

Dave Arneson's Blackmoor: Shard and Sharding Statistics

Shard of Sacwhynne

	Shard of Sacwhynne, Small	Shard of Sacwhynne, Medium	Shard of Sacwhynne, Large
Size/Type:	Small Elemental (Cold, Extraplanar)	Medium Elemental (Cold, Extraplanar)	Large Elemental (Cold, Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+5	+7	+9
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	18 (-1 size, +5 Dex, +4 natural), touch 14, flat-footed 13
Base Attack/Grp:	+1/-1	+3/+6	+6/+15
Attack:	+1 Longsword +4 melee (1d6+3 plus 1 Dex)	+1 Longsword +8 melee (1d8+4 plus 1 Dex)	+1 Longsword +12 melee (2d6+6 plus 1 Dex)
Full Attack:	+1 Longsword +4 melee (1d6+3 plus 1 Dex)	+1 Longsword +8 melee (1d8+4 plus 1 Dex)	+1 Longsword +12/+7 melee (2d6+6 plus 1 Dex)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Freeze	Freeze	Freeze
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire, sharding storm	Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire, sharding storm	Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire, sharding storm
Saves:	Fort +0, Ref +4, Will +0	Fort +3, Ref +7, Will +1	Fort +5, Ref +11, Will +2
Abilities:	Str 14, Dex 13, Con 10, Int 4, Wis 11, Cha 11	Str 16, Dex 17, Con 14, Int 4, Wis 11, Cha 11	Str 20, Dex 21, Con 16, Int 6, Wis 11, Cha 11
Skills:	Tumble +6	Tumble +10	Tumble +16
Feats:	Improved Initiative, Weapon Focus (Longsword) ^B	Combat Expertise ^B , Dodge, Improved Initiative, Weapon Focus (Longsword) ^B	Combat Expertise ^B , Dodge, Improved Initiative, Parry Arrows, Weapon Focus (Longsword) ^B
Environment:	Special	Special	Special
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	—	—	—

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Shard of Sacwhynne (cont)

	Shard of Sacwhynne, Huge	Shard of Sacwhynne, Greater	Shard of Sacwhynne, Elder
Size/Type:	Huge Elemental (Cold, Extraplanar)	Huge Elemental (Cold, Extraplanar)	Huge Elemental (Cold, Extraplanar)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+11	+12	+13
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	19 (-2 size, +7 Dex, +4 natural), touch 15, flat-footed 12	24 (-2 size, +8 Dex, +8 natural), touch 16, flat-footed 16	25 (-2 size, +9 Dex, +8 natural), touch 17, flat-footed 16
Base Attack/Grp:	+12/+27	+15/+31	+18/+35
Attack:	+1 Longsword +21 melee (3d6+10 plus 1 Dex)	+1 Longsword +25 melee (3d6+11 plus 1 Dex)	+1 Longsword +29 melee (3d6+12 plus 1 Dex)
Full Attack:	+1 Longsword +21/+16/+11 melee (3d6+10 plus 1 Dex)	+1 Longsword +25/+20/+15 melee (3d6+11 plus 1 Dex)	+1 Longsword +29/+24/+19/+14 melee (3d6+12 plus 1 Dex)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Freeze	Freeze	Freeze
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire, sharding storm	Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire, sharding storm	Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire, sharding storm
Saves:	Fort +9, Ref +17, Will +7	Fort +11, Ref +20, Will +11	Fort +14, Ref +23, Will +12
Abilities:	Str 24, Dex 25, Con 18, Int 6, Wis 11, Cha 11	Str 26, Dex 27, Con 18, Int 6, Wis 11, Cha 11	Str 28, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills:	Tumble +26	Tumble +32	Tumble +36
Feats:	Combat Expertise ^B , Dodge, Improved Initiative, Mobility, Improved Parry Arrows, Parry Arrows, Power Attack, Weapon Focus (Longsword) ^B , Weapon Specialization (Longsword) ^B	Combat Expertise ^B , Dodge, Improved Initiative, Iron Will, Mobility, Improved Parry Arrows, Parry Arrows, Power Attack, Spring Attack, Weapon Focus (Longsword) ^B , Weapon Specialization (Longsword) ^B	Combat Expertise ^B , Deflect Spell, Dodge, Improved Initiative, Iron Will, Mobility, Improved Parry Arrows, Parry Arrows, Power Attack, Spring Attack, Weapon Focus (Longsword) ^B , Weapon Specialization (Longsword) ^B
Environment:	Special	Special	Special
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)
Level Adjustment:	—	—	—

A shard cannot enter or pass any barrier made of flames such as a wall of fire unless it has some means to bypass it altogether.

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Combat

A shard is a calculating duelist that plans its attacks carefully.

Freeze (Ex)

A shard deals 1 point of Dexterity damage on each hit with any weapon it chooses to use as the cold of its body penetrates the opponent (this is included in the statistics block)

Shardling Storm (Su)

When a shard of Sacwhyne is destroyed, its body reanimates a round later as one or more shardlings (see the shardling entry for a description of this creature). The number of shardlings created is equal to one-half the hit dice of the original shard, minimum 1. Thus, a small shard creates one shardling, a medium shard 2, and so forth. The shattering of the body includes the equipment, and so the shard's +1 longsword is not recoverable as loot for the party.

Shardling

Size/Type:	Diminutive Elemental (Cold, Extraplanar, Swarm)
Hit Dice:	1d8 (5 hp)
Initiative:	+5
Speed:	5 ft, fly 30ft (perfect)
Armor Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14
Base Attack/Grp:	+1/-1
Attack:	Swarm (1d3 slashing plus 1d3 cold)
Full Attack:	Swarm (1d3 slashing plus 1d3 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Freeze
Special Qualities:	Darkvision 60 ft., elemental traits, immune to weapon damage, immunity to cold, vulnerability to fire, swarm traits
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 14, Dex 13, Con 10, Int 4, Wis 11, Cha 11
Skills:	-
Feats:	Improved Initiative
Environment:	Special
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always Neutral
Advancement:	None
Level Adjustment:	-

A shardling looks like a localized ice storm, a swirling mass of razor sharp snowflakes moving with purpose. They generally only appear when a shard of Sacwhyne is destroyed, although they can be found on their own sometimes.

Freeze (Su)

Any creature that begins its turn with a shardling in its space must succeed on a DC 11 Fortitude save or take 1 point of Dexterity damage from the ongoing cold. The save DC is Constitution-based

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