

# Trunna, Lamannia's Cursed Daughter

Part 1 of 6

By Sean K. Reynolds



The shifter Trunna was born in the northern part of the Eldeen Reaches. It seems that fate or some force conspired to bring her to the world, for unbeknownst to her parents she was conceived in a temporary Lamannian manifest zone and born in an entirely different temporary manifest zone to that plane. She was born with teeth (which is not particularly unusual for a shifter) and with a full head of gray hair (which is unusual), and at an early age she showed a strong affinity toward wolves and quickly developed the wildhunt trait (which both of her parents carried).

Twenty years passed, and Trunna developed into an apparently normal shifter. She trained as a scout and hunter for her village and settled in to what she thought would be a normal rural life, but a series of circumstances radically changed her life forever. Lamannia again became coterminous with Eberron, a full moon rose, and a rabid wolf harassed Trunna's village's animals. She shifted to hunt it, and it bit her. The combination of the planar influence, full moonlight, shifting, and the animal disease triggered something primal and feral deep within her soul. Now when she shifts, she acts like an animal, forgetting her name and true nature. Though most would call her condition a curse, it is really just an uncontrolled reaction to very old instincts held by some of her lycanthropic ancestors.



Trunna has suffered like this for three years. Her blackouts confuse and terrify her; she doesn't know if she's possessed by a demon, losing her mind, or under an evil spell. Her friends and family in her home village think she is mad, as they've seen her running around with wolves and not responding to her name. Now she wanders from village to village offering to help in any way she can, inadvertently becoming animalistic when she shifts. Sometimes she wanders as a wolf-woman for months, starting strange rumors of two-legged gray wolves and tree-dwelling beasts that hunt livestock. She is unaware that shifting is what causes her "blackouts," as the start of the curse erases her memories anywhere from a few minutes to an hour before the transition. She sometimes reacts with surprise to world-significant events that she missed during her blackouts. For example, she didn't hear about the Treaty of Thronehold until just a few months ago (between the late skirmishes after the war and her blackouts, she assumed the war was still going on), and likewise is "suddenly" confronted with a change of seasons after a long blackout.

Trunna is very lonely, exiled by her family and shunned by those who realize there is something terribly wrong with her. While in her beastlike state she is not normally dangerous to humanoids, though sickness or extreme hunger might drive her to attack a lone humanoid (such as an advance scout or someone leaving camp to take care of a personal matter). If well-fed or lacking packmates, she may approach a druid or ranger as if she were a curious animal, and even allow herself to be "adopted" as an animal companion for a while. Her greatest problem is that she is too animal-like even for other shifters, and her curse makes her unpredictable. If she could find a group of tolerant people who could accept her for what she is, she would be able to settle down again and perhaps even find out what causes the curse and how to cure it.

## Adventure Ideas With Trunna

**Hunter and Scout:** PCs in need of a scout or hunter who works for little pay find out about Trunna, a mysterious shifter who doesn't say much about herself. During the course of her employ, she uses her wildhunt trait, which causes her to run away from the armed PCs as soon as it is safe to do so. The PCs can chase and capture her and try to figure out what is happening, or they can let her run off (which may eventually turn into the "Kill the Beast" scenario, below).

**Kill the Beast:** A small village fears the predations of the quiet creature that breaks into the henhouses at night to kill and eat chickens. The monster is smart enough to open door latches and pass noise-traps (like pots and pans tied to a string), but avoids humans like a wild animal and was once overheard sniffing around at night like a beast. If the PCs agree to stop the creature, they can track Trunna to her hiding-spot in a tree. She is locked in her feral state and reacts with fear and hostility if confronted, though the appropriate use of Handle Animal or Wild Empathy can talk her down. Once on the ground, the PCs have to figure out what to do with the "wild woman" who is apparently smart enough to use weapons and even wear leather armor. A more bloodthirsty group may opt to kill her if they can't help her, which at least solves the village's troubles. If the PCs don't address this problem, it may turn into the third scenario (below).

**Silver Flame Seeking:** Hearing rumors of a humanoid beast harassing villages, the Church of the Silver Flame sends a team of investigators to locate the cause of the problem, as they suspect a lycanthrope or something like it may be responsible. The PCs overhear the investigators asking about the attacks and can get involved either by helping (for which the investigators thank them and promise to tell their superiors about the PCs' assistance)

or hindering them. If the PCs have dealt with Trunna before, they may feel obligated to do something about the situation now. The investigators are pretty sure the "creature" is a lycanthrope of some kind and (in a bit of unreasonable zealotry) insist on dragging it back to the Silver Flame to verify its nature and let the church leaders decide its fate. Meanwhile, Trunna's interactions with the plane of Lamannia are noticed by the residents of that plane, and some of the lycanthropes there want to draw her into that plane before she is killed like so many of the true lycanthropes in Eberron.

**Trunna CR 2\***

Female shifter Expert 4

N Medium humanoid

**Init** +2; **Senses** low-light vision; Listen +5, Spot +6

**Languages** Common

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**AC** 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

**hp** 18 (4 HD); Healing Factor feat

**Fort** +2, **Ref** +3, **Will** +4

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**Speed** 30 ft. (6 squares)

**Melee** shortspear +4 (1d8+1) or

Dagger +4 (1d4+1/19-20)

**Base Atk** +3; **Grp** +4

**Special Action** shifting

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**Abilities** Str 12, Dex 14, Con 13, Int 7, Wis 10, Cha 6

**SQ** wildhunt shifter trait

**Feats** Healing Factor (ECS), Track

**Skills** Balance +4, Climb +5, Escape Artist +3, Handle Animal -1, Heal +1, Hide +5, Jump +3, Knowledge

(nature) +1, Listen +5, Move Silently +5, Spot +6, Survival +5

**Possessions** Shortspear, dagger, leather armor, 21 gp.

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**Wildhunt Shifter Trait (Su):** Trunna can shift once per day for 5 rounds. She gains +2 to Constitution and the scent ability when she shifts. Because she has the Track feat, she can use the Survival skill to track by scent. When she shifts, it activates her "curse" (see below). She gains a +2 bonus to Survival checks at all times (even when not shifting); this bonus is included in the above totals.

**Trunna's Curse (Su):** As soon as she shifts, Trunna becomes like an animal. Though she retains her full Intelligence, type, and all of her normal abilities (including her shifter trait), she believes herself to be a wolf and acts accordingly. Enough residual knowledge of her true self remains that she continues to wear clothing or armor and still uses manufactured weapons instead of trying to bite her opponents, but she howls and growls instead of speaking, avoids humanoids that seem especially dangerous, is wary of fire, and prefers the company of other wolves (which for some reason accept her as a wolf despite her appearance). This curse continues even after her shifting wears off; she remains in this animal-like state until she falls unconscious due to injuries, enters a place where magic doesn't work (such as an *antimagic field*), or Lamannia becomes remote. This means that she may remain feral for up to a year. Once she recovers, she has little memory of her beastlike existence, remembering it as a strange dream. Trunna can be snapped out of her feral state by a *dispel magic* spell (the curse's caster level is equal to Trunna's character level), but this only treats the symptom, not the actual curse. Removing the curse requires that Lamannia be remote, and even then the *remove curse* spell is impeded when cast on Trunna, requiring a caster level check (DC 20 + spell level).

\*Trunna's CR is 1 less than a typical 3rd-level expert with her skills because she carries no gear other than her nonmagical weapons and armor.

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**About the Author**

Sean K Reynolds lives in Las Vegas and develops worlds for Upper Deck as well as running his own small press d20 company. His D&D credits include the *Monster Manual*, the *Forgotten Realms Campaign Setting*, and *Savage Species*. You can find more game material at [Sean's website](#).

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# Adventure Seeds

## Stohpo-Ahk, Living Spellmeld

Part 2 of 6  
By Sean K. Reynolds



Many magical battles were fought in the land of Cyre, and the vestiges of some of those battles persevere in the form of living spells. Most of them are mindless husks of life, content to attack and destroy, but through unknown circumstances one such living spell gained sentience and a will to do more than just break and kill. Stohpo-Ahk considers itself the lord of its kind, a god-king to the mindless oozes of the Mournland.

Nobody knows for sure, but based on its abilities Stohpo-Ahk is probably the fusion of at least three different living spells involving polymorphing, stone, and acid. How this came to be is unknown, perhaps they met on a dragonshard item with an affinity for shapechanging magic and that provided a matrix of stability that allowed the three entities to merge into one creature. Regardless of its true origin, Stohpo-Ahk is a living creature with abilities superior to any living spell encountered by Mournland explorers. In its normal form it resembles an animate blob of tan, stone gray, and bilious green flesh, sometimes with one or more simple toothless mouths, but Stohpo-Ahk can take the form of almost any creature of Large size or smaller. Stohpo-Ahk uses its multiple mouths to create a chorus of its own opinion, which it uses to drown out any opposing arguments.

The following article introduces Stohpo-Ahk, based on the living spell template (from *Monster Manual III*). In this case, the *polymorph*, *stoneskin*, *Melf's acid arrow*, *tremorsense* have been used, which deviates from the living spells rules as written. DMs should consider Stohpo-Ahk a unique new creature, thus deviating from the norm; plus, for more information and design notes regarding living spells, be sure to consult Sean K. Reynolds' [Living Spell mini-series](#).

Unique and powerful, Stohpo-Ahk believes it is the rightful ruler of the Mournland and challenges anything of Large or smaller size to prove its superiority and dominance. When it wins, it dissolves its defeated opponents in its acidic grasp. Creatures that approach it with humility and (preferably) offering gifts of tribute may be able to convince Stohpo-Ahk to talk rather than fight. The evolved ooze is aware of the Lord of Blades and considers the warforged leader its only true rival for the "crown of the Mournland." So far it has avoided confrontation with the Lord of Blades and uses its abilities to spy on him.

Stohpo-Ahk spends its time rounding up other living spells and trying to force them to merge and become sentient so that it may have minions like itself. As it doesn't know how it came to be, it has had no success in attempting to duplicate that event, but has managed to gather a large number of weak living spells into the area around its lair (a stone fortress built shortly before the Last War, its upper floors ruined but the basement well-protected) and is trying to "breed" them. Like most native creatures of the Mournland, it is considerably weaker outside the border of the gray mist, and it has not left since a near-disastrous foray about a year ago. It figures that once it has conquered all of the Mournland and managed to "breed" intelligent living spells, it can worry about how to expand its territory, whether by pushing the mists into nearby lands or finding a way to survive outside of them.

