



Golems & Goldfish

Comic Creatures to use with A FLOCK OF FOES

by Nevin Flanagan

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Let There be Giggles

A Flock of Foes brings gamers any number of enhanced, potent monsters to challenge their characters. However, templates and classes don't always create awe-inspiring foes. Here are four April Fools' creatures to tickle your characters' funny bones.

Plague of Frogs

(Celestial <Toad Swarm>)

Diminutive Magical Beast (Good, Extraplanar, Swarm)

Hit Dice: 3d8 (17 hp)

Initiative: +1

Speed: 5 ft.

Armor Class: 15 (+4 size, +1 Dex), touch 15, flat-footed 14

Base Attack/Grapple: +0/—

Attack: Swarm (1d6 nonlethal good bludgeoning)

Full Attack: Swarm (1d6 nonlethal good bludgeoning)

Space/Reach: 10 ft./—

Special Attacks: Distraction, fearsome stench, smite evil

Special Qualities: Amphibious, darkvision 60 ft., energy resistance (acid 5, cold 5, electricity 5), low-light vision, spell resistance 8

Saves: Fort +5, Ref +4, Will +3

Abilities: Str 1, Dex 12, Con 11, Int 3, Wis 14, Cha 4

Skills: Hide +21, Listen +5, Spot +5

Feats: Alertness, Great Fortitude

Environment: Temperate marshes or troublesome desert monarchies

Organization: Inundation (4-40 swarms)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral good

Advancement: —

Level Adjustment: — (*Summon monster II*)



These creatures are summoned to make an incredible nuisance of themselves, more than anything else. The threat of summoning them is used as a power point in negotiations.

Combat

The plague of frogs crawls all over everything. Its swarm attack deals lethal damage only to creatures of Diminutive or Fine size.

Distraction (Ex): Any living creature that begins its turn with a plague of frogs in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Smite Evil (Su): The plague of frogs' swarm attack deals 1 additional point of lethal damage to evil creatures.

Fearsome Stench (Ex): While a living plague of frogs is not too objectionable, such a swarm creates a terrific smell once dead. Starting 1d6 rounds after the swarm's destruction, anyone within 10 ft. of the spot where a plague of frogs was destroyed must make a Fortitude save or be nauseated for 1d4 rounds. Those who pass their save do not need to save again for 1d6 rounds. The effect lasts 1d6 days after the swarm is destroyed.

Skills: A toad's coloration gives it a +4 racial bonus on Hide checks.

Prindemon (Fiendish <Penguin>)

Small Magical Beast (Aquatic, Augmented animal, Evil, Extraplanar)

Hit Dice: 1d8+2 (7 hp)

Initiative: -1

Speed: 15 ft., swim 60 ft.

Armor Class: 12 (+1 size, -1 Dex, +2 natural), touch 10, flat-footed 12

Base Attack/Grapple: +0/-5

Attack: Bite -1 melee (1d4-1 evil piercing)

Full Attack: Bite -1 melee (1d4-1 evil piercing)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite good +1

Special Qualities: Amphibious, darkvision 60 ft., low-light vision, energy resistance (cold 5, fire 5), spell resistance 6

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

Abilities: Str 8, Dex 9, Con 15, Int 3, Wis 12, Cha 7

Skills: Listen +3, Spot +1, Swim +7

Feats: Endurance

Environment: Freezing evil-aligned planes

Organization: Solitary, pair, troop (3-18), or colony (30-300)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral evil

Advancement: 2 HD (Small); 3 HD (Medium)

Level Adjustment: — (*Summon monster I*)

These evil-tempered creatures are found in the frozen oceans of the fifth Hell and the more watery layers of the abyssal realms. They have blood-red bellies, dark, rust-red backs and barbed beaks.

Combat

A prindemon's bite overcomes damage reduction as an evil-aligned weapon.

Smite Good (Su): Once per day, a prindemon may make a single melee attack that deals +1 damage if it strikes a good creature. The extra damage is equal to its hit dice.

Skills: A prindemon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Stiched Sheepskin

(Fleshcrafted <Sheep>)

Medium Construct

Hit Dice: 1d10+20 (30 hp)

Initiative: +0

Speed: 40 ft.

Armor Class: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +0/+1

Attack: Bite +1 melee (1d2+1 bludgeoning)

Full Attack: Bite +1 melee (1d2+1 bludgeoning)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Construct traits, darkvision 60 ft., low-light vision, DR 5/adamantine, immunity to magic, berserk

Saves: Fort +0, Ref +0, Will +0

Abilities: Str 12, Dex 11, Con —, Int —, Wis 11, Cha 1

Skills: Listen +0, Spot +0

Feats: —

Environment: Highlands

Organization: Usually solitary

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Medium)

Level Adjustment: —

This creature's creator insists it is primarily intended as a tireless beast of burden. Everyone else who sees it assumes the worst.

A light load for a stitched sheepskin is up to 64 lbs.; a medium load, 65-129 lbs.; and a heavy load, 130-195 lbs. A stitched sheepskin can drag 975 lbs.

Combat

A stitched sheepskin is nearly useless in combat and bites if cornered or ordered. Its controller might use it as durable cover in a pinch.

Berserk (Ex): When a stitched sheepskin enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the construct goes berserk. The uncontrolled construct goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The creature's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to it, which requires a Charisma check (DC 15 + one-half the construct's HD). It takes 1 minute of inactivity by the construct to reset its berserk chance to 0%.

Immunity to Magic (Ex): A fleshcrafted creature effectively has perfect spell resistance, ignoring the effects of any spell or ability that is subject to spell resistance. Certain spells and effects have unusual effects on a fleshcrafted target; these spells are not subject to the fleshcrafted's magic immunity. A magical attack that deals cold or fire damage slows a fleshcrafted (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the construct and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the fleshcrafted to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a fleshcrafted hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A fleshcrafted creature gets no saving throw against attacks that deal electricity damage.



Fishbowl Guardian

(Half-dragon (Bronze) <Goldfish>)

Diminutive Dragon (Augmented animal)

Hit Dice: 1/4 d10 (2 hp)

Initiative: +2

Speed: Swim 10 ft.

Armor Class: 20 (+4 size, +2 Dex, +4 natural), touch 16, flat-footed 18

Base Attack/Grapple: +0/-17

Attack: Bite +3 melee (1d2-1 piercing)

Full Attack: Bite +3 melee (1d2-1 piercing) and 2 claws -2 melee (1 slashing)

Space/Reach: 1 ft./0 ft.

Special Attacks: Breath weapon

Special Qualities: Darkvision 60 ft., immunities (electricity, sleep, paralysis), low-light vision

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 9, Dex 14, Con 11, Int 3, Wis 12, Cha 5

Skills: Hide +14, Listen +3, Spot +4

Feats: Alertness

Environment: Aquariums of insane mages

Organization: Solitary

Challenge Rating: 2

Treasure: Double coins; no goods or items.

Alignment: Usually neutral

Advancement: 1/3-1/2 HD (Diminutive); 1 HD (Tiny)

Level Adjustment: —

These exotic pets are occasionally found in mage's aquariums, although one particularly venerable specimen dwells in an ominous, deserted corner of an eastern emperor's ornamental pond. They usually must be kept in a bowl by themselves or they will demand tribute from the other fish.

Combat

The fishbowl guardian's short reach means that its bite is only really threatening to people who stick their hand in the water. However, if provoked, it has been known to leap from the water to unleash a breath weapon like a stinging static shock.

Breath weapon (Ex): 20 ft. line, 2d6 nonlethal electricity damage, Reflex 10 half.

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