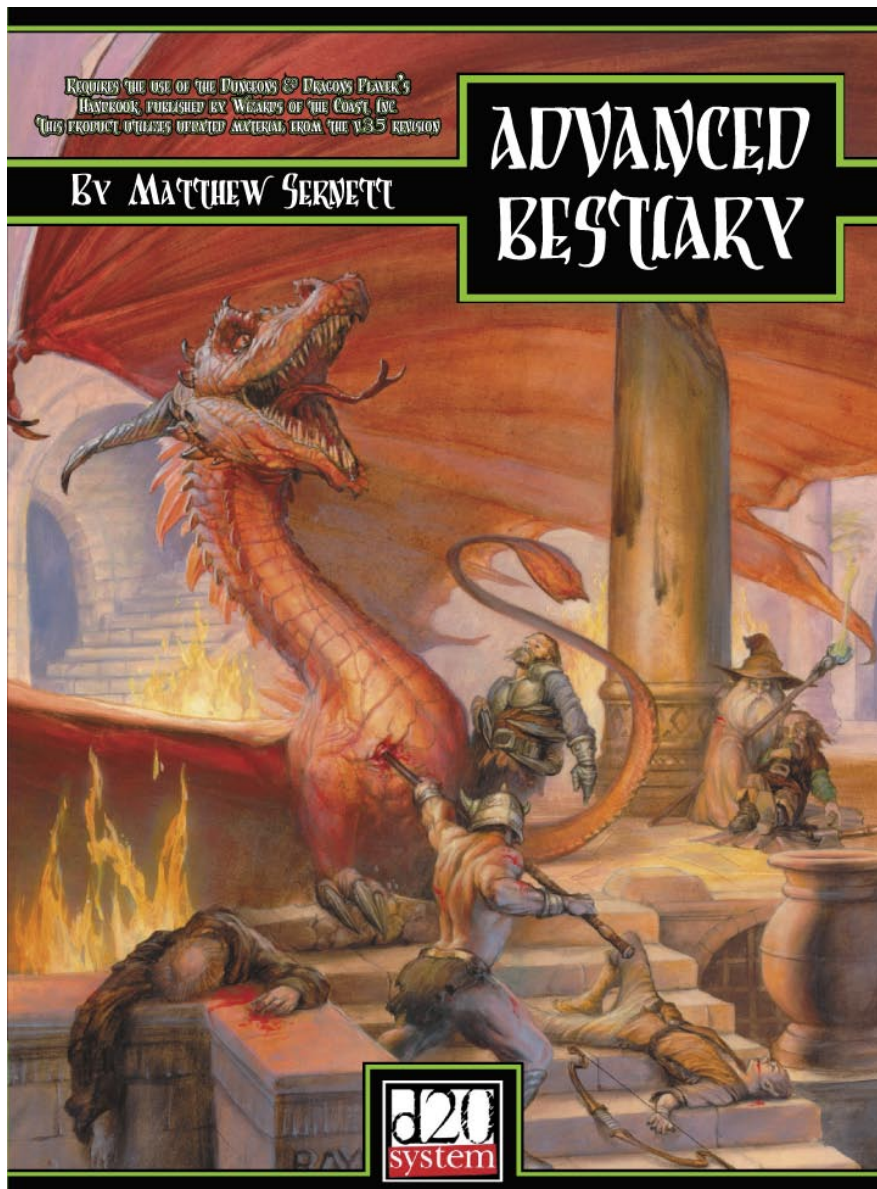


CHAOSBORNE: AN ADVANCED BESTIARY WEB ENHANCEMENT

CHAOSBORNE



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CHAOSBORNE

Chaosbornes drift in the randomness of the universe, floating on the winds of change. Unhinged by contact with far realms or extraplanar entities that are foreign to sane minds, the chaosbornes are driven to cause chaos in every waking moment. In keeping with the anarchic insanity that is the curse of their vision, they transfer their skewed version of reality to other creatures already swayed by chaos.

Some chaosbornes are manic and crazed; others are patient and calculating. All, however, strive to create anarchy wherever they

go. They have no special desire to harm others, but their drive to disrupt order can manifest in activities ranging from innocuous pranks to deadly destruction. For example, a chaosborne might rearrange the books in a library or rewrite the entries in an accountant's ledger, or it might break open a dam to flood a city.