### Adventure Ideas With Stohpo-Ahk

**New Crossbreeds:** Reports from Mournland explorers indicate new types of living spells are turning up in one part of that cursed place. These living spells combine the traits of two different low-level living spells, and their attacks alternate round by round between the two different spell effects (for example, a living spell that alternates between *burning hands* and *color spray*). Most believe that a mad sorcerer is trying to "improve upon" the existing living spells, perhaps as a weapon to use outside the Mournland, and this sorcerer has many forms or disguises. The truth is that Stohpo-Ahk is responsible, and it can be a recurring threat or villain for PC adventure in or near the Mournland on a regular basis.

**The Enemy of My Enemy:** While Stohpo-Ahk has no love for humanoids or other non-ooze creatures, its rivalry with the Lord of Blades is strong enough to get it to put aside prejudice and agree to parley. Investigators who want to know more about the warforged leader have a reasonable chance of bribing Stohpo-Ahk to reveal what it knows, though there's no way they can convince it to attack the Lord of Blades on their behalf. Likewise, anyone fleeing from the Lord of Blade's army may find Stohpo-Ahk offering to help them escape in exchange for knowledge about the metal tyrant and his minions. This scenario also works with the Lord of Blades wanting the non-warforged PCs to attack or spy on Stohpo-Ahk.

**A Need for Magic:** So far Stohpo-Ahk's attempts to create other sentient spells have failed, and it's warming to the idea of hiring or enslaving a spellcaster who might know more about magic than it does. Stohpo-Ahk may capture a PC Mournland-explorer with magical knowledge, requiring a rescue mission, or the PCs might be hired by another group to help rescue their captured ally. Of course, things are rarely so simple in Eberron, and it's possible that the captured spellcaster simply owes the other NPCs money or knows a terrible secret that shouldn't fall into the wrong hands.

### Stohpo-Ahk CR 12

Living Spell

NE Large Ooze

**Init** +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; Listen +12, Spot +12

**Languages** Common

**AC** 14, touch 14, flat-footed 14  
(-1 size, +5 deflection)  
**hp** 79 (10 HD); DR 10/adamantine and magic  
**Immune** poison, *sleep*, paralysis, polymorph, stunning, critical hits, flanking  
**Resist** SR 20  
**Fort** +9, **Ref** +7, **Will** +7

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**Speed** 20 ft. (4 squares)  
**Melee** slam +10 (1d6+3 plus 2d4 acid)  
**Base Atk** +9; **Grp** +15  
**Atk Options** Power Attack, engulf  
**Special Actions** alternate form

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**Abilities** Str 14, Dex 11, Con 14, Int 16, Wis 11, Cha 14

**SQ** living spell affinity

**Feats** Alertness, Dodge, Improved Initiative, Power Attack

**Skills** Bluff +15, Climb +8, Diplomacy +10, Gather Information +6, Intimidate +17, Knowledge (local) +13, Listen +12, Sleight of Hand +4, Spot +12, Survival +12

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**Alternate Form (Su):** At will, Stohpo-Ahk can assume any form of Huge size or smaller as a standard action. It can remain in its alternate form until it chooses to assume a new one or return to its natural form.

**Engulf (Ex):** In its normal form, Stohpo-Ahk can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during the round in which it engulfs. Stohpo-Ahk merely has to move to cover its opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against Stohpo-Ahk, but if they do they do not get a saving throw against the engulf attack. On a successful save they are moved back or pushed aside as Stohpo-Ahk moves forward. Engulfed creatures suffer 2d4 points of acid damage each round on Stohpo-Ahk's turn, and are considered grappled and trapped within its body.

**Living Spell Affinity (Ex):** Stohpo-Ahk can use the Diplomacy and Intimidate skills to influence living spells much in the same way that druids and rangers can use wild empathy to influence animals. This is not a mind-affecting effect, but rather the use of signals the living spells instinctively recognize to mean "food," "danger," and so on, and the "vocabulary" of these signals is extremely limited.

**Tremorsense (Ex):** Stohpo-Ahk can automatically pinpoint the location of anything within 30 feet that is in contact with the ground, so long as it is touching the ground itself.

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## About the Author

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**Adventure Seeds**  
**Jev's Shadows for Hire**

**Part 3 of 6**  
*By Sean K. Reynolds*



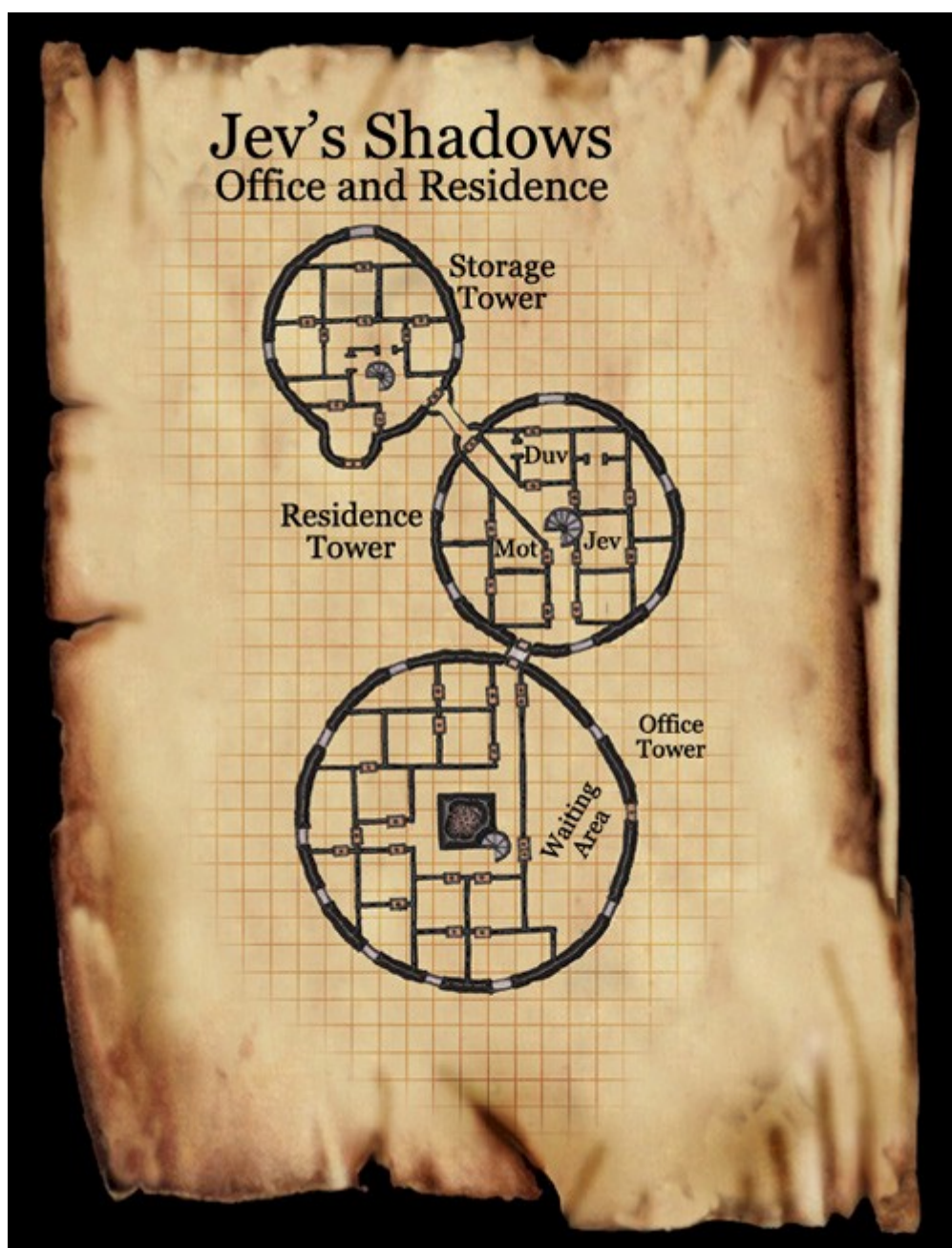
Jev is the oldest of three changeling siblings. Born in Sharn of a changeling courtesan and an unknown father, he was orphaned at age eight when his mother was killed in a fire. He and his sister and brother were forced to live on the street in the slums of the city, scrounging for food and evading human and animal predators. Over the next few years they managed to avoid being gruesomely killed and developed the skills needed to provide a meager income--enough to buy clean food once a week and enough scrap wood for a semi-permanent shelter. Jev, his sister Duv, and brother Mot, hired themselves as spies for the watch and local investigators and sometime guards for the few possessions owned by their allied street folk. Among the street people Jev made a name for himself as a kid who could trail a mark from one end of the slum to the other without being noticed, and an honest but tough bargainer.

Jev's life changed about two years ago when an investigator hired him to follow a black-haired man through the city and report back wherever the man went. Jev did so and unknowingly discovered the hideout of a newly-founded group of assassins (which the investigator was trying to locate). This success convinced the investigator, a woman named Lorem Sumat, to hire him several more times, each time making a lucky success. When Lorem died a year ago (coincidentally in a fire just like Jev's mother), her assistant read in her will that the house and office should go to "Jev, the lucky shifter boy who has helped me these past thirteen months with my work." Out of the blue Jev (and his siblings) found himself owning a floor in three adjoining towers far above the ground in a middle-class section of town, plus a small amount of money for upkeep and several hundred coins worth of investigative equipment. No longer homeless and in poverty, Jev threw parties for his old friends, spent the savings Lorem left him, and found himself almost penniless again. Jev sold some of Lorem's gear he didn't understand, kept what he felt he could use, and got to work using his knowledge and his old employer's remaining resources.

Jev's Shadows for Hire is a small business run out of the spare level of their home. Jev, Duv, and Mot specialize in following people, interfacing between the middle class and the slums, and sometimes brokering information. Jev is wary of slipping into any traps his new clients might set for him and avoids emotional entanglements, dangerous jobs, and anything that appears illegal; he often requests a day's notice on deciding whether or not to accept a job so he can talk to a local law expert about questions of legality. Jev's family maintains contacts with street people and has a network of bums, courtesans, and urchins who pass them information about the goings-on in the dirtier parts of town.

## **The Shadows' Home and Office**





Lorem's property is three connected levels on three adjacent towers in a middle-class business/residential area. The changelings use these areas in much the same way that she did: one for an office (open to the public during daylight hours), one for residence, and one for storage. The south tower is the largest, with a spacious waiting room with external doors for sky traffic. As there are only three people in the business, most of the doors are kept closed and locked. The middle tower is their home, and each member of the family lives in luxury compared to their old home. Each has his or her own bedroom with a real bed, though they all still sleep with doors open so they can hear their siblings calling for help. The north tower contains most of Lorem's remaining property, locked away and collecting dust. Among her property is a journal of her investigations over the years, which would be valuable to an inexperienced investigator as an example of the methods and techniques of an experienced person of that trade.

