

CHILD OF THE LIGHT (TEMPLATE)

"Child of the light" is a template that can be added to any child of the dark with an Intelligence greater than 4 (referred to hereafter as the "base creature"). The base creature must go to the site where the spores that made it into a child of the dark originated. The base creature knows instinctively where this place is. At least 600 pounds of children of the dark must be present for the transformation to occur. This mass is absorbed into the new child of the light, though the new creature's weight is only about 50 pounds. The transformation takes about two hours. A child of the light uses all the base creature's statistics and special abilities except as noted below. The creature's type becomes "outsider" if it is not already, and its size changes to Huge.

Size: If the base creature's size is less than Huge, the creature's size increases to Huge. Creatures already of Huge size or bigger do not increase in size. The base creature's statistics should be adjusted for the increased size.

Hit Dice: Change to d8

Initiative: As base creature

Speed: Children of the light have a fly speed of 80 feet with perfect maneuverability, unless the base creature has a higher fly speed.

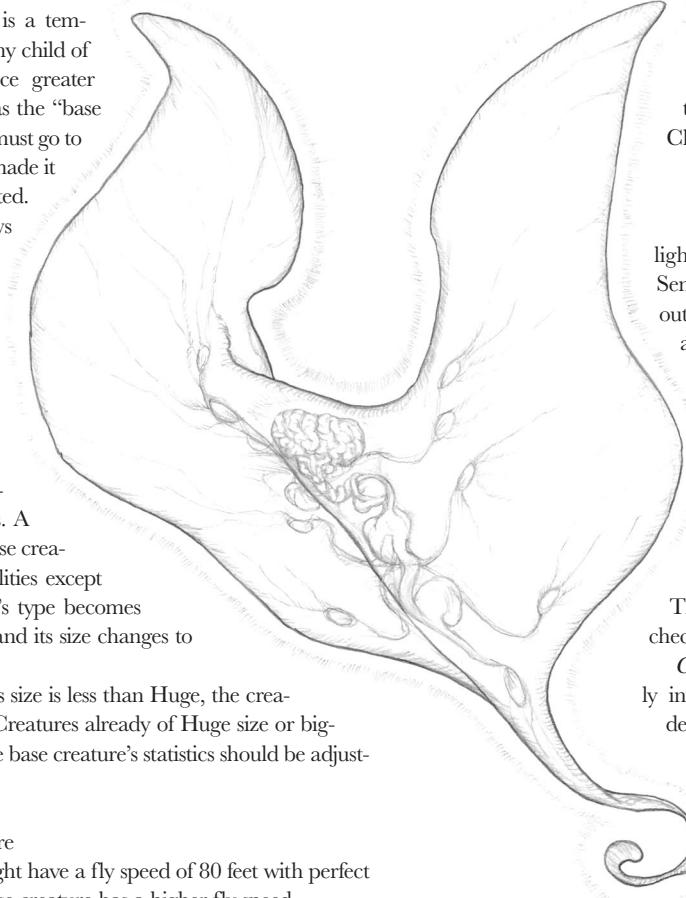
AC: As base creature, adjusted for size.

Attacks: A child of the light is so diffuse that it cannot do damage with physical attacks. It loses all attacks of the base creature.

Damage: The child of the light loses all attacks of the base creature.

Face/Reach: Change to 25 ft. x 10 ft./0 ft.

Special Attacks: The child of the light loses the base creature's Deadly Touch and Spore Attack. It gains the following.



Spell-like Abilities: Children of the light can use the following spells as if cast by a 10th-level sorcerer. The DC to resist these abilities is 10 + the child's Charisma modifier + the spell level.

3/day — *searing light*

At Will — *flare*

Special Qualities: The child of the light loses the base creature's Light Sensitivity and Call of the Wild. It gains the outsider type if it doesn't already have it, and it receives the following special qualities.

Call of Beyond (Ex): After four years of existence and every six months afterwards, the child of the light must make a Will save. Any child that fails this save must journey to the edge of the atmosphere and disorporate as described below. The DC of the Will save is 14 for the first check, and increases by 2 each year.

Create Spores (Ex): Once per year, usually in the spring, a child of the light may deposit spores that create children of the dark.

Damage Reduction (Su):

The child of the light ignores 20 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Spell-like Abilities: Children of the light can use the following spells as if cast by a 10th-level sorcerer. The DC to resist these abilities is 10 + the child's Charisma modifier + the spell level.

1/day — *healing circle*

At Will — *daylight* (self only)

Telepathy (Su): Children of the light can communicate telepathically with any creature within 100 feet that has a language.

*O*n sunny days you can just barely see them — firefly sparks darting around the cirrus clouds high above. Sometimes they dive almost to the ground and swoop across a village. These are the children of the light — beautiful, manta-like creatures made of a glowing yellow light, with a wingspan of about twenty-five feet. The few scholars who have examined children of the light claim to have seen organs pumping and fluids moving within the creatures' bodies, but the sketches they have made do not corroborate each other.

