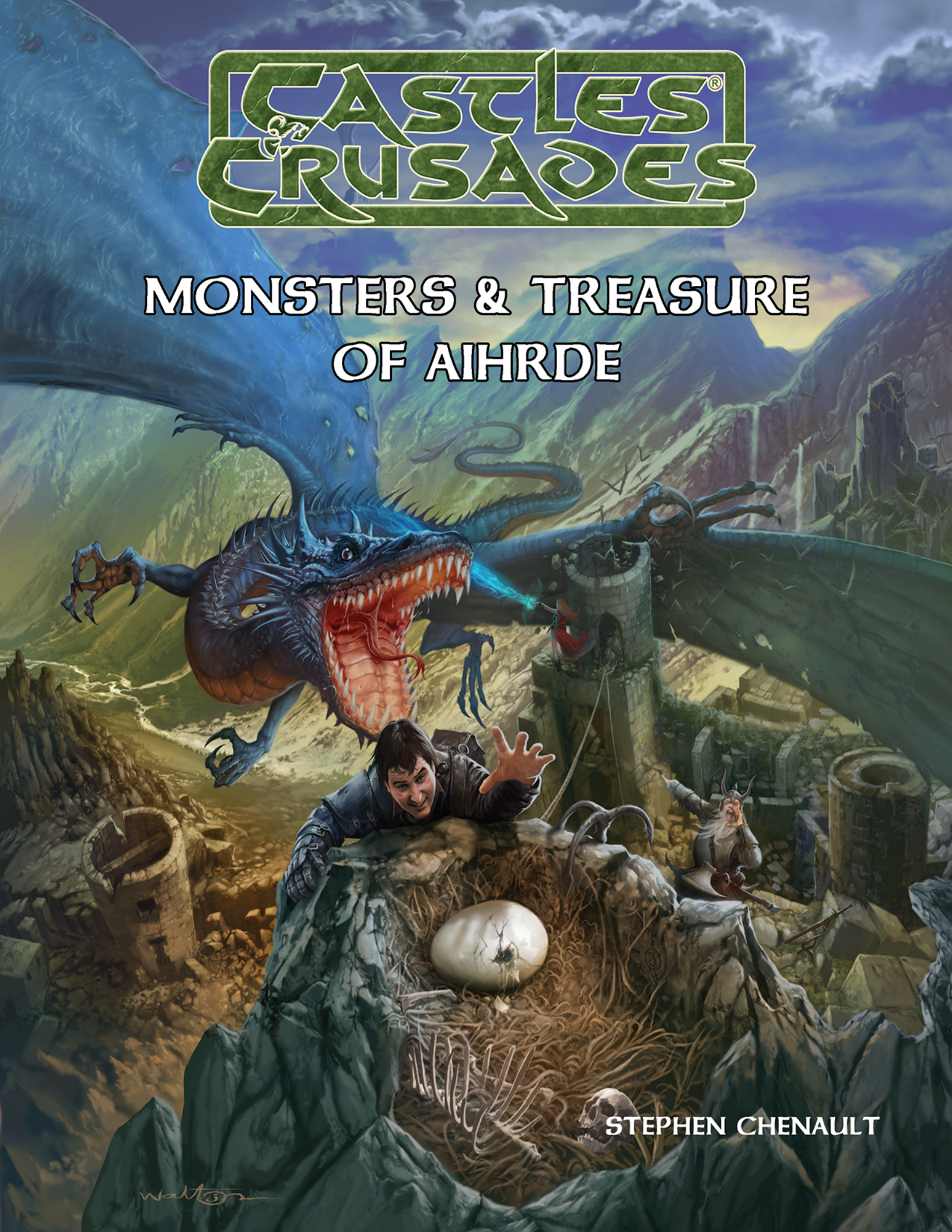


CASTLES[®] CRUSADES

MONSTERS & TREASURE OF AIHRDE



STEPHEN CHENAULT

Walter

CASTLES[®] CRUSADES

MONSTERS & TREASURE OF AIHRDE

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INTRODUCTION

The monsters populating our worlds are drawn from a multitude of sources. Mythological stories, of fantasy and science fiction books, poems, lays, and sagas all supply the imaginative gamer with source material for new and ever more wonderful monsters. We have tried to include some of the more popular versions of monsters in this book, but sprinkled throughout are a number of obscure and rare beasts as well.

WHAT ARE THEY & HOW TO PLAY THEM

Monsters serve two key roles in C&C. One is that they can be used as background material. For example, Umladen Stonebrow has gathered his cousins to plunder the long-abandoned mines of Dwarfhole. Within are many creatures, trolls and orcs, but others stranger still, naga and the dread oonluth. In this instance, the presence of monsters serves to heighten the perceived and real dangers of Dwarfhole, and lends a particular mood to the setting.

Alternatively, a monster may be the goal of the adventure. For example, Beorn stalks a trackless waste to search for the dragon lying at the root of the great mountain, Uji. Beorn's intent is to slay the beast and free the mountain of its dominance. Once this deed is finished he earns the wealth of history's remembrance. In this instance, the monster itself is the purpose of the adventure.

Depending on their race, alignment, and the Castle Keeper's designs, monsters can either impede or aid adventurers. Whatever their purpose, monsters should be treated as creatures with lives separate from the adventure. They have goals and motivations, their own homes, and routines, and they often value their own lives as much as a stalwart adventurer values his own. As often as not, an orc that raids a camp at night does not want to fall at the hands of a savage elf any more than said elf wants his life cut short by the orc's curved scimitar. Monsters act in their own best interests, most of the time, and intelligent monsters are capable of making rational decisions.

Playing monsters like characters is a good way to give an adventure more plausibility, accentuating the experience for all involved. Further, it is the best way to make a game challenging and memorable. A kobold band that blindly attacks an adventuring party and dies within a few rounds is not compelling when compared to kobolds that sneak through the dark, harass a party with crossbow bolts and sling bullets, drive the characters into combat-on their own terms-refusing to give battle in open ground.

Dragons deserve special attention. They are old creatures that speak their own tongue and live from an ageless perspective in which the concerns of elves and men are little more than distant murmurs. Behind them are memories of lifetimes, histories, deeds, and marvels beyond the scope of those who would plunder their hard-earned hoards. It is useful to consider the perspectives of any and all monsters while preparing for play, so that nuances like this can add flavor and dimension to the game.

COMBAT

The order of action in a combat round is determined by an initiative roll. Every creature or character participating in the combat round rolls a d10 to determine their initiative each

round. Those with the highest roll take their action first, and the actions of others descend from there. In the case of a tie between a monster and a character, the one with physical saves (in the case of the monster) or dexterity as a primary attribute (in the case of a character), acts first. In the case that both the character has dexterity as a primary attribute and the monster has physical saves, a simultaneous action occurs.

A monster's hit dice is also equivalent to the monster's base attack roll modifier. For example, a 3 hit dice creature receives a base bonus of +3 to all attacks.

MONSTER CHARACTERISTICS

NUMBER ENCOUNTERED (NO. ENCOUNTERED) reflects the average number of creatures encountered. There may be several listings that reflect different encounter areas. For instance, an orc is listed as 2-12, 10-100. These represent a raiding party and the entire tribe or clan, respectively. Some monsters are not assigned exact numbers, such as bison or other herd animals. These herds can range from small groups of 3 to 5 members, to huge herds of 10,000 or more. The Castle Keeper should always manage the number of monsters while considering the plot of the adventure and the relative power of the party.

SIZE (SIZE) is the approximate height of a creature. There are three sizes of monsters in Castles & Crusades: small, medium and large. Small represents any height less than 5 feet, medium is any height between 5 and 7 feet, and large is any height over 7 feet. Castle Keepers should take note that those creatures who have the ability to swallow a victim whole, such as the tyrannosaurus rex and the purple worm, are not going to be able to swallow all creatures. Circumstances must dictate the action and Castle Keepers should use their best judgment.

HIT DICE (HD) is a creature's hit dice. The hit dice is the equivalent of the monster's level. The hit dice represents the number (and type) of die rolled for the creature's hit points. For example, a monster with 2 (d8) hit dice would have d8+d8 hit points. A monster's hit dice is also equivalent to the monster's base attack roll modifier. For example, a 3 hit dice creature receives a base bonus of +3 to all attacks.

MOVE (MOVE) represents the monster's base movement rate. A creature's movement rate represents the number of feet an unencumbered and unimpeded monster can move in any given round, at a walking pace.

ARMOR CLASS (AC) is a creature's normal armor class. It is an abstract representation of the difficulty of striking a monster in combat and inflicting damage. An attacker's roll must be equal to or greater than a defender's armor class to cause damage. All creatures have an armor class. In most cases, it is determined by the type of armor being worn, but in the case of many monsters it represents their natural hides or skins.

ATTACKS (ATTACKS) list the variety of weapons, both natural and manufactured, that monsters may use in battle. All of the monster's physical attack forms are listed here. The number of

MONSTERS

attacks is listed first. If there is no number, then only one attack per round is assumed. The form of attack is listed next. Damage from each form of attack is included in the adjacent parentheses. An attack listing of 2 Claws (1d6); Bite (1d8) would mean that the creature can attack three times per round: twice with claws, for 1d6 points of damage each, and once with a bite, for 1d8 points of damage.

SPECIAL (SPECIAL) refers to all of a creature's special abilities: offensive, defensive, and miscellaneous. Generally, specific

descriptions for each monster are provided in the monster's listing. The exceptions to this are as follows.

DEEPIVISION: Ages spent beneath the earth and in the dark and quiet places of the world have imbued certain creatures with the ability to see into darkness that a human would find impenetrable with the naked eye. This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and creatures can function well with



no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

DARKVISION: In a similar manner to deepvision, some creatures can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but is otherwise like normal sight. These creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

DUSKVISION: Some creatures can see in starlight and moonlight just as others can at dusk. They retain the ability to distinguish color and some detail under these conditions, though everything is cast in shadows. They have no enhanced vision underground, under torchlight, or in similar conditions of poor illumination.

IMMUNITY/RESISTANCE: describes any innate immunity that a monster possesses. The type of immunity is listed, followed by a bracketed damage descriptor that indicates the limits of the immunity. For instance, “Immune: Acid (half damage, quarter damage save)” means that the creature always takes half damage from any acid-based attack, but if it makes a successful saving throw, it suffers only one fourth of the normal damage.

REGENERATION: A creature with this ability is difficult to kill, as the creature automatically heals damage at a fixed rate per round, as given in the entry. The number following the listing in the creature’s stat block designates how many hit points that creature can heal in a round. For instance, the troll with “Regeneration 2” heals 2 hit points per round. Certain attack forms, typically fire and acid, deal lethal damage to the creature which doesn’t go away. The creature’s descriptive text provides the details. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature’s descriptive text. Severed parts that are not reattached wither and die normally. Healing starts the round immediately following the round in which damage was taken.

SCENT: This ability allows a creature to identify locations, items, and even people by making a successful check. They gain a +2 bonus when using any tracking ability they may possess. Scent functions up to a range of 30 feet. These creatures are natural hunters, and are able to “sniff out” singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the Castle Keeper’s discretion.

SPELL RESISTANCE: This is a special defensive ability. A defender’s spell resistance is like an armor class against magical attacks. If a spell is targeted at a creature with spell resistance, the caster of the spell must roll 1d20, unmodified. If the result is equal or greater than the creature’s spell resistance rating, then the spell can affect that creature. Otherwise, the creature’s spell resistance causes the spell to dissipate harmlessly. Certain spells are not subject to spell resistance, as detailed in their descriptions

in the *Castles & Crusades Players Handbook*. All monsters have an innate SR 1. A monster’s spell resistance is listed in its stat block with the abbreviation SR. For example a Dryad’s spell resistance is 10 and it is listed on the Special heading as “SR 10”.

TRACKING: Many monsters can track. When noted, the monster in question can track as a ranger’s level equal to the number listed. A wolf has Tracking 10. The wolf can track as a 10th level ranger.

TWILIGHT VISION: Even under starlight, moonlight, or torchlight these creatures have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile when outside.

SAVES (SAVES) represent the saving throws and attribute check categories for monsters. Saving throws are made in the same manner as for characters, but with broader descriptors. Each monster is listed as having either physical (P), mental (M), both (P+M) or none (N) as its saving throw category. The category roughly equates to primary or secondary attributes and thus the base number needed to make a saving throw. Physical attributes are strength, constitution, and dexterity. Mental attributes are intelligence, wisdom, and charisma. A goblin has a physical saving throw category, so it makes all saving throws or checks dealing with strength, dexterity, or constitution with a challenge base of 12, and all saving throws or checks dealing with intelligence, wisdom, or charisma with a challenge base of 18. The monsters’ # of HD acts as a modifier to this roll in the same fashion as described under HIT DICE (HD).

INTELLIGENCE (INT) reflects a general level of mental aptitude. It represents a monster’s ability to learn quickly, and apply that learning effectively, as well as its capacity for logic and deductive reasoning. Monsters possess a much broader range for intelligence than characters.

INTELLIGENCE	MENTAL STRENGTH
1–2	Animal
3–5	Inferior
6–8	Low
9–12	Average
13–15	High
16–17	Superior
18–21	Genius
22–25	Supra-Genius
26+	Deific

ALIGNMENT (ALIGNMENT) describes the basic and most essential aspects of a monster’s world view and moral outlook. It is the core personality description for every sentient creature. Alignment reflects the creature’s disposition toward good, evil, law or chaos. Each alignment type is described in detail in the *Castles & Crusades Players Handbook*.

TYPE refers to the classification of the monster. A monster’s type can be particularly important where spells and magical summoning are concerned.

MONSTERS

ABERRATION: Aberrations have bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

ANIMAL: An animal is a non-humanoid creature with a real-world equivalent.

BEAST: A beast is a creature with no real-world equivalent. It is a vertebrate creature with a reasonably normal anatomy and no magical or unusual abilities.

CONSTRUCT: A construct is an animated object or artificially constructed creature.

DRAGON: A dragon is a reptilian creature, usually winged, with magical or unusual abilities.

ELEMENTAL: An elemental is an entity composed of one of the four classical elements: air, earth, fire, or water.

EXTRAPLANAR: An extraplanar creature is a non-elemental that originates from another dimension, reality, or plane.

FEY: Fey are creatures with supernatural abilities and connections to natural forces and/or places.

GIANT: Giants are large-sized humanoid creatures of great strength and bulk.

HUMANOID: A humanoid is a creature that is anthropomorphic: they have two arms, two legs, one head, and a human-like torso.

MAGICAL BEAST: Magical beasts are similar to beasts but can have intelligence of inferior or better. Magical beasts typically have supernatural or extraordinary abilities.

MONSTROUS HUMANOID: These are humanoid creatures with monstrous or animalistic features, occasionally possessing supernatural abilities.

OOZE: An ooze is an amorphous or mutable creature.

PLANT: This type encompasses all plants and plant-like creatures.

SHAPECHANGER: This type of creature has a stable body but can assume other forms.

UNDEAD: Undead are once-living creatures animated by spiritual or supernatural forces. Undead are immune to all mind-affecting effects (charms, compulsions, etc.) and to poison, sleep effects, paralysis, stunning, disease, and death effects.

VERMIN: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

TREASURE (TREASURE) designates the appropriate treasure type a creature has in its lair, or if noted for the specific monster on its person. Refer to Part Two of this book for more information on treasure.

EXPERIENCE POINTS (XP) represents the development reward that characters receive for slaying, subduing, or otherwise defeating monsters. Refer to the **Castles & Crusades Players Handbook** for more information on awarding experience points. The number in each entry is the suggested average XP. The Castle Keeper should feel free to adjust the experience point

value as needed or desired. The following chart can be used to determine the experience points of typical monsters or monsters which have been altered or created.

MONSTER EXPERIENCE POINTS

HD	BASE	PER HP	I	II	III
1	5	1	2	4	5
2	10	2	5	7	10
3	20	3	10	15	20
4	40	4	20	30	40
5	80	5	40	60	80
6	120	6	60	90	120
7	180	7	90	135	180
8	250	8	125	200	250
9	400	9	200	300	400
10	600	10	300	450	600
11	750	11	375	550	750
12	950	12	425	650	950
13	1200	13	600	900	1200
14	1500	14	750	1100	1500
15	1900	15	900	1400	1900
16	2100	16	1000	1500	2100
17	2300	17	1200	1800	2300
18	2600	18	1300	2000	2600
19	2900	19	1500	2200	2900
20	3250	20	1700	2500	3500
+1	+350	+1	+200	+300	+600

EXPERIENCE PER HIT POINT: A monster's hit point total influences the amount of experience it confers. To calculate this, simply multiply the number of hit points by the hit dice of the creature. For example, a 5 (d10) HD creature has 25 hit points, the base is 80 experience points plus 5 experience points per hit point. 125 extra experience points would be awarded for this creature, for a total of 205.

SPECIAL: There are three categories of special abilities, designated in the chart by the Roman numerals I, II and III. A given monster's total experience value increases by the amount of special abilities it has. All special ability experience points are added to the base experience for the monster. These special ability experience points stack. For example, Skagg (4HD) has four attacks per round, a category I ability, and he can use 1st level spells, another category I ability. Skagg's base experience points (40) are increased by 40 points (20 XPs for each special ability) for a total base of 80 XPs plus 4 XP per hit point.

SPECIAL I: This category includes three or more attacks per round, spells or spell-like abilities of 1st-3rd level, and any non-magical special abilities, such as scent or tracking.

SPECIAL II: This category includes 5 or more attacks per round, maximum damage of 24 or more points in a single attack, spells

or spell-like abilities of 4th-7th level, and extraordinary powers such as invisibility or etherealness.

SPECIAL III: This category includes death attacks, petrification attacks, and spells or spell-like abilities of 8th level or higher.

MONSTERS IN THE WORLD OF AIHRDE

A BRIEF HISTORY

In the beginning, the All Father dwelt in the Void, the Great Empty where no time existed nor want of hunger or sustenance. In this nothingness, the All Father began creation.

In the Days before Days, the All Father drifted in the deeps wastes of the Void fashioning things of his own mind; following no plan known to man or dwarf, he peopled the Void with many creatures, great and small. In that timeless place creatures did not know nor need nourishment and they thrived or faded due to the original design. These creatures scholars called the **Val-Eaharakun**; deathless, these creatures did not know death, but would from time to time fade. As such, they never understood time or its machinations. The All Father set them from his thoughts, as if playthings, and he set himself different tasks.

In the Great Empty however, the All Father discovered and settled upon the firmament created by the spinning of the dragon-god Inzaa. In a rage of madness, the dragon's tail tore the fabric of things so that many planes spilled into the one, creating a maelstrom of chaos upon the deep surfaces of the Void. The All Father took up the elements from the maelstrom and from them he created the world of Aihrde and all that came after that concerned dwarf or man.

When the world came to be, the hosts of the Val-Eaharakun flocked to the new world and entered into its dark places. They peopled it long before the All Father finished, and they made war upon each other in all their many diverse forms. In this way, they helped shape the world and brought life to it beyond the thinking of the All Father; though some report that the All Father directed these things in all his knowledge, but this was not so, for the All Father paid singular attention to those things of his own crafting.

Into the world came many diverse creatures and plants; the land teemed with life. In time the All Father brought light to the world and at last he paid heed to the turmoil of the Val-Eaharakun. He bound the world in the Wall of Worlds to keep out the creatures of the Void. The world unfolded in all its glory. First the trees came to life; the dwarves followed, crafting things of stone. From that root there came men and giants and goblins.

In later years, through the sorcery of the goblins, the other peoples of the world came to be and the All Father passed into the memory of men. And in the last came Unklar, the Horned God. Summoned from the Void by the use of the Paths of Umbra, this black beast overcame much of the world, binding it in the shackles of winter and ruling as its lord from the towers of Aufstrag. He bound those he did not slay, and those few who survived hid in the dark shadows of his malice. He crafted many creatures of fell design, intent upon safeguarding his realm and

perfecting the crafting of the All Father. For a thousand years he ruled, until at last his slaves rose against him, and during the long Winter Dark Wars, cast him from his throne.

With the fall of Unklar, Aihrde shed the long winter and powers ancient and young rose again to wander the world freely. But they were joined by those of Unklar's making and other fell creatures who stole into the world from the Void, and the world knew a new age of war and chaos, a world of challenge and adventure.

MONSTERS OF AIHRDE

The journey of the adventurer is a difficult one, filled with hazards and dangerous no other person would attempt. Many fall on the roads to glory, but those who survive the fires of their wanderings bask in wealth, power, and glory. Such are the promises of the world of Aihrde.

These monsters have their genesis in games that were part of stories, and as such, the monsters reflect storytelling elements. They portray monsters who have their own designs and motivations, some as simple as hunger driven predation, others far more complex, bound in emotions and history. **Castles & Crusades** is a game that attracts many different types of role-players and for this reason, we have removed many of these storytelling elements from the general entry and placed them at the end of each entry under the **IN AIHRDE** heading. These sections have many beneficial elements in them, some particular to Aihrde, but others for more general use. Read the sections and use or discard these elements as desired.

Read each entry carefully before running the monster in the game. Many of these monsters possess unique abilities that can, if not understood, be devastating to a character or a party. Each monster's design incorporates its ecology, habits, desires where necessary, and the habits of predators where needed. Predacious monsters incorporate the many facets of hunting animals who utilize their attributes to kill their victims quickly and efficiently and those victims ill-prepared or too weak often fall prey to them. The hit dice of the monster should not determine the level of the party they encounter. Understand the abilities, how deadly they may or may not be, and incorporate this into any encounter, planned or random. Some monsters may have high hit dice and seem a good challenge for a band of characters with lower levels. But these same monsters may possess an ability that kills quickly; in this case, the challenge level the lower level characters must face becomes insurmountable and death inevitable.

Powerful abilities should not necessarily steer the CK away from a particular monster, but being aware of them allows the CK the opportunity to adjust the challenge level hit dice or incorporate other factors to make the encounter less deadly and more fun. Dangerous encounters overcome are often the most enjoyable and the most memorable, but just as often, they are frustrating. In short, understand the full abilities of the monster before using.

Aihrde is a deadly place and the Stone Fields are filled with the unsuspecting, the unlucky, and the unhappy. But for those few able to overcome the challenges there is renown, and wealth, and everlasting glory in the Songs of Men.

MONSTERS

A—

AFKARN

NO. ENCOUNTERED: 1-4

SIZE: L

HD: 9 (d8)

MOVE: 30 ft.

AC: 18

ATTACKS: 2 Claw (1d8),
Bite (1d6), Horn (1d12)

SPECIAL: Deep Vision
120 ft., Improved Grab,
Rend

SAVES: M

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 10

XP: 1,000+9



The Afkarn are large predatory creatures. They have long, powerfully muscled legs and large claws on their feet. They have no arms or wings. A thick layer of long, thin feathers, almost like scales, covers the whole of the creature but for its feet and head. The feathers are generally dark green or blue and scintillate in the light. The creatures' necks are as thick as their torsos and laced with powerful muscles. Their heads are wide and flat, with a short snout. Bony protrusions line their upper and lower jaws. Their true adaptation comes from a specialized horn that comes down off their upper jaw. Similar to a beak, this long black horn extends from the creature's upper jaw for about 12 inches. It is very sharp and the Afkarn use it as their primary hunting tool. The jaws of the beast are wide and a little flat, but lined with amazingly sharp fangs.

The Afkarn are solitary hunters, though occasionally they hunt in packs of up to four. They range throughout the known world, in almost any climate. They give birth to live young, not more than one to two at a time and immediately abandon their young to their own devices.

COMBAT: The Afkarn generally hunt at night and have superior night vision. They do not pounce upon their prey but rather stalk it, waiting for the victim to enter an open area, allowing the Afkarn room to charge. When such an opportunity presents itself, they rush forward in a mock head butt; however, just before smashing into the prey, they lift their heads and with their very powerful necks slam their horn into the prey. If a hit is successful, they tuck their heads and attempt to drag the creature back, away from any other creatures. They use their horn to pin them to the ground and claw the creatures to death with their very powerful claws.

IMPROVED GRAB: Afkarn are able to pin their prey. An opponent struck by the horn must make a successful dexterity

check to avoid being pulled up against the Afkarn. Those who fail are pinned against the creature's chest and dragged from the combat area. The Afkarn pull them far enough away to pin them to the ground. The victim can make a second dexterity check, but if they fail, they are immobilized until they can break free. On each subsequent round they are allowed to make a strength check against the creature and attempt to break free.

REND: An opponent held in an Afkarn's grip is subject to attacks from the beast's iron-like claws. The unfortunate victim of this rending takes double damage from any further attacks from the creature.

IN AIHRDE

The Afkarn predate the Age of Dwarves and have hunted the vast regions of the world since before recorded history. Their name derives from the dwarven words for fur and horn as their feathers are fine, almost like fur; the horn for obvious reasons. Many cultures throughout Aihilde prize the Afkarn for their feathers. They collect them, making elaborate cloaks, dresses, etc. out of them. They are very durable and resistant to normal wear and tear. But the horn is the true catch for those who hunt the Afkarn. The horn has many uses but most often as ceremonial cups in the temples of Narrheit. The priests use the hollowed horns to carry and drink the sacrificial wines and other elixirs the practitioners of that dark god relish. There is always a market for these horns and they bring about 500 to 1000gp on the black market. The higher price is usually paid by the priests of Narrheit. Those cups used by the priests are referred to as the Abyssal Cannikin and possess magical powers.

ALKONOT

NO. ENCOUNTERED: 1

SIZE: L

HD: 2 (d6)

MOVE: 10 ft. (walking), 60 ft. (flying)

AC: 14

ATTACKS: 2 Claw (1d6)

SPECIAL: Song of Forgetting

SAVES: M

INT: High

ALIGNMENT: Chaotic Good

TYPE: Magical Beast

TREASURE: 2

XP: 17+2



The Alkonoth is a rare and beautiful creature; a strange mixture of woman and bird, with the body of the latter and the head and torso of the former. A magnificent panoply of feathers crowns her tail and wings. Colorful, long, and coiled, these feathers define the Alkonoth. Her face is always beautiful; hair long, ranging in colors from blond to black, from silver to green; and her form, a perfect replica of a human female. They have no arms, but use their wings to fly, their legs are those of a bird of prey.

These creatures are rare, living in wilderness areas. They prefer those areas least traveled by other creatures, such as islands,

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deep forests, jungles and so on. There are only females and they always travel alone. They build elaborate nests wherever their homes are, usually consisting of strings of cloth they have torn from clothing, bedding, and the like. They prefer very colorful cloth. They are meticulously clean.

The Alkonoth are kindly creatures and though they avoid most people, they will aid those in need with advice or guidance. If there is a druid in the group, that druid is likely to have common knowledge about these rare creatures. If the druid is respectful and kind to the Alkonoth and has proved to the creature that he serves the natural world, it will grant the woodsman a boon. This boon usually increases the strength, wisdom, or charisma of the druid. After an encounter with an Alkonoth, any druid gains bonus of +1 to all attribute checks and saving throws for one full week.

They lay small clutches of eggs, 1-3, every few years. These are always set in the deep sand next to the sea, watered by the surf.

An Alkonoth's feathers are extremely valuable in most markets, bringing several hundred gold pieces apiece. They are believed to impart magical powers.

COMBAT: These creatures avoid combat whenever they can. They do not have any means of warding off attackers other than flight or through their melodious voice. When they speak, they do so in a sing song manner, affecting all those within hearing. If they are successful they quietly encourage the attackers to leave.

SONG OF FORGETTING: The song of forgetting affects all creatures (other than Harpies, Sirens and other Alkonoth) within a 300-foot area. Anyone affected must make a successful charisma save or become entranced by the song. Elves and half-elves can apply their resistance to charms to this save. If the save is successful, a song has no effect. Anyone in the area of effect must save each round the creature sings, or suffer the consequences. Once they have been ensorcelled and are cured they cannot be ensorcelled by that Alkonoth again.

Those affected become listless, forgetting why they are doing what they are doing. Ensorcelled creatures can take no actions other than to defend themselves. Furthermore, those affected lose their memory, including who they are, where they are, their skills, spells, etc. for a full 24 hours. The effects of the song can be counteracted by a *heal* or *wish* spell. The Alkonoth never uses the song in the service of another unless the creature is a wizard's familiar; even then it will not use the song to harm anyone.

An enterprising bard may try to counter the song with a charisma check; a successful performance allows the captivated creature to attempt a new charisma save, but does not negate the effect of the song. Failure means that the bard cannot counter that particular Alkonoth's song again that day.

IN AIHRDE

In the Days before Days when Mordius the Green Lady walked openly in the world she fashioned many creatures; many she

made to people the forests and hills, others she made as servants. Mordius loved birds of all colors and she always sought to improve upon them. In the Alkonoth, she achieved her greatest success. In all her many purposes, the Alkonoth served Mordius. They carried her messages to the druids; passing her counsel to those who sought advice, even making the dwarven Kings party to her thoughts through these beautiful creatures. Men called them "Birds of Paradise", for all recognized the realm of Mordius, before Ornduhl destroyed it, as the most beautiful in the world. For these sentiments the Alkonoth have always loved men over all races of Aihrde.

After her fall, the birds of paradise scattered across the world. They found abode in the wilderness and hid themselves from prying eyes for all the long centuries. Finding one was rare, killing one was seen as a horrible omen. But this last did not deter the Lords of Aufstrag from hunting them. During the Winter Dark, the feathers of an Alkonoth brought tremendous prestige, worth the wealth of a Kingdom. Tis said that Unklar dined upon these creatures if and when one fell into his hand.

Fishermen throughout Aihrde pay homage to and worship the Alkonoth, for they believe that seeing one imparts good fortune in their fishing. This is often more than an old wives tale, for when the Alkonoth lay their eggs, they sing a song of calm upon the sea and bid it rest for seven days. The resulting calm gives the eggs time to hatch in the warm, frothy, calm surf. After the seven days have passed, the pent up energy of the sea unleashes and pummels the shores in massive storms. The fish follow these storms and the fishermen find their wealth in the yield.

In these latter days, men encounter them from time to time, but they are still very rare. Their habits are unknown, but tales relate that the Great Druid who dwells in the Eldwood commonly speaks to them.

AMNUG

NO. ENCOUNTERED: 1-8

SIZE: M

HD: 2(d6)

MOVE: 30 ft.

AC: 14

ATTACKS: 2 bite (1d4)

SPECIAL: Climbing, Deepvision, Detection, Scent

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 2

XP: 25+2

Amnug are goblin hounds. They are small, only standing 18 inches or so at the shoulder, and rarely grow over three feet long. They have six legs, two heads and a long spiked tail. The heads are heavy, and each sports a mane of hair eerily reminiscent of a beard. With narrow eyes and long protruding snout they somewhat resemble a weasel. Their feet have no pads but resemble those of a gnarled goblin hand. These clutching fingers

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allow them to climb and move through rough terrain with ease. Their tails split after a few inches into two four to five foot long appendages that serve the creature's hunting design.

Their narrow, hairless tails are highly sensitive to motion of any kind. When hunting, the Amnug settles its tails upon the ground "listening" for motion in the earth. They can detect movement up to 200 feet away (see below).

The Amnug are pack creatures. They travel singly or in groups up to 8. The packs always consist of one dominant female and the rest submissive females or males. Litters of pups are driven from the pack as soon as they are born to fend for themselves.

COMBAT: The Amnug lay in wait, tails upon the ground, sensing movement on trails, paths, roads, or the like. When they detect motion, they speak to each other in broken goblin, arranging the pack to stalk their prey until they can surround it. The pack then attacks from all sides.

CLIMBING: The Amnug are skilled climbers. They scale as rouses do.

DETECTION: The Amnug's tails are very sensitive to any movement. When they are lying still they can detect normal motion up to 200 feet away. If they are within 75 feet they can detect slight motion and if they are within 25 feet they can detect very slight movement or noise, even something as low as a heartbeat.

IN AIHRDE

The goblins bred the Amnug in the pits of their holes during the long reign of the Goblin Kings. The goblins designed the Amnug specifically to hunt dwarves underground, to sniff them out so that the goblins could kill them. Good Amnug managed to find dwarves hidden in secret chambers by noticing a heart beat through the stone.

The dwarves never developed a good defense against the creature's ability to hunt them out. During the long reign of the Goblin Kings, when those foul peoples controlled much of the whole lands of Aenoch, few could stand against them and fewer still worked in concert.

The Dwarves remained scattered, in hiding, and rarely communicating. Even so, a class of hunter arose in the dwarf holds that, during the Great Wars that followed, became known throughout the kingdoms of both peoples, the Amtul, and they were distinguished by wearing the long tails of the Amnug as decorations.

Since the ruin of the Goblin Kingdoms, the Amnug have spread across Aihrde, becoming feral beasts. They still retain some of their knowledge of the goblin languages and some few dwarves remember the art of hunting them and wear the prize of their tails upon their helms.

ANU BEAST

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 5 (d8)

MOVE: 60 feet

AC: 16

ATTACKS: Bite (1d10)

SPECIAL: Captivate, Speed

SAVES: M

INTELLIGENCE: Animal

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 9

XP: 120+5



The anu beast is a bipedal predator that stalks cold-climate grasslands. Walking on thickly muscled legs, its heavy-set body and long neck are balanced by a broad tail. Short wing-like arms help to steady the creature when it runs down its prey. It is entirely covered in short feathers; those on its tail broad and flat while those on its wing-arms are short. Its long snout is lined with fangs and resembles an alligator's. The anu beasts are usually a light gray or dull white, occasionally brown in color. They molt, losing their non-seasonal feathers twice a year.

They are decidedly aggressive and kill for the sport of it, not the for food.

COMBAT: The anu beast runs down its prey, taking advantage of its superior speed. As it closes in, it rises to its full height, craning its neck, opening its mouth and extending all its feathers. The brilliantly colored inner feathers become visible, creating a captivating array of colors.

CAPTIVATE: Any creature looking on the feathers in the sudden rush of the anu beast's attack must make a successful intelligence save or or be unable to act this round or the next, except to defend themselves.

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IN AIHRDE

The anu beast is a beast of the Red God's making, a creature made to hound the men of the northern realms in the days of their youth. It spread far and wide, traveling in packs. Kobolds favor them as mounts, though they are very unpredictable and too often fall upon their riders and kill them.

AOTHSIL

NO. ENCOUNTERED: 6-36

SIZE: S

HD: 1(d8)

MOVE: 10 ft.; 40 ft. (fly)

AC: 11

ATTACKS: Stinger (1d2)

SPECIAL: Cannot be Surprised, Electrical discharge

SAVES: M

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Aberration

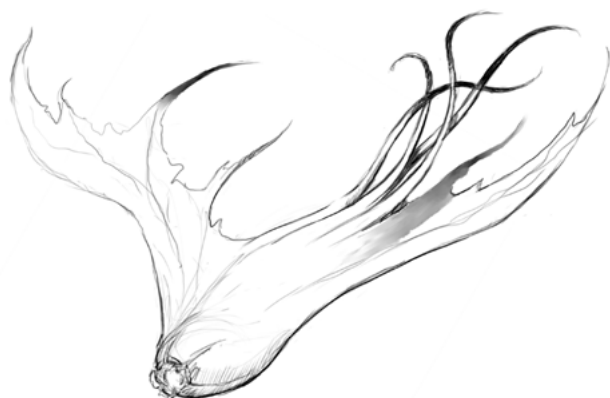
TREASURE: 2

XP: 9+1

The aothsil is a small creature, possessed of a pod, 4 tendrils, and a wide, fan-like membrane, called the sail. They hang from the ceiling by their tendrils, able to cling to most anything and spread their sail out perpendicular to the walls. The sail is about eight inches wide and about six inches tall. The sail is fairly sturdy, strengthened by the bony spines that lace its length at regular intervals. The sail itself is bright blue or green, translucent and covered in small eye-like dark spots.

Aothsil cling to the ceilings of dungeons, old corridors, or anywhere that darkness prevails. They hang dormant until some passing creature disturbs the air. They nest in pods of 2 or 3 dozen, spread out over a large area, sometimes hundreds of feet apart. They are mindless, reacting on instincts only.

COMBAT: When anything comes within 100 feet of the aothsil it opens the sail, slowly so that anything watching isn't drawn to the movement. When the creature moves to within 20 feet of the aothsil it releases its hold on the ceiling, using its sail to glide through the air. Its pod opens on the top and a small tongue-like appendage snakes out. When it passes within a few inches of its



victim, the tongue strikes the creature, delivering an electrical shock and clinging to the victim. Once it is clinging to a victim, it stabs with its stinger.

ELECTRICAL DISCHARGE: When the aothsil comes within range of a victim, it lances it with its tongue. If it scores a successful hit it discharges a jolt of electricity for 1d6 points of damage. A successful constitution save negates all the damage. If the charge is successful then the aothsil is able to cling to the victim, stabbing with its stinger.

IN AIHRDE

Formed in the Days before Days by the labor of the dwarves, the aothsil came to haunt many of their endeavors. Literally translated into "Blue Sail", the creatures came to be in the early forging when the dwarves failed to use the Language of Creation properly; the sparks of their hammer blows fused with the magic of their sorceries and from these the aothsil came. They nested in forges at first but they propagated, splitting one from the other and soon spread throughout the Dwarven Kingdoms born in the traffic of those days.

As much a nuisance as a danger, the Aothsil plagued the dwarves for centuries even as they now plague those who would plunder the wealth of the old world.

B—

THE BLACK BREATH (UNKLAR'S BREATH, BREATH OF DESPAIR)

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 1d10

MOVE: 20ft.

AC: 17

ATTACKS: See below

SPECIAL: Paralysis, Natural Invisibility

SAVES: M

INT: Low

ALIGNMENT: Neutral

TYPE: Construct

TREASURE: Nil

XP: 13+1

The black breath is a mindless manifestation of sorcery. Created with intent, wizards use these creatures to guard places of import, i.e. portals to treasure rooms, treasure chests, jewelry boxes, spell books, or even places as exotic as the doors to the outer planes. They are almost undetectable until they come to life, bound, as they are, in the drop, dried or fresh, of an evil mage's blood. Once concocted, the wizard leaves the blood stain upon the desired location, marking it. When that locale is disturbed, the black breath comes to life, pouring forth as a great frothing cloud of dark, purple mist.

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Creating these creatures is no easy task and wizards must spend long hours of toil to bind the living properties of their blood into the poisonous form that the black breath will take, and to further bind that form into a singular drop of blood. They cannot exist in company with each other as the largest of any group absorbs its lesser kin and no wizard wishes to waste such a commodity.

Once placed, the enchanted drop of blood remains for eons if not disturbed, often long after the wizard is dead and turned to ash. If seen, they look like nothing more than a small dark stain. If a *detect magic* is cast in or around them, the spell reveals a magical weird where the drop lies, but it also triggers the creature to attack. Indeed, almost any action near the black breath disturbs it and draws it forth to attack. Rogues and other clever creatures can slip by the creature with a successful move silently check, but others will not be so lucky. Any amount of noise, from a boot scrape to a shout, brings the creature forth.

These creatures have tremendous value and are occasionally found on the open market where they bring anywhere from 500gp - 1000gp.

COMBAT: The black breath attacks by entering the mouth or nostrils of its victim, infecting their blood, and thereby paralyzing them. Holding one's breath will not keep the creature from entering the body. Though the creature can be hit by normal weapons, the most effective way of combating the creature is by casting a *dispel magic*, *neutralize poison* or *remove disease* upon it. The black breath dies if it fails its save. The same spells cast on the droplet of blood, if undisturbed, will destroy the black breath as well. Once disturbed, the black breath attacks until destroyed or until it overcomes all of its opponents.

PARALYSIS: Those that inhale a black breath must make a successful constitution save or become paralyzed for 2d4 rounds. For each round paralyzed, the victim takes 1d4 damage as the breath begins to eat at the victim's vital organs. Elves and half-elves are vulnerable to this paralysis and suffer as do normal creatures. A *remove curse*, *remove paralysis*, *dispel magic*, *neutralize poison* or *remove disease* cures the victim of their paralysis.

NATURAL INVISIBILITY: A black breath is invisible in its droplet form. The creature looks so ordinary that it is not subject to a *see invisibility* spell or any other spell. A *true seeing* reveals a bloodstain on the floor and what it is. Once the creature activates and comes forth as a mist, it is plain to see.

IN AIHRDE

The Arch-Mage Nulak-Kiz-Din created the black breath in order to guard his many treasure holds, towers, and places of power. Nulak was known to supply this precious commodity to his more powerful guild houses and to some of his greater servants, so the number of Unklar's Breaths are limitless. They are often stumbled across in places where that wizard or his servants are found. Many carry the breath as a holy item, praying to it or using it to channel that fell wizard to aid them in some dark cause. The folk of the Paths of Umbra and the Crna Ruk value these greatly and pay fortunes for them.

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BLETUK (SPEAKING OR HEARING BIRD)

NO. ENCOUNTERED: 1-4

SIZE: Small (3'+)

HD: 1 (d8)

MOVE: 80 feet (flying)

AC: 15

ATTACKS: Bite (1d4)

SPECIAL: Nil

SAVES: P

INT: Average

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

XP: 5+1

The bletuk, or "speaking birds," are large birds, roughly three feet from beak to the end of their feathered tail. They are dark grey on top with a lighter grey, almost bluish underbelly. When they spread their wings, however, the drab colors are contrasted by stark-white feathers. They dwell in the plains in the northern climes, nesting in deep tufts of grass. They spend most of their time flying, gliding on the cooler air currents.

The bletuk possess a greater intelligence than most other fowl; long ago they adapted to the habits of men and learned to parrot the speech. They can, when they choose, speak the common tongue, the vulgate. Nomadic people favor them, using them as scouts and guides, paying them in food and protection. They rarely survive captivity, dying in a few weeks if confined, and for this reason the nomads never keep them against their will.

COMBAT: They do not generally attack, preferring to flee from any threat, but if cornered or imprisoned they can deliver a wicked bite.

IN AIHRDE

Many of the free folk of Aihilde establish symbiotic relationships with the bletuk, feeding them as they travel, and relying upon them for guidance, directions to hunting grounds, enemy threats, etc. The halflings frequently build sodded roofs upon their large wagons in order to entice the creatures to stay with them.



BLOOD OOZE (LEECH)

NO. ENCOUNTERED: 1-4

SIZE: S

HD: 1 (1hp)

MOVE: 1 ft.

AC: 10

ATTACKS: Blood drain (1 hp)

SPECIAL: Replication

SAVES: Nil

INT: Nil

ALIGNMENT: Neutral

TYPE: Magical beast

TREASURE: Nil

XP: 9+1

Blood ooze are small, worm like creatures, roughly 1 inch in length. They are fat to the point of looking as if they will explode and segmented like maggots but colored a distinct dark red. On either end of the worm are small, teeth-lined apertures which they use to bite their victims. They move by sliding and pulling themselves along. Their skin is thin, almost translucent, allowing one to see shadows of veins within the creature. They are pulpos and smash very easy. When they do, they explode with a pop and splatter tissue and blood everywhere.

Blood ooze are dangerous creations, for when they strike a victim and cause damage, they instantly replicate, splitting in two. The second blood ooze immediately attacks. In this way a few blood ooze can turn into scores and threaten even the most powerful. They are however, highly susceptible to flame, cold or any temperature variant.

The blood ooze is a magical creature formed in the laboratories of evil wizards. These creatures exist to cause pain and suffering, serving many an evil lord as a plague upon their victims. The worms reproduce so quickly that any region afflicted with only a few can suddenly find itself swamped with thousands of them.

COMBAT: The blood ooze attacks by biting a victim and releasing it. As soon as it scores a hit, it drops to the ground immediately. It attacks immobilized victims if it can, or attaches to anything that passes by, as they move very slowly. Its whole purpose is to score a successful bite so that it can replicate. It does not care if it dies after that or not. But it will release and bite again in order to create more.

REPLICATION: If the blood ooze scores a successful hit, it automatically does 1 point of damage. Then the worm releases and moves to bite again. The wound sprouts a second blood worm, replicating the first one almost immediately.

IN AIHRDE

The Umbrian wizards created the blood ooze in the pits of Aufstrag in the latter days of Unklar's rule. The worms were unleashed on the dwarves, goblins, and halflings in the Trench War under the roots of the great city fortress. There, they spread like a plague as the tunnel fighters tended to ignore them; but

when their natures became known, the soldiery dreaded the sight of them for they spread so quickly. The goblins, then allies of the dwarves, eventually found a way to keep them at bay with various incantations and minor sorceries. The terror of the blood ooze passed quickly after that, and they became one more danger in the long list of dangers in that horrid war beneath the earth.

But the plague of the creatures spread beyond the confines of the dungeons beneath Aufstrag. Some enterprising merchants took them and began to peddle them on the markets of the east. Assassins, evil wizards, and other of that ilk found them useful. After the Winter Dark Wars ended, the blood ooze became scarce, but some still peddle them on the black markets of the world; they also linger in dungeons long hidden from the gaze of men.

BLOOD WORMS

NO. ENCOUNTERED: 10-100

SIZE: Small

HD: 1 (d4)

MOVE: 10ft.

AC: 10

ATTACKS: Bite (1)

SPECIAL: Blood Drain, Infestation

SAVES: P

INT: N/A

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 6

XP: 9+1

Blood worms are small, snake-like worms, averaging 12-18 inches long and about 2 inches in diameter. They are white, segmented worms with a small aperture at one end for a mouth, lined with thousands of tiny teeth.

These are creatures born of the blood of evil fey. The poisoned blood of fallen faeries must spill into rich, vibrant soil in order for the worm to spawn. Once it does, the worms propagate quickly, spreading over vast fields where they mature into large foot long worms. They are not able to move quickly or far, so they generally take up residence where they spawn. They are mindless creatures, always hungry, unaffected by temperature or weather of any kind.

Blood worms are highly susceptible to fire and shy away from it, but they will strike as soon as the danger passes.

COMBAT: Blood worms lie in wait for victims to come to them. When any living creature moves within striking distance of a worm, roughly a foot away, the worm strikes out attempting to bite the creature and latch on. Worms continue to attack a victim no matter how many other worms have latched on. The worms are not able to bite through armor of any kind, but will latch onto leather armor, shields, equipment, or any thing else they strike. After one round, they fall off to strike again. They can bite through clothing.

MONSTERS

BLOOD DRAIN: Once they have latched on, blood worms begin sucking the victim's blood and will continue to do so until they are gorged, which occurs in 4-12 rounds. They do 1 point of damage a round.

INFESTATION: The bite of a blood worm carries with it thousands of tiny larvae. With each successful bite the blood worm injects the larvae into the victim's blood stream; within a few short rounds they infest the whole body. The larvae attach onto the inner walls of veins and begin to chew their way through the flesh. The larvae begin breaking through the walls of veins in 1d4 days. When this happens the victim begins bleeding internally, suffering 1 point of damage every hour after the breakthrough. Eventually, the victim begins bleeding from their eyes, mouth, nose, other orifices and any sores or open wounds on their body.

A successful constitution save (CL 0) blocks the infestation. If infected, there are a number of ways to cure the infestation. A *cure disease* spell or *neutralize poison* will do the trick. Also, raising the victim's temperature to over 100 degrees for 1-4 hours kills the larvae and sweats them out. Dropping the victim in heated water, hot springs, etc. usually achieves the desired result.

IN AIHRDE

The blood worms are the creation of the god Kekki, who fashioned them in the early days of man's walking the dark forests of the Ethvold. He despised the people of Ethrum and created plagues to pursue them and the blood worms were only one such nightmare. In later years, many mastered the worms, using them to guard their holds and towers or to poison villages.

BOGTILT

NO. ENCOUNTERED: 4-24

SIZE: S

HD: 1 (d6)

MOVE: 10 ft.; 40 ft. (fly)

AC: 14

ATTACKS: Bite (1d4)

SPECIAL: Darkvision 60 ft., Spell-like abilities

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Fey

TREASURE: 2

XP: 7+1

Small but rather long, the bogtilt is a winged faerie who dwells in the deeps of most swamps. Generally, they are shaped like legless frogs with very long tails. Their wings are more like a bat's, long, slender, and made of a thin membrane. Their mouths are wide, filled with misshapen teeth. The bogtilts range in color, from the very bright to the extremely dull. Their wide yellow eyes sit atop their head like small gems. They have thin arms and small hands.

They are prone to theft and mischief. The bogtilt generally lay upon branches, their tails wrapped around them for



support, or in the muck upon swamp floors. They wait patiently for creatures to pass by, and when they do, they rouse themselves. They have a great love for all the precious metals and stones and upon site of any such item, they set about harassing the rightful owner.

The croaking of these strange fey is very melodious and not a little strange; it sounds much like heavy water dripping from the eaves of a roof into a shallow pool. They often gather in small pods (a group of bogtilts are called pods) and croak for hours on end. Of course, they often do this to call other bogtilts to them. At times, huge pods of several hundred exist.

COMBAT: Bogtilts range in small bands attempting to confuse and confound passing creatures. Through their croaking calls that act as *charm person* spells, they attempt to lead their victims into dangerous areas such as quicksand, deep water, or to such creatures that might slay them and not concern themselves with the treasure, such as the moundule. Once they have captured, killed, or incapacitated the victim, the bogtilt swoops in to claim whatever prize it sought. If there is no chance of luring the victims to their demise, the bogtilt contents itself with confusing the victim with its spells until an opportunity to rob the victim presents itself.

SPELL-LIKE ABILITIES: They are able to cast *charm person*, *dancing lights* and *ghost sound*. However, the bogtilts can only use their spell like powers in groups. It takes at least four bogtilts to cast a spell. They can cast as many times per day as there are groups. For instance, 4 bogtilts can cast *charm person* once a day. Eight bogtilts can cast *charm person* twice a day.

IN AIHRDE

The bogtilt are found in almost every swamp, marsh, or bog in Aihilde. They are very common. They are as common as they are loathed. They thrived during the Winter Dark, as they found the new lords of the land, confident in their own power, easy prey.

Hunts were routinely called, and many a huntsmen swept into the swamps in search of these annoying fey. The hunts had little impact and the bogtilts continued to harass the enemy even up to the Battle of the Tree. Today they are common everywhere, but particularly thick in the Grausumland surrounding Aufstrag.

Beyond that they are prized for their croaking and are often sold in groups of three, this allows the owner the charm of their 'music' without the danger of their charm.

BONE SPUR

NO. ENCOUNTERED: 1-10

SIZE: Medium

HD: 9d8

MOVE: 40ft.

AC: 20

ATTACKS: 2 Rake (1d8 each)

SPECIAL: Passwall

SAVES: M

INT: Semi

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: Nil

XP: 700+9

The bone spur appears much like a shattered bone. Its torso is long, dirty white and consists of multiple layers of thick bone like skin. It crawls upon four thin legs that protrude from the body, much like an insect. These legs end in scythe-like apertures that make for poor feet, giving the beast a stilted gait when it walks. Its true form however is very different, for it is little more than a reflected stain possessed of an intelligence that allows it to hunt.

For this reason the bone spur is only found in a reflective surface, a mirror, a highly polished shield, within a jewel, a piece of silver and so on. Their reflection has no particular size, so their lair may be any item of any description.

They bone spur is a creature of utter malice, dwelling in the filth of their own evil. They are semi-intelligent, following simple directions with ease. They desire direction in all their actions, seeking some affirmation in almost any task they undertake. For this reason they are often used as guardians by magi, evil paladins and the like. Once set in a role, they remain there until destroyed.

COMBAT: In combat the bone spur rises on its hind legs, falling upon its victims with its fore legs, slashing with the jagged ends.

PASSWALL: The bone spur is able to *passwall* at will. They may only use this ability to pass from the material world onto a reflective surface, where they assume the physical form described above. They may choose any surface to pass into; it does not have to be the original surface from which they came.

IN AIHRDE

The bone spur is an ancient creature, of the order of the Val-Eahrakun, created as they were in the Void long ago. Tis said by those knowledgeable that the bone spur came to be when

splinters of the All Father's tools caught the reflection of his manifest thought. Being a reflection, the image of the thought turned, and the bone spur knew no goodness, but only evil. But because they stood in the presence of the All Father they longed for his direction, something he never gave.

So the bone spurs came to dwell in the deeps of the Void even at the beginning of time. They are summoned from time to time, hunted, captured and traded by those who are skilled in crossing the Wall of Worlds and able to plunder the wealth of the Void.

As guardians they are unmatched for their fearsomeness and desire to follow simple commands.



CARADULZ (LADY OF THE DEEP)

NO. ENCOUNTERED: 1

SIZE: MEDIUM

HD: 4 (d8)

MOVE: 40 feet (swimming)

AC: 13

ATTACKS: Slam (1d8)

SPECIAL: Shape Change, Water Mastery, Summon Fish, Weather Control

SAVES: M

INTELLIGENCE: High

ALIGNMENT: Chaotic

TYPE: Fey

TREASURE: 9

XP: 320+4

The caradulz, the Lady of the Deep, appears as a human woman with a shapely form and comely face. Her hair reflects the waters in which she swims; long and flowing, it merges with the sea until it is indistinguishable from the foam. Her eyes are hollow, with little color to them. She wears no clothing nor bears any armament. The caradulz dwells in deep fresh or salt water. She prefers wide, open expanses, such as oceans, seas, or large lakes, and avoids the running water of rivers.

Her kind have no mates, and there are no males of their species. To mate, they seek out humans and cajole or bargain with them in order to bring them into the surf and bed them; once they have mated they usually leave the victim to drown or swim to safety as chance allows. The mating itself is draining on the victim and any who fall into the caradulz' arms lose one point of constitution. Once mated the caradulz "dies" while laying her egg; she is reborn when the egg hatches and seeks a new victim. They mate often.

Their lairs are found in rocky caves deep in the ocean. The caradulz is immortal and therefore her cave is usually filled with all manner of treasure.

COMBAT: When the caradulz seeks a mate, she travels to the shore. There she haunts the waters until a likely victim presents

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himself. Wreathing herself in water-like clothing she approaches and attempts to seduce him. Once embraced, she pulls him into the water with her water mastery. Once completed, she abandons him, or if convinced otherwise, helps him to shore. In battle she pummels her victims with waves.

CHANGE SHAPE: Similar to the 9th level spell shapechange, once a day the caradulz can change her form into a large bed of kelp. The long tendrils of sea weed cling to the bottom of the ocean and pull any victim beneath the waves. In this form she gains four attacks. A successful hit requires the victim to make a successful strength check or be pulled under water. A strength check must then be made for each round the victim is underwater, or drowning will occur. Each kelp arm that strikes the victim adds one CL to the attribute check, to a maximum of 4 (the total CL is the HD +1 for each kelp arm that strikes the victim).

CONTROL WEATHER: The caradulz can cast control weather as a 10th level caster, once per day.

SUMMON FISH: Three times a day the caradulz can summon large fish. This fish has HD 8 (d8), AC 16, and bites for 1d8 points of damage (XP 250+8). If desired, she may instead summon eight small fish to attack. These fish have 1 (d8) hit dice, AC 12 and attack for 1 point of damage each (XP 5+1).

WATER MASTERY: A caradulz gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water.

IN AIHRDE

In Aihilde the caradulz are of the order of the Val-Austlich, being spawn of the water god's making. Ea-Lor crafted them of his own being to enjoy their company, but growing bored of him, they fled one by one into the deeper water and Ea-Lor, as Lord of the Deep Quiet, forgot them. They spread across the world to haunt men upon the shores of many islands and lands. They are rarely encountered in the north climes as the water is too cool.

Sailors venerate them and pay them in slaves as mates when the opportunity allows, for the caradulz can summon the weather and help founding ships upon the seas.



CEEANA OLGDONBERG

NO. ENCOUNTERED: 1-20

SIZE: L

HD: 6 (d10)

MOVE: 50 ft.

AC: 15

ATTACKS: 2 hooves (1d6+4), 1 bite (1d4+2)

SPECIAL: n/a

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: n/a

XP: 180+6

The Ceeana Olgdonberg is a steed specifically bred for war. They are noble beasts with a proud bearing.

Their frames are massive, though their heads tend to be smaller than most horses. They sport long manes and tails, both of light hair, and are easily tied or braided. They are round on the quarters, but have thick, powerful legs. The predominant colors of the ceeana olgdonberg are gray, bay, or chestnut, with brown being rare. These horses average 15-16 hands in height, and weigh around 2,000 lbs.

Stronger than a heavy warhorse and with the speed of a light warhorse, the ceeana olgdonbergs have carried the day in more than one battle. They are an exceptionally strong and aggressive breed that lives longer than most other normal horses. Although they mature late, they show obedience, intelligence and a willingness to learn. They are also very empathic creatures developing close relationships with their owners. The horse is best purchased when young and trained with the eventual rider on hand so that deep bonds develop between riders and mount. The horse can develop these bonds over time with those who treat them well.

A light load for an olgdonberg is up to 350 pounds; a medium load, 351-700 pounds; a heavy load, 701-1,000 pounds. They can drag 5,000 pounds.

COMBAT: Olgdonbergs can fight while carrying a rider. They are very defensive of riders who they have bonded with and often stand and fight to defend that rider from other threats. They attack with two hooves. Skilled riders, such as knights, are able to fight even while the olgdonberg is attacking.

IN AIHRDE

The ceeana olgdonberg is the most magnificent warhorse on the face of Aihilde. Their trainers are held in high renown and raising and selling them is considered an honorable profession. The Count of Ceeana however, controls the herds, allowing only loyal lords to utilize his stock. They sell for an immense sum of money, often twice what a normal war horse would cost. As such, they are prized by their owners as much as magical weapons or items.

CHARON FIEND**NO. ENCOUNTERED:** 1-2**SIZE:** Large**HD:** 5d10**MOVE:** 40 ft.**AC:** 16**ATTACKS:** 2 Claw (1d6+1) and Bite (1d10+1)**SPECIAL:** Poison, Camouflage, Scent, Darkvision 60 ft., Twilight Vision**SAVES:** P**INT:** Average**ALIGNMENT:** Lawful Evil**TYPE:** Construct**TREASURE:** 4**XP:** 240+6

The charon fiend is a thin, bony creature with a broad head, shrouded in a wild, writhing mane of snakes. Their yellowed, largely hairless skin stretches over tawny muscle except upon the beast's long back, where bony plates protrude from its spine. These plates continue down the creature's thin tail, ending just beyond the buttocks. Its legs appear ungainly but possess triple joints, braced by wide feet with huge claws, designed more for ripping and gouging than cutting. But of all the beast's strange features the mane is the by far the most unworldly. This is because the mane consists of living snakes, not unlike a medusa's. These creatures possess minds of their own and are forever biting the charon fiend in the face, neck and forelegs. In turn, the beast tears at them so that it is not uncommon to witness the fiend in a ferocious fight with itself.

The charon fiend is a fierce creature, driven mad by the constant bites it receives from the snakes about its face. Its foul disposition drives it to attack anything that it comes across, good or evil, lawful or chaotic, man, elf, orc, or beast. The wake of their passage is often easy to discern and for this reason, when one enters into a region they are immediately hunted down. At times the very powerful capture them, using them as hunting dogs. Their intelligence makes them trainable but very dangerous, as they turn on their master if the opportunity presents itself.

They are migratory and never remain in any one place for long. With a slight ability to reason, they are able to realize when they have depleted a food source, their prey is too weak to defend itself, or they are in real danger. They always travel alone, only coming together to mate. Mating charon fiends are even more disagreeable than normal for both beasts suffer from multiple snakebites as well as the violence of the pairing. Two fiends may spend several years paired up, as producing young is extremely difficult for them. During this time they will dig or occupy a den. The male leaves as soon as the female is with pup. A litter of 1-4 pups is common but the female always eats the three weakest. The remaining pup matures extraordinarily quickly and leaves its mother at about 1 year of age.

COMBAT: The charon fiend is very aggressive; attacking almost anything it comes across. They avoid fights only when they encounter a creature or creatures whose size or numbers make a



clear kill impossible. They attack by leaping on a prey, attempting to bring it down and pull it in close enough for the snakes to strike. It attacks with its front claws and jaws simultaneously, as well as getting an overbearing attack. If the charon fiend's overbearing attack is successful, it draws its hapless victim into the nest of snakes, which form its mane. Eight of these snakes may strike in the following round, injecting venom with each successful hit. Should the snakes' attack, the charon fiend is not allowed to use its claws nor its jaws to attack. All attacks on prone opponents are at +5. The snakes, however, attack as 1 HD creatures.

POISON: Those struck by a snake must succeed at a constitution save (CL 1) to stave off the affects of the snake's venom, a successful save negating the affects of the venom. A failed save reduces the victims constitution by 1 point, 1 full round after the bite occurs. There is no further damage from that particular bite, but other bites can continue to reduce the victim's constitution. When a victim's constitution falls to zero they pass out and die in 6-12 rounds unless the poison is neutralized with *aid*, a *cure* spell, neutralize poison, or the ranger's *neutralize poison* ability. The wound is tiny, but extraordinarily painful, filling with pus immediately. Once aid is administered, constitution is restored at 1 hit point a round.

CAMOUFLAGE: Charon fiends are able to blend in with most any environment. They do this by lying flat and motionless, hiding in shadows, crevices or the like. When concealing themselves, they have a +2 bonus to hide checks, and a +4 bonus to surprise rolls. They gain a similar bonus on any move silently checks.

IN AIHRDE

The charon fiend was created in the pits of Aufstrag by one or more of the Greater Mogrl. These grim beasts served the Mogrl

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as pets and hunting companions. Housed in large pens in the deeps, the Mogrl called them only when needed.

With Unklar's fall these beasts slipped from Aufstrag and into the world. Some traveled with their masters, but most escaped into the wilds. The terror of their passage left a mark upon the people of Ahrde, for their depredations knew no bounds. Eventually, they vanished into the dark places of the world and became legends of the Age of Winter Dark. They are uncommon in most of the world but on occasion, one or two appear in villages, towns and such, wreaking havoc upon the world at large. They are more common in the Grausumland and the wilds of the Gelderland. The Hlobane orcs prize these creatures and pay tremendous sums for their pups, or breeding pairs. They use them as mounts, hunting dogs and the like. If a Mogrl should be near (within a few miles) and sounds its horn, any and all charon fiends come running, howling and barking in joyful glee as is their want when in the vicinity of their true masters.

CHIMERA, LESSER

NO. ENCOUNTERED: 1-12

SIZE: Large

HD: 3 (d8)

MOVE: 40 ft.

AC: 14

ATTACKS: Bite (1d6), 2 Claw (1d4), Tail (1d3, poison)

SPECIAL: Darkvision, Poison, Scent, Twilight Vision

SAVES: M

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 3

XP: 50+3

These vile creatures are minor cousins of the legendary chimaeras. Legend holds that the beasts are the result of a mating between wolves and charon fiends. They have the body of a large, maned wolf with a multi-colored snake tail. Their hair is long and stiff. Normally grey, the hair darkens along the spine and becomes much longer and stiff. Whenever the beast feels threatened or is about attack, this longish black hair rises on end, standing at an angle from the beast's back. This dark streak of hair ends in a long black tail that is actually a scaled snake. The snake tail is not possessed of any intelligence, but does have the instinct to bite any prey in the area.

These creatures range throughout most terrain and climes, though they prefer wilderness areas, particularly mountains. They prey on almost anything, but have a strong liking for horseflesh. They possess some intelligence and are able to speak a very crude form of the common tongue. They have a very keen sense of smell.

They travel in small packs, called flocks, of up to 12 and are very territorial, defending their range against all other predators. They hole up in a cave or around other rocky features. They hunt in packs, two, or three usually, ranging out and herding prey into a well-known trap area, such as a box canyon, defile, or the like,

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where the whole pack pounces. When hunting they call out to each other in broken common in order to disconcert and scatter the prey.

COMBAT: These beasts cunningly attack as a group. A lesser chimera bites, attacks with two forepaws, and whips its tail around for another bite attack.

POISON: Anything bitten by the snake tail must make a successful constitution save against poison (CL 3) or lose 1d2 points of dexterity in the following round and a further 1d4 points of strength in the next round. The poison wears off after 1-7 days.

IN AIHRDE

Lesser chimeras live throughout Ahrde, being more common in the west. They are more common in the mountains that range from Kayomar to the northern wastes. Mages, scribes, and the like value lesser chimeras; or, at least their hides. The spinal hair shaft is thick and hollow serving as an excellent quill. They are virtually indestructible and for that reason, such quills cost about 5gp each.

COBLYNAU

NO. ENCOUNTERED: 1-10

SIZE: Small

HD: 3 (d4)

MOVE: 10 ft., 30 ft. (fly)

AC: 14

ATTACKS: Blow gun (1d2 + poison), or by weapon

SPECIAL: Duskvision, Magic Stone, Poison, Spell-like Abilities

SAVES: M/P

INT: High

ALIGNMENT: Neutral

TYPE: FEY

TREASURE: 5

XP: 65 +3

The coblynau are creatures that have long been associated with the world of fey. They are small creatures, ranging only about 2

feet in height. A wide head that resembles that of a frog caps their thin torsos. They have wide, luminous yellow-orange eyes and a small mouth lined with needle sharp teeth. A rash of feathers, long and colorful crowns their heads. When they become agitated the feathers straighten and lay flat, covering their heads, neck, and shoulders. They have short but powerful legs and arms with lemur-like toes and fingers. Aside from their faces, palms and feet, a dark, reddish-brown, or tan fur covers their body and the like. They generally wear simple clothes, smocks, pants, long shirts and the like. They carry weapons too, picks and hammers predominantly.

Coblynau prefer to live in dark, cool places. Caves are common homes, but they far prefer the roots of large trees where they construct elaborate dens of multiple tunnels and rooms. They are expert miners and are able to dig in almost any terrain. They also dwell in caves and on rare occasions in the deep grasses of plains where they weave warrens from the grass. Adults farm out young ones to relatives.

They do not mate for life but rather travel in tight extended family groups that usually consist of cousins, nephews, and nieces. They live long lives, counting their ages in centuries and not years.

These creatures are very secretive, keeping aloof from others, associating with no other creatures unless pressed. They despise other fey, such as pixies, sprites, and grigs, finding them flighty and bothersome. They do not have any love for any of the demi-humans either. They are industrious in their own fashion, building and expanding their warrens, but they do not lend a hand to others unless pressed, or given a great reason to do so.

COMBAT: Coblynau are not normally combative creatures. They avoid battle whenever they can. However when forced to fight they use their many spell-like abilities to confound and confuse their enemy while they attempt to escape or kill them. They always attempt to lead pursuers away from their dens. They also use their blow guns to affect if given the opportunity. Their blow guns are very valuable, constructed only from the bones of unicorns, Pegasus, or other magical creatures.

MAGIC STONES: Once each day a coblynau can enchant a stone, giving the stone the temporary ability to *dispel magic*. He does this at a challenge level of 5. It takes the coblynau two rounds to enchant a stone and it only lasts for 24 hours or for one application. Regardless of whether it is used successfully or not, the stone loses its magical properties.

POISON: They are skilled herbalists, and if in their own environment, they are able to locate the necessary ingredients to create poisons, some simply harmful, others deadly. They always carry a small bag with a variety of poisons on them. Consult the chart in the **Monsters & Treasure** or **Players Handbook** and roll a d6 to determine which type of poison they have. They are very fond of blow guns and almost always carry these with a plentiful supply of darts.

SPELL-LIKE ABILITIES: Coblynau can use the following abilities 3 times a day: *animal messenger*, *freedom of movement*, *fly*, *invisibility*, *meld into stone*, *pass without trace*, *ventriloquism*.

IN AIHRDE

The coblynau are ancient creatures, coming to Aihilde in the Days before Days with the first of the Val-Eahrakun. The coblynau are not numerous, nor have they ever been so, for though they are slow to die, they do not breed often. Indeed many travel through the long, untold years without ever seeing any of their kindred. They are found throughout the world of Aihilde, but prefer the deeper jungles and forests of the south and central regions of the world.

They are very intelligent creatures, and are able to pass their memories down from generation to generation, so that even the very young are sometimes very wise. Many of the coblynau rate their wealth by their knowledge however, and they guard it jealously. They often keep the choicest of their memories and wisdoms for themselves, sharing them with their kin only for a price. They are able to pass on their memories to other species, but often only as vague images and thoughts. Many sages seek such creatures for answers to their undiscovered mysteries, but the price is often too high or perilous as the coblynau, if angered or insulted, may send its memories to a victim in such a way as to drive them mad. In this case, the victim must make a successful intelligence save or suffer the effects of the *insanity* spell.

Wizards see them as familiars, as once bound, they are true to their word. They prize their ability to create magical stones as well, for many wizards use the coblynau's power to their own advantage in their sorcerous endeavors.



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CRNA RUK

The Crna Ruk are members of the Crna Ruk Guild of Assassins. In all outward appearances, they are human, or in some rare cases demi-human, but within them boil a twisted malevolence. They serve a higher order, and work toward the domination or destruction of anything that opposes them or their dark religion. They walk among the kingdoms of men as would any normal person, disguised as merchants, soldiers, peasants, nobles, priests, etc. The only distinguishing mark they bear is a tattoo of geometric symbols upon the inner left wrist. It is the symbol of the wizard-god they serve. The brand is magical (see Illusory Mark below for the nature of the brand and the effects of reading it.)

Few openly join or actively seek to join the Crna Ruk. The Order is very secretive and always kills those who attempt such a feat. It has ever been the practice of the guild to take the sons and daughters of men at an early age and raise them under the direct guidance of the guild. They choose these children for a variety of reasons; some, because they seem to possess an evil nature, others because particular guild members have “dreamed” of them, still others for their bloodlines. Initiates kidnap these children from the houses of the wealthy or the shanties of the very poor. Some they discover in the slave markets; purchased they are brought to the Order houses.

Those taken are always very young, toddlers or the like. But, no matter the age or background, all these children carry an affinity for evil; they are “touched.” The victims were predisposed at birth for evil, marked by the gods. The Order simply encourages and channels their natural inclinations. These victims spend the rest of their lives in the Order. Once considered humans, or demi-humans, these Initiates become twisted by their service to evil that they have lost all ability to empathize with suffering, or to feel remorse or sympathy. The Crna Ruk are the incarnation of evil.

All Crna Ruk are lawful evil. They believe that the only way to return “peace” to the world is through order and control. They can only attain and maintain control through terrorizing the world. The Crna Ruk know little of life beyond the guild and the evil worship of their dark deities. There are no members of their guild who believe in a different path. They are irredeemably evil.

The guild itself is highly structured and follows a strict hierarchy. Those chosen for the guild become Initiates. Those Initiates who are gifted and highly skilled become Crna Ruk Scholars. A very few of the Scholars possess the necessary skills and abilities to become Inquisitors. The Inquisitors are few in number, very powerful and rule the order with an iron discipline. While unheard of due to the membership’s dedication to the order and its principles of law and order, defying the guild, questioning its law, or outright breaking with the guild is an instant death sentence.

Crna Ruk never do anything for personal gain and never work with or for others without strict instructions to do so from the Order. If the Order does find such a reason, it is with the express purpose of finding a particular item or destroying a particular enemy. They never wander without purpose as they must follow the strict guidelines of the guild and hierarchy.

The Order consists of Chapter Houses. Each House commands a neighborhood, city, town, district, duchy or any other number of



political regions. Each House is different in size, some very small and others very large. Each House consists of a Deacon, an Executioner, several Scholars, and an indeterminate number of Initiates.

COMBAT: Crna Ruk are assassins fit for little else. They use stealth, guile, sorcery, and deception to destroy the enemies of their master. Though they can fight if cornered, they do not wear armor and are not skilled in general combat, relying upon daggers, garrotes, poison, and the like to achieve their means.

CRNA RUK INITIATE

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 1d6

MOVE: 30 ft.

AC: 15

ATTACKS: By Weapon

SPECIAL: Assassin Abilities, Illusory Mark

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Humanoid

TREASURE: 5

XP: 1HD: 9+1

ASSASSIN ABILITIES: All crna ruk are assassin as in the Player’s Handbook. They use stealth, guile, sorcery, and deception to destroy the enemies of their master. Though they can fight if cornered, they do not wear armor and are not skilled in general combat, relying upon

daggers, garrotes, poison, and the like to achieve their means. They start with the following extra abilities.

ILLUSORY MARK: A Scholar brands each initiate of the crna ruk using illusory script. This magical illusion places a tattoo of the order's symbol, the sickle and wolf paw, upon the inner left wrist of the initiate. The tattoo is magically hidden however, appearing as a simple, common tattoo of geometric symbols to anyone outside the order. Anyone who attempts to decipher the tattoo, or looks at it very long, must make a successful intelligence check (CL 12) or succumb to a suggestion that commands them to leave the assassin alone. Any member of the crna ruk can see it for what it is. Each assassin's illusory mark is unique to him, though the actual mark, of course, is the symbol of the order. A true seeing spell or read magic unveils the nature of the script.

IMPROVED COMBAT: The crna ruk has an improved BtH (see above).

MINOR IMAGE: At 1st level, the crna ruk has the ability of a minor image that acts as the 2nd level illusionist spell. The hit dice of the crna ruk serves as the caster level.

CRNA RUK SCHOLAR

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 2 (d6)-11 (d6)

MOVE: 30 ft.

AC: See Below

ATTACKS: By Weapon

SPECIAL: See Below

SAVES: M

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Humanoid

TREASURE: 5

XP: See Below

A Scholar possesses all the abilities of an Initiate, as well as those listed below. The abilities increase per rank of Scholar so that a Herzlos Scholar possesses all the abilities of the previous rankings.

There are 10 ranks of Scholars. They are ranked from the weakest to strongest: Quill, Rune, Scholar, Master, Philisoph, Purger, Bloodletter, Waylayer, Assassin, and Herzlos (the soulless). Each serves the Order in his own capacity. They have no particular task but the ranking usually denotes time and experience.

SCHOLAR ATTRIBUTES

RANK	HD	ABILITIES*	BtH	XP
Quill	2d6	Improved BtH	+2	
Rune	3d6		+3	
Scholar	4d6		+4	
Master	5d6	Attacks as 1st level monk for 1d4	+5	
Philisoph	6d6		+6	
Purger	7d6	Shadow Walk	+7	
Bloodletter	8d6	Attacks as 2nd level monk for 1d6	+8	

Waylayer	9d6		+9
Assassin	10d6	Summon Soul Thief	+10
Herzlos	11d6		+11

*Scholars receive these abilities in addition to the abilities Initiates receive.

HAND TO HAND COMBAT: At 5th level, a crna ruk fighting unarmed gains the benefits of the monk's hand to hand combat equal to a 1st level monk. At 8th level, he can fight as a 2nd level monk. Consult Monk Special Ability table for proper damage.

SHADOW TRAVEL: As a standard action, a Crna Ruk can take on the two-dimensional form of a shadow along with any gear he carries. From this vantage point, he may walk about flat along the ground or travel up walls and around corners as a dark shadowy shape resembling his own shadow. He retains his general size, but in a two-dimensional state and can therefore fit where he normally could not (under a door for example). While in this state, the Crna Ruk gains a +10 bonus to Hide and Move Silent skill checks. The Crna Ruk cannot make attacks of any kind while in this form, and in this form he is immune to non-magical weapons. The Crna Ruk can perform this ability up to 3 times per day for up to 10 rounds each time.

SUMMON SOUL THIEF: Once a week the Herzlos Scholar is able to summon a soul thief. The creature does the Herzlos' bidding until killed or dismissed.

CRNA RUK INQUISITOR

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 12 (d6)-16 (d6)

MOVE: 30 ft.

AC: See Below

ATTACKS: By Weapon

SPECIAL: See Below

SAVES: M

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Humanoid

TREASURE: 5

XP: See Below

An Inquisitor possesses all the abilities of an Initiate and a Herzlos Scholar, as well those listed below. As with the Scholar, the abilities stack with each more powerful Inquisitor. They act as a 15th level in any class ability. For instance, the Grand Inquisitor's assassin ability is as a 15th level assassin.

There are 5 orders of Inquisitors: Deacon, Executioner, Inquisitor, Grand Inquisitor, and He Who Wears the Shroud. A Deacon and Executioner are appointed to a House. The Inquisitor has no Chapter House association, but serves the order as a Judge, traveling from one House to the next, investigating infractions by guild members, and meting out punishment. There are only 9 Inquisitors at any given time. The Grand Inquisitor is the temporal leader of the Crna Ruk. They organize their own Chapter House, always the most powerful, as well as all the other Chapter Houses. There is only one Grand Inquisitor. He Who Wears the Shroud is the spiritual leader of the Order, the one who speaks to the wizard-god. They are the conduit between the other world and this. There is only one and they always dwell in the main temple.

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INQUISITOR ATTRIBUTES

RANK	HD	ABILITIES	BtH	XP
Deacon	12	Unholy Word	12	
Executioner	13	Finger of Death	13	
Inquisitor	14	Improved Shadow Walk	14	
Grand Inquisitor	15	Create Unholy Place	15	
He/She Who Wears the Shroud	16	Cleric Spells	16	

*Inquisitors receive these abilities in addition to the abilities Initiates and Scholars receive.

UNHOLY WORD: At 11th level, the crna ruk is able to cast an unholy word once a week as a 10th level caster.

FINGER OF DEATH: At 12th level, they possess the finger of death. It acts as the wizard spell of the same name as if cast by a 10th level caster.

IMPROVED SHADOW WALK: At 13th level, the crna ruk has improved shadow walk. It acts as the shadow walk ability but the crna ruk may employ any of his attacks while in the form.

CREATE UNHOLY PLACE: At 14th level, a grand inquisitor is able to create a temple or such into which he could summon the wizard-god.

CLERIC SPELLS: At 15th level, the Shroud is the spiritual link between the order and the wizard-god. He possesses limited cleric abilities and as such is able to cast 1st -4th level spells. He can cast, as a 15th level caster, 6 0 level, 6 1st level, 5 2nd level, 4 3rd level, 4th level spells.

IN AIHRDE

The Crna Ruk (Kerna-Rook), in the Vulgate, "those whose hands pass through the dark," are predatory assassins who lust for the rebirth of the horned god. They worship the rule of Law as symbolized in the Winter's Dark. They pay homage to Unklar, the Horned God, who ruled by keeping the world in a continual winter and who brooked no rebellion. The Crna Ruk served as his cohort of assassins, rogues, and spies.

The wizard Nulak-Kiz-Din founded the order in the early years of the Winter Dark to serve him and the horned god. Nulak used them primarily to control the minions of the horned god, to gather information on their activities and report back to him. The Crna Ruk rose to great prominence as Nulak gained power and were instrumental in helping his rise. The information they supplied him served him well, when he needed it. Next to the Trolls of Gottland, the Crna Ruk were Nulak's most powerful allies and servants.

After the fall of the horned god, they attempted to bolster the power of the arch-mage in the power vacuum that followed. But in doing so they ran afoul of the Lord of the Halls (i.e. Aufstrag), Coburg the Undying. Coburg himself was in the process of consolidating his own power over Aufstrag after the horned god's fall, and set about a ruthless campaign of exterminating the Crna Ruk (along with many others). He put many of them to death, bound others in Klarglich, and others to the walls of

Aufstrag itself. Coburg slew (He Who Wears) the Shroud with his own hand by choking him to death upon the dais of the throne. He fashioned a drinking cup from his skull, which he called *Shrouded Vessel* for drinking and it made him hallucinate. Michael Bagelton, a rogue of great renown, later stole the *Shrouded Vessel* from Coburg, and it was subsequently lost.

Few now know the Order's true origins, only that they thrived during the Winter Dark and practiced an eldritch sorcery. Since the Winter Dark Wars, they have lived on as legends, as demons to haunt the nightmares of the people of the world. For this reason the Crna Ruk are universally feared.

In recent years however, the Crna Ruk have grown in power. They have formed small, independent units in towns and cities, paying homage to the wizard and the horned god. There is a new, powerful Grand Inquisitor and (He Who Wears the) Shroud, both of whom were servants during the waning days of the Winter Dark. Their one great quest is to find the missing spells of the Blood Rune sorcery. This sorcery, they believe, offers the Crna Ruk the greatest opportunity to return Unklar to the plane. They detest Coburg and consider him a mortal enemy and a heretic who they see, rightfully so, as someone who does not wish the return of Unklar. Their main guild hall is in the Punj where they have found staunch allies. They have begun spreading throughout the Lands of Ursal however, searching for the pieces of the missing horn, or any other device that they feel will aid them in their mission and bring back the Winter Dark.

CUNALRUR (THE EYE UPON THE ROAD)

NO. ENCOUNTERED: 1-4

SIZE: M

HD: 5(d8)

MOVE: 40 ft., 80 ft. (fly)

AC: 14

ATTACKS: 6 claw (1d6), 1 bite (1d8)

SPECIAL: Resistance (Illusions), Rake, See Invisibility

INT: Average

ALIGNMENT: Lawful Neutral

TYPE: Magical Beast

TREASURE: 6

XP: 300+5

Man sized, six legged beasts, the Cunalrur are swift runners and able fliers. They have thin bodies, covered in light fur-like feathers. An equally lengthy tail gives them advantage on dangerous inclines as they are able to use their tail much as a monkey does. They have thick, dark claws that serve them in their purchase in trees, cliffs and the like, and can also act as weapons. They have a thin membrane that grows between their hind and fore legs which enables them to fly or glide for great distances. Their brows are high, shaped more like a wolf's, but they have no snout, rather they have a large eagle-like beak. They are apt climbers, and have the ability to fly and run at tremendous speeds.

The Cunalrur are pack animals traveling in small groups of up to four. They are asexual, laying 1-2 eggs every couple of years. They bury their eggs, or hide them in a secure place, after that they are left entirely on their own. As the eggs mature, they grow



until after 6-7 weeks the fully mature adult Cunalrur hatches. They immediately seek out others of their own kind

They are highly prized as guard animals, because they are very territorial and possess extraordinary vision and have some minor telepathic abilities. They can see tremendous distances, several miles on a clear day, and are able to discern details even through a fog or obscuring mist. They are also able to see invisible creatures, whether natural or magically induced. They can see through illusions as well, gaining a +5 on all their checks against illusions.

They communicate with a simple form of telepathy which allows them to project images of what they see to each other and others as well. They can only make a hollow calling sound with their voices that sounds more like a howl than anything else. They do this only when they desire to warn each other or their masters.

COMBAT: The Cunalrur are not particularly aggressive beasts, but they are dangerous when cornered, hunting, or forced to fight. They attack by rearing up on their two hind legs and using their claws to gain purchase on their target. If they score a successful hit with any two claws or the beak, they are able to leap upon the victim. In the following round, they use their rake ability. They prefer to attack with their claws saving their huge beak to rip through hide, flesh, bone, armor, or muscle.

RAKE: If a Cunalrur successfully strikes a victim with two of its claws, it uses its remaining four claws on subsequent rounds to inflict damage. On a successful strike with the beak, it uses all six claws to inflict damage. Each claw automatically strikes for 1d6 points of damage.

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“They watch the road. They do not sleep nor suffer from the wants of man. They watch and howl when they see something they do not like or trust.” ~ Rhul-Eye of the House of Vian, Wizard

Unklar bred the Cunalrur upon the heights of his towers in Aufstrag after many of the wars were fought and he reigned over

all of Aihrde. He labored long over them for his needs in those days were great as his enemies were still strong, if scattered. So he set within them a great deal of his own power and they bred upon it and flourished. For many long years they lived in the high perches overlooking the swelling swamps below.

Eventually, he trusted them to his outer works and in time they spread from there into the wider world where they flourished. They were prized by all manner of people as it was found that they could be hatched early and trained to a master and thereby become the perfect watchdog. They always yearn for Aufstrag, though, as the species has a remarkable ability to pass its memories down through generations.

Their eggs bring an extremely hefty sum in the markets of Aihrde, ranging from 1,500gp to 10,000gp, depending upon the needs of the purchasers.

D—

DAKMOUR WYRM

NO. ENCOUNTERED: 1

SIZE: L

HD: 6 (d8)

MOVE: 40 ft.

AC: 12

ATTACKS: Four tentacles (1d4 each), Bite (1-6)

SPECIAL: Blood Drain, Constriction, Darkvision, Improved Grab, Slam

SAVES: P

INT: Inferior

ALIGNMENT: Chaotic Evil

TYPE: Dragon

TREASURE: 6

XP: 300 + 6



The dakmour is a strange, snake-like beast that is highly adapted to jungle or forest environments. Ranging up to 36 feet long, with a girth that averages about 5 feet in diameter, this legless dragon-like creature is heavy and not very mobile on the ground. However, four large and long tentacles located several feet behind the head allow the creature to move through a forest canopy with ease. By using its tentacles, tail and body the creature moves through the lower, heavy branches quite quickly. The green-yellow pattern of its skin makes it well suited for the forest environment, giving it the ability to blend in with the surrounding foliage and stalk its prey.

These creatures are possessed of some minor intelligence, and are aware enough to understand a lust for killing things.

These creatures take great pleasure in killing and are always on the hunt. Though they have no dens, they generally have very limited hunting ranges, less than 2 or 3 square miles and they always return to the same place to eat their prey, a spot somewhat

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removed from trails. It leaves any remains of its victims in piles and heaps where wild dogs or other scavengers pick the bones.

COMBAT: The dakmour generally hunts its prey by laying in ambush in the lower canopy of trees and striking when something passes beneath. They pull the prey/victim into the tree if they can, if not they fall out of the tree and coil about the creature. These heavy beasts fight with an absolute wild abandon, lashing about with their torsos, biting, engulfing victims with their tentacles and constricting them. They constantly roll over, coil upon themselves and victims, uncoil, and recoil again. They never stop moving. They are able to attack two opponents at a time and immune to sneak or back attack unless they are caught unawares. They prefer to attack with a bite and tentacle attack, pulling a victim in, coiling about them, biting again, and squeezing them with their tentacles.

BLOOD DRAIN: The tentacles of a dakmour wurm possess scores of large suckers that attach to their prey. The attachment is brutal and causes the skin to hemorrhage so severely as to cause blood blisters. Each round after a successful strike, a tentacle automatically inflicts 1d2 points of damage per round. It does so until the victim breaks free.

CONSTRICTION: On a successful attack by three or more tentacles, the dakmour wurm can attempt to entwine and constrict an opponent. On the following round, the wurm makes a grappling attack against that opponent. If successful, the dakmour entwines its victim and begins squeezing them. This constriction prevents all movement, restrains the victim's limbs, and crushes the victim for 1d10 points of damage per round. It can both bite and cause blood drain while it's constricting.

IMPROVED GRAB: When a dakmour wurm strikes with one of its tentacles, an opponent must make a successful strength save or suffer in the creature's grasp. A creature held in this way suffers automatic blood drain damage each subsequent round. After a held creature suffers automatic blood drain damage in a given round, it can attempt another strength save to break free of the creature's clutches the following round.

SLAM: If the dakmour wurm manages to successfully hit and hold a victim with two or more of its tentacles, or is able to launch a constrict attack, then it can slam the victim for 1d6 points of extra damage.

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Dakmour wyrms are very prolific beasts. Encountered throughout the tropical and temperate zones due to their highly adaptable nature, dakmour wyrms are the terror of many regions. Thieves guilds the world over prize the suckers of the dakmour wyrms, for they can be used as climbing tools for a limited time, much like a hand claw. The tentacle's suckers are thick and durable and do not rot for several months. The suckers are attached to an open-ended leather sheaf. This sheaf is placed over the hands and gives the climber added security (+2 per sheaf used) on their climb. They cost 25gp per sheaf and are good for four usages before they wear out.

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DEMONS AND DEVILS

These creatures are unadulterated evil. Evil defines them. They are not capable of good or acts of kindness or mercy. Human emotions do not motivate them. They do not feel humiliation or understand it. If made to crawl in the mud and play the part of a cowed beast, they do so, seeing their actions as one step toward whatever their goals may be. If an action such a creature takes benefits someone, it is a byproduct of its own desires and for nothing more. Such actions would never intentionally benefit others.