## Adventure Ideas With Jev's Shadows

You Looking For Someone? PCs trying to find information in the slums may spot Jev, Duv, and/or Mot (in their natural form or some other guise) talking to one of their contacts or facing off against a belligerent person of interest. Alternately, one of the changelings may intervene in a conflict between the PCs and a slum resident, cautioning the local that the PCs "aren't worth it" or "look dangerous to me." After the other NPC leaves, the changeling suggests talking to someone who knows the streets rather than stumbling around.

I See You: The PCs in Sharn eventually suspect that someone is trailing them. With a few good Sense Motive and Spot rolls they manage to locate Jev, who has been hired by an unknown group to keep an eye on the PCs. Jev doesn't know the motivations of his employers (though he may have his suspicions based on his own ability to Sense Motive); it may be a friendly group hoping the PCs stay out of trouble or a more nefarious group hoping they don't get in the way of their devious plans. Jev's employer may double-cross him or the PCs at some point, forcing the PCs and the Shadows to work together.

Where's the Fire? Two significant people in Jev's life were killed by fire, and he wonders if they're related. Any PC who displays or appears to command fire magic attracts Jev's interest, either as a potential suspect in his ongoing investigation or as someone who might point him in the right direction. The PC may be responsible somehow or have information that provides another piece to the puzzle Jev is trying to solve.

**Jev, Investigator CR 2**  
Male Changeling Expert 3  
N Medium Humanoid (shapechanger)  
**Init** +1; **Senses** Listen +2, Spot +8  
**Languages** Common, Dwarven

**AC** 11, touch 11, flat-footed 10  
(+1 Dex)  
**hp** 10 (3 HD)  
**Fort** +0, **Ref** +2, **Will** +3 (+2 on saves vs. sleep and charm effects)  
**Speed** 30 ft. (6 squares)  
**Melee** mwk dagger +2 (1d4-1/19-20) or heavy mace +1 (1d8-1)  
**Ranged** throwing dagger +3 (1d4-1/19-20)  
**Base Atk** +2; **Grp** +1  
**Special Action** minor change shape

**Abilities** Str 9, Dex 13, Con 8, Int 12, Wis 10, Cha 11  
**Feats** Alertness, Urban Tracking  
**Skills** Balance +3, Bluff +7, Diplomacy +4, Disguise +3 (+5 acting in character), Gather Information +6, Hide +7 (+8 in shadowy or dark conditions), Intimidate +5, Jump +1, Knowledge (local) +5, Knowledge (nobility and royalty) +3, Listen +2, Sense Motive +7, Spot +8, Tumble +5  
**Possessions** darkweave outfit, ID papers, 120 gp worth of coins, letters of credit, investigator tools

**Minor Change Shape (Su)** Alter appearance as if using a *disguise self* spell that affects their bodies but not possessions. This at-will ability is a physical alteration rather than an illusion and lasts until the changeling changes shape again. It grants a +10 to disguise checks when used. Using this ability is a full-round action.

**Personality/Description:** Jev is part con man, part helpful ruffian. He was the sort of street urchin you'd pay a copper to distract someone you're tailing, and eventually learned enough to become the urchin you pay to follow someone so you don't have to. He's glad to be off the street and out of the slums, and really can't believe his luck that he miraculously inherited a home in the middle-class part of Sharn. Jev puts himself and his family first and won't take a job if he thinks it's dangerous or illegal. He knows he has a good thing going and doesn't want to spoil it by landing in jail, in court, or in a coffin. He dresses in simple nondescript clothes, sometimes with a reversible cloak so he can disguise himself better while tailing someone (using clothing- and body-shifts to throw off the appearance of a consistent pursuit). He only uses his darkweave outfit if he has to follow someone at night. When traveling the slums he takes only enough money for small bribes, but when circulating in middle-class society he carries more.

**Duv, Sneak CR 1/2**  
Female Changeling Expert 1  
N Medium Humanoid (shapechanger)  
**Init** +1; **Senses** Listen +4, Spot +4  
**Languages** Common

**AC** 11, touch 11, flat-footed 10  
(+1 Dex)  
**hp** 5 (1 HD)  
**Fort** -1, **Ref** +1, **Will** +2 (+2 saves vs. sleep and charm effects)  
**Speed** 30 ft. (6 squares)  
**Melee** dagger -1 (1d4-1/19-20)  
**Ranged** throwing dagger +1 (1d4-1/19-20)  
**Base Atk** +0; **Grp** -1  
**Special Action** minor change shape

**Abilities** Str 8, Dex 13, Con 9, Int 10, Wis 11, Cha 12  
**Feats** Stealthy  
**Skills** Bluff +7, Disguise +1 (+3 acting in character), Hide +3, Intimidate +3, Knowledge (local) +4, Listen +4, Move Silently +7, Open Lock +5, Sense Motive +2, Spot +4  
**Possessions** rope, grappling hook, lockpicks, sunrod, tindertwigs (2), smokesticks (2), tanglefoot bag, 5 gp.

**Minor Change Shape (Su)** Alter appearance as if using a *disguise self* spell that affects their bodies but not possessions. This at-will ability is a physical alteration rather than an illusion and lasts until the changeling changes shape again. It grants a +10 to disguise checks when used. Using this ability is a full-round action.

**Personality/Description:** Duv is the twin sister of Mot and the only sister of he and Dev. Like her brother, she doesn't enjoy talking to people, but when she uses her changeling ability to take the appearance of a demure and exotic-looking man or woman she can get the weak-willed to bend her way. Of the three siblings, she is the sneakiest, having practiced her skills at a young age evading enemy street gangs. Now she uses her abilities to shadow Jev's more dangerous clients, or even sneak into forbidden areas to learn a target's better-protected

secrets (though he strongly discourages her from doing so, for fear of her safety). She never carries more than a handful of coins in case she is ever pickpocketed.

### **Mot, Thug CR 1/2**

Male Changeling Expert 1

N Medium Humanoid (shapechanger)

**Init** +1; **Senses** Listen +1, Spot +4

**Languages** Common

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**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 9 (1 HD)

**Fort** +0, **Ref** +1, **Will** +2 (+2 save vs. sleep and charm effects)

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**Speed** 30 ft. (6 squares)

**Melee** dagger +1 (1d4+1/19-20) or

club +1 (1d6+1)

**Ranged** throwing dagger +1 (1d4+1/19-20)

**Base Atk** +0; **Grp** +1

**Special Action** minor change shape

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**Abilities** Str 12, Dex 12, Con 10, Int 9, Wis 11, Cha 8

SQ +2 racial bonus to Bluff, Intimidate, and Sense Motive checks

**Feats** Toughness

**Skills** Bluff +5, Disguise -1 (+1 acting in character), Gather Information +3, Intimidate +5, Knowledge (local) +2, Listen +1, Sense Motive +2, Spot +4

**Possessions** --

**Minor Change Shape (Su)** Alter appearance as if using a *disguise self* spell that affects their bodies but not possessions. This at-will ability is a physical alteration rather than an illusion and lasts until the changeling changes shape again. It grants a +10 to disguise checks when used. Using this ability is a full-round action.

**Personality/Description:** Mot is the thuggish younger twin of Duv. He doesn't talk much, but uses his natural skill and racial ability quietly to influence the people he interacts with. After years of having to stand up to bullies because he was "the little one," he's particularly fond of using his minor change shape to make his face hideous or scary to intimidate or repulse unwanted visitors. Now that the three of them aren't living on the street, Jev is trying to mellow Mot's aggressive attitude, though when he needs to negotiate he likes to have his little brother put on an angry face. Like his sister, he rarely carries more than a few coins at a time.

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### **About the Author**

Sean K. Reynolds lives in Las Vegas and works as a world developer for Upper Deck as well as running his own small press d20 company. His D&D credits include the *Monster Manual*, the *Forgotten Realms Campaign Setting*, and *Mysteries of the Moonsea*. You can find more game material at [Sean's website](#).

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# Adventure Seeds

## The Sleeping Warforged

Part 4 of 6  
By Sean K. Reynolds



Though most of the people of Khorvaire believe that all warforged creation forges are destroyed, every now and then a "new" warforged appears. Most of these come from the two secret creation forges still in existence (see *Eberron Campaign Setting* page 22), and the rest are merely warforged left disabled during the Last War and revived after months or years of inactivity. However, all of these warforged are complete, capable of normal function, and equipped with intelligence and rudimentary personality. But how are they created, anyway? The creation process is a mystery to all but a few, and there are many other folk wonder how a warforged changes from a collection of inert materials and becomes person. Is it an instantaneous event, or something gradual like a child's development? What sort of things influence this process? Now a discovery may allow the PCs to find out.

### The Discovery

The key to this adventure seed is that someone has found a complete but inactivated warforged. There are several ways for this to start.

**The PCs:** While on another quest, the PCs discover a strange cave or a previously-forgotten section of a known dungeon. Within it is the Sleeping Warforged, and when the PCs are unable to awaken or move it they must do some research as to how they might succeed. This fits Eberron's theme of dark adventure very well. Who left this thing here? Why? What is the nature of the site where it was hidden?

**Other Adventurers:** Another group of adventurers finds the Sleeping Warforged and the PCs hear about it. The finders might let it slip after a drunken night of spending new questing-money, or they may tell the PCs if it's in an area the finders aren't able to deal with. For example, a lower-level group of NPC adventurers once mentored or rescued by the PCs found the site but had to flee its guardians before they could do anything about it. Or perhaps a nature-themed adventuring group decides to avoid the site's undead guardians and refer the matter to the PC paladin and Sovereign Host cleric. The finders may even be a rival group of adventurers who often butt heads with the PCs, taunting their adversaries with a boast of a great new find. This approach suits the intrigue theme of Eberron. Who else knows about this? What are they willing to do to get their hands on it, or to keep other from getting to it?

**Lore:** One of the easiest ways to get the PCs involved is for them to find a map or other reference to the Sleeping Warforged. This reference can't be too old (the warforged haven't been around for much more than a century) but can date back to the time of the earliest living warforged. There is potential for intrigue here—who can the PCs trust to talk about this? Who else knows about it? The addition of a flag or other identifying mark of one of the Five Nations to the reference brings with it a lot of history and emotional baggage. Does this warforged belong to that nation? Or was it built to fight against it? Does it contain some secret that can tear down its leaders?

**A Madman:** Pulp fiction is filled with people turned mad by misfortune and tragedy. Perhaps the man ranting on the street corner is a cursed adventurer, or the witness to a horrible crime. He speaks of the Sleeping Warforged and an unspecified doom, then runs off or goes comatose. This puts the burden of the adventure in the hands of the PCs, but is enough of a hook to give an investigator PCs something to research, especially if more clues appear later.

**The Informant:** In this case the hint about the Sleeping Warforged comes from a source the PCs can trust (or at least trust not to lie to them outright) such as a church, dragonmarked house, or mentor. The contact is passing on limited information from a reluctant or now-missing source, or perhaps is from a one-time divine revelation or written prophecy. The PCs have to do the legwork to find out more.

