

NEW TEMPLATE

ITHERIAN

Itherians are fey creatures that often appear to be nothing more than ordinary animals, at least until they choose to reveal themselves as otherwise. An Itherian's true appearance is somewhere between animal and humanoid, but not easily mistaken for either.

CREATING AN IOTHERIAN

"Itherian" is an inherited template that can be added to any creature with the animal or vermin type (referred to hereafter as the base creature). An Itherian uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to fey with the shapechanger subtype. Do not recalculate the creature's HD, base attack bonus, or saves. Size is unchanged.

Speed: The Itherian's speed is the same as the base creature's speed. If the base creature has a fly speed, increase its maneuverability one category (to a maximum of perfect).

Special Attacks: An Itherian retains all the special attacks of the base creature and also gains the following special abilities.

Spell-Like Abilities: An Itherian has spell-like abilities based on its HD. The following table summarizes an Itherian's spell-like abilities. All saves are Charisma-based.

HD	Druid Spells by Level	Uses per Day	Caster Level
Up to 3	1/2/1	1 each	3rd level
4-7	1/2/2/1	2 each	6th level
8+	1/2/2/2/1	3 each	9th level

Special Qualities: An Itherian has all the special qualities of the base creature. If the base creature's type was vermin, it no longer has vermin traits. All Itherians have the following additional special qualities.

Alternate Form (Su): At will, an Itherian can appear to be a normal specimen of its base creature. Unlike the standard alternate form ability, this special quality does not result in any changes to the Itherian's abilities or statistics. Knowledge (nature) can be used in place of Spot to penetrate an Itherian's disguise.

Wild Empathy (Ex): An Itherian can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The Itherian rolls 1d20 and adds its HD (including levels gained in classes with the wild empathy class feature) and Charisma modifier to determine the wild empathy check result. The typical domestic animal has

a starting attitude of unfriendly, while wild animals are usually indifferent. To use wild empathy, the Itherian and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. An Itherian can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but it suffers a -4 penalty on the check.

—Low-light vision.

—An Itherian's natural weapons are treated as cold iron weapons for the purpose of overcoming damage reduction.

—Spell resistance equal to creature's HD + 10 (maximum 20).

—Damage reduction based on the base creature's HD:

HD	DR
1-3	10/cold iron
4-7	15/cold iron
8+	20/cold iron

Abilities: Increase from the base creature as follows: Int +2d8, Wis +2, Cha +2d8. If the base creature's type was vermin, Int equals 2d8+2.

Skills: Skill points equal to (6 + Int modifier, minimum 1) per HD, with quadruple skill points for the first HD. An Itherian's class skills are the same as the shaman. The Itherian retains any of the base creature's applicable racial bonuses to skills. All Itherians receive a +4 racial bonus to Hide and Knowledge (nature) checks. If applicable, these bonuses stack with the base creature's bonuses to the same skills. All Itherians speak Sylvan. Many also speak Elven and Gnome.

Feats: As the base creature, plus an Itherian is proficient with all simple weapons (although they seldom use them). An Itherian whose base creature type was vermin have a number of feats equal to 1 + 1 per 3 Hit Dice.

Challenge Rating: HD 3 or less, as base creature +1; HD 4 to 7, as base creature +2; HD 8 or more, as base creature +3.

Treasure: Standard.

Alignment: Any, but usually chaotic. An Itherian whose type was originally vermin is usually evil.

Advancement: By character class. An Itherian's favored class is shaman.

Level Adjustment: Same as base creature +2.

SAMPLE I THERIAN

FANAAN SIDHE (ITHERIAN BADGER)

Small Fey (Augmented, Shapechanger)

Hit Dice: 1d8+2 (6 hp)

Initiative: +3

Speed: 30 ft. (6 squares), burrow 10 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/−5

Attack: Claw +4 melee (1d2−1)

Full Attack: 2 claws +4 melee (1d2−1) and bite −1 melee (1d3−1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rage, spell-like abilities

Special Qualities: Low-light vision, scent, alternate form, wild empathy, SR 11, DR 10/cold iron

Saves: Fort +4, Ref +5, Will +2

Abilities: Str 8, Dex 17, Con 15, Int 11, Wis 14, Cha 15

Skills: Concentration +7, Hide +14, Escape Artist +9, Knowledge (nature) +8, Listen +6, Survival +6

Feats: Track , Weapon Finesse

Environment: Temperate forests

Organization: Solitary, pair, or cete (3–5)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 2 HD (Small)

Level Adjustment: +2

A fanaan sidhe (fun-awn she) is a furry animal humanoid with a squat, powerful body and a belligerent disposition. Its strong forelimbs are armed with long claws for digging. An adult fanaan sidhe stands 2 to 3 feet tall and weighs 25 to 35 pounds. Fanaan sidhe speak Sylvan.

COMBAT

Fanaan sidhe attack with their sharp claws and teeth.

Rage (Ex): A fanaan sidhe that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and −2 to Armor Class. The creature cannot end its rage voluntarily.

Spell-like Abilities: 1/day each as a 3rd-level caster—*flame blade*, *flare*, *longstrider*, *summon nature's ally I*. Save DC 12 + spell level.

Skills: A fanaan sidhe has a +4 racial bonus on Escape Artist, Hide, and Knowledge (nature) checks.