They have no ability to feel for others, no empathy of the plight of sorrow. They are wretched creatures, pathetic in their self-absorbing madness of being. They are evil, pure and simple. But evil carries many faces, and demons and devils are as different as night and day. Evil defines them both, but the nature of that evil sets them apart.

Demons are agents of chaos; they dwell in the madness of their own filth. They are the wretched refuse of disconnected streams of consciousness, a twisted madness of incoherent emotions.

They do not possess the ability to act in a coherent manner, work in the company of others who are not their slaves, or even to stand with their own kind. Theirs is a madness of constant movement. Their minds are an infinite abyss of unfettered chaos. They are Lords of Chaos.

Devils, on the other hand, are slaves to law; they dwell in a state of mental entropy. Crippled and weak, hubris defines and governs them, granting them the narcissistic belief that they can bring order to the world around them, for their minds are small and the entropy that governs them governs the order of things. Abject creatures defined by their own slavery, they are servants of a degenerate covenant that fails them. Their minds are structured to serve others; it is a fettered control. They are the Lords of Law.

ON THEIR NATIVE PLANES

Demons/Devils are immortal creatures. Killing them is next to impossible. If slain on the mortal realms they are banished to the Abyss. There they return to their natural form and state of power, weakened only in the eyes of their cohorts. If slain on their own plane their lives are drastically altered for they are cast down, stripped of their powers, becoming 1HD monsters with an standard AC of 15. They take the form of a creature of the lesser orders: a spider, insect, larvae or worm. In such a state they run the very real risk of being bound to a greater demon than themselves.

Time alone cannot return them to their previous state. Their powers are regained through acts of violence and evil, devouring souls, tormenting the dead, hounding the living, or any similar action. As a rule of thumb for every 10HD or Levels the demon destroys they regain 1 HD themselves.

Demons/Devils are more powerful on their native planes than they are elsewhere. When in the Abyssal planes the demon have maximum hit points and have a +4 AC for the greater demons/devils and a +2 AC for all other demons/devils.

DEMON NAMES

Demons/Devils are particularly mindful of their proper names and do not give them to any except under extreme duress. If a proper name is learned the demon is particularly vulnerable as the person who knows the name can attempt to control them.

Control is gained by making a successful charisma saving throw (add all attribute bonuses plus level). The Challenge Level is equal to the demon's hit dice. Furthermore, in this contest of wills any damage the character may have sustained affects the outcome of the saving throw. For every level's worth of hit points the character has taken in damage, their saving throw is penalized by one. The same is true for the demon, except on its native plane. If the saving throw is successful, the character gains control of the demon for a full day. If the saving throw fails, the demon retains control of its own actions, at least refusing to act in the desired manner.

IN AIHRDE

Demonkind and devilkin are clearly defined by their service to the Horned God. When Unklar came to the plane of Aihilde and slew the Court of Aenoch, he launched a series of long and bitter wars, the first of which he waged against the gods. He hounded them from the world, slew them in their strongholds, or bound them in chains. To do this proved a monumental task for even him, and he called to the Shadow Realms and to the Void and all the dark places of creation; he called for allies. From the depths of the Wretched Plains, there arose a tumult of many voices, great hosts of creatures crawled from the filth of their wasted existence to heed his call. He gathered them in several hosts and he bound them to him, making them slaves to his will and design. They were called "the tvungen" by their enemies, the "fettered," what later men simply referred to as the devils of Unklar. These lawful evil creatures saw the design of his purpose and sought to be a part of it, or at least to mimic it.

Many of the voices in the Wretched Plains, that is, the Shadow Realms, did not heed Unklar's call, but rather heaped curses upon him and swore to slay him and the tvungen. These, men called the "tvungenos", or the "unfettered," those beings remained free from Unklar's control. These demons were marked not by their independence but by their utter madness.

But Unklar gathered together the tvungen, fleshing out his cohorts with their ranks. Unklar armored himself and took up Utriel, the Mace of Judgment, and marched to war at the head of his host. They marched then on Aalun-Hart-Ra, the City that lies at the Center, where the gods congregated. He tore down their gate and assailed them in their bastion, laying waste to it all. During this War of the Gods, the ranks of the tvungen were greatly depleted, for the gods did not yield their power needlessly. Unklar proved careless of the ranks of the tvungen, as well, for he loved nothing, not even the loyalty of powerful minions.

The war waged for years in the high halls of that place. The deeds of man and god fell into the abyss, and few remained to remember them, but the struggle was hard and took more from the Horned God than ever he believed it would.

In the end, he cast the city into ruins and left its inhabitants shadows of their former selves. But the greater part of the casualties Unklar himself suffered: his hosts were devastated, and where thousands had gathered hundreds now remained.

The tvungen, of course, are of the ranks of the Val-Eahrakun and, slaying them is not an easy task; many returned to the halls of the Wretched Plains, the Shadowed Realms, to lick their wounds. But their return was fraught with danger, for in their absence, the tvungenos assumed command of the gates and portals, the towers and dungeons, and many of the great cities fell to the demons, which they ruled in their raving madness. These realms are home to pitiless dead, those who once lived an evil or mean existence, those lost spirits found no order in the rule of tvungenos.

When the tvungen returned, they sought their seats and towers, but the tvungenos laughed them off and cast them the beggar's coin. War erupted soon after. It spread throughout the Wretched Plains as the two sides fought bitter battles, one to regain their strongholds and power, and the other for the love of hatred and tumult; and the dead they left untended. Utter chaos ensued. In some areas the tvungen ruled; in others, the tvungenos. In others still the dead rose to prominence, ruling their own kingdoms of wild nightmares. So the Wretched Plains, unforgiving in its conception, descended into deranged horror and dreadful nightmare.

The lines that divide the two entities, the tvungen and the tvungenos, are not so easy to discern. They do not war as nations of men war, though they hate each other. In all the evil of the Wretched Plains, the tvungen live in islands of calm where their evil is perpetrated in cold calculation. But all around them surges the sea of chaos, warring with and upon itself, even as it does upon the islands of dread in its midst.

Only one constant defines the Wretched Plains: the creatures who rule there are evil, unashamed and unrepentant; evil in their thoughts, actions, and deeds. There is no nobility of spirit, no justice that drives them; they are broken creatures, shed by the All Father as flawed because of their evil.

DEMONS

POWERS COMMON TO ALL DEMONS

DARKVISION: They possess Darkvision, and see all forms of Invisibility and see into the Astral and Ethereal Planes.

IMMUNITY TO WEAPONS: Demons are immune to non-magical weapons, including Masterwork weapons. To strike most demons an enchanted blade with a "to hit" bonus of +1 is required. For some demons a +1 bonus is not sufficient, and if a bonus greater than +1 is required it is noted in the demon's special abilities.

MAGIC JAR: This functions in a similar manner to the 5th level wizard spell. Unlike the spell, the demon may use any item as a receptacle. Should this receptacle be destroyed the demon is banished to the nether planes for eternity. The demon's magic

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jar ability has a permanent duration, with the effect ending only when the demon returns to its own body.

The magic jar ability has an unlimited range and the jar itself can be placed upon another plane. The demon however needs a means to make a connection to that other plane, e.g. contact other plane or a summoning spell, to see into the other plane and use the magic jar ability. Demons primarily use this ability to travel from one plane to another by placing themselves in an item either on another plane or destined for one.

When the demon casts *magic jar*, it enters the item, and then waits for something living and desirable to approach. At that point, it attempts to possess the creature and enter (see *magic jar* in the **Players Handbook**). When the demon has occupied a new host for a number of days equal to the host's HD or level, the demon "arrives," taking control of the host. The host must make a successful charisma save or it morphs into the demon. The host dies, its soul perishes and the demon has "arrived" upon the plane. In all respects, the demon is a denizen of the plane it now occupies. It is not considered a summoned creature and magical protections against summoned creatures have no effect.

SPEAK WITH DEAD: This ability functions identically to the 2nd level cleric spell of the same name.

VULNERABILITY TO IRON: Demons cannot pass through portals framed in iron. Pure iron weapons wielded against a demon bypass the demon's immunity to weapons, striking as a +2 weapon doing twice the listed damage.

DEMON, ARU

NO. ENCOUNTERED: 1-4

SIZE: L

HD: 9 (d8)

MOVE: 20 ft. (bi-pedal); 30 ft. (quad-pedal); 60 ft. fly

AC: 28

ATTACKS: 2 Claw (1d8), Bite (1d10)

SPECIAL: Standard Demon Abilities, Acid Spray, Cause Disease, Energy Drain, Immunity (Poison), See Invisible, Stench, SR 12

SAVES: M

INT: Superior

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 10

XP: 2,800+9

The aru are large, white skinned creatures. They stand on powerful legs with bird-like feet, but their legs are disproportionate to their wide chests and broad back. Their arms are as wings, with folds of flesh binding them to their torsos; beak-like claws serve as hands. Their backs are smooth but for a single ridge of bony protrusions that sprout the length of their skin. They have broad, flat, short tails that aid their balance when walking. Their heads look more like a bird's beak, with no neck to speak of, beady eyes and holes where they would have ears. A gland under

their neck is always swollen, seeping a clear liquid gel harmful to the touch.

The aru can walk on all fours as easy as it can on two; it flies with tremendous speed, though with poor agility. They are highly independent, fiercely chaotic, and never found in the company of other demons unless compelled to it. They do not serve in the armies of any abyssal lords unless it is by chance and their own design. Even then it is for their gratification, to sate their lusts for evil, which they perpetrate on their "allies" as well as their prey.

They dwell in putrid muck; mire that resembles their original state. Coats of slime cover these boiling pools of filth. The aru dwell beneath the surface, rising only when prey passes near or when the desire suite them to ride the currents of the shadow realm upon the hunt. This happens frequently for the creatures have no purpose or design, they are not created, but rather came to be, and as such their minds are listless and filled with the chaos of the universe.

COMBAT: The aru are vicious in battle. They attack through surprise or by a lopping four-legged charge, followed by a short flight inspired jump to land upon their prey. They immediately begin raking and biting the victim in order to incapacitate it. They use what little spell use they have only as an afterthought, far preferring the violence and chaos of close quarter combat.

ACID SPRAY: An ichorous pus fills the gland beneath the aru's neck/beak. The beast is able to compress the gland and spray the acid out in an arc in front of it. Those caught in the spray must make a successful dexterity save or suffer 2d8 points of acid damage. It can perform this attack once every 4 rounds.

CAUSE DISEASE: Any creature struck by the claws of the aru must make a successful constitution save or be stricken with a vile form of leprosy. Only the spell *remove disease* can remove the leprosy. Each time a victim is struck by an aru, a successful constitution save is required to resist the aru's touch. Failure indicates that the creature has been afflicted with leprosy, and no



further saves are allowed. While afflicted with leprosy, magical spells and effects that restore hit points do not function on the victim. Most methods of natural healing and regeneration work. The healing blankets of the Halflings heal double all normal healing methods. In addition, a victim of this leprosy loses two points of charisma each month, culminating in the victim's death 1d6 months after exposure and contraction, unless they are cured.

ENERGY DRAIN: The victim of an aru bite must make a successful constitution save or lose 1 level of experience. The affect is temporary, lasting only so long as the aru itself is alive. Otherwise this ability acts as the spell *energy drain*.

IMMUNE TO POISON: They are immune to all types of poison.

SEE INVISIBILITY: The aru can see any creature that is invisible, or is hiding through use of a magical device. Further spells such as mirror image have no affect on the aru.

STENCH: Any creature within 20 feet (farther if there is a strong wind) of an aru is assaulted by the fetid reek of their slimy skin. This nauseating stench causes the unfortunate victim to retch, reducing their effectiveness. If they fail a constitution save, they suffer 1d4 points of subdual damage from initial contact, and suffer a -2 penalty on all attack rolls. This penalty persists until two rounds after the victim is no longer able to smell the stench.

IN AIHRDE

The aru are not of the All Father's making and as such do not know him or his designs. Before all else there was the Great Empty, and across its face moved two beings, the All Father and Inzae, the dragon. The dragon tore the fabric of the Empty and matter came to be; here efforts attracted the All Father and where his might met her designs, there was chaos. From this cosmic madness, the aru evolved. Taking shape of their own design, they haunted the Void for eons, devouring the hapless shapes they found there.

In time, many of them gravitated to the Shadow Realms, for there darkness reigned and evil ruled; the dead shambled along without hope or purpose and made easy prey for the ever-hungry aru. The dwell far from the haunts of other demons for the aru are quarrelsome, and feed upon their kin as quickly as the doomed. They are hunted by the unkbartig for sport; but it is a dangerous sport and many of those greater demons fall victim to their intended prey.

The Imtell-et-Aru worships the aru as beings of great power and beneficence. It is a cult of madmen who believe the aru came to be through their own power and through them the world must one day be remade. The Imtell-et-Aru are considered madmen, though its ranks are filled with wizards, assassins, rogues, thieves and similar ilk. They are universally hated and when discovered, burned at the stake for the dangers they pose are real. In the end they are mistaken in their trust of the aru, for that demon-kin is not kindly, nor has any purpose other than destruction.



DEMON, NACURAVAND

NO. ENCOUNTERED: 1-4

SIZE: L

HD: 12(d8)

MOVE: 20 ft., 100 ft. (swim)

AC: 23

ATTACKS: by weapon

SPECIAL: Standard Demon Abilities, Darkvision, Immunity (Poison), Immunity (Weapons, +2), Mucus Cloud, Shapechange, SR 11, Twilight Vision

SAVES: M

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 13

XP: 4,925+12

The water demons are foul creatures that average about 15 feet from head to tail. Their lower torsos are similar to large, fat puffer fish, with a broad sweeping tail. They have six spindly legs along their flanks that enable them to walk on dry land or the bottom of the sea. Their upper torsos, however, are vaguely female-human shaped with broad shoulders bracing up four arms. They heads are similar to a squids, long, narrow and with two fins, long and angular, in line with the shoulders where their ears should be. They have long tentacles draped around their shoulders like so much roping. There are no eyes on the creature, but the tentacles are covered in thousands of cilia that constantly grope about the air, sensitive to any motion within normal sight.

Alone of demonkind, the nacuravand are able to travel from one plane to another with relative ease. They occupy the nether planes as well as haunt the deep seas of the natural world. The extremely aggressive water demons are oddities in that they travel in small groups. These pods do not act in concert however, but rather travel together for the purpose of protection and safety.

The nacuravand are the curse of many fishermen. They often shape shift on the shores of lonely beaches calling for aid. When

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the unsuspecting fisherman comes to their assistance the water demon slays them. They take the form of the woman in the deep waters as well, pretending to be distressed when a ship comes by; many a poor crew have been slain by the nacuravand soon after taking her aboard.

COMBAT: The nacuravand is physically imposing and relishes close-quarter combat using its deadly array of weapons. They are able to conceal their weapons when shape shifting, but as soon as the opportunity allows, they attack with blades first. They prefer a variety of swords; always four in number, each dealing 1d8 points of damage. Each sword acts as a +2 sword.

IMMUNITY TO POISON: They are immune to all poisons.

MUCUS CLOUD: Underwater, a nacuravand can surround itself with a thick, greasy cloud of mucus, forcing all creatures within 30 feet to succeed at a constitution save or suffer 4d8 points of damage per round they are in the cloud; save for half. The cloud obscures vision as well, reducing visibility by half. The demon can release the toxic cloud once per day and it dissipates after 4 rounds. This ability functions above water as well but the cloud, being heavy, dissipates after 2 rounds.

SHAPECHANGE: This ability is identical to the 9th level shapechange spell, except the nacuravand can remain in the chosen form indefinitely. The nacuravand can use this ability twice per day to change to any form it wishes, though its preferred form is that of a beautiful human or elven woman.

WATER-BREATHING: The nacuravand breathes under water as easily as it does above.

IN AHIRDE

These creatures came to be when the All Father fell and his nightmares overwhelmed Aihrde. As such, they are relative newcomers to the world, having only haunted it for several thousands of years. Despite this, they are the best known of all the demons for they haunt all the coastal shores of Aihrde; they are found in rivers, deep lakes and even on occasion in swamps. They are the most hated of all the Tvungenos for they haunt the common lives of men, elves, dwarves, and all others who make their living from or dwell by the waters.

During the long Winter Dark, the Lords of Aufstrag made sport of hunting them, and their gills found a place upon the platters of the Master of Aufstrag. They also found a home in the towers of the City of Seven where the nobles of that Empire sought their amusements. For there, many towers were constructed and the city was allowed to take the shape of an amalgam of madness. Each tower bore with it a forbidden fruit of unbridled chaos, which Unklar's nobles came to enjoy. The contests between tower and lord were legendary and the nacuravand played a greater role than any other demon.

All this ended with the fall of the Empire and the nacuravand returned to their old haunts of terror and death upon the edges of the world.

In the Shadow Realms, the nacuravand are found anywhere there is water. There they haunt the hapless dead even as they do upon the sun-lit shores of Aihrde.

DEMON, PARALYTE

NO. ENCOUNTERED: 1-20

SIZE: S

HD: 4(d8)

MOVE: 50 ft.

AC: 18

ATTACKS: 8 Claw (1d2)

SPECIAL: Standard Demon Abilities, Acid Attack, Darkvision, Immunity (Poison), SR 2, Twilight Vision

SAVES: M

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 4

XP: 200+4

These multi-legged creatures crawl low to the ground, their bodies almost dragging the earth. They are able to fold their legs underneath their misshapen forms, so they look no more like a spawn of chaos than a rock. Multiple clusters of small plates, shrouded in rings of coarse hair, cover the paralyte's misshapen body. Thousands of tiny "eyes" dot the creature's legs. From a distance they look like clusters of small blisters, but up close the viewer can discern small pupils, constantly turning and looking about. Their legs are capped with barb-like claws that often break off in their foes. They have no need to feed or take in nourishment, but do possess something of a mouth, more like a large open, festering wound, that moves across the creature's body, tearing its flesh as it does so.

The paralyte are dim witted demons that occupy most any planes. They prefer dry, rocky, hot regions, but harsh weather or terrain has no adverse affect upon them. They travel in clusters, finding strength in numbers. They are able to communicate in a form of the vulgate, but it is halting and broken. They remain inactive until living creatures come within their area, at which point they liven up and attack anything they see.

The "mouth" is actually part of the creature that has a mind of its own. It cannot attack in concert with the legs, though



occasionally does so by accident. The mouth usually moves across the creature's body, looking for its own target. When it moves, it slithers across the paralyte's torso, ripping the skin and flesh open. The exposed wounds close in time, but usually become nests of all manner of foul bacteria-laced rot. The mouth cannot tear the tiny plates, but does move them constantly so the creature, when active, looks as if its skin is literally crawling.

COMBAT: The paralyte is a very aggressive creature. Laying dormant much of their existence, it livens up and attacks when anything comes into within sight of it. They are indiscriminate in their attack, often attacking other demons when crossed. If one attacks every one of the creatures in the pod attack. They cover a victim, trying to bring it to the ground, where they slay it.

ACID ATTACK: Once every 4 rounds, the paralyte is able to spit a wad of acidic gel up to 10 feet. The target must make a successful dexterity save or suffer 1d4 points of damage.

IMMUNITY TO POISON: The paralytes are immune to all types of poison.

IN AIHRDE

The paralytes are spawns of the Vulcreed demons. Where those great beastly creatures travel, they leave spores behind. These spores mutate into paralytes. They are universally detested by all living things, for they have no purpose. Only the greater demons have learned to use them in battle, gathering them in bundles to hurl them at their enemies, where they attack viciously.

The festering, secreting wounds caused by the mouth of the creature contain a toxin that assassins use. It is very expensive, usually running up to 500gp per four applications. It acts as a type IV poison when properly cured.

DEMON, SUCCUBUS

NO. ENCOUNTERED: 1 (1d6)

SIZE: M

HD: 6(d8)

MOVE: 30 ft., 60 ft. (fly)

AC: 18

ATTACKS: 2 claw (1d4), tail (1d2), bite (1)

SPECIAL: Standard Demon Abilities, Glamour, Immunity (Elements), Insanity, Sleep, Spell-like Abilities, SR 10

SAVES: M (in small form), P (in large form)

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 7

XP: 870+6

The succubus has two forms. In reality, she is a beastly creature, thin, malformed, and possessed of a horrible stench much like the smell of rotting fruit. Her face is drawn and narrow, barely containing her humanoid features. Her chest sags inward, bones protruding through the thin gossamer of her skin. Beneath her ribs, her stomach distends like a horrid pouch, filled with the



souls of the unfortunates she has devoured. To most however, she does not seem so horrid, more like a beautiful woman, shapely and perfect. Her long hair covers her shoulders and her form is always cast in folds of silk that tantalize the viewer. In either form, she has massive bat like wings, they unfold behind her, spreading out like two massive canopies, black and empty. Her wings are conduits to the outer planes, looking into their black depths is dangerous and many a man has gone mad doing so.

Two motives drive the succubus. She is continually hungry; desiring to eat the souls of humans more than anything else, though dwarves serve her in a pinch. Elves and the other fey she has little interest in, other than, of course, slaying them. They are driven by hate as well, for they know their race, spawned in the depths of the abyss, are failed and they long for what they are not, pure and whole. So they hate all things and the fact that they must disguise themselves to interact with other creatures drives their hate even further.

They are almost always alone, though on occasion they gather in covens, pressed into service by a more powerful demon or devil, or by one of their own. Wizards in time are able to bind them, but this is always a dangerous endeavor, for these creatures are unadulterated evil. Like all of their kind, they are not able to forgive, they have no conscience, no feelings, are driven by no motives other than hunger and hate.

COMBAT: The succubus always attempts to charm its victim through its glamour. Casting herself as a beautiful maiden she calls the unfortunate for aid or succor. They travel with the victim if necessary, luring it into a sense of safety before they strike. They attempt to kiss the victim if they can, casting their sleep upon it. In any case they feed on it, slowly if they can, draining its life force. But if pushed into open combat, the succubus uses her spells to drive off or kill a foe. When pressed,

MONSTERS

she reveals her true form, dropping the glamour, shifting into that horrible, stench laden shape.

GLAMOUR: Succubus can assume the form of a beautiful woman and keep that form indefinitely. If horribly pressed, the glamour falls away and the creature's true nature is revealed; spells such as *true seeing* remove the glamour as well. In death, the glamour falls away. Succubus are immune to other form-changing effects unless they wish to be affected.

IMMUNITY TO ELEMENTS: The succubus are extra-planar creatures that are possessed of natural immunities to the elements. As such, all fire and cold based attacks only inflict half damage. A successful save reduces the damage to one-quarter.

INSANITY: Whenever the succubus first opens her wings anyone viewing her from the front must make a successful wisdom save or the hypnotic patterns of darkness immobilize them. The wing's effects act in all manner as a *hold person* spell. The victim must make a saving throw each round. If they fail four consecutive saving throws, they suffer a mental lapse and lose their minds, becoming insane, collapsing to the ground, wailing, and weeping. Only a *remove curse* can bring them back. The succubus mostly keeps her wings spread, and the victim must maintain a clear line of sight to the wings. Thrusting a shield, or any similar item, between the victim and the wings breaks the wing's effects.

SLEEP: If a succubus is able to kiss its victim on the lips, the victim must make a successful charisma save or fall into a deep sleep. They cannot be brought out of this sleep by ordinary means; rather a *dispel magic*, *remove curse*, *heal* or other similar spell must be applied.

SPELL-LIKE ABILITIES: *Emotion* (1/day), *Hallucinatory Terrain* (3/day), *Hypnotic Pattern* (1/day), and *Tongues* (permanent). She casts as a 10th level caster.

IN AIHRDE

Created in the great empty in the All Father's youth, these creatures proved displeasing to him for their minds were twisted and he cast them off into the Void. There they dwelt in a vast ball of writhing wings and limbs, clinging to one another in hatred and spite, hunger and desperation. When the world came to be they lingered on the edge of the Void, filled with envy, and only a few crossed over. When Unklar came to Aihilde, he called upon the succubus to join him. Some attempted to lure him into their own evil and he slew them. Others fled his to the Wretched Plains, but some remained hidden in Aufstrag until his rage passed.

Intelligent demons, they are able to share their collective memories, each one experiences the triumphs and the failings of their sisters. As a group, they long for life in the material planes, for there they see plenty of food and an almost infinite supply of victims to torture.

It is said that it was a succubus that seduced Kain the Godless in the Age of the Sorcerers; also it is known to the learned that the

same creature seduced Luther the Dreaming Knight, and that unholy union begat his son Morgeld the Black Prince.

DEMON, ULTHAL

NO. ENCOUNTERED: 1-4

SIZE: M

HD: 8 (d8)

MOVE: 30 ft., 80 ft. (fly)

AC: 23

ATTACKS: 2 Claw (1d4), Bite (1d4+1), scythe (1d8+1)

SPECIAL: Standard Demon Abilities, Darkvision, Immunity (Elements), Immunity (Poison), Immunity (Spells), Invisibility, Spell-like Abilities, SR 2

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 1,950+8

This skeletal creature appears long and tall, but in fact is little more than six feet. It looks something like a humanoid, but for its large dark wings and small head. Its skin stretches over the bones of its frame like a cadaver and it reeks much like the dead as well. Wicked looking fangs fill its long-beaked head. Its narrow eyes lie hooded beneath scaly protrusions. The ulthal possess long toes and fingers and the wicked claws its sports as weapons. They always carry a +1 scythe in battle. Each ulthal decorates his scythe, from haft to blade, with bones, pictographs, or any other item they find desirable.

These creatures are demons of the most abhorrent kind, living only to reap chaos and deliver their evil to the world. They do not know love nor hate, only a never ending torment of loss and this makes them unintelligible, impossible to bargain with and



30 CASTLES & CRUSADES

even immune to some spells. They hold no particular hatred for any one people or thing, but lust in the agony of all living things.

The ulthal serve no master, no god, nor cause of any description. They haunt the worlds of men and the planes, hunting only for torment. On occasion, sorcery binds them to powerful wizards or priests, or even to others of their own kind, but never willingly. If they are so bound, they reserve all their hate for those who have laid fetters upon them. They do travel with other ulthal, in the deeps of negative planes, flocks of these beasts gather in the thousands.

They talk a tongue entirely their own. To the untrained it sounds much like the cawing of crows. The language is simple and not difficult to learn, but few know it beyond the confines of the ulthal's hunting grounds.

COMBAT: The ulthal are cowardly beasts, terrified of the pain they cause others. They stalk their prey from afar, hidden to the naked eye, usually hovering in the air far above the one they wish to torment. They wait for an opportunity to strike and then fall upon the victim with their scythe, otherwise using their claws and bite, rending and tearing them as best they can.

IMMUNITY TO ELEMENTS: The ulthal are extraplanar creatures possessed of natural immunities to the elements. As such, all fire and cold-based attacks only inflict half damage. A successful save reduces the damage to one-quarter.

IMMUNITY TO POISON: They are immune to all types of poison.

INVISIBILITY: When they are on the prime material plane they are able to make themselves invisible 3/day.

SPELL-LIKE ABILITIES: *animate dead* (once per day), *detect thoughts* (upon command), *dispel good*. They cast as an 8th level caster.

IMMUNITY TO SPELLS: They are immune to *charm* or charm like spells.

IN AIHRDE

The ulthal are of the order of creatures called the Tvungenos, the unfettered, demons to men. That being those creatures that Unklar called from the Void or the other realms but was unable to bring under his control. They predate time, however, they are not of the order of the Val-Eahrakun, but rather belong to the order of the Val-Austlich, as the ulthal were fashioned from the Language by Ornduhl the Red God.

Many throughout Aihilde know of the winged demons, as they are the Eaters of the Dead. They dwell in huge flocks, circling the lines of dead and lost souls who have come to that gray abyss. They swoop down upon the unsuspecting soul to pluck it from the surface, carry them into the heavens. There hosts of the ulthal fall upon the soul/body, rending it to shreds. The soul of course suffers immense pain before it slowly reforms upon the surface of the Shadow Realms, there to resume its course.



DEMON UNKBARTIG, (DARK BEARDED)

NO. ENCOUNTERED: 1

SIZE: L

HD: 132HP (22HD)

MOVE: 40 ft., 60 ft. (fly)

AC: 28

ATTACKS: 2 Claw (1d8), Ram (2d12), by weapon

SPECIAL: Standard Demon Abilities, Darkvision, Immunity (Poison), Immunity (Spells), Immunity (Weapons, +3), Spell-like Abilities, SR 15, Vulnerability (Unicorns), Vulnerability (Wood)

SAVES: M

INT: Genius

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 30

XP: 30,450+22

The unkbartig are huge, standing around 8 feet tall, their heads are much too big for their bodies and hang low, so that their chin is forever resting upon their chests. Their faces are broad, long, and angular. Upon their scalps, hair grows in long, thick, dark coils of ash. It is forever breaking free, falling away in small swirls of dust. The same occurs with their beards. Fashioned to mimic dwarves, their beards dangle from their chins and upper lip in tendrils of smoky ash, some little blasted away by the breath of their speech. They are bipedal and possess two arms but these limbs are misshapen. The arms are thick, fat, and long. Their legs are shorter than the torsos and bend outward. They decay clothing of any sort but their bodies are covered in thick ashy hair. They have muscular chests and stomachs, but even here the muscle is strange for it seems to have no course or direction. With their small red eyes, the unkbartig are horrid creatures to behold.

MONSTERS

The unkbartig are lords in their own right, dwelling in towers built of copper and stone. They shape their fortresses with twisted corridors, mazes, stairs, and ramps that often go nowhere. They rule from the hoof, never sitting down, nor stopping. They walk continually, stomping through the hollow chambers on their squat legs and feet. The unkbartig revel in creating and over time, their dungeons can spread over great distances and possess hordes of rooms and chambers.

Through their power and force of will, they command the respect of many of the other demons. These often congregate in the copper towers of the unkbartig in flocks of squawking madness. When roused of course, they follow the bidding of their master, as best they can. They often command large armies of dead souls, victims of their own life's evil that have landed them in the hands of the unkbartig.

They abhor wood of any shape or size and the smell of it drives them into a rage.

COMBAT: The unkbartig attacks as a 22 hit dice creature. They have an effective strength of 20 and gain a +4 to hit and +4 to damage with any physical attack. They prefer weapons of length, such as a bardiche, halberd, or other pole arm. They are extremely intelligent and always use sorcery to its best advantage. Their great failing is, of course, their evil and madness; they are forever in conflict with themselves and rarely attack the same opponent in succession. They have no ability to think strategically or tactically, chaotically throwing themselves and their minions into the fray.

SPELL-LIKE ABILITIES: They have the following spell-like abilities: *darkness* (3/day), *delayed blast fireball* (1/day), *discern lies* (permanent), *fear* (3/day), *fireball* (3/day), *glyph of warding* (5/day), *phase door* (1/day, not through wood), *power word blind* (1/day), *raise dead* (1/day), *summon lesser undead monster* (1/day, acts as *summon less monster* but the creatures are undead), *teleport* (4/day), *unhallow* (1/day, see *hallow*). All spells are cast as a 15th level caster.

IMMUNITY TO POISON: They are immune to all types of poison.

IMMUNITY TO SPELLS: They are immune to all mind-affecting spells, i.e. *mind blank*, *charm*, and all illusions.

VULNERABILITY TO UNICORNS: If the unkbartig is struck by a unicorn, or the unicorn's blood is somehow ingested or otherwise enters the body, the unkbartig is instantly slain.

VULNERABILITY TO WOOD: Any weapon made exclusively of wood, such as a club, does an extra 1d4 points of damage if it strikes the unkbartig. Arrows and most spears do not trigger this vulnerability, as they are not exclusively made of wood.

IN AIHRDE

In the darkness of the Void, there was great tumult as the All Father swept through creation. Many thoughts hung behind

him, catalyzed into shape and form, flawed and evil, broken and without hope. Some fled into the recesses in mindless terror; others followed the wake of his light through the Great Empty. In those days the unkbartig possessed no shape, nor any form. They wandered listless, but filled with the rage to hate. When at last they steeled their courage to come to Aihrde, they saw the All Father in the act of creation; he bent over his forge and pounded the language of creation into the substance of life. They played witness to the making of the dwarves and these they envied greatly, for the All Father seemed to love those most of all. Their envy fueled the corruption of their being. They shaped themselves then in mockery of the dwarves even to the mark of sprouting beards. For their part the dwarves do not see the shadow of their form in unkbartig, but the dwarves are possessed of a particular arrogance, grounded in the knowledge of their own origins.

The unkbartig are powerful demons that occupy all layers of the Shadow Realms; they haunt the world of Aihrde as well as many of the other planes of existence. But in the Shadow Realms they have assumed a grim purpose, finding great pleasure in the torment of the damned. When the wizard Ondluch splintered the mind of the All Father, a host of passageways opened between the realms; the portals took many shapes, some were hidden, others not; many bore dangers undreamed of by man or dwarf. These portals dotted the Shadow Realms and it is here that the unkbartig gathered and built their towers. They called themselves Guardians of the Portal and ruled as tyrants.

When the lonely dead and damned came to the Shadow Realms, their wandering paths knew no direction, but those that came to the portals found themselves subject to the unkbartig's torments. Some they let pass, others they drew within their towers and tormented them; still others they culled and made them servants. In time, the unkbartig grew in power throughout the Shadow Realms for their armies were large and filled with the conscripts of the damned.

DEMON, VULCREED

NO. ENCOUNTERED: 1

SIZE: M

HD: 184HP (35HD)

MOVE: 60 ft.

AC: 35

ATTACKS: Claw (see below) (1d12), Bite (10d6)

SPECIAL: Standard Demon Abilities, Darkvision, Dream of Darkness, Immunity (Poison), Immunity (Spells), Immunity (Weapons, +4), Regeneration 1, SR 15, Twilight Vision, Vulnerability (Light)

SAVES: M, P

INT: Supra-Genius

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE: 18x3

XP: 46,700+35

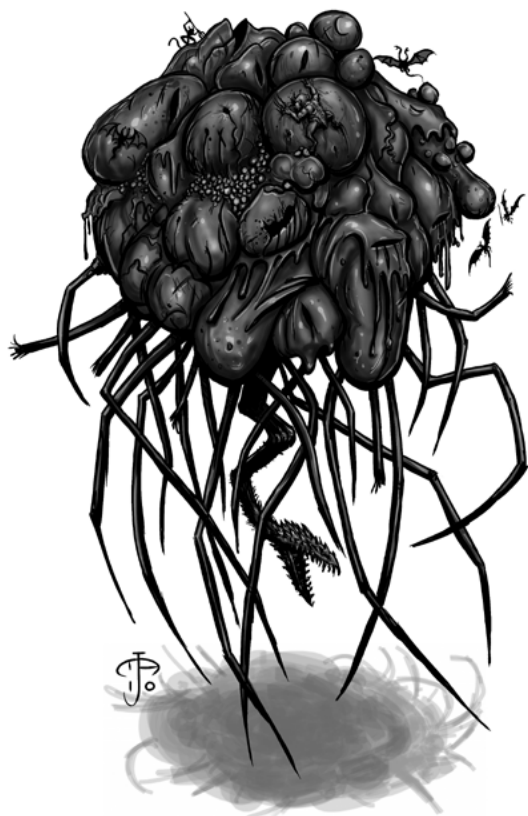
Gigantic creatures, the vulcreed are powerful denizens of the lower realms. They feed on darkness, their bulk swelling in the

cool depths of the cold and empty. Their bodies are massive, bulbous, and longer than wide. They sprout legs from their flanks as normal creatures do hair, usually possessing 4-12 good legs, with a half-dozen half grown, dangling from their sides like so many limbs. Many-jointed, the spindly legs seem incapable of holding up the bulk of the creature. But it is from beneath their massive carriage that the creature's true horror lies, for here, a long, thin neck unfolds, extending a dozen feet or more beyond the beast, ending at last in a long, barbed snout, where fangs of various sizes criss-cross each other in no discernable pattern. The vulcreed is covered in pus-filled sores, dropping off chunks of its body as it crawls along.

The vulcreed are some of the most powerful of the demonkind. Their dens consist of massive, many-layered dungeons beneath the earth. Here they burrow through rock and earth in a never-ending quest for darkness, for light causes them distress and powerful light inflicts damage. It drives them to madness, so they escape it, feeding on the darkness, leaving behind them an inky residue that does not suffer light to enter.

In the legions, all fear them, for their presence is unbearable to most other demons. They do not command armies, but wherever they go other demons are likely to follow, for in their wake the vulcreed leave utter chaos.

COMBAT: The vulcreed attacks as a 35 HD creature. Despite their bulk, the vulcreed's many legs allow them to move very quickly. They have powerful spell-like abilities but always prefer to battle close with their victims and deliver their range of physical attacks. They are extremely intelligent and are able to discern which opponent poses the greatest threat.



DREAM OF DARKNESS: The self-created vulcreed lives in a world of dark, brooding madness. When they so desire, they are able to cast their dark thoughts upon others. Once a turn, the vulcreed is able to cast a *dreaming* spell on one victim. The spell instantly convinces the victim they are living through a dream from which they cannot wake. They focus all their energy on waking from the dream and will not defend themselves, are not able to cast spells or take any action aside from "waking" themselves up. A successful wisdom save (CL 35) allows the victim to break free. If five attempts to break free from the dream fail, the victim is caught in the dream permanently; nothing short of a *wish* spell can free them.

IMMUNITY TO POISONS: The vulcreed is immune to all types of poison.

VULNERABILITY TO LIGHT: Intense light withers the vulcreed. Every round it remains in the area of effect of a magical light source, including light and continual light spells, the vulcreed takes 1d4 points of damage. The effect is not cumulative.

SPELL-LIKE ABILITIES: They have the following spell-like abilities: *clairvoyance/clairaudience* (permanent), *creeping doom* (emanates from vulcreed), (1/day), *darkness*, (3/day), *legend lore* (permanent), *spike stones* (3/day), *storm of vengeance* (1/day), *telepathic bond* (permanent), *transmute flesh to stone* (1/day), *transmute mud and rock* (1/day), *wall of thorns* (3/day).

IMMUNITY TO SPELLS: They are immune to all cold or electrical based attacks.

IN AIHRDE

The vulcreed came to Aihrde as many did, but their origins are utterly unique. The vulcreed, like many evil creatures, were born of dark dreams that stole upon the All Father unbidden. But many of these came to be when the All Father fell to the sorcery of the Goblins; the vulcreed, alone of all creation stole from the All Father's troubled sleep of their own accord. They slipped into the inky blackness of the Void and fled from him for fear that when his light awoke, he would destroy them as he surely would have. In time, when the world came to be, the vulcreed crept to and stole into the hidden places and then made war upon other living things. For a time they joined the legions of Ornduhl, but the Great Bull offered them little sanctuary from Corthain when he discovered them and learned from whence they came. He then hunted them, using the golden hounds of his halls; many died at the end of his long spear, but some fled into the Shadow Realms where they found refuge from his wrath.

In after days, the vulcreed came to rule vast areas of the Shadow Realms, ushering the damned into their dungeons where they tortured them endlessly. They have ever longed for vengeance and hate all things that come from Aihrde. They long for the Void but fear to return there for the golden hounds are always vigilant.

'Tis said even so that some few of the vulcreed dwell in Aihrde still, hidden in the great wilds and forgotten places of the world.

MONSTERS

DEVILS

POWERS COMMON TO ALL DEVILS

There are three tiers of tvungen in the Wretched Plains, the Lutz are the lesser devils, the Qual are those of the middle ranks, and the Eahruk are those greater devils who rule the palaces of the damned. They all share certain powers.

DARKVISION: They possess Darkvision, can see all forms of Invisibility and can see into the Astral and Ethereal Planes.

DETECT ALIGNMENT: They can *Detect Alignment* at will.

IMMUNITY TO ELEMENTS: Devils are extraplanar creatures possessed of natural immunities to the elements. As such, all fire and cold-based attacks only inflict half damage. A successful save reduces the damage to one-quarter.

IMMUNITY TO WEAPONS: Devils are immune to non-magical weapons, including Masterwork weapons. To strike most devils an enchanted blade with a "to hit" bonus of +1 is required. For some devils a +1 bonus is not sufficient, and if a bonus greater than +1 is required it is noted in the devil's special abilities.

SHAPECHANGE: This ability is similar to the 9th level shapechange spell. Unlike the spell, the devil may remain in the chosen form as long as it desires. It is however limited in the forms that it can take; the chosen form can be no larger than the devil's original form. Other than the size limitation, the devil may choose any form, including animals or other beasts.

The number of times per day the devil can use this ability depends on the devil. For example, the Lutz devil can use this ability twice per day. A Qual devil may use this ability 4 times a day, while an Eahruk devil can use this ability up to 8 times per day. The devil may choose to end this ability at any time, instantly reverting to its original form.

SPEAK WITH DEAD: This ability functions identically to the 2nd level cleric spell of the same name.

VANITY: A devil's greatest weakness is its vanity. Devils love themselves more than power, more than wealth, more than anything in the world living or dead. Clever characters can attempt to take advantage of this vanity. Through a successful charisma check, the character can charm a devil, convincing it to not attack. The charisma check is made against a CL equal to the devil's hit dice. It lasts for 1 hour per level of the character. The charm is not so powerful as to convince the devil to help the characters or aid them in any way. But it can prevent an attack.



DEVIL, AGHUL (TUSKED)

NO. ENCOUNTERED: 1

SIZE: L

HD: 7 (d8)

MOVE: 30 ft.

AC: 17

ATTACKS: 2 Tusk (1d8), knoglen blade (1d10)

SPECIAL: Standard Devil Abilities, Darkvision, Regeneration 1, Spell-like Abilities, SR 3, Twilight Vision

SAVES: M

INT: High

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (Lutz)

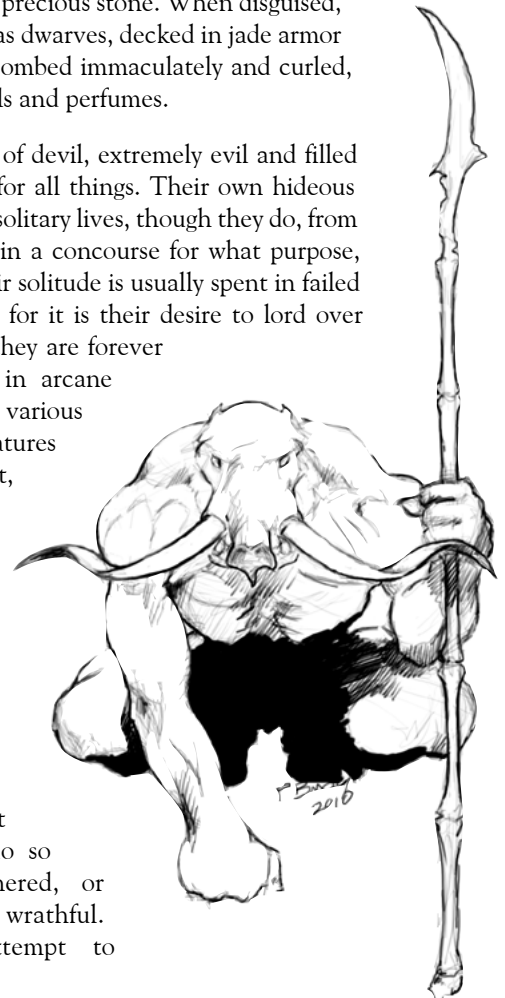
TREASURE: 8

XP: 1,080+7

The aghul are large man-like creatures, possessed of long arms and short legs. They are entirely hairless but for their monstrous heads. Their bodies are thickly muscled, if at times disproportionately so. They wear little in the way of clothing as they are totally immune to any form of temperature, hot or cold. They have massive broad foreheads, a long trunk-like nose, and two huge tusks that rise from their toothy maw. Their fur-covered heads are dirty and matted. Their tusks are long, ivory and often carved or covered in jewels and bands of iron, silver, gold or platinum. They are very fond of jade and cap their tusks in this precious stone. When disguised, they cast themselves as dwarves, decked in jade armor and beards of ivory, combed immaculately and curled, the curls held with oils and perfumes.

The aghul are a type of devil, extremely evil and filled with a burning hate for all things. Their own hideous forms lead them into solitary lives, though they do, from time to time, gather in a concourse for what purpose, few can surmise. Their solitude is usually spent in failed attempts at creation; for it is their desire to lord over lesser creatures and they are forever steeping themselves in arcane magics and the various sciences. These creatures are very intelligent, possessed of a natural ability to judge the value and reason of things. They possess some minor empathetic abilities.

COMBAT: The aghul are reluctant to fight and only do so if threatened, cornered, or made extremely wrathful. Generally, they attempt to



cajole their slaves or servants into battle for them. When they are forced into battle, they do so using a combination of spells to disconcert their opponents and close using their weapon of choice, the knoglen.

KNOGLEN BLADE: Fashioned from the living bones of the aghul's victims, the knoglen blade is an 8-foot long polearm with a +3 bonus to both attacks and damage. The blade is razor sharp, also crafted from living bone. On a result of 19 or 20 (before bonuses) flakes of the blade break off and enter the wound. Once in a wound the flakes begin to meld with the victim. In the round following a successful hit the victim feels an intense pain. The pain lasts for 4 melee rounds at which point the arm becomes numb and useless.

If not treated, the wound begins to rot and the surrounding flesh begins to fall off in 1d4 days. There is no saving throw. Treatment can be with *cure disease*, *remove curse*, *remove disease*, *heal*, *restoration* or a cleric can attempt to turn the bone flakes, as if they were a skeleton. They turn as a skeleton. If untreated the rot spreads beyond the wound and the victim begins to take 1d10 points damage each day until they die.

Unless buried in holy or consecrated ground, they reanimate as a zombie or skeleton in 1d8 days.

REGENERATION: The aghul is able to regenerate 1 hit point per round so long as he is in a cold environment.

SPELL-LIKE ABILITIES: *air/water walk* (twice a day), *animate dead* (once per day), *control winds* (once per day), *detect thoughts* (upon command), *glyph of warding* (3 times a day), *magic circle* (once per day), *speak with dead* (upon command), *spiritual weapon* (once a day). They cast as a 10th level caster.

IN AIHRDE

The Aghul are rare in Aihrde anymore. Originally created by the All Father in the depths of the Void, these creatures thrived in that Great Empty. When Unklar called for aid in the War against the Gods they flocked to his banner. The Aghul rose to power in the horned god's world and lorded over armies of ogres, orcs, and men.

Their intelligence led them into many posts of great repute, building castles, bridges, and weaponry. Their knowledge of the various sciences played well with Unklar and he used them as servants throughout his experimentations.

The Aghul were feared by almost all of the creatures that served and fought the horned god. They are wicked, cruel creatures who thrive on the sufferings of others. Few entered their domains and returned as they entered, tortured by what diabolical machinations only they could tell.

When the horned god fell, the Aghul were scattered, many consumed in the wars that followed. But some fled to various strongholds, towers and holes in the ground to live on until the day their master returned to Aihrde.

DEVIL, CULL STODT'INE (FLAWLESS CIRCLES)

NO. ENCOUNTERED: 1

SIZE: L

HD: 15(d8)

MOVE: 40 ft., 80 ft. (fly), 40 ft. (climb)

AC: 28

ATTACKS: By Weapon

SPECIAL: Standard Devil Abilities, Deepvision, Duskvision, Ice Storm, Immunity (Weapons, +2), Mirror Image, Phantasmal Mirror, Regeneration 2, SR 14, Telekinesis, Trap the Soul, Twilight Vision

SAVES: M, P

INT: High

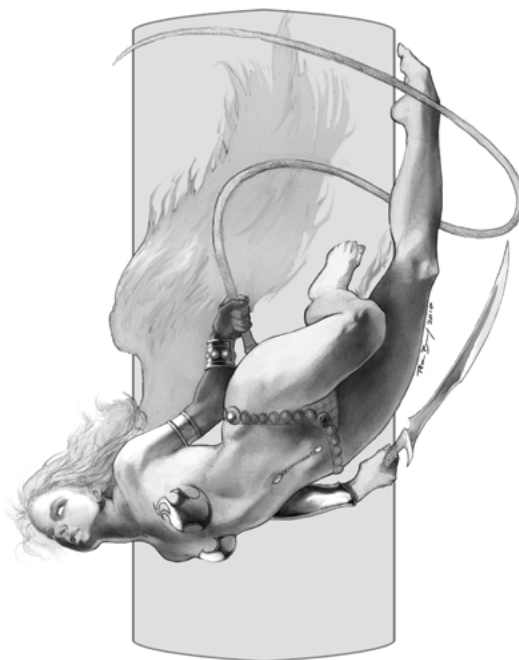
ALIGNMENT: Lawful Evil

TYPE: Extraplanar(Qual)

TREASURE: Nil

XP: 16,400+15

Long ago, the cull shaped and molded their forms to mimic those of the dryads and other sylphs of the forest. To all appearances they look like a human woman. They are tall and thin, their skin is pale and in the light, translucent. Their hair hangs down in long curls upon their shoulders. The hair itself is of a pinkish hue, though beneath that color it is white. Long lashes shroud their wide, unblinking eyes. Their form is flawless, their hair never moves, they do not bruise or show wounds until death takes them. Wings hang over them, riding upon their backs, barely discernible to the naked eye; but when viewed appear with feathers, long and graceful. Their arms are overly long, with fingers to match and nails like claws. Their spines are clearly visible, pushing at the taut skin upon their backs. They are beautiful to behold, though terrible to see. A slight haze circles the cull at all times, it appears as a thin mist, only a few inches wide. It moves extremely quickly, circling her, between her legs and up around the back of her head. It consists of millions of tiny shards of diamonds.



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The “devil in the circle,” as the magi call the cull, is wickedly intelligent but filled with a tremendous envy of all things beautiful. With orderly thoughts they organize everything around them. Their lairs, almost always built of white, evenly cut stone, lie in circular rooms. Corridors are in circles as well; there are no corners in the world of the cull. Few furnishings adorn their abodes, for the cull cannot lie down, nor sit. They almost always have mirrors in their halls however; mirrors that hang upon the walls, rest upon the floor, or cling to the ceiling. The mirrors serve the cull as doorways, leading to other portions of their lair, or often to other palaces in the Wretched Plains or beyond them into the outer planes. The cull look at themselves constantly. They cherish jewels, but favor diamonds, pearls, and white opals.

When the cull ride to war, they gather their cohorts around them in great circles; they carry huge mirrors at the fore, and these are their banners. The mirrors are magical and cast doubt and consternation before them. The cull favor whips of chain and adorn their bodies in white armor emblazoned with circles of varying size.

COMBAT: The cull carry nine-ring broadswords in battle but favor their whips of chains and mirrors of soullessness. They always project themselves in battle through their mirrors, casting *mirror images* first and trying to draw their victims’ attention to the mirrors they carry.

WHIP: The cull use a tremendously long whip in battle. This whip is a +3 weapon 20 feet in length that cuts flesh with the many barbs lining its length, striking opponents for 1d8 points of damage. But any creature struck by the whip must save versus strength or suffer 2d8 points of extra damage from the thunder of its snap. Furthermore, she is able to crack the whip and cause an *ice storm* as if cast by a 15th level wizard. The “ice” particles are actually tiny shards of glass and stones drawn from the ring that continually circles her.

MIRROR IMAGE: Cull are able to project images of themselves as the spell *mirror image*. There are always 4 other images and, to a limited degree, they can act independently; the cull images are able to use any non-physical ability until they are struck. She can take this action once per day, and casts as a 15th level spell caster.

PHANTASMAL MIRROR: Cull use this ability when they are surrounded. By drawing upon the ring of diamonds, they raise magical mirrors all about them so that anyone looking upon the cull is subject to the sorcery. Looking into the mirror, the victim sees some creature from their nightmares, leaping upon them. Victims must make a successful intelligence save or are stunned, locked in a singular battle with this creature. They cannot see beyond the mirror, believing they are cast into the mirror, forced to battle the creature alone. If they die while locked in battle with their nightmares, their souls pass into the Wretched Plains. If they slay the creature, they are free of the phantasmal mirror. In order to use this ability the cull must use their telekinetic ability for one round; after that time they are able to use their other abilities.

TELEKINESIS: Telekinetic creatures, the cull can lift up to 500 lbs of material, multiple objects, and direct them at targets. In all other respects, it acts as the spell of the same name. They cast as a 15th level caster.

TRAP THE SOUL: Every cull possesses one mirror that serves as a repository for her victories. It acts as a *mirror of life trapping*. They never carry these openly unless they go to war; otherwise, the mirror resides in the cull’s lair. When carried to war, she entrusts the mirror to a cohort of Kain’s Henchman, who carries them on large iron rods, secured with adamantite metals.

N AIHRDE

The cull came to the Void when the All Father was young. He took moments of time and cast them in a hard shell and, whirling them in multiple circles, he hurled them into the Great Empty. They were aware and lusted immediately for more; he looked upon them and saw the flaw of their mind and cast them off. They lingered in his wake like dust for untold eons. But when the maelstrom split they entered the chaos, traveling through to the realms beyond the All Father’s knowing. Here they settled in the blasted wastes of what later became the Wretched Plains.

They built palaces throughout the planes, always on tall hills, and always circular; they made them of stone or silks and blanketed all in a thin covering of ice-like jewels. The palaces of the cull stood as beacons of vanity in that blighted landscape, drawing the dead to the fields of diamonds that always surrounded them. There they fell into dust, cut a thousand times over in their suffering until they ceased to exist. But these palaces stood as fortresses against any and all.

During the Winter Dark, many of the cull rose to the world and served the Dark Lord and he loved them, using them sparingly. When he fell those who returned to the Wretched Plains found their homes besieged or spoiled by the madness of the demons. Some remained in Aihilde however, hidden from the foolish but obvious to the wise for their houses of circles.

DEVIL, KAIN’S HENCHMAN

NO. ENCOUNTERED: 1-12

SIZE: M

HD: 9(d8)

MOVE: 40 ft.

AC: 26

ATTACKS: 2 claw (1d4), by weapon

SPECIAL: Standard Devil Abilities, Deepvision, Spell-like Abilities, SR 12, Twilight Vision

SAVES: M

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (Qual)

TREASURE: 5

XP: 2,000+9

Kain’s henchmen stand roughly 5 feet at the shoulder. They are muscular bipedal creatures with the lower torso of a goat

and the upper torso of a man. Their faces are twisted with evil and crowned by a set of coiled horns. Their goat legs are covered in thick fur, black or brown with a hint of red in it. Their bodies reflect the color of burnt ash, grayish black, charred or dark stained red. They have no pupils, but see from hollow pools of darkness. They wield all manner of weaponry, but prefer pole arms with multiple points and edges. When shape changing, they prefer to take the shape of a human, dressed nicely in a courtiers garb.

Kains's henchmen are rather uninspired creatures found throughout the Wretched Plains. Their slight imagination drives them into the service of greater devils where they serve as soldiers, guards, standard bearers and the like. There they serve with distinction, as their thirst for order drives them to obedience. Anything that is not ruled or governed from above is seen as weak; creatures that act irrationally are seen as weak. When they are commanded to do something by their masters they do not question it, but carry out the command regardless of the outcome.

Though dull witted, they are able to speak any language, good or evil, lawful or chaotic.

COMBAT: Kain's Henchmen possess a tremendous reluctance to assume another form, instinctively seeing that as a weakness. In battle, they always assume their natural shape, discarding any subterfuge they may have adopted. They prefer the damage inflicted by their pole arms to any other.

BILUN (POLE ARM): These long iron pole arms are fashioned in the forges of the greater devils deep in the Wretched Plains. They are seven feet long from butt to point and are capped by a tri-bladed spear that is lined with notches, spikes, and twisted metal edges. The shaft is black as pitch, casting a reflection in its depths; its blade is a sickly yellow color, like tarnished gold. It acts as a +2 weapon, dealing 2d6 points of damage. A successful strike by the bilun blade causes the victim to weaken. Anyone so struck, that fails a constitution save, suffers a plague of



doubts about who they are and what they are doing, and has an accompanying weakness; all ability checks, to-hit rolls, damages, and saves are reduced by -2. The effects last for 4 rounds unless an *atonement* spell is cast upon the victim. This effect is not a poison, nor is it technically a disease, but rather a magical ability possessed by the blade that plays upon any misdeeds the victim may have perpetuated or even contemplated; therefore *neutralize poison* or *immunity to poison* or disease does not cure/reverse the affects. Note: Any Castle Keeper who deems that a character or NPC is pure and good are immune to the effects of the blade.

SPELL-LIKE ABILITIES: They have the following spell like abilities: *detect alignment* (chaos/good permanent); *fire storm* (2/day); *glyph of warding* (2/day); *hold person* (3/day). They cast as a 12th level caster.

IN AIHRDE

These creatures earned their name in the latter days of the Winter Dark Wars. Unklar, despairing of victory, called upon Kain the Godless to reap mayhem in the ranks of his enemies. Kain, a Lord of Chaos, took up the task. In his arrogance, he bound a cohort of these devils to him and they served as his standard bearers and guards. They served him loyally, though what sorcery the Chaos Lord used to bind these creatures of pure law and evil to his will, none ever discovered. But these creatures were known as Kain's Henchmen from that time forward.

They are not uncommon in Aihilde, as many remained after the fall of Aufstrag. They took up service with wizards, knights, and others who seek their power and service. It is reckoned by the wise that King Louis II of Maine took such servants into his household. It is told that he discovered the treasure of the Orc General Aziz, and in that treasure were several of Kain's Henchmen. Louis II died of a long and slow illness and none could cure it and this was held as a curse of the house brought upon it by the Henchman. His son Louis III is bent upon the same path, or so the tales relate.

DEVIL, MAUKLING (LORD OF THE WRETCHED)

- NO. ENCOUNTERED:** 1
- SIZE:** L
- HD:** 196 HP (32HD)
- MOVE:** 50 ft., 80 ft. (fly)
- AC:** 32
- ATTACKS:** 2 Slam (1d10), By Weapon
- SPECIAL:** Standard Devil Abilities, Burn, Deepvision, Duskvision, Fear, Insanity, Spell-like Abilities, SR 15, Summon Fire Elemental, Twilight Vision
- SAVES:** P, M
- INT:** Super Genius
- ALIGNMENT:** Lawful Evil
- TYPE:** Extraplanar (Eahruk)
- TREASURE:** 18x3
- XP:** 67,550+32

The maukling stand tall, averaging 8 feet in height and are perfectly formed human males, strong, and muscular. Their

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muscles ripple like corded iron and no flaw or hint of decay hangs about them. They are eternally youthful and possess such beauty of form that to look upon them is to despair. Their skin is reddish in hue, but underneath is dark, almost gray, for their skin itself is made of iron. Their faces do not reflect their bodies, for they are bland and almost shapeless, the bones of the skull push against the skin of the face, and the eyes are deep and shadowed by the thick bone of the brow. Upon their head are coiled two ram's horns; in the dim light they appear more like hair than horns. When they take the form of another, they do not shape their bodies but their face only, casting it in the mold of a beautiful human male.

Maukling build massive complexes of iron and stone. The design of these fortresses follows very linear lines, but they are obsessed with building upward, so the greater the maukling, the taller the complex. There is always order in the buildings and they place nothing randomly or that does not have balance set against it. They allow only one entrance and no doors, save the chamber door that guards their Great Hall where they reside and gather their treasure. The whole edifice is placed upon a pillar of fire that usually rises 50 to 60 feet above the plain.

The maukling have neither throat, nor tongue, or any teeth in their mouth; therefore, they cannot speak. They communicate telepathically, and if they do open their mouths, they belch forth a stinking cloud. They always ride at the forefront of the legions of the Wretched Plains, for few can harm them, particularly demons as the maukling are made of iron and the hosts of those people must flee from them or die upon contact. All devils of the lesser tiers obey the maukling; only the cull avoid him and do not listen to his call.

COMBAT: The maukling are fierce in battle and jealous of the glory that war brings. They attack as a 32 HD monster. They do not permit any to attack before them or to surpass them on the battle field. They do prefer to fight face to face, looking upon spellcrafting as a resource for the weak. They are invulnerable to any physical attacks by demons. They wield a flaming long sword and in battle and are able to summon a shield of fire at will. As with most of their kind they can cast spells and attack with their weapons simultaneously.

BURN: The touch of the maukling is burning and immolating. Every slam attack inflicts additional fire damage equal to half of the normal slam damage. And non-magical combustible material contacted by the maukling immediately ignites.

FEAR: The maukling project a permanent *fear* spell as if cast by a 15th level caster.

INSANITY: The maukling projects himself in such a way as to appear beautiful to any who look upon him. Those who do see him must make a successful intelligence (CL 10) save or go insane as per the *insanity* spell.

SPELL-LIKE ABILITIES: The maukling are able to cast the following spells: *earthquake* (1/day), *fire shield* (upon command) *maze* (1/day), *meteor swarm* (1/day), *stinking cloud* (5/day), *wall of force* (1/day). They cast as a 15th level caster.

ROTLÉN BLADE: ROTLÉN BLADE: The rotlén blade is a +4 flaming sword. The maukling name their blades, and must call that name to summon the elemental bound in the iron. The sword deals 1d12 points of damage. If a natural 20 is rolled on any strike by the maukling, in addition to the damage done by the sword, the victim must make a successful charisma save or be banished to the dungeons of the maukling within the Wretched Plains. The victim awakens bound in chains of fire, but possessing all items they had when struck by the blade. The victim must escape, or await the maukling's mercy, something they do not have.

SUMMON FIRE ELEMENTAL: This ability is similar to the druid's summon elemental spell. The maukling can use this ability three times per day to bring forth the fire elemental bound in their blade. This elemental is of the 24HD variety and has 144 hit points. The elemental serves the maukling faithfully, and control of it can never be lost.

IN AIHRDE

The maukling came to be in the latter days of the All Father's crafting, before the coming of Inzaa the dragon. Beings of fire, they hurled upon the Great Empty lighting the darkness; they raged there, tearing at the fabric of the Void. The hopeless pursuit bemused the All Father but he saw the fault in them and cast them aside. They plundered the depth, then haunted the far reaches of nothing. At last, the dragon came to the Great Empty and tore it open and upon her back the All Father created Aihrde. The maukling came to Aihrde and there fought the first of the many

long wars of that world. They assailed Corthain in his youth and the god bested them, casting them back into the Empty.

They sulked upon the edge of forever, did the maukling, looking for egress until at last the All Father succumbed to the spells of Ondluche the Goblin Sorcerer and the multiverse sprang into being. They hunted throughout the planes, hungry for a realm of their own. At last, their wanderings brought them to the Wretched Plains where they established their hold.

In time, Unklar called and they followed his banner, only now they took a form, shaping their flame to resemble the Horned One in body; but they failed in this and ever the memory of Corthain burned upon their collective memory and came to their minds. So when they took shape, they more resembled the Justice Maker as opposed to the Horned God. They have loved and hated their forms ever since.

Upon the fall of Unklar, they returned to the Shadow Realms there to wage another war, only this time against the tvungenos who laid claim to all they once possessed.

DEVIL, MONGREL (DESPAIRING HOUNDS)

NO. ENCOUNTERED: 1-8

SIZE: L

HD: 5(d8)

MOVE: 80 ft.

AC: 15

ATTACKS: Bite (2d4)

SPECIAL: Standard Devil Abilities, Baying, Heat Metal, Poison, Scent, Twilight Vision

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (Lutz)

TREASURE: 4

XP: 420+5

The mongrel are dog-like devils; mutts of varying breeds. Their skin is pocked and scarred, much of the hair burned from the creature long ago. Their lips are permanently coiled, wrapped up around massive fangs, the dribble a poisonous bile the creature spits out. They have a long tail, barrel chest and huge paws. Their eyes, like the eyes of all their kindred are hollow pools of



nothing. When they desire to be hidden, they take on the guise of a stout German Shepard, Doberman, Pit Bull, Bull Mastiff, or similar guard dog.

These black hounds of hell dwell throughout the Wretched Plains and attack any hapless soul that passes near, whether dead or not. They are consumed with a never ending hunger and must eat constantly. The mongrel consumes that which it kills. It consumes flesh as well as equipment, armor and weapons; devouring everything. Normal equipment dissolves into nothing, but magical equipment rests in the creature's belly until the end of time, or until extracted.

They serve all manner of devils in and out of the Wretched Plains, being used as guardians, hunters, or in massive packs to hound and molest the enemies of the lords of hell. Their howling and baying are always heard before a great host of the devils march to war.

COMBAT: The mongrel attacks in a pack, working in flawless cohesion with the other pack members. They always attempt to trip a victim even as they bite him. As soon as a victim is brought down, they are attacked by the whole pack. Mongrels generally attack the same victim until that one is dead. Then they turn on the next victim.

BAYING: The mongrel is able to howl a mournful call which when heard casts doubt into the listener's mind about their purpose. All actions after hearing the howl suffer a -1 penalty, to include initiative, attribute checks, and damage. A successful wisdom save negates the affects of the baying. The affects last 1d8 rounds.

HEAT METAL: The mongrel is able to *heat metal* as the spell 3/ day. He casts as a 10th level caster

POISON: The mongrel's bite is poisonous. Any successful bite delivers a poison dealing 1d8 points of damage plus a -2 on primary attribute checks for 1d4 days. A successful wisdom save reduces the damage to 1d4 and the attribute penalty to -1 for 1 day.

IN AIHRDE

The hounds of hell took their shape upon the death of the All Father. When his mind splintered they issued forth into the Shadow Realms, wreaking havoc upon the denizens there. Their constant baying drew the attention of the Tvungen Lords who gathered them in packs and kenneled them in their halls. They are used on the hunt where their baying weakens their prey and causes them to lose hope.

Unklar detested these creatures, as their baying drove him mad, holding the echoes of his creator in their voices. Though he used them, they were not permitted near him nor ever to enter his Upper Halls.

The stomach of a mongrel can be cut out and cleaned, and if a *permanency* spell is cast upon it within 24 hours, it serves as a *bag of holding*.

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DEVIL, NAROZIN (THE MOTHER)

NO. ENCOUNTERED: 1

SIZE: M

HD: 180HP (28HD)

MOVE: 40 ft., 60 ft. (fly)

AC: 26

ATTACKS: 2 Claw (1d12), By Weapon

SPECIAL: Standard Devil Abilities, Deepvision, Duskvision, Pool of Flame, Spell-like Abilities, SR 14, Transmutation, Twilight Vision

SAVES: P, M

INT: High

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (Eahruk)

TREASURE: 18x2

XP: 50,450+28

Narozin appear as normal women, shorter than average, with red hair. Their skin is white, pale with a tint of red beneath it. They are uncommonly beautiful, but as with all their kind, the beauty is stagnant, possessing no depth beyond the skin. Disjointed and boneless, they can move any limb in any direction, twisting it in multiple directions. They do not age, their skin does not move and no emotion passes across their visage. Their eyes, green and black, with no white, reflect only hate and disdain; all things seem petty to the narozin and their demeanor shows this.

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They dress in red; clothing, silks, and even their armor. When they change form, their hair always remains red, no matter the creature's shape they take; it is their curse and joy.

The narozin build their lairs beneath the ground, having no love for the chaos of the world. They dig deep into the crust and line their halls with iron; sheets of it cover the floors, the wall, and ceilings. Pillars adorn their great halls and these too are iron, fashioned in singular posts without decoration or design. They are overly fond of mazes and build them to protect their lairs from intruders.

The narozin are some of the most powerful of their kind, ruling vast areas of the Wretched Plains. Their halls are indestructible, and offer refuge from the hated tvungenos, for those creatures cannot touch iron willingly. When the narozin go to war, they ride nightmares and wherever they go pools of fire follow. They enjoy casting themselves in the role of a wounded woman, seeking aid, or as a slave; whatever they can do to gain a position of trust, so that they can betray and kill.

They hate druids, fey, trees, and all things to do with the forest world more than anything else.

COMBAT: They attack as a 28 HD monster. The narozin follow a strict logical path and as soon as they determine that battle is inevitable they attack, casting *fire storm* to scatter their foes; they follow this by cutting their own flesh for up to 1d10 points of damage in order to bleed the fire for their pool of flame. They relish wading into the battle with their vorgalos blade. They are able to conduct multiple actions during the same round and can cast one spell while swinging their blade or using their claws.

VORGALOS BLADE: The narozin prefer to wield a pole arm in battle, having a particular predilection for the guisarme and its multiple points and edges. These +3 weapons deal 1d10 points of damage and function in a similar fashion to a sword of life stealing. Every successful strike with this weapon transfers hit points equal to the amount of damage done from the target to the narozin, healing her. This damage cannot be healed by normal healing spells, but requires a *heal* spell. A victim felled by the blade is devoured, with the victim's soul passing to the narozin for eventual rebirth as a sauld demon. If the blade is ever captured it functions as a *nine live stealer*.

POOL OF FLAME: The narozin possess no blood, but when wounded a liquid flame pours from the wound, pooling around the feet of the narozin. Any who touch the pool take 4d6 points of damage unless a constitution save (half damage) is made. The narozin cannot cast any magical spells unless she is standing in this pool of flame. In combat, the pool follows the narozin wherever she goes unless she is forcibly separated from it, e.g. teleported away.

TRANSMUTATION: Twice a day, the narozin can transform wooden items or living flesh to iron. The effect is permanent unless a limited wish, wish, or similar spell is used. If cast upon a creature the creature receives a wisdom save to avoid the effects. She casts as a 15th level caster.

SPELL-LIKE ABILITIES: The narozin are able to cast the following spells: *fire storm* (3/day), *storm of vengeance* (1/day), *temporal stasis* (1/day), *wall of iron* (2/day). They cast as a 15th level caster.

IN AIHRDE

In the deeps of time, before the order of things, many spirits flocked to Aihrde; they possessed no form, nor any idea of it. Imperfect things, they followed only the light, as a fly to the fire. In time they took shape, each suited to its own desires. The narozin wandered the dark paths without shape until they at last discovered Mordius in her grove. The trees there grew by the light of the fire of creation, for in those days there was neither sun nor moon. The narozin watched Mordius and marveled at her beauty, unmarred in her youth. They saw her raiment; cast in the shadows of the mountain's fire, as red and it flowed from her in undulating waves. Her face seemed fixed in the light as well, with dark rings upon her eyes. They envied her beauty, and set up casting forms for themselves; they took her shape and covered in rings of fire. Their faces took on a red hue, but the skin beneath their wide eyes was black.

At that moment, Ea-Vette rose in the heavens, revealing the wide world to the waking day as well as the true beauty of Mordius, dressed in her gowns of green with a face lit with pure joy. The narozin fell back in dismay, for they saw their own form as flawed, a beauty without design or purpose and cast in colors untrue to the growing world. They fled, terrified to look upon her; they took up abodes in far off places and wept their hatred.

When the world split, the narozin felt drawn to the Wretched Plains and there they found a home in the halls of the dead. They lorded over the other occupants, binding many to them, but most, especially those dead whose lives knew no goodness. These narozin wrapped them in flesh that burned as the fire of the first mountains and made them suffer like no others. This mockery of birth became the hallmark of the narozin and they peopled the Wretched Plains with the sauld devils.

DEVIL, SAULD

NO. ENCOUNTERED: 1-100

SIZE: M

HD: 3(d8)

MOVE: 80 ft., 40 ft. (climb)

AC: 12

ATTACKS: 2 Claw (1d4), 1 Bite (1d4), Tail (1d6)

SPECIAL: Standard Devil Abilities, Darkvision, Deepvision, Jump, Twilight Vision

SAVES: M

INT: Animal

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (Lutz)

TREASURE: 2

XP: 65+3

With grotesquely long arms and legs to match, the sauld can crawl on four legs, climb almost any surface, or spring upright

and run as fleet as any gazelle. Their skin ranges from a lackluster orange to a deep red, and stretches over their thin, bony frames. Hairless, without eyes or ears, they possess only a gaping, tooth filled maw, and two slits in their face for a nose. Their spines are long, rising from the flesh of their back in rings that can be grasped by the bold; but more than that the spine extends far beyond the body in a long bony tail. The sauld stink of sulfur and are forever leaving a thin cloud of ash behind them.

These are the rank and file of the legions of the Wretched Plains. Completely unable to project themselves beyond the moment, they obey the commands of their masters without thought, heedless of the outcome. They delight in the suffering of others and spend their time tormenting the lost souls that wander the plains.

The sauld, when not employed as soldiers, guardians, servants, etc., wander the Shadow Realms in great packs, hunting for things to torment.

COMBAT: The sauld begin an attack with a loping, four-legged run, springing upon their enemy when they close within 12 feet. They attack with a combination of claws, bite, and tail. They are able to attack four times a round. They are heedless of pain or wounds and if led by another devil of greater power, their morale never fails.

JUMP: The sauld are able to jump up to 20 feet, landing on their intended target.

SHAPECHANGE: Unlike most devils, sauld are not able to shapechange.

IN AIHRDE

The sauld are spawn of the Wretched Plains. There, the dead souls of those lacking any redeemable character wander in a constant state of torment, hunted by the occupants of the plains. Those unlucky enough to be captured are consumed and wrenched back



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to the plains where their skin crawls with torment, encasing the soul in a cage of never-ending agony. They are the sauld, and their ranks are limitless.

DEVIL, SEERE (PAINTED DEVIL)

NO. ENCOUNTERED: 1-2

SIZE: L

HD: 13(d8)

MOVE: 40 ft., 80 ft. (fly)

AC: 24

ATTACKS: Bite (1d12), By Weapon

SPECIAL: Standard Devil Abilities, Darkvision, Deepvision, Spell-like Abilities, SR 11, Summon Wight, Swallow, True Seeing, Twilight Vision

SAVES: P

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (Qual)

TREASURE: 14

XP: 9,600+13

Seere devils, or painted devils, are tall and thin, lecherous looking creatures with emaciated bodies covered by dried flaking flesh. They walk on hobbled feet, shaped more like a giant marsupials than a man's. Long, drawn faces end in a dislocated jaw that hangs several feet down the creature's chest. The open jaw contains an impenetrable darkness. The seere devils have no eyes, only sockets that are both wide and deep. They have no ears, nor a nose; all their senses bound in the flesh of their jaw so that they "hear" the world around them. The etchings of multiple tattoos cover their skin, these they have carved upon themselves. Their favored form, however, is of a beautiful man, short and muscular, with long hair that hangs low upon their chests; but their deceptions possess a flaw, for their disjointed jaws defy the illusion and they must be wired together, so that the painted devil must always appear as a human with a brass casing bound to his chin and cheeks.

Called by many names, the seere serve as guides in the Wretched Plains, but their etchings give them the sobriquet of the "painted" devil as well. Though the etchings seem disorganized, they are carefully placed and vital for the painted devil's ability to change shape. They reflect the skin they assume upon changing form; damage to them negates the creature's ability to appear as anything other than what it is, a horrid monstrosity. The painted devils dwell in long columned buildings; the order of the building is linear and rarely deviates from one cardinal direction. There are never turns in the creature's home. The heart of their lair is always an open room, tiled in immaculate rectangular tiles, almost always a sea green. The tiles lead to a large bath of steaming water where the creature sleeps.

The seere ride to war on the wind of undead crows; wherever they go massive flocks of the birds follow them. They carry their essunk spear in hand, preferring to battle from on high; they lance their victims from above. They are able organizers and often command troops of the lesser devils, Kain's Henchman, and the like.

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COMBAT: The seere fight from above, never touching the ground unless forced or until victory is at hand. They lance their victims with their spears, leaving the stains of the dark soul in them. They breathe insects upon their prey before descending upon them to devour them. Their massive jaws engulf any fallen foe, swallowing them, drawing them into the inky blackness of oblivion.

ESSUNK SPEAR: The spear of the seere acts as a +3 weapon. Fashioned from the souls of the damned, a shroud of dark shadow hangs over the spear. These snaking tendrils coil and wrap around the haft and the seere himself. They seem to have a life of their own, but in fact, their master guides them in their every move, unleashed only when he enters battle. Whenever the seere strikes the ground with the essunk spear, he summons 1d4 wights. He is very reluctant to do this, for it frees the summoned souls from the spear. He replaces them by thrusting the spear into his own mouth and drawing them from his gullet, something else he is reluctant to do. The spear always has 1d20 charges; each wight summoned expends one charge.

The spear also causes disease, any creature struck with the spear must make a successful constitution save or become blind. A second strike and failed saving throw causes deafness.

SUMMON WIGHT: Three times per day the seere may summon 1d4 wights by striking the ground with his spear.

SWALLOW: Whenever a seere feels that it has defeated an enemy, but before that enemy dies, they attack it with their massive open maw, attempting to swallow it. Any creature struck by the bite attack must make a successful wisdom save; if they fail, they are swallowed by the seere devil. If swallowed they take no damage but suffer the effects of a *trap the soul spell* with the devil acting as the gem. Until something or someone destroys the seere devil, the unfortunate victim remains in the belly of the beast.

SPELL-LIKE ABILITIES: *Confusion* (3/day), *Darkness* (3/day), *Insect Plague* (1/day), *Symbol* (1/day), *True Seeing* (permanent), *Vision* (6/day).

IN AIHRDE

The painted devils followed the course of the cull in coming to the world of Aihilde. Fashioned in the deeps of the Void, they drifted in clouds of their own stench for eons until the world took shape. They came to it even before the sun and moon were set upon their courses and they lived in the darkness for time without count and as they watched the world unfold, their envy grew. It knew no bounds as they played witness to the beauty around them. The hate of beauty germinated within them until it consumed them. They remained faceless though, fearful of the power of the world around them, that is, until the coming of the Unklar.

Upon his arrival, the seere rose and entered the annals of the world as nightmares. Their immense knowledge, gained from long observation, proved a valuable conduit for the lords of Aufstrag and they used the seere as guides through the cosmos and in the governance of all things. All dreaded the seere for he lorded over both friend and foe.

Upon the fall of the Horned God, the enemies of the seere, and they were many, returned his arrogance in full measure. Driven from the halls they fled into the wilderness or to the wretched plains where they joined the detracted legions of devils who vied with power over the realm with tvungenos.

DEVIL, VONLATOT (KNIGHT OF THE DEAD)

NO. ENCOUNTERED: 1

SIZE: M

HD: 19(d8)

MOVE: 20 ft., 60 ft. (fly)

AC: 28

ATTACKS: Slam (1d10), or by Weapon

SPECIAL: Standard Devil Abilities, Deepvision, Duskvision, Spell-like Abilities, SR 12, Twilight Vision

SAVES: P, M

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (Qual)

TREASURE: 20

XP: 15,400+19

The vonlatot are tall, elfin creatures, whose skin is fair and soft. They seem almost frail with a high rib cage and shallow



stomachs, a face that is expressionless, devoid of any taint of age or texture that would remark upon facial movements. They are bland in their perfection. Underneath their vanity stands a skeletal frame of stone, bound by muscle that is beyond tissue, hard as the roots of a tree. They have no blood, nor do they produce any bodily fluids. But their most unusual feature is the ragged hole that rests in their gut. The hole is like torn fabric; the simple can see through the creature, but the wise can see into the outer planes, for this wound is a gate. Beyond them lies a shroud of ash, barely discernable unless the beast takes to flight; when airborne, the wings take a more solid shape and appear as massive vulture wings.

The vonlatot are static creatures that have not changed, nor can they change, since time began. They ride giant vultures in battle and favor breastplates for armor, but the armor never covers the midsection where the hole resides. When they cast themselves in a favorable form, it is always as a knight, riding a horse. Both knight and steed wear silver or gold raiment and shine with a radiant beauty.

The vonlatot dwell in huge sprawling castles throughout the Wretched Plains. Their castles are of black stone, built in an orderly fashion. Their halls are clean and free of adornments. Their rooms are sparse and their treasure is always gathered in their main lair.

The vonlatot are powerful creatures and are able to secret themselves deep in the earth. They have no concept of time and are not averse to hiding themselves for whole ages if they think the time is not ripe for their rise.

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They lust for power and control, having gained a taste in other times. They command legions of devils, undead, and other unsavory creatures. They favor the orc above all things for in their company the vonlatot are indeed beauty personified.

COMBAT: The Dead Knight attacks from the back of his vulture, swooping down upon his prey from above. They are not able to use a lance but instead wield a massive ball and chain (seen as a morning star when disguised). They use the ball to smash their victims, but the chain is used to trip or disarm their victims. They have an impressive array of powers as well, that they are more than able to use. They are not careless of their mount, and if it is threatened with death, they leap from its back to face their enemy upon the ground.

MOUNT: The vonlatot always travel upon the back of a giant vulture. When they assume the form of a knight, the vulture is cast in the role of the knight's noble steed. Though the sorcery conceals the real beast, it cannot conceal the stench and the knight always carries the hint of rotting flesh.

BALL & CHAIN: The ball & chain acts as a +3 weapon. It strikes for 1d12 points of damage. It can also trip an enemy or bind him. Anyone struck by the chain must make a successful dexterity save or be disarmed or bound in the chains, depending on the vonlatot's intention. The vonlatot is able to strike with the chain twice in any given round; however, once he has successfully used the chain to bind someone, the chain cannot be used again until that individual is freed or escapes. The chain projects the fear that rests in the hollow empty of the vonlatot; for at his heart, if he had such a thing, the Dead Knight is weak and fearful. Anyone bound in the chain suffers from an instant plague of doubt and unless they make a successful wisdom save they suffer a -2 from all to-hit rolls and attribute checks; this does not affect saving throws or natural abilities.

SPELL-LIKE ABILITIES: The vonlatot are powerful mentalists, able to cast one spell each round even while wielding their weapons. They have the following spell-like abilities: *delayed blast fireball* (1/day), *flame strike* (3/day), *heat metal* (5/day), *produce flame* (3/day), *telekinesis* (3/day), *wall of fire* (1/day). They cast as 12th level spell casters.

IN AIHRDE

The vonlatot are ancient, cast in their shape in the deep Void, they came to Aihrde long ago and soon became embroiled in the wars of the darkling days, when first Corthain took up arms against his brother Ornduhl. The vonlatot served Corthain for a short while, but the Justice Maker found them lacking; they did not care if they caused suffering and possessed a streak of cruelty that Corthain could not abide. When he turned his gaze upon the vonlatot, he saw them as knights upon wonderful steeds, even as he himself looked, but he saw through their disguise and saw what they were and he knew them as flaws of creation. He drove them from his host and threatened them with death and banishment should they mingle in his affairs again. They fled from him, taken in fear.

They lay in the deep places of the earth for a great while until Unklar's summons, and they rose to serve him. They proved powerful minions to the horned god and he used them often in his struggles throughout Aihrde. They rose in power and ruled towers and lands of their own. But in the end Unklar was thrown down and his allies with him. The vonlatot fled the Holy Sword Durendale for it called to their minds the power of Corthain.

They have since returned to their lairs deep in the earth or to the Wretched Plains, hoping to win back their lost power. There, they have gained a voice in the councils of the foul lords who rule for the vonlatot, the Knights of the Dead, are powerful when roused.

DRAGONMEN OF KAATH

NO. ENCOUNTERED: 1-4

SIZE: M

HD: 5d10

MOVE: 30 ft., 120 ft. (fly)

AC: 16

ATTACKS: 2 claw (1d2), bite (1 point) or by weapon

SPECIAL: Spell Use, Fly

SAVES: M

INT: Supra-Genius

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 6

XP: 160+5 (5th and 6th level spell ability) | 220+5 (7th-14th level spell ability) | 300+5 (15th level spell ability and higher)

These depraved creatures were once men, proud and tall. They were members of a race blessed by the gods and fawned over by Athria herself. But they took to sorcery and twisted themselves to look like the dark dragons they worshiped. They are tall, 6 feet and more. Their skin is white and pale, almost translucent. The blue veins trace spider web designs across their emaciated torsos, legs, arms, and bald head. Stretched and pulled by machinations of the forge and by dark sorcery, their face is an abomination, so that their lower jaw extends a half-foot from their skull and their upper curves over it in a long beak-like appendage. They have no noses, scalp pulled away and their ears hang as long tendrils of useless flesh. Their eyes are wide and hollow and without lids. Razor sharp teeth line their small, lipless mouths. Their thin arms end in wispy, clawed fingers and their legs are the same. They have a tail, too; long, bony appendages with a thin veil of skin stretched over them. But they have wings, great leathery things, protruding from their backs, made of hollowed cane and their own abnormally stretched flesh.

The dragonmen are not great in number, but live over the wide world, hidden in towers built in the clouds or on high mountain slopes. Tales relate of cities of the dragonmen, where the greater part of their people live. Here they breed and grow their race, waiting for a day they can gather all the folk of the Dragon Cult together and master the world. They dress in wildly colored silks, and are always bejeweled, with crowns and the like.

The dragonmen are an evil lot, driven to madness by their religion. They are devoted to the worship of Lamul, an ancient blue dragon, and to this end they created and still foster the Dragon Cult (see below), whose members they watch through a variety of devices and to whom they answer when called.

The dragonmen have come to believe in their own divinity, but they are more sorcerers than gods.

DRAGON CONTROL: The dragonmen are not generally powerful enough to control dragons, though the masters of their order probably could, but they are strong enough to subdue many of the lesser breed. Each dragonman encountered is likely to be accompanied or by a nakal wrym, crup or a lial beast.

SPELL USE: Every dragonman, great or small, is a wizard. They range in level from 5th to 15th. The Grand Master of the cult is always a 20th level wizard and he is accompanied by four Acolytes to the Dragon, called Keepers of the Sacred Knowledge, each in turn a 16th, 17th, 18th and 19th level wizard. They possess a minimum intelligence of 15. The dragonmen are able to draw from a wealth of sorcerous power. Dragonmen can draw upon all the wizard spells listed in the **Castles & Crusades Players Handbook**. They do not need books or scrolls as the spells are passed down through memories. Like a normal wizard caster, level and spells per day limit the number of spells they can use.

For instance, a 5th level Dragonman of Kaath with a 15 intelligence can cast five 0 level spells, five 1st level spells (one bonus for intelligence), two 2nd level spells and 1 3rd level spell. They can memorize any of the spells listed for 0-3rd level.

COMBAT: Dragonmen avoid fighting when they can. Acolytes usually accompany them and the dragonmen always uses their servants to attack any threat or enemy. If forced to fight, they employ their wizardry. They are able to wield any type of weapon, armor, or shield.

FLY: All dragonmen can fly as the wizard spell of 10th level. This effect is permanent, thus they do not have to cast it, nor concentrate. Their wings are not strong enough to propel them or to give them lift, but they do move.

IN AIHRDE

Of all the tribes of men the Kaath were the most wise. Early in the dawn of the world they paid homage to the god Athria, the Birth Mother, and called upon her for their needs and desires. They built cities upon the banks of the Inner Sea and lived peaceful lives.

They were tall and knowledgeable and in those early days Athria walked amongst them and taught them what they could learn. They dedicated temples to her and nominated a high priestess to serve her. But eventually war came to their cities and they despoiled and the Kaath were driven into the wilderness. They traveled for long years, over great distances until at last they crossed the sea and came to an unexplored island in the southern oceans.



On this island the Kaath built new cities and discovered springs they called the Waters of Life. These springs flowed from the high mountains and carried with them water pure and cool. The water was magical, and the priesthood knew it, declaring the springs sacred. The priesthood hoarded the Waters of Life from their fellows and built temples over the springs. By drinking the water, magic became ingrained in the Kaath, and in time they learned that those who drank the Waters of Life did not age or die, thus becoming immortal. Those who drank of the sacred water were known as the High Kaath, while the rest were known as Low Kaath.