### The Site

The location of the Sleeping Warforged needs to be somewhat inaccessible to explain why nobody has found it until now. Perhaps it is in the Mournland, where few travel, or a bricked-off part of a dungeon. Perhaps a circle of stones becomes a doorway when a certain plane becomes coterminous with the Material Plane. Once it is



discovered the element of remoteness and secrecy is less important; the area can get a lot of traffic after it is discovered as long as there is no confusion that the place was not widely known until recently.

The actual details of the site vary depending on what kind of adventure you want this to be. If your campaign focuses on exploring old ruins for lost artifacts, the site can be guarded by traps and magic rather than living creatures. If you run an intrigue campaign, the site can be accessed from two or more directions, each controlled by a different faction that is racing to get there or gain control. In a combat-centered campaign, the site can be guarded by cultist or zealots who wish to use the Sleeping Warforged for their own purposes or to protect it from the unworthy. You might be able to adapt one of the sites from *Secrets of Xen'drik* to suit your needs. If you want to set the adventure in Xen'drik, make the Sleeping Warforged a Quorcraft warforged and then it can be as old as you want.

The Sleeping Warforged is located in an isolated room and looks like a warforged that is not quite complete, though it is not damaged. Spells and effects that identify or locate living creatures (such as *deathwatch*) register it as alive and healthy, but only just barely, omparable to how a ready-to-hatch egg might register under the effects of these spells. It does not detect as having thoughts or consciousness and does not respond to its environment.

The Sleeping Warforged may appear completely normal, or it may have an unusual feature such as a head or limb made of psionic crystal or some other exotic material. It may be unmarked or incorporate a symbol of a country, church, or house (or Quori or giant faction if on Xen'drik). It is not immediately accessible to those who desire it—it may be locked in a coffin-like metal shell, wrapped in mummy-like bands of glowing light, suspended within a pool of strange liquid, or carried within the armored chest of a huge undead creature. In any case moving it in its contained state should be nearly impossible; the PCs must remove these defenses in some way before the can manipulate or transport the Sleeping Warforged. The exact nature of its composition, adornment, and protection should depend on the nature of your campaign and the abilities of the PCs.

Likewise, its identity and purpose directly depend on the nature of your campaign. Perhaps it is a perfected creation of the Lord of Blades, set aside to be his "consort" or greatest lieutenant. Perhaps it is an experiment by its creator trying to create warforged that can manifest dragonmarks. Perhaps it is the prototype sentient and living warforged, inspiration for all later models. Perhaps it is a failed experiment, flawed in some way and detected as such by its creators, left here until they could attempt to repair it but since forgotten. Perhaps it is a "last strike" weapon left by the Quori when they retreated from Eberron and will cause havoc once awakened.

## Adventure Ideas With The Sleeping Warforged

The key to making this an Eberron adventure is the use of iconic campaign elements, easily introduced as rival or friendly factions who have an interest in the Sleeping Warforged. Some of these groups may act overtly, some covertly, and some under the pretense of helping the PCs with the plan to double-cross them at the right time.

**Lord of Blades:** This "leader of all warforged" has an interest in acquiring the Sleeping Warforged, as his creation forge is damaged and this discovery may yield some clue as to how to fix it. He also may be interested as a matter of providence—he believes it is his duty to make sure this "innocent" warforged is not exploited by any weak-fleshed being. Alternately, he fears his eventual destruction and has found a way to transfer his consciousness to a new body should he die, but it requires a mindless warforged shell. He may even see the Sleeping Warforged as a rival, believing it has encoded within it some great knowledge, secret, or power that will make it the true leader of its kind, replacing or eliminating him.

**Sharran Merchant:** An incredibly wealthy but elderly merchant sees his final days approaching, and restorative magic has begun to lose its effectiveness on him. Abhorring the idea of extending his life through necromancy (and not wishing to live as a recluse should he have to become a vampire or lich and keep his true nature secret), the news of the Sleeping Warforged has given him hope that a talented enchanter or psionist may have a way to transfer his mind into the artificial body, allowing him to continue life in a legal form where he can walk the streets of his home city without being attacked as a monster. Any suitably wealthy person may also have this motive, though Sharn's role as the center of trade and gossip makes it an easy choice.

**Quori:** These terrors of the plane of dreams are limited by their need to possess Inspired or willing human hosts. The Sleeping Warforged may be their key to greater access to the Material Plane, for if they can analyze a mindless-but-living warforged, they may unlock the key to possessing these constructs, giving them even more potential hosts for their alien minds. If successful, their minions may attempt to find another creation forge or build their own, allowing the quori to manufacture their own warforged minions and possess them at will. If the Quori were its original creators, then perhaps they seek to activate its program of destruction as a distraction for some other plan.

**The Dark Six:** Agents of the Keeper and the Mockery may desire control of the Sleeping Warforged to advance their evil causes. The Keeper's followers wish to study the "unborn" warforged as a means of learning how to kill them more easily, perhaps by creating new magical curses that attack warforged like poisons or disease do fleshy creatures, or even a way to create undead out of destroyed warforged. The Mockery's worshippers wish to study the Sleeper's body and nascent mind in the hopes of turning more warforged against the Five Nations and even their own kind, rekindling a great bloody war. Both groups may want to find a way magically to bond flesh (living or undead) to a warforged's body, creating a humanoid-seeming creature with the hardness of a construct underneath.

**Dragonmarked Houses:** Many of the houses may want to study the Sleeper for their own reasons. If House Cannith did not create the Sleeping Warforged, then the house elders certainly would want to examine this unusual specimen for any unique abilities it may possess. If they did create it, they could want it back because it contains some secret that they cannot afford to let into the world. House Jorasco hopes the Sleeping Warforged can be their key to understanding the magical "metabolism" of a warforged, allowing them to use their healing abilities to full effect on the living constructs and thus opening up a new market for their services. All houses may want to see if warforged can be given dragonmarks, as doing so may bring them the allegiance of that race (which lacks social parity among the older races).

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### About the Author

Sean K. Reynolds lives in Las Vegas and works as a world developer for Upper Deck as well as running his own small press d20 company. His D&D credits include the [Monster Manual](#), the [Forgotten Realms Campaign Setting](#), and [Mysteries of the Moonsea](#). You can find more game material at [Sean's website](#).

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# Adventure Seeds

## Double Murder

Part 5 of 6  
By Sean K. Reynolds



**Eberron** is a place of dark adventure and intrigue; many things are not what they seem and even when a mystery is solved, questions still remain. In a world where changelings can take the face of anyone, mistaken identity is commonplace and some use that to their advantage. This adventure seed blossoms over the course of several days. The PCs may get involved at the start or ignore it as background material (perhaps reading about it in the local daily chronicles) until circumstances press them to act.

### Step 1: A Murder Witnessed

While the PCs are in a city, witnesses see a well-known person (an adventurer, aristocrat, politician, or perhaps even a well-known criminal boss) stab someone in an alley, burn the body with oil, and run away before he can be captured. The next morning when he is found and arrested, he denies involvement in the crime but cannot account for his whereabouts at the time it occurred (perhaps something as simple as drunkenness or as complex as being on another plane or under a spell). He insists that someone is framing him. While the authorities are investigating the murder and arranging for magical verification of the accused's story, another strange death happens.

### Step 2: A Second Murder

In a tavern frequented by wealthy individuals, a man wearing a hooded cloak enters and begins accosting the patrons. A scuffle breaks out and the man slips and hits his head on the bar, dying instantly. The other guests are startled when they pull back the hood and recognize the face of the person accused of the alley murder (as gossip-runners have already circulated the news of the man's arrest). The accused's advocate uses the discovery of this look-alike to convince the judge that the man is being framed, and the judge releases the accused with the order to remain in the city while the investigation takes place.

Skeptics spread the rumor that the dead man in the bar was actually a poor changeling paid to impersonate the accused in order to get the man out of jail. This causes protests from the changelings in the city, who rightly point out that when their kin die they lose whatever face they were assuming, which means the dead man from the bar cannot be a changeling. Tensions remain high and the already-mistrusted changelings continue to suffer abuse despite the truth of their claim (a counter-rumor quickly makes its way through the city, suggesting that some changelings may be able to maintain a face even in death, and therefore the complaints of the changelings are just to cover up the proof of this "secret" ability).

### Step 3: The First Victim

The day after the death of the man in the bar, a mortician examining the burned body of the first victim notes with surprise that the corpse is that of a changeling--presumably it was disguised at the time of death, and the fire kept its features from fully reverting to normal, delaying the identification of his race. This is a lightning rod for the changelings, who are incensed that one of their own has been killed and they have been blamed for trying to free the man responsible. The accused murderer goes into hiding because of threats against his home and person. In an attempt to keep the peace, city officials promise a full investigation into the changeling's death, though the burned corpse means it will take longer to identify.

### Step 4: A Third Death

Two days after the death of the changeling in the bar, another person turns up dead in the city--this time, the man accused of the alley-stabbing. His body is pierced with two crossbow bolts, one in the back of his thigh and one in the middle of his back. Both bolts are poisoned, though the bolt that pierced his heart would have done the job without any poison. Once again the changelings fall under suspicion, as it looks like a retaliatory attack. Others believe it was the action of vigilantes who feared the victim's status would allow him to escape punishment for the crime he (allegedly) committed. A minority believe it was assassins or old enemies taking advantage of a situation where the victim had to avoid public places (making killing him easier with no witnesses).

### PC Involvement

There are several ways to get the PCs involved in the plot.



**PCs Are Witnesses (Step 1, Step 2):** The PCs witness the original crime in the alley. They may try to apprehend the murderer (whether or not they recognize him), but he should escape somehow, either by clever use of terrain, mixing with a crowd, timely arrival of a carriage, or magic such as *invisibility* or teleportation. The local authorities ask the PCs to remain in the city until the investigation is concluded (this allows for some downtime after a big adventure, giving the PCs time to train, create magic items, and so on). If the PCs leave after being asked to stay, they also become suspects in the crime. Similarly, the PCs may witness the bar fight that results in the cloaked man's death. If one of the PCs is a changeling, they may later encounter angry mob wanting to deal with "the changeling responsible."

**PCs Know the Accused (Step 1):** The accused is a friend or mentor of one of the PCs, a long-standing rival (friendly or otherwise), or someone prominent in an organization to which the PCs belong (such as a church). This biases the PCs in the eyes of the law as they cannot be expected to remain totally impartial. If the PCs join the investigation or act on their own they will need to be very careful so their integrity remains uncompromised.