Children of the light do not breathe, eat, drink, or sleep. It is believed they sustain themselves with sunlight and

magical energy. They are intelligent and capable of mind-to-mind communication, and go through a strange life cycle that few mortal beings have been able to discover. The children of the light and the children of the dark are different life stages of a single organism. A child of the light is created when several children of the dark gather in one place, meld, and transform. Several large, or many small, children of the dark must be present to create a child of the light, and at least one of the creatures involved in the transformation must be intelligent.

Children of the light reproduce by scattering spores in isolated woodland areas. These spores infest other creatures to create children of the dark; see their entry in the

CHILD OF THE LIGHT (TEMPLATE)



Saves: As base creature, adjusted for ability score modifications.

Abilities: Change from the base creature as follows: Str +0, Dex +0, Con +0, Int +6, Wis +6, Cha +6

Skills: Children of the light lose the base creature's +8 racial bonus to Hide checks. Otherwise, as base creature, adjusted for ability score modifiers.

Feats: As base creature

Climate/Terrain: Any land

Organization: Solitary, pair, or pod (10–25)

Challenge Rating: As base creature +1

Treasure: None

Alignment: Always neutral

Advancement: As base creature

Face/Reach: 25 ft. x 10 ft./0 ft.

Special Attacks: Spell-like Abilities

Special Qualities: Call of Beyond, Create Spores, Damage Reduction 20/+1, Darkvision 60 ft., Spell-like Abilities, Telepathy

Saves: Fort +9, Ref +2, Will +5

Abilities: Str 22, Dex 11, Con 18, Int 12, Wis 16, Cha 14

Skills: Climb +10, Jump +10, Ride +4, Move Silently +8, Swim +10

Feats: Exotic Weapon (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Climate/Terrain: Any land

Organization: Solitary, pair, or pod (10–25)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: By character class (any)

CHILDREN OF THE LIGHT AS CHARACTERS

It's hard to imagine a child of the light taking a sustained interest in the doings of an adventuring party. The size and form of these creatures also makes it difficult for them to participate in many of a party's activities. However, experienced players may relish the challenge of portraying a completely alien being. Children of the light make excellent sorcerers.

The base creature's transformation into a child of the light cannot be prevented except by restoring it to its original form. The transformation can be delayed, however, by successful Will saves against the child of the dark's special quality Call of the Wild, or by preventing the conditions of the transformation. Once transformed, a child of the light may only be restored to its original form with a *wish* or *miracle* spell.

SAMPLE CHILD OF THE LIGHT

5th-level Human Fighter Child of the Dark) Child of the Light

Huge Outsider

Hit Dice: 5d8+20 (42 hp)

Initiative: +4 (Improved Initiative)

Speed: Fly 80 ft. (perfect)

AC: 10 (+2 natural, –2 size)

Attacks: Searing light +3 ranged

Damage: Searing light (special)

Call of Beyond (Ex): After four years of existence and every six months afterwards, the child of the light must make a Will save. If the child fails this save it must journey to the edge of the atmosphere and disintegrate as described above. The DC of the Will save is 14 for the first check, and increases by 2 each year.

Create Spores (Ex): Once per year, usually in the spring, a child of the light may deposit spores that create children of the dark.

Damage Reduction (Su): The child of the light ignores 20 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Outsider: Outsiders have Darkvision with a range of 60 feet. Children of the light are not proficient with weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Spell-Like Abilities: Children of the light can use the following spells as if cast by a 10th-level sorcerer. The DC to resist these abilities is 12 + the spell level.

1/day — *healing circle*

3/hour — *searing light*

At Will — *daylight* (self only), *flare*

Telepathy (Su): Children of the light can communicate telepathically with any creature within 100 feet that has a language.

Templates section for more information. A few months later, the children of the dark return to the place where the spores were scattered and combine to become one or more children of the light. Children of the light then live and reproduce for five to ten years before undergoing a final transformation. Over a period of weeks, the child wanders away from its pod. It flies higher and higher, and one day, as it touches the very upper edge of the atmosphere, it glows brightly, breaks apart, and disappears. Perhaps the air pressure is too low to hold it together at that altitude, or perhaps it has transcended its current existence yet again.

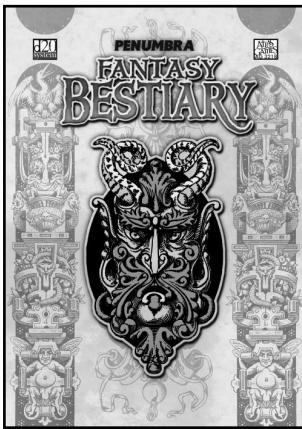
ADVENTURE SEED

In the village of Owlnest, visits from the children of the light are a bad omen — especially since an outbreak of children of the dark always seems to happen a few weeks later. A child of the light swoops down over the village while the party is visiting, and the PCs are hired to hunt down the mysterious creature and make sure it never returns.



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