Eventually the Kaath dwindled. The High Kaath chose lives of luxury and indolence. They built ever greater towers and their palaces reflected a wealth that only long years can accumulate. Low Kaath were condemned to lives of ever greater servitude. Many of the High Kaath were corrupted by their pleasures and became shades of their former selves, forgetting the worship of Athria and instead worshipping strange gods for wild places, half gods and the like.

The Dragon Cult of the High Kaath became the wild fancy of many of the men and women, and they fell to worshipping a great blue dragon of the mountains named by the Kaath as Lamul.

Lamul was an evil beast, old as time, a greater wrym could hardly be found. He called for sacrifices of flesh and he received them

MONSTERS

in the guise of Low Kaath men and women. In time the Dragon Cult became both powerful and despotic, preying on High Kaath as well as Low, until they slew a priestess of Athria, whereupon they were finally branded as criminals and exiled. They fled the island in the face of a fearful death and migrated to the distant north. Lamul settled into his aged stupor and dreamed of the mortal flesh he had dined on for so long. The Kaath struggled on.

But the Dragon Cult, wild now without their lord, settled in the distant parts and built a city for themselves and named it Alaunot-Kav-Lamul. Long taken by madness they began to use vile sorceries and magic to twist their forms, to shape themselves like the beasts they worshiped. They grew and stretched their skin to encompass their arms, giving themselves wings of sorts.

The Cult captured lial beasts from the heavens and plucked their scales and these they grafted into their skin so that in the end, they looked not like dragon men, but rather as if they were misshapen creatures of nightmare. They were tall, immortal and colored translucent by the Waters of Life and they preyed upon men of all stripes and they sought followers.

So the Dragon Cult spread to many reaches and many kingdoms. It is an evil gathering of men, elves and other sad fools who disdain immortality through their deeds, but seek it in their lives. They are found in most cities of reputable size and gather in towers when the moon is not quite full. They are wealthy for many spoiled, disaffected youth of the noble houses of all the great kingdoms, supposed intellectuals and the like find themselves seeking the "peace" offered by Lamul. The enclaves are usually small but dedicated and can manage all manner of mischief.

DRAGONS (LESSER)

Like all dragons, lesser dragons are powerful creatures with magical abilities and uncommonly long life spans. These dragons however, are every bit as cunning, but not as intelligent, as their more commonly known kin, their magic is weaker, and in some cases benign. They are smaller as well, few growing to over 20 feet in length. Too, they are more animal in nature, less discerning in their actions, more concerned about hunting or breeding than hoarding treasure and unraveling the philosophy of men. They can be good or evil, but many are simply neutral, once again, closer to animals than magical beasts.

Lesser dragons also depart from their cousins in that many of them have no love of treasure, nor do they keep static dens, but rather hunt in the wilderness, marking out territories and defending those territories against encroachments of any kind. Where other dragons may use their abilities to gather treasure, outwit those who possess it, or weave magic, lesser dragons use their abilities, magical and mundane to improve their ability to hunt. This makes them far more dangerous than one might suspect, for they possess the natural cunning of all dragons and combine it with their magical abilities and animal instincts.

AGE: Lesser dragons do not possess the long life spans of their cousins, and they are not immortal. Some may live for a thousand

years, but if they do, it is an anomaly and not the norm. Most die in the early mature stage, killed off by one of their own kind or unable to keep up the hunt as they were before. Hatchlings grow quickly, emerging from the egg fully formed, aggressive and able to exist apart from their mother. They eat tremendous amounts of food, mostly insects, rodents and the like. They grow very fast, becoming young adults within a few years of hatching

BONUS SAVES: This is the bonus to all saving throws that dragons receive. It increases as they age.

TABLE 6: DRAGON AGE

CATEGORY	TYPE	AGE	BONUS SAVES
1	Hatchling	0-3	+1
2	Young Adult	4-50	+2
3	Adult	51-100	+3
4	Mature	100-200	+4

SIZE: A lesser dragon's age determines its size. Hatchlings are always small. Young adults are always medium size. Lesser dragons of all other age categories are large. Like normal dragons, a lesser dragon continues to grow as it ages, though its growth slows somewhat.

HIT DICE: All lesser dragons roll a d10 for hit dice.

MOVE: Lesser dragons in age category 1 move at 50% of the listed rate, while those in age category 4 move at 150% of the listed rate.

LANGUAGES AND MAGIC: All dragons can speak their own tongue and the common tongue. All dragons have some spell-like abilities, as detailed below for each dragon type. Some few lesser dragons, upon attaining a higher age category, can make an intelligence check against a difficulty of 12. If the check is successful, the dragon is able to speak and understand any language. If the roll fails, a new check can be made when the dragon reaches the next age category.

EXPERIENCE: The experience point award for dragons varies according to type, age and ability. Castle Keepers should consult the experience point award chart given at the beginning of this book. Dragons should be extremely difficult to slay and should therefore be awarded a generous amount of experience.

DRAGONS AND COMBAT

Like their larger kin, lesser dragons are ferocious and able to fight with a multitude of weapons. Though they are not as agile as larger dragons they are able to launch multiple attacks, though usually not against several different opponents.

SPECIAL RULES FOR DRAGON COMBAT: Lesser dragons do add their full hit dice when making attack rolls and they do add their full hit dice to saving throw rolls, plus the bonus set forth in the age chart.

BREATH WEAPONS: Most lesser dragons have at least one breath weapon. Each breath weapon is different and explanations are given below.

DAMAGE: Lesser dragons grow at a rapid rate, however smaller dragons are not able to deal the potent damage dealt by older, more experienced dragons. Lesser dragons in age category 1 do 50% of the listed damage, while those in age category 4 do 150% of the listed damage.

BITE: Bite attacks deal the indicated damage plus the dragon's damage bonus listed in each chart (DB).

CLAW: Claw attacks deal the indicated damage plus 1/4 the dragon's damage bonus listed in each chart (DB).

WING: Some lesser dragons can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus 1/2 the dragon's damage bonus listed in each chart (DB).

TAIL SLAP: Some lesser dragons can slap one opponent each round with its tail. A tail slap deals the indicated damage plus the dragon's listed damage bonus (DB).

TAIL SWEEP: This special attack allows a dragon of at least large size to sweep with its tail. The sweep affects a half-circle with a radius of 10 feet from the tail's base. Only creatures 1/2 the size of the dragon are affected. A tail sweep automatically deals the indicated damage plus the dragon's damage bonus. Affected creatures can attempt a dexterity save to take half damage.

GRAPPLING: Lesser dragons do not favor grapple attacks, though their crush attack uses normal grapple rules. A dragon can always use its breath weapon while grappling, as well as its spells and spell-like abilities.

WINDBLAST: While flying, a dragon is able to create a wind blast with its wings that can knock people over and blow small items away. This is generally used to stir up dust, deflect missile weapons, knock out magic users, and the like. Affected creatures of medium size or smaller should make a dexterity check to see if they are knocked prone by the blast. Dwarves and other stout creatures add +4 to their dexterity saves.

CAMOUFLAGE: Some dragons have the ability to camouflage. They use this ability to conceal themselves from others. A successful check means that the dragon is hidden so well as to be almost invisible. All checks are made with a +2 bonus. The dragon can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the dragon suffers a -5 penalty (cumulative with the bonus) to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

If the dragon is being observed, even casually, they cannot hide. If observers are momentarily distracted, though, the dragon can attempt to hide. While the observer averts its attention from the character, the dragon can attempt to get to a hiding place. This

check, however, is at a -10 penalty because the dragon has to move quickly to the hiding place. A dragon cannot hide if there is nothing to hide behind or conceal oneself with.

This ability allows a dragon to move so silently that others cannot hear the movement. The dragon can use this ability both indoors and outdoors. A dragon can move up to one-half its normal speed at no penalty. At more than one-half and up to the dragon's full speed, the dragon suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

Dragons can hide and move silently at the same time.

FRIGHTFUL PRESENCE: Unless otherwise noted, lesser dragons do not gain frightful presence.

IMMUNITIES: All dragons are immune to sleep and paralysis effects.

SPELL RESISTANCE: As lesser dragon's age, they become more resistant to spells and spell-like abilities, as indicated in the tables below.

KEEN SENSES: A dragon sees four times as well as a human in shadowy illumination and twice as well in normal light. They also have darkvision out to 80 feet and the Scent ability. They have superior hearing as well and are able to pinpoint almost any opponent unless the target is magically hidden such as with an invisibility spell.

ECOLOGY

Lesser dragons inhabit most climes. As with all dragons they are immune to most temperature variations, though some prefer warm and some prefer cold climes. Some are adaptable, but most have already developed specialized traits which limit them to certain types of environment, such as the nakal, which finds itself limited to jungle and forest terrain. All of them are meat eaters and either trap their prey or stalk it.

LESSER DRAGONS AND DRAGONS

Dragons are intelligent beasts and have little to do with the lesser drakes for they see them as little more than animals or magical beasts, fit perhaps for eating, but nothing else. The lesser dragon's lineage is so corrupted or ancient and so far removed from the first hatchings that dragons abhor their company.

FAMILIARS & MINIONS

On occasion men or women of valor are able to subdue a dragon and bind it to the master. This is impossible for any adult or mature lesser dragon that does not have some rudimentary intelligence. If it is able to speak one can appeal to its vanity, pride, or fears, but otherwise one cannot. Like any animal however, if captured when they are hatchlings, training lesser dragons is possible and not uncommon. Of course like any wild beast, these wyrms can turn on their masters in a moment.

MONSTERS

DRAGON, BEAKED

NO. ENCOUNTERED: 1

SIZE: Special (see below)

HD: Special (see below)

MOVE: 20 ft., 60 ft. (swim)

AC: Special (see below)

ATTACKS: 2 Claw (1d6), Bite (1d8)

SPECIAL: Breath Weapon, Camouflage, Improved Grab, Powerful Charge, Spell-like Abilities, Spell Resistance

SAVES: P

INT: Special (see below)

ALIGNMENT: Neutral

TYPE: Dragon

TREASURE: Special (see below)

XP: 51+2 | 210+4 | 1,080+7 | 4,450+11

More turtle than lizard the beaked dragon is a wide bodied creature with thick, round overlapping scales across its back and sides. Its tail is long, thick in its beginning, tapering down to a cone shaped point. Its neck, with multiple folds of skin is wide and long as well and ends only where the armored head begins. A full adult can be up to 30 feet long. Fierce beaks cap its narrow jaws. It is able to open its toothless maw extremely wide. Two, large dwarf sized scales crown its head. Short legs give way to long, webbed claws. Two small wings adorn its back, though these are useless for flight, but serve the creature well in the deep sea currents where they often dwell.

Beaked dragons are very heavy creatures, bearing too much weight for their forms. For this reason they prefer to dwell in watery environs, living in swamps, rivers, lakes and upon the world's seas. They are not particularly agile swimmers, but are rather fast. They are able to use their bulk to float or settle in the water and spend a great deal of time doing so. They can hold their breath for over an hour and use this ability to wait for prey to walk near.

They are old creatures, some of the earliest dragons to walk the earth, appearing throughout the legends of the ancients. They are solitary and rarely encountered with other members of their species. Females are born with hundreds of fertile eggs in the wombs, which they lay from time to time.

These beasts possess little more than an animal intelligence, are very aggressive and almost always willing to take a meal. They eat until they are gorged and usually rut around in their kill until the scent of it covers their bodies. They dig very deep dens wherever the ground is solid enough to hold up, even so their dens are constantly collapsing, and the creatures forced to dig their way out again. In these dens they lay their eggs and often drag carcasses back. If there is treasure in them it is usually buried in the mire and filth of the beaked dragon's past meals.

BREATH WEAPON: The beaked dragon has no breath weapon in the traditional sense. However, when the beaked dragon bites its victim it is able to cough up its own stomach acids which immediately soak that part of the victim caught in the creature's beak. Along with the damage of the bite, the victim must make a



successful constitution save (CL 4) or suffer a further 1d8 points of damage per round they are caught. The dragon is not able to do any other attacks while holding a victim.

COMBAT: Beaked dragons generally lie in wait, hidden beneath the water of a lake or stream. Any creature that passes by and the dragon believes it can eat without too much fuss is subject to the beast's sudden charge and a wicked bite. Once the creature bites the prey it drags it back into the water. If suddenly attacked by other creatures it curls up and casts *barkskin* on itself.

POWERFUL CHARGE: A beaked dragon leaps from its concealed position, hoping to surprise its prey with its charge and latch on before it has a chance to escape or defend itself. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single bite attack that inflicts 1d8+2 (for the charge) points of damage on the unfortunate recipient. It can only charge upon creatures within 30 feet.

CAMOUFLAGE: Beaked dragons are able to remain motionless under water for up to an hour, the large scales looking something like bark; they appear as a dead tree in the water. See above for full camouflage ability.

IMPROVED GRAB: The dragon's beak is very powerful. Any target bit by the creature during a charge attack suffers a further 1d8 points of damage per round it is held and also suffers from the breath weapon affects above. Breaking free of the dragon's grip requires a successful strength check (CL equal to it's hit die).

SPELL-LIKE ABILITIES: Three times a day the beaked dragon is able to cast *transmute mud and rock*. It uses this ability to escape, dig dens or to lay traps as it is able to lie for up to an hour in the mud holding its breath. They also have a limited spell resistance, a hallmark of the species' longevity. When attacked or frightened the beaked dragon's scale stiffen, and for a limited 4 melee rounds, act as a *barkskin* spell. All spells and their effects act as if cast by a 5th level druid.

TABLE 7: BEAKED DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	5'	2	12	–	1	9	4
2	15'	4	14	1	1	9	6
3	20'	7	18	2	4	9	9
4	30'	11	20	3	4	10	13

IN AIHRDE

Beaked dragons are common throughout Aihrde, but are a particular nuisance in the Great Soup Marsh in southern Ethrum. There they thrived during the long Winter Dark due to that swamp's proximity to the Eldwood and the Great Oak. They are a plague to the lords of Brindisium as they are forever crossing the Bay of Moridain from their marshy homelands. They do however bring the folk of that southern nation a bit of wealth for the dwarves of Norgorad-Kam prize their eggs as a delicacy. The eggs bring a hefty 10 golden crown apiece in the open market.

DRAGON, CH-CRUP

NO. ENCOUNTERED: 1

SIZE: Special (see below)

HD: Special (see below)

MOVE: 30 ft., 60 ft (swim)

AC: Special (see below)

ATTACKS: 4 claw (1d4), 1 bite (1d12), 1 Coil (see below)

SPECIAL: Breath Weapon, Camouflage, Constriction, Larvae, Spell-like Abilities

SAVES: P, M

INT: Special (see below)

ALIGNMENT: Chaotic Evil

TYPE: Dragon

TREASURE: Special (see below)

XP: 5+1 | 95+3 | 1,080+7 | 2,700+9

The ch-crup, or crup for short, is a large dragon, ranging up to 20 feet in length. The crup have a long, narrow snout filled with row upon row of long razor sharp teeth. Their eyes are huge and bulbous, allowing it to see in complete darkness. Two thin veils of flesh hang from the middle of their lower jaw and are often brightly colored. The crup are able draw breath in and fill these sacks with air. The sacks stretch to enormous sizes. Once released the air passes through the mouth and around the teeth which are long, hollow and tubular. By opening or closing the mouth, moving the tongue and controlling the exhalation the crup is able to create an eerie, soft musical sound. These sacks also allow the creature to travel great distances under water. The creature's body is long and snake like, its six legs short and clawed and its tail long. The creature's scales are small, hardly discernible, and the crup sports a long spiny ridge of thin, hollow spikes along the length of its back and tail. They are able to make these spikes light up with a faint hollow glow. These dragons are darkly colored in blues and blacks or deep greens.

The crup prefer cooler climes and are never encountered in the tropics. They also prefer mountains or forests, places where they can lay in wait, hiding while they call for their prey. They are generally solitary hunters. The crup are asexual creatures and born with small polyps on the roof of their mouths. The polyps are actually small larvae that detach themselves from the crup's mouth during combat and attach themselves to the victim. If they successfully attach to the victim they fill their air sacks and begin the sing song charm immediately dissuading the adult crup from attacking. The adult breaks off the attack and flees. The

larvae poisons the victim eventually causing a coma (see below) at which time it devours the creature, growing quickly as it eats.

The crup cannot fly at all, but move more like a snake does, using their legs to pull and push the long, tenuous body along. They are not fast, but are able to coil up onto themselves and spring forth, attacking any aggressor or prey-animal. They are able swimmers, better in the water in fact than on land. Their air sacks allow them to travel deep into rivers, lakes, and even oceans and they often take up residence on the edges of such bodies of water to hunt their prey. They usually make their dens not far from where they hunt and drag their prey to the dens to eat.

Crup possess a rudimentary intelligence, almost human (see chart below) and have memories of the dragons they once were. They dig deep dens, sometimes in the banks of rivers, with entrances under water, where they keep the baubles they are able to salvage from their kills.

Crup age poorly and their scales and spines begin to fall off which accounts for their reduced armor class as mature dragons.

SPELL-LIKE ABILITIES: Adult (age 3) crup are able to cast minor illusionist spells. They can cast *blur* 1/day, *ghost sound* 3/day, a weak *light* (equal to a candle) from their spines 3/day, and a *phantasmal killer* 1/day.

BREATH WEAPON: Every turn the crup is able to use its air sacks to create a sing song music that acts as a *charm person* or *charm monster* spell. It cannot do this while in combat, it must be still and concentrating, inhale air, and exhale slowly. When it is able to do this any creatures within hearing, roughly 100 feet, must make a successful charisma save or come under the creatures spell. It acts in all respects like the spell of the same name. The dragon casts as a wizard equivalent to its hit dice.

COMBAT: Crup only hunt at night. They use their limited camouflage ability to hide, and once they feel secure they open their mouths wide and casting out with their breath weapon, try to entice a prey animal close. They occasionally light up the spines on the back, briefly from bottom to top, to further entice victims. Once a creature comes within a few yards the



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crup launches out striking with its large mouth and long teeth, hoping to pin the creature in a grasp. It will coil its body around the victim if need be.

CAMOUFLAGE: Crup are able to blend in with dense foliage or dark crevices and the like. It allows them to hide and move silently. See above for full camouflage ability.

CONSTRICTION: A successful coil attack by the crup can lead to a constriction attack. In the round following the successful attack, the victim must make a strength save. If this save fails, the victim is constricted by the crup for 1d6 points of damage per round. A victim can make additional strength saves every round to escape constriction, but escape becomes more difficult as the crup tightens its grip. Strength saves to escape therefore suffer a -2 cumulative penalty for each round after the first that the victim is constricted.

LARVAE: There is a 1 in 5 chance that, upon a successful bite attack, the crup releases a larvae from the roof of its mouth. This larva immediately crawls toward warm flesh, looking for a warm, dark spot, such as the arm pit, leg joint, behind the ear, and lodges itself into the victim. This generally takes 1d4 rounds. These creatures look exactly like the adults but are little more than an eighth of an inch long, about the size of a common tick. The creature bites into the new host, injecting a numbing agent to relieve the victim of pain and the knowledge that something stung it. It clings to the host, emits a tiny sound to warn off the adult's attack, and then proceeds to burrow its head into the creature. It remains on the victim, its head literally burrowed into the skin, eating the flesh for sustenance. The creature's bile is highly toxic and victims begin suffering a mild fever within a day (no save). Victims have their movement rates cut in half. This fever is followed by mild seizures on the second day (no save), one every hour or so. These seizures cause loss of movement and ability for 1d6 rounds after each seizure and extreme headaches that make memorizing spells impossible. Within three days the victim suffers violent seizures that can cause brain damage if untreated (no save). The victim is cast to the ground into throes of pain for up to an hour 1d6 times daily. On the fourth day the victim slips into a coma (constitution save every day until fails, CL 8). At this point the baby crup begins to devour the victim. If the larvae is removed the victim can recover after several weeks but risks suffering major brain damage (constitution save negates, CL 8, roll for each attribute. Failure reduces attribute by half). If at any time before the first two major seizures a *dispel chaos*, *heal*, *holy word*, *neutralize poison* or *remove disease* is cast the crup larvae is killed and the victim suffers no further penalties.

TABLE 8: CH-CRUP DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	1"	1HP	12	-	1	6	-
2	5'	3	13	-	1	9	4
3	15'	7	17	4	1	10	8
4	20'	9	13	8	3	12	10

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IN AIHRDE

Crup dwell in most of the mountains of the northern hemisphere and both the Northern and Southern Ice Shelf. They are very common on the islands of Wodenhole and Gal-land. In the Cradle of the World they are most commonly found in the Salt Flats, the Holmgald, Shadow Mountains and Grundliche Mountains. The dwarves of Grundliche hohle make a great sport out of hunting the creatures for their spines are easy to shape and durable.

DRAGON, FLYING

NO. ENCOUNTERED: 6-18

SIZE: Special (see below)

HD: Special (see below)

MOVE: 20 ft., 80 ft. (fly)

AC: Special (see below)

ATTACKS: 2 Claws (1d4), Bite (1d6), Tail Slap (1d4)

SPECIAL: Breath Weapon, Confusion, Overbear, Poison

SAVES: P

INT: Special (see below)

ALIGNMENT: Chaotic Evil

TYPE: Dragon

TREASURE: Special (see below)

XP: 21+1 | 180+4 | 1,150+8 | 2,700+10

These are small dragons, ranging only a dozen feet in length. They have narrow bodies, two legs and two large wings with a span greater than the length of their bodies. Their feet are long and thin as well, capped by toes more like tendrils with razor sharp claws. Their eyes are always green, wide and more like a cat's than anything else. They test the air with forked tongues and use specially adapted senses to feel the tremor of the earth as it vibrates up the tree stems upon which they make their homes. They are adept fliers and can run with some speed. They have rows of small but sharp teeth in their long snout. Two thin horns rise from their brow, obsidian in color with the tips tinged with an orange-red or red color.

The flying dragon spends the bulk of its life in the tree tops, coming down only to feed. They nest in small pods along thick branches of deciduous trees, sleeping in crooks of limbs and the like. They lay their eggs in the tree and rear their young there. Their pods rarely number more than a score, but sometimes, if an area offers good hunting several pods, up to a dozen, can be located in close proximity of each other. Their scales are small but very sensitive and are able to detect the tell-tale sounds of creatures approaching along the forest floor up to 500 yards away. They use their wings and agile legs to leap from branch to branch, passing through the trees more like primates than flying creatures.

They are skilled hunters, though one good sized meal keeps the creature sated for a week or more. They are often spotted watching, or following prey in the forest, their hollow, vacant stares filled with only a dim glow of intelligence, only a vague curiosity about a possible meal. If they are hungry however, they attack almost any target, no matter the size. Once killed the whole pod settles upon the unfortunate victim and makes a meal out of them. This is the only time a flying dragon comes out of its trees.



The flying dragon is a particularly vicious creature and mean-tempered. Their nascent intelligence allows them enough understanding to realize the harm and damage they can do, and they often revel in it, dragging out the suffering of a kill, watching it die over time.

BREATH WEAPON: Three times a day flying dragons can breathe a gout of sulfuric ash. The ash scorches any metallic equipment it comes into contact with, singes cloth, rope, leather and similar items and burns flesh. Those so struck take 1d4 points of damage. A successful dexterity save reduces damage by half.

CONFUSION: They have little or no magic about them. They are able however to make a tremendous amount of noise and confuse their prey by using their deep guttural voices and croaking incessantly. When a pod of 5 or more is encountered the dragons begin croaking and throwing their voices. It quickly begins to sound as if there are scores of the creatures all over the forest and anyone within hearing is subject to the effects of a confusion spell cast at a level equal to the flying dragon's hit dice (wisdom save negates). Flying dragons are immune to this effect.

COMBAT: The flying dragon is a mean spirited hunter and almost always attacks in groups. When a prey enters their territory they begin croaking to one another in their guttural voices, and continue to do so until the prey begins to look distracted. As soon as the prey becomes vulnerable, or after the duration of the croaking, the flying dragons attack by swooping in and around the prey. One or two of them always go for the legs and rear, pulling at the victim while a third swoops for the head trying to topple the victim over. The whole pod falls upon the victim at that point, initially going to for the legs or wings, to stop the creature from escaping.

OVERBEARING: When three or more flying dragons attack a single opponent they are able to attempt an overbearing attack (see Players Handbook). All standard overbearing rules apply. The three dragons get a single attack, but with a +3 bonus to the die roll. If the attack is successful, the defender is knocked prone for the remainder of the round. The following round, the dragons attack again, this time with a +5 bonus to the die roll. However, the dragons suffer a -2 to their armor class while attempting to overbear.

POISON: On a successful hit with its bite attack the flying dragon injects a poison into the victim. The poison causes 1d8 points of damage and the victim suffers a -1 to all physical attribute checks, to hit rolls and damage rolls for ten minutes. A successful constitution save reduces damage by one-half and negates the -1 penalties.

Ten minutes after the initial poisoning, the poison causes another 1d8 points of damage and renders the victim violently ill unless a successful constitution save to negate the poison's effect is made. If the save is failed, the effects of the poison linger for an additional 1d6 days.

Each day the poison remains the victim must make a constitution save or temporarily lose 1 point of constitution. For every five points of constitution temporarily lost, 1 point is permanently lost. If a victim's constitution is reduced to zero, the victim dies.

TABLE 9: FLYING DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	1'	1	12	—	1	6	—
2	5'	4	14	—	1	6	2
3	8'	8	16	2	1	7	9
4	12'	10	18	4	1	8	12

IN AIHRDE

Flying dragons live throughout the world of Aihrde. They are particularly attracted to regions where faerie dwell, and often develop a symbiotic relationship with the pixies, sprites and the like. Many such bands exist in the Voralberg Mountains and the Detmold and together they hound caravans and the like. Sometimes the sprites use the dragons as mounts.

DRAGON, FRILLED

NO. ENCOUNTERED: 1-6

SIZE: Special (see below)

HD: Special (see below)

MOVE: 60ft., 80 ft. (fly)

AC: Special (see below)

ATTACKS: 2 claws (1d4), tail (1d4), bite (1d6)

SPECIAL: Breath Weapon, Spell Resistance

SAVES: M

INT: Special (see below)

ALIGNMENT: Chaotic Good

TYPE: Dragon

TREASURE: Special (see below)

XP: 17+1 | 34+2 | 150+4 | 975+8

Frilled dragons are long, sinuous drakes, adults ranging up to 20 feet in length. Their tails are almost as long as their bodies and end in two long twin spikes. They have large bluish black scales ranged down their back sides, with broad banded reddish segments on their bellies. Their wings are broad and thin, with a span that equals if not exceeds their body length. The undersides of their wings are blood red, the outer side bluish black. They

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have a long, thin snout with razor sharp teeth, its head crowned with short bony spikes. Behind its jaw line are long webbed spikes that the creature (this like a frilled lizard) which when the creature is agitated open wide and spread out, the connecting skin being a reddish orange with deep red veins throughout. All four legs are the same length, with long claws.

These intelligent beasts travel alone or in pairs, rarely are they found in large groups. They are unique in that they have long been allied with elves, usually living in or around elven communities. Further they have a distinct distaste for most humanoids, hunting them wherever they encounter them. Frilled dragons are highly predatory and very reactionary, attacking threats before they communicate with them.

The frilled dragon dwells mostly in wooded environments, old growth deciduous forests and the like. They lay their eggs in nests of bramble on the ground. They take little precaution in hiding the nest as the female spends the whole of the egg's gestation time nearby. They attack anything, good or evil, that approaches their nest. They are intelligent and highly reasoned.

COMBAT: The creature attacks by rearing back, opening its webbed neck membranes wide and blasting a cloud of toxic gas upon its foes. The membrane serves to make the dragon look much larger than it actually is, though serves no other purpose, defensive or otherwise.

BREATH WEAPON: The frilled dragon has an extremely potent breath weapon. A blast of clear gas engulfs the victim, and any who breathe it in and fail the necessary constitution save suffer the effects. The gas causes the blood to clot and the clots cut

off the blood flow to vital organs which lead to catastrophic damage. It takes 1d6 rounds for the gas to take effect, after that, the clots form and cause 1d6 damage for every hit dice of the dragon. This clotting lasts for an additional causing 1d4 rounds. A *cure disease*, *neutralize poison*, or similar spell cures the victim.

TABLE 10: FRILLED DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	5'	1	15	-	2	13	1
2	10'	2	17	-	2	14	3
3	15'	4	19	1	3	15	5
4	20'	8	21	2	3	16	10

IN AIHRDE

The frilled dragon came to Aihrde not through the gift of Inzae as many of the dragon kin did, but rather through the gates to the Seven Rivers, those lands where the elves first dwelt. This realm the All Fathered fashioned only in his dreams and it came to be when he succumbed to the machinations of the Goblin Lords. When his mind splintered and the gates to these worlds opened, the elves came to Aihrde and with them came the frilled dragons. These dragons have dwelt in harmony with the elves in Aihrde even as they did with in the land of Seven Rivers.

They range far and wide, but are most common in and around the Channel Lakes where the elves built their first elven homes. They have an unusual hatred for orcs and upon sight, or even scent of them, attack with an extreme hatred. Their lives and memory are long and they remember the wars in and around the Marl so many years ago.

In some wild elf lands, the elves use the older frilled dragons as mounts. They are very swift and able.

DRAGON, IAHNEAL

NO. ENCOUNTERED: 1

SIZE: Special (see below)

HD: Special (see below)

MOVE: 40 ft., 60 ft. (fly)

AC: Special (see below)

ATTACKS: 2 claw (1d2), bite (1d8), tail (1d6), and wing (1d4)

SPECIAL: Bewilder, Breath Weapon

SAVES: M

INT: Special (see below)

ALIGNMENT: Lawful Evil

TYPE: Dragon

TREASURE: Special (see below)

XP: 36+2 | 150+4 | 670+7 | 2,775+11

The iahneal dragons are large beasts, more like traditional dragons than most of the lesser wyrms. Their forelegs are shorter than their hind legs, and their bodies squat toward its tail. The tail itself is very long, mounted with small plates that range up the beasts spine to the back of its head. Their scales are a deep, very dark purple color, though the underside is tinted blue. They have broad wings and are able fliers. The wings themselves are blue like the beast's underbelly. They have a long snout with a



barbed horn at the end of the upper jaw that smacks into the lower jaw with a clacking sound when the beast closes its mouth.

These large beasts range throughout the known world. They nest in rocky crags, hills, and abutments, anywhere that they can use stone as their bed. They build their nests as high as they can; mounding stone up until pillars of it surround their den. Here they hoard their treasure, nurse their young and sleep.

Iahneal dragons are very intelligent, calculating beasts. They enjoy watching other creatures suffer and spend a great deal of time torturing them.

COMBAT: In battle the iahneal dragon attacks first by rearing up upon its hind legs and stretching its wings to their full extent. Their wings exude a magical scintillating aura that serves to stun their victims into inaction. As the victim is responding to this attack it launches into a vicious melee combat. Its breath weapon is very limited and it saves this for the victim it chooses to bring back to its den as a trophy or as food for its young.

BEWILDER: The iahneal's wings contain several scintillating color patterns which cause the viewer to become bewildered or mesmerized for 1d6 rounds. If the victim fails a wisdom save they are unable to act, but rather stand idly by. The effect lasts for 1d6 rounds, even if the dragon is not displaying its wings.

BREATH WEAPON: The dragon's breath weapon is a small cone of gas barely 2 or 3 feet wide and 4 feet long. The dragon directs it specifically at one target, attempting to engulf them. The breath weapon acts in all purposes as the *transmute flesh and stone* spell.

TABLE 11: IANEAL DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	5'	2	12	-	1	12	4
2	15'	4	14	1	1	12	6
3	20'	7	18	2	4	12	9
4	30'	11	20	3	4	15	13

IN AIHRDE

These beasts were part of the original clutch of eggs that Inzae brought to the world of Aihrde and gifted the All Father for his gift of trees. The iahneal are much like that grim goddess, evil and intent on destruction. It is said by the learned that they know well the Language of Destruction as imparted by the Dragon God but that they will never reveal it until the time she returns to the maelstrom and unmakes the world. Then the iahneal promise is to join her and bring about the end of all things.

They are worshipped by various cults through Aihrde, an in particular are held in high regard on the Isle of Kaath where the Dragonmen dwell. The beast of course does not return the worship and holds all creatures in disdain, using these cults from time to time to feed their young or garner riches from them.

DRAGON, IRIS

NO. ENCOUNTERED: 1-10

SIZE: Special (see below)

HD: Special (see below)

MOVE: 20ft., 80 ft. (fly)

AC: Special (see below)

ATTACKS: Bite (1d2), Blood Drain (1d2)

SPECIAL: Blood Drain, Breath Weapon, Camouflage, Paralysis

SAVES: M

INT: Special (see below)

ALIGNMENT: Neutral

TYPE: Dragon

TREASURE: Special (see Appendix)

XP: 37+2 | 37+2 | 75+3 | 75+3

The smallest of dragons, the iris wurm is light green in color, thin and lithe. Broad, leaf-like scales cover its long form; its legs shaped like vines, and its head, long and thin is yellow. It has small claws, used to cling to the sides of trees, branches, or rocks. The iris dragon's tail, long and thinning to a small taper, serves a similar purpose. It has razor sharp teeth that deliver a stinging bite, but its real weapon is the dew claw it possesses on each forward claw. This long appendage, several inches longer than its other claws carries potent venom.

The iris dragon is able to camouflage itself extraordinarily well. To the casual viewer the creature looks more like a vine snaking up the side of a tree or rock than a dragon.

It moves slowly as well, using its ability to blend into the environment to hide it from the creature it is stalking. They prey primarily on humans, demi-humans, and humanoids. They feed

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through a tubular protrusion that lies beneath their tongue. When a victim is gassed or paralyzed the dragon settles on them, the tube is driven into the victim and their blood drained.

They dwell in tropic, sub-tropic jungles and temperate deciduous forests. They are very social, pack oriented dragons, and travel in family groups of up to 10. The creature is moderately intelligent, with the older ones able to speak elf, the vulgate, or any other tongue with which it has had long exposure.

COMBAT: The iris dragon takes up residence near water or cave entrances, trails and the like; anywhere that creatures may stop to find food or shelter. They take shelter in the trees and shrubs, disguising themselves as plants. When their prey enters the area, they wait for it to come within range of one of its forefeet; using the claw they attempt to nip the victim. They wait until the paralysis takes effect and then come into feed. If discovered or disturbed the whole pack of them launch in a very aggressive attack on any and all targets in the area.

NOTE: The iris wurm feeds on the paralyzed victim, so long as the victim is alive. If at any time the victim is viewed as dead by the iris wurm it stops eating it. For instance, the monk's ability to feign death would stop the dragon from devouring the character.

BLOOD DRAIN: Whenever an opponent is bitten, the mouth clamps down and the dragon holds on. This hold automatically inflicts 1d2 points of damage from blood drain on each successive round, unless the hold is broken by a successful strength save. The dragon drains blood until it reaches twice its own hit points; it is then sated and stops. For example, if it has 7 hit points it will drink 14 hit points worth of blood

PARALYSIS: The iris dragon's unusually long claw is tipped with potent venom able to cause paralysis in the stoutest individual. Any living creature that is clawed by an iris dragon must make a strength save or be paralyzed. This paralysis lasts 1d6 turns, or until a *remove curse* or *remove paralysis* spell is cast upon the victim.

BREATH WEAPON: The iris dragon breathes a small puff of gaseous spores. These tiny particulates are actually bacterial parasites that attacks the victim's nervous system. Anyone who the dragon breathes upon and fails to make a successful constitution save collapses, shaking as if from seizures. The effect lasts for a number of rounds equal to the dragon's hit dice.

TABLE 12: IRIS DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	1'	2	12	-	1	9	2
2	3'	2	13	-	1	9	2
3	4'	3	14	-	1	9	3
4	7'	3	15	-	1	10	5

IN AIHRDE

The iris dragon is a favorite of wizards and illusionists as they are able to use the wyrms as guardians in and around their towers. In old Aenoch the practice of creating elaborate gardens of walkways, bridges, lawns, beds of flowers, etc. was common amongst the nobles; for a great while the fad of peopling those gardens with the iris wurm allowed the creature to spread into most of the Lands of Ursal and beyond. The creature suffered greatly during the long winter dark and their numbers dwindled.

The people of Aufstrag saw the iris wurm as a delicacy and served the creature with mounds of butter and gravy in their great feasts. To this day the Aenochians are very partial to the iris wurm and the people of New Aenoch have revived the practice of making gardens to house the iris wurm and the small dragon's numbers have increased, if only moderately.

DRAGON, IRS WYRM

NO. ENCOUNTERED: 1-2

SIZE: Special (see below)

HD: Special (see below)

MOVE: 20 ft.

AC: Special (see below)

ATTACKS: Tail (1d8), bite (1d10)

SPECIAL: Fear Aura, Paralyzing Touch

SAVES: P

INT: Special (see below)

ALIGNMENT: Lawful Evil

TYPE: Dragon

TREASURE: Special (see below)

XP: 60+3 | 360+3 | 1,200+9 | 3,600+13

These offspring of the greater iris wyrms are foul wicked beasts that feed upon the hopes and dreams of the unaware. They



often does not act in concert with the creature, swinging randomly or not swinging at all. The lesser irs wurm has no breath weapon.

FEAR AURA: Any creature within 100 feet of an irs wurm is subject to the aura of fear that surrounds the beast. This aura causes feelings of dread, hopelessness, and fear of the unknown to overtake the victim. Those who succumb lose their drive to carry on and often settle into a morose state of inaction. Those creatures within range must make a successful charisma save or suffer the debilitating affects of the aura. At this point the irs wurm begins feeding and the victim loses 1 point of charisma for every melee round they are held by the fear aura. The damage is not permanent

are ugly, squat creatures, with thick bulbous bodies. They look something like a toad, but the pustules that cover their hides constantly seep with poisonous ichors. They are colorless, and almost witless, settling into an area where they begin to feed. Thousands of tiny sharp teeth line their wide mouths; these constantly fall out and grow back. They have thick legs, short webbed toes and almost no claws. Their tail is short and crowned with a knobby growth that they drag behind them unknowingly.

unless the victim reaches a 0 charisma, at which point they become catatonic and require powerful magic, such as a *heal* or *restoration* spell, to rouse them. If the victim remains in the vicinity of the irs wurm, within 24 hours, they waste away to a hollow skin covered skeleton.

The irs wyrms are born of the ichor that seeps from the greater irs wyrms. The hatchlings fall from their parent to sit upon the ground. They are witless, only possessed of a great hunger when born, a need to take what other creatures possess. Many die beneath the crushing bulk of their sire, as it rolls to one side or the other, grinding them to pulp. But some move away, if slowly, leaving the parent without thought or remorse.

PARALYZING STENCH: When a creature comes within 20 feet of a lesser irs wurm they encounter its powerful stench. The victim must make a successful strength save or be immobilized. The victim suffers 1d4 hit points of cold damage regardless of the saving throw's outcome. This paralysis is permanent unless magically countered or dispelled or the wurm is slain.

Flight is beyond them as they have no wings, and no magic to lift them from the dust. They move slowly, hopping from one spot to the next, resting for a while, seeking any prey that they might dine upon. They frequently settle in the cities of men, deep dungeons, or any abode that offers them plenty of food and an easy place to hide.

TABLE 13: IRS WYRM AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	5'	3	9	-	1	4	4
2	15'	6	12	1	1	4	7
3	20'	9	15	2	1	4	10
4	25'	13	18	3	1	4	14

Being immortal an irs wurm never dies, unless slain by someone's heroic actions. Even if they go unfed for eons they live on, dwindling some, but feeding off their own spite. But they cannot grow unless they feed, and when they feed, they can grow to enormous proportions, become greater wyrms in their own right.

IN AIHRDE

COMBAT: The irs wurm is inherently fearful, avoiding direct combat whenever it can. They hide near their prey animals, settling in their stench, burrowing into mounds of their own filth. Once settled they emanate their aura of fear and begin "feeding" upon those who pass near. The creature is very slow in melee combat, always losing initiative. It fights primarily with its tail, turning on its heels to batter something with the massive knob on the end of that appendage, or immobilizing them with its stench. The tail however has a small brain of its own and

The irs wurm's origins lie in the mind of Inzae. When that mother of all dragons settled upon the mountains of Aihrde to bargain with the All Father she laid in a nest of her evil intent. This evil seeped from her and settled in earth. From it came all manner of creatures but one of the greatest and most feared were the irs wyrms. Little more than a cloud of hate in their beginnings, over time they took the shape of creatures they thought were like Inzae. In this they failed, for they looked little more than beastly, puss ridden toads. In the early days the goblins paid homage to them but even they abandoned them in disgust, realizing that they were little more than giant parasites.

The irs is a horrid creature, reviled by all other living things, whether good or evil, lawful or chaotic.

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DRAGON, KURLET (BONED)

NO. ENCOUNTERED: 1

SIZE: Special (see below)

HD: Special (see below)

MOVE: 30ft., (see below) (fly)

AC: Special (see below)

ATTACKS: 2 claws (1d4), tail (1d4), bite (1d8)

SPECIAL: Breath Weapon, Immunity (Weapons, +1), Spell-like Abilities, Spell Resistance

SAVES: P

INT: Special (see below)

ALIGNMENT: Lawful Evil

TYPE: Dragon

TREASURE: Special (see Appendix)

XP: 75+3 | 360+5 | 1,800+9 | 3,975+12

The boned dragon's name is a contrast to its appearance. The beast is a winter dragon, normally only found in northern climates where there is snow or ice year round. It is long, roughly 25 feet when fully grown, but unlike its traditional relatives it is thick, its scales broad, resembling overlapping plates. These plates are super sensitive to the temperature, especially sun light, absorbing as much of it as they can. The beast's long neck ends in a broad, fang filled mouth. Its tail is long as well. Upon the end of its tail are long, strands of hair. This hair ranges up the side of the creature, running its full length, where the back scales meet the under scales, all the way to the head. Here they hang, resembling whiskers, though they do not stand out on the face like a cat, rather they shroud the head from behind. The beast is bone white, hence its name, its eyes a deep blue.

They are solitary creatures that dwell in deep caves, sometimes hollowed from the icy landscape they call home. They hoard

treasure like other wyrms and are clever to understand the world of men. They speak the common tongues of men and dwarves, elves and halflings, orcs and other creatures with which they have come into contact. The boned dragon is immortal.

They are terrible in appearance, filled with a cunning and hatred that they exude. They are unforgiving and very destructive. They are cunning in the hunt, lying for long periods of time under the snow, waiting for prey to pass near. Alternately they take to the high, thin clouds looking for creatures traversing the icy landscape, waiting for them to become exposed on cliff faces, ledges and the like. At which point they swoop in and attempt to knock them from their perch to the ground below.

COMBAT: The boned dragon attacks by rising with a blast of its fetid, cold breath that drains the souls from men. It follows by ferocious attack with claw and fang. It keeps airborne as often as it can, swooping in to dispatch the incapacitated victims from which life has been drained.

IMMUNITY TO WEAPONS: Kurlet dragons are immune to non-magical weapons, including Masterwork weapons. To strike one an enchanted blade with a "to hit" bonus of +1 is required.

SPELL-LIKE ABILITIES: The boned dragon casts *wall of ice* (1/day).

BREATH WEAPON: The boned dragon breathes a blast of frigid air in a cone shape 15 feet long at ages 1 and 2, 20 feet long at age 3, and 30 feet long at age 4. A boned dragon's breath drains the life energy of the victim, whether through pure fear or by draining the victim's psychic force. The breath literally takes years off of the victim's life. Humans and half-orcs age 1d10 years, halflings and half-elves 1d20 years, dwarves and gnomes 2d20 years, and elves 3d20 years.



TABLE 14: KURLET DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	5'	3	12	-	2	8	3
2	10'	5	14	1	3	10	5
3	15	9	18	2	3	12	9
4	25'	12	20	3	3	15	20

IN AIHRDE

For the greatest while, the boned dragon dwelt in the high reaches of the world, in the lands of Engale and northern Aenoch. Some few migrated to the peaks of the Marl or other mountains. Dwelling far from the haunts of man they remained unknown, and little spoken of in the lore of the dragon scholars. But with the coming of the Dark, things changed, suddenly their range opened up and the whole world became their hunting grounds. They spread south and learned the joy of hunting men in the open country. They learned to love the taste of elf flesh and to serve the Dark. The boned dragon became a favorite pet to the Lords of Aufstrag and its population and influence spread across the world of Aihde so that this terror of the frozen wastes became known all to well to the kingdoms of men.

When the Winter failed and the horned god fell from the world into the abyss the boned dragons found their range greatly reduced. But they adapted quickly, retreating to the high mountains and hibernating in the warm months, but awakening in the winter to return to the plains and forests and hunt their favored prey, humans. They remain a terror and the most ardent rangers know that to drive them from the lowlands you must hunt them in their dens and slay them in the mountains.

DRAGON, LIAL

NO. ENCOUNTERED: 1-6

SIZE: Special (see below)

HD: Special (see below)

MOVE: 50 ft., 80 ft. (fly)

AC: Special (see below)

ATTACKS: 2 Claw, front (1d2), 2 Claw, rear (1d4), Tail (1d4), Wings (1d2), Bite (1d8)

SPECIAL: Beguiling, Breath Weapon, Spell-like Abilities

SAVES: M

INT: Special (see below)

ALIGNMENT: Chaotic

TYPE: Dragon

TREASURE: Special (see below)

XP: 17+1 | 70+3 | 480+6 | 1,600+9

Easily one of the most exotic and beautiful dragons, the lial is most noted for its colorful scales and its huge wings, which can span 30 feet when fully grown. The creature walks on two or four legs, the front being noticeably shorter than the rear. Its body is squat and short, crowned by a long neck and thin head and snout. The scales on the snout and back of the neck are long, like spears and pointed. The lial beast raises these high when threatened or excited. The creature's eyes are like many faceted jewels and set high and far back on its brow. The lial's scales



on its body and legs are long, thin, almost feather like; colored in more bright colors with no discernable pattern. The wings consist of similar scales and colors. These make the creature look strange as it sticks out in almost any environment. It has long claws and a wicked toothy snout.

The lial is rare, found only in wide open country such as deserts, savannahs, or prairie. They are normally solitary hunters but occasionally travel in groups of up to 6. If so encountered one or two of them are generally hatchlings. They range over broad territories of hundreds of miles, taking flight and hunting for prey from the air.

They do nest, generally returning each year to the same nest. Sometimes they eat their prey where they kill, at others they bring it back to the nest to devour. They instinctively steal shiny objects and are therefore one of the few lesser dragons who actively gather treasure. Though they do not hoard it so much as dropped or woven into the nest. On occasion these creatures nest in cities where they have learned to use their abilities to confuse and hypnotize crowds of people, stealing one or two of the crowd for dinner.

They favor herd animals for prey; farmers often spot them as they swoop down and single out a lone cow, horse, or pig and drive it further from the herd, or scoop it up and carry it off. They are not averse to hunting other prey and have a dragon cunning that allows them to attempt to mesmerize a victim to make it easier to kill.

COMBAT: The lial spends much of its time in the skies, slowly circling, ever searching for prey. It has keen vision and can spot most movement and creatures both great and small. It is however, a rather delicate dragon, for its body, legs, and neck are thin so it abhors direct attacks. Rather, it swoops down upon its victim, using its breath weapon to confuse or disorient. It then lands, spreading its multicolored wings and dipping its head low, to beguile those who are watching. It uses this attack to further

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cripple the prey's ability to defend itself. It pounces upon the prey, rending it and devouring it. If more than one, it tries to separate one from the group.

BEGUILING: The lial's wings contain a color pattern which causes any viewer, including other lial dragons, to become hypnotized as the spell (constitution save negates). Only creatures in front of the lial are affected and while its wings are extended the lial can make no other attacks

BREATH WEAPON: The lial expels a cloud of clear gas that adheres to anything it comes in contact with. Upon contact with a surface the gas immediately liquefies, appearing as a reddish stain. This stain does not affect items such as armor and clothes, but will burn skin on contact and continues burning the skin for 4+1d4 rounds.

On the first round the skin becomes red and irritated. On the second round the victim suffers a -1 penalty on all "to hit" rolls and attribute checks as the irritation graduates to a burning sensation. On the third round the victim suffers an additional -2 penalty to all "to hit" rolls and attribute checks as tiny black polyps caused by expanding blood vessels appear on the affected area. On the fourth round, the polyps explode, spraying blood and pus. On the fifth and each subsequent round, the victim suffers 1d12 hit points of damage.

Victims are allowed a constitution save each round; a successful roll reduces all effects by half. Delay poison or neutralize poison either temporarily or permanently removes the poison, but leaping into a body of water such as a creek or pond will also remove the poison as the venom is washed off. Note however that pouring water from a flask over the affected area will have no effect.

SPELL-LIKE ABILITIES: The lial is magical and possesses several illusionist abilities. Adult and mature lial are able to cast *blur* 1/day, *dancing lights* 3/day, *hypnotism* 2/day, *hypnotic pattern* 1/day, *hallucinatory terrain* 1/day and *influence* 3/day. Their caster level is the same as their hit dice.

TABLE 15: LIAL DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	5'	1	8	—	1	9	—
2	10'	3	10	—	1	10	—
3	20'	6	12	1	1	12	7
4	30'	9	14	2	1	14	10

IN AIHRDE

The lial beast lives throughout the world of Aihilde. It flourished during the winter dark and expanded its territory and numbers. They are not uncommon. Their scales, thin and flexible, though strong, are highly sought after and bring a good price from craftsmen. A single scale can bring up to 15gp on the market, as craftsmen use them to fashion armor and some weapons. Any such weapon or armor gains a +1 to its to hit or AC values.

DRAGON, LORE DRAKE

NO. ENCOUNTERED: 1

SIZE: Special (see below)

HD: Special (see below)

MOVE: 40 ft., 60 ft. (swim)

AC: Special (see below)

ATTACKS: claw 2d6+3; tail slap 2d6+9, bite 2d8+6;

SPECIAL: Breath Weapon, Crush, Deepvision, Dragon Traits, Immunity (Cold), Legend Lore, Spell-like Abilities, Twilight Vision, Water Breathing

SAVES: P

INT: Special (see below)

ALIGNMENT: Neutral

TYPE: Dragon

TREASURE: Special (see below)

XP: 780+6 | 1,700+8 | 3,900+10 | 5,700+12 | 21,650+20, | 36,950+26 | 54,800+33

Although huge in size, lore drakes are long and sinewy, with small vestigial wings. Their fangs, claws, and tails are still deadly. Not of any uniform color or striation, lore drakes are often mistaken for young dragons of color. As they age, however, the scales of a lore drake begin to grow a crystalline covering, mimicking their most prevalent color. This gives the appearance that they are covered in thousands of tiny, glittering jewels.

Lore Drakes are a rare breed of dragon, most encountered are thousands of years old. The drakes are naturally curious and have the ability to retain history and lore without error. They make places of knowledge their lair, sometimes even making



their home in a place of civilization, such as a dwarven kingdom, a wizard’s tower, or an active temple.

COMBAT: Although the drakes do not typically seek out combat, like any dragon, they are fearsome warriors if they choose to engage.

BREATH WEAPON: The drake’s breathe a cone of sound 50 ft. in length that deals 1d6 points of damage per hit die of the dragon. A successful wisdom save reduces this damage by half.

CRUSH: When attacking, a lore drake can crush and grind any lesser, or equal size creature that it crawls over, dealing 4d6 points of damage; a successful dexterity save reduces this damage to half.

A creature that has not had its turn in combat can opt to not act at all this round, but must move its maximum movement to escape the drake’s crush attack; this reduces damage to zero, but causes the victim to forfeit all actions for the round

COLD IMMUNITIES: The lore drake is immune to all cold-based attacks or effects.

WATER BREATHING: The drake can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

SPELL-LIKE ABILITIES: They can cast *detect thoughts* (3/day), *suggestion* (3/day), *wall of stone* (1/day). The lore drake always casts as an 11th level caster

LEGEND LORE: The drakes retain any history, legend, or rumor told or read without error. They can recount this knowledge with great flair, even detailing each derivation of tale or story they know. This ability functions identically to the legend lore spell, except there is no delay in revealing the information.

TABLE 16: LORE DRAKE DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	4'	6	13	1	1	16	4
2	10'	8	15	2	2	17	8
3	16'	10	17	3	4	18	12
4-6	20'	12	19	4	8	19	16
7-9	30'	15	21	6	12	20	16
10	40'	20	22	8	16	22	18
11	48'	26	23	10	16	25	18x5
12	56'	33	24	10	18	30	18x10

IN AIHRDE

Lore drakes trace their line back to the beginning of the kind, when Inzae gave a clutch of eggs to the All Father and he brought them into the world. They avoided many of the conflagrations of the early years, from the Kinship Wars to the Goblin-Dwarf wars.

The early Kings utilized them as sages and soon after it became common to find these creatures in the holds of the greater lords. These are the closest dragons to the dwarves and the only who have ever befriended them. Some hold that the dwarves themselves bred them but this is not true, for it was never in the hearts of the dwarves to treaty with living things, their desires lay upon the forges and the construction of things.

The lore drakes did not fare well after the fall of the dwarven kingdoms and their numbers dwindled. Traces of them vanished during the Winter Dark years, so much so that many believed they had become extinct. Though in the end, King Dolgan of Grunliche Hohle, Lord of the White Council, rescued one and brought it to the halls of his realm. An elder dragon, he spoke of others of his kind, hidden in the deep recesses of the world.

DRAGON, MAEGLE

NO. ENCOUNTERED: 1-6

SIZE: Special (see below)

HD: Special (see below)

MOVE: 30 ft.

AC: Special (see below)

ATTACKS: 2 Claw (1d4 each), Bite (1d8)

SPECIAL: Breath Weapon, Crush, Disease

SAVES: M

INT: Special (see below)

ALIGNMENT: Chaotic Evil

TYPE: Dragon

TREASURE: Special (see below)

XP: 150+4 | 950+8 | 7,600+16 | 12,550+20

The maegle dragon is a brute of a creature. Thick of body and limb it drags itself along the ground, tearing up vegetation, moving rocks, grinding things beneath it. Its torso is wide, fat beneath the plated scales of its hide. Its legs are short, topped with wickedly thick claws. It has a very wide mouth, with disjointed fangs, that protrude in every direction. Often these fangs grind into the creature’s gums or jaws, bruising the flesh so



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much so that the jaws are always a discolored purple or dark red. It has a broad flat tongue as well. Its thick tail is lined with plate-like apertures that change color when the beast feeds. Normally a deep blue, these turn red when the creature is fed or while its feeding. The creature is a deep yellow-brown color.

The maegle dragon is rather unintelligent, unable to speak any languages or comprehend any. It has no magic using ability and little ability to empathize with any other creature. Its overriding drive is to feed and sleep. When they are famished they are very aggressive, but after a meal they care little for any activity and are almost docile.

When they do feed it is a horrific process. They take their prey into their mouths and through the force of their jaws grind the victims to a pulp. They grip the tattered remains of the tenderized flesh in their mouths where they suck the blood from the morass. It's a sloppy, brutal process. When all the nutrients have been sucked out the mangled corpse is dropped and the beast moves on.

The maegle dragon travels in small packs, usually up to six or so. They lay their eggs in warm vegetation, sand and the like. They leave their young to hatch and fend for themselves. The maegle is found in many climes, but generally warm and hot subtropical or desert environments. They are particularly adapted to swamps and wetlands.

COMBAT: The maegle dragon does not stalk its prey; rather it lies in wait until something passes near. Once something is close it launches its attack, attempting to grab the prey in its jaws and hold it still and crush it. It holds on to its prey, not retreating, nor dropping it even if attacked (see Crush below). It holds and grinds the victim until it can eat it. It is able to blend with its environment fairly well.

CRUSH: Starting the round following a successful bite attack and continuing each round until freed, a victim automatically suffers 1d10 points of damage each round.

They can attempt to break free but this is almost impossible as the maegle dragon doesn't open its mouth, shift its grip or anything else. A successful strength check (CL equal to the dragons HD) must be made to break free. If the dragon suffers 50% of its hit points in damage it spits the victim out; it then uses its breath weapon to defend itself.

DISEASE: Small cuts and abrasions riddle the maegle dragon's mouth, mostly from its own teeth chewing into its gums, but also from the struggles of its victims. These wounds play host to a highly contagious disease that weakens the body's ability to defend itself. Unless a successful constitution save is made, the victim's natural healing is reduced by 75%, and curative spells are reduced by 50%.

For instance, it takes 4 days for the victim to naturally heal one hit point and a *cure light wounds* spell would only cure 1d4 points of damage.

BREATH WEAPON: The maegle is able to cough a gout of acidic breath upon its victims that is really little more than an extension of its disease-ridden mouth. Those caught in the cone of gas and acid suffer the same effects as from the creature's bite. A successful constitution save negates the clouds effects.

TABLE 16: MAEGLE DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	3'	4	17	1	1	3	4
2	6'	8	19	2	1	3	8
3	12'	16	21	3	1	3	16
4	18'	20	23	4	1	3	20

IN AIHRDE

This beast is often associated with Ornduhl the Red God, lord of chaos and evil. Seeing one is believed to be the sign of the red curse, a blight on the viewer who has somehow garnered the attention of the Duke and must suffer his wrath. Slaying the beast is the only way of removing the curse as this cuts the bonds between mortal and immortal.

The Crna Ruk and other assassins often seek out the maegle dragon. They use their saliva as a potent poison that retards people's abilities to heal and makes the assassins job that much easier. For years the Crna Ruk hired and trained rangers to hunt the beasts, subdue or kill them, and extract the poisons from their gums and teeth.

Generally a small vial of the toxin costs between 100gp and 500gp.

DRAGON, MUSK

NO. ENCOUNTERED: 1-8, spawn

SIZE: Special (see below)

HD: Special (see below)

MOVE: 60 ft., swim 30 ft.

AC: Special (see below)

ATTACKS: 2 Claw (1d4), Bite (1d6), Tail (1d4), Wing (1-2)

SPECIAL: Breath Weapon, Camouflage, Poisonous Bite, Spell-like Abilities

SAVES: P

INT: Special (see below)

ALIGNMENT: Chaotic Evil

TYPE: Dragon

TREASURE: Special (see below)

XP: 5+1 | 160+4 | 1,150+8 | 2,700+10

The musk dragon is a long, thin beast, a distant relative of the red dragon. A long tail and head match its snake-like body, so that in the adults the creature is often 30 feet long. It has a long snout and wide jaws, filled with massive fangs. Thick, syrupy musk constantly streams from the beast's mouth, hanging in rope like tendrils to the ground or splattering against its side. Its legs bend toward its body making for an ungainly look, but allow the creature to attain very rapid speeds and allow it to gain purchase



in the tops of trees or upon the sides of cliffs. Its skin is thick and consists of small, indiscernible scales from head to toe. Only around its eyes are the scales a little larger and noticeable. Upon its back are large wings that fold in upon themselves when the creature is not in flight.

The musk wyrm has little intelligence and its eyes reflect this in vacant, hungry stares.

Musk dragons congregate in pods of up to eight. When they breed they spawn, and hundreds of tiny wyrms are forever crawling about until they are devoured by their parents or other predators. These spawn have none of the abilities of their parents, and only gain those abilities upon surviving to become young adults. The surviving spawn, now young adults, either fight their way into an existing pod or travel off to start their own. They are found in most temperate environments, but prefer hot country, jungles, scrub, even deserts.

They are highly territorial, ranging over broad regions, marking trees, rocks and the like with their huge claws. They investigate all trespassers and often attack them. Only the musk goblins are able to live in the shadow of these beasts, and often they are devoured, killed, or maimed by their protectors.

Musk wyrms always hole up in natural caves where there is a water source. The dens are usually very deep in the ground. They hoard treasure like larger dragons, picking over the debris of their feeding to pull back anything that interests them. They do not pile the treasure in any noticeable fashion, but rather drop it wherever they are in the den. There is almost always a grove of bandy willows around their dens, as the sapling of

these peculiar trees can only take root in the droppings of musk dragons. The grove usually hides the den's entrance and serves as a place of refuge for the small breed of symbiotic goblins that dwell with the musk dragons.

They are the most vicious of the miasmal wyrms, filled with an ever driving urge to kill, a remnant or shadow of its larger cousin. They attack in packs or singly, for they are fearless. They fight amongst themselves constantly, the larger or stronger gain the first place at the meal, the warmest place in the sun and so on.

COMBAT: Musk wyrms are vicious creatures and usually begin their attack by rushing a creature from hiding, biting it with its poisonous maw and retreating back. They often appear as if they are just defending their territory or trying to drive an intruder out, but they are in fact waiting for the poison of their bite to infect the wound of the victim and incapacitate them; if pressed they fight like any cornered animal, using its bite, claws, and tail simultaneously. It rarely uses its breath weapon, saving this nasty item if it is forced to flee, hoping the flammable cloud will dissuade any would be pursuers.

BREATH WEAPON: Once a day the musk dragon is able to cough up a cloud of thick, flammable gas. Any creature within a 20 foot radius of the dragon's snout suffers 1d4 points of damage per round they are in the cloud. The cloud is subject to wind currents and the like, but will dissipate in 1d6 rounds regardless of the weather.

A successful constitution save reduces this damage by half. If there are any open flames in the cloud or any open flames enter the cloud before it disperses the cloud will explode, causing a further 1d10 points of damage to any in the area of effect. A successful constitution save reduces this by half as well.

CAMOUFLAGE: Musk dragons can remain motionless in the scrub, sand or brush for days. See above for full camouflage ability.

POISONOUS BITE: A successful attack from a musk wyrm bite exposes the victim to a bacteria-based poison. In addition to the bite damage, the victim must make a constitution saving throw or the poison infects the blood stream. The victim becomes septic within an hour and the victim begins to hyperventilate, losing strength, focus, and control of his actions. After that, unless cured he suffers 1 point of incurable hit point damage every turn until death. During this time the pain causes the victim to suffer a -2 penalty to all actions and checks.

Delay poison will delay the poison's effect, while *remove disease*, *neutralize poison*, *cure critical wounds*, or a more powerful curative spell, will remove it entirely (though not the damage, a *restoration* spell is required to return a victim to full).

SPELL-LIKE ABILITIES: Musk dragons possess inherent magic abilities. They acquire these abilities which they acquire as adult dragons. They can cast *hypnotism* 1/day and *locate object* 3/day. Their caster level is the same as their hit dice.

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TABLE 17: MUSK DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	1'-3'	1	8	–	1	–	–
2	5'	4	12	–	1	8	4
3	15'	8	14	4	1	10	9
4	30'	10	18	8	1	12	10

IN AIHRDE

They dwell throughout the world of Aihhrde, living in the central temperate belt. They are very common in the Cradle of the World around the Luneberg Plains, The Toten Fields, Punj, Rhuneland, Aufstrag and the Red Hills.

The lords of the Winter Dark used them as hunting beasts when they ruled the land not so many years past, breeding them and keeping them as pets and used to hunt elves and other fey. But it was against the halflings that they were used most commonly used against. Many of those folk fled to the Grossewald forests and fought a long, bitter war against the Winter Dark. The dragons hunted them, rooted them out and killed or maimed them with disease.

The halflings became skilled at many tasks, not the least of which was dragon slaying and they counted many musk wurm in their tallies. They developed magical bells (see dragon bells below) to warn them of the approaching wyrms and set ambushes and traps to kill or wound the beast. To this day the wyrms still dwell in those parts.

Though the breeder pens are long since fallen into ruin the dragons themselves thrive in the wild world that is the ruin of the Winter Dark.

DRAGON, NAKAL

NO. ENCOUNTERED: 1, 2-5

SIZE: Special (see below)

HD: Special (see below)

MOVE: 30 ft., 30 ft. (fly), 20 ft. (swim)

AC: Special (see below)

ATTACKS: bite (1d6), 1d2 (tail)

SPECIAL: Infection, Move Silently, Poison Barbs, Rake, Scent, Spell-like Abilities

SAVES: P

INT: Special (see below)

ALIGNMENT: Neutral

TYPE: Dragon

TREASURE: Special (see below)

XP: 21+1 | 47+2 | 95+3 | 190+4

The nakal dragons are small creatures, ranging up to 12 with the tail. They stand more like a bird than a lizard, moving rapidly through the forest on their two, thick hind legs. They have enormous, clawed feet. Their arms are small and used for little more than balance for the thin, membrane that serve as wings and that stretch between their arms and the creature's body. They



range in color from a rusty red to a deep green. Their underbellies are almost always sallow yellow and covered in tiny scales that look more like chips of bark. They have a ridge of spines, each one connected to the one behind with a thin skin laced with thousands of tiny veins. Their snouts are wide and culminate in a beak upon the upper jaw that they use to tear flesh or armor. Their long, narrow tail ends in a bulb upon which rest a host of barbs.

The nakal dragons live in heavy forests or jungles in almost any climate. They are very territorial, marking their territory by dragging their sides against large trees. Their territory ranges up to 15 square miles, depending on the size of the dragon. They only cross out of the territory if food becomes short, or in the case of males, to hunt out an adult female with which to mate. Though often encountered alone, nakal dragons occasionally travel in groups of 2-5. If traveling in a group it is usually a family group of one adult female, one or two hatchlings, and one young adult female. On occasion, males travel in pairs, a young adult attaching itself to the older mature nakal in order to hone its skills as a hunter. Female young adult nakals do the same with a mature female for hunting and nesting. In both instances the young adult constantly challenges the older until it is able to kill it and take over its territory.

They are able to fly only short distances of 100-120 feet. They use their legs to leap and the wings for lift. They are able to cast *fly* three times a day however. They often use this ability if it allows them to get a better vantage on their prey. Their wing span is large, despite their lack of flight ability and allows them to glide great distances if they drop from a precipice or from the tops of tall trees.

The nakal are highly predacious and skilled hunters. They are always on the move, searching for the scent of their prey, generally wild animals, but they are keenly intelligent and

inquisitive and will hunt new prey-animals if that prey-animal should wander into its territory. This of course makes humans, demi-humans and humanoids perfect targets. Once they have picked up a scent they track the creature until they find it. They single out what appears to be the weakest and smallest in the herd and attack it.

COMBAT: Nakal stalk their prey until the creature(s) move into an open area that allows the dragon to use its weak wings to attack by a sudden rush and leap, using their wings to give lift and balance. If the area allows, they leap and cast *fly*, attacking their prey from above, using their weight to drive the victim to the ground. They try to attack from behind or above, leaping onto a creature and biting it in the back or head while raking with their two enormous clawed feet. Once a victim goes down, whether it is dead or alive, the nakal continues to hold on with its beak and rake with its claws, while striking with its barbed tail and lodging small darts in its skin. They secrete a noxious poison that causes massive tissue damage and paralysis. The attack continues until the victim stops moving. They let go only if attacked and they viciously defend their prey as long as it seems feasible.

INFECTION: When a barb is pulled from the tail, a small lump of white tissue comes with it. This tissue is full of bacteria that protect the nakal from its own poison. The bacteria infect the wounded area, rotting the tissue from the inside out. It takes many hours for the tissue to actually rot. The victim has a throbbing pain, and he takes 1 point of damage per hour for eight hours.

After eight hours the skin suddenly collapses to reveal a huge, deep hole several inches wide that often descends all the way to the bone. Discovery of the wound is possible, though not likely, as it looks like a red sore spot until the flesh gives way. *Delay poison* will delay the poison's effect, while *remove disease*, *neutralize poison*, *cure critical wounds*, or a more powerful curative spell, will remove it entirely. Unless healed the effects of the wound remain for 7-12 days (1d6+6), reducing all physical ability checks by -1.

MOVE SILENTLY: The nakal is able to move silently while stalking its prey. This ability allows the dragon to move so silently that others cannot hear the movement. The creature can move up to one-half its normal move without penalty. At more than one-half or up to normal speed the creature suffers a -5 penalty. Once it attacks or charges it cannot move silently.

POISON BARBS: The nakal's tail ends in a lump of hard flesh covered in thousands of tiny, venom filled, barbs. With a successful strike a random number of barbs stick in the victim. These barbs inject venom into the skin which numbs the tissue around the wound for one turn, so the prey often remains unaware of the barb. A successful intelligence check (CL 4) reveals that the skin is numb. One round after being struck, the venom begins acting as a calming agent, suppressing the prey's instincts to flee or fight. Victims who fail a wisdom save immediately cease all actions that would constitute resistance. On the fifth round after being struck, the victim's is paralyzed unless they make a successful wisdom check (CL 6). The paralysis lasts for 24 hours, but the dragon will

have eaten the victim long before then. *Delay poison* will delay the poison's effect, while *remove disease*, *neutralize poison*, *cure critical wounds*, or a more powerful curative spell, will remove it entirely.

RAKE: If a nakal dragon successfully bites, it lodges its beak in the victim. By leaping up and using its wings for balance and lift, the creature is able to make two rake attacks with its hind legs. These attacks have an additional +3 bonus to hit, and inflict 2d4 hit points of damage each.

SPELL-LIKE ABILITIES: For longer distances or to get a better vantage point on their prey they will use their fly ability. The creature casts as an 8th level wizard.

TABLE 18: NAKAL DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	1'	1	8	-	1	6	-
2	5'	2	10	-	1	6	-
3	10'	3	14	2	1	7	-
4	12'+	4	16	4	2	8	-

IN AIHRDE

The nakal dragon lives in most forested environments throughout Aihrde. They are able to withstand extreme temperatures. They prefer old growth forests and are most commonly encountered in Aenochia, Ethrum, Inklu-Naid and Aroyo. In the Cradle of the World they are most commonly found in the Darkenfold, Eldwood and Kellerwald. Many markets sell poisons or toxins derived from the nakal dragon, especially in the sprawling cities of the New Empire or Avignon. The Fontenouq hunt them, and at times, capture hatchlings and train them as guardians.

DRAGON, RING (INETH)

- NO. ENCOUNTERED:** 1
- SIZE:** Special (see below)
- HD:** Special (see below)
- MOVE:** 20ft., 40 ft. (fly)
- AC:** Special (see below)
- ATTACKS:** bite (1d10)
- SPECIAL:** Camouflage, Diminish Attribute
- SAVES:** M
- INT:** Special (see below)
- ALIGNMENT:** Chaotic Evil
- TYPE:** Dragon
- TREASURE:** Special (see below)
- XP:** 15+1 | 29+2 | 29+3 | 60+3

Ring dragons are small fragile looking creatures. A dozen legs, with slender, black clawed feet, line their long, sinuous bodies. With four interlocked wings they are highly mobile and very fast. A long neck tops it all with a slender head and jaws lined with thousands of tiny teeth. The ring dragon ranges in color, depending on the environment.

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The ring dragon is wickedly evil. It stalks its prey and slowly feeds off of it, draining it of its life essence. It is able to do so up to 50 feet away (see below). These dragons are rarely seen, keeping themselves at a distance, drawing the life essence from their victims slowly, over several days time. Often the victims don't even know they are feeding the dragon, assuming that some illness has overtaken them and is wasting them away.

These dragons are very capable stalkers, able to blend with their environment much like a chameleon. Unlike those lizards the ring dragon is able to change the color of his skin in patches. Each portion of its body can reflect the terrain it's in, so that it can lay half in the shade and half in the sun, allowing its body to be both dark and light at the same time. This makes the beast even harder to see and allows it to follow its victims over a great distance, changing as does the terrain.

The ring dragons prefer elf above all things and particularly relish devouring them.

After a ring dragon's victim has died the creature lingers to eat it. Once the victim is alone, buried or not, the ring dragon retrieves the body and devours it, bones, and all.

The ring dragon is highly adaptable, living in almost every clime and terrain. They dwell in small dens but range far from their homes in search of prey. They are never found in pairs but for a very brief period when they mate.

Like all dragons they have a great love of shiny things, so they do keep treasures they find and bring them back to their lair.

COMBAT: The ring dragon stalks its prey, remaining unseen, until the prey goes to sleep. The creature positions itself within 50 feet of the victim, but where the dragon can see the prey, and settles into a trance. Linking with the victim the dragon draws in the poor creature's life essence. It does so slowly, over time. It usually takes 3-4 days to drain the creature. The ring dragon has no breath weapon.

CAMOUFLAGE: A ring dragon can conceal themselves exceptionally well in any environment. When concealed and motionless, they receive a +5 bonus to hide checks, and +10 to surprise checks.

DIMINISH ATTRIBUTE: Whenever the ring dragon is within 50 feet of its victim it is able to feed off of the creature's life force. It must be undisturbed for 1 full round, at which point it enters a trance and begins its feeding process. The victim must make a successful constitution save, or suffer a loss of 1d4 points of constitution. This attack is almost always done while the victim is sleeping. The dragon only attacks once a night, becoming satiated on the creature's life force. It continues to feed until the victim reaches a constitution of 0, at which point the victim is dies.

TABLE 19: INETH DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	1'	1	12	-	1	13	-
2	3'	2	14	1	1	13	1
3	5'	2	14	2	2	14	2
4	5'	3	15	3	2	16	3

IN AIHRDE

Ring dragons owe their origins to a peculiar happenstance. As the learned are aware the Language of Creation is the source of all magic in the world of Aihrde. The Language represents the holy words of the All Father and understanding it and its use is a task that only the most ambitious of wizards and priests pursue, and aside from a precious few, no one is able to grasp. But use of the Language is not uncommon amongst the very powerful, but neither is its misuse. In their attempts to grasp the Language words are twisted, turned upon themselves, or even wholly misspoken. These words are dangerous to the users, but tend to linger in the world as curses and malevolent forces that forever hound the Kingdoms of the world.

The ring dragons come from just such misspoken words. When evil priests, wizards, and their ilk attempt to use the Language and fail, then often the words tumble to the earth like solid things.

These words are powerful curses and they remain dormant, until such time as the world moves them. On rare occasions these dormant curses are touched by the undead, when this happens the curses evolve, springing to life as mimicry of the dragon-goddess Inzae, whom the All Father met upon the Great Empty. These dragons are of course ring dragons, very rare, but deadly.

In Aihrde they are highly prized by wizards of all make, for some believe that they possess tidbits of the All Father, being physical manifestations of his magic, even if misspoken.

DRAGON, SPIKE TAIL (TULMAT)

- NO. ENCOUNTERED:** 1
- SIZE:** Special (see below)
- HD:** Special (see below)
- MOVE:** 30 ft., 80 ft. (fly)
- AC:** Special (see below)
- ATTACKS:** 2 claw (1d6), tail (see below), bite (1d12)
- SPECIAL:** Breath Weapon, Tail Spike (poison)
- SAVES:** M
- INT:** Special (see below)
- ALIGNMENT:** Lawful Neutral
- TYPE:** Dragon
- TREASURE:** Special (see below)
- XP:** 130+4 | 900+8, 3 | 100+12 | 9,200+18

The tulmat, or spike tailed dragon, is a large creature with a body some 20 feet long and a tail and neck of equal length. When fully mature the creature can range up to 70 feet long and have a wing span even longer. They are light green creatures, with a hint of orange in the membranes of their wings. Their eyes are sharp and narrow and sit astride a fang filled snout, the end of which is capped by a bony aperture that looks a little like a horn. Its hind legs are long and thin and it has no forearms. Unusual for dragons, its belly is armored as much as its backside, though its spine is lined with thick plates. Behind its head, long hair-like feathers grow and its tail ends in a knob of small spikes.

The tulmat dragon nests in high mountains, or on occasion in very tall and large trees. They range over a vast swath of country, hunting for prey. They do so by floating on the updrafts, much as does a normal bird of prey, watching for movement. They have extraordinarily good vision and are able to detect even slight movements at great distances. Being intelligent they are also able to discern what exactly they are looking at. They do not shy away from attacking large parties, knowing that their breath weapon is able to kill creatures quickly. They are not vengeful however, and eat only what they need. If during a combat they have immobilized their prey animal and the opportunity to seize it and carry it off presents itself, the tulmat does so, carting the unfortunate victim to its nest to be devoured.

They are solitary creatures and are only seen with others of their own kind when they are mating. At such times they are very aggressive. They give birth to live young, usually during flight. The young quickly adapt to flight or die. They build nests much as do birds from woven branches, sticks, and similar debris. These are usually very tall and deep as they renew them each

year. Here they keep their treasures as the tulmat are particularly inclined to take gems, jewels, magic items, and even gold when the opportunity presents itself.

The tulmat are intelligent, able to speak the Vulgate clearly. They do not think like most other creatures so they often are not able to understand them or get their own points across.

COMBAT: The tulmat hunts its prey from the heavens. It takes flight from its nest, flying in broad circles, searching for its prey. It is discerning. When it chooses its prey it swings wide behind it, keeping very high. Once in position the beast drops into a steep dive, attempting to surprise the prey from behind. Once directly behind and over the victim it breaths a blast of poison gas upon it, swoops up and takes to the air once more, giving the breath weapon time to incapacitate the creature. If it does not seem to be working, it takes a second swoop at them. Once the prey is



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down the dragon swoops in and secures the kill by either carrying it off or landing on it and making sure nothing else claims it. It rarely eats where it has killed, but rather carries the unfortunate victim off to its nest to be devoured.

BREATH WEAPON: A tulmat's breath weapon is a caustic, vaporous gas that once ingested destroys the hemoglobin in the victim's blood. Hemoglobin carries oxygen throughout the body, and without it the victim will die in short order. Victims must make a dexterity save, and if they succeed the gas has no effect. On a failed saving throw, 1d4 rounds after ingesting the gas the victim becomes light-headed and can neither cast spells nor use weapons due to a loss of concentration. After the initial 1 to 4 rounds have passed, the victim can no longer take any action and begins taking damage from the gas. Each round following the initial 1 to 4 rounds, the victim takes 1d4 points of damage per hit die of the dragon from oxygen deprivation. The effects of the gas can be stopped by a ranger's *neutralize poison* or any similar spell or action.

TAIL SPIKE: When the tulmat scores a successful hit with their tail, 1d4 spikes break off the tail and become lodged in the victim's body. The creature only has 12 of these spikes and uses them sparingly, as it takes several days for them to grow back. The spikes are laced with a caustic poison which functions identically to their breath weapon but is weaker in its effects. The initial effects occur after 1d8 rounds, with each spike doing 1d2 points of damage every round thereafter. A successful constitution save negates these effects, as does *neutralize poison* and similar spells or actions.

TABLE 20: TULMAT DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	10'	4	15	1	1	12	4
2	25'	8	16	2	1	12	8
3	40'	12	17	3	1	14	12
4	70'	18	28	4	1	15	18

IN AIHRDE

The tulmat has long haunted the skies of Aihrde. Originating in the deeps of the Zuala jungles as an off shoot of the more powerful green dragons, they spread rapidly into the north so that that they are now common in all climes and regions.

During the long wars between the Dwarves and Goblins, when the kobold peoples first came to Aihrde, they encountered the tulmat before all other creatures. It is said by the learned that the tulmat the kobolds first encountered took pity on the small creatures largely because his belly was full; it is not entirely known why the dragon did not feed upon the kobolds. They lived for a great while in the shadow of one another, working in concert on occasion.

The kobolds tell of a time when a tribe of men pressed their peoples living in the northern mountains. The war dragged

on for several years when the expansion of the men began to threaten the hunting grounds of several of the tulmat. These creatures attacked the men so fiercely that the kobolds came to them with promises of gems and jewels if they would help them drive the men from the plains. This arrangement began a century's long alliance between these dragons and the kobolds. Eventually the dragons allowed the kobolds to ride them, but only with promises of saddles studded with jewels and gems of wondrous beauty. Even today the powerful kobold tribes live near tulmat dragons, feeding them and working with them on their long hunts.

DRAGON, TAGEAN

NO. ENCOUNTERED: 1-6

SIZE: Special (see below)

HD: Special (see below)

MOVE: 50 ft., 80 ft. (fly)

AC: Special (see below)

ATTACKS: 2 Claws (1d2), Tail (1d4), Bite (1d8)

SPECIAL: Acid Secretion, Breath Weapon, Rend, Spell-like Abilities

SAVES: P

INT: Special (see below)

ALIGNMENT: Neutral Good

TYPE: Dragon

TREASURE: Special (see below)

XP: 21+1 | 180+4 | 360+5 | 540+6

The tagean is a long, thin light blue or green dragon. It ranges up to 30 feet including its tail, but this appendage is always half its body length, shaped as it like a broad leaf. The creature has long legs, clawed and webbed feet, but a short, thick neck. Its head is armored better than its body and its short snout is filled with scores of razor sharp teeth. It has wings, thin and wide that are able to fold in upon the creature's back, blending in with the creature's long thin scales. The tagean wyrm spends much of its



time in water and suffers predation from giant sharks and other creatures, so it has developed thick, long segmented scales for protection. Only on the narrow chest area is the pattern broken, as one large, almost perfectly round scale exists. In an adult this scale can be three feet in diameter.

This rare creature is found only near warm ocean water where it spends a good deal of its life, hunting and for safety. The creature is largely benign, but can be very dangerous as it will eat anything. They come onto land frequently, both to hunt and nest. When they are on land they secrete a thick residue to coat their scaly hide. Acidic in nature, it at first burns whatever it comes into contact with, but eventually hardens into a thick, almost unbreakable shell. They roam in groups of 1-6 and work in tandem to hunt prey. They do this by dividing spreading out and driving the prey-animal into the nesting area where they fall upon it and rend it to pieces.

They possess some intelligence, and are able to speak a rudimentary form of the vulgate and use some limited magics. They do not normally attack humans, elves and the like, but will do so in defense. If properly induced in payments of food, etc they offer their help.

COMBAT: The tagean wrym is not aggressive and generally only attacks when it is hunting or threatened. It is able to assess most encounters and tries to flee from anything it deems too threatening, usually heading for the open water via flight. When cornered or hunting though the creature attacks with a mad rush, raising up on its hind legs to grasp its victim. Using its broad tail for balance it leaps upon the victim and rends it with its hind legs. It continues pressing down using its ability to secrete acid to wound or kill its enemy.

ACID SECRETION: When a tagean wrym is out of the water it secretes a chemical with a substance like tar, with the properties of acid. This acid is extremely hot and burns whatever it comes into contact with, soaking into it and scarring it. Anything so coated suffers 3d6 points of damage so long as the dragon is on them and for 1d4 rounds afterwards. A successful constitution save reduces the damage by half.

BREATH WEAPON: The tagean wrym has a very weak breath weapon. Three times each day it is able to cough up a thick cloud of gaseous material which obscures any but magical vision. It uses the cloud to shield its escape.

REND: An opponent held in a tagean wrym's grip suffers a series of rakes and bites, as the dragon's claws and teeth slash and bite the victim. The unfortunate victim of this rending automatically takes damage from all of the tagean wrym's attacks. No saving throw can reduce the damage, nor is the wrym required to make an attack roll.

SPELL-LIKE ABILITIES: At will, the tagean can heat metal. To use this ability they must concentrate on an object they are laying on or grasping. Three times per day they may cast water breathing on themselves. Both abilities are cast as if the tagean was a druid of a level equal to the dragon's hit dice.

TABLE 21: TAGEAN DRAGON AGE

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	4'	1	15	-	1	10	-
2	8'	4	16	-	1	10	-
3	15'	5	18	-	1	11	6
4	30'	6	20	1	3	12	8

IN AIHRDE

This dragon is a very rare creature and found almost exclusively along the coasts of the Straights of Ursal and the Sea of Shenal. Men more commonly encounter them in the Gelderland and the wilds of Aenochain Valley than near any civilized land. The Men of Tagea prize the beasts and never kill them for they have learned to harvest the trees that the tagean dragon despoils. For when the beast climbs onto trees, hunting or taking the sun, its secretions burn and harden the trees they use. Many smiths value these husks as they harvest, shape, and hone them into battle spears (see magic items). Further, the chest scale serves as a light weight, indestructible shield. The men of Tagea honor the beast and build temples in its honor; these dot the surrounding islands. Killing one is tantamount to an act of war from the men of Tagea, so holy has the beast become.

DRAGON, UNK

NO. ENCOUNTERED: 1, 1-12

SIZE: Special (see below)

HD: Special (see below)

MOVE: 20 ft., 10 ft. (swim)

AC: Special (see below)

ATTACKS: 2 claw (1d4), bite (1d8)

SPECIAL: Breath Weapons, Camouflage, Spell-like Abilities

SAVES: P

INT: Special (see below)

ALIGNMENT: Neutral Evil

TYPE: Dragon

TREASURE: Special (see below)

XP: 17+1 | 37+2 | 150+4 | 1,025+8

Unk are virtually wingless, long legged dragons with wide torsos, broad mouths, and stubby tails. Their scaly skin is thick and hangs from their body in multiple folds. The scales themselves are long and pointed, interrupted by thick black spikes sprinkled across the creatures back and legs. These pointed scales cover even its underbelly. The Unk averages about 15 feet in length, including their tail. At their broadest point they are about 4-5 feet wide. Their heads are as large as their torsos, covered in small, bony knobs. However, jutting from the back of their skulls are long, thick, cone shaped spikes that serve as armor for the soft tissue of their upper backs and neck. Beyond this soft tissue they range in color from mottled grey to deep green.

Unk are solitary hunters and encountered with other unk dragons when they are breeding. At such times the male secretes a very powerful musk from glands on the back of the neck. The

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musk drives both males and females into a frenzy and they will attack almost anything they come across. Females are attracted to the musk and will travel great distances to find its source. In such times it is not uncommon to encounter a dozen or more in one area. If encountered during musk (1-20 chance) the dragons gain a +4 to all attacks and saves.

The Unk are voracious feeders and after they exhaust the food supply in one area they move to another. For this reason they are encountered almost everywhere. Their ability to camouflage themselves allows them to change colors and blend in with the new environment. They are stationary hunters as well. They are not able to move quickly so they hide themselves and wait for a target of opportunity to pass by.

Unk live in almost any climate and any terrain. They prefer rocky, scrub, forest or desert terrain where they are able to take greater advantage of the environment and use their camouflage abilities. They are competent, if slow swimmers and are able to use the thin membrane that stretches between their forelegs and torsos to float or glide at sea. Sailors have reported sighting these strange horned dragons bobbing in the deep oceans.

COMBAT: The unk uses its ability to camouflage itself to lie in wait for its prey to pass by. When a prey-animal passes the unk uses its breath weapon to launch a thick wad of poisonous saliva at the victim. As soon as the victim succumbs to the toxins, the unk emerges from hiding and devours it. When attacked it relies on its natural armor, the rolls of skin, pointed scales and spikes, to protect it while it drags the prey to a location wherein it can eat.

BREATH WEAPON: The unk is forever vomiting up pieces of its most recent kills and rolling them around in its mouth, allowing its acidic saliva to dissolve the material into a thick pasty substance and using its forked tongue to roll the substance into stringy balls of slop. The slop is a horrid concoction of toxic poison. Once per day the unk is able to spit a glob of this poisonous material up to 40 feet in an area of about 5 square feet. The sticky vomit smells atrocious. The victim and anyone within 10 feet must make a successful constitution save (CL 4), or suffer nausea for 1d4 rounds and a -1 from all attacks and ability saves for the duration. A victim covered in the spit suffers 1d4 points of damage per hit die the dragon possesses each round unless a successful dexterity save is made. A successful dexterity save reduces this damage by half.

CAMOUFLAGE: Unk are able to blend in with any environment. They do this by using a minor illusion ability to twist the surrounding foliage, rock, etc into shadows and color their spines and scales to resemble the natural area. See above for full camouflage ability with the following adjustments: when concealing themselves, they have a +4 bonus to hide checks, and a +4 bonus to surprise rolls. They gain a similar bonus on any move silently checks.

SPELL-LIKE ABILITIES: They can cast, once per day the following spells as a 5th level illusionist: *ghost sound*, *daze*, and *hallucinatory terrain*.