**PCs Are the Accused (Step 1):** The easiest option for this adventure hook is to have the accused PC elsewhere in the city at the time of the murder--while he knows he is innocent, he has to find a way to prove it. However, in the spirit of intrigue, it is more interesting to have the PC not know if he committed the crime; perhaps he was under a spell, insane, dead, sleepwalking, or amnesiac, any of which leave doubt about the PC's innocence.

**PCs Know the Victim (Step 1):** This connection may not be immediately clear to the PCs. However, if the murder occurs on the night of a clandestine meeting between the PCs and some informant, and that informant fails to show up and thereafter is missing, the PCs should be able to put two and two together. If the victim is their contact, who was trying to silence him and why? This plot element works even if the PCs' contact is not a changeling (for example, the PCs may not know that their "dwarf" contact is actually a changeling).

**PCs Know a Changeling or are Changelings (Step 2, Step 3):** Any changeling PC or PC with close ties to a known changeling is going to suffer from the backlash when changelings fall under suspicion for these crimes. Likewise, NPC changelings may pressure the PCs to protect them from non-changeling hostility, and especially radical changeling allies may push a changeling PC to abandon his non-shapeshifting friends, as "they all think we're murderers."

**PCs are Swept Up in a Riot (Step 2, Step 3):** Whether the rioters are changelings angry at being called murderers or (more likely) non-changelings looking for some vigilante justice against those no-good changelings, the PCs can play a pivotal role in quelling the mob; bardic music and spells such as *hypnotic pattern* are very useful for pacifying large numbers of civilian hostiles. If the mob has already selected its target, the PCs may have to intervene to save someone from a beating or even worse.

**PCs Find the Accused's Body (Step 4):** This may be something as simple as the PCs finding the body behind a favorite restaurant, as adventurer-mundane as finding the body in a cell in a (supposedly) unrelated dungeon adventure), or as unexpected as one of them waking in her room in the inn and finding the body on the floor with no explanation as to how it got there (which of course puts her under suspicion).

### Possible Explanations

These options only explain how these things happened. The nature of your campaign, the abilities of the PCs, and the enemies they have encountered should determine who is responsible for these events.

**The Accused is a Changeling:** He and a cohort kidnapped the famous person and assumed his identity, but his partner in crime turned out to be a liability and the accused had to kill him to protect his own interest in the caper. The burned body is of the accused's partner. But who is the dead man in the bar? And the man killed with a crossbow? Alternately, there was no kidnapping. The murder in the alley was staged using an impersonated identity to ruin that person's reputation. But who was the murdered changeling, and was he complicit in this staged crime due to some severe debt? What about the man in the bar and the one killed by crossbow?

**The Accused is Not a Changeling:** The famous person is really the one who killed the changeling in the alley. Did he do it deliberately? Or was he under some sort of mental control or blackmail? Was he supposed to be caught? Is the man killed by a crossbow the original or another ruse?

**Illusions:** While there are no illusion spells in the *Player's Handbook* that let you assume the physical appearance of another specific person (*disguise self* helps you make disguises), there may be a wizard who has developed such a spell. Is the murderer in the alley just an assumed disguise? Is the man in the bar an attempt at an alibi, and was their death an accident? Is the third body the real deal or another unfortunately-disguised victim?

**Polymorph:** Similar to the illusion explanation, someone involved is using form-changing magic. *Polymorph* reverts at the time of death, so unless someone is using a variant of the spell that doesn't revert, the accused is a *polymorph*-disguise. Even stranger, someone may be using a permanent or instantaneous spell on a corpse to make it look like the accused is dead. Who would go to such lengths, and which of the two non-changeling bodies is the real person's body?

**Simulacra and Clones:** Though it has limited combat uses, the *simulacrum* spell is excellent for sowing chaos and mistaken identity. Any live person involved may be a simulacrum--the accused, the mortician, the city official in charge of investigating the murder. *Clone* is problematic (the original needs to die first) but still useful; any dead body (such as the one killed by crossbow) may be an inert clone. There is also the possibility that someone



has found a way to revive these inert clones and control them like puppets (whether through mental domination, infusion with an undead spirit, or possession), which means the accused and the man in the bar may be clones as well.

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**About the Author**

Sean K. Reynolds lives in Las Vegas and works as a world developer for Upper Deck as well as running his own small press d20 company. His D&D credits include the *Monster Manual*, the *Forgotten Realms Campaign Setting*, and *Mysteries of the Moonsea*. You can find more game material at [Sean's website](#).

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# Living Spells

## Acid, Slumber, and Stone

Part 1 of 4  
By Sean K. Reynolds



One of the innovative new ideas in the *Eberron Campaign Setting* is that of the living spell—a spell giving permanent form and semblance of life during the terrible battles of the war that eventually created the Mournland. This unique use of the template mechanic applies a template to a spell rather than an existing creature, opening up a vast number of possibilities for new creatures. In this series we'll create stat blocks for various "common" living spells (saving you the work of doing so) and explore the boundaries of the living spell template by applying it to unusual spells or those that don't quite fit its requirements. The end result for you is a series of useful living spells, some of them less predictable than others.

In this article we'll create a living acid arrow, a living deep slumber, and a living flesh to stone spell.

### Living Acid Arrow

Acid resistance is rare among civilized troops (especially compared to protection against fire or cold), and *Melf's acid arrow* is a good way to debilitate or kill enemy leaders, particularly spellcasters. Because of the frequency of its use, living acid arrows are fairly common among the living spells populating the Mournland, and they are greatly feared for their speed and continuing damage. This living spell was formed by a *Melf's acid arrow* spell with caster level 6.

*This thing looks like a noxious yellow or green puddle, with acrid vapors rising from its surface. Behind it is a trail of scarred vegetation and smoothed stone. It reaches forward with thin pseudopods, pulling itself along with remarkable speed.*



#### Living Acid Arrow CR 5

N Medium Ooze

**Init** -1; **Senses** blindsight 60 ft., Listen -1, Spot -1

**AC** 11, touch 11, flat-footed 11

(+2 deflection, -1 Dex)

**hp** 39 (6 HD); DR 10/magic

**Immune** critical hits, flanking, gaze attacks, mind-affecting effects, paralysis, poison, polymorph, sleep, and effects that rely on sight

**SR** 16

**Fort** +5, **Ref** +3, **Will** +3

**Speed** 60 ft. (12 squares)

**Melee** slam +5 (1d4+1 plus acid arrow)

**Base Atk** +4; **Grp** +5

**Atk Options** engulf, acid arrow

**Abilities** Str 12, Dex 9, Con 12, Int --, Wis 9, Cha 12

**Acid Arrow (Su)** A creature hit by a living acid arrow's slam attack or engulfed by it takes 2d4 points of acid damage. This acid lasts for 2 rounds after the initial attack, dealing 2d4 acid damage each round unless somehow neutralized.

**Engulf (Ex)** A living acid arrow can flow around a Medium or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity must succeed at a DC 13 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *acid arrow* spell (see above) each round on the living spell's turn, and are considered to be grappled.

### Living Deep Slumber

The *deep slumber* spell is very effective in wartime when you need to capture enemies for interrogation or preserve their defenses for your own use. Strong enough to eliminate even a mid-level character, the spell was a favorite of spellcaster assassins who needed to deal with multiple opponents silently and quickly. Quiet and unearthly, they are particularly dangerous near water or on the Mournland's rare bright nights, as at those times they are easily mistaken for standing pools or clouds of glowing bugs. This living spell was formed by a *deep slumber* spell with caster level 8.

*This cloud of blue mist is occasionally lit by silvery sparkles or flashes of moonlike light. Its motion seems simultaneously languid and frenetic, like a slow but determined nightmare approaching a helpless sleeper.*

### Living Deep Slumber CR 7

N Large Ooze

**Init** +0; **Senses** blindsight 60 ft., Listen +0, Spot +0

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**AC** 12, touch 12, flat-footed 12

(+3 deflection, -1 size)

**hp** 52 (8 HD); DR 10/magic

**Immune** critical hits, flanking, gaze attacks, mind-affecting effects, paralysis, poison, polymorph, sleep, and effects that rely on sight

**SR** 16

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

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**Speed** 20 ft. (4 squares)

**Melee** slam +6 (1d6+1 plus deep slumber)

**Base Atk** +6; **Grp** +11

**Atk Options** engulf, deep slumber

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**Abilities** Str 13, Dex 10, Con 13, Int --, Wis 10, Cha 13

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**Deep Slumber (Su)** A creature hit by a living deep slumber's slam attack or engulfed by it must succeed at a DC 14 Will save or fall asleep for 6 minutes. Creatures with 11 or more HD are immune to this effect. As wounding a sleeping creature awakens it, it is likely that the ooze's later slam attacks will awaken the creature only to have this sleep attack trigger again.

**Engulf (Ex)** A living deep slumber can flow around a Large or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity must succeed at a DC 14 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *deep slumber* spell each round on the living spell's turn, and are considered to be grappled.

**Designer's Notes:** It is important to note from a game design standpoint that the "area spells only" limitation of the living spell template is there mainly to keep the template simple and to prevent abuse by applying it to single-target spells (which tend to be more powerful than the individual effects of an area spell of that spell level), though in many cases applying the template to a targeted spell would not cause any problems. For example, if you applied the template to the arcane version of *hold person* (a targeted 3rd-level spell) you would end up with a creature very similar to the living deep slumber spell presented here (the differences would be that the living hold person would not break the ongoing spell effect with its slam attacks and the target would get a save every round to free itself rather than depending on others to end the effect). Keep this in mind when considering spells for the template; a spell precluded by the template's general restriction to "area spells only" may actually be quite suitable as long as you think ahead to the possible repercussions of the chosen spell or perhaps modify its spell effect.

The third living spell presented here is an example of one of these "off limits" spells: *flesh to stone*. *Flesh to stone* is a targeted spell and therefore cannot be used with the living spell template as written; if anything, a creature that can petrify at will has have a higher CR than a simple template modifier could account for. However, there is no reason we can't speculate that some mage once created a *gorgon's stony breath* spell, which causes creates an area of greenish-gray fumes that cause creatures in the area to slow down and eventually turn to stone. Rather than going through the hassle of creating such a spell and then applying the living spell template to that new spell, we can model the effects of that spell by using a staggered effect *flesh to stone* spell (slowing on first strike, stoning on the next) even though that spell is not allowed under the rules of the template. The two-step process of the creature's special ability makes it much less lethal and keeps its power level in accord with the template's CR calculation.

### Living Flesh to Stone

Generals are always trying to find a way to prevent enemies from charging, particularly cavalry, and eventually a clever mage developed the *gorgon's stony breath* spell, which slowed approaching enemies and eventually turned them into obstacles for later charges. Though living spells of this type are rare in the Mournland, some lonely hills are dotted with hundreds of statues in battle poses, leading some to believe a medusa, basilisk, or gorgon lairs nearby. This living spell was formed using a modified *flesh to stone* spell with caster level 12.