If a chaosborne encounters a large group of other chaotic creatures, the result can be a plague of chaosbornes sweeping across the land, leaving only destruction, death, and madness in their wake.

CREATING A CHAOSBORNE

Chaosborne is an acquired template that can be added to any chaotic creature or creature with the chaotic subtype that does not already have the template (referred to hereafter as the base creature).

A chaosborne uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the chaotic subtype if the base creature did not already have it.

Attack: The chaosborne 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 chaosborne gains a primary touch attack if it did not already have one.

Special Attacks: A chaosborne retains all the base creature's special attacks and gains those described here.

Chaosborne Curse (Ex): A chaosborne can transmit its terrible obsession with chaos to other chaotic-aligned creatures and creatures with the chaotic subtype. Any such creature hit by a chaosborne's natural melee attack or touch attack must succeed on a Will save (DC 10 + 1/2 chaosborne's character level + chaosborne's Cha modifier) or immediately gain the chaosborne template. A chaotic neutral character takes a -2 penalty on the saving throw to resist contracting the curse, and a chaotic evil creature takes a -1 penalty.

Upon contracting the curse, the target falls unconscious for 1d4 rounds, then arises as a chaosborne. Although the new chaosborne owes no allegiance to the one that bestowed the curse, it instinctively knows that additional chaosbornes can only further the cause of chaos. (See **Spell Vulnerability** on page @@ for ways to remove the chaosborne curse.)

Entropic Blow (Su): Any melee attack a chaosborne makes with natural or manufactured weapons deals an extra +1d6 points of damage to creatures of lawful alignment or creatures with the lawful subtype. A chaosborne's attacks are considered chaotic-aligned for overcoming damage reduction.

Gaze of Discord (Ex): Any chaotic creature within 30 feet of a chaosborne that meets its gaze must make a Will save (DC 10 + 1/2 chaosborne's character level + chaosborne's Cha modifier). Failure leaves a chaotic creature dazed for 1 round and a lawful creature confused (as the *confusion* spell) for the same

period. A chaosborne is immune to the gaze of discord of other chaosbornes.

Special Qualities: A chaosborne retains all the base creature's special qualities and gains those described here.

Aura of Anarchy (Su): Every nonchaotic creature within 10 feet of a chaosborne automatically misses its attack rolls and fails its saving throws on a natural roll of 5 or below. In addition, it takes a -5 penalty on all ability checks, skill checks, and level checks.

Law's Death (Su): If a spell with the lawful descriptor is cast within 60 feet of a chaosborne, the caster must succeed on a caster level check (DC 10 + 1/2 chaosborne's character level + chaosborne's Cha modifier) or the spell fails and is wasted.

Protection from Law (Su): Against attacks made by lawful creatures, a chaosborne gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Furthermore, it is immune to possession and compulsion spells and effects originating from lawful creatures.

Random Immunity (Ex): A chaosborne is immune to one type of energy damage at all times, but the specific type changes each round. Roll 1d6 and consult the following table at the beginning of each round to determine the specific immunity.

RANDOM IMMUNITY

Roll	Immunity
1	Acid
2	Cold
3	Electricity
4	Fire
5	Sonic
6	Force

See Chaos (Su): At will, a chaosborne can identify any chaotic creatures, spells, and magic items that it can see as though it were using the *detect chaos* spell (caster level equals chaosborne's character level) and had studied the specific creatures and objects for 3 rounds.

Spell Vulnerability (Ex): If a chaosborne fails the Will save against a *remove curse* or *break enchantment* spell cast upon it within one week of the time it contracted the chaosborne curse, it permanently



loses the chaosborne template. Failing a saving throw against a *dispel chaos* effect removes the chaosborne template regardless of how long the target has possessed it.

Abilities: When a creature acquires the chaosborne curse, its ability scores change in a random way. Roll 1d8 and consult the following table when the template is acquired to determine the ability score modifications.

ABILITIES

1d8 Roll	Str	Dex	Con	Int	Wis	Cha
1	-2*	+2	-2*	+2	-2*	+2
2	+2	-2*	+2	-2*	+2	-2*
3	+2	+2	+2	-2*	-2*	-2*
4	-2*	-2*	-2*	+2	+2	+2
5	+4	-4*	+4	-4*	+4	-4*
6	-4*	+4	-4*	+4	-4*	+4
7	+4	+4	-8*	-4*	-4*	+8
8	-4*	-8*	+8	+4	-8*	+8

*Minimum 1.