TABLE 22: UNK DRAGON AGE

AGE	SIZE	HD	AC*	DB	SR	INT	TR
1	2'	1	12	–	1	6	–
2	5'	2	14	–	1	6	2
3	8'	4	18	1	1	6	4
4	15'	8	22	2	2	6	6

* All unk wyrms have a vulnerable spot behind their head where their musk glands are located. This spot is hard to get at for the protective spikes on the head cover it, but only has an AC of 5.

IN AIHRDE

When Inzae gave the clutch of eggs to the All Father there were many dragons kept therein, some great, some not so. The unk was one of those breeds that was runt and garnished little attention from the All Father. Though they are one of the most ancient breeds in Aihrde, many do not recognize them as true dragons. Only the dwarves, and some of the wise, understand their habits and history. The eldritch goblins used them from time to time as mounts and were able to take advantage of their acidic vomit to concoct poisons and other toxins. They also fashioned many shields and armors from their scales and heads. They live throughout Aihrde except in the Great Northern Shelf and Great Southern Ice Shelf.

DREAM WARRIOR

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 10 (d10)

MOVE: 30 ft., 40 ft. (fly)

AC: 22

ATTACKS: By Weapon

SPECIAL: Dreaming Mist, ESP, Fear, Mist Form, Twilight Vision

SAVES: P, M

INT: High

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: 2100+10

XP: 2,425+11

Dream warriors appear as swirling columns of white mist, having no corporeal bodies of which to speak. In this form, they are hard to distinguish from smoke or fog, but as they engage in

combat they take on more corporeal forms. They assume the shapes of knights and warriors, with armaments and weapons. They often scry their victims briefly, pulling memories from their subconscious and casting themselves in the images of those memories. They twist these memories into horrible apparitions, pained and sorrowful. In this way they confront their victims with someone they thought long dead or gone and made to believe they suffer woefully in the great beyond. However, dream warriors can never assume real shapes and there are always tendrils of mist coiling about them.

Dream warriors do not bleed, nor can they have limbs chopped off or the like. Nor can they drop their weapons, slip, or fall. They are creatures of mist and fragments of a mad god's musings. They are, however, real and they can slay and cause damage as with any other creature. Those weary in spirit or troubled in mind attract the dream warriors. There are, in fact, many of these creatures, and they linger on the edges of civilization, or in forgotten places where men once dwelt, latent and powerless. When encountered, their victims give their malice shape and form and they manifest and attack those nearest.

COMBAT: Dream warriors use any variety of weapons in combat, preferring swords, axes, and lances. They can fight two handed as if they have 17 dexterity. If using one weapon, the weapon acts as a +2 magic weapon on both to hit and damage. If using two weapons, the bonus decreases to +1 for each weapon. They are not particularly clever or crafty in battle, and in all respects, battle as fighters.

DREAMING MIST: Dream warriors use this ability to trap their prey. Dreaming mist plays upon the victim's own desires, creating minor illusions of them. The illusions react upon the opponent's



weaknesses and needs: food and water, or gold for example. In all respects the spells works as a *confusion* spell.

ESP: The dream warrior uses this ability to determine the shape of its corporeal form as well as determine the illusions generated by its dreaming mist. It can instantly read the latent memories and thoughts of any being within 100 feet of its location, but can only do this while in mist shape. The target however can detect that a hostile mind is reading theirs with a successful intelligence check. Even if the check is successful the dream warrior can still read the target's thoughts unless extraordinary measures are taken to counteract this ability, such as a false vision spell.

FEAR: They can cast *fear* as 10th level wizard (3/day).

MIST FORM: A dream warrior is incorporeal most of the time; however, three times a day, at will, the dream warrior may assume a more corporal form. It takes up to four rounds to alter its shape. A dream warrior may move 40 ft. in its mist form. The ability is otherwise similar to a *gaseous form spell*. This shape almost always takes on the form of someone close to the one they are fighting. This often disconcerts their foes and unless a successful charisma save is made they suffer a -2 to all attacks, attribute checks (made against the dream warrior), and damage rolls.

IN AIHRDE

When Unklar discovered the Dreaming Sea and became aware of Saint Luther's presence, there he cast himself upon that wild expanse and fashioned warriors from his own dreaming. Saint Luther called them "slivers of Unklar's imagining," and they traveled the dreamscape hunting the paladin. Saint Luther and the dream warriors battled on many occasions. While the paladin proved too strong for them, the dream warriors gained some of his powers and came to understand him better.

The warriors have since scattered across the far and wide expanse of the Dreaming Sea, haunting only the unwary. Having gained some of Luther's power, they can affect another's dreams. They haunt the prime material world, occasionally enticing people onto the Dreaming Sea and then destroying them or upon a rare occasion taking advantage of a powerful victim and coming to the world of Aihrde itself, where they stalk the unwary and feed upon them.

Though not entirely conscious, they have, since the Horned God's fall, become aware of their existence and this has emboldened them. They have come to hate all living things, for they know themselves as figments of the Horned God's imaginings and remnants of his evil will. Their malice is palatable to those sensitive to such things.

Their weapon of choice is fashioned from the Dreamscape, when the creature alters itself from its mist form. Any victim, other than a Confessor Knight or resident of the Dreaming Sea, struck by such a weapon is plagued with nightmares and sleepless nights. A *remove curse* can cure this ailment. Otherwise they suffer from constant exhaustion; their constitution is reduced by 1 point each month that passes.

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DWARF

NO. ENCOUNTERED: 1-10,000

SIZE: Small

HD: 2(d8)

MOVE: 20 ft.

AC: 10 (by Armor)

ATTACKS: Weapon (by weapon)

SPECIAL: Dwarf Traits, Deepvision 120ft.

SAVES: P

INT: Average

ALIGNMENT: Any

TYPE: Humanoid

TREASURE: 1 per

XP: 15+3

The stout, thick limbed, barrel chested dwarves are very physical. Their powers over the earth and the shaping of living stone and metal are diverse. Their hair is long, as are their beards, the latter of which they take meticulous care, combing them and braiding them with bands of iron and gold. There are many branches of the dwarven folk, but the two greatest are the Gorthurag and Grausumhart dwarves. Those of Gorthurag tunnel deep and stand a few inches shorter than other dwarves; they generally have dark or gray hair. Those of Grausumhart wander further and longer overland, and their hair is light or red in color with eyes of blue and they are slightly taller. All dwarves favor iron

for it is pure and unmingled with other metals. Dwarves do not generally favor bright, colorful clothing, preferring the deep colors of the earth: greens, reds, browns, and the like.

They delight in all crafts, prizing the cultural wealth of items made by hand above hoarded gold. They love weapons of war as much as toys. Dwarves scorn those who hoard wealth, but marvel when displayed function is beautifully displayed. They work for delight, loving labor most of all things but one. War is their greatest joy, for upon the battlefield lies the greatest test, both in spirit and sinew; but also in craftsmanship, for the field of battle tests their labors. They put forth their greatest energies in crafting weaponry and armor, stocking their great homes with all manner of these devices.

Dwarves possess unsurpassed skills in crafting stone into walls, tunnels, fortifications, and such structures. Early in their history, they learned the language of creation, and they lay this magic in the stone they craft. Any structures built by dwarves possess defensive magic, which protects it from the fires of sorcery and the ravages of time.

COMBAT: They wear chain and plate in battle, carrying axes, maces, and polearms. They fight in unison, but do not organize themselves in tactical units, rather fighting as a mass of like-minded soldiers. Bands fight together, usually clans, but they



prize the individual over all things. They follow well-known battle captains and look to heroes in their ranks.

DETERMINE DEPTH AND DIRECTION: The world beneath mountains and in the deeps of the earth is the natural home of dwarves. Dwarves can sense their approximate depth underground as naturally as a human can sense which way is up. The dwarf can also determine direction underground as easily.

ENMITY (GOBLINS/ORCS): Endless wars against goblins and orcs have created an undying hatred for those creatures. When in combat against either this fury gives dwarves a +1 bonus "to hit" these creatures. Their natural animosity makes dealing with these races almost impossible, so that dwarves suffer a -4 to charisma checks when interacting with half-orcs, orcs and goblins.

DEFENSIVE EXPERTISE (GIANTS/OGRES): Long regarded as a food source by many giants, dwarves have developed expertise in fighting them. Combined with their small size, this tactical expertise allows dwarves to offer resistance to the powerful giants. When fighting giants or ogres, dwarves receive a +4 bonus to armor class.

RESISTANT TO ARCANES MAGIC: Dwarves are particularly resistant to arcane magic. They receive a +3 bonus to all saving throws against arcane spells and spell-like effects.

RESISTANT TO FEAR: Dwarven loyalty, duty, stubbornness, and honor lends them courage where other races might falter. Dwarves receive a +2 bonus to all saving throws against fear.

RESISTANT TO POISONS: Dwarves are imbued with great constitutional fortitude. Poisons that might fell a normal human are less likely to affect a dwarf. Dwarves receive a +2 bonus to all poison saving throws.

STONECRAFT: Dwarves spend much of their lives carving halls, castles and underground fortresses out of solid rock, so they possess an extensive knowledge of stoneworking and construction. They possess almost a sixth sense in this regard. This gives them various bonuses and abilities. Dwarves are capable of spotting unusual or unique stonework features. These features include new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings, or secret and/or concealed doorways constructed of or disguised as stone.

IN AIHRDE

The dwarves of Aihrde are the oldest of all races, the first of the All Father's peoples to know him. They are the fathers of the giants and of men and of a myriad of other races whose people have passed from history or whose lives are spent in obscurity. The All Father loved them, and they held him in great reverence; with wills like iron and stone, they did not fear him, nor love him as their creator.

Their early fathers harkened to him, listening to what he would teach, but soon their fierce love of freedom pulled them away

from the All Father, and they set to the many tasks for which their hearts yearned. For his part, the All Father left the dwarves to their own devices, for they seemed content to make the world as they would have it.

The early dwarves wandered far and wide, and their many clans separated. Some took to the mountains, for they stood tall and found more comfortable lodgings upon the roofs of these worlds; these were the greater dwarves, and they were after called giants, and their peoples became many and varied. Some others wandered into the north, settling in the cold regions of the world; there were 13 tribes of these, and they were after called men.

Others, the true dwarves, took to tunneling beneath the earth, and their hearts always lingered in the cold and the dark.

The history of the dwarves is long and its tale crosses all the other peoples of Aihrde; from them came the goblins and the long wars with the Red Duke.



ELDRITCH GOBLINS

NO. ENCOUNTERED: 1

SIZE: Small

HD: 1 (d10)

MOVE: 20 ft.

AC: 24

ATTACKS: By weapon, (see below)

SPECIAL: Darkvision 60ft., Mounted Combat, Silence, Spell-like Abilities

SAVES: M

INT: Supra-Genius

ALIGNMENT: Neutral Evil

TYPE: Humanoid

TREASURE: Special

XP: 9+1*

*Base value. See below.

Eldritch goblins are immortal, yet this immortality does not prevent them from being slain in combat. They take a variety of shapes and forms, though all are goblinessque in nature. Some are taller than normal goblins, others smaller, so much so that they are only a foot or so high. Their features are akin to an old knotted black-jack oak, twisted, and wrinkled like dried bark. This is representative of their age, the older the goblin the more knotted and thick his skin. Younger eldritch goblins, - those only several centuries old - still possess something of the smooth, stretched skin of their lesser kindred. Of course, some of the elders are possessed of luminescent beauty, a reflection of their magical quality (see below). Eldritch goblins have a great love of things, and they are always carrying them around, often tied to their persons, articles that they have come across in their adventures, articles they found interesting such as a beaded

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glass jar, a box of peculiar workmanship, a bone, etc. They are also fond of jewelry and wear ear, finger, and toe rings, bracelets, arm bands, and the like. In clothing, they are as varied as any species, some preferring colors bright and glaring, others armor, still others, drab cloaks or rags.

Eldritch goblins belong to any of the greater goblin communities, though they stand apart from vast hordes and often travel alone. Some rule their lesser kin; others live amongst them as strangers, revered as god-like figures. But few of the eldritch goblins work in concert with each other as their purposes are different. Some few, however, develop friendships with their eldritch brethren and spend lives in adventure. If encountering more than a dozen, it is very rare and usually an indication that something huge is happening in the goblin communities; war, or the like.

They are fluent in all human, demi-human, and most other humanoid languages, having keen intelligence and long lives to learn them. They revel in the history of their being and judge one another by their deeds and accomplishments, battle honors not the least. They are not averse to traveling with any of the other races, carrying no particular hatred for other creatures, secure in their own lifeless superiority.

COMBAT: Eldritch goblins utilize the same tactics as their lesser brethren, but they are even more vile and wicked in doing so. Unlike lesser goblins, eldritch goblins can match strategy with any dwarf, and they are not cowardly. They are more than willing to sacrifice any number of other goblins, orcs, or any other creatures in their service to gain a victory. Being immortal creatures, they have complete disdain for the lives of other beings.

SPELL-LIKE ABILITIES: Within the community of eldritch goblins, there are lesser and greater varieties. Each eldritch goblin's ability is entirely up to the Castle Keeper, and the Castle Keeper will need to adjust the creature's XP accordingly from the base value given above. The Castle Keeper selects one ability for the lesser eldritch goblins from any one of the following categories: spells of 1st-5th level, class abilities such as the barbarian's primeval will, or a normal magic item, such as a cube of frost resistance. For greater eldritch goblins the Castle Keeper selects one ability from any one of the following categories: spells of 6th-9th level, special abilities of a monster such as the burn ability of the maukling, an artifact or relic such as the dragon teeth of frafnog, or any unique ability the Castle Keeper can think of.

Note: For quick and low-level encounters, Castle Keepers should generate eldritch goblin abilities by randomly rolling for or picking lower-level spells and skills, or the powers of minor magic items. Mid-level encounters, and encounters intended to generate story hooks and plots require more careful planning by the Castle Keeper and should be predetermined and worked into the adventure's story. For high-level encounters, especially those involving the elite eldritch goblin leaders, the Castle Keeper should create abilities comparable to the following examples: invulnerability to all weapons; can only be killed by a singular attack type; extremely high spell resistance; or polymorph at will.

Indeed, the most evil and powerful eldritch goblins can prove to be the most deadly antagonists in the lands, possessing a unique power bordering on god-like proportions.

MOUNTED COMBAT: This ability functions identically to the horsemanship ability of the knight (see *Players Handbook*) but with the following changes. Eldritch goblins use this ability with worgs rather than horses, and use spears when charging rather than lances.

SILENCE: Eldritch goblins are able to move silently, despite any accoutrements they carry or wear. This ability acts the same as the spell *silence*. However, the duration is permanent for as long the goblin wishes to be moving quietly and it does not have a radius affecting the goblin and the equipment he/she is carrying.

IN AIHRDE

The eldritch goblins were the first of the dwarves corrupted by Ornduhl in ancient times. He twisted them and made them hate their Dwarven brethren. He taught them a vile sorcery, and in time, they became deformed. Also, the eldritch goblins saw into Ornduhl's memory, and there they found the secret of immortality and other dark powers. Some are evil and vicious, ever seeking to begin again the great wars between dwarf and goblin. But many have discarded the corruption of the Red God and live now to further their own means; even evil deeds lose relevance after thousands of years. Many tales relate of the friendship between Dolgan King, Lord of Grundluche Hohle and Agmor the Goblin.

For their part, the goblins worship the eldritch goblins, following their lead in every course.

Eldritch Goblins cannot spawn their own kind without a queen. Instead, a mating of eldritch goblins results in a typical goblin. Only a queen lays eggs from whence eldritch goblins hatch. These are rare, usually 1 in thousands.

ELETHU

NO. ENCOUNTERED: 1-4

SIZE: L

HD: 8(d10)

MOVE: 40 ft.

AC: 20

ATTACKS: Slam (1d10)

SPECIAL: Engulf, Immunity (Cold & Electricity), Lightning Strike, Polymorph Other

SAVES:

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Elemental

TREASURE: 10

XP: 900+8

The elethu are millions of strands of light, bound together by a powerful conscious. These creatures appear as beautiful women, with long hair, often reaching to their waist or beyond. Their

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skin is a silvery color as is their hair. The hair itself morphs into a very long gown that trails behind the creature or levitates around it. They do not walk as much as float over the ground. When angered, their form changes, shifting into something that far more resembles a living cloak than that of a woman.

The elethu love water and seek it out whenever they can. They often build their dens beneath the water or at least in caves and hidden grottos. They are solitary creatures, and do not readily seek anyone's company. They do not speak any language known to man, magical or otherwise. They see most living creatures as disturbances only and have little if anything to do with them.

The best way to elicit a response from an elethu is to enter its den with any light source, natural or magical. The sight of this enrages them and they attack whoever bears the torch, lantern, or magical flame. Spell effects such as from *faerie fire* and *light* can garner this response. Normal magical swords that emanate a muted light do not.

COMBAT: When enraged, elethus shed their female forms, shifting into a billowing curtain of light. They use their lightning strike to kill whoever angers them, usually the torch bearer.

IMMUNITY: The elethu are immune to all cold or lightning base attacks.

ENGULF: If the elethu moves over an opponent, they engulf them. On a successful dexterity save, an opponent avoids the elethu as she moves forward; failure means the elethu engulfs the victim. Engulfed creatures automatically suffer the risk of being polymorphed (see below).

LIGHTNING STRIKE: Five times daily the elethu can cast a *lightning bolt*. It acts as the spell of the same name. Unless the victim makes a successful save, the lightning strike does 6d8 points of damage.

POLYMORPH OTHER: The elethu attempts to polymorph any creature that it engulfs. A successful wisdom save negates the attack. A failed wisdom save means the victim is polymorphed into a faint light, reminiscent of moonlight. The spell acts in all respects as the spell *polymorph other*. If the elethu fails to polymorph the victim it "casts it out" and the victim is no longer engulfed.

IN AIHRDE

When the All Father fashioned Ea-Raena he made her in the shape of a great curtain. She covered the heavens in her glory and lit the skies with a pale light. Later, he tired of this and he bound the curtain into a ball and thus the moon was born. But when the All Father took the strands of the curtain to bind the moon into her shape, some of those strands fell to earth, unspent, and unspoiled. They took on a life of their own and when the sun was created they fled across the world to take refuge in dark corners of dungeons, caves and the like.

They are bitter at the coming of the sun and do not like any who bear its likeness or worship it. They frequently come out at night and wander the landscape, remembering the world before the light of day spoiled its beauty.

ELF BANE

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 12 (d10)

MOVE: 30ft.

AC: 20

ATTACKS: 1 horn (2d12) or 2 stomp (1d8)

SPECIAL: Powerful Charge, Scent, SR 5, Trample

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: n/a

XP: 3,325+12

These four-legged beasts are huge, with thick torsos, broad slopping foreheads, and wide mouths. Their bellies sag, dragging the ground at times, leaving behind them a foul residue and stench. A great horn, sometimes two, juts from the creature's brow, ending in a razor point. Their squat legs end in fingers, thick and clawed, which allow them to traverse even the most difficult terrain. Their skin is in layered rolls of armored plate, one overlapping the other. Their nostrils are broad and deep, running the length of their heads. These they use to suck out the spirits from the fallen elves or fey who they trample to death. Scars, old wounds, nicks, and gashes cover them; often they have the hafts of weapons stuck in their thick hides, broken or shorn off, hallmarks of past battles.

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The elf's bane ignore most living creatures, attacking only when provoked. However, if an elf or fey is within its sight, it attacks them immediately and mercilessly. They have an uncanny sense about them, which allows them to sniff out elves and their like up to a mile away. They feed upon the spirits of these creatures so they always immediately pursue the scent to its origin and attack. Once they have killed all the elves and those who threaten them, the elf's bane settles into feast. It does so by nuzzling the corpses of the fallen elves and sucking their souls or spirits out of them. They devour this essence and it thickens their armor and drives them wild with the lust for more food to consume.

The elf's bane is entirely magical and comes from the outer planes, summoned no doubt by some creature or the other. Because of this, and the highly magical nature of their primary prey, they have developed an uncanny resistance to magic and its effects. They have a spell resistance of 5. They live in almost any climate or terrain. They are always on the move, hunting for food. Elf bane will not attack if left alone, unless provoked or if it detects an elf or fey creature nearby.

COMBAT: The elf's bane is unbelievably violent in its attack. It charges an opponent using its horn or horns to gorge and impale them. Once impaled, they toss the body high into the air, chasing it. After it crashes to the earth they trample it and stomp on the unfortunate victim until they stomp the life out of them.

POWERFUL CHARGE: An elf's bane typically begins a battle by charging at an opponent, lowering its head to bring its mighty horn to bear. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack (total of +14 to hit) that inflicts 6d6+12 points of damage on the unfortunate recipient. Also, the victim must make a successful dexterity check or the elf's bane bowls it over and inflicts a trampling attack.

TRAMPLE: An elf's bane stomps anything smaller than itself that it has knocked down with its charge. Any such victim suffers 3d8 points of damage. A successful dexterity save reduces this damage by one half.

IN AIHRDE

They are rare creatures which came to Aihilde late in the world, summoned by the emperors of Aenoch in their declining years to battle the elf warriors who were plaguing their lands during the Age of Heroes. There were many such creatures brought to Aihilde and they seem to have multiplied once they arrived. They had lean years during the Winter's Dark where many were used as beasts of burden by the Lords of Aufstrag, and forced to pull their chariots or carts. Some were used as mounts and bear the scars of the saddles (if not the saddles themselves) to this day. They do not die of starvation, but the long years of winter without elves took its toll on their strength and they wasted away.

They have since become stronger, for with the fall of the horned one and the return of the elves, food has once again become available.

Very powerful and evil creatures occasionally use them as steeds or hunting hounds. It is said that the Undying Lord of Aufstrag himself has tamed one of the beasts, training it for battle with the Confessor Knights or with their master, Luther.

ELF, MIST

NO. ENCOUNTERED: 2-4, 2-40

SIZE: M

HD: 1(d8)

MOVE: 30 ft.

AC: 13

ATTACKS: by Weapon

SPECIAL: Elven Traits, Forest Stealth, Spell Use

SAVES: P

INT: High

ALIGNMENT: Neutral

TYPE: Humanoid

TREASURE: 1

XP: 15+1)

Mist elves are shorter than their High Elven kin, with stouter arms, and legs, their faces are wider too, with eyes that are oval. They are related to the High Elves, and the tell tale signs of that ancestry is apparent in their proud bearing. They never look down, always looking friend and foe full on and they stand straight, appearing taller than they actually are.

Mist elves live in small bands. Very rarely are more than 40 encountered. Such bands have up to 24 warriors, and 16 children and elderly. The women fight alongside the men. As soon as a stripling is able to bear arms, he or she joins the "hunts" as they call their raids. For every 5 warriors (male and female) there is at least one chief (5d8HD, 240+5XP). Every band usually has a druidic warlord (8d8HD, 975+8XP) as well.

Mist elves are well adapted to their country, dwelling in rough, broken terrain such as mountains, scrub lands, etc. They live in the furthest reaches of the many ridges, cracks, and crevices that comprise the homelands. They are fiercely territorial and warlike. They live upon the edges of civilization and have long since learned to raid for their food. In fact, raiding comprises the basis for their entire culture. Plundering the others of their livestock was easy and in short order the mist elves became masters of stealth and raiding became the hallmark of their lives. Induction into one of the bands requires that a warrior achieve at least 4 raids, and successfully bringing home food for the whole band at least once. The mist elves are fiercely independent and warlike, cherishing their freedom of movement above all else.

Mist elves are not so inclined as their kinsman to shape the natural world into one of timeless beauty. They worship the land they live on and see no reason to change that which protects them. They are very fatalistic in this and do little to alter their surroundings to hide their homes or create better defenses. With this has come the learned skill of hiding themselves and finding advantageous, inaccessible camps that only the most skilled are able to find.

They are excellent hunters, skilled with the short bow, and at setting traps.

The mist elf can move up to one half normal speed at no penalty to the check. At more than one half and up to full speed, elves suffer a -5 penalty to the check. It's practically impossible (20 penalty) to move silently while running or charging.

Mist elves, like all elves, have senses that are far superior to humans. Elves can see farther than humans in just about every circumstance, including torchlight. When outside, during the day, elves can see clearly enough to read a road sign or spot a shield device that is up to two miles distant. This keen vision allows them to spot secret, hidden, and concealed doorways with a greater degree of success. They also have acute hearing, and can hear sounds humans cannot.

When making saving throws against charm and sleep, mist elves receive a +5 bonus.

Mist elves can speak the Vulgate and an Elven dialect.

COMBAT: Mist elves rarely fight an enemy head on. They have no appreciation for those who die in battle. An honorable death is a foreign concept to them and they view any death as reckless and selfish. They fight when they are certain of their numbers or surprise. Life is precious and their warriors too few. They are skilled at hiding and taking advantage of their natural surroundings. Mist elves learn how to fight at a very young age. The warrior's path is the most common for all tribal members, though those who do not take it remain in the tribe. They master the short bow, spear, trap setting, and other similar weapons at an early age. They gain a +1 with any type of short bow, knife, and spear, but not with any other weapons.

FOREST STEALTH: When in their environment, mist elves are able to conceal themselves while being able to use their elven ability to move silently at the same time.. With a successful dexterity check they can conceal themselves. If they seek to move, a second dexterity check is required. Moving while concealed reduces movement from one half to one quarter the normal rate. All other penalties of the ranger's conceal ability are applicable to the mist elf.

SPELL USE: A mist elf is able to cast druid spells without praying for them. Refer to the table below for the spells per day a mist elf is able to cast. They do not gain any bonus spells.

TABLE 23: SPELLS KNOWN

Type	0	1	2	3	4
Mist Elf	2	1			
Chief	2	2	2		
Warlord	4	4	4	3	1

IN AIHRDE

Mist elves live only in the lands that comprise the Shelves of the Mist, those broken hills to the west of Kayomar and upon the slopes of the Rhodope Mountains, though they do not refer to the Shelves by this name, calling them rather the Forest of Ohd, after the ancient Elven name for those regions. The Mist Elves are the survivors of the long Winter's Dark and the horrible wars that Unklar's minions waged upon the High Elves of those hills and only those who could adapt to the cold wastes survived. They have pale skin, blue and gray eyes and silver or white colored hair.

After the Seven Years War and the utter destruction of their people, the survivors abandoned all stationary dwellings and wandered in the wilderness. In the intervening years, they learned the lay of the land better than they ever had, established areas - usually in deep caves or very difficult to find groves - where they could be relatively safe from marauding troops of orcs, humans, and ungerm. As most of their captains, wizards and clerics were killed, they quickly lost or abandoned those civilizing traits such as writing, reading and so forth. Some of the older elves remember the time before the wars, but in the intervening 700 years since their conclusion many elves have been born and do not remember such things.

The departure of the orcs did not change the raiding patterns of the elves. They continue to cross from the Shelves into the lands of Kayomar, raiding for livestock, supplies, and other wealth. The Lords of those Lands have traditionally not reacted to these raids as the ties that bind those Nobles of Kayomar to the Lothian Princes (those Elven Lords with whom the Kings of Kayomar have a long history) run very deep. Recently patience has begun to wear thin, with the locales living in Western Kayomar often petitioning the King for aid against the raiders.

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ERDER WYRM

NO. ENCOUNTERED: 1–2

SIZE: Large

HD: 4d10

MOVE: 30ft.

AC: 18 (upper hide)/12 (belly)

ATTACKS: 2 claw (1d6 each), bite (3d4)

SPECIAL: Darkvision 120ft., Deafening Roar, Immunity (Cold), Scent

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: 4

XP: 140+4

In its mature state, the erder wurm is a 10-foot-long, slithering lizard-like beast with 6 thin, double-jointed legs. It has thick, short claws, and a long crocodilian head with rows of sharp, jagged teeth. It ranges in color, but is most often a mottled gray, with a bluish sheen along its flanks. It is well-adapted at hiding in dark, murky environments. The beast has two yellowish eyes with reptilian pupils. It is able to dislocate its jaws so that it can swallow prey much larger than its maw would indicate.

Erder wyrms have a thick scaly hide on their back, tail, and head. Their underside is another thing altogether. There the scales are thinner and weaker. As such, the erder wurm has two armor classes, an 18 for the scaly upper hide and a 12 for the underbelly. In general, a mature erder wurm of this age will not fight in a manner that exposes its belly.

These creatures are perpetually hungry and eat constantly. They are dimwitted brutes, but have keen eyesight, an extraordinary sense of smell and can detect motion through vibrations. They often find some hole or crevice to den up in and stalk the area for prey. They dwell in the wilderness but also find their way into cities, particularly the sewers, and any underground cavernous chambers. They prey on almost anything, digesting bone, wood, or metal as easy as meat and vegetable matter.

COMBAT: They stalk their prey by finding a good hiding place and launching out at passing creatures. Though squat, the creatures are able to move remarkably fast and often rush opponents using their deafening roar to knock them senseless. Once senseless, they fall upon the hapless victim, using their jaws and claws to pull them from the area where the creature may swallow them in safety.

DEAFENING ROAR: From the bowels of Aufstrag come these vile creatures and they carry with them the echo of the fear emanating from those deep dungeons, torture pits, lightless tunnels, and dank avenues beneath the earth. The erder wurm can roar three times a day. This roar causes panic in the hearts of men. The roar acts as a *fear* spell. Creatures subjected to the roar must make a successful charisma saving throw to avoid the effects. Creatures with a 4 or less HD panic and flee. Creatures of 5 or more HD are rattled, suffering a -2 from attack, damage and attribute check rolls.

IN AIHRDE

Erder wyrms have plagued the cities of Aihilde for centuries. Their name derives from the Dwarven word for earth, “Erde” as they first appeared in Dwarf holds in the early days of their Kingdoms. Some dwarves tamed the beasts and used them as guardians or even, on rare occasions as mounts. This practice died out prior to the Goblin/Dwarf Wars as other mounts and guardians proved more affective. Once in a great while a Dwarf Elder uses the erder wurm for this purpose, but it is rare.

The creatures are widespread, but particularly haunt old dungeons, wilderness areas, ruins, and the like.

ESCHL

NO. ENCOUNTERED: 1-1000

SIZE: M

HD: 1(d8)

MOVE: 30 ft.

AC: 11 (or armor)

ATTACKS: by weapon

SPECIAL: Scent, Twilight Vision

SAVES: P

INT: Average

ALIGNMENT: Any

TYPE: Humanoid

TREASURE: 1 (6)

XP: 7+1

The eschl are demi-humans. They are shorter than most men, averaging about 5 feet in height. They are thin with dark hair and gray or dark eyes. Occasionally they sport deep green eyes or even blue, but these traits are rare and usually draw much attention in a tribe. Their skin is an olive green in color, though this ranges in shade from tribe to tribe. Though they are small their bones are very prominent, especially their jaw. The lower jaw juts out just slightly from the upper, and two small tusks, often cut off or capped grow from the lower jaw. These tusks are barely discernable when the eschl are young; as they grow older the tusks grow as well. Very ancient eschl sport tusks several

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inches long. They wear little armor, but carry very ornate spears, axes, and shields in battle. Normally long and dark, the hair of the eschl serves the creature as his main identifier as tribes cut or grow their hair in wild fashion. For instance, the Oot Tribe shaves the left side of their heads and use animal fats to create spikes with the hair on their right sides. All eschl use tattoos extensively, along with bracelets, rings, piercing, and the like.

Eschl live in small tribal bands, far from the haunts of civilization. They are hunter-gatherers for the most part, but some do practice limited agriculture or subsistence hunting on creatures like fish and shellfish. Those that do live as hunter-gatherers and practice subsistence living, tend to live in large compounds and villages. They are deeply religious peoples and are very tribal-centric. They are animists, paying homage to the trees, streams, lakes, rivers, winds, storms, and so forth. They use totem magic extensively and find magic in most things. They follow any number of rituals, both personal and tribal. Each individual possesses his or her own rituals to follow. Many of these rituals produce true magic, producing a +1 to AC or +1 to missile fires and so forth. This belief in ritual magic carries over to the tribe as well and whole groups of eschl follow certain practices. For instance, the Oot tribe finds it necessary to slaughter and feast upon a male calf before they begin the spring hunts. Failure to do so would be disastrous to the season's hunt.

The tribes themselves vary in size, some being very small, consisting of a few dozen members at best. Others are rather large and consist of several hundred. The size of the tribe depends on the country they occupy and the abundance of food,

etc. Like all civilized or semi-civilized societies the eschl interact with each other on terms both friendly and violent. Some meet and exchange wives or husbands, warriors or children, as well as any manner of trade goods and artifacts. Others find themselves at perpetual war with each other.

A Chief (7d8, 270+7XP) and the Sub-Chiefs (4d8, 60+4XP) generally lead the tribes, but the governments vary from tribe to tribe depending on their nature. Some are by a council of elders, others by the warrior societies that form from the strongest and bravest. Others still may be matriarchal in nature. Within each tribe are various societies, made up of the many varied elements of any cultural unit: warrior guilds, hunting societies, mid-wife societies, craftsman, and the sort. These groupings carry varied weight in the tribe's government. The tribes are open, and groups frequently break off from larger tribes to pursue their own agendas. Entry into the tribe is relatively easy so long as trust is established with the tribal members. The eschl are surprisingly free from prejudice or racial antipathy. Adoption is often a way they renew the blood lines of the tribe.

The eschl possess a Stone Age technology. They are adept at making spears, axes, stone daggers, bows, arrows, atlatl etc. They are also accomplished weavers, basket makers, and potters. The heavy wool blankets produced by some tribes are highly prized by the more civilized people for their water resistant nature.

The eschl speak a language that is very similar to elf and orc. Anyone able to speak either of these tongues is able to converse with the eschl. They are very adept with language and are quick studies.

COMBAT: The eschl are fierce warriors, prizing battle above all things. Often the females of the tribe participate in battle, but generally only when they are required to protect the children and elderly. The men of the tribe fight like many Stone Age peoples; honorable death is not part of the glory of battle. The utmost achievement is to kill your foe, or wound them, or even drive them off. They do not sell themselves dearly, but flee to fight another day. Large pitched battles, or fights to the death, are uncommon for the loss of man warriors could be catastrophic. They are more likely to strike quickly, wound, scatter and kill and then fall back, unless of course total victory is at hand. They have no mores against killing women and children. Eschl rarely fight as units, but rather in small groups (societies) and individually. They will aid each other, as saving a friend is accounted a great battle honor.

IN AIHRDE

The eschl are the offspring of orc and elves, who crossed in the deep past many ages ago. They dwell primarily in the southern regions of Ethrum, the Darkenfold and Ethvold, but are found in strange places throughout the world. They are quiet and secretive and have for long centuries been the object of a vigorous slave trade that has seen them ported throughout the Lands of Ursal, the Cradle of the World. For this reason they are very suspicious of men and avoid them when they can. They

MONSTERS

worship the Og-Aust, the old gods that ruled the world in the Days before Days. They are very aware of the creatures of fey, aware that these creatures live in most places. They may not always actively worship them, but they do pay them respect.

F—

FEULK

NO. ENCOUNTERED: 1

SIZE: L

HD: 10(d8)

MOVE: Nil

AC: 18

ATTACKS: See below, Bite (1d10)

SPECIAL: Acid, Constriction, Improved Grab

SAVES: M

INT: Nil

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 10

XP: 1,500+10

The feulk dwell in deep forests and jungles. Their bodies are amorphous masses of tissue clinging to the tops of trees through a series of adhesive secretions. The body has no definable shape, stretching from tree stem and branch in large globs. Though they cannot move, they do grow in their nests, often leaving one area for another. Older, dying sections of the feulk tend to fall over, lying on the ground or sticking to the trees. They have long arm-like, fully retractable tendrils they project from their body. These tendrils are similar to vines; complete with a



hardened covering (the drying mucus) that resembles bark. The feulk are able to adapt to their surroundings, changing color from green to brown and many shades thereby. They are not noticeable from the ground unless someone is experienced in finding these strange creatures.

Their young are born spontaneously, emerging from the mucus. The vast majority of them die by falling to the earth where they are eaten, though some are able to cling to birds, and are carted off into the forest. They drop off when they come upon a suitable hunting ground. They fall into the treetops clinging there, slowly growing, and feeding on insects and birds at first then slowly moving up the food chain.

COMBAT: The feulk cling to their tree top home, waiting for creatures to pass over or near its vines. It prefers to wait until it can strike with several vines at once, but if their victim is moving away, they strike with whatever they can. They wrap their vines around the prey and proceed to lift them into the heights of the trees to feed upon them. If they are hungry, which they usually are, they lift the prey animal right to their beaks and begin devouring it. If not they push the victim against a tree, roll over it, secreting the mucus across it and sticking it to the tree.

ACID: A feulk secretes a mucus from its body that sticks to any surface. The mucus is thick and impairs movement much as a *web* spell (cast as 7th level), however, the mucus has an acidic content to it that dissolves clothing and flesh (bone, stone, metal are not affected). Exposure to the acid causes 1d4 points of damage a round, no save.

CONSTRICT: On the round immediately following the improved grab attack, the victim suffers the effects of the constriction automatically. A new save is allowed to escape the creature's clutches every round. A feulk constricts its victim for 2d4 points of crushing damage per round. Breaking free requires a successful strength check against challenge level 9.

IMPROVED GRAB: When a feulk strikes with one of its vines, an opponent must make a successful dexterity save or be held in the feulk's grasp. A creature held in this way suffers constriction damage automatically each subsequent round. Victims are able to attempt a strength save to break free each round they are held. When the victim is brought up to the mouth, the vine holds it while the creature feeds. The bite is not automatic.

IN AIHRDE

During the Winter Dark, the Druid Lords of the Darkenfold and Eldwood bred these strange creatures through a combination of magic and animal husbandry. They used them to protect the sacred places of their orders. The animal proved quite adept at expanding its natural habitat however, and quickly spread from forest to forest so that within a few centuries they had spread throughout the world.

FIEDOTH “SHOVEL MOUTH”

NO. ENCOUNTERED: 1

SIZE: L

HD: 7 (d8)

MOVE: 10 ft. (walking), 90 ft. (fly)

AC: 17

ATTACKS: Bite (1d10)

SPECIAL: Devour, Ram, Vision

SAVES: M

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: Nil

XP: 360+7

The fiedoth dominate the skies they occupy. Huge, featherless creatures, they use their broad wings to glide through the air, seeking prey from on high. Broad wings span some 40 feet from tip to tip, balanced by a huge mid-section. Their heads are broad, with mouths shaped something like a shovel. They have four eyes, two on the top of the snout and two more underneath. This second set of eyes they use to spy the ground far below. The upper eyes are weaker, and are able to detect motion and shapes but little more. Thick, bony apertures cover the head; their spine curves in a great hump, decked with thick, blunted spikes that run the full length of the creatures back. They have no tail, only a nub of bone where the spine ends. Many mistake their tentacle-like legs for a tail, but in truth where most creatures sport two legs the fiedoth, sport four 12-foot long tentacles. These tentacles serve to grab a hold on limbs, mountain crevices and the like. When the beast is in flight, the tentacles trail behind it, not unlike a tail. These tentacles serve the creature in a far more insidious manner as well. Thousands of tiny barbs line the tentacles; these allow the creature to absorb its prey.

Fiedoth are visual hunters, spending the majority of their lives gliding on the upper air currents in broad circles seeking desirable prey. They are very aggressive, if dim-witted, hunters, attacking almost anything that that is smaller than they are. In hunting,

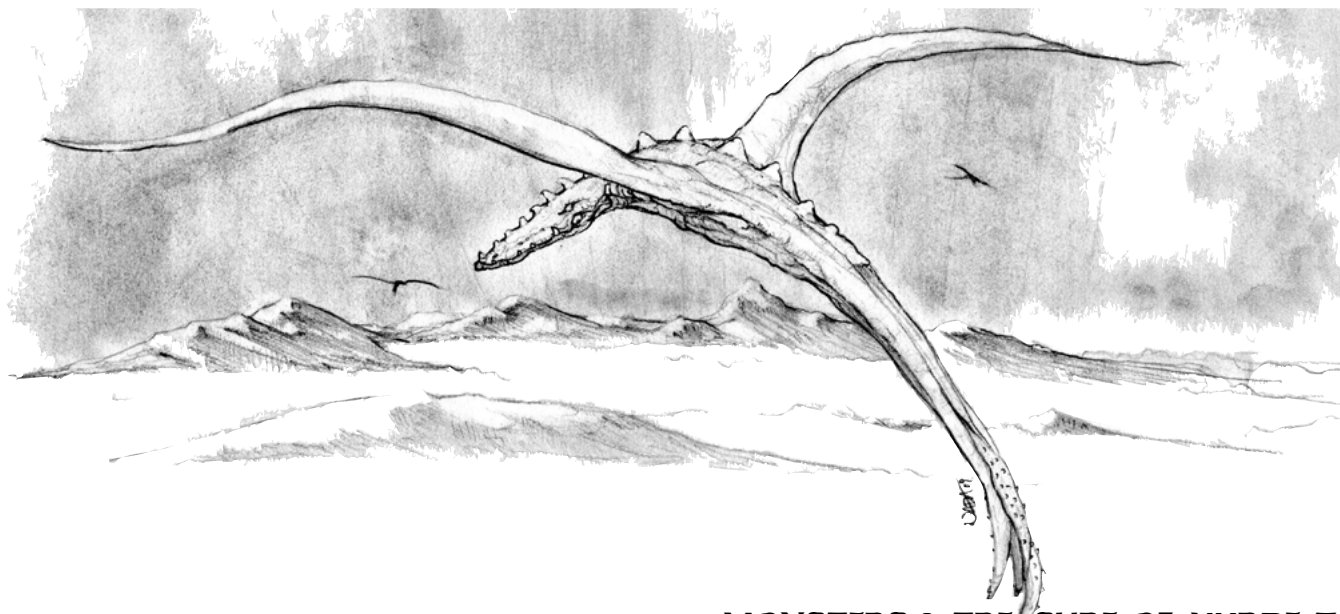
they range over hundreds of square miles; some become very territorial and feed off of the same animal or human communities for years. They hunt in most seasons, but are more lethargic in the winter months, hunting far less.

They generally nest in the mountains, or if necessary in very tall trees, several hundred feet high. They lay their eggs in clutches of one or two. The creature matures in the egg, hatching as a full grown fiedoth. Attempts to tame them have always failed as the creature’s intelligence does not lend itself to learning and is compounded by their ferocious appetite and their propensity to devour their riders.

COMBAT: A fiedoth swoops down upon its prey from above, gaining tremendous speed. As it descends, its broad head and mouth serve as a battering ram, knocking over its target and anyone standing near it. Once it knocks down the victim, the fiedoth uses its huge wings to cover its victim, where it hovers, attacking with its tentacles, strangling and devouring its prey. Creature’s captured in the beast’s tentacles keep the fiedoth from moving very fast or far. They generally hover, beating their massive wings in a slow rhythmic fashion, defending its kill with its bite or ram attack and their tentacles if necessary. They are generally satisfied with one victim, having feasted they leave the battlefield.

DEVOUR: Once the shovel mouth is above its prey, it attacks with all 4 tentacles, attempting to strangle and devour the prey. When the fiedoth scores a successful to-hit with any one of its tentacles, it begins to “devour” its victim. Each tentacle attacks separately and does 1d6 points of damage. The fiedoth devours its prey until there is nothing left but bones. The victim must make a successful strength check for each tentacle to break free.

RAM: The neck muscles of the fiedoth are powerful, and the head is large, consisting of heavy bone, making the shovel mouth a virtual battering ram. The creature can attempt to attack, using its head as a ram, ramming its opponents. The victim’s AC is automatically 15 and any victim struck must make a successful dexterity check or be knocked to the ground.



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IN AIHRDE

The fiedoth, or “shovel mouth”, is a rare predatory creature that occupies almost all the known mountains of Aihilde. They hunt far beyond their ranges into the plains and steppes.

But it is in the mountains that they have their greatest impact. For here, the stone giants dwell and they worship the beast as a god and the source of much of their worldly goods. These simple peoples hunt the fiedoth, for they cull their carcass for all manner of tools. The meat is high in nutrients; their skins they use as clothing; their bones they fashion into ornaments; their skulls serves as powerful shields, rams, or other weapons; the tentacle barbs, however, are of the greatest significance, for the stone giants believe that these small hollow barbs are gateways to the Shadow Realms. To pass through them leads one to an afterlife of misery. So they take the barbs of dead fiedoth and use them as totems; these they believe give them power, long life and protects them from other fiedoth and the Shadow Realms.

Any stone giant who has charms made from these barbs gains a +1 on all his morale and to-hit rolls. Any weapon or piece of armor fashioned from the skulls of the shovel mouth gains a +2 bonus. They are of course very heavy and impossible for normal men to lift and wield. Slaying a fiedoth, if discovered by the stone giants, brings down their wrath and they pursue any who are so bold as to defend themselves against the daunting shovel mouth.

FORSAKEN

NO. ENCOUNTERED: 5

SIZE: L

HD: 7 (d8)

MOVE: 50 ft.

AC: 16

ATTACKS: 2 Claw (1d3), Spike (1d4), Bite (1d4)

SPECIAL: Dark Calling, Darkvision 120 ft., Fearful Gaze, Hug, Life Drain

SAVES: M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Undead (Extraordinary)

TREASURE: Nil

XP: 720+7

Tall and wiry, the forsaken resemble humans in their basic shape. Their bodies however, are horribly malformed. Spikes grow from their sallow skin; some little more than nubs, others razor sharp and still others jagged and broken off. They bear the signs of their origins, with chains and leather straps hanging upon them, some attached, others not. They cloak themselves in ragged shrouds to hide their affliction. Their lips are pulled back and their noses long rotted away. Their eyes are deep pools of black and fear.

The forsaken are driven by their constant hunger for flesh, animal, human or other. If they don't eat enough flesh, they rot from the inside out until their decay becomes such that they linger on only as a misshapen spirit, wracked with agony.



Forsaken always travel in groups of five, four males and one female. They haunt dungeons and abandoned ruins, but the madness of their pain and needs often drive them to the cities and villages where they feed upon the hapless souls who wander across their paths.

COMBAT: Forsaken use the female for bait, laying her upon the road where she moans through her mangled lips, trying to draw victims to her. While the intended victims are distracted, the other forsaken spring upon them, attacking from all sides. Forsaken never stop fighting, as their hunger drives them to kill or be killed.

FEARFUL GAZE: A Forsaken that makes eye contact with its victim strikes fear in them. The victim must make a successful charisma save or they cower in fear, unable to react, for 1d2 rounds.

HUG: If a Forsaken successfully hits with both claw attacks, they draw the victim into a hug. The hug can be avoided if the adventurer makes a successful strength check. If they fail, they remain in the forsaken's embrace, being crushed into the spikes that do a further 1d4 points of damage. Each subsequent round the victim must make a strength check but at a -1/round. i.e. a victim has failed their first check. The next round they try again but have a -1. Next round, they will have a -2, etc. They are also subject to the bite attack.

LIFE DRAIN: When in the hug, the bite will heal the forsaken for however much damage the bite did to the victim.

DARK CALLING: Because of their dark and evil nature, they are able to summon 2d4 Giant Rats or Bats, or 1d4 wolves. They only use this ability if they feel they are in extreme danger.

IN AIHRDE

The forsaken are creatures who have survived Klarglich, the Pits of Woe. There, Unklar bound many unfortunate victims of his reign and wreaked havoc upon their minds and bodies. His slave masters tortured them, his wizards experimented upon them and the darkness fed upon their sanity. Most victims perished in that dark pit in the bowels of Aufstrag, but a few survived and they fled the Pit when they could.

They rambled about Aufstrag, haunting its corridors, feeding upon those foolish enough to let their guard down, for as is written even when the Horned God dwelt in Aufstrag, it's halls overflowed with danger.

After his fall, his servant Coburg the Undying opened the gates to battle the powers of the Ethrum and fell in defeat. The Causeway lay unguarded and the doors to the lower halls open. This state lasted for many years and many creatures crawled forth into the light of the day. The forsaken escaped the dungeons then and fled across the land, spreading like a dark plague of twisted humanity across the Lands of Ursal.

FRAONTH

NO. APPEARING: 1

SIZE: M

HD: 7(d8)

MOVE: 30 ft.

AC: 23

ATTACKS: 2 Claw (1d4)

SPECIAL: Camouflage, Despair, Terrifying Maw, Unnatural Aura

SAVES: M

INT: Average

ALIGNMENT: Evil

TYPE: Monstrous Humanoid

TREASURE: 8

XP: 630+7

Fraonth are evil witches born of the dark musings of an evil god. They are bone thin, with arms and legs that look little different than the leafless limbs of some long dead tree. Their own legs are four to five feet long with knobby knees, and their torsos are almost as long. Their arms are long, as thin as their legs, and drag along the ground when the creature walks. Their faces are lost in mess of tangled, dark hair with long chins and sunken eyes. Their mouths are tiny and offer the only color in the creature's otherwise dark visage. Red as fresh spilt blood they cackle and mew as they wander.

These witches are particularly evil and enjoy tormenting the innocent, in particular children and widows. They move quickly on their long, stilt-like legs, peering into windows or over hedgerows to terrify people. They snatch up the unwary. If adults, the creature wrings their necks, pulling the head and torso apart and stretching the tissues near to the breaking point. Children they keep longer, often times for weeks. For some demented reason the creature mothers them, tormenting them with food, candy, and toys.

They are always hunting for new victims to torment. To this end they dwell on the edges of the kingdoms of men, living in abandoned fields, forests, old wood sheds, barns and the like. They are solitary and they never travel with others of their own kind, though they do speak a broken form of the common tongue and are able to converse with others. On rare occasions, usually during some celestial event of some import, a dozen or more of the fraonth gather together to exchange news and tales of happy hunting grounds. The fraonth are hated by any and all, good and evil, for these creatures are not discerning and can see nothing beyond their own desires

COMBAT: The fraonth will torment her victims for days or weeks until an opportunity presents itself to snatch or slay a victim, or until boredom overcomes them. When they attack they use their claws to deadly effect while they pick a victim to use their terrifying maw attack on. Once an individual is prone and unable to defend themselves the fraonth strangles the life out of them.

CAMOUFLAGE: Fraonth can conceal themselves exceptionally well in their normal environment. When concealed and motionless, they receive a +5 bonus to hide checks, and +10 to surprise checks.

DESPAIR: The sight of a fraonth unnerves opponents, with the effect being identical to the spell *fear*. In addition, a wisdom save is required by all opponents. If the save fails, that victim is paralyzed by the fraonth's presence, and remains so for 1d4 rounds. There is safety and security in numbers, however. All individuals in a group of two or more that actually see the fraonth gain a +1 bonus.

TERRIFYING MAW: Once every for rounds the fraonth is able to open its mouth wide, exposing the utter madness of its being. Anyone looking into the red-cake toothless pulp that is the maw must make a successful charisma save or be stricken with a crippling madness for 5-8 rounds. An individual stricken with this madness crumples into a heap, terrified of what they saw. The terrors are usually individual in nature, where one might see the gates of hell, another might see a festering wound.

UNNATURAL AURA: Animals, whether wild or domesticated, can sense the unnatural presence of a fraonth at a distance of 30 feet. They will not willingly approach nearer than that, and panic if forced to do so; they remain panicked as long as they are within that range.

IN AIHRDE

Fraonth are common creatures in the east where the hatred of Unklar settled full upon the world. They thrived under his rule and developed a particular affinity for halfling meat and tormenting those folks. In the west, they are rare and when even rumor of one crops up the paladins of Kayomar are usually immediately on the hunt. They are used occasionally by clerics or evil druids in order to snatch individuals when needed, but their notoriously evil disposition discourages most.

MONSTERS

G

GAMPEDE

NO. ENCOUNTERED: 2-4

SIZE: L

HD: 7 (d8)

MOVE: 100 ft.

AC: 15

ATTACKS: 2 hooves (1d6), Bite (1d4)

SPECIAL: Duskvision, Overbear, Trample, Twilight Vision

SAVES: P

INT: Superior

ALIGNMENT: Neutral Good

TYPE: Aberration

TREASURE: 4

XP: 495+7

The gampede are rare steeds from the land of fey. They are stout animals, with legs longer than the normal horse. Their snouts are wide and almost always white. They possess flowing manes of white hair and long tails as well. They range in color from white to beige and on rare occasions speckled grey. Their eyes possess an uncanny intelligence which even the most casual viewer recognizes.

The gampede are immortal beasts who spend most of their days in the wilderness. From time to time however, they join with other people for a quest or similar venture. Through their long lives, they have learned how to speak most of the trader tongues, plus elven and are adept at learning others. They pass these languages down to their offspring so that even very young gampede are able to speak a variety of languages.

They are particularly fond of elves and often let those folk ride them, but never with a saddle or bit and bridle. Elves consider them sacred animals, protecting them from harm. Upon encountering the gampede the elf may attempt to befriend the creature. To do so, they must make a successful charisma check before the steed allows the elf to ride it. The steed stays as long as it desires.

COMBAT: The gampede are wary beasts, avoiding battle when they can. However, if pressed, or the need arises, they attack immediately, singling out one target and staying on it until the victim is slain. They attack by battering with their hooves, always attempting to strike the creature's legs. As soon as its opponent falls to the ground, they stomp it to death.

OVERBEAR: If, during the course of its attack, the gampede strikes with a natural 20, the victim must make a successful dexterity save; if they fail, the gampede knocks the target to the ground where they suffer the trample attack. A successful save negates the attack.

TRAMPLE: A gampede can trample anything up to one-half its size that it overbears. Whenever a victim suffers an overbearing attack and falls to the ground, in the following

round, the gampede can trample it. The trample consists of four attacks per round. Each attack deals 1d6 points of damage. These attacks are made as if the target is prone, at +10 per hit. The victim must make a successful dexterity save in order to regain their feet.

IN AIHRDE

Before they came to Aihrde, the gampede dwelt in the Land of Seven Rivers. In this they were as the elves, pure and uncorrupted, born of the All Father's dreams. They roamed the country that flanked the River Am, and as such they were first befriended by the *Teth-Aet-Am*, the most noble of the elven kindred. When the All Father died through the machinations of Ondluche, the barriers between the worlds fell and the gampede crossed over into the world of Aihrde even as did the elves. Some came over as mounts, others of their own accord. They adapted immediately, falling in love with the wild opens and the dangers offered by the wilderness of the All Father's making.

To the knowledge of all men, the gampede has partaken in only one war. They joined the dwarves in the Stone Wars and fought in the deeps beneath the mountains. That brutal fight lasted many years and the death toll wasted the races of dwarves and goblins and left a permanent mark upon the minds of the gampede, so that never since those days have they joined in the titanic struggles that have shaped Aihrde.

They remained in the world during the long Winter Dark; roaming the Winter Wilderness as if nothing had changed. They did not join in any of the wars and as such are not beloved by the Vale Knights and the people of Meltowg's understanding. They still hold a great love for the elven kindred, but also they think well of the dwarves, remembering their plight in the deeps of the world.

GIANTS

Giants are large humanoids. They range from a few feet taller to several times larger than the average human. They are like humans in many respects. They live in communal groups, and value their families. They build homes from wood and stone, though some dwell in caves. They all speak at least their own language, as rudimentary as that may be, and occasionally they speak vestiges of the common tongue. Giants wield large weapons of wood and steel, and a few have spell casting abilities. Some are intelligent, some less so; some are foul-tempered or evil, while others are good and righteous. To summarize, giants are everything humans are, but on a larger scale.

COMBAT: Giants fight with weapons, rocks, and their cudgel-like fists. Giants wield massive weapons that are so heavy that only another giant of equal or greater hit dice can lift it. These weapons deal considerable damage, as noted in the Attack listing for each giant.

ROCK CATCHING: Whenever a giant is attacked by another giant, by a thrown rock or boulder, or if subjected to an attack by a catapult or other boulder-throwing apparatus, the giant is

allowed a dexterity save. If the save is successful, the giant does not suffer any damage from the attack, has grabbed the rock out of mid-air, and may throw the boulder the following round. A giant attempting to catch a rock thrown by a larger giant suffers a 1 point increase to the CL for each hit dice of difference. A giant attempting to catch a rock thrown by a smaller giant gains a 1-point decrease to the CL for each hit dice of difference. Giants attempting to catch missiles thrown by siege engines suffer a 2 point increase to the CL for each 10 points of damage the missile would have inflicted.

IN AIHRDE

All the regular giants exist in Aihrde: frost, fire, cloud and storm giants. Refer to the **Monsters & Treasure** for the necessary stats and information for each. Stone giants play a particular role in Aihrde and are treated differently in the following pages. The CK should feel free to use either version. Furthermore the true giant is treated differently as well.

For more on giants in Aihrde, their history and background refer to the **Codex of Aihrde**.

STONE GIANTS

NUMBER ENCOUNTERED: 1-12

SIZE: Large (16'+)

HD: 10 (d10)

MOVE: 40 feet

AC: 24

ATTACKS: 2 Fists (2d8), Stone Weapon (2d6+6)

SPECIAL: Rock Throwing, Rune Magic, Stone-Shaping, Twilight Vision

SAVES: P

INTELLIGENCE: Average

ALIGNMENT: None

TYPE: Giant

TREASURE: 7 (hoard)

EXPERIENCE: Warrior 1,500+10 | Chieftain 2,250+10

Stone giants are large bipedal creatures that range up to 16 feet tall. They have long arms and legs, large chests and hands. They do not wear clothing, but are often covered in lichen, some completely. There are no “roles” in a stone giant community, as females and males have the same standing; they have the same HD and armor class. They are judged on their stone-shaping abilities and skills. The stone giants dwell in small bands of a dozen to a score, led by a chieftain, the greatest stone-shaper in the group.

They are not unfriendly to others though they rarely seek out the company of others. It is rare that they attack unprovoked for they have little desire to own the treasures of others. They do have a great love of games, wrestling most of all. Dwarves and gnomes occupy a special place in their social networks as they possess skill with stone work and can offer the giants the only wealth they treasure: gems, especially gems set into jewelry. The have a great hatred for trolls of all types.



The stone giant dwells upon the flanks of shaped pillars, open to the weather. They have no wealth, aside from gems carefully hoarded. These they set into the pillars, often designed to catch the rays of the sun or moon, whichever the particular giant prefers.

COMBAT: Stone giants have little interest in the virtues of honor and as such do not hesitate to hurl rocks from afar to smash their enemies. Often they do little more than that, having little interest in closing with enemies, pleased enough if they smash them or send them fleeing back from where they came. When forced to close, they fight with the disinterested passion of an animal. So long as they are threatened, they fight, but if offered quarter they often take it.

ROCK THROWING: Stone giants can hurl boulders up to 510 feet. A successful attack inflicts 3d10 points of damage.

RUNE MAGIC: The greatest of the stone giants, the chieftains, possess the abilities of a 10th level Rune Mark.

STONE-SHAPING: Through their rune magic they are able to mold stone into almost any shape they desire. They rarely shape it far from its natural form, though will at times make long pieces of stone into spears, or a flat stone into a door or bench. Any weapon they design using stone-shape inflicts 2d6+6 points of damage. The can shape up to 10 cubic feet of stone per day if left uninterrupted.

IN AIHRDE

When the All Father made the first peoples he gave them many shapes and sizes. The first were the *faul*, the “folk”, the bearded dwarves who in later ages created the foundations of the world’s civilizations. From these early beginnings rose many of the peoples of Aihrde, both giants and men. The *taonu muen*, the “tall stones that live”, the stone giants, stood out from the others for they were aloof in their quiet solitude.

MONSTERS

In those days many creatures followed the works of the All Father, invisible armies living in his shadows, fearful yet adoring, curious yet arrogant in their own power. Burool was one such, a powerful spirit of the order of the Val-Eahrakun; he suffered not the arrogance of his fellows, but he listened to the All Father and watched all that he did in his labors. He understood little of his language or the act of creation, excepting the nature of stone and rock. Whenever the All Father worked in stone, Burool could see it and grasped it readily.

Burool harbored the knowledge and learned to master the stone. In time, the All Father set aside his labors upon the faul and moved to other tasks, and the folk scattered far and wide. Burool remained however, and he gathered a great host of the taonu muen to him and taught them what he knew. He gave them the “gift of stone” and ever after they worshiped him and the early fathers and mothers as gods.

At first the taonu muen did not move as did the other folk. They dwelt in the Stone Mountains, far to the north of Mount Austrien in the lands of the westering sun, learning from Burool. They traded with few of their kin, retreating into the high mountains to work their own magics to shape their world of stone, but in later years they grew curious as rumors came to them of greater mountains to the east, and peaks so high they looked down upon the Stone Mountains. Thus, they began to travel across the world.

Forged in the fires of the All Father’s youth, the stone giants stand tall, with long arms and legs and narrow torsos beneath barrel chests. Their necks are thick and faces wide, with large eyes and noses and broad mouths. They range in color from a light brown to a deep gray; their skin is tough, though not like stone as some imagine. They wear no clothing though their habits are such that they sit for days without moving allowing all manner of lichen to grow upon their hides. Some revel in the warmth provided by the lichen, for it dulls the sharp mountain winds and they encourage its growth so that it covers them almost entirely. Some sit for many months and even years until until the giant is utterly lost to view.

Stone giants do not favor weapons, armor or even tools but use their mastery of the ancient tongue of the All Father to shape their world; they cast life into stone to awaken it and shape it thus to their own design.

Stone giants eschew the dark, loving the warmth of the sun, the wind and open skies. For this they love high places most of all. They use their knowledge of stone to awaken it, building wondrous dwellings unlike any in the world of Aihrde. They heap stone upon slag and shape it, twisting it like ropes and tethers, binding the mountain’s slopes to the sky’s heavens. There is no inside for the giants; the pillars possess carefully wrought ledges that provide perches for the giants to sit upon and rest when they are not at their labors. The giants climb them and settle upon their flanks so that they can see the wide world and feel the weather upon their brow. The greater giants perch atop the highest points, the lesser clinging to the pillar at its base.

GIANT, TRUE

NO. ENCOUNTERED: 1

SIZE: L (20+)

HD: 18 (d12)

MOVE: 60 ft.

AC: 25

ATTACKS: 2 Slam (2d10)

SPECIAL: Alternate form, Rock throwing

SAVES: M

INT: Average

ALIGNMENT: Neutral, Neutral Good, or Neutral Evil

TYPE: Giant

TREASURE: 14x2

XP: 7,200+18

True giants are the tallest of giants, ranging well over 20 feet in height. Unlike most giant kin, the true giant does not conform to color or shape. Some are very fat, others thin, and some thick about the middle. They resemble men in many respects, having no special variant that is more common than not. Some prefer beards, others do not, etc. They all have a universal taste for good company, food, and drink. They have a particular affinity for cakes and other sweets.

The true giant prefers a life of solitude. They live in wilderness regions, far from the haunts of men, dwarves, elves and others. They are adept craftsmen, able to fashion their own clothes, tools, and weapons. These giants are rustic creatures, shying away from the perfumes and comfortable clothing of more civilized lands. Like men, they build their homes of stone or wood, fortify them, etc.

The true giant inclines toward sleep, spending many days in the prone, or in their favorite chair, in the rain, sunshine, or snow dreaming giant dreams. They are hard to wake when they are so occupied and usually in a foul temper when they are roused.

COMBAT: True giants rarely wear armor or carry metal weapons, preferring tree-like clubs and large boulders to anything else. When roused to anger, or desirous of hurting someone, they always attempt to smash it first, crushing it with their ham like fists, or beating it to death with their club. Often indifferent to the plight of their victims, they frequently leave it battered and bruised but alive.

ROCK THROWING: True giants can hurl boulders up to 1,000 feet. A successful attack inflicts 4d12 points of damage.

ALTERNATE FORM: A true giant can change forms once per day. They are not restricted to animals or monsters. They are far more inclined to shift into a powerful wind or piece of the earth than they are to shift into a bear or griffon.

IN AIHRDE

In the Days before Days when the All Father crafted the dwarves, he crafted them in many sizes. Some bore the height of the world with terrible wrath and resolved to be small, others walked with their heads above the treetops. In time, the giant kin broke from



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the dwarf kin and took their own paths so that the two never crossed again. In the long years of reckoning, before the records of history began, the giants and dwarves became bitter foes.

Of the giants, the true giants were the first and the fathers of all that came after. Early in their journey the race of true giant was seduced by Inzae and she bore the greater part of them into captivity in the inner world of her making. In later days, these were called the Trottigen Giants and their knowledge went into the Rings of Brass. But some few of these giants remained behind in Aihrde. These were the solitary members of that people who did not succumb to her song. They ranged in the deep wilderness and shied from other creatures so much so that few knew they even existed. But once in awhile, they are found in great wooden and stone homes built upon mountains or in deep forests. Occasionally they gather together in a Thing, where they make merry, sing songs of the old days and court mates.

True giants are benevolent but very dangerous when roused. They are storehouses of information of the early days of Aihrde, though they are not inclined to share this knowledge with any but the winds.

GOLEM, COPPER

NO. ENCOUNTERED: 1-4

SIZE: S

HD: 3-15 (d10)

MOVE: 20 ft.

AC: 30

ATTACKS: Slam (2d10)

SPECIAL: Berserk, Energy Conversion, Immunity (Magic), Immunity (Weapons)

SAVES: P

INT: Semi

ALIGNMENT: Neutral

TYPE: Construct

TREASURE: 10

XP: 50+3 | 100+4 | 200+5 | 300+6 | 450+7 | 650+8 | 1,000+9 | 1,500+10 | 1,850+11 | 2,250+12 | 3,000+13 | 3,700+14 | 4,700+15

The copper golem is generally squat and powerful, and most of the time, very much resembling a metallic statue of a dwarf, though other forms have been known to exist, in accordance to the whims of the creator.

These unusual creations typically serve as a battery focus for magical energy. Created as vessels for the natural forces a wizard manipulates, these constructs have the ability to absorb a variety of energy and reprocess it into electrical power. The copper golem's HD varies. In an uncharged mode, the golem is a 3 HD creature and attacks as such. They absorb energy from energy-based spells that are cast upon them.

Copper golems are semi-intelligent, able to understand simple commands and have a limited ability to reason on their own. While even more uncommon than the copper golem itself, even small animal shapes are known to exist.

The process to build a Copper golem is expensive (30,000gp at least) and requires the following. Sufficient copper to construct the basic shape, a complex mixture of elements to enable high conductivity, an infusion of the creators own life force (for the semi-awareness) and a variation on the *animate undead* spell. Copper golems are, as a matter of course, immune to a large array of energy effects, but they are still vulnerable to any effect that does not have an energy base.

COMBAT: Copper golems remain passive to their set duties unless disrupted in their set task. Then its relentless nature is revealed. Their ability to absorb energy and transfer it into a deadly energy burst and physical power makes these creations fearsome.

BERSERK: Each time that the golem is engaged in combat (once per combat), it must make a mental save against the level of the character controlling it, and, at -2. If this save is failed, the golem remains under the character's control. If the golem succeeds, the bonds between it and the character are temporarily severed. The golem then rampages, gaining a +2 to all to hit rolls and trying to kill anything living that it encounters. The round following a successful save, the controlling character can make an intelligence save at CL 4 (with the golem's hit dice added to the challenge base). If this save succeeds, the golem stops its rampaging, and falls under the character's control again. If the character that created the golem is killed, the copper golem goes berserk.

ENERGY CONVERSION: Copper golems can absorb energy-based spells such as magic missile, shocking grasp, lightning bolt, call lightning, chain lightning, fireball, disintegration, etc., and convert the magical energy into electrical power. If the golem is damaged, they heal 1 hit point for every die of damage of the absorbed spell. If uninjured, the copper golem's hit dice permanently increase by 1 per die of damage of the absorbed spell.

Once per turn, if the golem has any stored energy, it can build up and release an electric discharge. This effect is similar to the chain lightning spell except it covers a 50 foot radius, dealing 1d6 damage per hit die of the golem. If a copper golem absorbs more than 15 dice of energy, the stored energy overloads in an electrical burst that destroys the golem. This electrical burst is identical to its electrical discharge, dealing 15d6 damage to all targets in range.



IMMUNITY TO MAGIC: Copper golems are immune to all magical effects and attacks.

IMMUNITY TO WEAPONS: A copper golem can only be struck by magical weapons of +2 or better.

IN AIHRDE

The copper golem is a strange construct developed by the wizards in the early ages of the Empire of Aenoch. They found that containing power to expand their magical explorations proved highly beneficial and used the copper golems in countless experiments. The exact method of their construction was secret knowledge however, and few ever mastered it. The copper golem is extremely rare.

The exact nature of this sorcery was lost during the long Winter's Dark; though it is rumored that the Great Library at Aranowl contains the secret scrolls. But such rumors always abound about missing knowledge, for that library contains a vast dungeon of manuscripts, books, scrolls and the like, many of which are not cataloged.

GRINDLWERE

NO. ENCOUNTERED: 1-10

SIZE: L

HD: 8(d10)

MOVE: 30 ft., 30 ft. (climb)

AC: 19

ATTACKS: 2 electrical slams (1d8)

SPECIAL: Darkness, Lightning Strike, Windblast

SAVES: M

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: Nil

XP: 700+8

The grindlwere is a fiend that comes to life in the bosom of giant storms. Born of the chaos embodied in the violent conflicts of the elements, the creature manifests as a living entity without discernable shape or form. They appear only as a darker mass in the deep dark clouds, for this is where the creature comes to life, drawing the power of the storm within it.

They express themselves through the forked tongues of their lightning, which they hurl constantly. This is the most visible form the creature takes; a rush of thick cloud that follows the arc of its own energy as it strikes those around it. The cloud assumes an almost tangible shape as it follows the arcing electricity.

These creatures are almost impossible to detect until the storm itself brews, at such times those experienced enough may detect the creature as a ball of lightning or strange undulating darkness in the clouds.

The grindlwere take great joy in the chaos of their own power and fall upon any who come in their path, beast, man, monster,

or god. They are unreasoning creatures without the ability to speak or understand for they hardly recognize that they are alive. On rare occasions, encounters with more than one occur, but these happen only in the midst of massive storms. At such times the grindlwere never act in concert, or for that matter, even recognize that another grindlwere is present.

The grindlwere possess no physical form beyond that of the storm which gives them life. They do not eat or need any sustenance; they draw their energy from the storms itself. Their life ends when the storm passes and the magic that gave birth to it fades.

COMBAT: These creatures thrive on violence and attack by thundering down upon their victims with a massive bolt of lightning. This is often the first hint that someone has they are being attacked. This is always followed by the rush of wind, the darkness of the cloud, and electrical attack that is the creature's nature.

DARKNESS: The area within the creature's windblast of wind is affected as if under a *darkness* spell.

LIGHTNING STRIKE: The grindlwere hurls itself upon a foe through a massive bolt of electricity, lightning that does 6d6 points of damage. It can strike from as high as 90 feet. Targets that succeed at dexterity saves suffer half damage. The grindlwere can use this ability once every 4 rounds.

WINDBLAST: The grindlwere are able to summon massive winds and hurl them upon their victims. This buffeting wind extinguishes all normal flames; moves any small debris, and batters those within its area of effect. Anyone within the 50 square feet suffers a -2 on all physical based attribute checks. Any creature that weighs less than 75 lbs. must make a successful dexterity save or be knocked to the ground.

IN AIHRDE

The grindlwere is a creature of Narrheit, borne of his contemplated rage upon Unklar during their great battles in those lands that came to be known as the Frozen Salt Flats. That black-hearted god of chaos did not surrender his power easily and hurled all manner of devilry against the dark lord. Narrheit summoned great storms, hurling them upon the Horned One, some bore these creatures within their bosom, others did not.

The Horned One was confounded, and raged his power against any storm that he saw. Though the grindlwere failed to carry the battle for Narrheit and he fell into ruin, they lived on, manifesting in storms all over the world. For chaos once unleashed is difficult to contain.

They plague all the lands of Aihilde. Some of the learned scholars and magi, clerics and druids, attempt to harness this power, to summon them. Their efforts sometimes meet with success, and others in failure; for these creatures are indeed of Narrheit's fashioning and he has set his memory of them aside and left them to their true natures of unrepentant chaos.

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GULUP-THER

NO. ENCOUNTERED: 1-100

SIZE: S

HD: 2(d8)

MOVE: 30 ft. (walk or swim)

AC: 15

ATTACKS:

SPECIAL: Poison, Spell Use (see below), Twilight Vision

SAVES: M

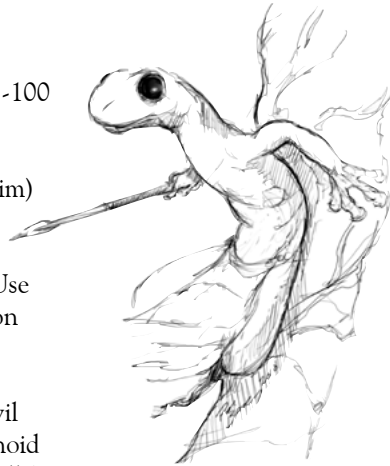
INT: Average

ALIGNMENT: Neutral evil

TYPE: Monstrous Humanoid

TREASURE: 1 (individually), 2-10 in groups

XP: Warrior 15+2, Shaman (1st-6th) 20+2 | Shaman (7th-8th) 27+2



The gulup-ther dwell in deep, ancient forests. Their bodies are long and lean, from their torso to their arms, legs, fingers, and toes. They stand about four feet high. Their fingers and toes are capped by round suction-like cups. Their necks are narrow, but they support a large head that very much resembles that of a frog. Their underbellies are bright yellow, and smooth of scales, but their backsides are bright green and hard with larger scales. They have wide, deep set eyes on either side of their heads allowing them to see 360 degrees around them. Their eyes are pale, but at night reflect a deep red in the light of lanterns or spells. The gulup-ther are very adept at appearing as if they are giant frogs.

The gulup-ther are semi-civilized creatures. They fashion tools using wood and stone; their clothing consists of animal hides, sometimes cured into leather. They are not particularly curious creatures and do not seek to learn new tasks or skills. They use jade, feathers, teeth, claws, and other forest by-products for decorations and as honors. They are not adept at making dwellings for themselves, usually living wild in the deep forests or in the ruins of ancient dwellings. These wild creatures are unaffected by the weather; in the winter they are much as they are in the summer.

Shamans dominate their tribal groups. If 10 are encountered, there is at least one shaman; any more than 10 and there are 2-5 shaman encountered. These act as mediums for the forest gods they worship and instruct the tribe on where it should live and what it should do. They are highly superstitious, reacting to most everything that occurs outside the norm as a sign. Any shaman encountered possess cleric or druid spells of 1st to 8th casting level. More powerful shamans might dominate smaller groups, so it is entirely possible to meet 11 gulup-ther with a shaman able to cast as an 8th level druid and another group of 80 with a shaman able to cast as 3rd level cleric. Roll a d8 to determine the casting level of the shaman.

COMBAT: The gulup-ther rarely deem something a threat unless directly attacked or encouraged to do so by their shamans. When they do engage in battle, they usually do so from a distance, using spears, javelins, and their preferred weapon, the atlatl. They coat their weapons in poison extracted from poisonous frogs.

POISON: The poison used by the gulup-ther acts as a Type III poison. Anyone who fails their save suffers 1d8 points of damage and -2 from all primary attributes. A successful save reduces the damage to 1d4 and the side affects to -1.

IN AIHRDE

The gulup-ther were once men. They dwelt in the Ethvold, in the lands of southern Ethrum. They paid homage to Amenut, a god of uncertain disposition. Amenut took the guise of a giant man-like frog and ruled from the deep valleys of that ancient wood. Those who followed him knew wealth and prosperity and they waxed powerful beneath the forest eves. They built cities of stone with broad avenues and tall buildings. They decorated their dwellings with ponds and streams, building sanctuaries for the worship of their god. They ruled for many long years in the days when the Dwarves were young.

But the worship of Amenut failed in the end and he faded from glory, shrinking in size and happenstance. Those who followed him lived on, calling ever to his image and in time through the machinations of their own magic - corrupted without the god's leadership - they transformed into images of their god. These images reflected their desires to bring Amenut back to power and glory but it was not to be.

Now the gulup-ther are a lost people; few of their number remember or even worship Amenut. Their shamans call to the Og Aust, but rarely put a name to the power. They are secretive and hide mostly in the deep, unexplored forests of the Darkenfold and Ethvold, though some migrated to other parts of the world, most notably the lands of Inkle-Naid across the sea.

H—

HALFLING

NO. ENCOUNTERED: 1-120

SIZE: Small

HD: 1(d8)

MOVE: 30 ft.

AC: 11

ATTACKS: Weapon (by weapon)

SPECIAL: Halfling Traits, Duskvision

SAVES: P

INT: Average

ALIGNMENT: Any

TYPE: Humanoid

TREASURE: 1 per

XP: 7+1

Larger than their more civilized cousins the nomadic Halflings of Aihilde range between 3 and ½ and 4 and ½ feet tall. They have tanned skin, with dark hair and eyes. They like to wear their hair long, often braiding it in the style of the dwarves. Their clothing is simple, almost rustic, but always practical. They travel armed,

usually with bows, spears, throwing axes and the like. They abhor footwear of any kind, preferring the cool earth, whether snow bound or dry, to the feel of leather.

There are two distinct types of Halflings. The first and largest group is migratory, traveling in bands, both afoot, on pony, and often in wagons. These Halflings dwell in family groups, from a few dozen to hundreds. Though many consider them wild, they are not, but rather live in the wilderness, closer to the earth than any other of the free peoples. Skilled huntsmen and warriors these Halflings possess an edge that makes them more akin to the dwarves than any other people. They have skilled weapon smiths and are expert in waging guerilla war. They prefer dark, earth colors in their clothing; and though they smoke they do so with little sign of the actual smoke, being skilled in smokeless pipes.

The second group of Halflings are more sedentary, living in towns and villages, in the company of others or not. These are more homespun and less fierce than their wilder cousins. They delight in colors and comfort; brewing beers and making foods well known to many. These Halflings are far more rare than their cousins and have only recently returned to living in the open.

Neither branch is estranged from the other; Halflings are congenial people unless roused, and very protective of each other.

They are skilled in many crafts most notably those that can heal or refresh; they brew potions and manufacture goods that, though rare, are highly sought after for their powers more so than their rarity. They have forestry skills unsurpassed by any folk but for the elves.

Halflings are able to blend with their environment, moving almost in complete silence and hiding so that few have a chance to spot them. Naturally small and dexterous, halflings can move as quietly as a breeze upon a calm summer morn. With a successful physical check, halflings move silently when outdoors. Halflings are practiced at avoiding the prying eyes of others. A successful physical check allows the halfling to hide in outdoor settings, making him or her almost invisible. If a halfling decides to move while hiding, he or she can attempt to remain hidden, but must move at half speed to do so, and the halfling will suffer a -5 penalty to the check. A -20 penalty applies when a halfling runs or charges, as it is next to impossible to remain concealed in that circumstance.

Halflings are stout, hardy folk and gain +1 to all physical checks. They possess little fear, whether through boldness, outright courage, or innocence. This imparts a +2 bonus on all saving throws against fear.

Halflings are able to speak some or all of the following languages: halfling, common, dwarven, gnome, elvish, sylvan, and goblinoid.

COMBAT: In battle the Halflings prefer hit and run tactics; laying ambush on traveled paths or baiting their tormentors into deeper glades where their fellows gather for the occasion. They prefer bows and javelins, stones and slings in order to afflict wounds on their enemy rather than closing with them. When pressed

however they are fierce and do not yield a battle field unless forced off of it.

IN AIHRDE

Halflings dwelt in relative obscurity in Aihilde for many long centuries, little attention given to them. This changed however, during the Winter Dark for the Lords of Aufstrag took great pleasure in hunting the creatures and the hounds of those dark towers led many a hunt into the wilderness. The sport became a pastime for all the powerful and as a consequence those halflings that survived became tough and ornery, they distrusted all the other peoples of the world, finding them disagreeable at least. They took to the deep places in the wilderness and there honed their skills and resisted the hunt. Those that survived were tough, resilient, self sufficient and above all, very able warriors. They traveled in bands but lived in secret.

After the fall of the Horned God some emerged from the forests to see a new world, but just as many remained in the forests, watchful and distrustful. Some few took the road of high adventure, plying the hunt against their old oppressors.

HLOBANE ORC

NO. ENCOUNTERED: 10-5000

SIZE: M

HD: 2 (d10)

MOVE: 30 ft.

AC: 16

ATTACKS: Weapon (+1 to hit and damage)

SPECIAL: Darkvision 60 ft., Light Sensitivity, Resistance (Poison)

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil, Lawful Neutral

TYPE: Humanoid

TREASURE: 2

XP: Warrior 17+2 | Shaman (1st-3rd level spells) 22+2 | Shaman (4th level spells) 29+2

The Hlobane are orcs, though of a particular breed. In general they are tall for their kind, with large chests, long muscular arms and legs as thick timber. They are very muscular, priding themselves in their fitness. Only the very old or very wealthy Hlobane tend to the heavy side. And these are grossly fat, living off of a lifetime of spoils. A Hlobane's skin is always a deep green, mottled almost black in the joints of their legs and arms. They have broad faces with a wicked under bite. Fangs that rise from the lower jaw are often shaped and capped with steel or bronze. Their eyes are deep yellow with narrow pupils and filled with an intelligence that their lesser kin do not possess.

The Hlobane (pronounced Hu-Lo-Bane) Nation is a vast and powerful tribe of orcs. They are prized by many mercenary captains, for they are highly militarized and famous for their iron discipline and an unwavering courage in the face of battle. It is rare to hear of a Hlobane who retreats or flees from a battlefield. The Hlobane generally keep to themselves, speaking to few, and those who do, serve the interests of their paymaster or Lord. They are fiercely loyal to each other and if one is in trouble, it is more than

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likely that the others will rush to his aid. Some do venture from the Nation in order to gain glory in arms.

The Hlobane have always been a settled orc nation. They dwell in towns made of stone or built into the sides of hills and mountains. They are accomplished craftsmen ordering and fortifying their dwellings along military lines. Their entire society is one based on military principles, even to the ordering of their family households. At the head of each household is a patriarch, who in turn is followed by a matriarch and their children, any brothers and sisters the patriarch has as well as his parents and in some cases his mate's parents. The patriarch is not chosen by age but by strength. As soon as a patriarch becomes weak or is slain, the remaining males in the family group contest each other for the role of patriarch. There is almost always a second in command however, and these family disputes rarely break out into open brawls or contests.

Each family group belongs to a larger clan. The clan consists of several related family groups, usually ones related through the female, but not always. The size and numbers of the clans shifts constantly, depending on circumstances. Clans frequently break up due to deaths or when one group decides to break free from the bonds of one Clan to join another. The Clans make up the Hlobane Nation and they serve a Council of Elders who are chosen, not from each Clan, but from those elder warriors who have gained the most fame in battle. Each Clan supplies soldiers for the Nation in time of war, which is almost always. The troops are led by Sanjaks, a title they adopted some time ago. The Sanjaks are chosen by the Council for their skills on the battlefield.

Hlobane troops are always led by the most accomplished warriors. For every 10 encountered, at least one Pit Orc is present, of 3 hit dice and with an armor class of 16 (XP 35+3).. For every two or more Pit Orcs, there is one Overseer of 4 hit dice present, with an armor class of 17 (XP 70+4). For every 4 Overseers there is the Sanjak (Overlord), usually the general of the Hlobane army, with 9 hit dice and an armor class of 19 (XP 700+9).

By the time a Hlobane reaches the age of six, the males are attached to older males outside their family unit. They serve an apprenticeship for several years. The older males wear the younger from their mothers and teach them the arts of war. The younger orcs serve the older in all manner of capacity, from cleaning their armor to fetching food. When they reach the age of 13, they are considered warriors and allowed to enter any of the Warrior Societies that thrive in the Hlobane communities. The Societies serve as the backbone to the Hlobane military strength. They prize discipline, sacrifice, battle skills above all else.

The Hlobane shun magic for the most part. Their society has few shamans or wizards. Orcs shamans have some spellcasting capability from both the wizard and cleric classes. Shamans are allowed a maximum of 24 spell levels, with no spell greater than 4th level. Example: An orc shaman with six 1st, four 2nd, two 3rd, and one 4th level spell has the maximum of 24 spell levels. The dark gods they worship are called upon only to play witness to their bravery or their deeds.

Hlobane don't get along with many races. They tolerate any and all who they feel can serve their greater purpose. They detest other orcs as weak, unworthy creatures. They have a grudging respect for dwarves and halflings (this last may only apply to the battle hardened halflings of Airhde). They have had little contact with elves and as such do not possess the normal orc hatred of those creatures.

The Hlobane speak their own tongue, which is much concerned with military terms and military organization.

COMBAT: The Hlobane fight as they live, with discipline and order. They fight as a unit when they can; they are able tacticians if not strategists. Even younger Hlobane are able to take in and take advantage of the terrain and fighting conditions in which they are going to fight. Though they do not retreat, they also do not, by their own volition, knowingly throw themselves into a position that will be obviously overrun or cause the unit to be wiped out. If they are ordered into such a position by a leader they respect, they will obey without question. They favor heavy armor, shields, helms and large cleaving weapons such as the glaive, halberd and the like. For close quarters, they use short swords and axes. They are more partial to crossbows than bows.

Hlobane Orcs are sensitive to bright light and suffer a -1 penalty to attack rolls when fighting in daylight or similar conditions.

RESISTANCE TO POISON: This creature gains a +2 on all saving throws against poison.

IN AIHRDE

The Hlobane originate in the Austsern, the Claws of God, a land far to the east of the Cradle of the World, in the southern Marl. They were an insignificant tribe until they came into contact with an outcast sorcerer from island kingdoms of Kaath who used them as his servants. The sorcerers of Kaath were immortals who worshiped the Dragon God of their own land. After several generations the Hlobane changed markedly in their behavior

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and abilities. The sorcerer used them in his wars and in various enterprises. After many years he left them, returning into the south but the Hlobane were changed forever.

They continued to live in the Austern until Unklar found them. Greatly impressed by what he saw he immediately desired to bring them to his realm as servants, so he took the guise of a black dragon and fell upon the villages and towns, slaying many and driving the others into the wilderness. There, in his true form, he 'found' them and rescued them, offering them promises from his own hand in his own realm. The Hlobane were beguiled and followed Unklar into the west to his towers in Aufstrag. There he remade them into warriors and a cultivated them until they were the most trusted and fierce of his lesser servants.

During the long Winter Dark, they served him well and were settled in and around the Red Hills where they guarded the southern approaches to Aufstrag. They served in the guards of many of the great Princes of his Empire. During the Winter Dark Wars, at the Battle of the Tree, or as some call it the Ten Day Battle, the Hlobane Nation stood firm against the Council of Light. So it is written in the histories, "Only the Hlobane, the Orcs of the Red Hills, retired in order, for their pride has always been their strength and they could not be sundered."

The Hlobane are numerous and powerful and still hold to the old ways of the horned god. Their shamans worship him and their warriors fight under his banner. They are a prideful people for they alone survived the catastrophe of the Toten Fields. They prefer heavy armor and weaponry and are generally skilled in the use of it. They live in townships with large dirt parapets surrounding them. They carry the banner of their lord, a crescent moon into battle and frequently wear it upon their shields.

All but the most dim-witted Hlobane speak the Vulgate (Common). Those of at least high intelligence also speak Dwarf and Goblin.

HLOBANE ORC, NEUROG LET (BONE CRUSHERS)

NO. ENCOUNTERED: 1

SIZE: L

HD: 8 (d8)

MOVE: 30 ft.