*This cloud of greenish-gray smoke smells of wet earth and dust. It emits a low crackling sound like a lake freezing in wintertime.*

### Living Flesh To Stone Spell CR 12

N Large Ooze

**Init** +1; **Senses** blindsight 60 ft., Listen +1, Spot +1

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**AC** 16, touch 16, flat-footed 15

(+6 deflection, +1 Dex, -1 size)

**hp** 102 (12 HD); DR 10/magic

**Immune** critical hits, flanking, gaze attacks, mind-affecting effects, paralysis, poison, polymorph, sleep, and

effects that rely on sight

**SR 22**

**Fort +13, Ref +11, Will +11**

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**Speed** 30 ft. (6 squares)

**Melee** slam +11 (1d6+4 plus slowstone)

**Base Atk** +9; **Grp** +16

**Atk Options** engulf, slowstone

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**Abilities** Str 16, Dex 13, Con 16, Int --, Wis 13, Cha 16

**Slowstone (Su):** A creature hit by a living flesh to stone's slam attack or engulfed by it must succeed at a DC 19 Fort save or be slowed as if by a *slow* spell for 12 rounds. This effect counters and dispels *haste*. A slowed target that is hit again and fails this save a second time turns to stone as if by a *flesh to stone* spell.

**Engulf (Ex):** A living flesh to stone spell can flow around a Large or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity must succeed at a DC 19 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the slowstone effect (see above) each round on the living spell's turn, and are considered to be grappled.

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Sean K Reynolds lives in Las Vegas and develops worlds for Upper Deck as well as running his own small press d20 company. His D&D credits include the *Monster Manual*, the *Forgotten Realms Campaign Setting*, and *Savage Species*. You can find more game material at [Sean's website](#).

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# Living Spells

## Dust, Storm, and Confusion

Part 2 of 4  
By Sean K. Reynolds



One of the innovative new ideas in the Eberron campaign is that of the living spell—a spell giving permanent form and semblance of life during the terrible battles of the war that eventually created the Mournland. This unique use of the template mechanic applies a template to a spell rather than an existing creature, opening up a vast number of possibilities for new creatures. In this series we'll create stat blocks for various "common" living spells (saving you the work of doing so) and explore the boundaries of the living spell template by applying it to unusual spells or those that don't quite fit its requirements. The end result for you is a series of useful living spells, some of them less predictable than others.

### Living Glitterdust

Any spell capable of blinding large numbers of opponents is valuable in war, and *glitterdust* saw heavy use in Cyre, especially against enemy leaders and spellcasters, whose blindness greatly interfered with their ability to direct troops and target enemies. The spell was also used defensively (to check an area for invisible assassins and saboteurs) and as a long-range signal (as the sparkling dust is visible at great distances). Its frequent use during the Last War means that living glitterdusts are not uncommon in the Mournland, though they are more of an annoyance than a significant threat, particularly as most of them were cast by low-level spellcasters. This living spell was formed by a *glitterdust* spell with caster level 4.

*This thing looks like a faintly sparkling cloud of golden dust, some parts drifting lazily and others whirring with mad speed. It leaves a trail of golden dust behind it as it creeps forward, feeling its way with ropelike pseudopods.*

#### Living Glitterdust CR 4

N Medium Ooze

**Init** -1; **Senses** blindsight 60 ft.; **Listen** -1, **Spot** -1

**AC** 11, touch 11, flat-footed 12

(+2 deflection, -1 Dex)

**hp** 26 (4 HD); **DR** 10/magic,

**Immune** critical hits, flanking, gaze attacks, mind-affecting effects, paralysis, poison, polymorph, sleep, and effects that rely on sight

**SR** 14

**Fort** +4, **Ref** +2, **Will** +2

**Speed** 40 ft. (8 squares)

**Melee** slam +4 (1d4+1 plus glitterdust)

**Base Atk** +3; **Grp** +4

**Atk Options** engulf, glitterdust

**Abilities** Str 12, Dex 9, Con 12, Int --, Wis 9, Cha 12

**Glitterdust (Su)** A creature hit by a living glitterdust or engulfed by it is affected by the *glitterdust* spell; the creature is outlined in glowing particles (even if invisible), has a -40 penalty to Hide checks, and must make a Will saving throw (DC 13) or be blinded. These effects last 4 rounds.

**Engulf (Ex)** A living glitterdust can flow around a Medium or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity must succeed at a DC 13 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *glitterdust* spell each round on the living spell's turn, and are considered to be grappled.

Sometimes it's a good idea to tweak a templated creature's abilities to suit its unique nature in a way that the general template doesn't address—by changing or adding abilities that are thematically appropriate, the creature becomes more well-rounded and less predictable to players who memorize monster statistics. In the case of this creature (which is based on a spell that illuminates invisible creatures) it would be reasonable to give it the ability to see invisible creatures, but as the template gives the creature the ooze type (which has blindsight) this customization is not necessary.

### Living Ice Storm

The *ice storm* spell saw much use during the War, especially against enemy groups containing fire creatures such as fire elementals. A cadre of Cyran mages calling themselves the Frost Battalion used it in almost every battle, coupled with conjured ice para-elementals. Unfortunately they were almost entirely wiped out when three of their *ice storm* spells transformed into living spells and devoured them. A warforged called Ironjaw now living in Sharn was witness to this event and can describe what happened in detail. Living ice storms are especially



dangerous in the winter months, as they easily blend in with the strange weather in the Mournland. Sometimes they lay dormant in lakes or pools, freezing solid a small area around them, breaking free when they choose to move again. This living spell was formed by an *ice storm* spell (sorcerer/wizard version) with caster level 8.

*This flurry of falling hail and snow does not follow the wind and seems more intense than the surrounding weather.*

### Living Ice Storm CR 8

N Large Ooze

**Init** +0; **Senses** blindsight 60 ft.; Listen +0, Spot +0

**AC** 13, touch 13, flat-footed 13

(+4 deflection, -1 size)

**hp** 60 (8 HD); **DR** 10/magic

**Immune** critical hits, flanking, gaze attacks, mind-affecting effects, paralysis, poison, polymorph, sleep, and effects that rely on sight

**SR** 18

**Fort** +8, **Ref** +6, **Will** +6

**Spd** 60 ft. (12 squares)

**Melee** slam +7 (1d6+3 plus ice storm)

**Base Atk** +6; **Grp** +12

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

**Atk Options** engulf, ice storm

**Abilities** Str 14, Dex 11, Con 14, Int --, Wis 11, Cha 14

**Ice Storm (Su):** A creature hit by a living ice storm or engulfed by it is affected by the *ice storm* spell, taking 3d6 bludgeoning damage and 2d6 cold damage.

**Engulf (Ex):** A living ice storm can flow around a Large or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity must succeed at a DC 16 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *ice storm* spell (see above) each round on the living spell's turn, and are considered to be grappled.

**Designer's Notes:** The core concept of the living spell template is that it is an ooze-like creature that creates a spell effect when it attacks. One of the problems with applying templates is that the resulting creature may be unexpectedly more or less powerful than the CR adjustment of the template would indicate, simply because of how the base creature's and template's powers complement or interfere with each other. It's possible to rigorously playtest each living spell, but this is time-consuming and most DMs simply don't have the resources to playtest new monsters before using them in an ongoing campaign. In some cases it is helpful to compare the resulting living spell to an existing monster with similar abilities. As published monsters are playtested more than a quickly-built templated creature for a home game, this comparison helps make sure the living spell's abilities are appropriate for a creature of its CR, especially if you're using a spell that the template doesn't normally allow.

We'll test this method with the third living spell presented here: *confusion*. The *confusion* spell technically can't be used with the living spell template -- it affects targeted creatures rather than an area (although it's actually targeting all creatures *within* an area, so it's almost like an area spell). However, *confusion* is a neat idea for a living spell monster -- it keeps beating on its enemies until they're all dead or have wandered away. As it turns out, the gibbering moulder is a creature that has an at-will *confusion* ability, plus it is amorphous and therefore immune to critical hits just like a living spell, making it a perfect candidate for this exercise.

It is possible to take this method to an extreme conclusion: building a living spell by adapting an existing monster and adjusting its abilities to make it more like a living spell, rather than applying the template to a spell. An example of this is [Stohpo-Ahk](#), which is a "living spell" based on a phasm but customized to reflect its "origin" as a meld of living spells involving polymorph, acid, and stone. Reusing existing game mechanics -- in this case, an entire monster's statistics -- is a quick way to make a living spell encounter with a fairly certain idea of its target CR.

## Living Confusion

One common tactic of mid-level enchanters in war is to use the *confusion* spell on enemy troops; affected creatures are either removed from combat (by fleeing or doing nothing at all) or are likely to attack their own allies, increasing casualties and weakening morale. The Cyrran enchanter Igarn carried a *metamagic rod of quicken* which he used often in conjunction with this spell to turn flanking troops against their center, and it is believed that one living confusion roaming the Mournland is fused to Igarn's lost rod--the properties of the item and spell interact strangely, allowing the living spell an extra attack each round (whether the item would survive the death of the creature is unknown). The living spell presented here was formed from a *confusion* spell with caster level 8.



*This ephemeral mist seems to contain dozens of floating eyes and mouths which fade in and out of existence. The cloud rolls and twists in a chaotic fashion.*

## Living Confusion CR 8

N Large Ooze

**Init** +0; **Senses** blindsight 60 ft.; Listen +0, Spot +0

**AC** 13, touch 13, flat-footed 13

(+4 deflection, -1 size)

**hp** 60 (8 HD); DR 10/magic

**Immune** critical hits, flanking, gaze attacks, mind-affecting effects, paralysis, poison, polymorph, sleep, and effects that rely on sight

**SR** 18

**Fort** +8, **Ref** +6, **Will** +6

**Spd** 40 ft. (8 squares)

**Melee** slam +7 (1d6+3 plus confusion)

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

**Base Atk** +6; **Grp** +12

**Atk Options** engulf, confusion

**Abilities** Str 14, Dex 11, Con 14, Int --, Wis 11, Cha 14

**Confusion (Su):** A creature hit by a living confusion or engulfed by it is affected by the *confusion* spell. It must make a Will saving throw (DC 16) or be confused for 8 rounds.

**Engulf (Ex):** A living confusion can flow around a Large or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity must succeed at a DC 16 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *confusion* spell (see above) each round on the living spell's turn, and are considered to be grappled.

