

## Dungeons and Dragons 3.5 Houserules

### Half-Order Template

#### CREATING A HALF-ORDER CREATURE.

“Half-order” is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or higher and nonchaotic alignment (referred to hereafter as the base creature).

A half-order creature uses all the base creature’s statistics and special abilities except as noted here.

**Size and Type:** The creature’s type changes to outsider. Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size is unchanged. Half-order creatures are normally native outsiders.

**Speed:** A half-order creature has metallic wings and can fly at twice the base creature’s base land speed (good maneuverability). If the base creature has a fly speed, use that instead.

**Armor Class:** Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

**Special Attacks:** A half-order creature retains all the special attacks of the base creature and also gains the following special abilities.

**Align Weapon (Su):** Half-order creatures can use *Align Weapon* effect (as the spell) at will. Can only align the weapon with Lawful property.

**Smite Chaos (Su):** Once per day a half-order creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a chaotic foe.

**Spell-Like Abilities:** A half-order creature with an Intelligence or Wisdom score of 8 or higher has two or more spell-like abilities, depending on its Hit Dice, as indicated on the table below. The abilities are cumulative.

Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s HD, and the save DC is Charisma-based.

HD	Abilities
1–2	<i>Protection from chaos</i> 3/day, <i>shield of faith</i>
3–4	<i>Calm emotions</i> , <i>detect chaos</i>
5–6	<i>Magic circle against chaos</i> , <i>dispel magic</i>
7–8	<i>Order's warth</i> , <i>tongues</i>
9–10	<i>Dispel chaos</i>
11–12	<i>Dictum</i>
13–14	<i>Shield of law</i> 3/day, <i>hold monster</i>
15–16	<i>Mass charm monster</i>
17–18	<i>Summon monster IX</i> (axiomatic creatures only)
19–20	<i>Spell immunity</i> , <i>greater</i>

**Special Qualities:** A half-order creature has all the special qualities of the base creature, plus the following special qualities.

—Darkvision out to 60 feet.

—Immunity to disease.

—Resistance to acid 10, cold 10, and sonic 10.

—Link Minds. A half-order creature is not flanked unless all creatures of the same type are flanked.

—A half-order creature’s natural weapons are treated as lawful weapons for the purpose of overcoming damage reduction.

—Limited spell resistance equal to creature’s HD + 10 (maximum 35) against chaotic spells.

— +4 racial bonus on Fortitude saves against poison.

**Abilities:** Increase from the base creature as follows: Str +4, Dex +0, Con +4, Int +0, Wis +6, Cha +6.

**Skills:** A half-order gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD +3). Do not include Hit Dice from class levels in this calculation—the half-chaos gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature’s list as class skills, and other skills as cross-class.

**Challenge Rating:** HD 5 or less, as base creature +1; HD 6 to 10, as base creature +2; HD 11 or more, as base creature +3.

**Alignment:** Always lawful (any).

**Level Adjustment:** Same as base creature +4.

### Half-Chaos Template

#### CREATING A HALF-CHAOS CREATURE.

“Half-chaos” is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or higher and nonchaotic alignment (referred to hereafter as the base creature). A half-chaos creature uses all the base creature’s statistics and special abilities except as noted here.

**Size and Type:** The creature’s type changes to outsider. Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size is unchanged. Half-chaos creatures are normally native outsiders.

**Speed:** Increase the half-chaos creature’s land speed by 10ft. It also gains 20ft to climb, burrow and swim speeds. If the base creature has better movement speeds, use the better one.

**Armor Class:** Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

**Special Attacks:** A half-chaos creature retains all the special attacks of the base creature and also gains the following special abilities.

**Align Weapon (Su):** Half-order creatures can use *Align Weapon* effect (as the spell) at will. Can only align the weapon with Chaotic property.

**Smite Law (Su):** Once per day a half-order creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a lawful foe.

**Spell-Like Abilities:** A half-chaotic creature with an Intelligence or Wisdom score of 8 or higher has two or more spell-like abilities, depending on its Hit Dice, as indicated on the table below. The abilities are cumulative

Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s HD, and the save DC is Charisma-based.

HD	Abilities
1–2	<i>Protection from law</i> 3/day, <i>entropic shield</i>
3–4	<i>Shatter</i> , <i>detect law</i>
5–6	<i>Magic circle against law</i> , <i>blindness/deafness</i>
7–8	<i>Chaos hammer</i> , <i>freedom of movement</i>
9–10	<i>Dispel law</i>
11–12	<i>Word of chaos</i>
13–14	<i>Cloak of chaos</i> 3/day, <i>animate objects</i>
15–16	<i>Symbol of weakness</i>
17–18	<i>Summon monster IX</i> (ancharic creatures only)
19–20	<i>Symbol of insanity</i>

**Special Qualities:** A half-order creature has all the special qualities of the base creature, plus the following special qualities.

—Darkvision out to 60 feet.

—Immunity to disease.