AC: 19

ATTACKS: Ball and Chain (2d6), or 2 claws (1d4)

SPECIAL: Darkvision 60 ft., Immunity (spells), Light Sensitivity, Resistance (Poison)

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Humanoid

TREASURE: Nil

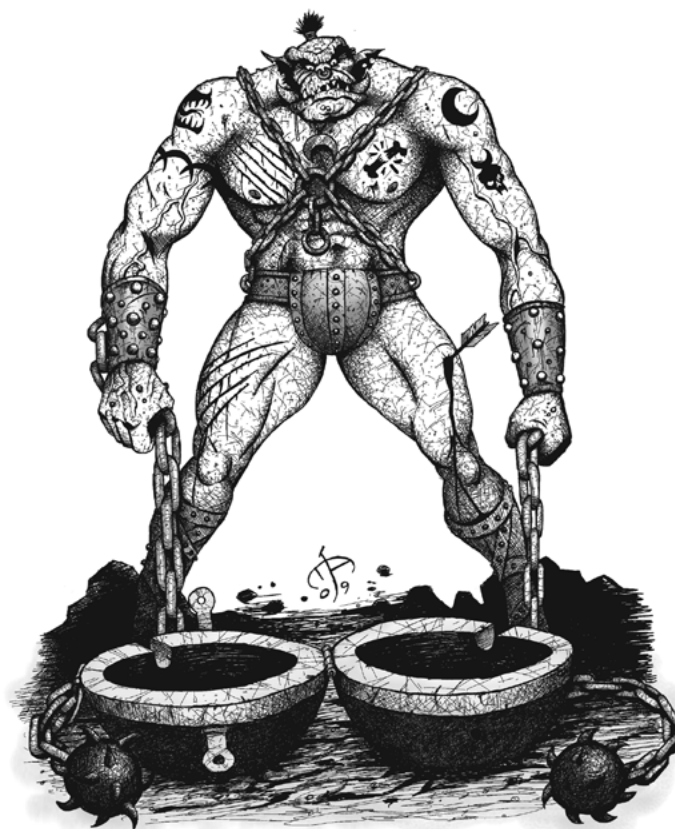
XP: 650 +8

The Neurog Let, called the bone crushers in the vulgate, are beastly orcs, bred for their sheer brutality. They are tall, powerfully built, though surprisingly lean creatures. With narrow eyes set

beneath a thick brow line, they appear to always glare at what they look upon. Their mouths are wide and their teeth filed and sharp. Like all orcs they have tusks that jut from the lower jaw, but the Neurog Let often grow the tusks back into their upper jaw where they cut the flesh, wounds which constantly seep pus and blood. Hairless but for a token lock they keep on their scalps, the Neurog Let ritually tattoo themselves, usually blending their horrific scars with the decorative nature of tattoos. The tattoos always reflect the dark crescent, or the horned god.

Neurog Let are bred from other Neurog Let and usually kept apart from the tribe, bound to the females of their particular breed. These Den Mothers routinely beat them and torture them, teaching them the tools of their trade. By the time they reach maturity, they are filled with the rage of a long life of pain and suffering, they are then bound with chains. These chains are specifically designed for the bone crushers. Two chains, each independent of the other, are set on the creature's wrists. The chains are attached to one or two spiked mace heads. These heads are placed inside a huge iron ball that weighs several hundred pounds.

The Neurog Let must drag this ball wherever he goes. The ball is looked after by another orc, the Ukjanu Let, The Keeper of the Bone Crusher. The ukjanu is the only orc allowed near the bone crusher. He feeds him, waters him and mends his wounds. For these reasons they exercise some control of the Neurog Let. In combat the ukjanu breaks open the large iron ball and releases the spiked mace heads, unleashing the Neurog Let onto the world.



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Generally the bone crusher only responds to the ukjanu. If the ukjanu is killed the Neurog Let rampages on all things living until he himself is killed.

By the time they reach maturity, they are given to one of the Battle Groups and used for a variety of purposes. For the most part they are used for torturing prisoners and strike fear into those who do not yield to the questions put to them. They are also used in combat, unleashed to battle some champion or the like.

COMBAT: Neurog Let, once unleashed, attack with a brutal disregard to any suffering they may incur. They single out the largest or best armored opponent and attack until they have killed it or they themselves are killed. They do not feel pain or suffer any wound to stop them, fighting even after limbs have been severed. They attack with the ball and chain, swinging it in wide circles to smash their victims or using them to strangle opponents. If freed from their chains for some reason they take any weapon that is near.

Neurog Let, like all Hlobane Orcs, are sensitive to bright light and suffer a -1 penalty to attack rolls when fighting in daylight or similar conditions.

RESISTANCE TO POISON: This creature gains a +2 on all saving throws against poison.

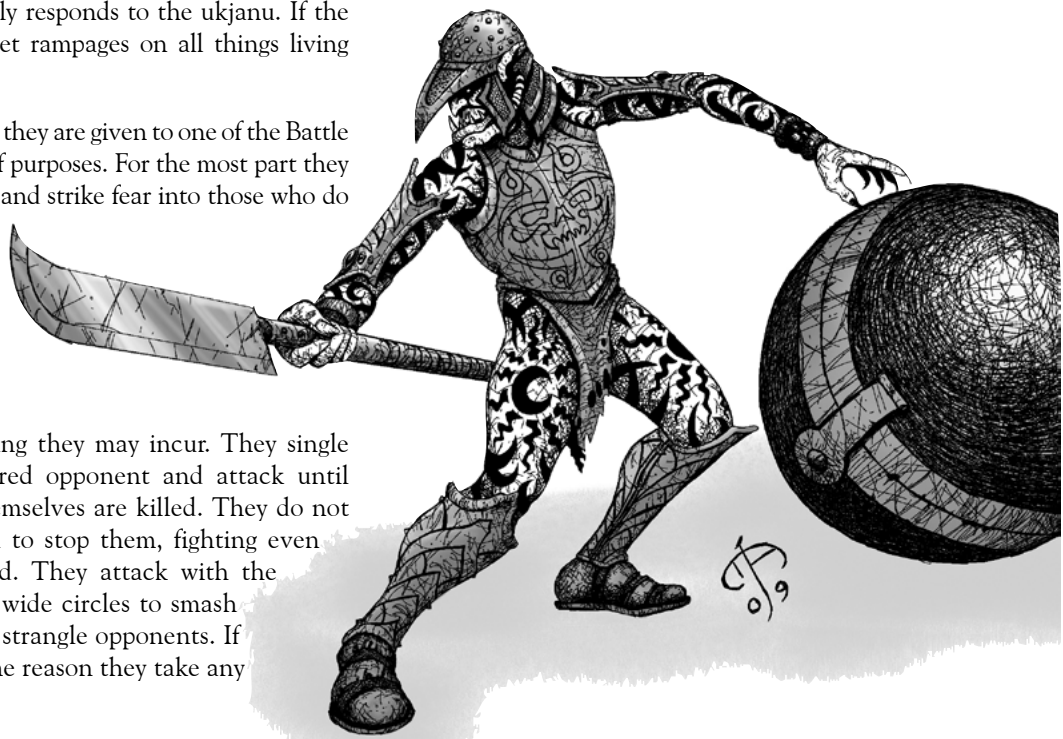
SPELL IMMUNITY: Neurog Let are immune to all mind altering spells, such as *fear*, *charm person* etc. This does not include illusions.

IN AIHRDE

The Neurog Let are Hlobane orcs, hailing, as all the whole of that orc tribe does, from the Red Hills. They are said to be the descendants of the first orcs of the Marl and are held in high regard by the rest of the Hlobane peoples. To become an ukjanu is a highly sought after, if dangerous, post in the tribal hierarchy.

During the Winter Dark, each Hlobane Legion was given one of these creatures to serve in the noted purpose. In later years they were favored by Unklar in his dealings with all peoples and used frequently by him to bring great suffering and humiliation on his victims. Their nature made them unreliable and they often turned on Unklar or his servants and were in their own turn destroyed. In latter years, the Neurog Let have become even more rare, but any large group of Hlobane numbering over 100 has a good chance of possessing one of these fierce creatures.

They are most often encountered in the east, however an increased demand for these creatures in certain courts and by those who seek such protection has led to their spreading to the west. They are sometimes sold on the slave markets of the Confederation of Torrich, Eloria, the Gelderlands or other similar places, always with the ukjanu let in toe.



HLOBANE ORC, UKJANU LET (KEEPER OF THE BONE CRUSHER)

NO. ENCOUNTERED: 1

SIZE: M

HD: 4(d8)

MOVE: 30 ft.

AC: 16

ATTACKS: By Weapon

SPECIAL: Darkvision 60 ft., Light Sensitivity, Resistance (Poison)

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Humanoid

TREASURE: 2

XP: 70+3

The UkJanu Let, the Keeper of the Bone Crusher, is a unique orc amongst orcs. Their appointed task is singularly unique amongst the orc kindred, for they are set to watch the Neurog Let, the Bone Crushers. The UkJanu shave their bodies to make themselves seem more palatable to their maddened charges. They wear tattoos of a religious bent as men wear clothes. But much of this they hide, as they love to adorn themselves in iron. A fitted breastplate, leg and arm greaves leave only their forearms and thighs exposed. They always wear a heavy helm, often shaped to mimic a crow's bill. They carry any assortment of weapons, but prefer cleaving weapons such as the glaive, pole axe or bearded axe.

It is a sought after position to be appointed an UkJanu Let for once tasked as a Keeper, the orc is relieved of all other tasks. Only those possessed of keen intelligence, guile and strength are

chosen. Once chosen they are given a charge, usually one fresh from the Den Mother's hold and they are set the task of bonding with the Neurog Let. Only the UkJanu are allowed to speak with their charge. Through a series of elaborate rituals they bind the Neurog Let to them and a true empathy develops. The two are inseparable ever after. The Neurog Let is bound by a great iron ball; this ball is opened upon a command word given by the UkJanu. Once spoken, the ball opens, releasing the chains that hold the Bone Crusher.

If a Bone Crusher is killed the UkJanu are often driven mad with rage and grief and attack whatever killed their charge.

COMBAT: The UkJanu possess no particular battle skills that stand them above and beyond their fellow tribesmen. They do not engage in combat so long as their charge is alive. They rush to its aid only if they see it being killed; otherwise they remain near the iron ball ready to call back their charge whenever they can. If pressed, they attack with the lust that any of their breed possess UkJanu Let, like all Hlobane Orcs, are sensitive to bright light and suffer a -1 penalty to attack rolls when fighting in daylight or similar conditions.

RESISTANCE TO POISON: This creature gains a +2 on all saving throws against poison.

IN AIHRDE

UkJanu is a rank more than a breed. Orcs vie for the post for a variety of reasons, but the honor hungry Hlobane, of which the UkJanu come, are usually after the power that the post commands. The UkJanu are given a wide berth by all in the hlobane tribe but for the Tribal Council. They are given a great share of any treasure, well fed and given plenty to sate their thirst upon. Keeping the UkJanu well supplied and happy is an honor for more common hlobane and for this reason they are often found in the best of circumstances. They are found wherever Bone Crusher orcs are found and certainly with the Hlobane tribes in and around the Red Hills.

HOUNDS OF DARKNESS

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 20 (d12)

MOVE: 60 ft.

AC: 22

ATTACKS: Bite (4d8)

SPECIAL: Detect Chaos and Good, Keen Senses, Leap, Swallow Whole

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: Nil

XP: 7,450 +20

These malevolent hounds tower above the earth, standing 15-20 feet at the shoulder and weighing over 6 tons. They have broad

chests and tapered waists, with wide heads and short snouts filled with fangs. Their fur is short in the summer, sometimes splotchy, and sometimes falling out altogether, exposing wrinkled, reddish-pink skin. In winter months, they grow a shaggy coat of fur, usually dark red or reddish-black in color. Their eyes burn with an eldritch fire that glows in the dark, sending wisps of blue smoke rising from their heads. Their breath is a gale of fetid stink.

When they walk, the world rumbles; when they leap, it shakes; and when they do battle, it quakes.

Though they are rare, the hounds are found in all climes and all terrains. They generally hunt alone, though they are occasionally found in pairs. They will eat anything and do not reason when they are hungry. If well fed, they tend to only hunt faerie creatures of all stripes, especially elves.

The hounds of darkness have a peculiar ability to sniff out creatures that are good or chaotic, both dispositions for which they have an unreasoning hatred. They neither make dens nor stop moving. Once in a great while, they settle in a region and hunt the region over, particularly if that area has an abundance of its favorite food.

Elves have a wholly natural fear and hatred of these creatures, for they often terrorize their villages and towns. Few can tame them, but some have tried and fewer still have succeeded, most ending their days as dog meal.

COMBAT: The hounds have a tremendous sense of smell and a keen sense, not unlike a dragon's. When their prey is located, they attempt to lay in wait for it, hoping that the victims come within their leaping range so that they can pounce and devour the hapless creature. When this fails, if they are discovered



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for instance, they attack by charging outright, leaping and attempting to swallow their victim.

KEEN SENSES: A hound of darkness sees twice as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet and the scent ability. They have superior hearing as well and are able to pinpoint almost any opponent unless the target is magically hidden such as with an *invisibility* spell.

LEAP: Hounds of darkness are able to make massive leaps, whether standing still or from a run. If standing still, they can leap up to 50 ft., whereas from a charge they can leap a full 75 ft. Any creatures they land upon must make a successful dexterity save or suffer a crushing blow from the creature's weight for 8d10 points of damage. A successful save negates all damage. Due to the creature's massive size, dodging is not impossible and therefore the CL of the leap attack is 10.

SWALLOW WHOLE: Hounds can try to swallow any medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 3d8+7 points of crushing damage per round plus 8 points of acid damage from the hound's gizzard. A swallowed creature can cut its way out by using claws or a small slashing weapon to deal 25 points of damage to the gizzard (AC 20).

Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The gizzard can hold three medium-size or six small opponents.

IN AIHRDE

Unklar first used his forges in the Klarglich, the Pit of Woe, to bring forth these fiendish beasts. The evil hounds were forged from the tortured bodies of the fey, twisted into the shapes of massive dogs.

Beaten, battered and starved they became wild with rage. When at last they were released, they left the pits in a rush and scattered throughout the world. In those days of the Winter Dark, they were seen in all the corners of the world, even swimming the oceans in their hunt for elven prey. It is rumored that one of these beasts slew the elven queen, Londea in the Shelves of the Mist.

They were hunted by the Prince Meltowg Lothian for many years until his death. And the annals speak of three that he slew single-handed. The creatures remain though, haunting the world and elves in particular. They are driven by lingering pain from their tortured births as much as by hate.

Their only purpose was to root out the high elves from their places of hiding. With the banishment of Unklar, they roam the world without a master, seeking elves to kill or a new master to follow, some few lay in dark places to abide their days in misery.

HULEN

NO. ENCOUNTERED: 1

SIZE: L

HD: 7 (d8)

MOVE: 40 ft. (fly)

AC: 19

ATTACKS: 6 tentacles (1d6 damage each)

SPECIAL: Twilight Vision 60 ft., Etherealness, Improved Grab

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: Nil

XP: 585+7

Hulen appear as huge tuberous masses of tissue. Its large domed 'top' is red or orange in color, translucent and sprouts hundreds of bone-white tentacles of varying sizes. It is difficult to actually focus on the creature and the viewer often sees only a mass of horrific looking tissue, for this abomination doesn't in fact possess a physical form. They are strange creatures who inhabit both the ethereal and material planes, lingering on the edge of both.

They are very predacious and delight in snatching victims, or at least the items they possess, from the material plane and casting them off into the ethereal to feast upon later.

COMBAT: The hulen are able, through their etherealness ability to move from one plane to the other and can pass through physical items in the material with ease. They usually stalk a certain area and wait for victims to pass through, at which point they use their etherealness ability to enter the material plane and attempt to snatch the victim and jaunt back to the ethereal where they attack the victim. If at any time the hulen is wounded in either plane, it discontinues its attack and retreats to the ethereal plane. If its victim is in the ethereal plane and doing significant damage, it drops the victim into the material plane.

ETHEREALNESS: This functions identically to the ethereal jaunt spell with the following exceptions. The creature can carry up to 2 victims into the Ethereal Plane. It never materializes



inside solid objects, but does become both physical and visible when attacking a victim.

IMPROVED GRAB: When a hulen successfully strikes with two or more of its tentacles, an opponent must make a successful strength save or be held, immobile, in the creature's grasp. In the following round, and any round the victim remains held, the hulen returns to the ethereal, victim or item in hand.

IN AIHRDE

Hulen are creations cast off by Corthain when he first attempted to make the Rune Lords. They seemed weak and purposeless so that greater god cast them off from the Void and into the ethereal (quite by accident). The hulen possessed a lingering desire to serve their master's purpose, which was to guard the pathways that lead from the Void to the Material world. Despite their desires, they hadn't the power or understanding, so they dwell in limbo, lingering on the edge of the material plane, watching for they do not know what. They constantly drift into the world and snatch people and things and carry them to the ethereal where they leave them or devour them.



IBAR

NO. ENCOUNTERED: 1-10

SIZE: M

HD: 4 (d8)

MOVE: 60 ft.

AC: 16

ATTACKS: Bite (1d10), 2 Claw (1d6)

SPECIAL: Nauseous Cloud, Trip, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Chaotic

TYPE: Magical Beast

TREASURE: 5

XP: 100+4

Ibar are beastly creatures cast in the general shape of a leopard. The ibar's body is long as are its legs and neck. Gaunt flesh clings to the ibar's flanks, revealing thick bones and casting the beast in a ghastly yellow color. Its shoulder bones extend and protrude beyond the skin and well beyond the creature's back; they broaden too, affording the ibar's flanks protection. A mane of long quills encircle the ibar's neck, extending down to cover its chest and along the spine where they merge with its thin tail. The ibar's head is short and beaked, its eyes broad and set deep beneath bony cavities upon its skull.

The ibar are able hunters, found in almost every clime and type of terrain. They run individually or in packs, however their natures are wild and they are unable to work in concert with each other, as often as not they attack one another in the course of a melee.



They are highly territorial, holing up in deep dens, or taking up residence in old ruins, dungeons, and the like. Packs that become too large split much as do wolf packs.

COMBAT: The ibar attack by rushing an opponent and attempting to trip them. If the trip fails, the ibar immediately expels a cloud of gas to disorient their prey while they are attacking.

TRIP: Upon a successful bite attack, the ibar attempts to use its weight and the force of its charge to pull down its victim. The victim must make a successful dexterity save or fall to the ground. On the following round, the ibar attacks with a +2 to all to-hit rolls.

NAUSEOUS CLOUD: The bases of the ibar's quills contain pockets of pus that generate a foul odor. Once a day, the ibar can open these pockets and trigger a spray of nauseous gas. The reeking cloud envelopes the ibar and everything within 10 feet of it. Anyone caught in the cloud must make a successful constitution save or become disoriented. Victims suffer a -2 to all attacks as well as the loss of any dexterity modifiers.

The effects of the cloud last for 10 rounds and are not cumulative with clouds generated by other ibar.

IN AIHRDE

The ibar are ancient creatures pre-dating the Dwarven Kingdoms. They have hounded the peoples of Aihrde both above and below ground. They are valued for their quills. Skilled craftsman have used the quills in the manufacture of many items, from scroll cases to whips and blowguns.

The quill itself is almost indestructible and is pliant when heated. Generally, the quill sells for 5gp in the open market.

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ICE ROUNDER

NO. ENCOUNTERED: 1

SIZE: Large

HD: 8 (d8)

MOVE: 30 ft., 30 ft. (Swim)

AC: 16

ATTACKS: Bite (2-12), Tail (1d6)

SPECIAL: Camouflage, Keen Senses, Rend (Roll)

SAVES: M

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 9

XP: 500+8

Ideally built for travel in the deep snow, the ice rounder is a long creature, growing up to 15 feet in length. These creatures are generally white or light gray, covered in coarse fur and are well adapted to hiding in the snowy tundra. They have six thin, long double jointed legs with webbed toes. They have a broad, flat head, capped by a wide mouth, filled with discordant rows of hundreds of small, thin, razor-sharp teeth. The teeth protrude from the mouth at all angles, even beneath the creatures thin lips. Their eyes are wide, with huge bluish pupils, but they are nearly blind.

They are stationary hunters, camouflaging themselves in surrounding snow and extending their two whip antennae out and under the snow. These appendages are 6-8 feet long and grow out from beneath the creature's chin. They resemble thin black whips and are very sensitive to ground movement or even heat variations. The ice rounder can tell the size of passing prey as well as its weight and speed. Anything that crosses over its antennae is instantly attacked.

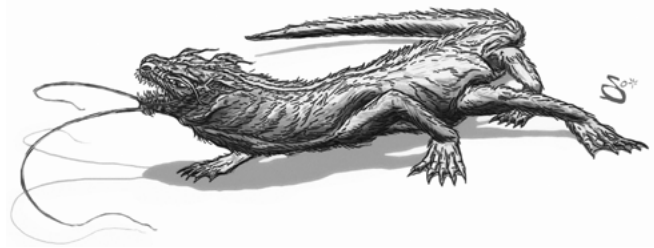
Ice rounders are highly predacious and hunt constantly. They are rarely found in the company of other ice rounders. Their webbed feet allow them to swim, which they do frequently in search of fresh hunting grounds.

COMBAT: As noted, ice rounders hunt through ambush. They lie in wait until some unsuspecting prey passes by, at which point they launch an attack. Using their mouths to bite and get a solid grip, they use the weight of their bodies to push the prey to the ground. If the prey struggles too much, they strike with their tail as well.

CAMOUFLAGE: Ice rounders are able to blend into any snowy environment. They do so by lying still in the snow for hours, sometimes days on end. When concealing themselves, they have a +2 bonus to hide checks, and a +4 bonus to surprise rolls.

KEEN SENSES: They are almost blind and have little sense of smell, but it is possessed of highly keen senses in its antennae.

REND: If the ice rounder scores a successful hit with its bite by rolling 19 or better, he grabs an opponent in his huge, teeth-filled maw and immediately begins cutting the flesh, dealing an extra



1d8 damage each round it holds on. A successful strength check (CL 6) allows the victim to break free. If the creature remains in the ice rounder's jaws, the beast does a death roll, similar to that of an alligator. The victim must make a successful dexterity check (CL 6) or the affected limb is torn off for a further 1d12 points of damage a round until the wound is bandaged.

IN AIHRDE

These strange creatures emerged from the Great Salt Flats after the early days of the Great Wars when Unklar had taken control of the land. They flourished for the thousand-year reign, becoming a complete terror to folks all over Aihilde. They now inhabit the high peaks of almost all of the world's mountain ranges. They do wander down during the cold months, hunting more tender morsels than their normal mountain fare. They are still plentiful in the Great Salt Flats.

IGNITH DOGS

NUMBER ENCOUNTERED: 1-100

SIZE: Small (2'+)

HD: 1 (d6)

MOVE: 40 feet

AC: 14/16 (tail)

ATTACKS: Bite (1), Tail (1d4)

SPECIAL: Spark, SR 2

SAVES: P

INTELLIGENCE: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: See Below

XP: 11+1

The ignith dog looks like a dog in general shape, however, it possesses six legs and a much longer, flat tail. Scales cover the creature's torso and the lower part of the legs; hair, long and coarse, runs the length of the creature's back and down its tail. A short neck sprouts a wide snout filled with misshapen fangs; it has no nose but two eyes that burn white or blue with a glassy stare.

Ignith dogs are magical creatures created when gods wage war upon one another. They are ravenous beasts with an insatiable desire to kill living things, mirroring the rage of their creation. They hunt in packs usually, though sometimes alone or in pairs.

They do not den up and have no treasure; however, the wise understand that their eyes are solid glass, containing a powerful charge of electricity. Removing them is easily done. The small marble puts off a few feet of dim white light. They have other

uses, often in experiments, but in battle they are prized by slingers because when they hit, they explode and discharge their power for 1d6 extra points of damage. The eyes act as magical weapons with a +2 bonus, but this bonus only applies towards defeating a creature's immunity to weapons

COMBAT: The creature attacks with a running leap, attempting to strike its target with a bite. Its bite discharges a blast of electrical current so the opening attack can be deadly. After its initial attack it pivots, striking with its tail as the charge regenerates. The tail's thick plates serve to protect the creature better than its normal hide.

SPARK: Upon a successful hit with its bite attack, the ignith dog discharges a jolt of electrical current. This jolt causes 1d4 points of damage. The victim is allowed a constitution save. If successful the jolt has no affect. The dog can do this once every four rounds.

IN AIHRDE

These creatures are common where gods war; their divine magic creates the creatures. They roam the world in packs, hunting living creatures. The creatures are most commonly found on the Roof of the World, but range through the lower Lands of Ursal.

There are those who make their living from hunting the ignith dogs, knowing the value of their eyes. These hunters travel with clerics or druids, following the signs of the gods to bring them into contact with the beasts. The eyes, once carved out, bring 250gp on the open market.

IKLE DEMON

NO. ENCOUNTERED: 1
SIZE: Small
HD: 1(d6)
MOVE: 20 ft.
AC: 14
ATTACKS: Engulf (1d4)
SPECIAL: Engulf, Incorporeal
SAVES: M
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar
TREASURE: Nil
XP: 11+1



Ikle demons have no particular shape or form. Upon first glance, they look like a wisp of dark smoke cast, though a more careful observation reveals the vague shape of a man or woman's face, captured with a look of extreme fear. This terror is so written into the parchment of their expression that it leaves the viewer cold. They smell like burnt tar, so that anyone within a few feet is left with an acidic taste in their mouths.

These small creatures are not true demons as they come from the negative planes. They are the evil spirits of petty criminals cursed to spend eternity in the shadows. They are numerous and

found almost anywhere. Ikle demons are terrified of everything around them and seek only to hide from any light. However, if suddenly unearthed or exposed in some ways they do attack.

Though they are not technically undead, a cleric can turn them. Holy water does 1d8 points of damage on the creature.

COMBAT: When pressed, the ikle demons attack the nearest person to them by launching at their face. They attempt to engulf them. If they succeed, they enter the victim's mouth and nose, attempting to choke them. If left alone, it flees to the nearest darkest corner it can find.

ENGULF: If an opponent is struck by an ikle demon, the creature engulfs the victim's head. The opponent must make a successful dexterity save in order to avoid damage. If they succeed, they take no damage, if they fail; the demon enters their throat and nose and begins choking them for 1d4 points of damage a round. Each round their after the victim can make a dexterity check to see if they can manage to break free from the creature's grasp. The victim cannot attempt to break free and take another action in any given round.

INCORPOREAL: Ikle Demons are incorporeal creatures, and normal weapons pass through them harmlessly. Only magical weapons of +1 or better can affect them.

IN AIHRDE

Though most commonly encountered in the Shadow Realm, the Ikle Demons dwell everywhere. Cursed by their life's actions, their souls wander without direction; forever denied access to the Dreaming or the Stone Fields. Ushered from the light by their own fear; they hide in dark places far from the roving minds of men. They are often captured by wizards, sorcerers, priests, dwarven smiths, goblins, shamans and the like and used as guardians.

IO-TOPEK (APE-MEN)

NO. ENCOUNTERED: 4-80
SIZE: Large
HD: 5(d12)
MOVE: 30 ft., 20 ft. (climb)
AC: 16
ATTACKS: 2 Claws (1d8 each), Bite (1d12), or by weapon
SPECIAL: Blood Frenzy, Leap, Rend, Scent, Twilight Vision
SAVES: P
INT: Superior
ALIGNMENT: Neutral Evil
TYPE: Humanoid
TREASURE: 6
XP: 200+5

In the deep jungles of the south lie wondrous cities, now in ruins, victims of time and nature. Little remains where once stood mighty ramparts, with domed buildings sheathed in gold and other splendors. The walls are in ruins, vines cover the gates, trees split the cobbled ways, and the domes are in splinters. Here, amidst all this forgotten splendor, dwell the last of a dying

MONSTERS



race, the io-topek. The io-topek stand about 5 feet tall, and are thick of chest with long arms and shorter legs. They are powerful creatures, with thick muscles of corded iron. Resembling walking apes, they walk with a rambling gait, moving slowly and awkwardly. When they run, they are very fast for they shift their weight forward using their arms as much as their legs. Their bodies are covered in a thick layer of dark hair and the skin beneath is thick, more like the hide of a beast than the skin of a man. The heads of the bulls are strangely devoid of hair, their scalps a pale gray color. The cows have longer hair, with a generous amount on their heads. The bulls are always larger than the cows, thicker in chest and arms, though the cows are more nimble and move far quicker than their rambling mates.

The io-topek have long fangs, often ringed with bands of iron, gold, silver or some other precious metal. Though once they mastered the use of metalworking, they have long since lost this ability and pilfer the dead for what they wear. They deck themselves in arm bands, rings, and studs. They sometimes carry shields, but rarely, as these tend to interfere with their movement. For weapons, they use iron studded clubs, stone axes or other weapons they have stolen or inherited over the years.

They have a very good mastery of ropes, vines and the like and often use these in combat to immobilize their foe. Though intelligent, they are not very industrious, living in the ruins of their ancestors, embedded in the squalor of a past they cannot remember.

They live in small bands, usually, but not always near the ruins of their ancestors. Some of the bands have digressed into such a primitive state they hardly resemble their kin. These bands are led either by the largest bull, a Warlord, or by a Shaman, an io-

topek of greater intelligence that is able to conjure minor spells. Warlords possess maximum hit points with an AC of 20. They are able to do an extra 1d4 points of damage on any attack. Shamans act as a normal io-topek, but are able to cast druid spells as a 5th level druid (XP 240+5). The bands consist of about 50% male and female with 10% of the band being young adults or babies.

COMBAT: The io-topek are ferocious in battle. They are quick to anger and attack most anything that displeases them. Always in the backs of their minds are latent feelings of superiority and the desire to destroy anything that may cause envy. If a warlord or shaman is present, they can act in concert when attacking. The troop, male and female, surrounds the enemy and falls upon them from all sides. The io-topek will attempt to capture some of their victims and keep them for sacrifices.

BLOOD FRENZY: When an io-topek is reduced to 50% of its hit points, it automatically enters a frenzy the following round. A frenzied io-topek claws and bites madly until either it or its opponent is dead. It gains a +2 bonus on all attack rolls, +2 damage, and a +2 bonus on its saves; it suffers a -2 penalty to AC. An io-topek cannot end its frenzy voluntarily.

LEAP: The io-topek is a powerfully built humanoid whose legs are short but powerful. If they are already charging, they are able to leap huge distances, covering 40ft. in one large jump. They are able to do this and attack with claws and their bite attack in the same round.

REND: Io-topek's are able to rend for 3d4 points of extra damage if both claws hit.

IN AIHRDE

The primitive peoples were once men of great stature and power. They dwelt in cities of stone deep in the jungles of Naid. There they worshipped the god Thorax and served him in his every design. Wild were their sacrifices, barbaric and brutal; they ruled through him and he through them. They conquered vast stretches of the jungle and its people, enslaving them or abusing them as is the wont of evil creatures. But in the end their master fell into the darkness and the io-topek suffered the curses of the victors.

They became little more than beasts; whether through mating with the wild apes or through a slow degradation of their minds none may say but their own shamans, but whatever the case these brutal creatures are but echoes of a power that once reigned in the jungles of the south.

The io-topek worship the moon of Aihrde, but not the true moon. The moon they call the Eye of Orx, a shortened name of the god Thorax. They worship this long since fallen deity, making grim sacrifices to him whenever they can. Their temples are wooded areas, at the heart of which is a hollowed stump that has been fashioned into a drum. Upon the full moon they gather there, wildly beating upon the drum, eating, dancing, and making sacrifices when they can.

J—

JARA-TUOR

NO. ENCOUNTERED: 1-12
SIZE: M
HD: 3(d8)
MOVE: 30 ft., 60 ft.
AC: 12
ATTACKS: 2 Slam (1d4), or by Weapon
SPECIAL: Caw
SAVES: P
INT: Average
ALIGNMENT: Neutral Evil
TYPE: Monstrous Humanoid
TREASURE: 3 (individual), 9 in lair
XP: 30+3

The jara-tuor dwell in the deeps of ancient forests. They are a strange amalgamation of man and crow. They have the lower torsos, legs, feet, stomach, and arms of men and the bodies, wings, and head of a crow. Their wings are wide, easily an eight foot wingspan. The arms lie beneath the wings, and covered in a downy growth of gray-black feathers, they make the jara-tuor the perfect amalgamation of bird and man.

They are as comfortable on the ground as they are in the air, though their sheer size prohibits an easy flight through thick bramble or forests. The jara-tuor dwell in colonies of up to a dozen. They mold the forest to fit their needs, carving tunnels out of the canopy that allows them to fly with ease from one area to another. They nest in ancient trees, high off the ground, building homes for themselves upon the branches. These homes consist of a mixture of structures built into and on the tree limbs. They are not careful in their design, and the homes do not reflect a comfortable abode.

The jara-tuor hunt the paths of their forests, targeting interlopers more than anything else. They use tools and weapons as most



men do, but do not have the knowledge, or at least the fortitude to create them on their own; relying upon theft to acquire them.

COMBAT: Jara-tuor attack using a variety of handheld weapons, usually beginning their assaults with a volley of javelins or short spears. They tend to attack as a flock, focusing on one or two victims, swooping down and hounding them. When they close they use, clubs, daggers, axes, or whatever is at hand.

CAW: When hard pressed, the jara-tuor issue a loud caw. The scream is unsettling to any who hear it and those who fail to make a successful charisma save suffer a -1 to all intelligence checks for the next 4 rounds. The caw also seems to summon hounds from the beyond. The caw acts as the illusionist spell *illusionary hounds* except the hounds appear to be undead. They can caw only once per day.

IN AIHRDE

The jara-tuor serve Heth, the crow god. As one of the greater Og-Aust, Heth took upon himself the task of guiding the dead to the afterlife, whether to the Stone Fields or the Shadow Realms. The early ancestors of the Ethrum tribe worshipped him far and wide and they commonly carried charms of Heth to keep them safe upon the road or to ward off death. Never an evil god, but one who governed the gates of death, Heth became the object of the deepest superstition, and of all the Og-Aust his worship lasted the longest. Even the modern ages see his charms frequently placed upon grave sites or carried by men on the road.

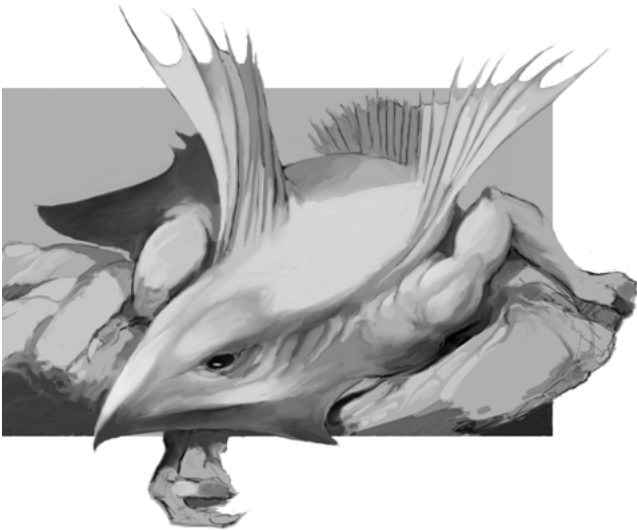
The jara-tuor served Heth as soldiers, guides, and messengers. When the power of Heth faded in later years and the Ethvold shrank to its present borders, the jara-tuor fled to the hinterlands or the deep mountains. Some fled north and east to occupy other forests, always in search of their master. Now they are uncommon to encounter, but found throughout the world.

JARHDEL

NO. ENCOUNTERED: 1-6
SIZE: M
HD: 4(d8)
MOVE: 30 ft.
AC: 21 (head, neck) 17 (body), 13 (stomach)
ATTACKS: head butt (1d6), Bite (1d4)
SPECIAL: Darkvision 60 ft., Powerful Charge
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: Nil
XP: 60+4

The jarhdel are beastly creatures that are able to dwell in a wide range of environments. They stand about 3 feet at the shoulder and are about 6 feet long from head to tail. They have four long, jointed legs with thin clawed toes that allow them to gain purchase on steep rises, icy ledges, or even on slippery rocks. Their heads are broad and covered in an angled plate of bone

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that allows them to ram their victims, but also protects them from the thrashing of their prey. Their jaws are long and filled with cutting saber-like incisors at the fore and rending teeth at the back. They are wide and bulky and do not run terribly quickly, but their bodies have several bright blue colorations that often confuse less intelligent prey. A thick hide of short horns protect the flanks and back, though their bellies have no protection at all. Their most peculiar feature is undoubtedly the large 'sails' they are able to unfold from their backside. They are able to unfold two, long spiny, sails from their back. These sails consist of a thin membrane of skin connected to bony spikes. They have a short tail, used mainly for balance.

The jarhdel prefer in cool environments, but are able to dwell almost anywhere. Their sails, filled with blood vessels, allow them to regulate their body temperatures from one extreme to the next. This allows them to hunt in most environments and throughout much of the year. When the sails are flush with blood, they turn a bright orange color; this color often serves to distract their prey.

The jarhdel are wide ranging, traveling in packs of 1-8. There is always one adult male, the rest being female with 1-2 young. Solitary encounters are almost always with young males, hunting the tundra for an older male they can unseat. They are very capable hunters and will eat almost anything they can take down. They are not particularly fast and as such usually wait for their prey to pass near before ramming them and pouncing upon them. They are scavengers as well, eating almost anything they find dead on the plains.

COMBAT: The jarhdel lay in wait for prey to pass near. When the intended victim passes within a few hundred feet they charge, slamming the creature with their large head, knocking it to the ground or even senseless. Once prone and helpless, they fall upon it and devour it.

POWERFUL CHARGE: A jarhdel begins a battle by charging at an opponent, lowering its head to bring its bony plate to bear. In addition to the normal benefits and hazards of a charge,

this allows the beast to stun the victim. If the jarhdel scores a successful hit then the victim must make a constitution save. If they fail, they are knocked prone and stunned for 1d4 rounds.

IN AIHRDE

The jarhdel were largely restricted to the northern regions of the world and rarely seen in the southern climes before the age of the Winter Dark. When the horned god filtered the sun's light, the snows began falling and the jarhdel's population exploded as a whole new range of hunting grounds opened up to them. They adapted to a wide range of terrain and humanoids, humans, and demi-humans became a major part of their prey. They ranged into the Lands of Ursal (the Cradle of the World) where they became a terror throughout. A favorite target for hunters for both their meat and their heads, the jarhdel were favored by the nobility of Unklar's court, at least for a while, as decorations.

When the Winter Dark receded, the jarhdel remained behind, their sails proving a highly efficient adaptation, allowing them to live in almost any environment. They are now encountered almost anywhere in the world.

JOLMUEN

NO. ENCOUNTERED: 1-4, 4-12, 10-100

SIZE: L

HD: 9(d8)

MOVE: 40 ft.

AC: 13

ATTACKS: 2 Hooves (1d4), Gore (1d8), by weapon (x4)

SPECIAL: Deepvision, Keen Senses, Trample

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 9

XP: 1,100+9

These strange creatures are mix between a boar and a giant; with the body of a boar, and the upper torso of a dwarf. They have four arms, thickly muscled from which they wield weapons of stone or iron. Their bestial faces are thick, flat and round, four huge tusks sprouting from the horizontal gash that is their mouth. A thick coarse hair covers much of their torso, almost as thick as the boar's body; this affords them a simple armor. Their eyes are small as are their ears, but their noses are broad and flat and very sensitive. They usually wear some type of harness in order to manage their weapons.

The jolmuen are fierce fighters, attacking most of everything they encounter. They are carnivorous and require a great deal of food to sustain them. They hunt almost anything and have few friends in the world.

They do not nest up or have lairs, carrying everything they own or value on their backs in the form of satchels, packs, barrels, and the like. They are nomadic, but are very migratory, visiting the same seasonal locations as food waxes and wanes. They hunt in



small bands of 1-4, male and female. They do not interact often, except to swap mates, trade or exchange news. Though they often fight amongst themselves. Occasionally large war bands gather together, from a couple dozen to hundreds.

They speak a simple form of the common or vulgate speech.

COMBAT: These creatures are extremely capable on the battlefield, able to wield four weapons at once or to attack with their hooves, trample their victims and, if need be, they can gore with their massive tusks. Note that if they attack with their hooves and the trample attack, they can use only 2 of their weapons. When using the tusk attack they cannot use any weapons.

KEEN SENSES: The jolmuen has an amazing ability to sniff out danger. They gain a +2 on all surprise rolls, hide checks, etc.

TRAMPLE: When a jolmuen attempts to overrun an opponent, the target may not choose to avoid it. The target must make a successful dexterity save or suffer being knocked down, the jolmuen may immediately make 2 hoof attacks against him or her, gaining +5 on its attack rolls.

IN AIHRDE

Creations of the Ichlun the Goblin Sorcerer, the jolmuen served to flesh out the ranks of the goblins in their eternal wars with the dwarves. The first recordings of them come from the annals of the Alanti when the goblins lords used them to batter down the walls of their coastal towers. The creatures proved difficult to slay and their brute power became a terror to the common ranks of the dwarves. But, as with all things born of ill design, they were flawed. Unable to follow directions, nor to stay on task, the jolmuen fell easy prey to the highly organized dwarves . . . at least when

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the dwarves marched in such numbers as to weigh them down. In the end, the wars ground to a halt for both races of dwarf and goblin butchered themselves upon the rocks of history. The jolmuen thrived however, spreading across the land where they enjoyed reaping mayhem in all regions of the world.

JOLNOCH

NUMBER ENCOUNTERED: 1-4

SIZE: Large (6+')

HD: 5(d8)

MOVE: 40 feet

AC: 16

ATTACKS: 1 Gore (1d4), Bite (1d8), Head Butt (1d4)

SPECIAL: Scent, Trip

SAVES: P

INTELLIGENCE: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 200+5

The jolnoch are large boar-like beasts, down to the hooves and snout. Barrel-chested, these massive creatures stand up to six feet at the shoulder. Their light brown fur is very thick and short; spots intermix with two distinctive white stripes that run from the shoulder or the tail. Unlike regular boars these creatures are predators, hunting the plains for prey large and small. They prefer cold climates, though on occasion range into warmer regions.

The jolnoch hunts by scent, tracking its prey over great distances.

They are prized for their skin, for once it is properly cured it makes an astounding cloak. Such a cloak grants the wearer the same protection as if an endure elements (cold) spell were cast, but the effect wears out over time.

COMBAT: The jolnoch stalks its prey; once located, it breaks into a charge, slamming the victim with its massive head and then rending it with fangs.

TRIP: Upon a successful bite attack, the jolnoch attempts to use its weight and the force of its charge to pull down its victim.



The victim must make a successful dexterity save or fall to the ground. On the following round, the jolnoch attacks with a +2 to all to-hit rolls.

IN AIHRDE

The creatures are found largely in Hunlands and Gottland and further north. Their skins bring 50gp in the open market. Halflings love to hunt them for the challenge is tremendous, as is the risk.

JORAL FISH

NO. APPEARING: 1

SIZE: L

HD: 10(d8)

MOVE: Swim 60 ft.

AC: 24

ATTACKS: Bite (2d8)

SPECIAL: Improved Grab, Ram

SAVES: P

INT: Superior

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 12

XP: 1,200 + 7

This huge fish is found in most fresh water rivers and large lakes. As an adult they range up to 8 feet in length, with powerful pectoral fins and a long spiny-dorsal fin. The joral fish is a deep blue above the lateral line but white or light blue below. A naked bone carapace marks the fish's head, the jaws coming together in a maw that consists of bone-teeth inseparable from the head itself. Two massive bone-teeth on the bottom and two on the top allow the joral fish to grip almost any prey. Two wide eyes are set just above the bone carapace.

The joral fish is a very intelligent creature and as such is able to learn from its experiences to solve problems. This makes the predator extremely dangerous. By the time they have reached adulthood they are able to recognize prey and understand how to get at them, whether knocking someone out of a boat, sinking a boat, or even swimming in shallow waters without getting stuck. The joral is far more than a fish.

When the fish breeds they drop live young in deep, slow moving or still parts of whatever water they live in. There the fish feeds on smaller fish, crustaceans as well as scavenge for food. They grow only slowly and the young die at an extraordinary rate for they are aggressive and live in a predacious world. Those that live do so through experience, experiences they retain and utilize in future hunts. They are not partial to anything in particular, only flesh, but they are willing to ram boats to get it.

Joral fish nest in deep hollows beneath river banks. They often drag their prey there to devour and for this reason many of their lairs are filled with items both magical and mundane. The fish itself is highly sought after, particularly in its infant stage, as they are put in castle moats to guard against intruders.

COMBAT: This highly predacious fish hunts almost any type of prey it feels it can bring under the water and drown. It particularly hunts creatures in boats, ramming the craft and attempting to dislodge anyone in it as they are far more likely to sink due to clothing and armor. Once they have picked their prey, they bite it and attempt to drag it under the water.

IMPROVED GRAB: When a joral fish successfully strikes with its bite its prey must make a successful strength save or be held in the jaws. In the following round the joral fish is able to dive and carry any medium sized creature beneath the water where it attempts to drown it. Furthermore, the joral fish is able to continue to put pressure on the bite, dealing an automatic 1d6 points of damage per round. Drowning rules can be found in the **Castle Keepers Guide**, or use the following. Any victim grabbed by the joral fish and dragged underwater automatically begins to suffocate. If the creature is not defeated or the victim otherwise released in three rounds the victim blacks out. Three rounds after losing consciousness, the victim dies.

RAM: The joral fish is a powerful swimmer and with its heavy, bone head, able to smash into wooden small boats or canoes, capsizing or sinking them. Each successful ram inflicts 1-8 points of structural damage. Ramming is almost always done from the bottom of the craft, in order to safeguard the fish from any harm from the boat's occupants.

IN AIHRDE

Joral fish are common in almost all the rivers and large lakes of Aihrde. They are a favored fish to hunt and kill in the Aenochian Forest. Often fisherman go after them with a knife alone, for the challenge of slaying one in battle under the water is seen as a great feat and honor.

JUNG-MULE

NO. ENCOUNTERED: 1-20

SIZE: L

HD: 6(d8)

MOVE: 30 ft.

AC: 19

ATTACKS: Slam (1d10)

SPECIAL: Sonar, Trample

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: Nil

XP: 240+6

These massive, eight-legged beasts have thick, armor-plated bodies. Shovel-like horns crown their broad heads, but beneath these where a snout should be, is a third horn; pointing down, this horn is sharper, but as broad as the other two. Beneath this third horn lies their wide mouth, lined with razor sharp, small teeth. Their eyes and ears are small and set deep in their armored plates, but these are almost useless organs, for the beast is equipped with an amazing ability to detect motion even in the

most inhospitable environments. Thick, coarse hair covers them from head to six cloven feet.

These creatures travel in small herds dominated by a matriarch. This dominant female determines what the herd does and where it goes. She always feeds first. If one jung-mule is spotted it is usually a buck searching for a mate. These are always aggressive. Generally the jung-mule scavenges for its meal, however, they hunt anything and eat any other creature, living or dead.

The horns, though used as a weapon, are an adaptation that allows them to move through the thick snow and ice. They are normally found in colder climes, but if the hunting is good often wander into warmer temperatures during winter months.

They are excellent mounts, easy to tame and generally agreeable if they are regularly fed. They are able to move massive weight, up to 4000 lbs with their shovel-like horns.



COMBAT: The jung-mule is a rather benign beast until it becomes hungry at which point it becomes very aggressive. It charges potential prey, rams them with their head, and tramples them. When the prey is dead or wounded, they eat it. They also attack other predators to take their kills or even dig up graves to get at rotting meat.

SONAR: Their ability to detect motion through sound and put shape to it augments their poorly developed eye sight and hearing. Through this sonar, they are able to “see and hear” up to 200 feet away. This sonar is magical in nature and is not obstructed by weather patterns or even solid surfaces such as rock. It works in many respects as the spell *clairaudience/clairvoyance*, without the limitation that the jung-mule has to be familiar with the area he is detecting.

TRAMPLE: A jung-mule can trample anything smaller than itself after a successful slam attack. Any such victim suffers

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3d6 points of damage. A successful dexterity save reduces this damage by one half.

IN AIHRDE

For long millennia, these creatures ranged in the frozen tundra and highlands. The orcs of the Marl tamed them and used them for all manner of tasks; as beasts of burden, in construction, and as battle mounts. Their short hair is thick and used for armor, clothing, foot wear and the like. During the Winter Dark, the beast spread rapidly across the world of Aihilde and quickly became the standard mount. Their diet of flesh mixed well with an ability to shovel large amounts of snow from their paths for troops and travelers. Most armies possessed huge herds of the beasts that always moved ahead of the main body, shoveling roadways for the lesser creatures to pass; hence their name "Jung", meaning snow, mule.

K—

KAVRUN HOUND

NO. ENCOUNTERED: 1-4

SIZE: M

HD: 6(d8)

MOVE: 50 ft.

AC: 22

ATTACKS: 2 Claws (1d4), Bite (1d8)

SPECIAL: Pack Combat, Scent, Sonar, Trip, Tunnel

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 6

XP: 420+6

Kavrun hounds are vaguely dog-like creatures that live in caves, dungeons, and the like. Their armored heads are little more than bone-covered jaws, jagged fangs, and long hair-like stalks hanging from their lower jaw. They have neither eyes nor nose of which to speak. Bony plates protect the creature's back, flanks and legs; the plates overlap, providing an inter-locking defense. On their bellies their tissue is soft and pink. They have broad, flat, tails, also thickly armored. Thick claws designed to dig through stone cap all four of their long legs.

Bred as tunnel fighters, the kavrun hound is heavily armored on the top and upon its head; however, the beast's brain actually lies in the base of their tail. This tail is highly flexible and able to coil up underneath the creature's belly, protecting it if the need arises. They do not see nor hear the world around them, but rather detect movement through the highly sensitive stalks upon their jaws. They are able to detect temperature variations as well as movement and any seismic activity.

Kavrun hounds are extremely aggressive pack animals. Though they dwell beneath the ground, they do venture out of their

caverns, but shy away from wide open spaces, preferring swamps, forests, jungles, and scrub-land. They do not nest, but rather lay eggs in holes or fissures. The eggs mature and hatch on their own and the young are born full grown.

COMBAT: The kavrun hound always attacks by charging its prey; head low to the ground with the object of flipping or tripping the creature so that it can leap on top of it. They attack in groups, one using its weight to knock an opponent off balance while any other hounds present use their weight to trip them.

TUNNEL: The hound can tunnel with amazing speed, digging through dirt at 5 feet per round and stone up to 6 inches per round. The tunnel ranges about 2 by 3 feet in diameter.

PACK COMBAT: If two or more kavrun hounds attack a single opponent, they are able to trip him but the victim makes a dexterity check at -2 per hound. No more than three hounds can attack a single medium or small sized victim.

TRIP: A kavrun hound can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a save versus dexterity to resist being pulled to the ground, automatically losing initiative the next round.

SONAR: The kavrun hound can detect any motion up to 100 feet away, even in complete darkness. They cannot be surprised.

IN AIHRDE

The goblins bred the kavrun hounds in their deep tunnels, long before the Goblin-Dwarf wars. They used the beasts for a variety of purposes; as beasts of burden they could carry up to 40 lbs. of weight, as guards they were impossible to surprise; in the tunnels they dug constantly; in the attack they bore the same lust for battle that their master's possessed. In the early wars, the kavrun proved a terror to the dwarves, who had little experience with such creatures. In time, an entire class of kavrun hunters developed amongst the dwarves. Hard-bitten, wild and savage, their sole task was to hunt the beasts and slay both them and



their masters. Even today, kavrun hunters exist, hunting and slaying these creatures wherever found. These hunters are called the Pulsoldat, the Dog Soldiers.

The kavrun were never exterminated however, and they propagated in the dark places of the earth after the end of the Stone Wars, that last battle between dwarf and goblin.

While common to the underground world, today's kavrun hounds are untamed, running wild and with little memory of their past connection to the goblins. From time to time, eldritch goblins will reach out to them and attempt to draw them back into the fold. To this end, they are forever in search of the eggs of these beasts, so they may breed them in captivity. They pay a handsome price in Ngorondoro, up to 500gp for an egg.

KIMER STEPPE DEVIL

NO. ENCOUNTERED: 2-5

SIZE: Medium

HD: 4 (d8)

MOVE: 40 ft.

AC: 16

ATTACKS: Bite (1d8), 4 Claw (1)

SPECIAL: Improved Grab, Scent

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 4

XP: 100+4

The Kimer steppe devils are mammalian creatures found in many climes, but preferring the open country of steppes or prairies. They are long and sleek, with a narrow neck and head. They have a beak at the end of their snout used for digging out prey from the dry rocky ground, or tearing flesh from larger prey animals. Steppe devils are six-legged creatures that stand several feet at the shoulder, about the size of an adult greyhound. Each paw is six toed and clawed, though the claws are not used as weapons, but rather for gripping moving prey while they tear at it with their powerful jaws. Their fur is short, with dark spots.

They are ferocious and almost fearless animals who scavenge as much as they hunt.

Kimer are normally pack creatures, usually traveling in packs of 2-5, though sometimes 1-2 pups are found with the pack as well. When a Kimer pack locates a good area for hunting, usually along a well-traveled road, near ready sources of prey like farms or where herd animals graze, they dig elaborate dens. Dens are usually dug into the earth, under an overhang, etc. The Kimer drag prey back to the den where they rend it into pieces, dragging chunks down into the hole. Any treasure found is usually littered around the mouth of the den.

COMBAT: When suitable prey is located, the steppe devil charges the victim, leaping onto its back and attempting to latch on, each claw that hits dealing 1 point of damage. Once



the creature has a firm hold of three claws or more, it bites any exposed flesh, trying for the head or neck.

IMPROVED GRAB: When a steppe devil successfully strikes with three of its claws, it successfully latches onto the prey. In the following round, and any round the creature hangs on, the steppe devil has a +2 to hit with its bite. A successful strength check (CL 4 + the number of successful claw attacks) dislodges the creature. The kimer continues to try to latch on with any claw attacks it may have missed.

IN AIHRDE

Steppe devils are found mostly in the open savannah to the east of New Aenoch. They range as far north as the Frozen Salt Flats, and far to the east. However, during the long reign of Unklar, they were occasionally used as mounts and dogs by halflings.

The Kimer clan was the first to tame these beasts and use them in battle. Since the fall of Unklar, they have spread their range into the Cradle of the World, reaching as far as the Inner Sea. Some are still used by those halflings who have retained their nomadic lifestyles. They are expensive to purchase and hard to train. Usually pups bring several hundred gold on the open market and a trained mount upwards to a thousand.

KULN (TROLL) BIRD

NO. APPEARING: 1-10

SIZE: S

HD: 1(d8)

MOVE: 30 ft.,

AC: 19

ATTACKS: Claw (1d2)

SPECIAL: Captivating Song, Summon Troll

SAVES: M

INT: Low

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 11+1

The kuln bird is a large bird whose wingspan is roughly that of a raven, about 45-50 inches. They are black with white tail feathers and a distinctive circular patch of red beneath each eye. They have long black beaks and claws. The kuln bird's middle digit on both feet is particularly long, thickly muscled, and capped with a wickedly curved claw. This claw is used to rend flesh from the dead.

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Kuln birds dwell in most deciduous forests, and some species, slightly smaller have spread to jungle environs. They are also commonly found in the mountains. Regardless of the wood, dale or mountain the kuln bird dwells in the lower branches of trees, along outcroppings of rock, and similar low-hanging roosts watching natural and man-made paths and roads. And they always linger near trolls. They nest near the troll's den or lair for they have developed a symbiotic relationship with the troll.

They survive on a diet of meat, and though they can eat just about anything, dead or alive, their most favored meat is that of humans, dwarves and giants. It is for this reason that they primarily dwell along paths and roads. They wait for passing travelers and when they spy them they begin to follow them. The kuln bird is of course too small to hurt or otherwise harm a grown man or dwarf, much less a giant, but they are very vocal and once they have spied a meal they begin following it calling out in their strange sing song warble. Any troll worth its salt knows the call well, and knows that there is a goodly chance a meal is nearby.

The kuln bird is almost always near a troll, within a few miles. Regardless of where the troll is if the bird spies a potential meal it begins its call, if the troll is several miles off it begins its call and heads toward the troll in short flights, hoping to summon it.

COMBAT: Kuln birds themselves do not attack creatures unless they are prone on the ground and seem lifeless or near death. They do use their captivating song to charm their prey, slowing them down and to simultaneously summon a troll to attack their intended meal, so that they can devour the carcass once the troll abandons it.

CAPTIVATING SONG: The kuln bird's call is very distinctive. It sounds like tumbling water that falls across loose rock, making a soft rolling noise and ends with a gentle call. They repeat the song over and over, every minute or so. It is very captivating. All creatures except trolls and troll lords within a 200 foot area must make a successful charisma save (CL 6) or become captivated. Elves and half-elves can apply their resistance to charms to this save. If the save is successful, a song from the same kuln bird cannot affect that individual for 24 hours. A captivated victim will slow down, their movement cut at first by half and then, after 4 rounds by 75%, taking the most direct route available. Captivated creatures can take no actions other than to defend themselves and continue in whatever action they were. This effect continues for as long as the kuln bird sings, and for 1 round after the song ends. An enterprising bard may try to counter the song with a charisma check; a successful performance allows the captivated creature to attempt a new charisma save, but does not negate the effect of the song. Failure means that the bard cannot counter that particular harpy's song again that day.

SUMMON TROLL: The kuln bird's captivating song has a singular effect on trolls. Trolls within a quarter of a mile of the bird's captivating song are seized by a sudden bout of hunger, rising to seek the bird out. The birds can call trolls from longer distances by flying to the troll's location, singing, and making

short flights until it returns to the where its prey is. From 1 to 8 trolls can be called with the bird's song, however troll lords are immune to the song.

IN AIHRDE

Kuln birds are a scourge in Aihilde. Their symbiotic relationship with trolls is accounted a main reason for that creature's spread into civilized lands, for where men or dwarves are, the birds travel and they bring the trolls with them. They are widespread and known in all the realms of the Lands of Ursal and beyond, but they are a particular nuisance in Eisenheim, Northern Augsburg and the Rhuneland. Trolls have followed the bird down from the Grundliche Mountains, settled in the river bottoms, and hound and hunt many a village. A sect of rangers has sprung up in those lands whose primary task is to hunt the birds and the trolls they bring.

KUTHIS (BAY OF TOTH)

NO. ENCOUNTERED: 1-10

SIZE: S

HD: 1 (d8)

MOVE: 50 ft.

AC: 14

ATTACKS: Bite (1d6)

SPECIAL: Move Silently, Scent, Trip

SAVES: M

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Fey

TREASURE: Nil

XP: 11+1

The kuthis are black wolf-like beasts. They are shorter than wolves, with long torsos and even longer tails. Their fur is short and disheveled, and always very dark. Between their shoulders lies a great tuft of hair, like a hunch back. Long snouts, filled with wickedly sharp teeth, afford them an amazing sense of smell. The snout of the kuthis is hairless, resembling the bone beneath. Their foremost fangs are long, protruding beneath the lower jaw. Retractable claws serve the kuthis well when they attempt to grasp prey they are taking down. Their eyes reflect a deep red color.

The kuthis almost always hunt in packs. They always hunt demi-humans, humans, giants, or humanoids. They never hunt or attack animals unless pressed. When they single out their prey they hound it, chasing it, by baying, howling, and barking in their pursuit.

If a single kuthis is encountered it is always a weaker beast, low hit points, unable to maintain itself in a pack.

COMBAT: The kuthis are pack-oriented animals. They attack in waves; the strongest beast always strikes first, attempting to bite the prey in such a way as to make it off balance, usually by biting an arm. The second and third pack leaders strike the victim from different angles and directions, attempting to keep



the prey spinning around and off balance. As soon as it falls, the pack leaps upon the victim and rends it.

MOVE SILENTLY: They are able to move silently, at a full run, as a 4th level rogue.

IN AIHRDE

These creatures of fey are some of the many beasts to form from the demise of Mordius. So great was the evil perpetrated by Ornduhl at her slaying, that the act itself saw the birth of many fantastic creatures. Most of these came into the world as shades of the murder itself, evil and filled with a hatred of all living things. The kuthis are such creatures; mad with hatred, they hunt men whenever they encounter them. Ranging through the wilderness, never resting nor holing up, the kuthis hunt continually. It is believed that once they make a kill, they do not eat the meat because they are busy dragging the victim's soul to the Shadow Realms, where the victim suffers the torments of the dark lords of those never ending planes. It is said that when they bay the voice of Toth, Keeper of the Dead, can be heard in their voices.

Many believe that the kuthis are harbingers of death. If they are spotted, those who see them first are likely to suffer death very soon. In order to avoid this fate, the victim must call for a boon from one of the Val-Earhukun. If the boon is granted, the victim is spared, if not, and the victim dies, the boon went unheard.

They are much prized by wizards as guardians.

KUTHITE

NO. ENCOUNTERED: 1-6

SIZE: L

HD: 7(d8)

MOVE: 40 ft.

AC: 18

ATTACKS: 2 Arrows (1d8+1)

SPECIAL: Constriction, SR 2, Twilight Vision

SAVES: M

INT: High

ALIGNMENT: Neutral Evil

TYPE: Fey

TREASURE: Nil

XP: 540+7

The kuthites torsos, heads, and arms resemble those of beautiful humans, resting upon a long snake's body. They have bat-like wings with a span of over a dozen feet. Their skin is flawless, pale, and supple, covered only by their hair which they wear long, bound up from time to time with silver or gold broaches. Their beauty is legendary, rivaling that of any of the fey.

The creatures are immortal, living out their lives in almost any terrain but preferring regions where they can nest high off the ground and far from the interference of others creatures. They are commonly found in abandoned castles and towers.

The kuthite are very curious creatures and rarely pass up an opportunity to molest travelers or any who come near their lairs. Though not wholly evil, they are possessed by an innate greed that often drives them to killing those they molest.

Despite having wings, the kuthite are horrible in flight, rarely able to get more than a few feet off the ground. The wings serve more



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for balance while they use their long snake form to coil and climb up surfaces. In this way they are able to climb vertical planes.

COMBAT: The kuthite favor the bow in combat. They can fashion bows and arrows of expert quality. The bow has a +1 bonus to hit and the arrow has a +1 bonus to damage. Their skills are immense with the weapon and their speed beyond that of normal creatures; as such they can shoot two arrows a round. The kuthite are able to use the bow in close action combat, shooting victims they are constricting.

CONstriction: A successful attack by the kuthite can lead to a constricting attack. In the round following the successful attack, the victim must make a strength save. If the save fails, the victim is constricted by the kuthite for 1d8 points of damage.

IN AIHRDE

The kuthite are of the order of Val-Earhakun who came to Aihilde during the long dark ages while the All Father fashioned the world. The songs do not reference them and they have not partaken in any of the many wars that have raged since those long ago days.



LAKARN

NO. ENCOUNTERED: 1-20

SIZE: L

HD: 20(d8)

MOVE: 40 ft.,

AC: 25

ATTACKS: 2 Horns (1d10)

SPECIAL: Powerful Charge, Trample

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: Nil

XP: 7,450+20

These giant herbivores stand, on average, 20 feet at the shoulder. Four thick, trunk-like legs support their massive bulk. They have broad heads, narrow eyes and long, thin ears. Their crown is topped by a massive set of flat antlers, more akin to a moose than anything else. Covered in a thick hair, they are perfectly adapted to winter or cold environments.

The lakarn uses its horns to shovel snow from its food source or in battle, attacking others of its own species or any creatures foolhardy enough to hunt them. They are particularly aggressive and do not hesitate to charge any creature that they deem threatening. Generally traveling in family groups of one large male and a dozen or so females and calves, the lakarn is constantly on the move as they deplete their local food supplies rather quickly.

Lakarn are used by mounts in some regions; as once tamed, they are easy to control and quickly adapt the trainer/rider into their family group, becoming very protective of them.

COMBAT: The lakarn charges anything it deems a threat. It usually threatens the creature first by lowering its head and waving it from side to side. If the horns and the sheer bulk of the beast do not frighten the foe, the lakarn charges, ramming its target, and once knocked prone, stomping it into the ground. When the bull feels its calves are threatened it rampages, fighting despite any wounds inflicted.

POWERFUL CHARGE: When it charges, the lakarn strikes its foe with its bucket like horns, lifting it off the ground and tossing it through the air behind it. The damage is massive and is sustained first from the charge and ramming (2-20) but a second from the fall. The hapless victim suffers a further 2d6 points of falling damage, halved if they make a successful dexterity save.

TRAMPLE: A lakarn can flatten any creature half its size by stomping on it. Any such victim suffers 6d6 points of damage. A successful dexterity save reduces this damage by one half.

IN AIHRDE

For centuries, the lakarn dwelt in the far northern extremes where the weather held cold most of the year round. There they were hunted by the northern peoples, the Engale, and on occasion tamed as beasts of burden and war beasts.

During the age of the Winter Dark, they expanded their range tremendously, spreading throughout all the lands of Aenoch and Ethrum. The Lords of Aufstrag adopted the northern habit of taming them and quickly adopted them into the armies of the Dark Lord. Their uncertain temperament left many a battle undecided, as the beasts rampaged upon their own armies as well as the enemies. But their loyalty to their riders proved a lure to continue using them. The generals had armored forged for the beasts and they were often decked out in heavy sheets of



illustrative plate; their horns capped and sharpened were crusted with gold and other precious metals; their heads crowned in iron bands and their legs covered in chain. They posed a formidable sight to any who stood against them.

In the squalor of Unklar's fall, they remained in the southern lands. Long winters and wet springs made their continued roaming possible. Few use them for war beasts now, though some remain in the pens of Aufstrag and the Hlobane breed and train them on occasion.

LAUK

NO. ENCOUNTERED: 1-4

SIZE: L

HD: 12 (d8)

MOVE: 40 ft., 10 ft. (dig)

AC: 19

ATTACKS: 2 Claw (1d2), Tusks (4d4)

SPECIAL: Cold Resistance, Fire Resistance, Icy Blast, Twilight Vision

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Aberration

TREASURE: 10

XP: 3,325 + 12

The lauk are massive creatures that walk with an odd, shambling gait, as their forelegs are slightly shorter than their rear legs. Their long torsos are covered in thick, coarse, white hair except along their spine and chest area, where armored scales dominate. Tufts of hair mingle with the scales making for an untidy appearance. Their feet are like a bear's, but their nails are thick and blunt. The creature's head offers the most outlandish feature, for there the creature is possessed of a broad snout that ends upon the jaw in two inverted tusks. These tusks are actually the creature's front teeth that have grown out and down into the shapes of two massive horns. Their eyes are set forward like many predators and gleam a golden yellow in the sun. A thin coat of ice covers the creatures at all times.

The lauk's skin emanates cold. The air around it crystallizes into ice. Whenever it travels it is followed by the sound of falling sleet; foliage is oft times covered with a thin layer of ice and the ground itself is left frozen, where before there was snow, there is now ice.

The lauk are creatures that hibernate most of the year, laying low in deep caverns during the warm months of spring and the heat of summer. It is only during the winter, when the temperatures fall, that the lauk rouse from their slumbers to terrorize the world. They come forth from their dens with a ravenous hunger and though they are herbivores, feeding upon the trees, winter deadfall, and other similar growth, they are vicious when encountered. They view all things as a threat and attack without warning.

Born of the outer planes the lauk have little reasoning capacity and only a unquenchable desire to destroy things. They are not



random in their patterns but calculated, deriving nothing from the world beyond a vague desire for its ending.

COMBAT: When the lauk see a threat they attack immediately, usually through wild threatening gestures, stomping their feet, bellowing, and ramming their tusks into trees, rocks, or any other item near them. This is all in preparation to the charge that must inevitably come. When they do attack, they rush upon the victim, goring them with their tusks, and if threatened or pressed too hard they bellow their icy breath.

ICY BLAST: Lauk are able to bellow a blast of icy air, transforming the air in front of them into a sheet of strong, hard ice. The sheet extends from the snout, in a cone, about 2 feet wide at its beginning and 10 feet wide at its end, extending 100 feet in front of the creature. If this horizontal sheet of ice is created in the air without two anchor points, then it acts as a sleet storm that lasts up to 3 rounds but otherwise acts as the spell *sleet storm*.

Wherever the air has transformed into crystal ice, those caught in the storm suffer 2d6 points of cold damage as long as they stay in the area of effect. Fire-using creatures passing through this cold air suffer double damage, while cold-using creatures suffer no damage.

COLD RESISTANCE: Cold based attacks such as *ice storm* have no effect on the lauk whatsoever.

FIRE RESISTANCE: The lauk's cold skin protects it from fire based attacks, magical or otherwise by absorbing the first 10 points of fire damage per attack that the lauk would normally receive.

IN AIHRDE

The Lauk are ancient beasts fashioned by the gods in the Days before Days. They were bred for hunting, set loose in the wild, and proved the target of many great hunts. Tales speak of the brothers Corthain and Ornduhl hunting the Lauk together and competing one with the other for the most kills. Ornduhl reveled in wrestling the beasts with his hands; and in those days the

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beasts were much greater than they are now. During the Ages of the Dwarves, the lauk became legendary creatures, rare. They wandered the northern climes where the cold held the world in a continual grip and few encountered them.

During the Winter Dark, the world opened for them and that long age of ice and snow became their playground and they wandered in ever-growing herds into the lowlands where they brought death and terror to those they encountered. Unklar's nobles lusted in the hunt of these legendary creatures, but as often as not, the hunters died in the wastelands. With the dark's demise, the creatures settled into a habit of hibernating during the warm months, but as the winters are very harsh on Aihilde, echoing the shadow of the Winter Dark, the lauk come out and bring terror and death wherever they roam.

LAUMEUN

NO. ENCOUNTERED: 1

SIZE: M

HD: 5(d10)

MOVE: 30 ft. (fly)

AC: 16

ATTACKS: Nil

SPECIAL: Draining Touch, Howl of Despair

SAVES: M

INT: Genius

ALIGNMENT: Evil (any)

TYPE: Magical Beast

TREASURE: 6

XP: 180+5

The laumeun were once humans whose bodies have wasted away, mutating into abominations through a lifetime of misspent sorceries. They are shells of themselves; their flesh largely rotted away, their innards, blackened with corruption, hanging on to their slowly mutating bones. Their muscle has long since decayed and only their sorcery holds them upright, giving them the appearance of floating. The laumeun stink like decayed flesh, the smell attracting hordes of flies, and other insects. They do not wear clothes or armor, nor carry weapons or any other accoutrements, for their exposed tissues and bones are very sensitive and cause them great pain when in contact with the physical world.

The laumeun are aware of what has happened to them. They well remember the transformation and understand that the sorcery they practiced in life somehow went awry and corrupted them. Filled with anger and constantly suffering pain from their exposed tissues they drift slightly above the ground seeking to visit their agonies on other unfortunate souls.

The laumeun exist in every clime, both in cities and in the wilderness. Being immortal, they often survive long after their own homes have fallen to dust; dwelling still in the rumps of castles or the fallen remains of towers and the like. Their bones continue to mutate, growing longer, distorted, horns sometimes spring from the bones. The tissues of their guts eventually turn black and cling to the bones as rotting flesh, foul smelling and diseased.

They are attracted to magic using creatures such as wizards and the like, smelling the sorcery from afar and drifting toward it. They attack any creature using magic or magical weapons on sight. The laumeun no longer practice sorcery, though they remember it well and lust for the power of its return until they fall into ruin, slain by some outsider.

COMBAT: The laumeun attack by drifting within ten feet of its victim and drawing off the life essence. They attack in the day or night, but are particularly dangerous at night, as often those being consumed are not aware that they are under attack.

HOWL OF DESPAIR: When any weapon or physical attack, including spell affects that are physical, strikes a laumeun, they howl in pain. The howl is loud and raucous, slamming into the psyche of anyone within 10 feet. Victims must make a successful charisma save or suffer 1d8 points of damage.

DRAINING TOUCH: The laumeun's main attack consists of drawing off the life essence of its victim. When the creature comes within 10 feet of its intended victim, it begins drawing off the life essence of the target, feeding upon it. The creature must make a successful touch attack (though it is not actually touching anything) and it causes 1d4 points of damage to the victim. Those hit points are transferred to the laumeun.

IN AIHRDE

The laumeun first appeared during the Age of Men when the sorcerers ruled. Lau is the dwarven word for sorcery; a derogatory word at best. Mastery of the Language of Creation lies beyond many men's capabilities and some succumb to the power of it before they cast it aside. These are the laumeun. The language, corrupted beyond its scope lingers with the laumeun, burning away their flesh and corrupting the mind.

The creatures are considered great abominations by wizards for the laumeun failed at their craft, but continue to hound those more successful. It is the fear of all wizards that at some point they too shall become corrupted by their magic and mutate.

LUVANDGAURN

NO. ENCOUNTERED: 1

SIZE: L

HD: 15d8

MOVE: 60 ft. (swim)

AC: 20/12

ATTACKS: Bite (6d6)

SPECIAL: Capsize

SAVES: M

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 6 (in stomach)

XP: 4,200+15

The luvandgaurn is a huge aquatic beast, often ranging up to 50 feet in length. With a long, thick body, four large flippers, and

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a long flat tail, the creature achieves amazing speeds. It has a short neck, but a broad and long snout; these massive jaws bear a veritable hedge of massive fangs, 6-8 inches in length. The beast has large eyes that prove their worth in hunting in murky river bottoms or in the deep sea. They are grayish to green in color and are often not easy to spot in the water until they strike. They do not have scales, but rather a thick skin.

Luvandgaurn range throughout the known world, they are air breathers and can live in salt water as easily as fresh water. They are voracious hunters, and are in constant need of eating to support their massive bulk. Universally feared the luvandgaurn they eat everything, from wood to iron to flesh and bone.

They must spawn in fresh water, usually in and near swamp water. They are vicious when young, but are the favored meals of countless other species. Those that live will quickly become the dominant species in their hunting grounds.

COMBAT: These creatures glide through the water until they spy a possible meal. They attack immediately by rolling to the side and clamping down with their large jaws. As soon as they bite, they roll back over to an upright position, flipping or turning their victim in the water. In this way they are able to capsize small boats.

CAPSIZE: A luvandgaurn is able to bite a small boat and capsize it. If the beast scores a successful hit against a boat (as a touch attack), then it is able to automatically flip any boat that is half the creature's length.

IN AIHRDE

The luvandgaurn, or "tooth-water-monster", are found throughout Aihilde. They are particularly prevalent in the waters around New Aenoch as the feeding there is always good. They also hunt throughout the sea lanes that run from New Aenoch to Avignon. Many have attempted to train these beasts for war and tame them, but all have failed for the creatures have little mind for it.

Since the fall of the Winter Dark, they have begun to spread their range up many rivers, swimming upstream when very small and carving out hunting grounds for themselves. They find the old deciduous forests, with their wide range of animal, human, and humanoid prey to be the most favorable. The Darkenfold plays host to some of the largest ever reported.

M—

MAMMOTH

NUMBER ENCOUNTERED: 1-20

SIZE: Large

HD: 9d8/12d8 (bull)

MOVE: 40 feet

AC: 18

ATTACKS: 2 Tusk (1d10 each) or Stamp (3d6) or Head/Trunk (1d8)

SPECIAL: Crush, Scent, Trip

SAVES: P

INTELLIGENCE: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 1,100+9 | 2,450+12

Mammoths dwell in arctic or sub-arctic environments on the tundra or steppes. They feed on long grasses, avoiding mountains and forests when they can. They are communal in nature, traveling in herds of up to 20, the cows protecting the young when threatened. The bulls are usually solitary animals and very aggressive if threatened. During mating season they are highly charged and attack almost anything they see.

COMBAT: The mammoth avoids combat unless provoked or the male is in rut. When they attack they charge their victims, attempting to push or knock them over. Once done, they crush victims with their heads or tusks.

CRUSH: Victims knocked over suffer a crushing blow. The round following the trip, the mammoth crushes its victim with a successful attack roll. If the victim is still prone, the mammoth gains a +10 bonus on the attack roll. Upon a successful hit the mammoth inflicts 3d8 damage per round the victim is being crushed. The mammoth does not have to swing to hit after that; however, the victim can attempt to break free and does so with a successful strength check.

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TRIP: The mammoth uses its great size to push a victim over. Upon a successful hit with its head, the victim must make a successful dexterity check or be knocked down. In the following round the mammoth leans forward to crush the victim.

IN AIHRDE

The mammoth is prized by the troll lords and they routinely hunt the creature, the bulls being the most desired. The stone giants, eternal enemies of the troll lords, often tame mammoths and ride them to war.

MERIC EEL

NO. APPEARING: 1

SIZE: L

HD: 4/8/16(d8)

MOVE: Swim 30 ft.

AC: 22

ATTACKS: Bite (2d12)

SPECIAL: Camouflage, Lure

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 15

XP: 110+4 | 700+8 | 5,600+16

These long, sleek beasts grow up to 20 feet in length. Their bodies are thin, though tall, ranging a good six feet from pectoral fin to the dorsal. They are dark skinned, though speckled deep orange spots line their bodies from head to caudal fin. The meric eel's dorsal fin is tall however, easily as tall as its body and spiny, making it rigid. The creature's mouth is huge and lined with a pharyngeal jaw, a secondary jaw that allows it to grip food better. The most unique feature the meric possesses is the lure, a long protrusion that rises from its head. The lure glows in the dark and possesses the vague shape of a sword or blade. Beneath the murky waters where the eel calls home the lure appears to be a magic sword lying upon the bottom of the lake.

The meric eel dwells in any deep body of water, whether a river, lake, sea or ocean, salt or fresh water. They hunt anything they judge that they can eat, which is fairly much anything that enters the water. They are solitary hunters though on occasion two are encountered and these are always in the process of mating. Their young are born live, and close to being full grown, being 12+ feet at birth. They are dangerous but stationary hunters as they wait for their prey to come to them.

As they do not move often, they do not need to feed very often. Usually once a month or even less depending on how much meat they consume. Their favorite prey is humans, humanoids, and demi-humans, anything that is drawn to the lure of magical treasure.

COMBAT: The meric rests in deep, dark waters, motionless. It lays its lure out in front of it, so that it is visible to other creatures. Its peculiar shape, which resembles a sword, glows

beneath the water, attracting would-be adventurers fisherman, treasure hunters, and others who are inclined to acquire such items. The meric attacks anything that gets close to the lure.

CAMOUFLAGE: Meric eels can conceal themselves exceptionally well in their normal environment. When concealed and motionless, they receive a +5 bonus to hide checks, and +10 to surprise checks. Only the lure is visible, and only when they desire it to. The eel's orange spots only add to the confusion of the lure. If a light is brought to bear on them the orange may seem as if there is gold around the magic weapon. In this case add a +2 to hide and surprise checks.

LURE: The meric's lure is something like a dorsal fin, only situated just behind its eyes. It is long and for the first several feet, black. The end however is shaped vaguely like a sword and possesses a bio-luminesce that allows it to glow in the dark. When the fish is hunting it lays the lure down in the muck, where it starts to glow. Anyone who sees the glow must make a successful intelligence check or be convinced there a magic sword beneath the water.

IN AIHRDE

Meric eels are a favorite pet of the god Elor. When the magi first walked the world they were arrogant and held themselves unaccountable to the gods. Elor found this amusing so he crafted the meric eel and drove it into all the waters of the world. Knowing their love of magic the eel was given a lure to draw men into the water, where the eel could slay and devour them. Thus overweening pride was answered by a jest of the Val Eahrakun.

MISON MEN

NO. ENCOUNTERED: 2-6

SIZE: M

HD: 10 (d12)

MOVE: 30 ft.

AC: 25

ATTACKS: 2 Claw (2d4), Bite (2d12)

SPECIAL: Blood Rage, Deepvision 120ft., Rend, Scent, SR10

SAVES: M

INT: High

ALIGNMENT: Chaotic Neutral

TYPE: Undead (Extraordinary)

TREASURE: Nil

XP: 2,850+10

Mison men are ancient mountain warriors who have returned to the world by the magic bound in the bones of dead dragons. Mison men rise up from the grave and equip themselves with the skin and bones of the dead dragon, appearing in the guise of men adorned in plates of dragon scale. Mison men are about the size of a large human, with heights ranging from six to eight feet. They weigh around 175-200 pounds of pure muscle.

Bound to protect their mountain homeland, the mison men stop at nothing to destroy those that intrude on their territory. They typically move in small groups stalking through the shadows. Mison men never leave the mountain where they dwell. If they

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do, they crumble to dust as the magic within the bones of the dragon leaves them.

They have extraordinary senses of sight, smell, and hearing. They also have razor sharp fangs and can dislocate their jaws to savagely chew into their opponents.

COMBAT: Mison men prefer to attack their enemies when the enemy is off guard. Mison men stalk intruders of their mountain homes for days to find an opening in their defenses. They usually wait until the intruders are asleep before they attack. Mison men charge in, attack for a little while, and run out. They sometimes wait anywhere between a couple of hours or a few days before they attack again.

REND: If both of the Mison man's claws hit, he is able to rend for 4d4 points of extra damage.

BLOOD RAGE: After a mison man is struck below 0 hit points they must make a successful wisdom save. If successful, they fight on until struck to -15 hit points. In this state, their armor class drops to AC 20, but they gain a +3 to all attack and damage rolls.

IN AIHRDE

The mison men's origins lie in the early history of men. When men first wandered the high planes beyond the confines of the Dwarven Realms, they encountered creatures both amazing and terrifying, not least of which were the dragons. Many paid homage to these beasts and the monsters took them as servants.



And though they still plundered the men of their wealth, or devoured them in flame and acid, the men paid them homage. These ancient tribes found their futures interwoven with that of the great beasts. In later days, Cults of priests learned how to stave off death using the power of the magic born in the dragons, but what they did not account for was the evil bound into the beasts, for as is known, the dragons all came from the goddess Inzae, and her disposition is a malicious one.

Bound to the dragon and the mountain where the dragon dwelt, the mison men lingered in the lands between life and death, returned or otherwise. These undead creatures haunted the mountains of the dragons forever more.

MOGRL

NO. ENCOUNTERED: 1

SIZE: L

HD: Lesser: 216HP (18HD); Greater: 288HP (24HD)

MOVE: 40 ft., 120 ft. (fly)

AC: 36

ATTACKS: 2 claw (1d10), bite (1d12), tail snap (1d8), stomp (1d12), wing buffet (see below), by weapon (6d6+2 or more)

SPECIAL: Breath Weapon, Darkvision, Frightful Presence, Immunity (Fire and Poison), Resistance (Cold and Acid), Spell-like Abilities, SR 12, Sound Blast, Strength, Twilight Vision

SAVES: M, P

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Fey

TREASURE: 24

XP: 25,700+18 | 61,950+24

The mogrl is a huge creature, standing roughly 25 feet high. They are powerfully built and muscular. Their flesh and hair are dark-hued reds, browns, and blacks. Like their master, their legs are triple jointed, and they stand upon cloven hooves. Fur covers the beast's lower quarters from its waist to its hooves. Their torsos are hairless but for their bony spines, which are covered in spike-like hair, usually white or gray in color. Their spines connect to a long barbed tail, similarly rigid with spine and hair. Their hands, with long fingers, have retractable claws. They have massive bat-like wings that sprout from their backs. Their necks and shoulders are thick, with massive sinews, all to sport the head of bone that crowns the mogrl's fierce visage. Rising from the neck is its wide, horned head. The creature's snout is thick; folds of leathery flesh hang from its jowls and surround its beady eyes. A wide plate of ashen bone, upon which are mounted two, sometimes three great horns, crowns the creature's head. These huge creatures emanate fear and hate and the smell of blight precedes their shadowed form.

The mogrl are rare demon kind. They are solitary creatures, very powerful and intelligent. They are divergent in personality. Some are possessed of tremendous power and lord over hordes of servants, others dwell in solitude. They are wicked, cruel, and avaricious.

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COMBAT: The mogrl are very aggressive and attack quickly and without warning or recourse to negotiation. These wicked beasts usually carry a magical weapon, preferring huge axes, glaives or some similar weapon. The primary weapon will always be at least +2. They can fight on the ground or while flying and can take multiple attacks each round, swinging their weapon as well as striking with their tail, etc. When doing so, their favorite tactic is to hover over their opponent while striking with claws/weapon, tail, and a horrific bite.

BREATH WEAPON: The creature breathes a cone of fire and ash 30 ft. in length that deals 4d10 points of damage. It can use its breath weapon four times per day. A successful constitution save reduces the damage by half and they suffer no secondary effects. Those that fail their constitution save suffer the secondary effect of constricted air and limited visibility, thus reducing their attack rolls by -2 for 1d4 rounds.

FRIGHTFUL PRESENCE: Like dragons, the mogrl can unsettle foes by its mere presence. The ability takes effect automatically whenever someone comes within 50 feet of a mogrl. Creatures subject to the effect must make a charisma saving throw to avoid the consequences; if successful, they remain immune to the mogrl's frightful presence. On a failure, creatures with 4 or less hit dice become panicked (treat as the effects of the *fear* spell) for 4d6 rounds and those with 5 or more hit dice become shaken (suffering a -1 penalty on all attack, damage, attribute check, and saving throw rolls) for 4d6 rounds.

IMMUNITIES: They are immune to all poison and fire-based attacks.

STRENGTH: Mogrl have an effective strength of 27, allowing them to strike creatures of a magical nature (+1) with their fists and throw rocks as do frost giants for 2d10 points of damage up to 510 feet.

RESISTANCES: The mogrl possesses a natural resistance to acid and cold based attacks. Any such attack that bypasses the creature's spell resistance only does half the normal damage. The Mogrl is still entitled to a saving throw against the attack, if applicable.

SOUND BLAST: Once every four rounds, the mogrl is able to draw upon its massive lungs to hurl a blast of magical sound at its foes. The bellow is deep, gravelly, and filled with spite and hatred. The sound blast is directed and strikes as a straight line, striking any single being that is within 40 feet of the creature's snout. Victims must make a successful wisdom save or suffer 4d8 points of damage and be deafened for 1d8 melee rounds. Furthermore, the sound blast operates as a *disjunction* spell, and the victim must roll a save for each of their magic items or they are dispelled.

SPELL-LIKE ABILITIES: Mogrl possess inherit magical abilities. They are able to cast the following spells at will: *Darkness* (5/day), *Dimension Door* (2/day), *Fireball* (3/day), *Fire Shield* (2/day), *Greater Scrying* (1/day), *See Invisible* (at will), *Stinking Cloud* (1/day), *Symbol* (1/week). The greater mogrl are able to learn up to 9th level wizard spells and cast as an 18th level wizard.

IN AIHRDE

Unklar forced Dolgan to forge twenty-four of these dark servants from the spite contained in Unklar's mind. Fierce and crafty in war, these creatures of fire and ash are some of the most feared beasts upon Ahrde. They are worshiped as gods by orcs, unger and some men of evil intent. As natives to Airhde, they do not travel to any other planes. Coming into life during the height of the Winter Dark, mogrls have no memory of what came before. They consider any attempt to conquer the plane a direct threat to what is rightfully theirs. They particularly hate the first-born, the dwarves.

Mogrl live in deep places under the earth away from the sun, where they lord over many diverse creatures through spite and malice. They have mastered the forge and often craft weapons of power. The greater mogrl have mastered the act of creation through knowledge of the Language of Creation and they populate their realms with creatures of their own evil imaginings. This knowledge is extremely powerful and places them in the realms of the gods.

