

# FORCE CREATURE

Force is a rare and powerful kind of magic used in only a select few spells and magic items. Sages have likened it to raw magic—energy without native form or substance. Spellcasters who understand its nature harness this raw material and weave it into shapes that can be used as weapons, defenses, or tools. But despite the limitless potential of force energy, relatively few spells make use of it. This unusual lack might be due in part to the influence of force creatures.

Force creatures are elemental-like beings composed of animate magic force. They look like semi-translucent, glowing, blue creatures roughly the same size and shape as their more common cousins. Sages speculate that they originate from some realm of magical force, but if so, no planar explorer has yet discovered the place and lived to tell of it.

Force creatures often appear in places where force magic is used frequently. Though language is often not a problem, force creatures are difficult to interact with, since they seem to be nearly emotionless.

## CREATING A FORCE CREATURE

“Force creature” is an inherited template that can be applied to any living, corporeal creature (referred to hereafter as the base creature).

A force creature uses all of the base creature’s statistics and special abilities except as noted here.

**Size and Type:** The creature’s type changes to aberration with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

**Hit Dice:** Change all racial Hit Dice to d8s.

**Armor Class:** The base creature’s natural armor bonus no longer applies, but the force creature gains a deflection bonus to Armor Class equal to the base creature’s natural armor bonus (+0 if it has none) + the force creature’s Cha modifier. A force creature’s minimum deflection bonus is +0.

**Attack:** The force creature retains all the base creature’s attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. The force creature gains a primary slam attack if it has no other natural attacks.

**Damage:** All of a force creature’s natural attacks deal force damage (like that of a *magic missile*) rather than bludgeoning, piercing, or slashing damage. Thus, the force creature can hit

incorporeal creatures, and the damage dealt by its natural attacks is not diminished by damage reduction.

If the force creature gained a slam attack from the application of this template, its base damage is as given on the following table. This damage is always force damage.



### DAMAGE

#### Size Slam Base Damage (Force)

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

**Special Attacks:** The force creature retains all the base creature’s special attacks and gains those described here.

#### *Draw Force (Su):*

Although vulnerable to force attacks (see

**Spell Vulnerability**, page 119), a force creature can use *dispel magic* to negate all magical effects with the force descriptor within 30 feet of it.

To do so, it makes a *dispel* check as though it were a caster of a level equal to its character level. For each level of the force effect so dispelled, the force creature heals 1d8 points of damage. This ability is usable at will and requires a standard action.

#### *Force Aura (Ex):*

The force creature is surrounded at all times by a force



aura that emits a dull, blue light about as bright as a candle. Any opponent that hits the force creature with a natural weapon or an unarmed attack takes 1d6 points of force damage from this aura. When so struck, the aura momentarily flares brighter at the point of impact.

**Force Strength (Ex):** A force creature gains a +4 bonus on checks made to trip opponents during an overrun and on Strength checks made to bull rush foes or break items.

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

**Breathless (Ex):** Because force creatures do not need to breathe, they are immune to all inhaled substances, including toxins and nauseating gas.

**Damage Resistance (Ex):** A force creature takes half damage from all attacks and effects that deal hit point damage.

**Spell Vulnerability (Ex):** If the base creature has spell resistance, *disintegration* and force effects automatically bypass it. Such effects also bypass the force creature's damage resistance ability.

**Skills:** A force creature gains a +20 racial bonus on Jump checks. Since it continuously emits a dull blue light, however, it takes a -5 circumstance penalty on Hide checks when attempting to hide in conditions other than bright light. This penalty can be diminished or negated if the force creature's body is covered by a material that blocks light.

**Challenge Rating:** Same as the base creature +1.

**Level Adjustment:** Same as the base creature +6.

## FORCE CREATURES

A force creature favors whichever class the base creature does.

## ~ SAMPLE CREATURE: FORCE GELATINOUS CUBE ~

### Huge Aberration (Augmented Ooze)

**Hit Dice:** 4d8+32 (50 hp)

**Initiative:** -5

**Speed:** 15 ft. (3 squares)

**Armor Class:** 3 (-2 size, -5 Dex), touch 3, flat-footed 3

**Base Attack/Grapple:** +3/+11

**Attack:** Slam +1 melee (1d6 force plus 1d6 acid)

**Full Attack:** Slam +1 melee (1d6 force plus 1d6 acid)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Acid, draw force, engulf, force aura, force strength, paralysis

**Special Qualities:** Blindsight 60 ft., breathless, damage resistance, immunity to electricity, mindless, spell vulnerability, transparent

**Saves:** Fort +9, Ref -4, Will -4

**Abilities:** Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1

**Skills:** —

**Feats:** —

**Environment:** Underground

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** 1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)

**Alignment:** Always neutral

**Advancement:** 5–12 HD (Huge); 13–24 HD (Gargantuan)

**Level Adjustment:** —

Here is an example of a force creature using a gelatinous cube as the base creature.

Force gelatinous cubes are drawn to places where *cubes of force* have been used, or where *forcecage* spells have been cast. Some sages believe that such magic actually creates force gelatinous cubes, or that the energy of such a spell gone awry might coalesce a force gelatinous cube. The force gelatinous cube's apparent desire to engulf and encase creatures seems to support this idea, but its resemblance to a normal gelatinous cube begs a different answer to its origins.

A force gelatinous cube is difficult to see, but its presence can be inferred by the dim blue radiance that suffuses any chamber it occupies. Upon close inspection, a force gelatinous cube looks like a clear cube of dimly glowing blue gel, about 15 feet on a side.

### COMBAT

A force gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod of force, but it usually prefers to engulf its foes.

**Acid (Ex):** A force gelatinous cube's acid does not harm metal or stone.

**Draw Force (Su):** Caster level 4th; see the force creature template

**Engulf (Ex):** Although it moves slowly, a force gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Each opponent may attempt either an attack of opportunity or a DC 13 Reflex saving throw to avoid being engulfed. Success indicates that the opponent is pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

**Force Aura (Ex):** See the force creature template.

**Force Strength (Ex):** See the force creature template.

**Paralysis (Ex):** A force gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

**Breathless (Ex):** See the force creature template.

**Damage Resistance (Ex):** See the force creature template.

**Mindless (Ex):** Force gelatinous cubes are mindless and therefore immune to mind-affecting effects.

**Spell Vulnerability (Ex):** See the force creature template.

**Transparent (Ex):** A force gelatinous cube is difficult to see despite its blue glow, and it takes a DC 15 Spot check to locate it. Creatures that fail to notice a force gelatinous cube and walk into it are automatically engulfed.