Let's compare the living spell to the gibbering moulder. The spell is CR 8 and the moulder is CR 5, so the spell should be tougher than an encounter with two moulters (CR 5 + CR 5 = EL 7). The spell's DC is higher but it only affects one creature per round, whereas the moulder's confusion ability affects all nearby creatures. The spell has more hit points than one moulder but less than two, but its DR/magic and SR 18 make up for the slight deficit compared to the EL 7 encounter with two moulters. The spell's blindsight is better than the moulder's darkvision. The spell lacks the moulder's ground manipulation ability but is much faster. The moulder has more attacks per round but they do much less damage. The moulder's blood drain ability is powerful but the spell can hold more creatures within itself (4 Medium creatures for a Large ooze compared to 1 Medium for the moulder, or two Medium creatures for a pair of moulters). The spell's attack and grapple bonuses are greater than the moulder's but its AC is lower. Overall, the living confusion spell seems comparable to an encounter with a pair of gibbering moulters (it is better in some ways and worse in others), which means that the living spell's CR may actually be 7 instead of 8. If an encounter with this living confusion spell seems easier than its CR indicates, consider adjusting the CR value down to 7 when awarding experience points.



## About the Author

Sean K Reynolds lives in Las Vegas and develops worlds for Upper Deck as well as running his own small press d20 company. His D&D credits include the *Monster Manual*, the *Forgotten Realms Campaign Setting*, and *Savage Species*. You can find more game material at [Sean's website](#).

# Living Spells

## Disintegrate, Dizzy and Dispel

Part 3 of 4  
By Sean K. Reynolds



One of the innovative new ideas in the **Eberron** campaign is that of the living spell—a spell giving permanent form and semblance of life during the terrible battles of the war that eventually created the Mournland. This unique use of the template mechanic applies a template to a spell rather than an existing creature, opening up a vast number of possibilities for new creatures. In this series we'll create stat blocks for various "common" living spells (saving you the work of doing so) and explore the boundaries of the living spell template by applying it to unusual spells or those that don't quite fit its requirements. The end result for you is a series of useful living spells, some of them less predictable than others. In this article we'll create a living antimagic field, a living disintegrate, and a living whirlwind.

### Living Disintegrate

Few spells are more horrifying to adventurers and soldiers alike than the *disintegrate* spell. Seeing an ally or commander vanish into dust and vapor is incredibly demoralizing and the sign that a powerful enemy spellcaster is on the battlefield, and anyone with any sense knows to take cover as soon as those thin green rays make their appearance. The Cyrran mage Talgus the Deathbringer was greatly feared, for not only did he know the *disintegrate* spell, he frequently used his *staff of transmutation* in battle to lash out with additional disintegrations as needed. He fell to a greater earth elemental and his staff was shattered, though rumors have it that three splinters remain, each with the power to unleash a single *disintegrate* spell before they crumble. This living spell was formed by a *disintegrate* spell with caster level 12.

**Variant:** A less deadly but possibly more vexing version of this living spell doesn't kill creatures who fail their saves, it merely disintegrates one magic item carried by the target (determined by Table 10-1: Items Affected by Magical Attacks on page 177 of the *Player's Handbook*). This should happen every time a target fails a save, not just when the target rolls a 1 for the save. This variant is worth -2 CR compared to the creature fully described below.

*Dozens of green streaks race in all directions within this amorphous shape, like shooting stars the color of horrible magic. Tiny puffs of dust form wherever a streak ends, and the ground under it is pockmarked with tiny craters.*

#### Living Disintegrate CR 12

N Large Ooze

**Init** +1; **Senses** blindsight 60 ft.

**AC** 16, touch 16, flat-footed 15

(+1 Dex, +6 deflection, -1 size)

**hp** 102 (12 HD); **DR** 10/magic

**Immune** critical hits, flanking, gaze attacks, mind-affecting effects, paralysis, poison, polymorph, sleep, and effects that rely on sight

**SR** 22

**Fort** +13, **Ref** +11, **Will** +11

**Speed** 40 ft. (8 squares)

**Melee** slam +11 (1d6+4 plus *disintegrate*)

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

**Base Atk** +9; **Grp** +16

**Special Atk** disintegrate, engulf


**Abilities** Str 16, Dex 13, Con 16, Int --, Wis 13, Cha 16

**SQ** ooze traits

**Disintegrate (Su)** A creature hit by a living disintegrate or engulfed by it is affected by the *disintegrate* spell at caster level 12.

**Engulf (Ex)** A living disintegrate can flow around a Large or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity must succeed at a DC 19 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *disintegrate* spell (see above) each round on the living spell's turn, and are considered to be grappled.

### Living Whirlwind

In large battles, various "crowd control" spells are very useful for clearing paths to specific foes, opening up lines of escape for allied troops, holding back enemy forces to allow your soldiers to regroup, and so on. One 

of the more interesting choices for high-level divine casters is the *whirlwind* spell, as it can affect a large number of opponents, can be programmed to act on its own while you perform other tasks, and can even be used to carry yourself or others if you're willing to damage the "passengers." Though there are few living whirlwinds in the Mournland, all of them are very powerful and greatly feared. They move erratically, and because of their speed and powers they have been known to hurtle through a group and carry off one or more people, depositing them (or their corpses) miles away. The living spell presented here was formed from a *whirlwind* spell with caster level 16.

**Variant:** You can create interesting and deadly variants by assuming the living spell is based on multiple spells. Add *solid fog* and the PCs have a much harder time escaping (increase CR by +2). Add *incendiary cloud* and the living spell is a firestorm (CR +4). *Cloudkill* (CR +2), *lightning bolt* (CR +1), and *enervation* (CR +2) are all good ways to make the creature less predictable and more of a threat.

*This swirling mass of air carries the fragments of several corpses, some fleshy and some not. The pieces spin at maddening speed.*

**Living Whirlwind CR 16**

N Huge Ooze  
**Init** +2; **Senses** blindsight 60 ft.; Listen +2, Spot +2

**AC** 18, touch 18, flat-footed 16  
(-2 size, +8 deflection, +2 Dex)  
**hp** 152 (16 HD); **DR** 10/magic  
**Immune** critical hits, flanking, gaze attacks, mind-affecting effects, paralysis, poison, polymorph, sleep, and effects that rely on sight  
**SR** 26  
**Fort** +17, **Ref** +15, **Will** +15

**Speed** 60 ft. (12 squares)  
**Melee** slam +14 (1d8+6 plus *whirlwind*)  
**Space** 15 ft.; **Reach** 10 ft.  
**Base Atk** +12; **Grp** +24  
**Special Atk** whirlwind, engulf

**Abilities** Str 18, Dex 15, Con 18, Int --, Wis 15, Cha 18

**Whirlwind (Su):** A creature hit by a living whirlwind or engulfed by it is affected by the *whirlwind* spell.

**Engulf (Ex):** A living whirlwind can flow around a Huge or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity must succeed at a DC 22 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *whirlwind* spell each round on the living spell's turn, and are considered to be grappled. (Unlike the *whirlwind* spell, a creature trapped within a living whirlwind can attempt grapple checks to escape.)

**Living Antimagic Field**

In a world of magic, magic will be used in warfare. Whether used directly on enemies or as a means to protect your own forces, magic and counter-magic are critical elements to warfare in Eberron. Some armies even employed sorcerers specializing in magic-negating spells, charging them with doing nothing but counterspelling enemy casters every battle or shielding allied commanders. Given this heavy use of countering magic, it is not surprising to find many living antimagic field spells roaming the Mournland. Though only somewhat dangerous as a physical threat, a living antimagic field is a bane to adventurers in this tortured land, blasting apart magical defenses with a touch. Though sages speculate that all living spells survive on ambient magical energy in the Mournland and do not actually need to feed, a living antimagic field tends to seek out opponents with many active spells, as if its antimagical nature requires a greater amount of sustenance than a typical living spell. This living spell was formed by an *antimagic field* spell with caster level 12.

**Note:** The range of the base spell determines the living spell's spell, but in this case the spell doesn't fit the close/medium/long range model of most spells. For simplicity, the creature's speed is 20 ft., the same as a close range spell.

**Variant:** While this living spell is based on *antimagic field*, you can build a weaker version based on a targeted *dispel magic* with similar effects. Though a targeted *dispel magic* normally can't be used with the template, it is a more interesting encounter (and annoying to the PCs) if the living spell has a chance to negate all spells on a target instead of just one per hit. An even weaker variant of this creature would function like the area *dispel magic*, attempting to dispel the effect with the highest caster level.

**Variant:** An *antimagic field* spell is normally completely invisible. By default living spells should be visible, but an interesting variant is an invisible living antimagic field. This variant would be naturally invisible (like an invisible stalker) and its invisibility would not be subject to spells like *invisibility purge*, and *see invisibility* probably wouldn't reveal anything either. The only way to pinpoint such a creature is through the use of ongoing area effects such as *fog cloud* or even *glitterdust*, which would have a "hole" in them as long as the living spell

remained in the area (even if the golden particles from *glitterdust* stick to a living antimagic field, the living spell would automatically snuff them out). This variant is worth +1 CR compared to the creature fully described below.

**Variant:** A more difficult encounter is if the living spell itself radiates an antimagic field out to a 10 ft. radius (from its center point, so 5 ft. greater than its actual Space). This means it is immune to almost all magic (a *Mordenkainen's disjunction* might temporarily negate this effect), and thus its SR entry is irrelevant. Its damage reduction changes to DR/-- (or perhaps it can be overcome by adamantine or one of the Eberron special materials). This variant is worth +1 CR compared to the creature fully described below.

**Note:** Following the rules to the letter, a creature struck by a living antimagic field would have all of its spell effects suppressed for an instant, and then they'd resume, which basically has no effect. Thus, it's slam attack is not listed with the spell effect. To avoid confusion about the ongoing effects of this ability, it makes more sense for the living spell to attempt to engulf its target every turn so it can maintain its *antimagic field* on that target. This is not an action based on the creature's intelligence (it has none) but just a way to make the encounter easier for the DM and to make sure the creature is utilized to the full extent of its CR (as turning your magic off and then on again has no real effect, it handicaps this monster to play it that way and makes it weaker than its CR would indicate).

*A faint haze in the air suggests the presence of something unnatural. The haze moves about and sometimes flings barely-visible ropelike extensions of itself in different directions.*

**Living Antimagic Field CR 12**

N Large Ooze

**Init** +1; **Senses** blindsight 60 ft.; Listen +1, Spot +1

**AC** 16, touch 16, flat-footed 15

(-1 size, +6 deflection, +1 Dex)

**hp** 102 (12 HD); **DR** 10/magic

**Immune** critical hits, flanking, gaze attacks, mind-affecting effects, paralysis, poison, polymorph, sleep, and effects that rely on sight

**SR** 22

**Fort** +13, **Ref** +11, **Will** +11

**Speed** 20 ft. (4 squares)

**Melee** slam +11 (1d6+4)

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

**Base Atk** +9; **Grp** +16

**Special Atk** antimagic field, engulf

**Abilities** Str 16, Dex 13, Con 16, Int --, Wis 13, Cha 16

**Antimagic Field (Su):** A creature hit by a living antimagic field or engulfed by it is affected by the *antimagic field* spell.