It is recorded that three mogrl were slain in the Winter Dark Wars, though the majority of them remain. Rumor holds that the greater mogrl have forged a new lineage of these wicked creatures, and that more than 24 now exist in the deep pits of Ahrde. It is thought that the greatest of the beasts resides in Aufstrag still, where he vies for power over that tower with Coburg the Undying.

MORDIUS DRYADS, DAWN'S MAIDENS

NUMBER ENCOUNTERED: 1

SIZE: Medium

HD: 8d8

MOVE: 30 feet

AC: 17

ATTACKS: By weapon

SPECIAL: Charm, Control Weather, Twilight Vision, Spell-like Abilities, Symbiosis

SAVES: M

INTELLIGENCE: High

ALIGNMENT: Any Neutral

TYPE: Fey

TREASURE: See Below

XP: 1,100+8

These dryads are very comely fey, with perfect form. Their clothing and armament varies from individual to individual. They differ from their lesser kin in that they are not wild, born of god and man, so that they can dwell near towns or castles. They do not, however, interact with men often, living aloof or in utter solitude as their conscience dictates. At times they enslave others to serve them.

These dryads are far more powerful than their normal kin. They command the weather, or some facet thereof, and they can charm the hapless into a life of servitude. The few who have been rescued from these Dawn's Maidens, as they are known by men, speak only of an abiding happiness or contentment and rue

MONSTERS

for the greater part of their mortal lives their passing from the dryad's home.

The Mordius dryads are bound to a particular region, such as a forest, a grove, a ridge line, or a mountain. They have been known to bind themselves to huge forests, but generally they occupy smaller regions of only two or three dozen square miles. They build homes for themselves or occupy abandoned ones.

The most well known of these are the three sisters; Valyana, The Maiden of Sorrow, Freyja, The Maiden of Dunhollow, and Ainoja, The Maiden of Winter's Blight.

COMBAT: Mordius dryads possess many of the traits of their weaker cousins as they can charm and cast sorcery. They do not favor battle, but can, unlike their cousins, take up arms.

CHARM: A Mordius dryad can, knowingly or unknowingly, use this ability on a chosen being. The ability acts as the *charm person* spell, however, it is only cast after the the victim has done three "things" (as prescribed by the CK) in the dryad's presence; three meals are eaten with the dryad, three nights spent in her home, three kisses and so on. Those Mordius dryads who wish to charm people use their ability cleverly. They give the victim three drinks or lead him to a great oak three times and ensnare them. The spell is cast as a 12th level spell and the victim must make a successful charisma save or be charmed. The charm is broken by a *dispel magic* or similar spell. There is no limit to those charmed and they are released only after one year and a successful charisma save. If they break the spell they can leave, if not they remain another year. If the dryad dismisses them for whatever reason, they are left with a longing for dryad that never leaves them.

CONTROL WEATHER: One per day the dryad is able to control the weather in the forest with which they are symbiotic, up to several hundred square miles. The ability acts in all respects like the spell *control weather*.



SPELL-LIKE ABILITIES: *Dimension Door* (3/day), *Speak With Animals* (at will), *Speak With Plants* (at will).

SYMBIOSIS: The Mordius dryads are bound to forest or an area which they have settled. Unlike normal dryads, the Mordius dryad is only restricted by the borders of the region or wood where they dwell. If attacked she can summon the spirit of the land around her to give her aid. For 100 feet around the dryad, the air thickens, choking those who breathe for 1 HP of damage per round; the ground becomes loose and treacherous, roots tangle on feet or rocks and anyone standing there must roll a dexterity save or suffer a fall (CL 4). Vines, plants, rock, mud, snow or any other natural object clings to anyone in the area and after four rounds a strength check (CL 4) is necessary to avoid being entangled, with another every four rounds after that.

IN AIHRDE

When the world stood upon the moment of creation, the Lady Mordius walked beneath the eves of the woods. She marveled at all things, from the greatest of beasts to the smallest of elements. She loved the world and she gave herself freely to it and it blossomed at her hand, for she was a goddess of supreme power, but her brother Leathriun, whom men call the Red Duke, cruelly slew her, and Mordius' physical form passed from the world.

As with all gods or goddesses, she still lives in the hearts and minds of those who call to her. Her spirit touches the world from time to time. On occasion, as she passes through the world, she comes upon one whom her heart cannot resist, and she takes mortal form and lives the life of a human by taking the part of a wife and lover. Any children born of this union are powerful creatures from the land of Faery and they manifest as Mordius Dryads. The vast majority of them are female, but once in a great while, a male is born.

MOUNDULE

NO. ENCOUNTERED: 1-4

SIZE: L (15 feet high)

HD: 9 (d8)

MOVE: 10 ft.

AC: 20

ATTACKS: 2 Arms (3d6)

SPECIAL: Darkvision, Immunity (Spells), Resistance (Fire), SR3

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 11

XP: 1,300+9

The moundule are large creatures that inhabit swamps, river banks, bogs, forest ponds, and similar bodies of water. The moundule stands upon two short, squat legs with feet more akin to tree stumps with no toes or nails. Its arms, however, are long and end in equally brutish stumps. Root-like protrusions cover the beast's whole body, hanging anywhere from a few inches to several feet. These "roots" are highly sensitive and through them the moundule is able to sense what is going on around them. The



beast has no eyes, ears, or nose. They range in colors from brown to gray and green, depending on which portion of the swamp they inhabit.

The moundule rarely move, finding a comfortable spot to sink into and remaining there until they die. The moundule sinks into the muck, its head, arms, and legs lost to sight. Its huge back protrudes from the water, offering would be travelers a safe, dry place to rest. It is not uncommon for small trees, swamp grass, and other vegetation to grow upon them. They do not breathe, but rather take in energy from the sunlight, much as a plant does. The area around the moundule is always strewn with debris from its past kills, whether bones or riches. These are not always easy to see of course, as they sink into the muck that is the moundule's bed.

COMBAT: Highly predacious, they attack almost anything that crosses over their mound. They wait until the unsuspecting victim settles upon its back and then rise suddenly from the swamp throwing off the passerby into the muck. They then swing their trunk-like arms like clubs, battering the life out of the unsuspecting creature. Once they have killed their prey, they pull the body underneath them and sink down on top of it so that the victim fertilizes the creature's roots.

FIRE RESISTANCE: All fire based attacks do ½ damage. If the moundule makes its save they do ¼ damage.

SPELL IMMUNITY: In addition to their normal spell resistance, the moundule is completely immune to any spell that involves sight, sound, or taste; examples being *dancing lights*, *light*, all illusionist spells, etc.

IN AIHRDE

In the long ago when the gods walked the world free of the constraints that came in after ages, the moundule came to be. As is related in the Codexi, Mordius the Green and her brother contested with one another upon many fields. Mordius embodied the unbridled power of the natural world, and Ornduhl the Red God, raged against anything he could not control. So they struggled. Oft times her minions hid themselves in the swamps,

for there, in the dark and mist, the Red God could not easily find them. But he sent his minions there nevertheless, so that even in those dark places they terrorized her children.

Mordius crafted a cunning plan that played upon her peoples' strengths. For as any who dwell in the marshlands know, that which seems solid is often not, and that which seems safe is often dangerous. Mordius gathered mud and roots and bound them together. Breathing life into the mass she set it down and it rose from the marsh. She spoke to it in the Language of Creation and taught it cunning and malice, and let it go into the marshes. So the moundule came to be, and spread throughout the world. All those of her people knew to avoid solid ground and they rarely fell prey to the Moundule, but the Red God's people and many more who came in after years, who did not understand the powers of the marsh have seen the backs of these beasts as havens of dry warmth and have died, suffocated and devoured, alone in a watery grave.

N—

NAERLULTH

NO. ENCOUNTERED: 1

SIZE: Large

HD: 12 (d10)

MOVE: 30 ft., 40 ft. swim, 20 ft. climb

AC: 24

ATTACKS: See below

SPECIAL: Ash Cloud, Create Naerlulth, Devouring Assimilation, Engulf, Fear/Inspire, Regeneration, Rock Throwing, SR 12

SAVES: P, M

INT: Supra-Genius

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: 20

XP: 5,050 x 12

Naerlulth are creatures from the nether planes fashioned of ash, smoke and the dust of burnt things. The naerlulth's body is generally oblong in shape, though crusted over as with scabs and the like. Depending upon the creature's age, it possesses from 3-18 long, ashen-colored tentacles; they sprout from the creature's upper torso, are long, thin and adorned with thousands of tiny appendages. These appendages run the length of the tentacles and allow the creature to grasp almost anything. They constantly shed, fall off and re-grow if they are damaged. A naerlulth possesses no bones or cartilage, and its shape changes with its mood. It can flatten its body, spreading it out, or it can contract itself, making its bulk look truly imposing. It has no legs, but rather uses its tentacles to pull itself along or to climb or swim. They have no head, eyes or ears, but sense vibrations in the ground or movement in the air through long hairs on their skin. Their ashy skin itself is constantly peeling or flaking off, leaving trails of ash behind them and forever floating around them.

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Naerlulth devour any living creature, plant or animal, by engulfing it with their body and secreting acid through their soft underbellies. The acid breaks down armor, clothes, skin and bone in a matter of minutes and what remains of the items is turned to ash and left on the ground. The naerlulth feed constantly and the residue of their meals are discarded through their shedding skin in the guise of more ash. Huge flakes of skin are constantly falling off replaced by regenerated skin and tissue. These creatures settle in almost any environment, but prefer regions of lush vegetation where they can pull themselves across the ground, destroying all they pass over.

They devour the wealth of the land, burn off its vibrancy and shed the ashes of its remains in ever growing clouds of ash. Given time these creatures can poison whole landscapes, burning rock into jagged slag, destroying all plant life, turning soil to ash and constantly shedding clouds of ashy skin into the air and on the ground. They occupy deep holes or dark waters, constantly coming forth to feed in fields ever farther away. Whole mountains, valleys or regions become poisoned fields of death after only a few years. For this reason, their lairs are generally huge fields of blackened, dead earth, with clouds of burnt dust hanging over them.

Naerlulth are very intelligent and can communicate with most creatures telepathically. They hate all living things and are possessed of the singular drive to destroy life. They tend to avoid civilized or settled areas, preferring to nurture their hatred in the peace of their ruin. They do, however, attract creatures of a like disposition and alignment, so much so that some of them command large armies. At times their minions bring them food, living and otherwise.

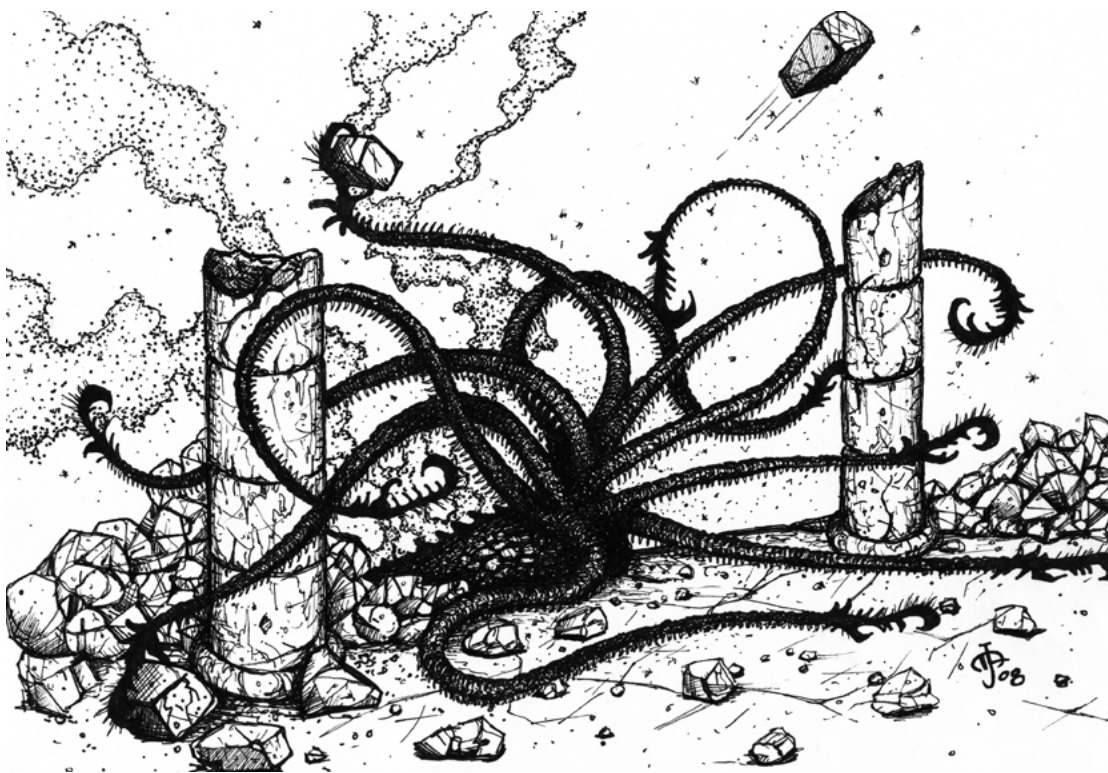
COMBAT: Naerlulth attack with their many tentacles, hurling boulders, trees, bodies, or anything else they can reach at their enemies. Simultaneously, they attempt to grapple their foes and drag them into the morass of their flesh to be destroyed by acid. Each tentacle possesses its own hit points (3d4) separate from the monster's hit points. Tentacles can be hit or even destroyed but damage done to a tentacle does not translate to damage done to the creature's 12d10 hit dice. Any tentacle destroyed immediately starts re-growing if the creature's body is undamaged (see below). Whenever any creature approaches too near, the naerlulth belch clouds of burning ash on them in order to disorient and cripple their opponent. They are able to cause enemies to cower in fear as well as inspire their own minions. They are very intelligent and very hard to actually kill. If defeated, or near defeat they flee, shedding much of their form to slip into whatever crevice or crack they can manage to squeeze into.

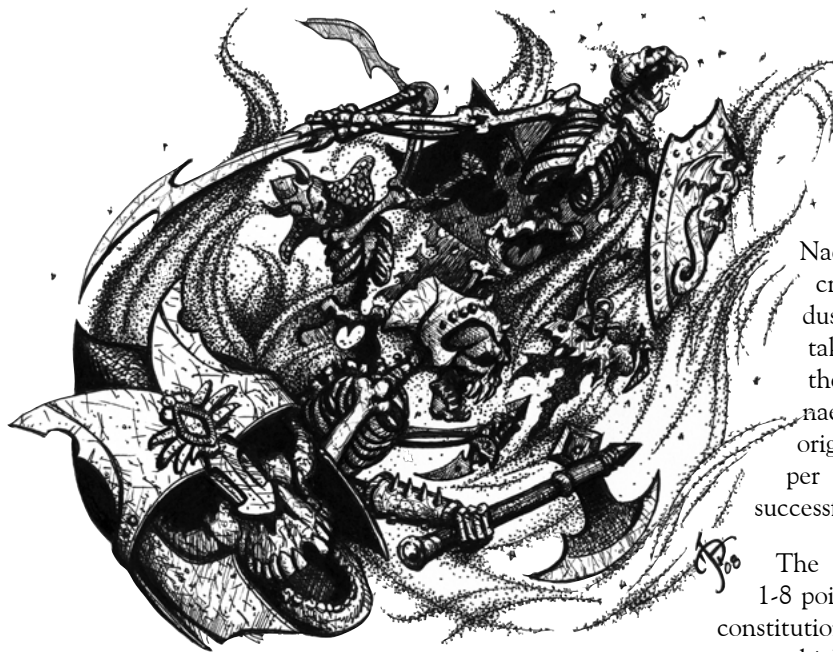
ASH CLOUD: Naerlulth are able to spray a cloud of ash from any one of their tentacles. The tentacle snaps forward, disintegrating into a jet of burning ash up to 30 feet away in a line 10 feet high and 10 feet wide. Any target caught in the cloud is successfully hit and takes 3d8 points of acidic damage, half damage with a successful constitution save. Furthermore, the victim must make a dexterity save or be blinded for 1d6 rounds. The tentacle is rendered useless until it regenerates. It takes 12 hit points of regeneration to grow one back.

DEVOURING ASSIMILATION: When the naerlulth's underbelly comes into contact with living flesh, it secretes an acid that adheres to the creature and converts its substance to ash, doing 1d10 points of damage to the victim per round. The acid will devour other matter as well, but it consumes such matter at

different rates than flesh. The creature feeds off the land, reducing a 10-15 square foot area and all items in it to ash in about a day. It takes roughly 10 minutes to convert one inch of wood to ash, while metal is converted to ash in about 6 melee rounds. Magical armor or weapons attacked by the naerlulth take an additional melee round per plus of the armor or weapon's enchantment to be converted.

ENGULF: An opponent of a naerlulth that is struck by 3 or more tentacle attacks in the same round, the naerlulth attempts to





naerlulth depends on its size. A small naerlulth has 1 hit die and AC 13 (11+1 XP), a medium naerlulth has 4 hit dice and AC 15 (90+4 XP), and a large naerlulth has 8 hit dice and AC 17 (575+8 XP).

Naerlulth appear as clouds of black dust until a creature approaches, upon which they assemble the dust into a crude simulacrum of their original form. This takes 1-4 rounds, but if the creature walks away before the naerlulth finishes creating its corporeal form, the naerlulth dissolves back into dust. Regardless of their original form, the naerlulth only receives one attack per round, activating its devouring assimilation on a successful strike.

The naerlulth's devouring assimilation ability does 1-8 points of damage on the first round, and 1-2 points of constitution damage per round thereafter until death occurs, upon which the victim is turned into dust. Alert victims can break away to avoid this damage, no check required. So long as the victim is not dead, the constitution damage is restored at a rate of 1 point per day of rest, or it can be cured with a restoration spell.

pull that victim to the ground and flow across it. The victim is allowed a strength save (CL 5 + 1 per successful tentacle) to avoid this effect. If the save fails, the target is slammed to the ground near the creature and pulled under it. The victim is held in the equivalent of a CL 15 grapple as the naerlulth attempts to smother the victim and devour it.

FEAR/INSPIRE: A naerlulth is able to strike fear in its enemies. It does so by projecting itself as a huge, monstrous minion of the nether planes. Any enemy within sight of the creature must make a charisma save or suffer a -1 on all combat rolls (initiative, to hit and damage), attribute checks and saving throws. Conversely, any creature allied with the naerlulth is inspired to fight and gains a +2 to all rolls. If the creature is destroyed or driven from the field, its loss is catastrophic to its allies who must make a charisma save (CL 12) or flee the field in terror.

REGENERATION: Immediately after suffering damage, the naerlulth begins to regenerate itself. It can control what it regenerates. It will always heal wounds on its body first, and tentacles after that. They regenerate at a rate of four hit points per round. They cannot heal damage to their body caused by magical attack, including magical weapons. A naerlulth reduced to 0 or less hit points sheds its physical form and becomes incorporeal and flees the area immediately. For all intents and purposes the creature is dead; however, it can as already mentioned return, but only after many years.

ROCK THROWING: Naerlulth can hurl boulders or other similar objects up to 350 feet. Successful attacks inflict 1d12 points of damage.

CREATE NAERLULTHUT: A victim killed by the naerlulth is brought back to unlife, fated to suffer everlasting torment in the ashen wake of the creature's passing. An affected creature loses all abilities and gains the statistics of a naerlulthut. Naerlulthut created in this way have the following special abilities: Devouring Assimilation, SR 5. The Hit Dice and Armor Class of the

IN AIHRDE

In the early days of the Winter Dark when Klarglich, the Pit of Woe - which was Unklar's forge in the bowels of his fortresses - was newly made, Unklar set himself the task of making creatures of his own design. There were many foul beasts and fantastic creatures that he labored upon. These came to haunt the world of the Winter Dark as many still do. Some were small and without purpose, others were great and possessed of his will and mind. The naerlulth were of the greater order of these creatures.

Shaped from the ash of burnt sentients and other ancient trees, and scorched with fire, they took on the shape of blackened coal. Made in mockery of the trees that the All Father loved so greatly, the naerlulth were given long tendrils, or tentacles to mimic roots. The creature was not given a hard shape however, only a shell that it could alter and change with only little effort. It was filled with a thick sap-like acid that it secreted wherever it went; indeed, naerlulth's meaning in the ancient dwarf tongues is "The Bleeding Ash." They were given minds of their own and in time of years became possessed of great wisdom. But this has always been offset for Unklar filled them with utter disdain for all living creatures and set them the task of unmaking the beauty of the world. This task they took up readily and Unklar gave them dominion over many of his other minions in order to further their designs.

When he fell from the world and returned to the Void, the naerlulth did not suffer as did others of his creations. Rather, they thrived, settling in wild places and devouring the world. To them many of the refugees of Unklar's rule have gravitated so that many of them lord over small kingdoms of ash and desolation peopled by orcs, trolls and the dreaded ungerm.

MONSTERS

NAGA, FROST (BRODEN)

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 4 (d8)

MOVE: 30 ft. (60 ft. on ice)

AC: 17

ATTACKS: Bite (1-3), tail (2-8)

SPECIAL: Constrict, Freeze Surroundings, Immunity (Cold), Resistance (Heat), Silent Call, Twilight Vision

SAVES: M

INT: Medium

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: 9

XP: 180+4

The frost naga is a bizarre creature originating from the nether planes. They have long, slender, snake-like bodies of silvery or bluish white hue. Their tails are tipped with a thin, black, razor sharp spike. The body is topped by a hideous female human head with silvery, matted hair and long fangs. They emit a pungent odor, not necessarily unpleasant, that smells of burnt coal.

As with most nagas, frost nagas are summoned to guard an area. Unlike most other nagas, these nagas are used primarily to guard doorways and entries because of their unique ability to call upon other nagas in the vicinity to help them.



COMBAT: In combat, the frost naga tries to move in and constrict an opponent while biting them, in order to steal their heat and to heal itself. While doing so, the frost naga uses its tail to attack others or keep them at bay.

CONSTRICT: On a successful attack, the frost naga wraps itself around the victim. The victim is held fast but is otherwise physically undamaged. Immediately upon constricting a victim, the naga begins absorbing the victim's body heat. This heat exchange does 2-8 points damage to the victim, and heals the frost naga for 1-2 points of damage.

SENSE HEAT: The frost naga is sustained by absorbing warmth from heat sources. It is able to automatically sense normal human body heat sources at a range of up to 120 feet and fire up to one mile.

FREEZE SURROUNDINGS: The frost naga radiates an intense cold field 20 feet in radius. The temperature within this field drops to 25 degrees F (-4 degrees C). In addition, the ground and walls instantly freeze and become slippery, requiring checks to maintain one's footing at -2. Anyone not prepared for the sudden drop in temperature suffers 1-4 points of cold damage.

RESISTANCE TO HEAT: The frost naga is immune to all non-magical heat and only takes half damage from magical heat sources. A successful saving throw reduces this damage to 1/4. The fire damage that would have been done to the frost naga heals it at the rate of 1 point for every 4 points inflicted.

IMMUNITY TO COLD: Cold based attacks have no effect on the frost naga.

SILENT CALL: A frost naga can emit a silent (mental) call for help when it is attacked. Any other nagas within 250 feet can sense this and come to its aid.

IN AIHRDE

Unklar created this species of naga, in the deeps of Klarglich, in the early days of the Winter Dark. When the first of them broke shell and spilled across the fire stained stones of the pit, he breathed upon them, giving them the breath of winter. These early beasts took to Unklar like few others. They swarmed upon his feet and followed him through the dank passages to his throne room. As they grew, he dispersed them and set them at portals, more to watch his servants than to watch for enemy. He continued to breed the broden in the pits and throughout that grim castle.

In time, they were ported from Aufstrag, carried by his greater servants, into the wilds of the world. There they were given the task of guarding the wards of Aufstrag.

Despite their desire for cold, the broden naga have thrived in the world since Unklar's fall. They are able to affect their immediate environment and keep vestiges of the winter's dark, at least in their lairs.

O

FROST OGRE

NO. ENCOUNTERED: 1–20

SIZE: Large

HD: 3 (d8)

MOVE: 30 ft.

AC: 15

ATTACKS: Slam (1d10), or Weapon (+2 damage)

SPECIAL: Camouflage, Climbing, Concealment, Darkvision 60 ft., Twilight Vision, Sure Footing, Vulnerability (Fire)

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Giant

TREASURE: 3

XP: 90+3

Frost ogres are smaller than normal ogres. Their legs are shorter and their bodies squat. Their white hair is generally long and they sport huge beards. They generally have hair covering their bodies. They have a light blue, almost white skin color, with deep gray eyes. They have wide set eyes and massive noses and ears.

Frost ogres are every bit as savage as their larger kin, but tend to be more group-oriented, working in concert in both the hunt and normal tasks. This allows them slightly better tool use and they are able to understand and build rudimentary shelters, walls and the like.

COMBAT: Even more than normal ogres, frost ogres rely upon cunning and subterfuge to gain their ends. They are avid hunters, but do so by stealth, or traps. When a trap is sprung, they fight ferociously, much more inclined to remain on the field of battle until they are killed rather than quit, even in the face of insurmountable odds. This is largely due to their reliance on the group for survival and a primitive instinct kicks in that allows them to remain with their fellows, even when they have fallen. They are desperately afraid of fire, and do not use it even to cook or warm food.

CLIMBING: This ability functions identically to the ranger's scale ability.

HEAT WEAKNESS: Frost ogres suffer double damage or effect from heat or fire related spells. A save indicates normal effects. For example, a 4d6 *fireball* does 8d6 damage to a frost ogre unless it saves, then it does 4d6 damage.

CONCEALMENT: Frost ogres are blue skinned with white hair, so they can meld into snowy areas fairly well. This ability functions identically to the ranger's conceal ability, except it is usable only in snowy or icy areas.

SURE FOOTING: Frost ogres have knobby feet and long clawed toes allowing them to walk freely on ice and snow with little fear of falling.



IN AIHRDE

These creatures are servants of the Frost Lord, one of the Val Eahrakun. So cold were the forges of his work place and the mountains where he worked, that any who dwelt there would perish if they were not adequately inured to the weather. When ogres came to his abode, he bound them to him and bred them, strengthening them against the cold. So they dwelt for long years prisoners of the cold.

During the Age of Winter Dark, the frost ogres spread rapidly across the world of Aihrde. They adapted with ease to the frozen tundra; soon they haunted most of the Kingdoms of the Winter Dark through one form of terror or the other. When the Age ended, they could not adapt and perished in great numbers. Some retreated to the high mountains so that now they come out only in the cold of winter's dark.

ONUZHE

NO. APPEARING: 6-36

SIZE: Small

HD: 1-10(d8)

MOVE: 40 ft., 120 ft. (swim)

AC: 13

ATTACKS: Weapon (1d6)

SPECIAL: Regeneration 1, Resistance (fire), Shield

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Elemental

TREASURE: Special

XP: 15+1 | 29+2 | 60+3 | 120+4 | 240+5 | 360+6 | 540+7
| 775+8 | 1,200+9 | 1,800+10

The onuzhe are rare, strange creatures born of the elements. Small, ranging only 3 feet long, they are vaguely humanoid in

MONSTERS

shape. It is difficult to see the onuzhe, for their whole bodies seem to be a white-blue in color and they blend with the dark storms that give them birth. They carry no weapons or gear but use the elements to attack.

The onuzhe are water elementals carried on the winds. They are born of violent storms and take form only after the water has gathered in puddles and pools. In swamps, near streams, rivers, ponds, and lakes, they form all the faster, for the greater the ground water, the more substance for them. Fighters can take multiple swings at them, as stabbing them or bludgeoning them does damage. When killed, they fall to the ground as so much water; there they lay dormant until they rejoin the wind.

They are very aggressive, attacking any human, demi-human, humanoid, giant or similar creature they encounter. They never attack druids, sensing in them a hint of their maker. They also never enter indoors, including inside wagons, huts, tents, or the *tiny hut* spell. If they die in such a place, they are not reborn but dry, passing from the earth.

The onuzhe have no treasure, nor are they able to carry anything. However, there is a small (1-10) chance that the water shields they fashion for themselves retain their form after the onuzhe die. The full description of this item can be found in the Magic Items section.

COMBAT: The onuzhe attack the moment they form from the water. They do not attack with any clear purpose or target; they do not use any tactics. The onuzhe have little mind for anything and will not help their fellows. As soon as they kill a victim, they turn to the next nearest. They swing 'swords' made of water and driven by wind to strike for damage. They are able to cast *shield* and hold it active as long as they are alive.

RESISTANCE TO FIRE: Onuzhe have a weak resistance to fire. Non-magical fire only does half damage to them. However, fire from magical sources does double damage.

REGENERATION: The onuzhe regenerates 1 hit per round if in contact with water. This includes puddles, the rain, or larger bodies of water.

SHIELD: The onuzhe casts *shield* as a 5th level wizard, though the shield is permanent until dispelled or the onuzhe is slain.

IN AIHRDE

"Onuzhe" is an ancient dwarf phrase which translated means "rain of stone". The goddess Mordius favored these beasts; she fashioned them in the Days before Days, bidding them to keep watch upon her gardens. For eons, they lingered in the winds, watering her endeavors with their very lives, guarding them against all that might trespass. Though benevolent, they carried within them the seeds of destruction for water is a reckless force. When the Red Duke entered her sacred groves, the onuzhe saw the violence of his form and fell upon him, but they struck the Cloak of Red as so much rain, shattering against him, rolling down that turbulent cloth.

Upon her death, the onuzhe lost their purpose and they drifted from her sacred places, spreading across the world. In time, their memory of her faded and they became a reckless force, tormenting the world wherever they went.

OONLULTH

NO. ENCOUNTERED: 1

SIZE: Large

HD: 30(d8)

MOVE: 40 ft., 80 ft. (fly)

AC: 28

ATTACKS: 2 Fists (1d10), or by Weapon (See Below)

SPECIAL: Darkness, Hammer, Lightning Strike, Regeneration 4, SR 14

SAVES: P, M

INT: High

ALIGNMENT: Any Evil

TYPE: Elemental

TREASURE: 18 x 3

XP: 30,650+30

The oonlulth have no true shape or form. Crushed by the weight of the world, their essence alone drifted through dark fissures and cracks in the stone; however, in the long years since their uprooting, the oonlulth have learned to take form. When in the lonely dark they are nothing more than a cloud of shadow, dark soot that flows across the ground in undulating waves. But when they take form they rise up, twisting their knowledge of the under-deep, taking form with flame, lightning, and ash. They stand some 30 feet tall when fully roused with bodies vaguely humanoid. The ash that is their substance moves constantly, like clouds of dark smoke. As they walk, the ash rises in clouds, tumbles about their claw-like feet. They burn fire within, the sickly, white flames consuming their substance, making ever more ash for their form. They have no facial features, only the shadow of eyes, and a gaping mouth filled with an echoing white fire.

The oonlulth are spirits of the deep. They dwell in deep caves, or dungeons long abandoned. They generally have no form or shape, though occasionally an oonlulth assumes a form and retains it. They linger in dark places, almost always large caverns. Their minds cannot imagine much beyond a vague form so when they do take shape, it is quick and always vaguely humanoid.

They have no lusts, nor drive, nor are they possessed of any worldly thought other than to smother all things that live in their ash and fire. There are no worldly awards they seek, their treasure is usually scattered throughout their halls, left on the bodies of men and elves, dwarves or monsters that they have slain.

COMBAT: In battle, the oonlulth prefer to wield a huge black hammer. Shaped after a sledge this massive cudgel delivers immense damage. As soon as they take shape, the hammer appears in their hand. They attempt to strike with the hammer, crushing their victims. They are intelligent and mix their assaults with clouds of darkness, ash clouds, and lightning.



HAMMER: The oonluth hammer is made of the same ash and flame as their bodies. The hammer acts as a +4 weapon (to hit and damage), striking for 6-36 points of damage. Upon a natural score of 18, 19, or 20, the hammer deals a crushing blow. Anyone struck with such a blow must make a successful constitution save (CL 10) or suffer broken bones. The CK should determine where the blow hit by rolling a d8 (1=head, 2-3=chest/back, 4=right arm, 5=left arm, 6=lower torso, 7=left leg, 8=right leg).

DARKNESS: A pall of darkness permanently covers the oonluth. It extends roughly 30 feet around the creature and moves with it. It acts in all respects like the *darkness* spell. Any creature without some type of magical light cannot see the oonluth, not even the beast's white flame that echoes from within.

LIGHTNING STRIKE: Whenever the oonluth takes shape, his billowing clouds of ash fill a huge area, for even after the ash falls from him, it scatters and floats about him. This ash is

extremely hot and charges the air so that bolts of electricity crackle and burn all about it. Every 5 melee rounds the air becomes charged enough that a huge bolt of lightning strikes. Metal attracts the bolt so that it randomly strikes anyone armed or armored for 4d6 points of damage. A successful dexterity save reduces the damage by half.

IN AIHRDE

It is told that the All Father spied the Maelstrom as caused by the thrashing madness of the dragon Inzae. He settled upon it then and pounded out the substance of creation. He made Aihrde and shaped the plane; great effort he poured into creating the high and low places, shaping the world in all its nuances. Upon the forge of Aihrde he focused all his might, shaping life as well as form. Into these dark years came the oonluth, shades of ash that formed in the stonework; they had neither form nor mind at first, but desired to rend and smother the ground. The All Father paid them no heed and continued his labors so that he buried them beneath the roots of the mountains. They lingered in dark place far beneath the ground, the piles of stone upon their backs an unimaginable weight. They wandered the dark paths of natural caves, fed upon the water of deep underground lakes, and watched the tumult of flame in the rivers of fire. But they were as dust, ground coal, and black as pitch. There the oonluth lay for many long ages of the world; they paid no heed, nor ever knew of the coming of the sun and moon; they did not take note when the sentients left their roots and walked the world; they failed to note the rise of the dwarves and their kingdoms.

But the dwarves found them nonetheless. Ever deeper the dwarves carved their kingdoms beneath the stone; tunnels and passages that stretched out for miles and that crept into every dark corner of the world. The first of the oonluth they found rose in a rage of madness, for the invasion of its dark lair took it wholly unawares. Without true form they rose in columns of ash, with arms and legs and a head broiling in shadow. But ever about it hung the deepening dark and it used the inky blackness as a weapon. The dwarves knew nothing of this new terror unleashed on their mines and they fled in fear; the mines they abandoned and their halls lay empty.

Only later did the dwarves return, armed for war with all the might that they could muster. So the oonluth came to the knowledge of the world and the dwarves named them "Oonluth," that is in their ancient tongue "Elemental of Ash." They dwell still in the deep places of the earth, a bane on would be explorers and those who dwell beneath the ground.

MONSTERS

ORBUT

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 2(d8)

MOVE: Nil

AC: 12

ATTACKS: Acidic bite (1d4)

SPECIAL: Camouflage, Swallow Whole

SAVES: Mental

INT: Nil

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 2

XP: 22+2

The orbut is a large semi-translucent creature. It consists of little more than a thick stem that ranges up to 8 feet in length, and a wide mouth. The mouth caps the stem much as does the venus flytrap plant. The upper and lower jaws are lined with hundreds of small cilia; stem-like appendages that hang down from its maw. These appendages serve as the creature's only sense, warning it of motion.

The orbut grow in small pods, primarily in dungeons and are the result of the magic left over from spent spells, destroyed magic items or fallen magical creatures. The residue of most magic lingers long after it is gone and from time to time it coalesces

into a semi-living creature. The orbut can grow on almost any surface, from floors to ceilings, in and out of water, and in any temperature environment.

Orbut are hard to see, their skin is so translucent and flexible that they are often mistaken for slime or moisture. A sure sign of the orbut is the sickly stench that permeates them and the acidic droppings left over from dissolving a victim. If anyone looks directly at an orbut, even one fully extended, they can see right through it, though things on the other side of the creature are distorted as if looking through rippled glass.

COMBAT: They attack anything that moves near them, whether it is living or not. They generally lie against the wall, or hang from the ceiling flatly contracted. When something moves beneath them they strike, swallow it and begin breaking it down.

CAMOUFLAGE: Orbut are nearly translucent and can conceal themselves exceptionally well in their normal environment. When concealed and motionless, they receive a +5 bonus to hide checks, and +10 to surprise checks.

SWALLOW WHOLE: When the Orbut attacks with its bite, a natural roll of 20 indicates that the intended victim (of small or medium size) is swallowed. Digestion begins immediately. Powerful corrosive acids will cause 1d6 hit points of damage each round, and will destroy non-metal goods and equipment. A victim with a small edged weapon can attempt to cut free of the beast's gullet. These attempts automatically hit, but suffer -3 to all damage rolls due to the confining and constricting space.

IN AIHRDE

The orbut are common creatures in Aihrde, remnants of the many long reigns of the dwarven peoples over Aihrde. Their many hundreds of dungeons, often built with magic or through magical means, created the perfect environment for these creatures. Many wizards have taken to capturing them and using them as guardians or pets for their towers or magic depositories.

OSLUN-MUEN

NO. ENCOUNTERED: 1-100

SIZE: Medium

HD: 2(d8)

MOVE: 30 ft.

AC: 12

ATTACKS: Weapon

SPECIAL: Animal Husbandry

SAVES: P

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Human

TREASURE: 2

XP: 15+2

These powerfully built men stand about five and a half feet tall, are dark skinned, with dark, short cropped hair. They wear long kilts, belted and covered with strips of dark colored cloth. These they decorate with iron rings and bands, small bones and the



like; anything they gather from their travels that interest them. They disdain gold, silver, and many of the normal treasure of men, taking pride more in their warrior skills and their beasts. They carry a variety of weapons in battle, but almost always use wide bladed javelins, axes, and iron studded cudgels. The true treasure of the Oslun-Muen are their beasts. Many take hyenas as pets, decorating them with rope collars, strips of cloth and more. They breed these beasts huge and train them to serve them in both war and the hunt.

The oslun-muen are not altogether evil, though they serve an evil master. They are brutal men, who come from a brutal world. They do not tarry on the road of good will or conscience. They serve their Lord as their hyenas serve them, with ferocity, loyalty, but shadowed by an independent spirit.

They travel in large bands of up to a hundred warriors. If they are on the road, migrating, their bands can number up to 600, for every warrior travels with 1-6 women, elderly, and children. They do not prize wealth and put no store in owning beautiful things. They travel in carts, on mules, cattle, or whatever beasts they own. Their wealth lies in their hyenas. An Oslun without a hyena is considered a poor man, one who sustains two, three, or even four is considered wealthy beyond worldly means.

The warriors are fierce in battle, attacking with javelins before unleashing their great hyenas. They never allow the hyenas to attack alone, but join them in the charge, weighing into the fray at the sides of their beasts. Both fight in tandem, one helping the other. Few warriors can shirk off the death of their beasts, many fall from the combat to tend to its body, others become enraged, others so grief stricken they cannot fight, either quitting the field or laying down upon the body of the fallen beast. When the warriors die, the hyena quits the fight unless something threatens the body of its master; it lingers there until hunger eventually drives it from the corpse.

For every 10 Oslun warriors there is one 4 HD master with an AC of 14 (XP 60+4). For every 50, there is at least 1 8 HD warrior with an AC of 17 (XP 375+8) as well as five 4 HD warriors (XP 60+4). For every 100 encountered there is one 10 HD warrior with an AC of 20 (XP 900+10).

COMBAT: The oslun wield all manner of weapons in battle, but they almost always attack in tandem with their hyenas, unleashing the beasts and charging forward with them. As the beasts charge, they hurl their javelins. They do not attack in an organized fashion; rather they follow the lead of their beasts who instinctively seek out the weakest targets in an area. As soon as these fall, the pair attacks the nearest creature. Ferocious in battle, they rarely yield and fight to the death.

IN AIHRDE

Called the Oslun-Muen in the tongues of the west, the “Hyena-Men,” these men originate from the Zuala tribes to the south and east. With the fall of Unklar, his empire fell into chaos and many vied for power. In the many storied towers of Aufstrag, Coburg the Undying rose to power. He ruled the upper chambers through

force and guile. But he did not trust the servants of Unklar for they always harkened to the Horned God and murmured for his return, something Coburg does not desire. So he stretched out his arm and summoned allies of his, the Zuala served him many times in the past and so they answered his call. Great troops of them came to Aufstrag, bringing with them their families, stores of weapons and equipment, and above all else the great hyenas of their homelands.

They took up their abodes in the halls beneath the throne room and their numbers multiplied, bringing ever greater pressure to bear on the lower Halls. They frequently range forth from the Dark Tree, roaming the countryside for many leagues, searching for prey for their wars-torn spirits.

P—

PALKWORM

NO. APPEARING: 1

SIZE: Large

HD: 15 (d12)

MOVE: 10 ft., 60 ft. (swim)

AC: 24

ATTACKS: 4 Tentacles (1d8), Bite (See Below)

SPECIAL: All-around Seeing, Multiple Bites, Regeneration 1

SAVES: P

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 14

XP: 7,000 + 15

The palkworm is a creature of the old world. When full grown the beast’s tubular body is easily 5 feet in diameter and 20 feet long, though larger specimens have been found. Its mouth is a simple affair, with rows of serrated fangs that bend in deadly curves into the creature’s maw, allowing few to escape once caught. It has no eyes, nor nose, but rather feels its way through four long, rope-like tentacles that spring from hardened coxa on its torso. These grow to 30 feet in length and serve as weapons, means of locomotion, and the creature’s eyes and ears to the world. Four squid-like arms, lined with suckers, cap the palkworm’s tail end, giving it further means of movement as well as stabilizing the beast in the slippery environs that it calls home.

The worm begins its life in any small body of stagnant water, usually a pond or pool. Where muck gathers, from animal droppings, dead foliage, or the carcass of some fallen creature the worm thrives, borne there upon the foul wind of dark deeds. The microbe feeds upon the muck and grows until it’s the size of tadpole, at which point it grows at tremendous speeds, devouring all that it comes into contact. Within a few months of being deposited the palkworm is full grown.

They are as common above ground as below, but are bound to the pond that gave them birth for they cannot live without water.

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The dwell deep in the muck, burrowing into bottom of the pond, allowing only a tentacle to or two to linger above the water, sensing prey that come along. It is voraciously hungry and attacks everything that comes within reach of its pond.

Long exposure to the sun dries their skin and eventually kills them. This usually takes several weeks if not a month. Those who are able, and have the time, fight the creature by draining its pond, but such things are deadly challenges. Occasionally their carcasses are found in dried out ponds where drought did man's work.

COMBAT: The palkworm lies at the bottom of its pond and waits. One or two of its tentacles float on the pond's surface, usually mingled into some lily-pads or other vegetation. They sense vibrations, and when anything approaches to the edge of the pond, the creature uses its rear appendage to pull and launch itself from the water, and its tentacle-arms to reach for a grapple its foe. Once it has grabbed a foe it pulls the creature to its mouth where it bites it and then begins to slide back under the pond.

ALL-AROUND SEEING: The palkworm's tentacles are lined with thousands of tiny hairs, each several inches long. These are tuned to the environ around it, the temperature of both the water of the pond and the air around it, the humidity in the air, small movements in the air and any other disturbance. The worm can discern the size of any creature coming within 20 feet of any one of its tentacles. For this reason, they cannot be surprised, nor are invisible creatures able to approach it unknown.

MULTIPLE BITES: The creature's bite is horrendous. When a victim is bitten it takes 2d12 points of damage and is held fast in the creature's jaws. While breaking free of the bite is possible (CL 8 strength check), the teeth of the worm curve inward, and pulling out causes an additional 1d12 points of damage. On the next round the victim is automatically struck by a second set of the creature's teeth, suffering 2d8 points of damage. Breaking free becomes more difficult (CL 12 strength check), and successfully pulling out deals 1d8 points of damage on top of the 1d12 damage from the first row of teeth. On the third round the victim is automatically struck by the worm's third set of teeth, taking 2d6 points of damage. These teeth are used to grind the victim to pulp to be swallowed and devoured.

In the round following the first attack of the third jaw the worm loosens its bit in order to swallow it. This occurs every other round. Anyone attempting to break free when the worm's bite is



loose must make a successful CL8 strength check. Success means the victim escapes with only 1d8 + 1d12 points of damage.

REGENERATION: the palkworm regenerates 1 hit point per round after it has consumed a full meal. Any tentacles it has lost grow back a foot a day.

IN AIHRDE

The palkworm was born of a thought, twisted by a notion more deadly than humorous. Long ago Tefnut, the Goddess of Rivers and still water, set her gardens to order, planting all manner of foliage along the banks of her rivers and ponds. In those days the world was young and filled with beauty. She reveled in the joy of it. So it was that Narrheit, Lord of Chaos, found her and he spent some time with her in the wilds of her Ethvold. Narrheit had many tales to tell and he spun yarns of his many deceits. But Tefnut was never one to enjoy needless suffering nor humor born of ill will or jealousy. Narrheit, sensing her irritation, sought another avenue, and thought to flatter her, but Tefnut would have none of it and sent him on his way with a warning to be

wary of her woods, “for these rivers are as I ordered them and if any have thought to alter it or give it another face, I would see it as an act most unkind.”

Narrheit took heed of her warning and did not meddle with her woods, but coming to the high tops of the mountains that overlooked the Ethvold, that being the Rhodope Mountains, he turned to give her a parting gift. He spit upon his hand and cast his breath out over it so that a light rain fell. Picked up by the wind the rain carried far and wide and within it were his misgivings and evil thoughts. From these the palkworm was born and carried across the wide world as it is even to this day.

PANDAREEN

NUMBER ENCOUNTERED: 10-100
SIZE: Small (6”+)
HD: 1d8
MOVE: 40 feet
AC: 18
ATTACKS: Nil
SPECIAL: Song, Web
SAVES: M
INTELLIGENCE: Low
ALIGNMENT: Chaotic Neutral
TYPE: Fey
TREASURE: 5
XP: 9+1

The tiny pandareen fly upon sylvan wings; with light or dark green skin they hide in the shadows of trees, perching upon branches or trunks. Sexless creatures whose voices sound like ringing bells, they dwell in deciduous forests in very moist



climes. They prefer areas near brooks or dead-end paths, where animals or men are likely to stay and drink. They have limited intelligence but are possessed of a wicked jealousy for those who carry any sort of tool, from a hammer to a spear.

They have no lairs but the victims of their song often lay upon the forest floor, snared in the webbing the creatures cast.

COMBAT: The pandareen begin by singing songs, first one, then the next, and another and so on. The song ensnares the victim, lulling them into sleep. Once asleep, they cast the webbing over them to “preserve” them, but of course the victim dies of thirst in a few days.

SONG: The song of the pandareen is magical and sounds much like bells gently ringing. Any who hear it must make a successful constitution save or fall into a deep sleep. They can be awoken but will remain groggy and suffer a -4 from all rolls for the next eight hours. There must be at least 10 pandareen singing to affect this charm.

WEB: As soon as one person falls victim to the song, a quarter of the pandareen stop singing and swoop down upon him, spewing webbing from their mouths. They cover the victim entirely in 10 rounds; this can take longer if there are fewer of the creatures. Ten pandareen cover one foot of victim per round. Anyone webbed and not rescued dies of dehydration in three to four days.

IN AIHRDE

The pandareen are common in the old forests of the world. In the Lands of Ursal they are encountered in the Eld Wood and Darknefold forests as well as the Aenochian and Grosswald. They are prized as pets by many far and wide for their songs lull one to sleep. They are generally sold in small cages containing four to eight of the creatures, and usually harbored in large cages housed in arbors where they sing but can do no harm to those they lull to sleep.

PHIDIAN

NO. ENCOUNTERED: 1-6
SIZE: S
HD: 1(d8)
MOVE: 30 ft. (walking), 60 ft. (swimming)
AC: 17 (head); 12 body
ATTACKS: Bite (1d6)
SPECIAL: Nil
SAVES: M
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: 1
XP: 5+1

The phidian are small semi-aquatic creatures that resemble a bird to some degree. The creature’s two legs are long, adorned with huge claws, designed to rend flesh. Their bodies are narrow, scaled on the underside, but covered in thick fur above. They have a short neck adorned with a huge head. The head, including the phidian’s jaws, is actually one large hairless bone;

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this bone is so thick that it is very difficult to penetrate with a weapon. There are no teeth or fangs of any kind, but rather the very bone of the jaw. The creature's deep-set eyes are covered by bony apertures, protecting them from harm. The phidian are dark colors, shades of black, gray, even green, or blue.

The phidian are very aggressive, predatory creatures. They travel in small pods of 1-6, throughout all the temperate zones of Aihrde. They prefer thick forests or jungles, but dwell on the banks of slow moving rivers, lakes and the like. These creatures are particularly aggressive and do not shy away from attack prey many times larger than themselves.

COMBAT: The phidian usually mark out a territory in which they hunt. They range in style from lying half-submerged in water, to stalking and chasing their prey. When they single out their prey, they attack, though rarely as a group. Individual phidian attack different targets. When it attacks it lifts its head, rather than lowering its jaw, opening the span of its jaw as wide as it can. When it 'bites' it drops the upper jaw, which falls like a steel trap, crushing its prey. They generally do not use their claws as weapons, but rather use them to tear through the armor plating of their favorite meal, turtles. Ironically, this allows them to rend through armor as well.

IN AIHRDE

The phidian have long been a pain for travelers, hunters, and woodsmen. Very common in the Darkenfold and Eldwood, these creatures pose a real danger to commerce there and are one of the many reasons that deeper inroads have not been made into those darker forests. The border wars between the Rangers of the Knot and the Knights of Kayomar are replete with many stories of knights being lured from their troops into wet ground

occupied by these vicious beasts, who in turn attack and kill the errant knight, tearing open the armor and devouring the man from within his own plated protection.

The goblins seek the upper portion of the skull for its heavy weight, using it in the manufacture of much of their items as cups, bowls, and the like. Many have integrated it into suits of armor as well or filling the skull with lead to make heavy maces and hammers. Such an item always gives the wielder a +1 to hit.

PUALA BEAST

NO. ENCOUNTERED: 1-4

SIZE: L

HD: 25 (d10)

MOVE: 60 ft.

AC: 32

ATTACKS:

SPECIAL: Capsize, Darkvision 120 ft., Regeneration 4, Spell-like Abilities, Transmutation, Water Mastery, Whirlpool

SAVES: M

INT: Average

ALIGNMENT: Neutral

TYPE: Magical

TREASURE: 18 x 2

XP: 38,100 + 25

The puala is a huge aquatic beast, ranging up to 20 feet long, over 30 with its tail. It has legs like to a man's, but its torso is long, shaped more like a fish. It has a long tail that tapers toward the end, lined with fins that allow the beast to guide itself through the currents. These fins range the whole length of the beast's body to the tentacles of its head. Its arms are huge, muscular things, but bound to its torso by wing-like membranes that allow it to swim very fast and in the most turbulent seas. The puala beast's head is round, like an octopus, it has a dozen or so tentacles that shroud its shoulder. These tentacles are beaked and each possesses multiple eyes that allow the creature to see in many directions at once. The beast is deep green to blue, but the fins that run the course of its body are crimson colored.

The puala beast does not need air to breathe, nor feed or drink. It is a magical creature that is most at home in the deep waters. Its skin is ice cold, holding the Void within it, and when it comes into contact with warm water it also creates a mist. When the beast lingers in one area for too long the mist grows, encompassing vast stretches of the ocean.

The puala beast is very intelligent and able to communicate telepathically with almost any species. Its origins are beyond those of mortal men and it is not able to understand their drives or reactions. It does not believe in fate, or anything other than the natural unfolding of the universe. Much like a storm, the puala passes over the world, through the deeps, with little thought to what it might harm or aid. They can be reasoned with, but only the cleverest are able to do so.

COMBAT: When roused in anger, the puala uses its powers over the weather and water to react. It usually changes the weather

patterns to suit its nature, the stormier the better, followed by a whirlpool. It then uses its spell-like abilities to the greatest benefit. It does not have the capacity to forgive, but neither does it have the capacity to hold a grudge.

CAPSIZE: A puala beast can rise out of the water with such force that a vessel with a beam of 25 feet or less is automatically capsized. A vessel with a wider beam has a chance of capsizing equal to the hit dice of the puala divided by the vessel's beam width expressed as a percentage; thus a galleon with a 30 foot beam has an 83% chance (25/30) of being capsized by a puala beast.

SPELL-LIKE ABILITIES: *Air/water walk* (perm), *anti-life shell* (1/day), *astral projection* (3/day), *control weather* (3/day), *storm of vengeance* (1/day), *warp wood* (5/day).

TRANSMUTATION: Three times a day, the puala beast can transform metal or wooden items into an equal quantity of water. The effect is permanent unless a limited wish, wish, or similar spell is used.

WATER MASTERY: The puala beast gains a +2 bonus on attack and damage rolls if it is touching water.

WHIRLPOOL: A puala beast can create a whirlpool once every 5 minutes, provided it is underwater. The whirlpool is 10 feet wide at the base, up to 50 feet wide at the top, and 20 feet or taller. The puala beast controls the height of the whirlpool. The whirlpool lasts 1-100 rounds or until the puala beast breaks it apart.

Any creature half the height of the whirlpool or less must succeed on a dexterity save when it comes into contact with the whirlpool or take 5d8 points damage per round they remain within the whirlpool. A swimming creature is allowed a strength save each round to escape the whirlpool. The creature still takes damage, but can escape if the save is successful. Except to try to escape the whirlpool, creatures trapped within it cannot move, and are carried to the bottom of the whirlpool, where they are held until the whirlpool dissipates. They can otherwise act normally, but suffer a Challenge Level 2 penalty to dexterity checks and a -2 penalty on attack rolls. Spell casters must succeed on a strength save to successfully cast a spell that requires material and/or focus components, succeed on a charisma save to successfully cast a spell that requires somatic components – or on all three if a spell requires all three.

The puala beast can only keep as many creatures trapped inside the whirlpool at one time as it has hit dice. The puala beast



MONSTERS

can eject any carried creatures at will, at any height up to its maximum, with creatures so ejected taking one and a half normal falling damage for the height due to the speed they are ejected at; ejected creatures land within a distance from the center of the whirlpool no greater than the width of the whirlpool, centered on the puala beast's current location.

IN AIHRDE

The puala, a Val-Eahrakun, came to life in the Void, long before the All Father discovered the Maelstrom and created Aihrde. He toyed with the beast for awhile, but grew tired of it and cast it aside to live out its life in the Great Empty. As with many creatures, the puala discovered the world of Aihrde during the age of it's making, drifting across the Void, drawn to the light of creation. Like so many other creatures the puala slipped into the world without arousing concern from the All Father.

In those Days before Days, the puala beasts settled into the deep oceans, avoiding much of the struggles between the other Val-Eahrakun in those days before the rising of the sun and moon. The rising of those great orbs roused only a little curiosity as theirs was a world of darkness and freedom. The puala beasts made concourse with some creatures but for the most part dwelt in obscurity until the coming of the dwarves of Alanti. These paid the puala homage, but to no avail, for the beasts cared not, passing on in indifference.

During the last battle of Corthain and Ornduhl, when the bull fell and the Lord of Law cast his judgment, the puala succumbed to a deep sleep and settled in their dens about the ocean floors. There they lay for many eons, passing through the Winter Dark unaware of the struggles of man or god. Recently, they have risen from the deeps, as with Unklar's passing, as the scholars note, the Wall of Worlds is diminished and the Judgment has lost its power.



no legs or feet of which to speak. Their skin is very pale, almost pink in color, matched by the pink of their very wide eyes. Their heads are small, with a long snout, filled with massive fangs, both thick and long. When in battle or threatening other creatures, the qu is able to fold its face back, exposing the entirety of its long snout and these very large fangs. The exposed flesh is a dark red. The only hair they sport resides upon their necks. Here, a huge collar of hair dominates the beast, framing its altogether evil countenance. They have a long thick tail as well.

The qu are extremely agile, living the majority of their lives in the treetops. They are very territorial, marking out hunting grounds where whole generations pass. They often occupy old ruins, for they are just intelligent enough to understand shelter. Once they have marked out a domain these creatures become fierce in defending it, attacking almost anything that enters the area. Largely fearless, the size of the intruder does not concern the qu.

The qu are pack oriented creatures, led by a matriarch. If captured while still very young, they are highly trainable and often take on their owner as their pack, defending them as they would any other qu in their family group.

COMBAT: The qu fiends attack with a barrage of weird calls, shouting and calling to each other as they surround their intended target. As soon as the creatures have encircled their victim, or come as close as they can, they ratchet up the noise until one works up the courage to leap into battle, this usually only takes a few rounds.

AGILE: The qu are very agile climbers due to their multiple hands and tail and therefore cannot fall from any height. They are very fast as well, and make any dexterity checks or saves at a +1.

FEAR: Their voices carry an eerie range of pitches, sometimes high, sometimes low. Their chatter and shouting can cause fear in some victims. Anyone in range of the creature's calling

Q—

QU FIEND

NO. ENCOUNTERED: 4-20

SIZE: S

HD: 1 (d8)

MOVE: 20 ft., 20 ft. (climb)

AC: 14

ATTACKS: 2 Claw (1d2), Bite (1d6)

SPECIAL: Agile, Fear, Twilight Vision

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Aberration

TREASURE: 2

XP: 13+1

The small, largely hairless qu fiends possess two long arms on their upper torso and two shorter arms on their lower torso. They have

must make a successful charisma save or suffer a -1 to all saves, attribute checks, to hit rolls and damage. The effect lasts for 1d4 rounds. A successful save negates the fear.

IN AIHRDE

The qu fiends are not uncommon creatures, as they thrived during the Winter Dark. They are found in most deciduous forests of the worlds and the jungles of the southern continents. The pirates who ply the waters of the Amber Sea favor these creatures for ship mates as the ship itself serves as the creature's territory and their calls and violent reaction to sea born attackers often aids in unsettling attacks on the ship. A brisk trade with in the Sea Towns of Ihlsa has developed and those towns play host to a plague of these strange creature's weird calls.

QUESTING BEAST

NO. ENCOUNTERED: 1

SIZE: M

HD: 7d12

MOVE: 50 ft.

AC: 18

ATTACKS: Ram (1d10)

SPECIAL: Geas, Immunity (Weapons, +2), SR 8, Woodland Stride

SAVES: M

INT: Nil

ALIGNMENT: Nil

TYPE: Fey

TREASURE: 10

XP: 540+7

The questing beast appears as a large deer, crowned with a massive spread of horns. A thick coat of white fur covers the deer, broken only by the telltale signs of gray sprinkled throughout. It stands almost six feet at the shoulder, dwarfing other deer. The creature's demeanor is calm, though it is rarely still.

Questing beasts are rare, solitary creatures that dwell in the deep forests far from the haunts of man. They avoid contact whenever they can, but their instincts drive them to visit those in need of guidance or those who seek a higher calling. To these people they appear briefly, signaling to them that a task of unusual danger or one very difficult is set before them. Whether this task is given to them by the questing beast or whether some great force uses the beast is indifferent, for the end result is the same. A quest is laid upon the viewer and they are bound by its dictates.

The questing beast speaks not through a voice or mental command, but rather through sound reverberating from its belly. It is believed that there lies a portal to the other realms and through it creatures are able to speak to mortals.

COMBAT: When attacked, the questing beast always first chooses to flee. They move with tremendous speed and are unaffected by the terrain they pass through. They are particularly adept at avoiding magical effects; even physical attacks fail most

of the time. A weapon must be at least a +2 weapon to strike a questing beast. If horribly pressed, they *geas* their opponents or ram them.

GEAS: The questing beast is able to cast *geas* as the wizard spell. They cast as a 15th level caster. If the *geas* originates from a more powerful being then the *geas* is cast at that level.

WOODLAND STRIDE: They possess the woodland stride of the druid. They act as a 15th level druid in this respect.

IN AIHRDE

This creature is very rare. When the All Father died and the world of Fey spilled upon Airhde the questing beast was one of many creatures to come to the plain. The embodiment of the All Father's desires, this beast came to exist with an overwhelming power to place people on quests. The creature is very benign and would never knowingly harm another, good or evil. It is indifferent to alignment of any stripe.

Many knights of many orders pay homage to the questing beast, but it is with the Vale Knights that the beast holds the greatest honor. They hold the questing beast to be a sacred animal and worship it. Their holy days are centered on the creature; many feasts are held in its honor and most if not all the knights incorporate the deer symbol into their coat of arms. Killing or even threatening to kill the questing beast earns death at the hand of any of that order.



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QUIL

NO. ENCOUNTERED: 4-20

SIZE: M

HD: 1 (d8)

MOVE: 30 ft.

AC: 15

ATTACKS: Bite (1d4)

SPECIAL: Duskvision, Scent

SAVES: P

INT: Animal

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 1

XP: 7+1

The aggressive quil crawl upon a multitude of legs, sliding across the ground in an undulating fashion. A thick coat of bony spikes cover their broad backs, laying flat during movement, but when threatened, they rise on end. They have a dozen insect-like legs and an armored head that can retract beneath the torso if needed. Their head is bone, with no skin, and their jaws open and close like a vise, able to tear through flesh, clothing, furs, and even armor. Their finger-like claws are able to grasp things, allowing them to eat them all the faster.

These multi-legged creatures are the bane of farmers, villages, towns, and dungeons. They thrive upon any organic matter, whether flesh, or plant. They live in any clime, but are most active during the warm months when crops are coming in and markets are filled to capacity with fresh food. Then the quil swarm in pods of a dozen or more. If left unchecked they infest areas, often driving out the local inhabitants.

On rare occasions, the quil nest in huge colonies, where an adult female allows other quil to attach upon her, they fold themselves up in a giant ball, breeding and feeding upon each other. If the nest is attacked, there can be scores of the creatures, all of whom drop to the ground and attack.



COMBAT: The quil's spikes protect it from most predators, designed to hold off an attacker while the quil devours its meal. They are very agile though, and if persistently attacked, or even one of their pack is persistently attacked, they become very aggressive, attacking with their vicious bite.

IN AIHRDE

The quil are prehistoric creatures, fashioned by the Red God in the Days before Days. He made them as a nuisance to plague Mordius' gardens. This they did in profound fashion. She could find no purpose for them, nor turn them to any good. Her druids hunted them, but they spread like a plague for centuries until the goblins and early humans put them better use.

The eschl first learned to hunt them and use their skins for decorations and weapons. They found that if they killed the quil carefully, usually by flipping them with spears and stabbing their soft underbellies, the spiky skin, once preserved, retained its defensive ability. By stretching the skin over their war-boards, they fashioned formable shields that, once struck, whether from the Eschl or an enemy, the spikes rose on end, offering a separate layer of protection. The eschl also use the creature's thick skull for clubs. Goblins soon adopted these practices and the quil are even today hunted far and wide for their skins and skulls.

A quil skin properly mounted onto a shield grants a +1 bonus to AC in addition to the shield's normal +1 bonus. When properly mounted on a club, a quil skull grants a +1 bonus to damage.

R—

RED CAP

NO. ENCOUNTERED: 1

SIZE: M

HD: 4 (d8)

MOVE: 90 ft.

AC: 19

ATTACKS: Claw (1d2), Bite (1d4), Pole-Axe (1d8+2)

SPECIAL: Darkvision, Fog Cloud, Invisibility, Regeneration 2, SR 2, Twilight Vision

SAVES: P

INT: Very

ALIGNMENT: Evil

TYPE: Fey

TREASURE: 5

XP: 140+4

Red caps are rare creatures related to goblins. They stand about 4 feet at the shoulder, are tall and straight. They ape the mannerisms and clothing of other humanoid races, and prefer to carry a pole-axe in all their wanderings. Their faces are wide and round, mouths filled with sharp fangs and heads sparsely covered in shaggy hair. Their most distinguishing feature however is their red skullcaps. These caps embody their soul which they dye in the blood of their victims to keep the soul fresh and alive.

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Redcaps are very evil and haunt the back roads and lonely paths made by men. They hunt solitary travelers or those unwary on the road. When they spot a likely victim, they attack. There is no rhyme or reason behind the attack, only the desire to cause pain and suffering. They have no feelings of mercy or remorse. They rob their victims and amass the treasure for no purpose other than to have it on hand. They must, however, dip their caps in the blood of a victim at least once a month or they fade away.

On rare occasions, the red cap gather bands of goblins under their command and these they use for their own purpose, having no loyalty to their distant kin. They sometimes serve other evil creatures.

The red cap itself is a magical item that player characters can claim if they wish. The cap will give the player character the same regenerative benefits as this goblin-like creature enjoys, as long as the cap is kept supplied with fresh blood. However, beware, as those who do evil to claim its benefits will themselves become twisted by their own acts. Over time, continued use of the red cap will twist the character into a dark and evil form, until the character is no more and only a red cap remains.

COMBAT: They stalk their prey, often following them to a well known location where they are able to take advantage of the land or a pre-set trap. They attack from behind, striking their foes with their magical pole-axes. The pole-axe serves as a +2 weapon in all regards.

FOG CLOUD: They are able to summon a fog as per the *fog cloud* spell. They cast as a 5th level caster.

INVISIBILITY: The red cap can become invisible, as the spell of the same name, once per day.

REGENERATION: The cap of this fearsome creature, if kept in freshly dipped blood, allows them to regenerate 2 hit points per round from any wound.

IN AIHRDE

It is well known to the scholars that the god Ornduhl, the Red God, corrupted dwarves and from them created the race of goblins. In later years, after the long wars of Dwarf and Goblin, the Red God commanded a vast army of minions and he challenged all for supremacy of the world. In the struggle that followed, Frafnog rose against him and he alone could stand to look upon the Duke. They wrestled beneath the forge of the All Father until the dragon at last threw the Red God down and shredded his Cloak of Red. Those shreds settled far and wide across the world. Some at the very feet of the dragon itself. Here, there stood a guard of goblins and they gathered the bits and pieces of cloth that fell upon them and fled after their master. They bound these tattered remains into caps and through them grew in power and wisdom, as well as consumed with hate and a need to soak their caps in the blood of their victims. Thus, the red caps are indeed of the goblin kin but they are evolved beyond their meager kin, but for the eldritch goblins whose tale is greater even than theirs.

Their teeth are magical charms, if kept they offer a +1 to all attribute checks. The bonus is not cumulative.

ROCHUN FIEND

NO. ENCOUNTERED: Special

SIZE: L

HD: 8 (d10)

MOVE: 20 ft. (fly)

AC: 17

ATTACKS: 6 tentacle attacks (1d8)

SPECIAL: Electrical Shock, Extra-sensory Perception, SR 7

SAVES: M

INT: Very

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

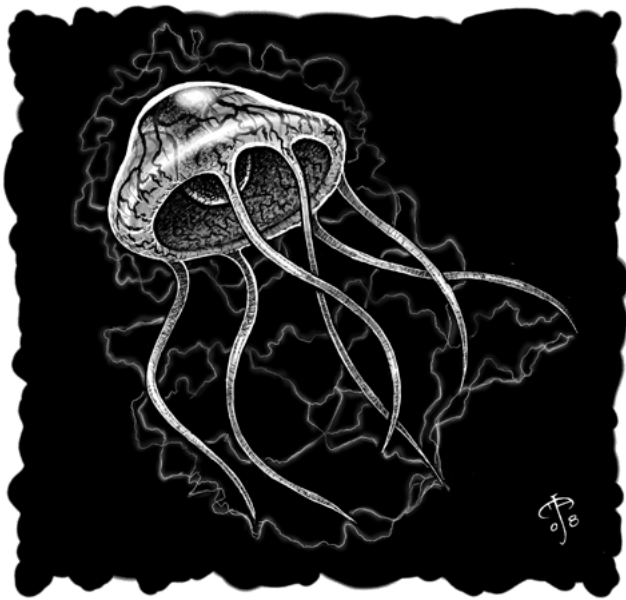
TREASURE: Nil

XP: 900+8

Consisting of magical energies drawn from the negative planes, the rochun fiends appear invisible the naked eye only when they attack. When visible, usually only for several seconds, they appear as huge, translucent jelly fish-like creatures. They have hosts of tentacles dangling from an overarching dome. The dome protects their sensory organs which are located on a large bulb in their center mass and consists of millions of small organs sensitive to electrical activity. These allow them to 'see' almost anything within a short distance, usually about 30 to 40 feet.

Created by wizards of extraordinary power, rochun fiends are used as guardians of treasure and other magic. Their highly

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aggressive nature makes them dangerous to employ and they require careful management. Wizards keep them in vials, jars or other receptacles in order to contain them and only release them when needed. The container must be glass as this substance makes them docile.

Though they possess a definite shape when they attack, the rochun fiend has no actual shape or form. It consists of energies only and can usually occupy extraordinarily small spaces. It can pass under doors, through the cracks in windows and so forth. The fiend is usually contained in glass jars. These jars appear empty to the casual observer, however a *detect magic* spell will expose them as powerful magical items. When opened, a cold gas rushes out of the jar as the creature escapes. A command word, usually known only to the wizard who created the creature, sends the fiend back into the jar.

COMBAT: The rochun fiend attacks anything within reach. It can move slowly through the air and remain invisible until it strikes its victim. Whenever it scores a successful hit, the electricity arcs back up through the creature, briefly revealing it as described above. It fights until it is killed or forced back into its prison.

ELECTRIC SHOCK: A rochun fiend can discharge electricity from any one of its six tentacles. It must successfully strike an enemy to discharge the electric shock. There is no save and the recipient takes 1d4 points of damage.

EXTRA-SENSORY PERCEPTION: The rochun fiend is not restricted by what it can see or hear, as it has no ability to see or hear anything. It perceives everything around it by sending out short electrical bursts that bounce back to the creature, allowing it to 'see' that creature. It can see in any environment.

IN AIHRDE

These creatures were brewed in the depths of Aufstrag during the long Winter Dark. They were creations of that priesthood of

wizards, the Umbra. High ranking members of the Guild found it necessary to guard their own laboratories against the intrusions of their surrogates and minions. What they created was the rochun fiend. Using what little of the Paths of Umbra they understood, they opened portals to the depths of the Void and farmed from it tiny vestiges of magic and brought it back to Airhde. There, they coaxed it into life and drew from it its natural properties. They discovered, through trial and error, that glass was the only property that could safely contain the creatures and so it came to pass that many of these creatures were stored away, eventually becoming lost amidst the chaos of the Horned God's fall.

Powerful magi in Airhde still venture in the Void to create the rochun fiend. However, the spells to create the fiends continue to be very complex and draining (ninth-level), so that only the most bold and powerful wizards dare to meddle with them. Many have fallen victim to the confusion of the Paths and become lost in the Void.

RUNE MAIDS

NO. ENCOUNTERED: 1-10

SIZE: L

HD: 8 (d10)

MOVE: 40 ft. (fly)

AC: 21

ATTACKS: By Weapon

SPECIAL: Ambidextrous, Divine Beauty, Plane Jaunt

SAVES: M

INT: High

ALIGNMENT: Neutral Evil

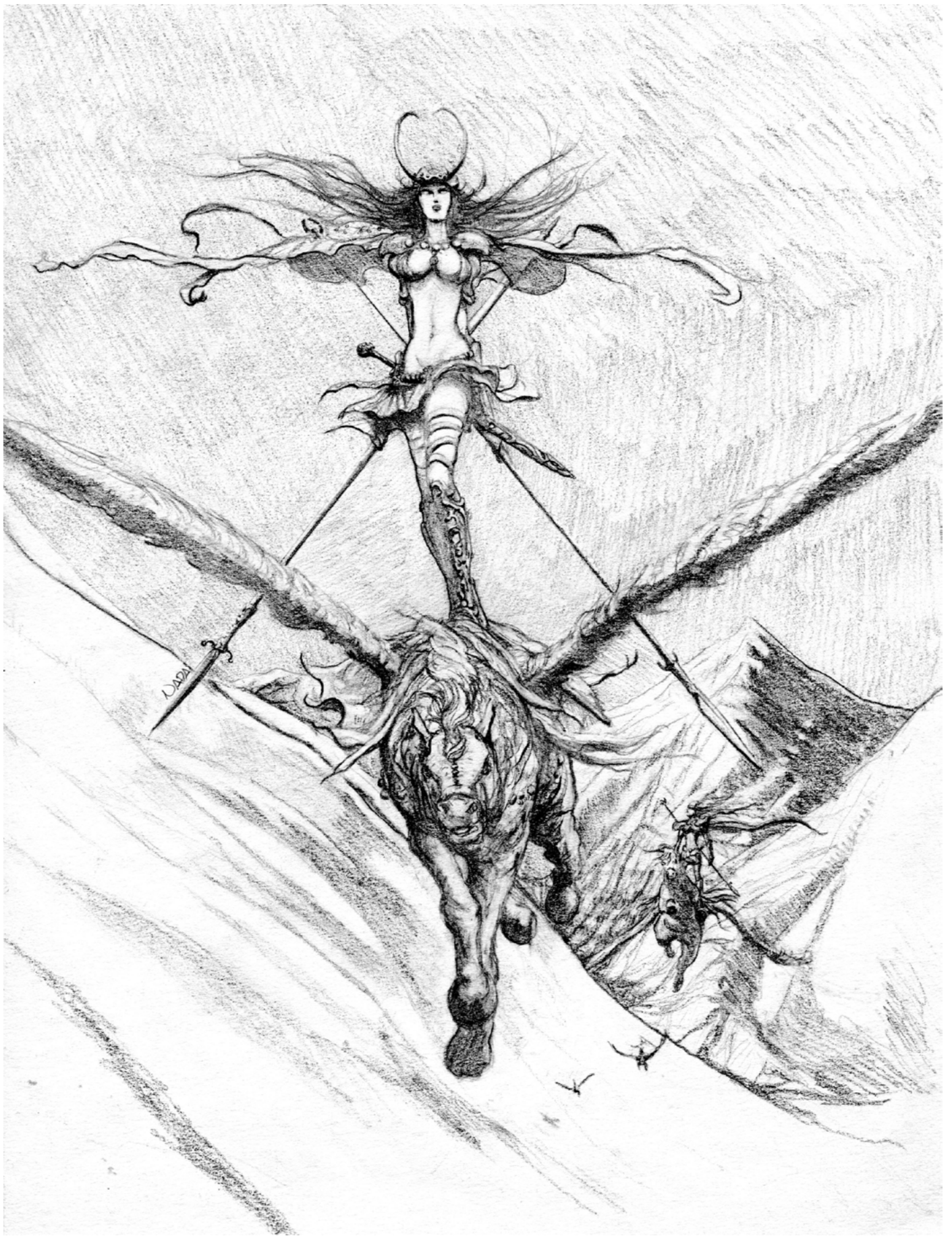
TYPE: Planar

TREASURE: 8

XP: 700+9

Tall and beautiful maidens, the rune maids haunt the far reaches of the heavens, ever hunting for prey they deem are in need of judging. They wear little armor, preferring to feel the elements upon their naked flesh. Thin cloaks of silk, flowing loin cloths or skirts are all they wear; bands of gold, rings of silver or platinum, jewelry of all type, make up the remainder of their clothes. At times, they wear helms of fur, but always with coifs woven from silver. Their hair they wear long, flowing and unkempt. Their eyes are wide and bright, deep pools of emptiness, reflecting the depths of the great empty where they dwell. Their skin is that of human women, light, pale, dark, or dusty red. They are amazing to look upon and their beauty is such that they drive normal men wild.

The rune maids dwell in castles and towers in the heavens, in the astral planes. They dwell here with their sisters amidst the opulence of their wealth. They are serene creatures when not in battle, uncaring, but curious. Though willing to treaty with others, they do not have any depth of understanding when conversing. They believe other intelligent creatures are born to be judged and that their appointed task is to cast that judgment upon them and carry out the sentence.



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Their one great joy lies in their stables, where they breed their magical, winged horses that carry them into battle.

Like many of these creatures, they are immortal and though they can be slain in battle, they only return to their homes to take shape again, carrying hardly a ghost of a shred of the memory of their own demise and none whatsoever of those who slew them.

COMBAT: The maidens are ambidextrous and always enter battle with two weapons in hand. They do not use sorcery of any kind, though they are willing to fight from the backs of their mighty steeds. They fight until they are dead or have subdued or slain their victims. They carry their victims into the heavens, dead or alive, and return to their castles where they are set adrift into the outer planes.

AMBIDEXTROUS: The rune maids are able to attack with two weapons without penalty. They can also swing with one weapon and parry with another. When parrying with one weapon they gain a +4 to their AC.

DIVINE BEAUTY: Any elf, human, half-elf or halfling who gazes upon the rune maid takes note of her amazing beauty. They are automatically stunned for one round. On the following round, they must succeed at a charisma save or be stunned for an additional 1d4 rounds. If and when they are attacked, they wake up and are able to act the following round.

PLANE JAUNT: Rune Maids are able to slide between the mortal realms and astral planes at will, and as often as desired. When astral, the rune maid is unassailable unless the opponent is also ethereal; effects that extend to the ethereal plane function normally. To strike a rune maid before it shifts and enters the ethereal plane, a successful dexterity save is required. A successful save lets the opponent attack the rune maid as normal; a failure means the rune maid cannot be damaged by that opponent this round.

IN AIHRDE

The rune maids are creations of Corthain the Justicar. He fashioned them as guardians of his law during the early days of the world. They served him to great purpose in his wars with Ornduhl the Red God. Their ferocity knew no bounds and the lust for the punishment meted out to the minions of the Red God drove them before the rune maids in fear and terror. Ever their flying steeds blotted the sky, the Red God's people cowered and fled, unless he himself stood forth. For their part, the rune maids lusted in the destruction of these material beings.

When at last the wars waned and Corthain found less purpose in them, he sent the rune maids away. He found them too single-minded, too lustful for the taste of war, and the suffering of others. The maids possessed a lingering desire to serve their master's purpose, and they continued to harry the minions of evil. But in time, the further from their master they became, their molestations spread to all peoples, good or ill. Corthain at last took notice of them and in a great cloud of wrath drove them from Aihilde and into the Void. There, they lingered upon the

edges of the world, watching and lusting for the light of sun and feel of rain. They built homes for themselves, towers, and castles of wondrous work in the darkness.

After long years the greater of the rune maids learned of sorceries that could allow them to cross over to Aihilde and they returned to hunt and pursue; but they found they could not linger long, for the force of their Master's banishment drove them in fear back to their homes in the Void. So they learned in time that they could cross over, but not stay, and harry again the peoples of Aihilde. They constantly drift into the world and snatch people and things, slay them, or carry them back to the Void where they leave them.

Many believe that Trigal the Mage, Nulak-Kiz-Din to later peoples, learned of the Paths of Umbra from a rune maid.

S—

SABERTOOTH TIGERS

NUMBER ENCOUNTERED: 1-3

SIZE: Large

HD: 10(d8)

MOVE: 40 feet

AC: 17

ATTACKS: 2 Claw (1d4), Bite (2d10)

SPECIAL: Rake, Scent, Twilight Vision

SAVES: P

INTELLIGENCE: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 1,500+10

Sabertooth tigers are large cats with long, curved fang teeth. They range up to eight feet long and can weigh up to 800 pounds. The saber-like teeth range up to a foot in length. They are solitary hunters, though a female, slightly smaller (8 HD, XP 625+8)



than a male, may have two to four cubs of between 1 and 4 hit dice with her. The beast hunts in almost any environment but prefers large prey animals. The male is extremely aggressive and attacks with little provocation.

COMBAT: The sabertooth stalks its prey like any predator, but unlike other cats it does not pin its prey down. It uses its long canine teeth to rip the animal open, crippling it. After it has disabled the prey it retreats until the poor creature bleeds out, returning only to defend it from other predators or scavengers. They have powerful back legs that allow a rake attack once they've bitten their prey.

RAKE: If a sabertooth successfully bites, it can take two rake attacks with its hind legs. These attacks have an additional +4 bonus to hit, and inflict 1d4+2 HP of damage.

IN AIHRDE

The sabertooth ranges in the northern climes, particularly in the Holmgrad Mountains, Hunlands, and Gottland. In the Gottland they follow the mammoths on their treks, hunting the young. They are prized by the minotaurs as pets. These bovine gods raise them from cubs, teaching them commands and often making armor for the creatures. Such pets are very responsive to the minotaurs and serve them in the hunt.

SARAB POOL

NO. ENCOUNTERED: 1

SIZE: M

HD: 5(d8)

MOVE: n/a

AC: 22

ATTACKS: Special (see below)

SPECIAL: Drowning, Improved Grab, Immunity (Weapons, +1), Spell-like Abilities

SAVES: M

INT: Nil

ALIGNMENT: Chaotic Evil

TYPE: Fey

TREASURE: 6

XP: 260+5

Sarab pools are rare, magical pools that dwell in old glades of ancient forests. They appear as pools of still water to anyone who comes across them. But they are, in fact, mindless creatures of fey that unknowingly trap and kill the unwary through a combination of illusions and sorcery. The glade around the sarab pool is amazingly beautiful with old growth, moss covered, oak or elm trees with tangled roots, wildflowers growing amidst deep lush grass and the like. The sarab pool fosters its own environment, protecting it in many ways and allowing it to grow safe from man or beast.

COMBAT: Sarab pools attack unknowingly. Anyone who enters the glade must make a successful intelligence save or suffer the effects of a *hallucinatory terrain* spell. Failing the save makes the glade appear peaceful and natural but obscures anyone who



succumbs to the *mirage arcana* spell from the viewer. Anyone who successfully saves against the *hallucinatory terrain* spell and approaches the pool must then make a successful intelligence save against a *hypnotic pattern* spell. The person standing closest to the pool, whether affected by the other spells or not, must make a successful intelligence save or come under the effect of the *mirage arcana* spell. The *mirage* creates the image of a doorway, and looks very much like a magical dimension door to another plane. The viewer sees what they want to see beyond the gate, a city, tower, gold in a chest, etc. Entering the mirage is very much like passing through the door, but they are actually going under the water of the pool itself where they are drowned. It is magical in nature and as such only a +1 or better weapon can strike it.

IMPROVED GRAB: After successfully using its illusion abilities on the victim, the sarab pool must make a successful strength attack to hold the victim beneath the water to drown. After being held down, the victim begins suffering the effects of drowning. A victim held down cannot move, but is allowed to make a strength check each round to try and break free from the creature's grip.

DROWNING: One round after the sarab pool makes a successful improved grab, the victim automatically begins to suffocate as it is drawn beneath the water. The victim can survive for a number of rounds equal to one half its constitution score. Each round, the victim's physical attributes are reduced by a number of points equal to 25% of the original score, rounding down. Victims can

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be pulled from the water's foul grasp upon a successful touch attack followed by a successful strength attack from the rescuer.

SPELL-LIKE ABILITIES: The pool can cast *mirage arcane* as an 8th level illusionist each and every time someone looks into the pool. It casts *hallucinatory terrain* and *hypnotic pattern* as a 5th level illusionist. There are no limits to the numbers of time a day the creature can cast these spells.

IN AIHRDE

A sarab pool is actually the by-product of sentients, those ancient trees whom the All Father granted wisdom and the knowledge of the Language of Creation. Sentients have wandered the earth for eons and often stop in their wanderings to muse and ponder the land. Where they stop, their roots dig into the earth and break stone and soil. On rare occasions, water pools at their roots and is imbued with tremendous magic shed from the sentients' use of the Language or its contemplative magic. The pool is alive with magic, with the essence of creation, though unlike its creator, it is not sentient, but rather a conglomeration of the stuff that makes up life. Its sorcery is powerful.

They are found throughout the world of Aihilde and are highly prized by illusionists for to vial the waters of a sarab pool promises to increase the magical strength of any illusion. Any illusionist who drinks a single draught of a sarab pool is able to cast illusion spells at the next level, i.e. a 3rd level illusionist that casts *hypnotic pattern* does so as a 4th level illusionist.

SCAJ

NO. APPEARING: 1-8

SIZE: Large (5'+ at shoulder)

HD: 12(d8)

MOVE: 40ft.

AC: 17

ATTACKS: 2 Claws (1d6), Bite (3d12)

SPECIAL: Breath Weapon, Darkvision 60 ft., Dust, Immunity (fear & sleep), SR 2

SAVES: P

INT: Animal

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: 10

XP: 4,275 +12

The scaj walk, or rather crawl on four misshapen legs. Their hind legs are like any dog's, but their forelegs are twice as long as the rear, and much more like arms. A long, bone thin torso reveals ribs and a spine that pushes up from the creature's back as to make it appear as if it has a ridge of plates growing along its back. The creature's head is short, with a wide mouth and no face of which to speak. Its brow is flat, with a broad flat scale covering the brain pan. The mouth is filled with broad triangular teeth that run the length of the top and lower jaw. The scaj are made of thousands of scales, have no guts, blood or any other earthly component. When struck only dust follows the arc of a blade, or rises from the shattered blow of a hammer.

They cough constantly, hacking up ash and clouds of dust. The hacking seems a warning, but as with their other actions, it possesses no purpose.

The scaj move with an awkward gait, with its hind legs pushing forward, and its forelegs protruding from its body at right and left angles, forcing the creature to move in a swinging motion. Its front quarters swing to the left and right, even as its rear legs simply push on.

The scaj live in dark places, where great evil once resided. The remnants of these creatures manifest into the scaj, though they possess no intelligence or even understanding of what or who they are, nor where they came from. They are possessed and driven by rage and hate. They cannot breed, nor do they possess any motivation to change their surroundings in any way.

They attack anything they see.

COMBAT: The scaj move toward any target slowly, not through any design or natural caution, but rather from the unusual shape of their front and hind legs. They attack by biting and using their breath weapon.

BREATH WEAPON: Once every four rounds the scaj is able to choke out a deep guttural sound. The roar affects only one target. Anyone suffering from the attack must make a constitution save or suffer the effects of a *symbol of pain* as cast by a 12th level wizard. Unless the save is made the target suffers massive pain, instantly reducing his dexterity by two. Furthermore the target suffers a -4 penalty on attack rolls, dexterity saves and ability checks. The pain lasts twelve rounds.

DUST: Whenever a scaj is killed, its body explodes into dust, enveloping everything within ten feet of it in a thick noxious cloud of pestilence-ridden, gray-black dust. The dust stinks of rotten flesh, is foul to the taste, and instantly dries up the mouth, creating a thick gum-like paste. It does this on any source of water. The dust burns the eyes, mouth and nose, spreading a fire to the guts of those suffering in its wake. Those caught in it suffer 1d8 points of damage for four melee rounds unless *cure disease* is cast upon them. A successful constitution save halves the damage.

IMMUNITIES: They are immune to *sleep* and *fear* of any kind.

IN AIHRDE

As is known to most men, the mogrl were created in the Klarglich by Unklar and dwarven smiths bound to his will. The mogrl embodied all the malice of their master, filled to overflowing with the filth of evil that drove his purpose. They rose from the ruin of creation as spirits of wrath, and fell upon the world as titans. These devils had no purpose but that of their master, no desires but to fulfill his will. Thus it was not given to them to create life, only to govern it or destroy it.

The mogrl however, are very much alive, and though they do not grow, their hide thickens, and dries and falls off in gray flakes.

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And wherever the mogrl settle, if they do so the flakes of their hide gather at their feet. Such is the will of these creatures that this chaff, what the dwarves call the scaj, gathers in heaps, and in time assumes a life of its own, devoid of all reason and filled only with rage.

The scaj are found wherever the mogrl dwelt for any length of time. As such, they are commonly found in and around Aufstrag, but exist through the kingdoms as well, for the mogrl served their master for many hundreds of years and took up residence throughout the wide world. And many of course, scattered after his fall, but dwell in forgotten realms even still.

SENTIENT (WILL-ELOTH)

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 18 (d12)

MOVE: 20 ft.

