A creature struck takes 16d6 points of acid damage and is exposed to the slaad's anarchic acid.

Anarchic Acid (Su) A white slaad's acid damage deals 150% damage to lawful creatures. A creature that takes acid damage from a white slaad's bite or acid spit takes damage equal to half the dice it originally took (2d6 acid for bite, 8d6 acid for spit) every round on its turn for the next 1d4 rounds. This additional damage cannot be prevented by washing away the acid, but can be removed with a *dispel chaos* effect, and does not affect creatures protected by *protection from chaos* or a similar effect.

Ether Strike (Su) As a swift action three times per day, a white slaad can treat all of its natural weapons as touch attacks for 1 round.

Ethereal Jaunt (Su) A white slaad can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 18th).

Flight (Su) The fly speed of a white slaad is a supernatural effect.

Spirit Touch (Ex) A white slaad's natural weapons, as well as any weapons the creature wields, are treated as though they had the *ghost touch* weapon property.

Stun (Ex) A creature bitten by a white slaad must succeed a DC 30 Fortitude save or be stunned for 1 round. The saving throw is Constitution based.