—Resistance to fire 5, cold 5, acid 5, electricity 5 and sonic 5.

—Immunity to polymorph and petrification.

—A half-order creature's natural weapons are treated as chaotic weapons for the purpose of overcoming damage reduction.

—Limited spell resistance equal to creature's HD + 10 (maximum 35) against lawful spells.

— +4 racial bonus on Fortitude saves against poison.

**Abilities:** Increase from the base creature as follows: Str +2, Dex +6, Con +0, Int +4, Wis +2, Cha +4.

**Skills:** A half-chaos gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD +3). Do not include Hit Dice from class levels in this calculation—the half-chaos gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

**Challenge Rating:** HD 5 or less, as base creature +1; HD 6 to 10, as base creature +2; HD 11 or more, as base creature +3.

**Alignment:** Always chaotic (any).

**Level Adjustment:** Same as base creature +4.

### Half-vivacious Template

#### CREATING A HALF-VIVACIOUS CREATURE.

"Half-vivacious" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or higher (referred to hereafter as the base creature).

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

**Size and Type:** The creature's type changes to outsider. Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Size is unchanged. Half-vivacious creatures are normally native outsiders.

**Speed:** Gains a fly speed equal to double its land speed. Perfect maneuverability.

**Armor Class:** Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

**Special Attacks:** A half-vivacious creature retains all the special attacks of the base creature and also gains the following special abilities.

**Positive energy burst (Su):** Once per day, a half-vivacious creature can release a burst of positive energy as a standard action. All living creatures within 30ft. gains 5d6 hit points. Excess hit points stay as temporary hit points. Any living creature with as many temporary hit points as his base hit points burst in a shower of positive energy, no save. All undead creatures take 5d6 points of damage, no save. Does not affect half-vivacious, vivacious or creatures protected from positive energy.

**Special Qualities:** A half-vivacious creature has all the special qualities of the base creature, plus the following special qualities.

—Darkvision out to 60 feet.

—Immunity to disease.

—Immunity to spells and spell-like abilities that uses positive energy.

—Positive energy aura (Ex).

- Sheds light in a 30ft. radius. -8 penalty to all hide checks. This aura cannot be suppressed.

- All living creatures within the light gains 1 hit point a round. Excess hit points stay as temporary hit points. Once temporary hit points is double maximum hit points, the creature makes a fort save (DC 16) or explodes. Undead lose 1 hit point per round until they are destroyed. Does not affect half-vivacious, vivacious or creatures protected from positive energy.

—Limited spell resistance equal to creature's HD + 10 (maximum 35) against negative energy.

**Abilities:** Increase from the base creature as follows: Str +2, Dex +4, Con +4, Int +4, Wis +2, Cha +6.

**Skills:** A half-vivacious gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD +3). Do not include Hit Dice from class levels in this calculation—the half-vivacious gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

**Challenge Rating:** +4

**Alignment:** Same as base creature.

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

### Half-entropic Template

#### CREATING A HALF-ENTROPIC CREATURE.

“Half-entropic” is an inherited template that can be added to any corporeal creature with an Intelligence score of 4 or higher (referred to hereafter as the base creature).

A half-entropic creature uses all the base creature’s statistics and special abilities except as noted here.

**Size and Type:** The creature’s type changes to outsider (Undead remains with the Undead Type). Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size is unchanged. Half-entropic creatures are normally native outsiders.

**Speed:** Gains a fly speed equal to double its land speed. Perfect maneuverability.

**Armor Class:** Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

**Special Attacks:** A half-entropic creature retains all the special attacks of the base creature and also gains the following special abilities.

**Negative energy burst (Su):** Once per day, a half-entropic creature can release a burst of negative energy as a standard action. All living creatures within 30ft. take 5d6 hit points damage, no save. All undead creatures gain 5d6 hit points. Excess hit points stay as temporary hit points. Undead suffer no ill effects from the hit point boost. Does not affect half-entropic, entropic or creatures protected from negative energy.

**Special Qualities:** A half-entropic creature has all the special qualities of the base creature, plus the following special qualities.

—Darkvision out to 60 feet.

—Immunity to disease.

—Immunity to spells and spell-like abilities that uses negative energy.

—Negative energy aura (Ex).

- Aura extends in a 30ft. radius. +8 bonus to all hide checks. This aura cannot be suppressed.

- All undead creatures within the aura gains 1 hit point a round. Excess hit points stay as temporary hit points. Living creatures lose 1 hit point per round until they are destroyed. Does not affect half-entropic, entropic or creatures protected from negative energy.

—Limited spell resistance equal to creature’s HD + 10 (maximum 35) against positive energy.

**Abilities:** Increase from the base creature as follows: Str +4, Dex +6, Con +4, Int +4, Wis +2, Cha +2.

**Skills:** A half-entropic gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD +3). Do not include Hit Dice from class levels in this calculation—the half-entropic gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature’s list as class skills, and other skills as cross-class.

**Challenge Rating:** +4

**Alignment:** Same as base creature.

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

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