AC: 26

ATTACKS: 2-12 (1d4 points of damage)

SPECIAL: Acid, Improved Grab, Plant Qualities, Spell-like Abilities, SR 12, Swallow Whole, Vulnerability (cold), Vulnerability (fire)

SAVES: M, P

INT: Superior

ALIGNMENT: Any

TYPE: Plant

TREASURE: 18

XP: 15,800+18

Sentients are very old trees that have lived since the beginning. They are predominantly hard woods, beech, hickory, oak, elm and the like. They are shorter than most trees, averaging from ground to their uppermost branches about 40 feet high. They are old and squat, their wide boles thick with layers of bark and knobby branches. Their canopies vary in appearance according to the health of the tree, some being very sparse, while others remain resplendent in deep foliage. Like all trees, unless it is an evergreen, the sentients lose their leaves in the autumn months and do not regain them until the spring. They have no arms or legs that can easily be discerned. When they travel, their roots serves as feet, but they never rise out of the ground, rather sliding beneath the earth, moving it and pulling the old tree along. For arms and fingers it has many branches, thick and long. They have no face to speak of, rather they see, smell and hear the world through vibrations in

their roots, leaves or branches. They are able to open up folds of their skin to reveal a massive maw into which they have been known to drag any who prey upon them.

These intelligent trees are found throughout the world, in any clime that trees can live. They have been encountered in the deep jungles and even the high mountains. They are secretive and do not normally interact with other creatures unless forced by some peculiar circumstance. Their roles vary greatly; some are good and serve as a shepherd for animals and plants, protecting them from most dangers, while others are evil and take great joy in killing the unsuspecting. The majority are in the middle of these and do little but sit and enjoy the passing of the seasons, prompted into action by circumstance.

They do not live in societies and rarely breed, though from time to time a sentient drops seedlings that take root. Only some of these possess self-awareness, as they have never lived in the shadows of their creators. In any respect, these are very rare and always less powerful than their kin. Sentients do not hoard treasure but some do have vast amounts of wealth buried in the soil around their roots, spoils of the victims and leaving no doubt of the tree's power.

COMBAT: If provoked, a sentient attempts to grab its victim and drag it into its maw and swallow it, where it tries to crush the life from the victim. A sentient is able to attack more than one



MONSTERS

opponent at a time. They can grab one victim with a branchy arm and drag it to their maw even as they strike out with other branches.

IMPROVED GRAB: When a sentient strikes with its slam attack, an opponent must make a successful strength save to avoid being immobilized, and thereafter subjected to being swallowed.

SWALLOW WHOLE: Once a creature is struck with an improved grab, the sentient drags it to its maw. It takes 4 rounds to move a victim from the ground up to the mouth. The unfortunate character takes 1d4 points of damage per limb that is holding them per round they are being dragged. The victim can break free upon a successful strength check (CL 9) or if the branch is chopped off. Upon the fifth round, the victim is jammed into the sentient's maw where they are swallowed. The victim receives 1d8 points of damage per round, doubling each round until dead. Escape is impossible short of splitting the tree open.

ACID: The sentient can ooze an acidic secretion once per day. The acid will eat through any non-magical weapons within 1d4 rounds. Any contact made with the acid will cause 1d8 points of damage (dexterity save for half). The acid cannot be thrown or spit, rather it oozes from the creature's bark-like sap.

PLANT QUALITIES: Sentients are immune to the following: charms, compulsions, earthquake, illusions, mind-influencing effects, paralysis, poison, polymorph, sleep, and stun.

SPELL-LIKE ABILITIES: Every five rounds a sentient can cast an earthquake spell where its roots lie. At will, it may cast transmute mud and rock.

VULNERABILITY TO COLD: Cold shocks the sentient into a dormant state for 1d4 rounds (mental save negates).

VULNERABILITY TO FIRE: Sentients take double damage from fire and lightning.

IN AIHRDE

In the Days before Days, the All Father, weary from creation, grew lonely in his world. The Twin Sisters paid him little heed in their race, and the gods and other figments hid themselves for fear of being banished to the Void. So he sat upon the highest peak in the world, what the Dwarves and men call Mount Thangondrim, the "throne of the sky," and pondered this new dilemma. His beard and hair grew to great lengths until he knew at last that he was older than he had been, and that his moods were less hasty. This knowledge gave him insight into the shaping of Life.

He brought the trees into the world, and gave them life and knowledge of all the makings of his creation. In this manner, they knew his mind and loved the All Father like none before nor any ever after for they knew the Language of Creation.

The first trees lived as sentient creatures and moved across the land. They never hurried, but rather, moved slowly, methodically,

reveling in the world of the All Father's making. Some settled in places and stayed there ever after, and in the space of many years, great forests of these sentients grew across the world. 'Tis said that the All Father loved the sentients more than all of his creations. He walked amongst them, talking of the world in the early days of its making, and he knew joy in their company.

The sentients lived long, being mirrors of the All Father, but in time of years they settled, the bark of flesh decayed, and they withered back into the earth from which they came. The seedlings they dropped proved less than the elders; some could not move, some could not speak, and others were simple trees, rooted to the ground.

Sentients know the language of creation, but many have forgotten or take ages to recount any of it that is of value. Only a few, like the Great Tree in the Eldwood, remember it and can use it. These few are powerful creatures and cannot be overcome by mortal means.

SMOKE GUARDIAN

NO. ENCOUNTERED: 1

SIZE: Large

HD: 2 (d8)

MOVE: 10ft.

AC: 16

ATTACKS: Constriction attack only

SPECIAL: Constriction

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: Nil

XP: 15+2

These creatures are magical in nature and are born only from certain ceremonial candles used by the lords of law and evil. These candles, always green in color, put forth a faded green light, and smoke incessantly. The smoke gathers above the candles, never moving many feet from them, unless a powerful wind is blowing. If left alone for several hours, the smoke takes on a sentience born of the evil imparted into the candles. The user of the candles is then able to communicate basic commands to these creatures, instructing them as guards or assassins.

These creatures are rare and almost always used as guardians of rooms, portals, treasure and the like. Once they attune themselves to an area, they remain there until dispelled or destroyed. They react to command words designed to drive them back, as they are not always able to discern master from foe.

COMBAT: The smoke guardian is slow, both mentally and physically. It always takes it a round or two to realize that intruders have entered its protected area. Once noticed, however, the smoky cloud descends upon its victim, attacking anyone that falls into its grasp. The smoky guardian can attack up to four targets in a 12 foot area simultaneously, trying to constrict each target separately. It attacks by coiling tendrils of

thick smoke around the victim, lifting him off the ground a few feet and squeezing then and crushing them to death.

CONstriction: A successful attack by the smoke guardian can lead to a constriction attack. In the round following the successful attack, the victim must make a strength save. If this save fails, the guardian constricts the victim for 2d6 points of damage per round. A victim can make additional strength saves every round in an attempt to escape constriction, but escape becomes more difficult as the creature tightens its grip. All strength saves, therefore, suffer a -2 cumulative penalty for each round after the first that the victim is constricted.

IN AIHRDE

These creatures are another in the long list of guardians that the Paths of Umbra created in order to safeguard their treasure from the many enemies their endeavors earned them. The smoke guardians, bound in their candles, are found in most black markets and sell for 250gp a candle.

Possessing a smoke guardian is a dangerous past time, for they are known by the wise as creatures of the Umbra and carry the taint of that evil with them. Most Lords mete out death as the sentence without question to any who possess them.

SNOW STEED, (RINCKVAL)

NO. ENCOUNTERED: 1-20

SIZE: L

HD: 8 (d8)

MOVE: 40 ft., 90 ft. (fly)

AC: 22

ATTACKS: 2 Hooves (1d6), Bite (1d4)

SPECIAL: Resistance (cold), Shadow Projection, Telepathy, Twilight Vision

SAVES: M

INT: Average

ALIGNMENT: Neutral

TYPE: Large Outsider

TREASURE: Nil

XP: 1,025+8

They are generally white, or bluish white with manes and tails of gold or silver. Their coat tends to shimmer in the light, especially if in snowy or icy conditions. Their heads are broad and their eyes a hollow red, when they exert themselves their eyes glow a dull orange. They are tall and long legged steeds, strong by the standards of any warhorse. They are extremely swift and are able to move over snow and ice without mishap.

These beasts are extremely wild, intelligent enough to understand simple language and the nature of bondage. They have a very simple telepathy. On occasion they serve a single rider, but they abhor a bit and bridle, wearing armor, or even a saddle. Generally, they allow a blanket for their own comfort. They communicate with their rider through mental images, knee pressure or hand gestures. They generally travel alone, but on occasion travel in small herds of up to 20 beasts, usually a number of foals and

colts, several mares with one or two stallions. Generally handlers take the young, training them as mounts, but even these tend to be skittish and untrustworthy.

Because they move as freely on the astral and ethereal planes as they do the material they are often moving, almost blinking in and out of the light. This gives their coat the shimmering look it possesses but also serves as a natural armor class.

The Snow Steed can carry 300 pounds, medium load up to 650 and heavy up to 1000 pounds. Generally such a horse brings 10,000gp in the market.

COMBAT: Snow steeds are extremely spirited and independent. When threatened they become aggressive, attacking by rearing up and striking a foe with their hooves. If endangered they take flight, circle an opponent waiting to strike them again.

RESISTANCE TO COLD: Snow steeds are highly resistant to cold based attacks. Any such attack automatically does half damage. They may make a saving throw to further reduce the damage.

SHADOW PROJECTION: Snow Steeds are able to enter and exit the Void, astral and ethereal planes at will. Any rider mounted on the beast travels with them. They are limited to their one rider, and can take no other passengers. The ability acts as the spell *astral projection*, and the actual steed and rider remain behind on the material plane.

TELEPATHY: These creatures are able to speak with any creatures that have some type of mental aptitude, but only in limited form. They are to project simple images, say of 5 orcs, to the recipient. They can see similar images. Though they are not able to communicate via language, they can understand very simple and basic words.

IN AIHRDE

At the height of the horned god's rule, his lieutenants gathered a great host of horses and selectively bred them. They predominately chose white horses, to blend in with the Winter's snow. They also were particular in breeding them with paladin's warhorses. The magical nature of these creatures passed into the snow steeds and imbued them with an extraordinary intelligence and toughness. When at last they strengthened the line of horses, they infused them with the magic of the *Paths of Umbra*.

The intent was to use them to cross over into the planes, particularly the Void. The steeds proved unruly and were rarely willing to carry their masters through the Wall of Worlds, or even the Shroud of Darkness in later years. After some time Unklar's folk abandoned them and drove them into the wild places of the earth. The beasts thrived in the cold and dark of the Winter World.

Eventually, as the Winter Dark ended, they migrated to the northern climes and the high mountains. Only on a rare occasion do people encounter them in the warm regions of the world.

MONSTERS

SOLDIERS OF THE FROG

NO. APPEARING: 1-100

SIZE: M

HD: 2-8(d8)

MOVE: 30 ft., 60 ft. (swim)

AC: 19

ATTACKS:

SPECIAL: Hold Breath, Resistance (weapons)

SAVES: M

INT: Average

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

XP: 24+2 | 50+3 | 100+4 | 200+5 | 300+5 | 450+7 | 650+8

Creatures born of the wild musings of the gods the soldiers of the frog are tall, 4-5 feet high, gangly creatures with long legs jointed much like a frogs, limbs like a man's, but with a clam shaped head somewhat resembling that of a frog. They have webbed toes that end in long, flexible claw-like toes and hands to match giving the creature a great deal of speed in the water. They have small eyes and take on the raiment of men as they see fit, usually for battle purposes, taking up stone spears, axes, clubs, shields of animal hide and the like.

Soldiers of the frog have no natural habitat but are generally transformed from frogs that live upon the river banks, lakes, ponds, swamps, marshes, bogs or other locales that frogs are indigenous too. They rise from the muck and arm themselves as they can, with what they can. They have a language known only to them and those rare creatures who can speak with frogs or toads. They are not mindless once transformed but possessed of some keen intelligence. On some level the soldiers are aware that they were transformed from something driven almost purely by instinct, into something with some semblance of self-awareness.



Occasionally this drives the soldiers to seek to remain as soldiers, serving their master or living life as they see fit.

The soldiers of the frog are single-minded creatures and filled with the purpose of the one who transformed them. This is usually to drive some interlopers from the area or captures some magical beast for some end or the other. They have little interest in treasure or worldly goods, but are possessive of their weapons and armaments because, like all predators, they are aggressive and do not shy away from battle or the challenge of it and because they are vaguely aware of what they were, predators far down on the food, they are very aware of their present power.

COMBAT: Soldiers of the Frog have few natural weapons, as their long toes and fingers are designed for gripping in soft mud, on river banks, and up through other watery terrain. The usually fight single-minded, without recourse to tactics, but with whatever weapons they have acquired.

RESISTANCE TO WEAPONS: Any blow that strikes the soldiers of the frog does one half damage.

HOLD BREATH: Whenever exposed to an effect that requires inhalation, such as poisonous vapors, the soldiers of the frog are allowed a physical save. If the save is successful, that individual soldier does not suffer any of the effects. If the save is unsuccessful, the individual is still entitled to make any other saves allowed to avoid or minimize the effects.

IN AIHRDE

Called the soldiers of Amenut in the lands of the Ethvold, these strange creatures are a by-product of that god's long rule over that mighty forest. They are very rare in these latter days for the forest is much reduced from its original state. But in places like the Darkenfold and Eldwood, and even further east in the wilds of the woods of Aenoch and Augsburg the children are summoned by druids whose purpose is always to bring reverence to Amenut and his pedestal throne.

SOUL THIEF

NO. ENCOUNTERED: 1-6

SIZE: M

HD: 5 (d8)

MOVE: 20 ft., 35 ft.

AC: 19

ATTACKS: 2 Claw (1d3), Bite (1d4)

SPECIAL: Camouflage, Darkvision 60 ft., Energy Drain, Improved Grab, Incorporeal, SR 2

SAVES: M

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Undead (Extraordinary)

TREASURE: Nil

XP: 380+5

A soul thief appears as a shadowy, vaguely transparent figure of smoky black. Its face is long, ghoulish in appearance, with

hollow, empty eyes. Small horns knob his head and round out the creature's upper quarters. His chest is thin, and arms wisp-like. Long claws compliment the wings that adorn his back. But his lower torso is his most peculiar feature. More like an elongated shadow, it trails off into the nothingness that is the heart of the soul thief.

A soul thief is a special servant of the lords of the nether worlds. He is a guide of sorts, escorting the dead into the Shadow Realm. This is called harvesting the soul; though the soul thief does not harvest just any soul, for he is only tasked with harvesting the souls of those lawful evil creatures who the lords of the Shadow Realm wish to reward. The reward, of course, is always an eternity of pain and suffering.

They are very evil, and relish journeying to the other planes to harvest souls. When on such sojourns they frequently deviate from the task and hunt other prey and harvest other souls. The soul thief is very aggressive when cornered but more than that, he is very curious, often hunting and attacking targets that draw his interest.

COMBAT: A soul thief doesn't prefer a stand-up fight, but either hides in the shadows or becomes incorporeal. It waits for the intended victim to approach and merges with their shadow attempting to weaken the creature to the point that it cannot defend itself. Once the creature dies, the soul thief begins harvesting the victim's soul.

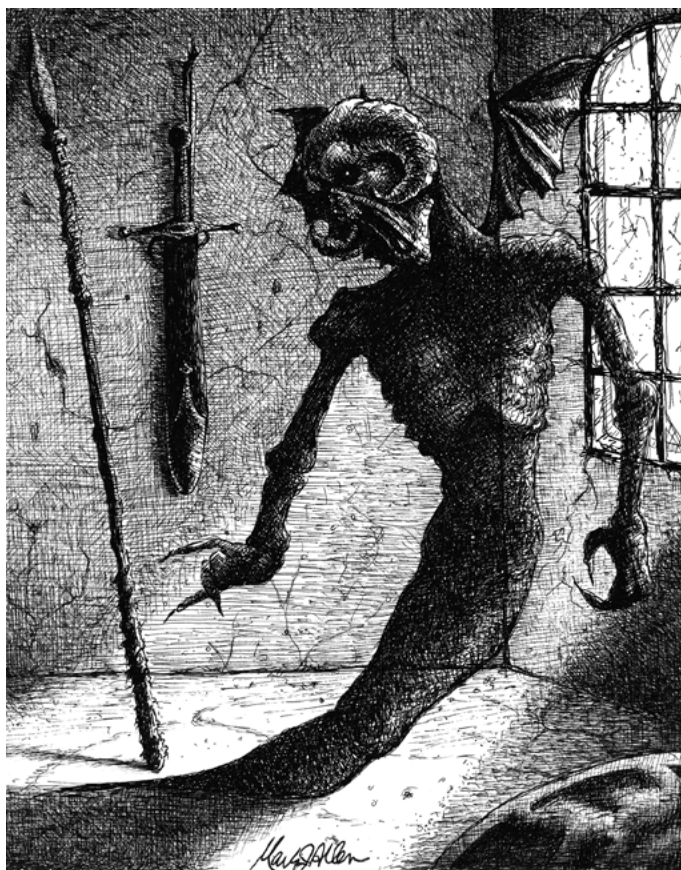
CAMOUFLAGE: A Soul thief can conceal itself exceptionally well in a shadowy or nighttime environment. When concealed and motionless, they receive a +5 bonus to hide checks, and +10 to surprise checks. At night, a bright light can negate this ability.

ENERGY DRAIN: After carefully attuning itself the soul thief can merge with a living victim, taking the place of the victim's shadow. When merged with the victim, it is almost impossible to detect (CL 15 wisdom check) as it can move and behave as if it were the victim's actual shadow. While attached to its victim, the soul thief is somewhat more vulnerable, as its armor class is reduced to 16. Further, in extreme lighting conditions the soul thief is easier to detect (CL 10 wisdom check). In near darkness the shadow persists, while in bright sunlight the shadow is less substantial. If detected, it usually only requires a single attack for the soul thief to flee.

Each day the victim must make a CL 5 wisdom save or temporarily lose one point of wisdom as the soul thief begins wearing away the target's soul. If the victim's wisdom score reaches zero the soul thief personally escorts the departed soul to hell.

IMPROVED GRAB: To use this ability, the soul thief must hit with both claw attacks. If it gets hold, it automatically hits with its bite attack each round and it maintains the hold.

INCORPOREAL: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50%



chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

IN AIHRDE

These creatures are of the order of the Val-Austlich, created in the Days before Days by Ornduhl. They were shadows, cast off by the *Cloak of Red*, and called the rottenshuf. These shadows wandered the world doing great mischief. However, at his bidding they came to Ornduhl and served him in his disreputable tasks. When the Great War between Ornduhl and his brother Corthain was finished and Ornduhl thrown down, Corthain summoned the rottenshuf and bid them serve a greater purpose. They could not deny him, for in those days his power was supreme. He cast his Judgment and this they followed; ever after it was their task to gather the souls of the evil creatures of Aihdre and usher them to the Shadow Realms. So they have done ever since, for millennia, traveling between the prime and the Shadow Realm, carrying the horrified souls to their doom.

Seeing a Soul Thief in Aihrde is believed to be a death sentence, for it is coming to harvest souls. But the learned know that this is not the truth for the creatures defy the Judgment of Corthain when they may, and wander the world, causing mischief and doing deeds of evil. On occasion, they harvest the wrong souls and steal those away to the Shadow Realms, a fate worse than death to most living men. They are prized by Necromancers and used as servants from time to time.

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SPHIERLEX

NO. ENCOUNTERED: 1

SIZE: M

HD: 6 (d8)

MOVE: 30 ft.

AC: 19

ATTACKS: 6 Claw (1d2), Bite (1d6)

SPECIAL: Breath Weapon, Camouflage, Spell-like Abilities, SR 2

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 3

XP: 510+6

The sphierlex is a very slender, lizard-like creature. It has 10 legs, five on each side of its torso, and crawls much as an insect. Small ridges of bone line the creature's back, extending all the way to its snout. Its scales are very small and range from a dull gray to dark brown in color. Many rows of serrated teeth line its small, long snout. Though flightless, the sphierlex possesses four long, thin wings. These are used in battle to bemuse and confound its prey.

Sphierlex live in almost any uninhabited region, easily able to blend in with their environs, though they prefer sandy, dry, or hot environs. They are solitary hunters, never in the company of their own kind.

They are migratory creatures, moving vast distances in search of prey. However, they do hole up in natural caves for several months, or at least until they deplete the local food sources, at which point they leave the den for more fertile pastures. If they encounter another of their kind, they treat it as a prey animal.

Once in a lifetime, females spawn, laying their eggs in remote locations. The creature is always on the move when laying eggs; one egg is laid and the sphierlex moves on to lay another egg. Their eggs are generally buried a few inches under ground or otherwise hidden beneath rocks, brush, and the like. The males, following the scent, unearth the eggs, fertilize them, and rebury them, rarely in the same place. The young hatch on their own, and immediately set out on the hunt.

COMBAT: These beasts are quite intelligent. They watch their prey carefully, stalking it. Once they are sure the direction that their intended prey is traveling, they camouflage themselves in rocks, fallen trees or even patches of earth. When the prey is almost upon them, they release their breath weapon, and close in for the kill.

CAMOUFLAGE: The sphierlex is able to conceal itself in almost any environment. When concealed and motionless, it gains a +4 to hide checks and a +9 to surprise checks.

SPELL-LIKE ABILITIES: The sphierlex uses its wings to bemuse and confound its prey. During battle, the creature is able to raise its wings and beat them in slow methodical motions. The wings are very colorful and any looking at them must make a successful charisma save (CL 3) or be charmed as the *charm person or animal* spell.

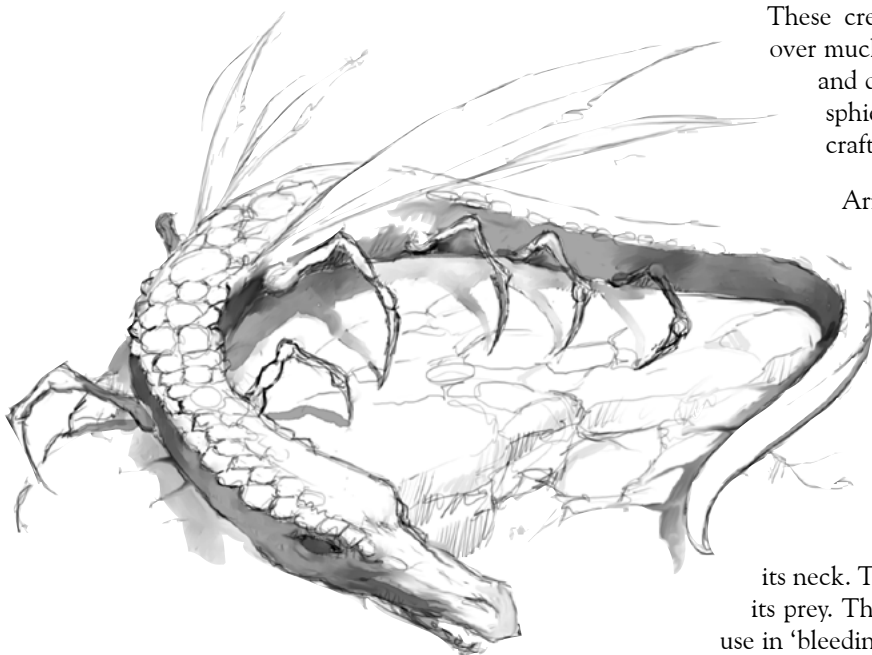
BREATH WEAPON: At will the sphierlex can breathe a cloud of toxic gas at its target. This gas cloud is 30 cu. ft. in size and upon contact with skin causes large blood blisters to form. The blood blisters are painful, and anyone within the cloud suffers 1d6 points of damage per round as long as they remain in the cloud (no saving throw). Unless forcibly dissipated, the cloud lasts for 6 rounds before fading away on its own.

IN AIHRDE

These creatures are not uncommon in Aihrde, ranging over much of the known world. They are difficult to hunt and dangerous as well, but their skins are prized. The sphierlex's scales are small yet strong, and a skilled craftsman is able to fashion armor from the skin.

Armor made from the skin is resilient against puncture wounds, and though a blade will drive the mail into the wound, rarely breaks the skin. This allows the wearer to pull the offending item out of the wound without causing any further damage to themselves. The armor acts as +1 chain mail, has negligible weight and no encumbrance when worn. Such armor is valued at 250-300gp on the open market.

The sphierlex also possesses a long gland within its neck. This gland produces the toxic gas it uses to poison its prey. The gland is highly sought after by surgeons for its use in 'bleeding' patients. This gland can bring up to 500gp on the market.



STONEHORNS

NO. ENCOUNTERED: 1-4

SIZE: Large (16' +)

HD: 13 (d10)

MOVE: 40ft.

AC: 21

ATTACKS: 2 Claws (1d8 each), Head Butt (2d12), Bite (1d10)

SPECIAL: Crush, Immunity (fear), Stone Skin

SAVES: P

INT: Animal

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: 10

XP: 4,200+13

Stonehorns are huge creatures, with massive arms and barrel chests. When they stand, they are some 16 feet high. With grey skin, long arms, and a huge belly, the stonehorn crouches on two long frog-like legs. Beady eyes peer out from beneath a broad head crowned by massive horns. The stonehorn's eyes are hollow pools of gray indifference. Their lipless mouths, lined with thousands of tiny sharp teeth, remain clamped shut unless they feed.

The stonehorns prefer to dwell in swamps or marshy areas where their height and strength give them an advantage. Scholars maintain that the beast was born of the toads and frogs to which it bears a slight resemblance.

They move very quickly for a beast so large, lunging forward on their legs. This allows them to leap great distances, up 40 feet.

The stonehorns travel alone or in pods of 2-4. They lay eggs when they breed; these are dropped in deep pools and left to grow until they are mature. This generally takes 3-5 years. The stonehorn hatches fully grown and hungry.

COMBAT: In combat, the stonehorn leaps much as a frog does, attempting to land upon its victim. While crushing it, they rend it with claws and fangs. They do not fear death and cannot be affected by *fear* or any similar spell.

CRUSH: When a stonehorn leaps at a victim it attempts to land upon them. The target must make a successful dexterity save or be crushed and pinned for 2d12 points of damage. They are considered prone until they break free with a successful strength check.

STONE SKIN: Stonehorns hunt by surprise. They assume a statue-like appearance wherein their skin becomes hard and stone-like. They do not blink, and their breathing slows such that it is hardly noticeable. Anyone who sees a stonehorn that is under the stone skin must make a successful wisdom save (CL 18) to notice that it is living. If they fail, it seems to be a statue. Anyone who has encountered the creature in the past knows the creature for what it is and does not need to make a successful check.

IN AIHRDE

The wizards in Unklar's service practiced all manner of vile sorcery in the pits of Aufstrag. They bound many creatures together, making unwholesome beasts. They bred them, fused them, tortured them; from the lowest orders of things to the



MONSTERS

highest, none escaped their attention. How the stonehorns came to be few now could say, but they came from Aufstrag with no purpose or high command. They wandered into the world ignorant of their existence. Thus it is that the stonehorn dies as it lives, with an indifference that is truly epic.

They spread far and wide, wandering across the world slowly; but their favored swamp remains the Grausamland.

SUK TREE

NO. ENCOUNTERED: 1

SIZE: L

HD: 8 (d8)

MOVE: Nil

AC: 17

ATTACKS: Bite (see below)

SPECIAL: Sleep, Swallow Whole

SAVES: P

INT: Plant

ALIGNMENT: Neutral

TYPE: Plant

TREASURE: 10

XP: 575+8

The suk tree is short, rarely ranging over 20 feet when fully grown. The trunk is narrow and the canopy rather flat, extending a dozen feet or so from the trunk of the tree. When in bloom, the leaves of the suk are dark green and broad, offering passers-by

plenty of shade from the sun. In the spring time the suk blooms; bright white or in some species pink flowers explode across its canopy, releasing a perfume like-smell that permeates the tree all year long.

The suk is a living tree, aware of its surroundings; however, it speaks no languages, nor understands any. Druids can speak with the suk tree. They grow in very sunny areas in loose earth, usually far from other trees. On occasion, they grow in the desert; anywhere they can provide sun for those who pass by.

The suk feeds upon the decaying bodies of those it has swallowed. It does not require water, nor sunlight. It stands in place until unlucky victims take refuge from the sun beneath their canopy. When a potential victim settles down, the suk tree releases its perfume, to numb or enchant the victim. This is followed by an attack.

COMBAT: When the suk is ready to attack, it begins to shake the ground gently by vibrating its roots. This allows the earth to fall through its roots. Immediately the victim falls into the cavity beneath the tree, the roots fold and wrap around it, pushing earth over it and burying the victim alive. Once within the creature's maw, the victim is devoured.

SLEEP: This effect acts as the 1st level magic user spell of the same name. The suk tree casts as an 8th level caster.

SWALLOW WHOLE: When the suk attempts to swallow something it shakes the ground slightly; this is followed by opening up the earth around the victim and attempting to force the victim to fall into a cavity beneath the tree. The victim must make a successful dexterity check every round they are within 10 feet of the tree to avoid being swallowed. Succeeding means they hold on to the roots or jump clear. If they fail, they fall into the cavity where the suk's corrosive sap begins dropping on the victim from the surrounding roots. The sap causes 2d6 hit points of damage each round, and will destroy non-metal goods and equipment. A victim with a small edged weapon can attempt to cut free of the cavity. These attempts automatically hit, but suffer -3 to all damage rolls due to the confining and constricting space.

IN AIHRDE

The suk is an ancient tree in Aihilde. They existed long before the dwarves came to Aihilde and are representative of the types of predacious plants that once dominated the world. It is highly adaptable and found in most climes.

The sap, bark, and flowers of the suk tree are highly sought after, wizards and the like use it in a number of potions. The flowers have enchanting abilities and when mixed properly, they are able to place someone into a trance or deep sleep. The sap is used to make curative spells. When boiled and dried, the bark is used as a type of wafer that is filled with nutrients. Many of course, refuse to eat the bark of the suk tree as they see it as a form of cannibalism.



SYLPH

NO. ENCOUNTERED: 1

SIZE: See Below

HD: 6 (d8)

MOVE: 50 ft. (fly)

AC: 15

ATTACKS: See below

SPECIAL: Air Drink, Electrical Charge, Incorporeal, Shapechange, Wind Blast

SAVES: P

INT: High

ALIGNMENT: Chaotic Neutral

TYPE: Elemental

TREASURE: 9

XP: 540+8

The sylph is an incorporeal creature. They dwell in the open air, generally avoiding underground or even surface level habitats. They have no form that is easily recognizable, though when they move, it turns the air a slightly bluish tint. However, the sylph is able to change form into that of a waif-like human, male or female, or into that of a bird. The bird form is restricted to one specific type of bird per sylph. For instance, a sylph able to turn into a mockingbird is not able to turn into a blue jay. In their human form, they are uncommonly beautiful, and always adorned in blue and white clothing. They appear to possess a weapon, a long spiked whip.

The sylph is a form of air elemental found on the material plane. They are highly intelligent, immortal creatures. Because of this, they are able to speak a variety of languages. They prefer the tongues of fey and elves over others. The sylph is extraordinarily envious of humans and elves, desiring their corporeal forms and longing for the touch of the corporeal world. For this reason, when they shape change, they change into shapes that please them.

COMBAT: The sylph attacks from her incorporeal form first. They approach an intended target until they are almost upon them. Then they strike with air drink, attempting to disorient the victim. They follow up with a battery of wind blasts and electrical charges.

AIR DRINK: Once every three rounds, the sylph is able to suck the air out of a creature. The victim is momentarily dizzy and lightheaded. The target must be within touching range of the sylph. Once struck, they are entitled to a constitution save; if successful the air drink attack has no effect. If they fail they suffer a -2 from all combat related rolls and attribute checks for 1d4 rounds.

ELECTRICAL CHARGE: The sylph's primary attack is an electrical charge. A bolt of electricity 20 feet long springs from the sylph to strike the primary victim. The bolt then arcs to a maximum of 6 additional victims of the sylph's choice. All victims struck receive 2d8 points of damage (dexterity save for half damage). Each additional target can be no more than 20



feet away from the primary victim. When a Sylph assumes their physical form, this electrical charge appears as a spiked whip.

INCORPOREAL: Sylphs are incorporeal creatures, and normal weapons pass through them harmlessly. Only magical weapons of +1 or better can affect them. When incorporeal they gain a +5 to their hide checks and a +6 to their surprise rolls.

SHAPE CHANGE: The sylph's natural shape is incorporeal air. However, it is able to assume a more physical form when it chooses. Once a day, the sylph can change into its human form and back again, and once a day it can change into its bird form and back. When in these shapes (bird or the human form) they cannot interact with the physical world.

WIND BLAST: The sylph is able to strike with a wind blast, allowing it to knock targets over, move items, etc. The sylph chooses the intensity of the attack. Creatures of medium size or smaller must make a dexterity save to see if they are moved.

IN AIHRDE

These creatures are the spawn of the goddess Wenafar. In the early days of the world she dreamed restless dreams and they took shape. The sylphs sprang from these thoughts and they were wild and filled with the love of freedom for the world knew little of what would come. They followed their mistress for awhile but in time the left to pursue their own fate. They now people all the world.

MONSTERS

T—

TAEALL STEED (FLYING HORSE)

	TAEALL	PEGASUS
NO. ENC.:	1-10	1-4
SIZE:	Large	Large
HD:	4(d8)	6(d10)
MOVE:	40 ft., 80 ft. (fly)	80ft., 160 ft. (fly)
AC:	14	18
ATTACKS:	2 hooves (1d6), Bite (1d3)	2 hooves (1d8), Bite (1d4)
SPECIAL:	Darkvision 60 ft., Twilight Vision	Darkvision 60 ft., Twilight Vision, SR 4
SAVES:	P	M, P
INT:	Average	High
ALIGNMENT:	Neutral	Chaotic Good
TYPE:	Magical Beast	Magical Beast
TREASURE:	3	Nil
XP:	60+4	270+6

Large, heavy-set, winged horses, the taeall steeds are able to fly great distances. Thick, long, very coarse hair shrouds their hooves; their manes are long and their tails hang almost to the ground. These shaggy horses range in color from spotted gray or white, to light brown. On rare occasions, paints or blacks enter their ranks. These are highly valued for their colors.

Bred in the mountain fastness and castles of the rune maids, they long ago spread throughout the world. And though they are not common, they dwell in most climes, though they prefer mountains, remote and little traveled by others.

A great deal of effort goes into capturing these creatures and taming them to ride. It is a perilous course however, for as often as not the riders are borne for several months until a bond of trust develops, or seemingly so. For at those moments, the steed, sensing the rider's relaxation, dumps them to the earth far below.

COMBAT: The taeall attack from on high, rising and striking with their hooves. They do attempt to avoid combat whenever they can.

IN AIHRDE

Corthain first crafted the winged horse for his own design. These first steeds he named the pegasi and they bore him to war and wrath. In peace, he set the rune maids to watching them and they developed a sympathetic bond with the steeds. When Corthain left the world and retreated to the Void, he forgot the pegasi and the rune maids. The pegasi wandered wide and far, with most settling in the mountains, deep forests, and

wild deserts. In time they lost their memory of Corthain as they focused upon survival in the Winter Dark, becoming the taeall steed seen most often in Aihilde. With the original pegasi gone, the maids turned to keeping taeall steeds in their pens within the Void.

THE PEGASUS IN AIHRDE: On occasion, a pegasus is born from the taeall steed. Unlike those that sired them, they retain their memory of Corthain, and these very rare steeds reflect their pegasi ancestors. This shows in their countenance and bearing. They are stronger than the taeall steed and far faster. The maids fear them and if born into their pens they cast them out as being too willful.

Taming a pegasus is impossible. They serve a master only willingly and only if they understand that the purpose of their master is to serve some greater design. They speak the vulgate tongue.

TAGEAN HOUND

NO. ENCOUNTERED: Special

SIZE: Medium

HD: 3 (d8)

MOVE: 50 ft.

AC: 15

ATTACKS: Bite (2d4)

SPECIAL: Improved Grab, Protect, Scent, Telepathy 1000 ft., Trip, Twilight Vision, Scent

SAVES: P

INT: High

ALIGNMENT: Neutral

TREASURE: N/A

XP: 75+3

Tagean hounds are large, barrel-chested canines. Their frames are compact, with straight backs, stout legs and large paws.



These shorthaired dogs range in color but are mostly black or deep brown. They almost always have a lighter shade on their muzzles, chests and paws. Their wide snouts contain powerful jaws, narrow eyes set far back on their skull allowing them a wide range of vision and long, thin ears. Their fangs are thick and long, extending into the upper and lower jowls, giving the tagean hound the appearance of always snarling.

Tagean hounds are rarely found in the wild. They are bred and sold on the open market as guard and war dogs. Litters are carefully picked over and only the largest are allowed to live; smaller pups being set aside in the wilderness to live or die on their own. They are specifically bred for the size of their teeth, their paws, and their intelligence. Their litters have 1-2 pups and they breed once a year.

They are highly sought after battle companions and familiars. In fact, tagean hounds can communicate telepathically with their masters, conveying images, sounds, smells and even taste. For these reasons, along with their rarity, the tagean hound is almost always in high demand. A standard hound can bring up to 5000gp on market, but the strongest have sold for up to 25,000gp. They never turn on their masters and will fight by their side until they are killed or the master falls. If the master should fall, the tagean hound is often thrown into confusion and will guard the body of its fallen master from friend or foe. When this occurs, there is nothing short of death that can remove the hound from its master. It will stay there until it dies of starvation or is killed.

MASTER OF THE TAGEAN HOUND: Any person wishing to become a master of one of these hounds must partake in 2d6 months of training with the hound under the tutelage of a tagean trainer. This is always part of the purchase price as the hounds are not sold to just anyone.

COMBAT: Tagean hounds are bred war dogs and as such are ferocious on the battlefield. Unless commanded, they always stick close to their master, guarding them from whatever threat is posed. They are fearless when their master is alive and near them. Only a dragon's frightful presence, or a *fear* spell cast by a very powerful spell caster, can force the hound to flee. In the attack, they always attempt to pull their victims down using trip and then immediately leap for the face or throat.

TRIP: When a tagean hound scores a successful bite, it attempts to pull the victim to the ground by tripping them. This is an overbearing attack but the defender is allowed to add the dexterity bonus to their roll instead of a strength bonus. Once the hound has tripped its victim it releases them and leaps for their face or neck. Victims can, of course, attempt to gain their footing through a dexterity check. Any victim pulled down automatically acts last in the next round and the tagean hound gains a +5 to its attack rolls so long as the victim is laying down.

IMPROVED GRAB: If a tagean hound successfully trips a victim and in the next round successfully strikes the victim while they are still prone, they have a chance of clamping upon the victim's throat. The victim must make a successful



dexterity check to avoid the dog's attack. If they fail, the hound bites the throat and holds it, slowly crushing the windpipe or severing the jugular. Each round thereafter, the victim can break free with a successful strength check. Each round the victim is held, they suffer a -1 penalty to their next check. The minuses are cumulative up to -6, at which point the victim passes out. Death through suffocation will follow in 2d8 rounds after passing out. Furthermore, the hound gets to attack each round the victim is held. No damage is scored unless a natural 20 is rolled at which point the jugular is severed and the victim suffers a further 2d6 points of damage a round thereafter.

PROTECT: A tagean hound that sees its master taking damage becomes incensed and protective. This trained instinct provides the hound with a +1 bonus to all attack and damage rolls. The bonus only applies if the master is taking damage.

TELEPATHY: Tagean hounds can communicate telepathically with their masters up to 1000 feet. The master can receive images, sounds, smells and even taste, although they cannot "see" through the hound. Because of this link, the master has the same connection to an item or place that the hound does. For instance, if a wizard's hound has seen a room, he could *teleport* into that room using the hound as a conduit.

IN AIHRDE

Tagean hounds are bred almost exclusively on the isle of Tagea by the Tageans themselves. A few smaller breeder pens have opened up in cities like Ahve-ig-Nawn. The dogs are rare and kept by only the very wealthy or very powerful. The Tageans do not sell them to anyone, forcing applicants to pass through a host of religious ceremonies to make certain they are pure enough to keep the animal. They do not sell them to evil people or anyone who they feel may abuse them.

They are very selective in choosing which hounds are allowed to breed. Weaker pups are left out in the wilderness to fend for themselves. Only the strong are allowed to mate and breed. They especially favor long fangs and weight. The best of the hounds are always kept for the Tagean lords themselves and serve them as war dogs. Any tagean hound encountered in the person of a Tagean is given maximum hitpoints minus 1d8.

MONSTERS

TERRALIP TREE

NO. APPEARING: 1
SIZE: Large (12'+)
HD: 8 (d12)
MOVE: Nil
AC: 15
ATTACKS: (see below)
SPECIAL: Poison, Summon Undead
SAVES: P
INT: Animal
ALIGNMENT: Evil
TYPE: Undead (Extraordinary)
TREASURE: 6
XP: 575+8

The terralip tree appears as any old, dead tree, leafless, with only the bare-knuckled stem branches remaining. Its trunk, as often as not, is hollow and always brown or gray, the bark gnarled and rough. It stands alone with little or no vegetation around it but for wild roses whose roots dig deep in the rotten earth at the tree's feet and whose briars compliment the terralip's foul disposition.

In the old dead husk of many a tree lingers the echo of its spirit. The spirit burns with some malevolence that it bore in life or that was given to it by others or that it suffered in death. These are twisted spirits, born crooked and they die angry. They are forbidden to return to the earth and oblivion as is the want of all trees, so they remain in bark, bole and branches, there to poison the ground, the very air, that once gave it life. The roses that mark them are almost always red, but on occasion white bloom in their midst. The thorns that accompany them are long and cruel.

The terralip is found where any deciduous forest once grew or grows. They can be of any breed of hardwood, from the hard-barked cherry tree to the tall, thin aspen. They can exist in any climate and as high as the tree line in the mountains. They are found in swamps and deserts, towns and valleys, wherever trees grow.

Terralip trees do not consciously do anything. They do not devour prey, nor hunt, they do not seek to trap or harm creatures, living or dead. They simply remain, a poisoned blot on the landscape. The air and ground around it is poisonous and those who fall victim to it, simply die, absorbed by the earth and left to feed the wild roses that grow at its feet. Their true danger is to the unwary that approach them, for the flowers that grow wild at their feet. But others, druids and the like, use them as guardians, for powerful druids can bind a tree's spirit to the bole and keep it there until released or turned.

The tree itself can be destroyed which drives off the spirit, or alternatively, the spirit can be banished by being turned. If turned and the tree is not destroyed the spirit returns after a week's time. When the tree is destroyed and driven off, the dead at its feet pass over to whatever realms they are destined for and do not rise again.

COMBAT: The terralip has no overt attacks, however the undead at its feet do. Anyone entering the area disturbs the dead at its feet, who begin to reach up through the soft, loamy earth. But the air around the tree is poisonous and any who engage the skeletons are subject to it.

POISONOUS VAPORS: The air around the terralip is poisonous. Anyone approaching within 20 feet and remains longer than 2 rounds are affected. The vapors have no scent nor color and cannot be detected by anything but a *detect poison* spell. On the third round after entering the area the interloper must make a constitution saving throw (CL 8) or suffer the temporary loss of 1d4 points of strength. They must make a successful constitution save each round or continue to suffer loss of strength. When zero is reached they pass out. Furthermore, on that same third round, the cloud of vapor spreads out 10 feet per round to a maximum of 80 feet, ensnaring any within it.

SUMMON UNDEAD: At will the terralip can call forth the bodies of its victims. At any given time there are 2-16 skeletons and 2-16 zombies lying in the earth around the terralip. These undead are stronger than the norm; skeletons have 2 hit dice (XP 10+2) while zombies have 4 (XP 40+4).

IN AIHRDE

Trees root deep in the ground; the fingers of their age push into the soils, soft or hard. For some this is all there is and they take no heed of the fruit that is the earth, the wind and sky and cool waters. For others they are awake and take notice, for what it is worth, of the world around them and these love or hate the joy of it as is their want. Of these the terralip is born. An evil limb in life, turns worse in death. Or happenstance twists a happy spirit to a malevolent force. In either case the tree is foul in death, poisoning the earth and air, filling the soils at its feet with death, trapping the spirits of the fallen in the tangled roots of its own spite.

They are found in any environ and locale, sometimes along on a dusty plain, at others in the deeps of a wild forest.

TOMT

NO. ENCOUNTERED: 1
SIZE: S (L)
HD: 10(d8)
MOVE: 10 ft.
AC: 12
ATTACKS: Nil
SPECIAL: Growth
SAVES: M
INT: High
ALIGNMENT: Neutral Good
TYPE: Fey
TREASURE: 10 (in silver)
XP: 1,200+10

The tomt appears as a kindly old gnome. He is short with a long white beard, bushy eyebrows and brightly colored hat. His skin is

150 CASTLES & CRUSADES

MONSTERS



wrinkled, with large hands, eyes and a large nose. The tomt is a shapeshifter, able to shift into the form of a giant. When in their natural, small shape, they always wear a shirt of scale armor, thick wool pants and shirt and a hat. They carry a walking stick or have it tucked in their belt. When they shapeshift, the scale melds with the flesh making a thick hide and the stick becomes a large club.

The tomt is a kindly creature that spends most of his life protecting the yeoman of the world. He watches their homes to keep the wolves at bay. He continues to do so, as long as he is paid. Many farmers sacrifice to the tomt. The fey is very fond of silver, loving it over any other treasure and many farmers set out a silver coin every night in hopes of gaining the tomt's attention and protection. This coin is set in a hidden place so that if it comes up missing, the farmer knows that the tomt is around and that more silver must be set outside.

They are rare, never traveling in pairs or groups. They are very secretive and not very friendly. When the tomt takes payment, they loyally serve as guardian until the payment stops. When the payment stops, the tomt leaves.

The tomt always carries a *bag of holding* of the largest size with him, keeping his treasure in the bag. They live in the open air, sleeping on tree branches, under grassy mounds and the like.

COMBAT: When roused, the tomt shifts into his giant form. He can do this at will. He uses his walking stick, now transformed into a huge club, to deadly effect, pounding any and all within reach. They are not able to toss rocks like true giants. The tomt's true intent is to scare off the would-be assailant.

GROWTH: The tomt is able to change from tomt to giant and back 3 times per day. When in giant form, the tomt's movement increases to 40 ft. and his AC increases to 18. He may attack once per round with his fist (1d8) or club (1d12), but his saving throws change from mental to physical. When shifting back to his original form, the tomt heals 50% of all damage taken when he was a giant.

IN AIHRDE

The tomt came to Airhde from the land of fey after the All Father's demise. The tomt are very magical creatures, filled with a great deal of knowledge of the world of fey. For this reason, wizards often seek them out as familiars. If enjoined for such a task, however, the tomt must be paid in silver, even as the farmers do. They never allow the wizard to use their *bag of holding* for any purpose. Any wizard with the tomt as a familiar gains a +1 on all saves and attribute checks when dealing with any fey.

TROLL LORD

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 9(d10)

MOVE: 30ft.

AC: 18

ATTACKS: 2 Fists (1-6), Bite (2d8), or by Weapon (2d10)

SPECIAL: Change Stone, Darkvision 60 ft., Regeneration 3, Rend, Scent, Stomp, Twilight Vision

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Giant

TREASURE: 9

XP: 2000+9

Troll lords are rare, solitary creatures, never traveling in groups larger than four. They are massive, averaging about 12 feet tall, their huge bellies only matched by their large hands and feet. Their heads are huge as well, with wide eyes and mounds of chins that hang over their thick, barrel-like chests. Their eyes are like pools in their faces; wide, deep and grey. They take pride in the great tusks that sprout from the tops and bottoms of their jaws, often decorating them with bands of gold, iron, silver or other precious metals. They prefer little clothing, usually restricting themselves to loose pants, loin clothes and the like. They hang their battle trophies from chains or ropes they loop about their arms, legs, chests or shoulders.

Troll lords inhabit wilderness regions where they are not likely to be disturbed. Occasionally, they raid farming communities for their favorite food, billy goats. They much prefer raw meat to cooked, but on occasion make large stews of rotten vegetables, meats and spices, preferably doctored with whatever peppers are available.

They are perpetually hungry, often stopping in the middle of a fray to devour their foes; on occasion this behavior leads to their downfall.

MONSTERS

Troll lords are evil with a mean disposition. They keep to themselves and avoid contact with others. They are of average intelligence, but can see in the dark as easily as they can in the day and have keen senses of smell. They generally stay to themselves or in small groups of one to four. They are extremely violent and destructive.

Troll lords are immortal. Though they can be slain by mortal means, they do not die. Rather, as they age they become weighted down with their life's accumulated evil so that eventually they cannot move. In time, they root and become still as trees, waking only long enough to visit some evil on whatever unfortunate creature happens to sit upon their rooted feet.

COMBAT: In combat, they use small trees for clubs or crude stone axes. They also use their huge fists to pummel an opponent senseless or squeeze them like fruit. They are merciless in their attack, always concentrating all their power on the strongest opponent first, only moving to the next one after they have killed or disabled a victim. They are immune to pain and cannot be distracted short of death or a limb being cloven from their body, forcing them to fall.

CHANGE STONE: This ability acts as the spell *Transmute mud and rock* as outlined in the **Players Handbook**. The troll lord casts as an 10th level spell caster and does not need any components.

REND: If the troll lord scores two successful hits with his fists, he can grab an opponent in a bear hug or pummel him (Castle Keeper's choice) for an extra 3d6 points of damage.

REGENERATION: Three rounds after a troll lord suffers damage, its body begins to repair itself. Trolls regenerate at a rate of three hit points per round. Unlike the troll, troll lords can regenerate damage caused by fire or acid. At the same time, the troll lord's regeneration does not function if reduced to below zero hit points; bringing a troll lord to -10 hit points will permanently destroy it.

STOMP: Every five rounds, a troll lord can stomp the ground with such power that it shakes, acting in all respects as an *earthquake* spell.

IN AIHRDE

The history of the Troll Lords in Aihrde is recounted in the Dwarven Codex of Erde. They played a great part in the organizing of the winter world and served Nulak-Kiz-Din in many aspects for many years. They are now led by their king, ruling from his throne "The Elephants Back." They are not common, but when encountered, almost all of them carry scars from those wars long ago. They are embittered and hate men and elves with



a tremendous passion. Recently, they have had a terrible war with the stone giants and have become their implacable foes.

GOTTLAND TREES

Lonely things, these dead husks stand with feet firmly rooted to the ground. As is common knowledge, trolls do not die like mortals, but live on until their life's evil deeds weigh them down, planting them to the ground. The most ancient of trolls, though they speak, cannot move for the weight of their own evil deeds. Many argue that trolls are in fact the spirits of evil trees that walked the world in the Days before Days. These trolls, the tales relate, are really the manifestations of the souls of those evil trees and when a troll dies, the twisted trees souls rise to feed upon the corpse, to grow again into the trees of yesteryear. Around the base of the "Gottland Trees" grow small patches of violet flowers, and when pulped into a mush and used as a salve, they can heal wounds for 1d4 hit points per dose.

Gottland trees are not found in the Gottland only, but wherever a troll lord has taken root. The name comes from the uncommon number of these strange trees found in that blasted wasteland.

TUOTH DRAGON

NO. ENCOUNTERED: 1

SIZE: L

HD: 20 (d12)

MOVE: 40ft., 80 ft. (fly)

AC: 25

ATTACKS: 2 Claw (1d6), 2 Bite (1d12), Tail (1d6)

SPECIAL: Breath Weapon, Dragon Traits, Frightful Presence, Immunity (Sleep, Paralysis), Keen Senses, SR 7

SAVES: M

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

TREASURE:

XP: 11,900 +20

The tuoth, or two-headed, dragons are huge beasts that never cease to grow. Born live, they come into the world filled with the mindless rage of chaos. They crawl swiftly upon four legs, but are unable to fly, for they possess no wings. Two great heads hang upon two long necks, colored black, blue, green, red, or white; each different or the same. Their bodies mimic their heads, whichever is greater coming to dominate their bodies' color so that where the necks meet the body is one of the colors of the head. But the underside of these beasts is always black, stained with the shadows of their mother's home. Their tails are long, snaking from their bodies for 20 feet or more, ending in a whiplash of shadow-capped bone.

These beastly creatures live simultaneously upon two planes, lying upon the threshold of the negative planes and the material. Offspring of Tiamat, the Tuoth are born live and full grown. As such they are not true dragons, but possess many of the qualities of them.

The tuoth possess an unending hunger for all things living. They hate life and devour it or destroy it whenever they can. As such, their lairs are blasted areas where no vegetation grows and the ground around them is filled with their foul breath. These wyrms rarely travel from the dwelling where they were birthed, digging into the ground and making holes of slag. They attack anything that comes within their sight or range.

They do not cherish things of the material world and do not hoard treasures as other dragons do, but rather they devour it. The wealth lies in the shadows of their innards, eating at them, driving their rage. When slain and gutted, the treasure spills from within them.

COMBAT: The tuoth attack from two directions, one head snaking to the left, the other to the right. They act in concert, usually beginning a battle with two breath attacks. After this, they pounce upon their victims rending with claw and fang. After the initial attack, the heads act independently, striking or breathing as they see fit. If one head is destroyed the other fights on, heedless of its fallen sibling.



MONSTERS

BREATH WEAPON: The tuoth's two heads each have a breath weapon of a type matching the head's color. For example, a tuoth with red and black heads would breathe fire and acid mist respectively. These breath weapons can each be used up to 3 times per day, but not more often than once per turn. The particulars of each breath weapon can be found in *Monsters & Treasure* under the appropriate dragon type, including the amount of damage per hit die.

DRAGON TRAITS: While not a true dragon, the tuoth only add half their hit dice as a bonus to attack rolls.

FRIGHTFUL PRESENCE: The ability takes effect automatically whenever the dragon attacks or charges. Creatures within a radius of 500 feet are subject to the effect if they have fewer than 20 hit dice. Creatures subject to the effect must make a charisma saving throw to avoid the consequences; if successful, they remain immune to the dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less hit dice become panicked (treat as the effects of the *fear* spell) for 4d6 rounds and those with 5 or more hit dice become shaken (suffering a -2 penalty on all attack, damage, attribute check, and saving throw rolls) for 4d6 rounds.

IMMUNITIES: The tuoth are immune to sleep and paralysis effects.

KEEN SENSES: A tuoth sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has deepvision and darkvision out to 120 feet and the scent ability. They have superior hearing as well and are able to pinpoint almost any opponent unless the target is magically hidden, such as with an *invisibility* spell.

MULTI-HEADED: A tuoth has two heads. Each head has one half of the creature's total hit points and can die independently from the other head. The tuoth cannot be killed unless both heads have been killed, regardless of damage inflicted on its body.

IN AIHRDE

The Futhnopt, the "Five Gates," mark the end of those legendary paths the restless dead, those souls bent toward evil, must travel on their way to the Wretched Plains that house the dead. These plains lay at the end of time, where the weight of its passage gathers in great pools, the Shadow Realms. Here Ornduhl, the Red God, built his House of Stone and brooded upon the conquest of the world. He used the shadows of time to fashion weapons for his wars against his siblings. In time, his foes assailed him, pursuing him even to the House of Stone; he grew fearful then and fashioned from his own malice a beast of such hideous demeanor that few living could look upon her. He set her to guard the way to the Shadow Realms and keep all living from entering. So Tiamat came to be. The greatest of his servants, born in the maw of his spite, shaped from his disdain for life, and cast in the mold of the unquenched fires of his madness. But Tiamat became a creature whole and of herself and as such she possesses the powers of creation. Once in a great while she births the Tuoth Drauk, the two headed Dragon.

These dragons cause their mother tremendous pain and come into the world living, without egg or shell. They span the Shadow and Material planes, dwelling in both simultaneously. Upon Aihrde, the men see them as unholy apparitions and most slay them outright, if they can, for even seeing one means that death stalks the viewer or one dear to him. Some, however, cast in with the tuoth dragons, and make foul worship of her, but these are few and usually die, devoured by the object of their unholy thoughts.

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UNDINE (WATER FOUL)

NO. ENCOUNTERED: 1

SIZE: S/M/L

HD: S: 1-4 (d8), M: 5-8 (d8), L: 9-12 (d8)

MOVE: 10ft., 60ft. (swim)

AC: 14

ATTACKS: Slam (S: 1d6/M: 1d8/L: 1d12)

SPECIAL: Camouflage, Change Shape, Drowning, Immunity (Air), Improved Grab, Resistance (Fire & Acid, half), Resistance (Edged Weapons, half)

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Magical beast

TREASURE: See Below

XP: 1HD: 29+1 | 2HD: 58+2 | 3HD: 120+3 | 4HD: 240+4 | 5HD: 480+5 | 6HD: 720+6 | 7HD: 1,080+7 | 8HD: 15,50+8 | 9HD: 2,400+9 | 10HD: 3,600+10 | 11HD: 4,450+11 | 12HD: 5,250+12

The water foul are evil fey that dwell entirely in water. In their true form, they are little more than light bluish, amoeba-like creatures that glide through water on thousands of invisible cilia. They can become quite large and can be seen by the naked eye, but even then they appear as little more than a grease slick in the water or a bed of light bluish algae.

Water foul are highly territorial creatures that dwell in any and all types of water. They are encountered in the deep oceans as well as lakes, ponds, rivers, creeks, wells and birdbaths. The smaller the body of water the smaller the water foul. They defend their home against all intruders that are not natural to that water. Fish, alligators, sharks, whales, even aquatic elves would be left unmolested but all others would suffer an attack. Creatures who pass through or even come to drink at the water foul's lair suffer a 50% chance of being attacked.

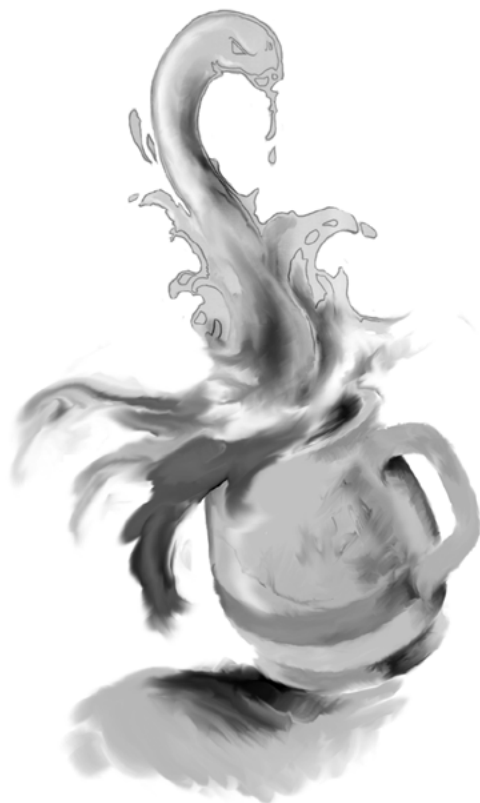
They are not very intelligent creatures, having little capacity to learn from their own experiences or think or communicate. They do, however, have an uncanny ability to remember shapes and to assume that shape in the future. A single encounter with a dog drinking at a water foul's pond would allow the water foul to remember and take the shape of the dog in the future.

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Water foul are creatures natural to the material planes and are therefore not subject to being summoned or conjured. They are asexual and breed only during violent storms when water overflows its natural banks. During such moments the creatures instinctively split into two, one greater and one lesser. The lesser water foul immediately follows the natural flow of water seeking its own habitat within which to settle. They will follow run off water into larger creeks and to ponds or wherever fortune should take them.

If for whatever reason a water foul is stranded (its lake dries up, its runoff ends in sand, etc), they do not die, but become dormant, lying on the ground, waiting for the next rain fall. In such a state the water foul is not able to attack or defend itself and appears as little more than a snails track of slime on the ground. They can be captured in such a state and as a favorite pet of wizards and the like they can go on the open market for 2000gp for a lesser to 10,000gp for a greater.

A water foul does not have a lair of any kind, rather it moves constantly like any predacious creature. Whether or not the creature has treasure depends upon its locale. If it is in a small pond or lake then anything it has slain will naturally sink or be drug to the bottom and left there. So treasure could possibly be found. If, however, the creature dwells in the ocean or a large lake or fast moving river, then the chances of any treasure being found are negligible, as current and depth would have scattered it far and wide. By and large a water foul's treasure type is equal to its hit dice +1.



COMBAT: They are clever creatures in the attack, using stealth and camouflage to get close to their victim. They often attempt to lure their victims to the water's edge or into the water by changing their shape and appearing as some oddity in the water. Once the victim is within striking range, they attack and attempt to drag it into and under the water.

CAMOUFLAGE: Water foul are able to blend in with most any environment. They do so by lying still in the water. They can do this at any depth. When concealing themselves, they have a +2 bonus to hide checks, and a +4 bonus to surprise rolls. They always move silently.

CHANGE SHAPE: Water foul have no corporeal form, but rather shape the water they occupy. They are able to assume as many forms as their own imaginations can assume; water spouts are common as are whirlpools or even shapes more corporeal such as orcs. Any such shape will have no coloration other than what is in the water. If the water foul dwells in a murky pond with lots of green algae then when it shapes itself it will appear greenish in shape. They are only able to pick up what is in the water; leaves, small insects and spiders would not become part of any shape they assume.

IMMUNITY (AIR): Water foul are immune to spells and effects that work in or on the air such as *gust of wind*, *cloudkill* and *stinking cloud*.

IMPROVED GRAB: After successfully using its slam attack on the victim, the water foul must make a successful strength attack to hold the victim beneath the water to drown. After being held down, the victim begins suffering the effects of drowning. A victim held down cannot move, but is allowed to make a strength check each round to try and break free from the creature's grip.

DROWNING: One round after the water foul makes a successful improved grab, the victim automatically begins to suffocate as it is drawn beneath the water. The victim can survive for a number of rounds equal to one half its constitution score. Each round, the victim's physical attributes are reduced by a number of points equal to 25% of the original score, rounding down. Victims can be pulled from the water's foul grasp upon a successful touch attack followed by a successful strength attack from the rescuer.

RESISTANCE (EDGED WEAPONS): The water foul only takes half damage from edged or pointed weapons.

RESISTANCE (FIRE & ACID): Fire and acid attacks only do half the normal damage.

TRIP: A water foul is able to animate water within 10 feet of itself and use it as a weapon. They are able to trip opponents. This is usually done with the intention of forcing a victim closer to the water.

IN AIHRDE

Water foul are creatures that have long inhabited the world of Aihrde. Records of encounters exist in the dwarven histories,

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the Mammoth Scrolls. In there, they are called the undine, which is foul or unclean water. They are believed to originate from the waters that first fell upon the All Father and cleaned him of his labors. The water, which rolled off his back and shoulders, became animated by the magic of his flesh. These first water fouls slowly spread across the world and came to inhabit most of the climes. The undine are found throughout Aihrde, though they are not common, usually taking up their abodes in very secluded bodies of water high in or under the mountains or in deep forests and wilderness areas.

Legends speak of greater undine, living in the far western lands; some of those who graced the All Father and cleaned him. These are said to be huge and possessed of great treasure so many victims have fallen to them over the years. Some even claim they are far more intelligent than their kin and are able to speak and pass on their knowledge.

UNGERN

NO. ENCOUNTERED: 1-8, 10-100

SIZE: Medium

HD: 2 (d8)

MOVE: 30 ft.

AC 14

ATTACKS: 2 Claws (1d2), or Gore (1-6), or by Weapon

SPECIAL: Camouflage, Resistance (Cold), SR 2, Twilight Vision

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TREASURE: 1

XP: 29+2

The unger are spawn of the Horned God, and their form reflects his own. They have dark brown or red skin, are largely hairless but for a short mane that stretches the length of their spine and shocks of it around their cloven feet. Their hands are clawed, feet are hooves and their legs have triple joints. They have wolf-like heads with long, tooth filled snouts. They stand about six feet tall, and though they are rather thin, they are powerfully built creatures. Their lean muscles are like corded iron. Their torso and back are shaped like beaten metal. Their necks are thick, with bands of iron muscle stretching into their broad shoulders and backs; all this to support their great horned heads. Sprouting from the creatures backside are great horns and these range in shape, size and form. Some rise directly from the spine and are more like a ridge from head to tail, others rise from the upper back and sprout above the head like a set of antlers and yet still others grow up and through the skull and rise - like their masters - like great horned crowns.

These horns are the most distinguishing marks the unger carry and generally the greater and more ornate the horns, the greater the unger. The horns grow with age and require much trimming and care and they are often decorated with all manner of jewelry, studs and the like. The unger are fond of growing their manes to great lengths and braiding them and decorating them with bits and pieces of jewelry. They often travel without clothing,

carrying only their weapons, but they are wickedly intelligent beasts and don shields and plates of iron for war. Their armor is always ornate with glyphs and runes carved throughout. They are able smiths and forge their own weapons and armor, build their own war machines, or at least instruct their slaves how to do this.

The unger are well groomed and rather social in their own circles, but when in the company of lesser races, such as orcs, goblins or the like, they display a tremendous amount of unbridled rage and cruelty. They have no particular hatreds for anyone, but complete disdain for all living things that do not serve their master. And, most of those that do, are tolerated only for the sake of their service to the Horned God. Only the Mogrl command respect from the unger and they serve them loyally and without question. They are highly organized and work together in all things. They are not migratory, and rarely move once they have taken a castle or refuge as their own. Their culture is one of power and violence. Strength and intelligence are prized above all things and the greater unger usually have both properties in abundance.

When away from their master's dens, they live in tight social groups of several hundred to a thousand. They do not build their own homes but rather settle in the home of someone else. They do not do menial tasks themselves, but utilize slaves, often stolen from villages, caravans or bred in their dens. They do not mate, but rather spawn like reptiles. Females, who are utterly unrecognizable from males, lay huge clutches of fertilized eggs in mounds of wet, sodden earth. The young hatch several weeks later, crawling from the mounds with tremendous appetites.



They are largely on their own, forced to steal food from the other unger until they are large enough to force their way to the community board and hunt with the others. The young are fierce and their boldness is rewarded by the adult unger, who largely ignore the small creatures. In this way, they are taught that boldness of action is always rewarded. The pups do not suffer a high mortality rate, only the mewling weak are left to die, and thus the unger communities, when left unchecked, grow quickly.

In war, unger travel in organized units ranging from 10-100. For every 10 encountered, there is at least one sub-chief with maximum hit points and an AC of 15. If two or more of these captains are encountered, there is always a chief with 4d8 hit points (minimum 18 hit points) and an AC of 16 (XP 120+4). If 100 are encountered, there is an unger battle lord with 56 hit points, AC 18 whose weapon does 2-12 points of damage (XP 540+7). They fight using tactics and are generally able tacticians.

The unger live in any climate, but prefer the colder latitudes to the warmer ones. They possess a natural affinity for the cold and do not suffer from it as do other races. They prefer to dwell in large fortified towns, castles or cities and only when they are on the march do they live in tents or yurts. They seek the rule of law, particularly that of their master. They do not understand chaos and seek to destroy it in all its guises, good or evil. They take great pleasure in one on one combats, following a vague code of ethics and honor in such battles. Though, often if an outsider defeats an unger in single combat, that person is killed by the collective group.

COMBAT: In battle, the unger almost always dress in armor, helms and shields. They wield axes and other heavy cleaving weapons such as bardiches or halberds. Their archers are famed for using great horned bows, and though they can only fire one arrow every other round, the damage they do, 2-16, more than makes up for it. If there are more than one, they always fight as a unit, speaking their own guttural language to communicate actions.

CAMOUFLAGE: Ungers are able to take advantage of most of their environments. When in wilderness settings they are able to conceal themselves. When concealed, they have a +1 bonus to hide checks, and a +2 bonus to surprise rolls.

RESISTANCE COLD: Ungers suffer half damage from cold-based attacks if they succeed at their saving throw, regardless of the source. If they fail their save, they take full damage.

IN AIHRDE

Before the forges of Klarglich were made, before the hounds of darkness issued forth from Austrag, and long before the mogrl were crafted in the Pits of Woe, Unklar fashioned the unger. When first he came through the portal, Unklar slew the high priest Nectanebo. After that, he fell upon the Emperor's Guard and the God-Emperor himself. All fell to the Horned God with an ease that made that beastly creature forever after hold great disdain for the folk of the All Father's fashioning. So immediately

he gathered to him the substance of the Void and with the languages of the All Father, he crafted the unger, the "black spawn." Some say that they were born of a union between the dark fey and wild evil men enslaved in Unklar's service. But this is not so; they are of the Val-Austlich, those creatures forged from the Language of Creation and the Val-Eahrakun, of which Unklar was the greatest. The Judgment of Corthain does not bind them and the unger move freely about the planes as few other creatures can.

In the black days of the Winter Dark, when the Horned God, Unklar, ruled the land, the unger issued forth from the fortress of Aufstrag. They served Unklar as soldiers and captains, and spread his evil throughout the lands. They were the battle lords that destroyed Kayomar, drove the elves of the Shelves of the Mist into ruin and plundered the dwarf halls. Their numbers were great and they led the armies in countless battles, ever in the service of their dark master. They filled the holds of Aufstrag with their evil and their numbers grew beyond scope. But during the Winter Dark Wars they suffered greatly. In the great battle of Logn-Kor where the Lord of Sorrow led over 90,000 of his folk, many of them unger, into the Valley of the Sun, they met their first great calamity. The floods destroyed them all, with only the Lord of Sorrow and a few servants escaping that calamity. Later that year, at Gokstead Deep, several tens of thousands more were destroyed by the ravages of the northmen. And beyond, in a myriad number of battles, their numbers were wasted away. When at last Unklar was driven from the plane, they fell into disarray and fled to distant parts.

Since those days, they have recovered some. They live now in scattered holds all about the world of Aihrde, but most frequently in the east, near the Grunliche Mountains, Aufstrag and the Grausumlands. In the west, they are found in the Darkenfold and the wilds north of Kayomar and south of the Gottland where they contend with the fierce hobgoblins of those lands.

They ever search the dark parts of the heavens, looking for their master to whom they continue to make dark sacrifice.

UR-SUK (BLACK HEARTS, DARK FAERIE)

NO. ENCOUNTERED: 2-4, 20-100

SIZE: S/M

HD: 1 (d6) or 2 (d8)

MOVE: 20 ft., fly 30 ft.

AC: 15

ATTACKS: Weapon

SPECIAL: Camouflage, Spell-like Abilities, Twilight Vision

SAVES: M & P

INT: Average to Superior

ALIGNMENT: Chaotic Evil

TYPE: Fey

TREASURE: 1, 3

XP: 1HD: 13+1 | 2HD: 27+2

The Ur-Suk, also known as Black Hearts or Dark Faerie, are outcasts from the land of Fey. Exiled from their people for their

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foul disposition, or an unspeakable crime, they are forced to wander the wild world. Seeking no redemption, they care not for their actions, past or present, and lust only for treasures or power or both. The Ur-Suk come in many shapes and sizes, indeed, they are able to polymorph themselves into almost any form. But at their heart the Ur-Suk are small, winged, humanoid creatures with mottled gray or patchy yellow-green skin.

Occasionally, they take on the shape of deformed gnomes. They have long faces, and deep eyes that give them great vision in the twilight. The wide gash that is their mouth splits their face in two halves, making them hideous to look upon, and the jagged, unkempt teeth only add to their horrible visage.

Their faces reflect an innate cruelty, as their features are lined with deep crevices of ragged emotion. They prefer to wear clothes, usually pants and boots, but at times are naked.

The majority of the Ur-Suk work to undo all that is good. To this end, they haunt the good people or places of the world, seeking to bring them to ruin. They trick their victims, trying to lead them astray and wreak havoc wherever they go. They love to steal and rob human establishments and are frequently responsible for kidnapping the young. They are particularly fond of robbing the dead, plundering tombs of paladins, knights and their families. The Ur-Suk are small minded, timid and fearful, and for these reasons they tend to seek out powerful, evil creatures and aid them against other lesser folk. These dark faerie have an inexplicable hatred, which borders on fear, of birds.

The Ur-Suk are found in most climes and almost any terrain; however, the majority prefer deep, temperate forests where

they live in dens or warrens dug beneath the roots of very old trees. Ur-Suk are violent creatures and do not work well with one another.

The Ur-Suk are not by nature social creatures and they rarely gather in groups of more than 2-4, though on occasion they gather in great concourses to discuss events or needs that may be pressing to them and them alone. When encountered in large groups, there are always several factions that frequently fight one another. They are not fond of other fey and often enslave grigs and pixies.

COMBAT: Dark Faerie rarely stand and fight unless they feel that they have a better than average chance of overcoming the enemy. They prefer hit and run tactics that keep an enemy unbalanced, gradually weakening them until chances of a successful attack improve. To this end, they use their spells and their ability to camouflage themselves.

SPELL-LIKE ABILITIES: Ur-Suk can cast, once per day as a 6th level druid, the following spells: *enrage animals* (reverse of *calm animals*), *entangle*, *faerie fire*, *light*, *obscuring mist*, *pass without trace*, *poison food and drink* (reverse of *purify food and drink*), *snare*, and *warp wood*. They can also cast, as a 3rd level illusionist, the following spells once per day: *dancing lights*, *hypnotism* (1 creature), *magic aura*, and *silent image*. Twice per day as a 7th level wizard they are able to cast *polymorph self*.

CAMOUFLAGE: Dark fey are able to alter the texture and color of their skin. This allows them to blend in with almost any environment. It takes a full 5 rounds for an Ur-Suk to change. But once they have changed, they have a +4 bonus to hide checks, and a +6 bonus to surprise rolls. They gain a similar bonus on any move silently checks.

IN AIHRDE

The Ur-Suk have haunted the world of Aihrde since the Days before Days. Like all fey, they came over from the inky dark of the Void or crossed over when the All Father died. They have haunted the dwarves for countless ages, and indeed, it is the dwarves who name them the Ur-Suk, which is Black Hearts in the Vulgate language.

During the age of Winter Dark, they came to serve the horned god on many levels. They were especially fond of the Eldritch Goblins, creatures they could relate to, for those goblins counted their ages in millennia. During the Winter Dark Wars they served as best they could, but their natural trepidations kept them from most battles. After the wars they melted into the countryside, seeking the lost and hidden places of the world, for they sensed a new dawn was upon the world.

And that is where they remain, in the deep dark woods of places such as the Darkenfold and the Kellerwald where the wilderness does not tangle with civilization. They hide and brood, longing for the return of Unklar and a new age of Winter's Dark.



V—

VIMNEL

NO. ENCOUNTERED: 1-8

SIZE: S

HD: 4(d8)

MOVE: 30 ft., 60 ft. (fly)

AC: 15

ATTACKS: Claw 2 (1d4), Bite (1d4), or by Weapon

SPECIAL: Howling

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 4

XP: 90+4

These gaunt humanoids range in color from deep blue to a light purple. With broad reptilian wings they are able fliers, though usually their flights are erratic, with a great deal of up and down motion. Arms and legs, like sticks, protrude from their emaciated torsos, which in turn are topped by round heads cut by a wide gash of a mouth. Fangs line their dry, cracked, swollen lips and yellow eyes bulge from their sallow faces.

The vimnel are social creatures, traveling in small bands of up to eight. They travel great distances until they find refuge in abandoned buildings, dungeons, towns, and ruins of any kind; in short, anywhere they can find some security from the elements. They build nest-like houses in high places where they gather their treasures.

They have no ability to speak any languages. Nor are they able to fashion any type of clothing, weapons, or armor. They do wear jewelry and other trinkets they scavenge from the battlefield.

COMBAT: The vimnel are vicious in battle, swooping down on their prey and attacking with claws and fangs. They use simple weapons when they have them. As soon as they engage, they howl at their prey in an attempt to disorient them.

HOWLING: The howling of the vimnel carries echoes of their long suffering. It is terrible to hear and drives most who hear it into short-term madness. From a distance it conjures memories of darkness and pain; but up close the howl is deadly for it seeps into the subconscious mind, disrupting the victim's mental state. Anyone within 10 feet of the vimnel when it howls must make a successful wisdom save or suffer -4 on all their rolls: to-hit, damage, saving throws, and attribute checks. The effect lasts for 4 full rounds until the memory of the howl recedes.

IN AIHRDE

Unklar fashioned the vimnel upon the forges of Klarglich. In those pits of terror, he twisted men into malformed shapes, torturing them into a madness from which none could recover. They hobbled around the Pit howling their pain until the distraction



became too much for him, so he fashioned them wings and gave them the gift of flight. They fled then, throughout the wide halls of Aufstrag, haunting the tunnels and terrorizing the denizens of that fell place.

In later days, some fled the halls, spreading throughout the world. Their lonely, pain-filled howls are now heard throughout the world, and the creatures, though uncommon, are known to all the lands. They are drawn to the empty houses of men for it is there that memories of their pasts draw them; they long for something they do not rightly remember, that being the light of their own humanity.

VIVL BEAST

NO. APPEARING: 4-12

SIZE: M

HD: 5(d8)

MOVE: 30 ft., 40 ft. (leap)

AC: 17

ATTACKS: 2 Claws (1d4), Bite (1d6)

SPECIAL: Leap, Multidimensional Sight, Overbear, Rake

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 6

XP: 280+5

This three-eyed monstrosity is about the size of a large dog, however, its limbs are longer than its torso and capped with clawed paws that can rend armor almost as easy as flesh. The viyl beast is covered in a thick, coarse hide of hair and ranges from dull grey to stripped or spotted, depending upon the environs it occupies. It has three eyes, one sprouting from its

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forehead, giving the beast the ability to see multiple dimensions. Two tusk-like fangs sprout from its lower jaw, allowing it pin its prey even while it rakes it with its deadly claws.

The viyl beast hunts in packs, and are almost never seen alone. They range mostly on open plains but are not averse to lightly forested woods or jungles. They can travel great distances without much effort and require little in the way of sustenance; most of their hunting they do for to kill and maim. They always hunt in packs, herding their prey together and leaping and killing. The packs often leave a swath of dead behind them, eating very little if anything at all.

Any pack of the beasts rapidly develops an intuitive sense toward the needs and designs of other pack members. There are no pack-leaders, alpha males or females, but rather a group that works in concert to hunt and kill and maim. Individuals certainly act on their own, one may maim the prey and the other come behind it and kill that prey, and they may fight, but either way they are able to discern what the other's designs are.

They have an extraordinary sense of sight, seeing all things in the normal spectrums with their two eyes, but the third eye allows them to see in multiple dimensions, invisible creatures and the like.

COMBAT: A pack of viyl beasts range out on either side of their intended prey, dividing their numbers equally as best they can. Once their prey begins moving, is bottled up, or becomes separated they attack. One or two of them approach within leaping range while the others continue to run and hound the prey. As soon as they are able the approaching viyl beasts leap and attempt to bring down their prey, and the others immediately rush in.

LEAP: With a successful dexterity check the beast is able to leap 40 feet, from a standing position, land upon an opponent and strike with its forward claws.

RAKE: If a viyl successfully bites, it can make two rake attacks with its hind legs. These attacks have an additional +3 bonus to hit, and inflict 1d4+2 hit points of damage each.

MULTIDIMENSIONAL SIGHT: The viyl beast has extraordinary sight, gained through its third eye. It gains a +5 on all sight checks; to hide from a viyl beast requires a successful CL 10 check. It can see *invisible* creatures as per the spell, and this effect is always active. It can also see into the astral and ethereal plains.

OVERBEAR: Whenever a viyl beast successfully leaps upon its prey, the prey must make a successful dexterity save or be knocked to the ground. Other beasts gain a +5 on their attacks as the prey struggles to its feet.

IN AIHRDE

The viyl beast is a creation of Ornduhl the Red God. During his reign of terror, the Val Eahrakun never yielded their power and he fought them at every turn. Many hid themselves away and waged a secret war against him and it is for these that he fashioned the three-eyed Viyl Beast. He coaxed the extra sight from the creatures and allowed them to see far more than most others could see. They became the blood hounds of his minions, hunting far and wide for his foes. Built of the fabric of his being the creatures needed little in the way of sustenance but relished wanton acts of destruction.

After his fall the beasts were hunted almost to extinction, but during the long years of the Winter Dark their numbers rebounded so that today they are spread throughout the Lands of Ursal and much of the rest of Aihrde as well. Their claws are valued by many hunters for to slay one is no small feat.

VORDOAG

NO. ENCOUNTERED: 1-10

SIZE: S

HD: 1(d4)

MOVE: 20 ft.

AC: 13

ATTACKS: Bite (1d4)

SPECIAL: Swarm

SAVES: M

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Animal

TREASURE: 1

XP: 5+1

The vordoag are small, dark crustaceans that dwell in deep dungeons, caves, in uninhabited sewer lines and the like. Their bodies are small, round, about the size of a halfling's buckler. They have 10 long, segmented legs that fold up under the creature's

body when it is not moving. Two claws cap each leg. Between the pincers lies a long tubular tongue the creature extends when feeding. The vordoag move very quickly, crawling toward any creature that radiates heat.

Vordoag grow in large nests, breeding, and piling up on one another until there are large balls of them several yards in diameter. They lie dormant, using almost no energy, and can lie this way for hundreds of years. They only come alive when something disturbs the nest; this is easy to do as simple vibrations in the floor or wall alert them to potential prey. Creatures are able to slip by the vordoag nest, but only if they are able to do so moving silently.

The vordoag live in most underground environments that have some moisture, generally wherever algae, fungus or other underground plants grow. They are completely sightless, unable to smell, or hear. If a victim is able to stand completely still, slowing heart beat and breath, the vordoag cannot find them.

COMBAT: The vordoag sit in a form of stasis, waiting for prey to pass. The creature hears vibrations in the floor or walls up to 100 feet away. The creatures become very agitated, breaking out of their ball and attempting to find the source of the motion.

SWARM: The vordoag react to each other and if one is able to draw blood, others follow and attack the same target. For this reason they tend to attack the same victim, covering and killing them, before moving on to the next victim.

IN AIHRDE

The vordoag form when underground flora mutate. As is common knowledge, the world formed from the Language the All Father spoke, the Language of Creation. It resides in all things and at times manifests in strange, unexpected creations. The Vordoag are one such creation. Residues of magic influence plant life, mutating it. The vordoag are the result of one such mutation. They proved highly irritable to dwarves throughout their long history and they continue to plague underground structures.

These creatures are extraordinarily tasty and bring top dollar on most markets. Dwarves in particular relish eating them.



W—

WAZK

NO. ENCOUNTERED: 2-8

SIZE: S

HD: 2 (d8)

MOVE: 25 ft.

AC: 14

ATTACKS: 1 Bite (1d6)

SPECIAL: Rat Call, Screech

SAVES: P

INT: Low

ALIGNMENT: Chaotic Neutral

TYPE: Monster

TREASURE: Nil

XP: 22+2

Wazks are strange, ugly creatures, being rejected creations of dark wizards, thrown to the wild to fend for themselves. They are hairless, save for a large splotch of curly coarse black hair on their backs. They have an extreme hunchback, so they only stand about one foot off the ground. They have a flopping tail that looks more like a fleshy fin than a tail. Their hind legs are huge, while their front legs are short and scrawny. They hop about much like a kangaroo. They have long necks and beady black eyes. Their face resembles a horse, with a rat's nose and mouth, and small round ears.

They travel in packs, dominated by the strongest. They breed asexually, spawning about once every few months, so that even a lone wazk can multiply into a pack fairly quickly. The young are small, but fully developed and grow to maturity in a matter of weeks. Large packs are uncommon but occasionally very powerful wazk are able to keep them together.

These creatures have no purpose but to feed, though they never gain weight by doing so, nor starve when they fail to. They are very aggressive with food sources, though as equally distracted by bait.

COMBAT: Wazks only fight if they feel that they are in danger. Since they are so slow, they constantly have to fight to defend themselves. In battle, the scalp-lock on their back rises on end and the beast opens its fang-filled mouth to "screech" before charging into battle. Once in battle, they fight until they are dead. If their situation looks grim, they attempt to call rats to their aid.

SCREECH: When a wazk screeches, the adventurers must make a successful charisma check or suffer a -1 to hit and -1 to damage for 1d4 rounds.

The screech does not actually come from the creature's mouth, or throat, but rather through air channeled through the hair on the creature's back; the hair follicles are hollow, and emit the air as a high-pitched screeching sound not dissimilar from a cat's howling in pain.

MONSTERS



RAT CALL: When the wazk tries to call rats, they have a 30% chance of succeeding. If they do, they summon 1d6 rats to their location to help fight.

IN AIHRDE

The wazk originated in southern lands of Naid. The wizards practiced dark sorceries unknown in the northern lands, far from the influences of the dwarves. The wazk propagated quickly and spread throughout the mountain jungles, carving a niche for themselves.

The natives found them great sport and hunted them far and wide, calling the hair on their back the “scalp-lock” which they used to decorate their spears, arrows, axe heads, head-dresses and more. The scalp-lock maintains its ability to channel air and emit loud screeching sounds. The natives that have mastered using the scalp-lock are feared, for their weapons are seen as magical.

The wazk spread to the lands of Aenoch on the ships of traders during the long Age of Men. They quickly spread throughout the whole of the continent. The practice of using the scalp-lock also spread to the north. Few men perfected the use but the orcs took hold of it and often decorate their weapons with the strange scalp-locks. It is not uncommon for woodland elves to use them either.

Any weapon that possesses a scalp-lock of the wazk has the same ability as the screech. Opponents must make a successful charisma save or suffer a -1 to hit and -1 damage, but only for the next combat action.

WEVEIN

NO. ENCOUNTERED: 1-4

SIZE: M

HD: 7(d8)

MOVE: 40 ft.

AC: 17

ATTACKS: 2 claw (1d4), 1 bite (1d2), tail (1d6) or whip (1d8)

SPECIAL: Darkvision 120 ft., Poison, Rend, Spell-like Abilities, Twilight Vision

SAVES: M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Aberration

TREASURE: 10

XP: 585+7

These creatures' appearance reflects the evil of their misspent lives. They are drawn and thin, pale humanoids. Their skin hangs from their bodies like sacks of wrinkled paper. It breaks off constantly, shedding as the aberration wanders the desolate places of the world. They have long arms, legs, fingers, and toes. Their nails are discolored, unkempt, and long; more like claws. Their heads, however, are tiny -- small hollow cavities with bulging eyes. Where the skull should be, there is only an empty hole and the broken shards of bone protruding from the withered flesh. They have a long tail that protrudes from their backside, it is bony and serrated.

Wevein are extremely evil and very violent, attacking anything they perceive to be vibrant or whole. They spend the greater part of their hollow existence fashioning barbed ropes out of their skin, lined with finger and toe nails, and broken chunks of bone picked from their skulls. They use these as whips to chastise and hound their victims.

COMBAT: In battle the wevein attack first with their whips, striking victims up to 12 feet away. They can use these weapons to deadly effect up close as well, however, when they close with a victim they far prefer to rend them with their claws, bite them and stab them with the bony end of their tail. They fight until destroyed.

POISON: The tail of the wevein is laced with poison. Anyone successfully struck by the tail must make a constitution save or suffer 1d8 points of damage and a -1 to all attribute checks. A successful save negates all the poison's effects.

REND: An opponent held in an wevein's grip is dealt a series of crippling blows, as the beast's iron-like claws and gnarled teeth slash and cut the victim. The unfortunate victim of this rending automatically takes damage from all of the creature's attacks. No saving throw is allowed to resist the damage, nor is the wevein required to make an attack roll.

SPELL-LIKE ABILITIES: The wevein is able to cast the following spells or spell like affects 1/day: *darkness*, *disjunction*, *insect plague*.