SAMPLE CHAOSBORNE CHAOSBORNE SATYR

Medium Fey (Chaotic)

Hit Dice: 5d6 (17 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 14 (+4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +2/+1

Attack: Head butt +1 melee (1d6-1 plus chaosborne curse) or touch +1 melee touch (chaosborne curse) or shortbow +2 ranged (1d6-1/x3)

Full Attack: Dagger +1 melee (1d4-1/19-20) and head butt -4 melee (1d6-1 plus chaosborne curse) or touch +1 melee touch (chaosborne curse) or shortbow +2 ranged (1d6-1/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Chaosborne curse, entropic blow, gaze of discord, pipes

Special Qualities: Aura of anarchy, damage reduction 5/cold iron, law's death, low-light vision, protection from law, random immunity, see chaos, spell vulnerability

Saves: Fort +1, Ref +4, Will +6

Abilities: Str 8, Dex 11, Con 10, Int 14, Wis 15, Cha 15

Skills: Bluff +10, Diplomacy +4, Disguise +2 (+4 acting), Hide +12, Intimidate +4, Knowledge (nature) +10, Listen +16, Move Silently +12, Perform (wind instruments) +14, Spot +16, Survival +2 (+4 aboveground)

Feats: Alertness^B, Dodge*, Mobility*

Environment: Temperate forests

Organization: Solitary, pair, band (3-5), or troop (6-11)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: 6-10 HD (Medium)

Level Adjustment: +5

Here is an example of a chaosborne using a satyr as the base creature. The 1d8 roll for the ability modifiers produced a result of 4.

The wild and frolicsome creatures known as satyrs frequently cause mischief and chaos, but one bearing the chaosborne curse is especially dangerous because its mad behavior is often viewed as normal.

Feats: Same as the base creature, though the chaosborne cannot benefit from any feats for which it no longer qualifies.

Challenge Rating: Same as the base creature +1.

Alignment: Always chaotic neutral. As long as the creature possesses the chaosborne template, its alignment cannot be changed by any means.

Level Adjustment: Same as the base creature +3.

CHAOSBORNE CHARACTERS

A chaosborne character favors whichever class the base creature does. The chaosborne template can be great fun to play for a while, but a truly chaotic PC can become a burden to the other players. Should such a situation occur, the GM should either arrange a quick removal of the template or take steps to make sure it remains fun for all involved.

Only when it has nearly destroyed its native forest and the other fey creatures that live within it do its differences become apparent.

A chaosborne satyr looks like a normal specimen of its kind except for a madness about its eyes and expression and a wild, ruffled look to its fur.



COMBAT

A chaosborne satyr seeks first to *charm* any creature it encounters. It then tries to transmit the chaosborne curse to any chaotic opponents while commanding other charmed foes to go and cause chaos elsewhere. If engaged in combat, it attacks chaotic creatures first, and then focuses on opponents that seem most damaged by its entropic blows.

A chaosborne satyr's natural attacks, and any weapons it wields, are treated as chaotic-aligned for overcoming damage reduction.

Chaosborne Curse (Ex): DC 14 Will save; see the chaosborne template.

Entropic Blow (Su): See chaosborne template.

Gaze of Discord (Ex): DC 14 Will save; see the chaosborne template.

Pipes (Su): Chaosborne satyrs can play a variety of magical tunes on their pan pipes. Usually, only one chaosborne satyr in a group carries pipes. When it plays, every creature within a 60-foot spread (except

chaosborne satyrs) must succeed on a DC 14 Will save or be affected as if by *charm person*, *sleep*, or *fear* (chaosborne satyr's choice; caster level 10th). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipes' effects cannot be affected by the same pipes again for 24 hours.

Aura of Anarchy (Su): See the chaosborne template.

Law's Death (Su): DC 14 caster level check; see the chaosborne template.

Protection From Law (Su): See the chaosborne template.

Random Immunity (Ex): See the chaosborne template.

See Chaos (Su): See the chaosborne template.

Spell Vulnerability (Ex): See the chaosborne template.

Skills: A chaosborne satyr has a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Feats: *The chaosborne satyr no longer qualifies for these feats.



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