**Engulf (Ex):** A living antimagic field can flow around a Large or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity must succeed at a DC 19 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *antimagic field* spell (see above) each round on the living spell's turn, and are considered to be grappled.

**About the Author**

Sean K Reynolds lives in Las Vegas and develops worlds for Upper Deck as well as running his own small press d20 company. His D&D credits include the *Monster Manual*, the *Forgotten Realms Campaign Setting*, and *Mysteries of the Moonsea*. You can find more game material at [Sean's website](#).



# Living Spells

## Bind, Fall, and Spray

Part 4 of 4  
By Sean K. Reynolds



One of the innovative new ideas in the **Eberron** campaign is that of the living spell—a spell giving permanent form and semblance of life during the terrible battles of the war that eventually created the Mournland. This unique use of the template mechanic applies a template to a spell rather than an existing creature, opening up a vast number of possibilities for new creatures. In this series we'll create stat blocks for various "common" living spells (saving you the work of doing so) and explore the boundaries of the living spell template by applying it to unusual spells or those that don't quite fit its requirements. The end result for you is a series of useful living spells, some of them less predictable than others. This time out, we'll create a living *web*, a living *reverse gravity*, and a living *prismatic spray*.

### Living Web

*Web* is a stable of low-level battlemages, as it entangles multiple foes, is useful as a defensive barricade as well as an attack spell, and can even be burned as a deterrent, barrier, or signal. Because of its utility, some low-level mages in Cyre were lent a *wand of web* just to take advantage of this useful spell. Because of the frequency of its use living webs are a common sort of living spell in the Mournland. Most visitors who find a web-wrapped corpse may assume giant spiders are near, but if the body was beaten to a pulp rather than drained of fluids then it is a sure indicator of a nearby living web. Recently a group of salvagers operating out of Aruldusk in Thrane reported seeing a very large living web in a cavern, worshipped by ettercaps as if it were some kind of god; they fled before they were attacked but noticed some sort of golden war engine partially buried at the back of the cave.

**Note:** As written, the web spell must be anchored or the webbing collapses and disappears. As the single-target effects of a living spell's attack would never gain such anchoring, applying the exact effects of the spell would be useless. This living spell uses a slightly modified version of the spell effect which doesn't require anchoring so that the creature remains an effective foe for its CR.

This living spell was formed by a *web* spell with caster level 4.

*A roiling bundle of thin pale strands moves about, leaving behind a trail made of cast-off material from its own substance. It casts long hair-like lengths of this material outward like probing limbs, adhering to whatever they touch.*

#### Living Web CR 4

N Medium Ooze

**Init** -1; **Senses** blindsight 60 ft.; Listen -1, Spot -1

**AC** 11, touch 11, flat-footed 12

(-1 Dex, +2 deflection)

**hp** 26 (4 HD); **DR** 10/magic

**Immune** critical hits, flanking, gaze attacks, mind-affecting effects, paralysis, poison, polymorph, sleep, and effects that rely on sight

**SR** 14

**Fort** +4, **Ref** +2, **Will** +2

**Weakness** vulnerable to fire

**Spd** 40 ft. (8 squares)

**Melee** slam +4 (1d4+1 plus web)

**Base Atk** +3; **Grp** +4

**Atk Option** engulf

**Special Actions** web

**Abilities** Str 12, Dex 9, Con 12, Int --, Wis 9, Cha 12

**Web (Su):** A creature hit by a living web or engulfed by it is affected by a *web* spell (Reflex DC 13 negates). Rather than affecting a large area and requiring anchoring, this attack only affects the target creature and anything in its space.

**Engulf (Ex):** A living web can flow around a Medium or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity must succeed at a DC 13 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the effect of the *web* spell (see above) each round on the living spell's turn, and are considered to be grappled.

### Living Reverse Gravity

Though most of the living spells in this article series are based on combat spells, many battle spells have non-combat uses. One of these is *reverse gravity*; while it is very effective at breaking enemy lines (leaving a gap where the spell is cast) or hurling melee opponents into the sky, because the spell has no weight limit it is also very useful in situations where large weights need to be moved in a hurry. A mage may use *reverse gravity* to hoist boulders out of a mountain pass buried by an enemy's avalanche, tear apart a hastily-stacked stone barricade, raise a counterweight for a giant siege engine, or lift a sunken ship. These alternate uses make living spells born of this unusual magic slightly more common than others of its level (but still rare, of course).

**Variant:** By default a living reverse gravity causes its targets to fall upward and float in the air several rounds before falling again. As a variant, have the target fall upward for 1 round, then fall to the ground again on the living spell's next turn. This keeps the creature from moving its opponents out of reach as soon as it attacks, and gives the PCs less time to compensate for the unexpected falling.

**Variant:** Due to its nature as a counter-gravity magical creature, let the living spell move in any direction at its normal ground speed, similar to an *air walk* spell. This allows it to harass flying opponents or creatures affected by its *reverse gravity* attack.

**Notes:** Whether or not the first variant is used, this creature is especially effective in underground or indoor areas, as creatures will fall upward, take falling damage when they hit the ceiling, then take falling damage on the way down again. Second, any creature engulfed by a living reverse gravity is going to fall upward (out of the creature's body) when the spell effect occurs. Do not have the creature attempt to hold its engulfed prey, as this weakens the creature relative to its CR. Lastly, a creature affected by the living's spell's *reverse gravity* power provokes attacks of opportunity for this movement.

The living spell presented here was formed from a *reverse gravity* spell with caster level 16.

*This semisolid haze stirs up a cloud of dust and debris around itself and is surrounded by levitating pebbles, bark, and other small items.*

**Living Reverse Gravity CR 15**

N Huge Ooze

**Init** +2; **Senses** blindsight 60 ft.; Listen +2, Spot +2

**AC** 17, touch 17, flat-footed 15

(-2 size, +2 Dex, +7 deflection)

**hp** 136 (16 HD); DR 10/magic

**Immune** critical hits, flanking, gaze attacks, mind-affecting effects, paralysis, poison, polymorph, sleep, and effects that rely on sight

**SR** 26

**Fort** +15, **Ref** +14, **Will** +14

**Spd** 40 ft. (8 squares)

**Melee** slam +13 (1d8+4 plus reverse gravity)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +12; **Grp** +23

**Atk Option** engulf

**Special Actions** reverse gravity

**Abilities** Str 17, Dex 14, Con 17, Int --, Wis 14, Cha 17

**Reverse Gravity (Su):** A creature hit by a living reverse gravity or engulfed by it is affected by the *reverse gravity* spell.

**Engulf (Ex):** A living reverse gravity can flow around a Huge or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity must succeed at a DC 20 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *reverse gravity* spell (see above) each round on the living spell's turn, and are considered to be grappled.

**Living Prismatic Spray**

In clashes between powerful forces, a spell with random effects is very effective because it is unlikely the targets are protected against all of the spell's attack forms. *Prismatic spray* is such a spell, and because its damage output is enough to seriously harm or even kill mid-level enemies, it is a popular choice for mages who want to eradicate many enemies in the area. Though there are few living prismatic sprays wandering the Mournland (most likely due to its high level and possibly due to some inherent instability in a multi-effect spell), the few that exist are very dangerous and leave a trail of burned, petrified, and insane victims behind them.

**Variant:** Some oozes such as the black pudding can split into multiple oozes when attacked in certain ways. A living prismatic sphere is a perfect candidate for this special quality. As the spell is based on light (even though it doesn't have the light descriptor), thematically-appropriate split-causing spells are *darkness* and *deeper darkness*. If you use this variant, give the living spell the following special quality and increase its CR by +1.

**Split (Ex):** A *darkness* or *deeper darkness* spell cast on a living prismatic spray causes it to split into two living spells, each with half of the original's current hit points (round down) and half of its spell effects (one gets red, yellow, and blue, the other gets orange, green, and indigo, with violet going to either one). A living prismatic spray with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Variant:** As an even more unusual variant, allow certain spells that match the seven component effects of the spray to trigger a split, destroying that beam component in the process so that neither resulting living spell inherits it. For example, if *fireball* is a split-triggering spell, the red beam (which deals fire damage, just like *fireball*) is eliminated entirely and the two daughter living spells divide the remaining six beam effects between them.

**Variant:** It is always dangerous to separate one PC from the rest of the group, especially if the PC is sent to another plane and has no easy way of returning (especially frustrating for the player, who can't participate in the rest of the game that day). Unlike a single-use spell, a living prismatic spray has a chance *each round* to send a PC to another plane, and there's no guarantee the PCs all end up at the same plane. To prevent the risk of scattering the PCs, have the violet ray effect temporarily banish the target to a border area between planes, visible to everyone and able to perceive her surroundings but unable to affect or be affected by anything. When the banishment ends (perhaps after a minute), the PC returns to Eberron. The net effect is the PC is out of commission for the fight but lost somewhere on another plane and requiring a separate adventure to return.

This living spell was formed by a *prismatic spray* spell with caster level 14.

*A crawling puddle of shifting chromatic colors lurches about, sometimes shaping itself into a wedge or oval. It reaches out with bright tentacles of colored light, hungrily grasping anything nearby.*

**Living Prismatic Spray CR 14**

N Huge Ooze  
**Init** +2; **Senses** blindsight 60 ft.; Listen +2, Spot +2

**AC** 17, touch 17, flat-footed 15  
(-2 size, +2 Dex, +7 deflection)

**hp** 119 (14 HD); DR 10/magic

**Immune** critical hits, flanking, gaze attacks, mind-affecting effects, paralysis, poison, polymorph, sleep, and effects that rely on sight

**SR** 24

**Fort** +14, **Ref** +13, **Will** +13

**Spd** 20 ft. (4 squares)

**Melee** slam +11 (1d8+4 plus *prismatic spray*)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +10; **Grp** +21

**Atk Option** engulf

**SpecialActions** prismatic spray

**Abilities** Str 17, Dex 14, Con 17, Int --, Wis 14, Cha 17

**Prismatic Spray (Su):** A creature hit by a living prismatic spray or engulfed by it is affected by the *prismatic spray* spell.

**Engulf (Ex):** A living *prismatic spray* can flow around a Huge or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity must succeed at a DC 20 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the *prismatic spray* spell (see above) each round on the living spell's turn, and are considered to be grappled.

**About the Author**

Sean K Reynolds lives in Las Vegas and develops worlds for Upper Deck as well as running his own small press d20 company. His D&D credits include the *Monster Manual*, the *Forgotten Realms Campaign Setting*, and *Savage Species*. You can find more game material at [Sean's website](#).