IN AIHRDE

During the long years of the Age of Aenoch, when the God Emperors ruled, the use of sorcery and witchcraft permeated all walks of life. Witches gathered in covens through the land and they haunted the goodly yeoman that were and are the backbone of the Kingdoms of men. More than the sorcerers, who always kept themselves aloft of the daily travails of men, the witches intervened and manipulated them. They hated witches most of all the sorcerers and when they found them, they burned them at the stake or cast them into deep pools tied to stones.

But fire is an ill used tool for evil and that madness of spirit often lives in the flames of its own anguish. So the wevein came to be; borne of the ashes of burnt witches. The evil that guided them in life takes on a shape of its own and is reborn in the form of these dreaded creatures. They are despised by all things and have little purpose other than to cause suffering.

WILLOWMAN

NO. APPEARING: 1

SIZE: L

HD: 11(d8)

MOVE: 30 ft., 20 ft. (Swim)

AC: 18/21 (back)

ATTACKS: 2 claws (1d6)

SPECIAL: Blend, Regeneration 2, Spell-like Abilities, Spikes

SAVES: M

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Fey

TREASURE: 11

XP: 2,600+11

These odd fey are thin, gnarled creatures vaguely humanoid in shape, though legs and arms are only vaguely discernible from

one the other. Its body is root-like with no discernible muscle or tissue. The face of the willowman always appears vaguely like the face of the one who gave it life, the one who cut down the willow tree. From its body, shoulders, head, arms and all grow short, leafless branches making the creature appear as if the back-side of its being are covered in small rooty spikes.

Willowmen are born where willow trees once grew but were cut down for one purpose or the other. At times when a tree in its prime falls and for reasons known to few if any the willowman grows. Upon the chewed up stump a small stand of bark grows, jutting several feet above the stump. This takes on a humanoid shape over the next 24 hours and eventually breaks free. It continues to grow and evolve until it is 4, 5 or 6 feet tall.

They are possessed of an unkind disposition, being born of regret and loss and they do not look upon any who approach the willow stump with kindness. They possess no language except some vague ability to speak to the trees, nor do they ever congregate, or hunt far from their stump. If they ever encounter the one who cut down their mother tree they are filled with a blind rage and will attack that individual without mercy.

On occasion druids befriend willowmen or charm them and they serve each other in whatever purposes drive them.

COMBAT: Willowmen begin an attack by balling up on the ground so that their spike-covered back is exposed to the enemy and unleash a barrage of spikes. They may do this twice before uncoiling and leaping upon their enemy with clawed hands.

BLEND: A willowman is virtually undetectable when it is in its native forest. It is considered invisible to all but elves, halflings, and gnomes, unless it reveals itself. Elves, halflings and gnomes may detect a willowman if they succeed at a wisdom check (CL 5).



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REGENERATION: The willowman regenerates 2 hit points per round.

SPELL-LIKE ABILITIES: The willowman is able to *entangle* (3/day), *sleep* (2/day), or *heal* (4/day).

SPIKES: Willowmen can release a barrage of 1d8 spikes from their back, arms or legs every other round. The effective range of this barrage is 50 feet. Each spike inflicts 1d6 points of damage. These spikes must be directed at a single creature, or at all creatures within a 10-foot area. Willowmen cannot control how many spikes they hurl in each barrage. They can hurl up to 32 in a single day.

IN AIHRDE

Willows trees are known for the healing powers, as well as their powers to put those unwary into a permanent sleep, and though they are not sacred, they are held to be special trees and not often cut down but by the ignorant, evil or purposely driven. The birth of the willowmen make cutting the tree down even that much more unnatural.

WITCH ORB

NO. ENCOUNTERED: 1-6

SIZE: M

HD: 2-10 (d10)

MOVE: 30 ft. (fly)

AC: 12

ATTACKS: None

SPECIAL: All-around Vision, Darkvision 60 ft., Flight, Spells, SR 2

SAVES: M

INT: Average

ALIGNMENT: Lawful Neutral or Lawful Evil

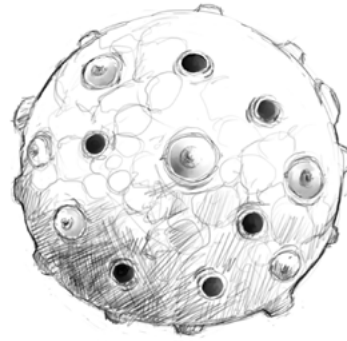
TYPE: Aberration

TREASURE: 5

XP: 2HD: 32+2 | 3HD: 65+3 | 4HD: 130+4 | 5HD: 260+5 | 6HD: 390+6 | 7HD: 720+7 | 8HD: 1,025+8 | 9HD: 1,600+9 | 10HD: 2,400+10

The witch orb is a rare creature that resembles a plant spore. Its entire body is little more than a round sphere, usually deep green, or yellow in color. It possesses multiple eyes, ranged all around its body. There are apertures that resemble mouths, but are in fact apertures from which it extends long rubbery looking tubes. These tubes exhale or inhale air and gases giving the creature its flight and ability to move. It is forever extending these tubes and sending out puffs of gas, moving it, or keeping it still. The exhaled gas contains thousands of tiny spores that constantly hover around the creature or trail in its wake. The orb is rather slow in its movement.

The witch orb is in fact a type of plant. It is very intelligent. The orb does not have the ability to speak, rather they communicate through telepathic means. They are apt spell casters, being complete masters of the druidic or cleric arts.



The creature is not necessarily aggressive, though they possess all the ruthlessness of the natural world. They have no pity for any living creature; indeed, they do not possess the ability to pity other creatures any more than a lion that devours the last elk on the plain. Witch orbs are as indifferent to the world as is nature. They live in almost any climate or terrain, even cities and towns seeing the world, man, elf, orc, and dwarf as no different from the forests or deserts.

COMBAT: These creatures are druidic type creatures. They possess all the class abilities of a human cleric or druid and his ability to cast spells. They cannot use any type of weapons or armor. In battle, they generally retreat from a foe while casting spells. They never stop moving. If they are able, they hide themselves in ambush.

ALL-AROUND VISION: It is impossible to surprise, sneak up on, or gain a back attack on the witch orb, as its eyes range around its head. It also never sleeps.

FLIGHT: Their natural buoyancy allows them to *fly* as the wizard spell at a speed of 20 feet. The buoyancy also grants a permanent *feather fall* effect with personal range.

SPELLS: Can use druid or cleric spells of a level commensurate with their hit dice. Example: a witch orb of 4 HD casts spells as a 4th level druid.

IN AIRHDE

These bizarre aberrations were once a devoted follower of Unklar. Men who joined the priesthood of Unklar underwent a series of rituals in which they devoted themselves to his service. Those strong enough to survive the induction and the early years of servitude merged with the corruption of Aufstrag. They served as priests, roaming with the armies, working with his minions as religious guides, taking the uninitiated through the maelstrom of dogma that became the worship of the horned god. They were clerics and druid.

But that fell tower, bathed in the sufferings of the innocent and noble, affected all who dwelt there, and none more so than the priests, for they served his corruption in the dark shadows of the High Priestess Nectenebo. Here all things knew the torments of hell and the evil of it raged upon the clergy so much so that their visage changed. In time, they transformed into hideous

creatures, malformed and twisted. Their flesh dissolved, slowly so that walking became painful and they learned how to fly. Slaves took care of their physical needs and they lay aside their limbs, shedding them as so much dead weight. In time they sprouted eyes to see all around them for they suspected treachery in all corners. Great fissures sprung up across the rump of their body and from these fissures they exhaled spores that guided them, keeping them afloat.

In this form, they served the horned god and his High Priestess Nectenebo. Some continued the transformation, growing into more powerful creatures, the witch stalk, but these were rare and very powerful (*see witch stalk*).

Many say that the witch orb is a corruption of the goddess Mordius. That somehow Unklar channeled that lord of nature's essence into his priesthood and that they in truth became as plants, changing with the seasons of Unklar's power. It is known that when Unklar fell, the witch orbs found themselves without purpose and soon drifted apart. Some went mad and fled into the dark places of the world. Others took the new world in stride and have since adjusted to it and thrive where they can find safety. They are like all sentient beings, some have recanted their evil ways and turned to a more certain path, others continue to worship the dark.

WITCH STALK (CUNAM)

NO. ENCOUNTERED: 1

SIZE: L

HD: 18(d12)

MOVE: 40 ft. (fly)

AC: 22

ATTACKS: Nil

SPECIAL: All-Around Vision, Clairaudience/Clairvoyance, Flight, Regeneration 3, Spells, SR 12, True Seeing

SAVES: M, P

INT: Supra-Genius

ALIGNMENT: Lawful Evil

TYPE: Aberration

TREASURE: 22

XP: 18,400+18

The witch stalks are strange orbal creatures more reminiscent of a jellyfish than anything else. Their huge bodies float suspended in the air by tubes shooting jets of gas. Long stalks hang from their undercarriage like tentacles, though they are largely lifeless, though they shroud a huge, gapping, fang-filled mouth that lies on the creature's underside. Multiple eyes dot the creature's body, allowing it to see in any direction. Its skin is thick, covered in shell-like plates.

These solitary creatures are powerful servants of the law; they are evil and seek to bring their own brand of tyrannical order to all things. To this end, they build fortresses, temples, or other complexes from where they control anyone and anything with which they come in contact. They are often in league with other like-minded creatures, using orcs and their ilk as the mainstay of their minions.

Highly religious, the witch stalk attempts to control the world through their own innate magical abilities. They adhere to either a clerical or druidic philosophy. Those witch stalks who attempt to control nature do so to the extreme, organizing plant placement and even the size of the plants. Their "gardens" are beautiful affairs and often massive, for every area they control is perfectly manicured.

Witch stalks occasionally work together; in such cases they battle for dominance.

COMBAT: The witch stalk is almost impossible to surprise and keeps a constant watch around him; furthermore they use their true-seeing abilities and their natural clairaudience and clairvoyance to see and hear beyond their normal vision. They have no means of physical attack, relying on spell-craft for the safety and defense.

ALL-AROUND VISION: It is impossible to surprise, sneak up on, or gain a back attack on the witch stalk as its eyes range around its head. It also never sleeps.

CLAIRAUDIENCE/CLAIRVOYANCE: They have these dual abilities as a permanent spell-like effect.

FLIGHT: Their natural buoyancy allows them to fly as the wizard spell at a speed of 20 feet. The buoyancy also grants a permanent *feather fall* effect with personal range.

SPELLS: Witch-stalks are able spells casters and possess cleric or druidic spell abilities. They have the abilities of an 18th level cleric or druid with a wisdom of 21.

TRUE SEEING: They have this ability as a permanent spell-like effect.

IN AIHRDE

The Cunam-Liath, the "The Eye Above, the All Seeing Priest," what common men called the Witch Stalk, were the High Priests of the Horned God. These served under the High Priestess, who answered only to Unklar. They ranged far and wide across the land,



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commanding the religious orders and temples. They embodied the law and evil of the Winter Dark and were the tools which forced the regime of servitude and order on all things. Hated by all, including the soldiery, generals, lords, royalty, and commoners, the cunam never failed to carry out the will of the Dark Lord; in fact, they went beyond his will, imposing an almost stagnating dominance upon society and the world.

These creatures formed after decades of service, morphing from man to beast (see the witch orb above) until they did not resemble their human forms. But unlike the witch orbs, when the Winter Dark Wars ended the rule of Unklar, the cunam could not divorce themselves of his worship. They fortified their temples and towers, hiding themselves from a now hostile world; with magic, they blended with the new world, becoming one with it but never joining it. Now they watch and wait, plotting for the return of their dark master.

X, Y, Z—

YEDAE

NO. ENCOUNTERED: 1

SIZE: L

HD: 17(d8)

MOVE: 50 ft.

AC: 28

ATTACKS: 2 Claw (1d12), Gore (1d20)

SPECIAL: Roar of Utriel, Summon Storm, SR 11

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: 18

XP: 8,900+17

The beast is huge, bound and corded in muscle. Ape-like, the yedae are able to walk on their two short legs, or bowl over and charge on all four. Wide, roundish-flat snouts adorn their heads; thick, sharp teeth, built for rending and tearing, line the snout. Beyond the snout, the face widens into sallow cheek-like jaw bones, from which two massive tusks sprout. The tusks bend up, curving toward the heavens and are always adorned. The yedae's eyes are small, beady, and dark. A thick white fur covers the creature from head to foot. A long tail, ending in a knobby truncheon crowns the formidable creature. Massive wings adorn it as well, stretching from their backsides, with a wingspan of a score or more feet.

The yedae are rare, solitary creatures that live in frozen tundra, high mountains, glaciers, and similar frigid environments. Voracious hunters, they stalk and kill anything that crosses their path, from mountain goats to wandering people. They hole up in deep dens, preferring ice caves. Here they hoard their treasures. They place tremendous value on gold, particularly jewelry. They often adorn their tusks with golden bands and rings to mark their wealth.



Intelligent creatures, the yedae speak the Vulgate or common speech. They speak the secret languages of their alignment as well. They do not often converse with anyone however, filled as there are with a constant nagging hunger.

COMBAT: The yedae are fearsome in combat. They stalk their prey from the ground, but when they spy prey, they take wing. Once airborne, they summon storm and follow it into the attack. Rising into the air, they fall upon their victims from above. They prefer to rend and tear their victims, lifting them off the ground and dropping them; falling upon the broken forms to slay them. Only when hard pressed, or faced with multiple foes do they use the roar of utriel.

SUMMON STORM: The yedae is able to conjure a violent short lived tempest. The storm rises suddenly, in only a few rounds, preceded by a massive gust of wind that brings clouds together in a swirling maelstrom. The wind brings ice and snow so thick that it blinds those it strikes. The storm centers upon the yedae, but quickly moves as he directs it, covering an area of roughly 1,000 square feet. Once summoned, the yedae can only direct the storm in one direction, he cannot redirect it once

its course is set. Those caught in the maelstrom are blinded; it obscures all sight, including special visions, beyond 5 feet. The thundering winds reduce sound in a similar manner. The effect of the storm lasts for 20 rounds. There is a small chance, 1 in 4, that the storm produces hail. If so, anyone caught in it suffers 3d6 points of damage.

ROAR OF UTRIEL: The yedae's roar is massive, sounding more like a deep, resonate, guttural growl that echoes the empty places of the frozen world. The blast is loud and frigid. It consists of two parts; the first is a wave of sound that blasts the victims as the spell. Any creature within a 100 foot radius of the creature suffers 1d10 points of damage. Those who fail to make a successful wisdom save are stunned for 1 round. The sound wave precedes the frozen blast of its icy breath. In the same round that the sound strikes anyone within the breath's path, a 20 foot cone directly in front of the creature, must make a successful constitution save or suffer 6d6 points of damage. A successful save reduces the damage by half.

IN AIHRDE

In the early days of Unklar's reign, when the world had not yet grown accustomed to the Winter's Dark, the Horned God labored in the deeps of Festung Aufstrag. There he bent his back upon the forges of Klarglich, molding himself as the All Father. Though it was always his thought that he was as the All Father should have been, in truth he was a shadow of the creator only; and all his endeavors were but pale reflections. In these labors he cast creatures into form and set them upon the world so that through terror they might weaken the resolve of all those who might oppose the lordship of Aufstrag. Of this stock were the yedae.

Powerful beasts, the yedae hold the honor of one of Unklar's earliest creations. He fashioned them after his own form and filled them with a hunger that they could never sate. He set them loose upon the world during the long years of the War of the Gods. They hunted in packs at first, but in time, spread throughout the realms of Aihrde, following the snowfall. Men grew to fear the storms for often they brought the yedae with them and the terror of their wild hunts. Ever were the yedae driven by their master's rage and hate. When he roused himself to war, they went mad with a lust for destruction even if thousands of miles sat between them and the Horned God. His ire emboldened their strength.

When the long wars ended and with Unklar's reign cemented, he forgot the yedae. Indeed, they passed from his waking memory even before the wars ended. So the creatures wandered Aihrde, settling into deep caverns and holes. During the long civil wars of his reign they returned to haunt the peoples of the Winter Dark, becoming yet another terror in the long list of agonies of that age. But when he passed from the plane and into the Void from whence he came, the yedae fled. They climbed into the high mountains where the glaciers held sway; they entered ice-caves and hid themselves underground. There they have remained, roused only by intruders or dark sorceries that conjure them from their dreaming sleeps.

YRTH

NO. ENCOUNTERED: 1-4

SIZE: L

HD: 7(d8)

MOVE: 40 ft.

AC: 18

ATTACKS: Bite (1d12)

SPECIAL: Camouflage, Deepvision, Electrical Shock, Fly, Passwall

SAVES: P

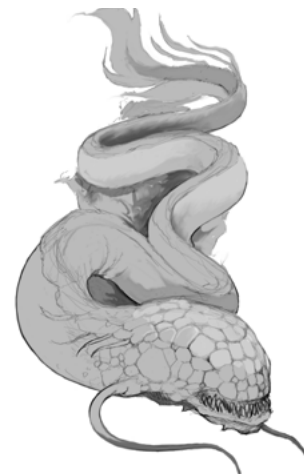
INT: Inferior

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 8

XP: 585+7



The yrth are creatures that dwell underground. They are long, flat, and wide with huge heads. Scores of fangs fill their wide jaws, but these fangs never quite fit into the mouth when it's closed. Hard skin around the mouth bears the marks of their own teeth-ruts, carved from years of holding their jaws clamped shut. Long tendrils hang around the beast's mouth; they are constantly moving, gyrating in the air before the creature. Along their back is a low ridge of flat bone that continues to the end of the beast's tail. The tail itself sports a large, horizontal fin that provides the creature with its forward motion. The yrth have no eyes or nose.

The yrth are strange creatures that swim through the air as a fish does water. They rarely touch the ground. They move from cavern to cavern through an innate passwall ability, spending their entire lives in darkness. They feel their way through a host of small pits lining their head and along the bony apertures along their flanks. These serve as very primitive sonar similar to the bats.

Territorial creatures, the yrth find a habitable den and nest there until forced out or slain. Their dens usually consist of fissures or holes beneath ledges, rocks, or outcroppings. They spend much of their lives in a dormant state, without need of any nourishment. But they do not sleep and are constantly aware of what is going on around them.

COMBAT: The yrth attack any potential prey that passes in front of their den. They begin their attack by whipping a tendril out to strike the prey with the electrical shock. They quickly follow the shock attack by lunging from their den and delivering a nasty bite. They continue to shock and bite until the prey is dead at which point they drag it into the den and devour it.

CAMOUFLAGE: The yrth is almost impossible to detect when lying in its den. The creature looks like the rock it lays beneath and does not breathe or move. It has no eyes to reflect light. Because of this they gain an automatic +5 to their hide checks, +10 to their surprise checks.

ELECTRICAL SHOCK: The yrth possess two tendrils, each of which deliver a shock to those they strike. The creature must

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score a successful touch attack on the victim. The victim must make a successful dexterity save or suffer 1d8 points of damage.

FLY: They are able to fly as the *fly* spell. It is permanent.

PASSWALL: Every round, they are able to pass through a rocky wall or surface, much as the spell of the same name. The tunnel is six feet wide, 5 feet high and 20 feet deep. They cannot defend themselves or attack while using this ability.

IN AIHRDE

The yrth derive their name from the dwarven word “Yruth,” which translates into “beneath the stone” or more appropriately “something found beneath an overturned stone.” The dwarves encountered them when they first began to tunnel beneath the mountains. They encountered the creatures in natural caverns; soon the creatures began to appear in dungeons and the deeps as well, hunting dwarves for food. They proved a constant problem and persist to hound all those who pass beneath the stony facades of the world’s mountains.

YUFELUN (ROCK HOUND)

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 5d10

MOVE: 60 ft.

AC: 17

ATTACKS: 2 Claw (1d4), Bite (1d10)

SPECIAL: Acid Attack, Improved Grab, Scent, Keen Vision

SAVES: P

INT: Animal

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 5

XP: 240+5

These beasts possess the general shape of large dogs. Barrel chests, massive legs, broad neck, and a huge head make these creatures stout as any rock. Their claws are thick and sharp; the fangs, though short, are manifold and bent inwards, designed for rending. But their most prominent features are the horns that ride their skulls. These coiled horns extend the beast’s thick skull, marking the yufelun’s age. The greater beasts have very long horns, lesser beasts have lesser horns.

The yufelun hunt in small packs of one to four; though there is no order to their hunting, nor planned attack where one yufelun takes up one task and another a different task. They hunt until they find a target and if the opportunity is ripe they attack, one at the time or all together.

The creatures do not breed. The orcs spawn them from sorcerous pits. They are born full grown and as intelligent as they ever get. They begin hunting immediately.

It is very common when encountering any number of rock hounds that an orc habitation is nearby as the creatures rarely travel far from their masters.

COMBAT: The yufelun attack by leaping upon their prey and pulling them down. The attacks are always disorganized and rarely in concert with one another. They bite, holding a prey as long as they can, allowing their acidic breath to burn and scald their prey.

ACID ATTACK: When the yufelun successfully grabs a target with their improved grab, after one full round, the beast is able to cough up acids, scalding the victim. The victim must make a successful constitution save or suffer 1d8 points of damage.

IMPROVED GRAB: After being struck with both claw attacks, the victim must make a successful strength save or be held immobile in the creature’s clutches. A victim held immobile cannot move, but is allowed to make a strength check each round to try and break free from the creature’s grip.

IN AIHRDE

The orcs made their first home in the Marl. There they tunneled beneath the earth, building deep holes and dungeons. Their towers crept up the mountains, and grim fortresses rode the jagged ridges. They polluted the land with their foul refuse. From those mountains they waged a tireless war against the elves that came from the north and east. These wars the orcs and elves fought in the distant past in the forests and mountains; desperate battles fought in lonely places. But the elves proved the more skilled in stealth and strategy and ever the orcs found themselves outmatched. But their numbers gave length to their kingdom’s wars.

They used these years to manufacture weapons of war, to concoct potions and foul sorcery to fight the elves, to fashion armor and to breed beasts of wicked design. Such were the yufelun; through foul sorcery they brought these creatures to life, wrapped in the irksome sludge of the mountain’s vomit. The yufelun, the rock hounds, came from the dark and hunted in the dark, blessed with keen senses and an ability to stalk elves even in their own country made the rock hounds prized beasts to the orcs, and feared monsters for the elves.



ANIMALS

ANTELOPE

NO. ENCOUNTERED: 1-100

SIZE: M

HD: 2d8

MOVE: 60 ft.

AC: 15

ATTACKS: 2 hooves (1d4), Gore (1d8)

SPECIAL: Scent, +2, on all surprise rolls, Stampede

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 15+2

The name “antelope” can apply to a large number of hooved, horned animals, including pronghorns, gazelles, the straight-horned duikers, the spiral-horned bushbucks, hartebeests and/or other plain antelopes, marsh antelopes, desert antelopes, pygmy antelopes, and many others.

COMBAT: Antelopes are grazing animals that instinctively flee in the face of danger. If cornered or otherwise unable to escape, however, they use their horns, hooves or even bite to fend off their foes.

STAMPEDE: A frightened herd of cattle flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size large or small that gets in their way, dealing 1d6 points of damage for every five cattle in the herd (CL 17) A successful dexterity save reduces the damage by half.

BUFFALO (CATTLE)

NO. ENCOUNTERED: 1-60

SIZE: L

HD: 5(d8)

MOVE: 40 ft.

AC: 16

ATTACKS: Gore (2d8)

SPECIAL: Scent, +2 on surprise rolls, Rage, Stampede, Trample

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 200+5

Buffalo are large herbivores that travel in small or vast herds. They generally follow one dominant bull and several smaller bulls. They are migratory, moving over the plains in seasonal patterns. They are very large, averaging 5-6 feet at the shoulder. They can be aggressive, but generally flee from any perceived danger. The bulls on the other hand become very aggressive when threatened.

COMBAT: Buffalo bulls are notorious for their ill tempers and are easily provoked. Once enraged, they wildly attack any nearby moving target. The following applies only to bulls, whether cattle or buffalo.

RAGE: When injured, a bull must make a wisdom save (CL 15). If it fails, the bull flies into a rage. The bull gains phenomenal strength and durability, but becomes reckless and less able to defend itself. The bull temporarily gains +4 to its attack and damage rolls, but suffers a -2 penalty to AC. The rage lasts until the bull is slain or the danger removed.

TRAMPLE: When a bull attempts to overrun an opponent, the target may not choose to avoid it. The target must make a successful dexterity save or suffer being knocked down, the bull may immediately make a gore attack against him or her, gaining +5 on its attack roll.

STAMPEDE: A frightened herd of cattle flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size large or small that gets in their way, dealing 1d12 points of damage for every five cattle in the herd, strength save CL 17 for half damage.

CAMEL

NO. ENCOUNTERED: 1-8

SIZE: L

HD: 3(d8)

MOVE: 30 ft.

AC: 14

ATTACKS: Bite (1d4)

SPECIAL: Scent

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 30+3



These even-toed beasts of burden carry large deposits of fatty tissue on their backs called humps. They are tall, about six to seven feet in height and weigh anywhere from 800 to 1,400 pounds. They are generally brown or dark brown.

Domesticated camels are common in almost every region the camel lives. They are used as beasts of burden, pack animals, and war mounts. They can generally carry about 20% of their body weight. They are extremely stout and able to travel long distances without nourishment, often losing up to 40% of their body weight before dying.

COMBAT: Camels are normal herbivores and though they can be very aggressive, they do not generally engage in any form of combat. They flee at the first sign of danger.

ANIMALS

CARIBOU (REINDEER)

NO. ENCOUNTERED: 5-30

SIZE: L

HD: 4 (d8)

MOVE: 50 ft.

AC: 14

ATTACKS: 2 Hooves (1d4), Gore (1d8)

SPECIAL: Scent, +2 on surprise rolls, Trample

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 100+4

Caribou are arboreal creatures that prefer colder climes. They travel in small to very large herds led by a dominant buck.

COMBAT: Caribou are herd animals that instinctively flee in the face of danger. If cornered or otherwise trapped, however, their horns and hooves can be formidable weapons. The bucks can attack with a trample.

TRAMPLE: When a buck attempts to overrun an opponent, the target may not choose to avoid it. If the buck knocks the target down, it may immediately make a gore attack against him or her, gaining +5 on its attack roll.

CRAB, GIANT

NO. ENCOUNTERED: 1-6

SIZE: M

HD: 3 (d8)

MOVE: 20 ft., 30 ft. (swim)

AC: 20

ATTACKS: 2 pincers (1d6)

SPECIAL: Hide, Improved Grab

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 1

XP: 40+3

Giant crabs are unnaturally large crabs, standing roughly waist-high to an adult human and well-protected by a thick, horny, natural carapace.

COMBAT: Giant crabs aggressively attack using their pincers.

HIDE: If it is underwater, the giant crab gains a +2 to all hide checks.

IMPROVED GRAB: After being struck with both claw attacks, the victim must make a successful strength save or be held immobile in the creature's clutches. A victim held immobile cannot move, but is allowed to make a strength check each round to try and break free from the creature's grip. In any round the victim remains held, the giant crab does automatic damage.

DOG, WAR

NO. ENCOUNTERED: 1-10

SIZE: M

HD: 2 (d10)

MOVE: 40 ft.

AC: 17

ATTACKS: Bite (2-7)

SPECIAL: Scent, Lockjaw, +2 on surprise rolls

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 20+2

These are large breed dogs, bred and trained for combat; i.e. mastiffs, great danes, huskies, german shepherd, doberman pinchers, etc. They are able to wear armor.

COMBAT: War dogs are aggressive animals trained to participate in combat situations. They attack using their deadly fangs.

LOCKJAW: When a war dog scores a hit with its fangs, it has the option of locking its extremely powerful jaws onto its victim. While so locked, the dog suffers a -2 to its armor class, but each round thereafter it does bite damage automatically.

DOLPHIN

NO. ENCOUNTERED: 2-20

SIZE: M

HD: 3 (d8)

MOVE: 80 ft. (swim)

AC: 15

ATTACKS: Bite, (1d6), Slam (2d4)

SPECIAL: Blindsight, +4 to all spot checks

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 20+3

Friendly, playful marine mammals, dolphins are highly intelligent. Species of dolphins can live in almost any body of water.

COMBAT: Dolphins attack opponents by butting them with their powerful snouts.

BLINDSIGHT: Dolphins can "see" underwater by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the dolphin to rely on its vision, which is approximately as good as a human's vision.





EAGLE (BALD, GOLDEN, HARPY)

NO. ENCOUNTERED: 1-4

SIZE: S

HD: 1(d6)

MOVE: 100 ft. (fly)

AC: 14

ATTACKS: 2 talon (2 point each)

SPECIAL: Keen Senses

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 5+1

Eagles are large birds of prey that range in size and color. The bald eagle is black with a white head; the golden eagle is dark brown, the harpy eagle's white body contrasts with its black head and wings. They are very intelligent birds, though do not lend themselves to training as well as hawks do. They are aggressive hunters. They range up to three to four feet in length with a wing span from four to six feet.

Eagles live in small hunting pairs, ranging in and around their nesting area. Their size and temperament keep them from being used as familiars and hunting birds.

COMBAT: The eagle is not going to attack anything it cannot eat, however they will attack creatures that threaten their nests.

KEEN SENSES: Eagles see four times as well as a human in shadowy illumination and twice as well in normal light. They also have the scent ability. They have superior hearing as well and are able to pinpoint almost any opponent unless the target is magically hidden, such as with an *invisibility* spell.

IN AIHRDE

The gnomes of Aihilde hold the eagle as a holy bird and abhor killing one under any circumstances. When they first came to Aihilde, or so their legends relate, they were befriended by giant eagles. These eagles led them down the mountains to the safer, warmer climes of the plains. A gnome commonly blesses a friend or companion with the adulation, "May the eagle carry you."

EPIHIPPIUS

NO. ENCOUNTERED: 1-10

SIZE: S

HD: 1(d8)

MOVE: 50 ft.

AC: 12

ATTACKS: 2 Hooves (1d4)

SPECIAL: Scent

SAVES: P

INT: Average

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 7+2

This small equine stands about three feet at the shoulder. It has a long snout, small ears, and wide eyes. They range in color from light brown to spotted or striped. They are odd for horses, as they have five toes on each foot, and no hoof, though their central toe is longer and thicker.

These creatures are extraordinarily swift for their size and can be very aggressive. Their heightened sense of intelligence allows them to understand more than an average horse. They are more versatile than larger horses too, their toes allowing them to grip while climbing simple slopes and rugged terrain.

Very social, they travel in small, tight-knit herds.

COMBAT: The epihippus, like most herd animals, avoid combat by fleeing. If pressed they use their claws to strike. Large heavier epihippus have 2d8 HD (XP 15+2), and can bite for 1d2 points of damage.

IN AIHRDE

Little used by the early inhabitants of Aihilde, the epihippus did not come into its own until the Winter Dark, when the surviving Halfling tribes began taming them and using them as warponies. They quickly developed a symbiotic relationship with the beasts, able to speak with them through a variety of emotive response, body signals, and gestures.



ANIMALS

FERRET

NO. ENCOUNTERED: 1-6

SIZE: S

HD: 1 (d2)

MOVE: 20 ft.

AC: 11

ATTACKS: Bite (1 point)

SPECIAL: Scent, +2 on Surprise, Hide

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 9+1



Ferrets are small rodents long of body. They have acute hearing and smell. These inquisitive animals are nocturnal, hunting insects, birds, and smaller rodents. Ferrets make ideal pets and familiars.

COMBAT: Ferrets avoid battle if they can. If cornered they can deliver a wicked bite and scratch but they never stay to fight, always attempting to flee.

HIDE: Any ferret gains a +10 on its hide checks.

FOX

NO. ENCOUNTERED: 1-4

SIZE: S

HD: 1 (d6)

MOVE: 20 ft.

AC: 14

ATTACKS: Bite (1d2)

SPECIAL: Scent, +2 on Surprise, Hide

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 9+1

Foxes are renowned as clever animals, able to avoid the hunter's hounds which seek them for their valuable furs. They are most active at night, but are occasionally active during the day. Their tails are always tipped white, while their legs, feet, and tips of the ear are always black. The rest of their coat, however, is varied in color, most commonly red, though silver and platinum foxes are also known.

COMBAT: Foxes avoid battle if they can. If cornered, they can deliver a wicked bite.

HIDE: Any fox gains a +10 on its hide checks.



GAR, GIANT

NO. ENCOUNTERED: 1-6

SIZE: L

HD: 4(d8)

MOVE: 80 ft. (swim)

AC: 15

ATTACKS: Bite (1d10)

SPECIAL: Swallow

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 4

XP: 70+4

The predatory giant gar are long, thick fish, ranging up to 12 feet, though occasionally really large ones reach 15 feet in length. Their mouths are wide and lined with hundreds of razor sharp teeth.

The giant gar live in most waters, as there are fresh and salt water species. They travel in small schools of up to six, preying on almost anything that enters the water.

Giant gar do not den nor stay in one area for any length of time. Any treasure they have has been swallowed.

COMBAT: The giant gar attack by swooping in and biting a prey and then moving out as fast again, passing around for another strike.

SWALLOW: A giant gar can attempt to swallow any small sized creature. When a giant gar rolls a 20 on a bite attack, the victim must succeed at a dexterity save (CL 2) to avoid being swallowed. Any creature swallowed by a giant gar suffers 2d8 points of damage per round. A creature trapped inside the gar's gullet may attack only with a dagger that was readied in hand (or short sword if a halfling or gnome); if such attacks do total damage equal to at least half the hit points of the giant gar, the gar dies, and the victim is freed.

HAWK (RED-TAILED)

NO. ENCOUNTERED: 1

SIZE: S

HD: 1(d4)

MOVE: 120 ft. (fly)

AC: 13

ATTACKS: 2 talons (1 point each)

SPECIAL: Keen Senses

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 5+1

Hawks are common birds of prey. The red-tailed hawk is one of the largest of this species, ranging up to 2 feet in length with a



wingspan of four plus feet. They are dusky brown, with bright red tail feathers. The female is always larger than the male.

They are very social animals, and susceptible to training. They are used as sporting creatures, familiars, and in hunting.

COMBAT: The hawk is not going to attack anything it cannot eat, unless it has been trained to do so. However, even trained hawks generally only attack by swooping upon their prey.

KEEN SENSES: Hawks see four times as well as a human in shadowy illumination and twice as well in normal light. They also have the scent ability. They have superior hearing as well and are able to pinpoint almost any opponent unless the target is magically hidden, such as with an *invisibility* spell.

IN AIHRDE

The Ethrum hold the hawk to be a sacred animal and any of that tribe shy away from actively killing them. More common folk sacrifice to the hawk; the nobles of Kayomar keep the birds in large aviaries, as doing so is a sign of wealth and prestige.

HIPPOPOTAMUS

NO. ENCOUNTERED: 2-16

SIZE: L

HD: 8 (d10)

MOVE: 20 ft., 30 ft. (swim)

AC: 16

ATTACKS: Bite (1-8)

SPECIAL: Trample

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 5

XP: 375+8

Hippopotami live along the muddy banks of slow-moving rivers. They are short-legged and broad bodied, with a tough gray or brown hide. Their large bodies are extremely buoyant, and they spend most of their time either swimming or submerged while

feeding upon aquatic plants. Any treasure they may have is always found at the bottoms of the riverbeds they occupy.

COMBAT: Hippopotami are extremely aggressive and are known to viscously attack anything that gets too close by using their powerful maws.

TRAMPLE: When fighting on land, a hippopotamus can trample medium or smaller creatures for 2d6 points of damage. A successful dexterity save reduces the damage by half.

LEOPARD

NO. ENCOUNTERED: 1

SIZE: L

HD: 3 (d8)

MOVE: 40 ft.

AC: 15

ATTACKS: 2 Claws (1d4), Bite (1d8)

SPECIAL: Rake, Scent, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 50+3

Leopards are large cats, that range up to five feet long (more with the tail), are spotted and weigh several hundred pounds. They are solitary hunters that bear litters of up to 3 young. Solitary hunters, they only travel in the company of other leopards when a mother is raising its young. They are able climbers and often rest from the heat in trees. They range in tropical zones, but are found in deep jungles and on the open savannah.

COMBAT: The leopard stalks its prey, leaping whenever the prey gets close enough to attack.

RAKE: If a leopard successfully bites, it can make two rake attacks with its hind legs. These attacks have an additional +1 bonus to hit, and inflict 1d4 hit points of damage each.



ANIMALS

LLAMA

NO. ENCOUNTERED: 1
SIZE: M
HD: 2(d8)
MOVE: 40 ft.
AC: 12
ATTACKS: 2 Hooves (1d4)
SPECIAL: Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 15+2

Llamas are four legged herbivores that range between five and six feet tall. They weigh between 250 and 500 pounds. Their fur is thick and curly, white, brown, black, or a mixture of these.

The llama is a social animal and generally found in herds that range over high mountain meadows and prairie. Men commonly train the llama as beasts of burden. They are able to carry up to 15% of their body weight. They do not make good mounts, but are occasionally used as such.

COMBAT: Llamas do not attack anything, and generally flee from threats. They can be trained, however, to serve as guards over flocks of other animals or even campsites.

MONKEY

	SMALL (SPIDER)	LARGE (CHIMPANZEE)
NO. ENC.:	10-60	10-60
SIZE:	S	M
HD:	1 (d4)	2 (d8)
MOVE:	20 ft., 30 ft. (scale)	20 ft., 30 ft. (scale)
AC:	12	14
ATTACKS:	Bite (1d2)	Bite (1d6)
SPECIAL:	Scale, Scent	Scale, Scent
SAVES:	P	P
INT:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
TYPE:	Animal	Animal
TREASURE:	None	None
XP:	9+1	20+2

Monkeys range in size from 18 inches, all the way up to four feet. They are quadrupeds that are able to walk upright. Many monkeys have tails that enable them to be superb climbers. Long fingers and thumbs give most monkeys the ability to use tools and to get at items most other animals could not.

Monkeys are highly social animals and often congregate in large groups. Territorial, they become very aggressive and

noisy whenever any creatures enter their domain. It is almost impossible to pass through or near a pack of monkeys quietly.

COMBAT: Most monkeys avoid battle with anything that might hurt them, though they do attack and harass creatures that threaten them. Larger breeds such as baboon and chimpanzees attack when threatened, delivering a terrible bite. These monkeys always come to the aid of others in their own pack.

SCALE: Monkeys can climb as if they were a ranger of a level equal to their hit dice.

MULE

NO. ENCOUNTERED: 1
SIZE: L
HD: 2(d8)
MOVE: 40 ft.
AC: 14
ATTACKS: 2 Hooves (1d4)
SPECIAL: Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 15+2

The mule is a short, stocky herbivore bred by crossing a donkey and a horse. They are stout animals that range between 800 and 1,000 pounds, standing about three to four feet at the shoulder. They range in colors but are generally grey or white.

The mule is strong, able to carry about 20% of its body weight in dead weight. This is roughly equal to a horse but the mule is generally more intelligent, requires less food, and can travel distances more rugged and longer than a horse.

COMBAT: Mules avoid combat whenever they can. They can neither be trained nor work well as war steeds. They flee when they can.



RAM (BIG HORN SHEEP)**NO. ENCOUNTERED:** 1-12**SIZE:** M**HD:** 3 (d8)**MOVE:** 30 ft.**AC:** 14**ATTACKS:** Head butt (1d6)**SPECIAL:** Ram, Scale, Scent**SAVES:** P**INT:** Animal**ALIGNMENT:** Neutral**TYPE:** Animal**TREASURE:** Nil**XP:** 25+3

Wild sheep are agile mountain climbers found in a variety of mountainous regions. The males, known as rams, defend themselves with large, spiraling horns. Females, known as ewes, have much smaller and less curved horns

COMBAT: Rams can be aggressive, charging at opponents and head butting them with their horned head. Ewes will flee at the first sign of combat unless cornered. If cornered, ewes attack, but their horns only do 1d3 points of damage.

RAM: A ram's head butt can deliver massive force. If the ram scores a critical hit, the force of the blow does double damage.

SCALE: A ram can climb as if it was a ranger of a level equal to its hit dice.

RHINOCEROS**NO. ENCOUNTERED:** 1-6**SIZE:** L**HD:** 6(d8)**MOVE:** 50 ft.**AC:** 19**ATTACKS:** Gore (1d12)**SPECIAL:** Scent, +2 on Surprise Rolls, Trample**SAVES:** P**INT:** Animal**ALIGNMENT:** Neutral**TYPE:** Animal**TREASURE:** Nil**XP:** 240+6

The rhinoceros is a large herbivore that sports one or two horns on its broad head. They are heavily armored, with thick plates of overlapping skin. Both male and female rhinoceroses are very aggressive and territorial.

COMBAT: They attack by charging an opponent and goring them with their horn. The gore attack is followed by a trample.

TRAMPLE: The rhino can trample any creature of small or medium size. Any creature that fails to make a dexterity save suffers 4d4 points of damage.

VULTURE**NO. ENCOUNTERED:** 1-12**SIZE:** S**HD:** 1(d6)**MOVE:** 10 ft., 80 ft. (fly)**AC:** 16**ATTACKS:** Claw (1d2)**SPECIAL:** Keen Senses**SAVES:** P**INT:** Animal**ALIGNMENT:** Neutral**TYPE:** Animal**TREASURE:** 1**XP:** 5+1

Vultures are large birds that look rather ungainly as they flutter about the corpses of the animals they eat to sustain themselves. Vultures feed on carrion, though they have been known to attack small or newborn animals. Many vultures are mute, as they lack a larynx with which to produce noise. The largest vultures can have over 10-ft. wingspans.

COMBAT: Vultures sometimes fight amongst themselves when food is scarce, squabbling over small pieces of carrion. Otherwise they are non-aggressive.

KEEN SENSES: Vultures see four times as well as a human in shadowy illumination and twice as well in normal light. They also have the scent ability. They have superior hearing as well and are able to pinpoint almost any opponent unless the target is magically hidden, such as with an *invisibility* spell.

VULTURE, GREATER**NO. ENCOUNTERED:** 1-10**SIZE:** Large**HD:** 4(d8)**MOVE:** 20 ft., 80 ft. (fly)**AC:** 15**ATTACKS:** 2 Talon (1d6), Beak (2d4)**SPECIAL:** Dive, Keen Senses, Twilight Vision**SAVES:** P**INT:** Average**ALIGNMENT:** Neutral Evil**TYPE:** Magical Beast**TREASURE:** 3**XP:** 100+4

Greater vultures are huge birds, large adaptations of their smaller cousins, with a wingspan that sometimes tops 20 feet. They are able to carry a tremendous weight, usually up to 200 lbs. Greater vultures inhabit most environs, nesting in high mountains or tall trees, and hunting almost everywhere. They spend the majority of their lives riding the winds in search of food. They primarily eat the dead. They are very aggressive, attacking any lesser creatures that threaten their food.

ANIMALS

The greater vultures are relatively intelligent creatures, able to speak the common tongue. Wizards and their like often use them as couriers, spies, guardians or even mounts.

COMBAT: The greater vulture attacks with a vicious bite delivered by its powerful beak. They are able to strike with their talons when they are airborne.

DIVE: A greater vulture can dive at an opponent, gaining a +2 bonus on its attack roll. However, the creature must move at least 50 feet in one round. A successful strike means that the prey takes damage from both claws, and must make a successful dexterity check to avoid being grasped in the talons of the eagle. If the check fails, and the victim is 200 lbs. or less, the vulture picks it up and carries it into the air. In two melee rounds, the vulture will drop the creature from 100 feet in the air. If a victim manages to stab or otherwise harm the vulture before that time, the vulture drops it immediately from whatever height it managed to attain.

KEEN SENSES: Vultures see four times as well as a human in shadowy illumination and twice as well in normal light. They also have the scent ability. They have superior hearing as well and are able to pinpoint almost any opponent unless the target is magically hidden, such as with an *invisibility* spell.

IN AIHRDE

These creatures are rare, avoiding the haunts of civilization. They are found mostly on the open steppes of the eastern lands. They are used from time to time as mounts, most notably by the *tvungen vonlatot*, the Dead Knights.

WALRUS

NO. ENCOUNTERED: 1-100

SIZE: L

HD: 4(d8)

MOVE: 10 ft., 50 ft. (swim)

AC: 14

ATTACKS: Tusk (1d8)

SPECIAL: Scent

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 1

XP: 60+4

Walruses are found in fairly shallow ocean water, seldom at depths below 250 feet. They spend two-thirds of their lives underwater, coming up to rest and bear young, and little else. They can weigh up to 4,000 pounds. Males can be very aggressive.

COMBAT: Walruses, though slow-moving, can display aggressive behavior when approached. They use their large bulk to ram their blunt tusks at creatures that threaten them.

WOLVERINE

NO. ENCOUNTERED: 1

SIZE: S

HD: 1(d6)

MOVE: 20 ft.

AC: 15

ATTACKS: 2 Claws (1d2), Bite (1d2)

SPECIAL: Scent

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 9+1

These highly aggressive carnivores range from about two to three feet in length, and can weigh up to 70 pounds. They range in color from dark brown to black, and white and black. They sport large claws and have a vicious bite. Their fur is short and thick and very resistant to the cold and moisture.

Their coats are very valuable, bringing up to 10gp per pelt in most cities.

COMBAT: Though aggressive, wolverines do not normally attack creatures much larger than themselves, though if hungry they will. They do, however, raid camp sites and if the opportunity presents itself attack weakened creatures.



TREASURE

A—

ABYSSAL CANNIKIN: These drinking cups are fashioned from the horns of the wild afkarn. The cups themselves become magical vessels allowing the possessor to see into the abyssal Planes (Shadow, Abyss, Tartarus, etc.). Filling the vessel with any liquid and drinking the liquid allows the wielder to contact one of these other planes as per the *contact other plane* spell.

The abyssal cannikin is a holy item to the priests of Narrheit and allows the very powerful priests to commune with their god. For an outsider to possess one, almost invariably draws the attention of servants of that dark god who endeavor at every opportunity to retrieve it.

ARROWS OF THE ALKONOTH: These arrows are fashioned of the finest wood and their fletching consists of three feathers of the alkonoth. Those rare creatures are good and beautiful and give over their feathers only reluctantly. The arrow itself is a +1 arrow, but the fletching grants the arrow the power of forgetfulness. Any creatures struck with the arrow must make a successful charisma save or fall into a state of forgetfulness. For the next 24 hours, they cannot remember who they are or what their purpose is. They can take no action other than to defend themselves.

ARROWS OF WEAKENING: These otherwise normal appearing arrows contain powerful debilitating magic. The Elves of the Twilight Wood, the dark elves of Unklar's malice, crafted these arrows to fight the greater minions of Aufstrag.

Slightly longer than typical arrows, the shafts of the arrows are very tensile and crowned with steel tips. These arrows are +2 weapons. Upon a successful hit, an arrow releases a black flash of magic and inflicts a sorcerous strike requiring the wounded victim to make a wisdom save (CL 5). A successful save indicates normal arrow damage. Failure results in damage and causes the loss of one hit dice or level, plus hit points, per round for 1d4+1 rounds. In addition, upon the round following the last round of loss, the victim must make a constitution save (CL 5) or lose consciousness for 1d4 minutes. Lost hit dice or levels, plus the corresponding hit points, do not heal magically but require normal rest. Each full day of rest restores 1 hit die or level and the corresponding hit points..

AXE OF UNMAKING: When the Dwarves went to war with the Goblins in the Second Goblin-Dwarf war, they sought to gain some advantage over the Goblin's mastery of sorcery. They crafted a host of weaponry which brought the power of their Rune Magic to bear on the foul enemy. The Axe of Unmaking is but one example of these.

The Axe of the Unmaking is generally a bearded axe, or some similarly large battle axe. The Runes of Unmaking are powerful

magic, and lesser metals cannot contain them so the smiths made these axes from strains of tilferium and mithril, mixed with iron ore. A rune of creation, carved into the axe's head, impregnates it with the ability to change the composition of metals and wood. When the axe strikes such an object, whether it be a shield or piece of armor, the axe weakens it by reducing its armor class value by 1d4 points. A non-magical shield or piece of armor is entitled to a CL 10 saving throw. If successful, the axe's magic does not affect the item on that blow. Repeated blows might reduce the armor to AC 0 or less. Should an item be reduced to AC 0 or less, the item disintegrates. The axe does not work against magical armor.



B—

BAG OF BONES: This is a bag of small bones from a long dead owl that once was a pet to the deity of foresight; they allow the wielder to cast *augury* as the spell, with the following conditions. Simply throwing the bones on the ground and intoning the name of the deity allows for the augury. The user's base chance of success is 70%. However, learning to read the bones can improve the chances. To do so, the character must find a 10th level cleric devoted to the deity of foresight and study under that cleric for at least a year to learn how to read the bones. Every year they study increases their chances by 5%. Clerics who are 10th level and worship the deity of foresight have a 90% chance of a successful augury.

BARBS OF NAKAL: Craftsmen design these small darts for blow guns and assassins place great store by them. With careful management and hard work, a skilled assassin or weaponsmith can extract the barb from the tail of a nakal dragon and keep a residue of the creature's venom in each barb. When shot, a successful strike immediately injects the venom into the target's skin. The venom then acts as described in the nakal dragon entry, first numbing the skin, then calming the victim, and eventually stiffening the victim's joints. The assassin is then able to dispatch the intended target. The paralyzing effects last for 1d6 hours.

TREASURE

BARD'S JOURNAL: This small book is written in a bardic shorthand, and contains a wealth of obscure lore. Anyone other than a bard able to read the book may make a single legend lore attempt as if they were a bard of a level equal to their own, but can never benefit from that particular copy of the book again. A bard gains a +3 bonus to all legend lore checks so long as he possesses the book.

BLADE OF RHEALTH: In the Age of Heroes, Malhavok was reputed to be the greatest thief in the entire west. In his travels, he took up with the holy paladin Saint Luther who tolerated his malfesance for he proved useful in his struggles with the evil that had arisen in the east. But eventually, Malhavok betrayed the paladin and when Luther discovered Malhavok's misdeed, the paladin's knight laid hands on the rogue and slew him; they gave his body no rest, but burned it to ash. But Malhavok's spirit proved powerful and refused to enter the Shadow Realms and fled the Gates of Tiamat.

Naked, it returned to the world of the living as a houseless shadow, seeking it knew not what. At last it found a home in the very blade the rogue carried in life. This blade, born of the magic of Rhealth, one of the Og-Aust of old, consumed the fire of Malhavok so that the rogue became entwined with the blade and the blade became a cursed thing.

he Blade of Rhealth is a finely worked short sword whose full abilities only manifest themselves when wielded by a rogue. To anyone but a rogue, the blade is a simple +3 short sword with the ability to generate light in a 10 ft. radius on command. For a rogue, merely possessing the Blade of Rhealth grants a +2 bonus to the holder's ability checks.

When drawn, the wielder gains a +4 bonus to armor class versus missile and ranged attacks. In addition, the wielder becomes resistant to fire, reducing all damage caused by fire-based attacks by 4 points. Finally, once a week the wielder can call forth the wraith of Malhavok and command it to fight for up to 15 rounds.

MALHAVOK, WRAITH (*This chaotic evil creature's vital stats are HD 5, AC 15, HP 32. Its primary saves are mental. It attacks with an incorporeal touch for 1d6 points of damage. The wraith is able to cause energy drain, create spawn, and cast an unnatural aura. Unlike normal wraiths Malhavok does not suffer from daylight.*)

BLOODLINE WEAPON: Crafted by the ancient Ethrum, the bloodline weapons became marks of wealth and power for the families, whether great or small, in that land. Passed from one generation to the next, the bloodline weapons inherited characteristics of those that previously wielded them. The weapons retained memories of the deeds of their past and the magic born of their crafting revealed them.

Within these weapons the histories of families lay, all those past deeds worthy of song; families cherish them and carry them in battle. Those that are lost are greatly missed and many turn over mountains to find them.

A bloodline weapon can be any common, non-magical sword or other weapon. The sheer force of will of the original wielder imprints upon the weapon over time. When the weapon passes on to a succeeding generation, the weapon makes a saving throw (CL 8, prime). A successful save turns the weapon into a magical +1 weapon. Only the original bloodline gains the benefits of the powers of the weapon, until it becomes sentient. Each time the weapon passes to the next or a succeeding generation, it again saves to determine if it gains another plus. The bonuses stack, but cannot grow greater than +5. After a weapon passes through three generations it becomes sentient with a will of 17. Every generation that uses the weapon after this continues to add to it, gaining another point of will. The weapon willingly works for the owner so long as their bloodline is pure; those who possess the weapon and whose bloodline is not pure must fight the weapon for control, and it will in turn always fight for mastery. For the full powers and abilities of sentient items refer to the **Monsters & Treasure**.

BOOK OF LIES, THE: In Aihrde, the Language of Creation is a physical thing and its utterance, if phrased properly, brings substance from the Void. Language possesses a power beyond the scope of mortal understanding, and so in those Days before Days Rotmauk, Ornduhl, the Red God, suffered his ears to listen for untruths uttered by mortals. So many lies came to him that he devised a book, a tome of red and green, to capture these untruths. Thus, he created the Book of Lies.

This book contains every untruth ever uttered upon the planes by any being, be they mortal or god. To access the book, the reader need simply open it and announce the being or creature whose lies they wish to view. But the book is an evil thing, crafted upon the threshold of the Shadow Realms beneath the gaze of Tiamat; its very nature is to lie and when read, often those words are distortions of the lies themselves, so that even the truth of the untruth is not wholly known. Only the very powerful can master this book, and even they accept its revelations with caution.

Those reading the book must make a successful intelligence check (CL 30) and a successful charisma check (CL 20) in order to read the lie in its pure form; otherwise, the lie may or may not be the actual untruth. There is only one of these books in existence, but the great scholars value it above many tomes, for if mastered, it might reveal the many deceits of their enemies.



BOOT OIL (ALSO CALLED GRAY'S OIL): This magical oil or paste, when spread over a pair of boots, prevents wear and tear of any kind. It silences the wearer's footsteps (+2 move silently) and disguises his tracks (-5 to track by sight, -10 to track by scent). The wearer's boots may not be removed without permission of the wearer.

BOOK OF YEARS: The *Book of Years* possesses the powers to answer a single question and grant wisdom. To those who can read magical text, the book is filled with scribbled questions and answers, many of them personal and useless but some very potent. The writings are everywhere, written in normal left to right, in the margins, in print small and large, filled from cover to cover. Anyone who cannot read magical languages sees only blank pages. To use the book a question must be written inside; the answer appears beneath it.

Any attempts to twist a question or gain more than one answer results in the magic of the book being broken and the book refuses to answer. The character cannot repeat the request or try again; if he does so the book remains unresponsive. The *Book of Years* can be written in or read only once by a character. The question can be great or small as the characters deem; the CK should answer to the best that the situation and their own knowledge allow.

Anyone who writes a question gains a point of wisdom. Those enterprising characters who don't want to ask a direct question, but simply read the book, gain a point of wisdom as the book reveals the knowledge of the comings and goings of many people, places, and many particular events. The point of wisdom is automatic, but the characters should not be told until all characters have used the book.

BOOTS OF STATURE: Fashioned from the hide of the jarhdel, these boots cause the wearer to stand up straight, infusing them with a greater sense of themselves; the wearer gains 1d4+1 inches in height and a more imposing air. The boots grant the user an additional +1 on all charisma checks.

C

CHARLES' BANE: Dolgan King forged this sword for Lord Charles' ill-fated duel with Kain the Godless. The blade was such a perfect expression of the sword-maker's art that Wenafar the Faerie Queen sent a benevolent faerie to live within the sword to aid its wielder. But his pride kept him from wearing a protective neckguard (see *neckguard of Charles the Confessor*), and he was beheaded by Kain's vorpal blade. Charles' body fell upon his sword, and his blood stained the blade and the faerie within. The faerie's anguish and rage at Charles' defeat twisted him into a dark fey who craves blood and souls.

This broad-bladed claymore is a +3 sword of wounding (see **Monsters & Treasure**) that sports a well-balanced thin blade of iergild steel (see *below*). A gold cross-guard and platinum wrapped handle highlight its look. A dull red color stains the

blade of the sword. Any dwarf has a chance to recognize the blade upon sight (wisdom check at CL 12).

A lawful good character that grips the blade will know its story, seeing it in her mind's eye in a moment's time. The dark faerie in the sword constantly whispers to the wielder, urging him to commit evil deeds with the sword.

The tormented faerie can be restored to his benevolent self by redeeming the frustrated quest of the sword's former wielder. Successfully facing the knight's slayer in combat (surviving without being killed) will lift the blood lust from the faerie, allowing it to return to the realm of the fey. Defeating a major creature of evil such as a dragon or demon may also lift the curse. The CK is encouraged to design a quest for a character that bears the cursed blade if they seek to lift the curse. If it is restored the blade becomes a +3 *flaming sword*.

CLOAK OF SHADOWS: This cloak appears, on first glance, to be nothing more than a garment of fine, mottled grey, sturdy cotton, clasped with a silver chain and smoky quartz pendant. But the cloak is extremely powerful, an artifact created by a somber mage plagued by a foolish thief. The cloak is sentient, possessing enough will of its own to both serve and plague those who don it. It constantly moves, slowly slipping around the wearer, drifting in small motions to and fro, like shadows in a flickering light. The cloak imparts many powers to the wearer.

This cloak, once donned, cannot be removed save by the death of the wearer. Although the wearer cannot physically remove the cloak, they can will the billowing folds into the clasp, where it appears that the wearer has nothing but a silver brooch and smoky jewel. The cloak can only be contained in this manner for a short period.

As the name suggests, the cloak gives the wearer the ability to conceal himself in shadow. In darkness, where there is no light at all, the character is for all intents and purposes invisible. Not even magical means, including divination or scrying, can detect the wearer of this item. When there is a light source, however, the character appears as nothing more than a natural shadow; if they stay motionless, even in the light, the cloak grants the wearer +10 to any hide checks.

If the wearer moves, the cloak trails behind, leaving the telltale signs of something arcane behind them; an amorphous darkness flows along, following the wearer, creating a darker stain upon the darkness. In such cases the cloak, if it is dark, gains the wearer a +10 to its hide check. If it is light, seeing the wearer is still difficult, but observant watchers might notice the strange shadow in the darkness, the wearer gaining a +5 bonus to its hide check.

The undefined shape of the cloak, coupled with its constant movements, presents a most difficult target for an adversary to strike. The wearer gains a +4 to their AC.

Further, the wearer can use shadows as a means of travel by moving into, through and out of shadows, even at great distances. Much

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like the *teleport* spell, however, the emergent location depends on how well the character knows the area beforehand. See the table in the **Players Handbook**, under *teleport*, for the chances of emerging safely in a new location. This effect operates as if cast by a 20th level Wizard.

The cloak of shadows has other qualities beyond these. Those who die wearing the cloak lose their way upon the paths of the dead and become lost in the shadows, their spirits absorbed by the cloak. This imparts to the cloak a multiple number of personalities and this makes for a dangerous garment. For at times the cloak, without recourse to the possessor, forces out one of the identities of those who have died in its service.

This can occur at any time, but generally happens during stressful situations; the frequency of this is up to the discretion of the Castle Keeper. This forces a *polymorph other* spell upon the wearer, changing them into one of the following creatures. Roll on a d20.

TABLE 24: CLOAK OF SHADOWS

d20	PERSONALITY
1-4	Human Male
5-6	Human Female
7-10	Elf Male
10-11	Elf Female
12-14	Halfling
15-17	Dwarf
18-19	Orc
20	Hobgoblin

The personality changes only a little as the wearer is able to combat the “voices” of those who have died. But when such a transformation happens to the wearer, he begins to mutter words they are not aware of, suffers a -5 on all charisma checks and a -2 on initiative and to hit rolls due to the confusion the multiple personalities he imparts.

CLOTH OF HYLDE: When Fyorgyn of Eisenheim fell to the flames of an ancient wyrm, her companions fled the field with her body and her two war hammers (see *Harg & Hylde*). One hammer, Hylde, was wrapped in a wool cloth. When Fyorgyn returned from Asgard, she used the cloth to rub away blood and ash left by the dragon. She discarded the cloth, but unknown to her, the cloth bore a magic from her, the hammer, and the dragon. The cloth itself is simple wool, square, 2 ft by 2 ft, grey-blue in color.

The cloth possesses the power to heal wounds three times per day. When applied to an open wound for 2 rounds, it burns like an infection and heals 2d8+8 points of damage. The cloth also has the ability to restore lost limbs; if applied to such an area for 10 days, the limb regenerates.

CROWN OF THE STONE GIANTS: The stone giants prize this lost crown over all their creations. Wrought of stone, shaped

and twisted in multiple colors, and capturing the contours of a mountain in growth, the crown is beautiful to behold. Mounted along its crest are seven diamonds, set to blend with the stone work. Each diamond represents an elder of their people and possesses the power of that creature. The crown is magical. It allows the wielder to speak the language of stone, and converse with any stone giant.

Each diamond imparts to the user a particular power. However, to use the crown one must master the strength of it by mastering the stone in which it is set. To use the individual power the wielder must make a successful strength check (CL: 16).

All abilities, once mastered, are cast at 10th level; each ability can be used once per day.

TABLE 25: CROWN OF THE STONE GIANTS

DIAMOND	CL	POWER
1	CL: 15	<i>wall of stone</i>
2	CL: 17	<i>transmute flesh to stone</i>
3	CL: 19	<i>meld with stone</i>
5	CL: 21	<i>repel metal or stone</i> (stone only)
6	CL: 23	create a stone golem
7	CL: 25	command stone giants

The crown weighs about 50 pounds. Wearing it for any normal creature is a laborious task. If someone keeps it on their head for more than a few hours it strains the neck, causing all manner of problems. Anyone wearing the crown suffers a -2 to their initiative rolls and a -1 on any surprise rolls. Violent turns of the neck may cause damage; a failed strength save (CL: 6) wrenches the neck and the victim takes 1 point of damage.

CRUP PIPES: These pipes are fashioned from the teeth of the ch-crup dragon. The pipes are short, about 3-4 inches long, and consist of many of the dragon's teeth bound together with thin leather strips of magical iergild metal. Manufactured by only the most skilled craftsmen, it takes a bard of at least 5th level to play them. The bard has to be in possession of the pipes for at least 2 months before he can begin to use the item's magical abilities. When expertly played, the crup pipes are able to charm listeners within 50 feet. Those who hear the pipes must make a successful charisma save or come under the player's spell. It acts in all respects like the *charm person/monster* spell. The bard casts the spell as ½ the level as he is a bard. This spell is rounded up, i.e. a 9th level bard playing the pipes would cast a *charm person* spell as a 5th level wizard. These pipes are very rare.

CRYMYR'S RING: This magical ring functions identically to the druid spell shape stone or wood and is most effective on the finger of a druid. Any class other than a druid using this ring requires three rounds to shape one cubic foot of wood, or nine rounds to shape one cubic foot of stone. The ring can only affect an area 10 square feet in size. A druid wearing the ring only requires one half of a round to shape one cubic foot of wood and one and one half rounds to shape one cubic foot of stone; the ring's area of effect is 20 cubic feet, plus 2 cubic feet per level of the druid.

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D—

DEEP WATER SKIN: This appears to be a normal sized water skin, but it can contain five times the normal water supply. It has enough water to last one man drinking water for 10 days. It must be refilled normally.

DEFLECTING HELMET: This helmet protects the wearer from missile attacks. There is a 4 in 6 chance that any missile that should hit the wearer is deflected and hits whoever stands next to him, friend or foe.

DISCERPO, THE EMPEROR'S SWORD: The Emperor's Sword was forged in the days between discovery of the Paths of Umbra and the summoning of the Dark. Suspecting that the Dark may be as great a threat to him as an ally, the Emperor Sebastian Oliver I created this sword as a safeguard.

This long sword, 3 ft. 4 in. in length, is perfectly weighted. A simple cross-guard fashioned from Iergild Gold (see below) frames its blade of adamantine steel. It glistens with an emerald tint. The sword acts as a +5 *longsword of dancing, lawful evil bane* (see **Monsters & Treasure**), but it is also intelligent and possesses many other abilities. The sword speaks the vulgar tongue. It can *read magic*, including any ancient script in the old magical tongue. The sword can communicate telepathically, but rarely does so. The sword is neutral in alignment. Its wielder can *detect magic* and *see invisible* at will. The sword glows with an orange light as a torch (20 foot radius).

As a dancing sword, the weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. It never leaves the side of the one who loosed it (never straying more than 5 feet) and fights on even if that creature falls. The wielder who loosed it can grasp it while it is attacking on its own, but when so retrieved it can't dance again for 4 rounds.

Once per day, with a successful hit against a creature affected by the sword's bane, the wielder may choose to paralyze that creature. This paralysis only lasts for 1 round, but is automatically successful.

Will: 23; Int 17, Wis 15, Cha 17.

DRAGON BELLS: Halfling smiths first crafted these bells, designing them to ring when a certain type of dragon is approaching. They were designed by the halflings of the

Grossewald Forest to guard against the coming of the Musk Wyrms and other beasts who were used by the Lords of Aufstrag in their wild hunts.

Each magical bell carries the name and a depiction of the type of wyrm it warns against. A bell may only warn against one dragon type. The dragons may be of any type, lesser or legendary. The bell hangs on any staff, rod, wand, sword pommel, spear, etc. and will never make a noise unless a dragon of its particular type approaches. It rings one clear note when the dragon moves within 1 mile of the bell. It rings a second note when the dragon moves within ½ mile of the bell. When the dragon moves to within 100 yards of the bell the bell sounds off every few seconds until the dragon is within 10 yards at which points it stops. Dragons cannot hear the bell.

DRAGON HIDE BOOTS: Though these possess no magical qualities, they are very rare and expensive boots made from dragon hide. They are indestructible and usually worn by very cool people. Purchasing such a pair of boots would set someone back about 150gp.

DURENDALE, THE AVENGING SWORD: Corthain fashioned Durendale, the god of law, order, goodness, and the sun, from his knowledge of the Language of Creation; he then cast him into Ahrde where he dwelt for many ages of man. The Durendale blade is the physical form that Durendale takes before mortals. The powers below are the only powers a mortal may access when wielding the sword.

This holy longsword is made of iergild gold wrapped or covered in places with iergild silver. The blade has a silver sheen to it, and is a full two inches in width. The angled cross-guards are gold, and resting below them is the golden hilt and pommel wrapped in silver wire. The pommel bears the symbol of a burning flame. Despite its simplicity of design, the sword radiates an aura of awe and power.

Only lawful, good beings may wield this sword to its full effect. Even so, the sword does not allow all lawful good persons to wield it. In the past, only kings, mighty paladins, and great knights have carried the sword; some of lower standing that were true of heart or showed great promise have borne it. Other good and neutral beings may pick up the sword, but they do not gain the ability to use all of its powers.

If an evil being attempts to wield the sword, they suffer the permanent loss of three levels. The sword removes itself from the possession of any evil being that holds it for longer than 1 round by teleporting to a safe place (or the nearest lawful good being worthy of wielding it).

In the hands of most people Durendale is merely a +3 *sword, evil bane* (see **Monsters & Treasure**). The sword can communicate with its wielder by speech or telepathy, and can speak four languages as well as read magic. The wielder can cause the blade to glow with a whitish-blue light up to twice the intensity of a torch (40 foot radius) at will.



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Only in the hands of a paladin is Durendale's true nature revealed. The sword's intelligence and the ability to make the blade glow remain, but instead of a bane sword, Durendale becomes a +5 *holy avenger* with the following powers: triple damage against all targets of evil alignment, SR 10 + the paladin's level, and *dispel magic* in a 5 foot radius at the class level of the paladin (usable every other round). Once per day the paladin can use *heal* or *teleport*. At will the wielder can *detect alignment*, *detect magic*, *detect illusion*, *detect traps*, and *see invisible*.

Will 24.

DWARVEN BEARD HOOKS: During the centuries long Dwarf Goblin Wars, the goblins made great sport of the beards of dwarves; scalping their chins, casting barbed hooks into them during battle, or simply grabbing them with their hands. To combat this, the dwarven smiths fashioned the beard hooks. Crafted from the finest metals, gold, platinum and the like, and etched with runes of power, dwarves weave these small bladed hooks into their beard. When anyone attempts to grab the beard, the beard hooks cause 1d3 points of damage and a -2 to actions using the damaged hand.

E

EYE OF ORNDUHL: Ornduhl, in the Red God's duel with Trilikorr, the blue dragon, was caused great loss. He sought to drag the beast to the underworld, and he wrestled with her. She tore from his grasp and ripped his left eye from its socket. She took the eye to the heights of the world, and there she swallowed it. It burned within her and solidified, until she vomited it forth. The resultant jeweled eye fell to earth and was lost; man, dwarf and beast seek it, for legends tell of its wondrous power.

The legends hold true, for the eye is magical, born of a god and fired in the belly of a dragon. Smooth to the touch, for the casual viewer, the eye actually possesses many sides from which the wielder can see many things. Holding the jewel before one's own eye, he can see as if casting a *greater scrying* spell. However, a failed check reveals the object in a false light. Furthermore, the scrying can be extended to places and things and even moments in time, whether past, present, or future.

For the eye to be fully functional, one must place it in an empty eye socket. Once placed, the eye attaches itself permanently to the user, separating only upon the death of the bearer. Upon utterance of the *command* spell, the eye comes alive, granting its host darkvision and twilight vision. The host can *detect alignment* at will. Once per week, the host can command the eye to cast a *finger of death*, however, a failed constitution saving throw against CL 20 results in the eye casting the death ray upon the host instead.

F

FEATHERED ROPE: The scales from the Lial Beast are thin and very long. Rope smiths the world over prize these scales for their qualities as rope. By carefully weaving and overlapping the scales they make a thin, very strong rope. These are very difficult to make and the material rare and dangerous to come by, so feathered rope is rare and costly. On average, a rope is not longer than 50 feet, but even that will cost the buyer 750gp. The rope is unaffected by normal fire and cold. Only magical fire and cold, or fire and cold from a dragon can affect it. The rope is impervious to cutting or sawing by anything shy of a +2 weapon or better. It has an innate spell resistance of 12. The rope is lightweight, with an EV of 1 per 50 feet, and easy to tie or bind.

FIRE WATER: Fire giants brew this potent gel to cleanse wounds, heal themselves, or to torture their enemy. The liquid is thick, much like syrup, and heavy. When exposed to air it heats up, sometimes catching on fire. Fire giants smear the gel over wounds and let it cook the wounds shut, at which time they heal 1d6 points of damage. Non-fire using creatures can attempt this, but the gel can have an adverse reaction. Anyone who smears the gel on must make a successful constitution saving throw (CL 12). If successful the fire water heals 1d6 points of damage and restores 1 lost attribute points. If they fail their save the gel burns them severely and they suffer 1d4 points of burn damage. Typically the giants carry it in bladders that hold up to 10 applications of the gel. The giants use it to torture others as often as they put it on themselves.

FONTS OF NARRHEIT: During the Winter Dark, Unklar bound Narrheit, the god of chaos, in a great fortress tower (the Tower of Delight) in the wilderness of Airhde. Narrheit did not fight his imprisonment for he knew that he was no match for the Horned God. With him, Unklar bound his consort Imbrisius. For a thousand years, Narrheit served as entertainment for the lords of Unklar, for they frequently came to the tower of Narrheit to overcome the challenges of unmitigated chaos. Countless anti-heroes of the Dark Lord fell, but some survived, returning to the world beyond the Tower of Delight and with each went a trophy, a gift of Imbrisius. Each bore with him or her a Font, made by the hands of Narrheit, a reward of sorts.

Through the Fonts, Narrheit leaked into the world the power of chaos, for within their making he placed slivers of his own power, his very being, and so gained certain freedoms in the world of Winter Dark. Later, after Unklar's fall, he came to Airhde and he set about gathering these cups in order to be whole again. The 13 grails possess power with a price.

Each is separately described below. The CK is encouraged to play up the power of the fonts and their effect upon those that possess them. Most importantly, every font created brings chaos wherever it is carried. The font need not be on the person's body at all times, although they will desire to stay close to the font or look upon it at least once per week. The Fonts of Narrheit are

properly used as adventure hooks, plot devices, or as an overall campaign storyline. Any possession of a font by a character should be closely controlled, and again, are more properly used to drive the story and for character development.

All radiate pure chaos.

Each font fills with liquid upon command of its possessor. The type of liquid is noted parenthetically after the font's name, along with any special notes about the liquid. When necessary, reference the truncheons of Narrheit, detailed below. Some fonts come with their companion truncheon. Attempting to discard the fonts is difficult, even for the wise; unless otherwise noted, doing so requires a successful charisma check (CL 25).

FONT OF HOPE AND LOSS (WARM MEAD): This wooden grail is plain in appearance, and has no handles. Despite the losses that come with possession of the grail, the font grants the possessor with an enduring optimism, making them believe that "better days are coming soon." After a month's possession, the owner of the font begins to suffer a number of personal or professional losses; to them, these losses seem only signs of better days to come. It's a period in which the possessor will feel ecstatic and as if they are invincible.

First, they will lose all wealth and real property. This effect, however, is not immediate. Over a period of a few months, money (including all gems, jewelry, treasure, and art objects) will either become lost, stolen, or taxed. All land owned falls victim to a blight, natural disaster, taxation, ruin, war or attack by monsters, or is overtaken by enemies.

Second, after three months time, the possessor will become very sick or diseased. They recover in one month's time, but will lose 2 points of strength and constitution permanently.

Third, after six months time, a close friend to the possessor (an NPC if possessed by a character) will meet a gruesome death.

Finally, after one year, the possessor will die a premature, but natural death.

Absent a *wish* by another person or the equivalent, it is extremely difficult for a possessor to relieve themselves from this font's possession. Any person possessing the font may attempt to do so one time only by making a constitution save (CL 35).

FONT OF LUST (FINE CHAMPAGNE): A silver grail with a maiden's fair form and comely warriors set upon its surface, the font of desire acts similar to a potion of love, causing the possessor (or anyone drinking from the font) to become charmed by the first creature they see after consuming the draft (as *charm person*; the drinker must be a humanoid of medium-size or smaller and receives a constitution save (CL 14)). They actually become enamored if the creature is of similar race or kind. The charm effects wear off in 1 day, but the enamoring effect is permanent. Thus, anyone possessing the font may potentially become charmed, and/or enamored, with a new person everyday.

The desires created by this font can become overpowering, and become the possessor's sole purpose in life. However, because the possessor also loses 5 points of charisma (temporarily while possessing it), the affections they seek are rarely returned. The beneficial powers of this font are that it acts as a ring of warmth, and grants a continuous *mind blank* spell upon its possessor. Once the possessor has become enamored with 3 persons, there is a 50% chance each day that they will lose interest in the font and abandon it.

FONT OF LONGING (COOL WATER): This sand-colored glass is emblazoned with a thirsty man; Narrheit cursed it with images of his parched freedom. It causes an insatiable longing in the possessor for their heart's desire. Each player character is unique, and the CK must take the time to determine what that character's desires are. They can be desire for gold, peace, glory, a magical blade, a consort; in short, anything. The CK should play up the effect upon the possessor to the extreme; the desire drives them, such that they would change the course of their life. Two side effects are that the possessor becomes constantly thirsty. Each time a new person takes possession of the font, they find the truncheon of longing resting at the bottom of the glass. Because of the nature of the font, the possessor will not easily part with this treasure.

FONT OF SORROW (WHISKEY): This pewter cup bears the visage of an old man on one side, and a mother with dead child on the other; here are pictured memories of Narrheit's many misdeeds the god caused, for though they caused him no sorrow, others suffered terribly. It has two triangular handles. The possessor of this cup labors under a constant melancholy, sorrowful over past deeds, love ones lost, or failures. The initial sorrow sets in after possessing the cup for one week, and in one month's time, the possessor becomes unable to do anything more than sit about talking or thinking about his sorrow. The sorrow lasts until death or until broken by a powerful spell or other intervention. The font grants no powers or other effects.

FONT OF GREED (THIMBLE SIZE VOLUME OF EXQUISITE WINE): This squat cup of brass and iron has strands of fool's gold within it, and a singular oval handle, coiled by Narrheit's need to possess. It creates overwhelming greed in its possessor, a greed for material wealth that consumes them. It affects the possessor's personality, and the CK must reinforce their greedy desires. Once per week, the possessor may cast the following spells: *detect magic*, *locate object*, *obscure object*, and *shrink item*. The possessor does not willingly give up this font.

FONT OF GLUTTONY (SWEET WHITE WINE): This font is tall and round, and has no handles. Narrheit made its depths the echo of his hunger. The indentation of hands are on either side of the font, as if someone lifted it from the forge before it cooled. The possessor of this font becomes addicted to its wine. In one week, they gain 5% of their normal body weight. After one month, their weight will have increased 15%, and after one year by 50%. In addition, the possessor slowly becomes incorporeal, becoming fully incorporeal (no physical body; immune to all non-magical attack forms; harmed only by other incorporeal creatures, +1 or

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better magical weapons, spells, spell-like effects, or supernatural effects) after the passage of one year's time. Upon becoming incorporeal, the possessor is no longer able to handle the font and it will be ready for another owner.

FONT OF JEALOUSY (FINE RED WINE): A tall, silver grail with a ghostly woman coiling around it, across which Narrheit breathed thoughts of his desires for Imbrisius; the font affects both the possessor and those that drink from it. Anyone possessing this grail will instantly have their strongest jealousy heightened to an overpowering level. They seek to obtain any object or station of which they are jealous, or to eliminate anyone of whom they are jealous. Actions taken to achieve these goals vary from possessor to possessor, ranging from outright, instantaneous combat, to carefully devised plans that take years to succeed. If and when the possessor satisfies their jealousy, the sorcery of the font is broken. The font then finds itself another victim. Those who drink from the font become jealous of its possessor, and they seek to obtain possession of the font through either direct or indirect means. Anyone possessing the font heals much faster than normal, 5 hp per day.

FONT OF MADNESS (GOOD ALE): A broad golden grail decorated by indecipherable runes, into which Narrheit laid a mirror of his madness. Any person possessing this font succumbs to a disease; the disease is incurable so long as they maintain possession of the font. After one week, the possessor becomes diseased with cackle fever, and over 24 hours they suffer the loss of 1d6 points of their wisdom; the loss of their wisdom clouds any suspicion that the cup might be the source of their suffering (with one exception). After one month, the shakes set in, crippling their dexterity (minus 1d8 points). After three months, mindfire strikes, and they lose 1d4 points of intelligence.

If the possessor is still alive after six month's time, they become schizophrenic. Refer to the **CKG** for notes regarding the disease.

Absent a powerful spell on the level of a *wish*, the madness of the font is incurable. However, after possessing the font for one week, the possessor may roll a constitution save (CL 18). Success indicates that the possessor is aware of his predicament and may freely pass on the font to another person for one day's time. When the font passes to another person, the former possessor suffers a permanent loss of 2 points of intelligence and requires one week of bed rest.

FONT OF VANITY (WATER): This Font is like a cube, only open on the drinking end and into it Narrheit set forth thoughts of his beauty. Each face is a mirror, and the whole is held together with platinum workings. Any person possessing this font for more than one day permanently gains 2 points of charisma, and becomes consumed with their appearance. They will spend one year fulfilling this addiction to its extreme, at which time the font will lose itself from its possessor and find another victim. Upon losing the font, the former possessor ages 10 years.

FONT OF THE LOST (DRY WHITE WINE): This font looks like an old wooden cup with iron bands; it leaks its contents slowly

for Narrheit made the wood parched. Its possessor slowly loses purpose, becomes muddled in thought and action. The possessor, however, always offers a drink from the font to most everyone they come into contact with.

The possessor of this font has no desire to rid themselves of it. Indeed, the truncheon of the lost always remains with this font and the possessor uses it to defend the font. A *wish* or similar spell cast upon them breaks the font's hold.

After possessing this cup for one day, the possessor becomes fatigued (cannot run or charge; suffers an effective penalty of -2 to strength and dexterity; becomes exhausted by doing something else that would not normally cause fatigue). The possessor remains in this weary state so as long as they own the font.

FONT OF THE ABANDONED (POSSESSOR'S CHOICE): A battered cup of copper, this font carries memories of Narrheit's lost battles and his ruined wealth; it possesses sadness with it. Its possessor feels as if they are alone in the world, no matter their station, number of allies and friends, family, or quest. They go about their way unaffected except for a deep emptiness that is always present.

As with any treasure, the possessor does not gladly part with the font, but they may do so freely if they make a successful constitution save (CL 18). If they do part with the font, however, they meet their death in one day's time, be it natural or violent. Powerful divinations or other sorceries will not reveal this fate, even to the possessor. Thus, most possessors walk the world unfulfilled, knowing that the only cure lies in death.

The possessor of this font gains twilight vision at 90 feet range, +1 to all ability scores, and +1 to all saving throws.

FONT OF HATE (FINE RED WINE): This font is a square cup of wood with no adornment; Narrheit set a great store of his hatred into this cup. It fills its possessor with hate for a race, guild, order, or group (randomly determined or a logical extension of the character's background). The possessor lives out his life attempting to destroy the persons he hates. The possessor gains the scent ability, useful only against the scent of the hated persons. After possessing the font for one day, the truncheon of hate appears in the possessor's belongings.

FONT OF PRIDE (BRANDY): This narrow chalice made of unearthly, greenish steel holds little liquid, and into it Narrheit lay pieces of his mind and his own devices; this font of them all possesses its own intelligence. Unsatisfied with allowing just any one to grasp it, the Font of Pride seeks out those who have accomplished great things. Its favorite targets are the humble.

The chalice subtly affects its possessor. It slowly causes pride to well up in the possessor, pride over his great life deeds. In time, typically over the course of months, this pride becomes arrogance. The possessor's self-importance grows daily and becomes so strong that even friends and family begin to turn against them or avoid their company. In this way, the font erodes reputations and lives. The font has no other powers.

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GARNER'S RESTFUL COT: Much as with the hammock, Garner's Restful Cot was crafted to allow the Halflings of the Kellerwald to find rest even during difficult times. The cot however, proved bulky and not as useful. While it functions almost identically to the hammock, the cot casts a deep sleep on the user. Anyone laying in the cot must be violently shaken to rouse them from their sleep and even then they are groggy, suffering a -1 on all checks and attack rolls they may have to make. It is very bulky, with an EV of 3.

GARNER'S RESTFUL HAMMOCK: The Halflings of the Kellervald manufacture these hammocks. First designed during the Winter Dark Wars, they proved useful tools to protect the user and allowed them to get rest even in very dangerous circumstances. Use of the hammock allows the user to rest as if in a comfortable, safe environment. It doubles normal sleep time. Anyone who sleeps for one hour in the hammock seems as if they have slept for two; this is particularly helpful for spell casters. A full night's rest in the hammock doubles the natural healing rate. Insects, weather, or other common disturbances do not disturb the sleeper. The hammock is camouflaged (sight and smell) and protected from the elements, though it provides no specific protection from intelligent creatures or animals which see through the camouflage. Sleep is very light and the sleeper receives warning in his dreams of any intruders or threats. Garner's Restful Hammock packs away into a cube only a few inches wide, and has no encumbrance.

GLOVES OF TRUE NORTH: These enchanted gloves, as the name implies, enable the wearer to determine the direction they are traveling in and the orientation toward north three times per day. In addition, the gloves convey a +1 to initiative, lessening the chance of being surprised in an encounter. They can be any type of glove or gauntlet.

GOLDEN QUILL: Legend and folklore obscure the origins of this device. The most probable story however, involved the ambition of a young apprentice artificer whose long labor went unappreciated. He felt that others took his duties for granted for so long that he decided to begin a new project: a work that would surely bring to him the recognition he so craved. Long hours he worked, slaving with the tools of his trade, enduring derision and scorn by those who thought that his long labor would ultimately be of no benefit. The apprentice took beauty and made it all the more beautiful. He shaped and he sculpted his magic, letting it flow and weave. He used all of his essence to give artistic birth to this one fantastic creation. At long last, he found his way and a labor born of patient and powerful love took form.

The young craftsman was never seen again after his great work was finished. His peers found, lying on the work bench where the apprentice often rested, a gleaming gold feather, taken from the tail of a phoenix. Many say that the artificer put so very much effort into his creation that he simply faded from being. For those

who knew him, such tales bring a smile to the mouth and a wink to the eye.

Through time and study it has been discovered that the quill can render truth in either literary or visual form. The feather, when guided by the hands of a true artist, will bring forth the clear and honest image of their subject. As an additional function, the wielder then can make the end result manifest into actuality. What this means can vary according to the situation.

Anyone who masters the quill can use it to conjure a *minor image* or *major image* simply by using it. The quill casts as an 18th level caster and any attempting to disbelieve must make their save at a CL 18. The wielder can create anything that they imagine. Mastering the quill requires a successful legend lore check (CL 18).

Hark ye though, a caution is warranted here - for those who seek to bring the truth from abstract to reality. Remember always, that which is true will always seek to destroy that which is false.

THE GONFALON: When Robert Luther ruled as King of Kayomar, he was much beloved and honored by his folk. They looked upon him and their hearts strengthened and their minds set against the many evils that arose out of the east. When he died and the Horned God threw down the Kingdom, the King's folk scattered to the wilds, and secreted themselves in many diverse and forgotten places. They lay in fear of the world, suffering from war and the depredations of the enemy. For many years their fear devoured them and they knew no safe harbor. But some remembered still the lordly might of their king and they hearkened to his memory. In the old families, there were still those that possessed the powers of sorcery and they knew some small bits of the Language of Creation. These crossed over to the Stone Fields, that plane of memory where the noble dead linger before oblivion's halls consume them. Here they bound memories of the deeds of their King and all his kin in cloth of gold and silver and brought it back to Airhde. They wove



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standards which bore the emblems of the lords of old and these they used to gather their folk into small bands and armies which fought the Long Struggle against the power that lay in Aufstrag. There were many standards made, though most have been lost, buried in the detritus of war.

The standards vary in shape and size. Some consist of long, thin cloth; others of thicker, doubled weaves of cotton; others still are silk and light in the breeze; but all are borne atop a crosspiece on a staff or pole. All are strikingly colorful, laced with gold and silver threads. Men call these standards the Gonfalon, though each has its own name. Only 18 survived the wars, or so the old tales relate.

The power of the Gonfalon lies in the inspiration it gives even normal men. All who fight beneath the standard see themselves as able and noble men of arms. Though commoners, they act as 1st level fighters in all respects. All others who follow the standard gain a +1 to their AC and a +1 to attack rolls. Any army fighting beneath the Gonfalon gains a +2 to its morale rolls. Furthermore, they cannot, so long as the standard is visible suffer from any fear, save that delivered by very powerful sorcery or ancient dragons. .

GORGORTHORIUM: The minions of Narrheit, enemy of St. Luther, forged this wicked weapon during the Age of Heroes. They gave the spear to Luther's half-demon son, Morgeld, in hopes that the son would slay the father. Morgeld wielded the weapon to bloody effect, but never against his father.

This long spear has a wide blade surrounded by four smaller blades jutting outward and upward. The blades are Iergild Gold, and the shaft of the spear is dragon bone. The blade burned so hot that only the ice of the Great Salt Flat cooled it; for their chaos reigns in the echoed memories of the battles that birthed those horrid lands.

The spear is a +5 magical weapon. Once per day the wielder can call forth a dragon's fear and inflict it upon his enemies. Creatures within a 30 feet radius of the spear are subject to the effect if they have fewer HD than the wielder. All creatures in range are entitled to a constitution save, with a CL of 10 + half the wielder's level or hit dice + the wielder's charisma modifier. A creature that successfully saves is immune to the effect for one day. Failure has the following effects: creatures with 4 or fewer HD become panicked for 4d6 rounds, and those of 5 or greater HD become shaken for 4d6 rounds, suffering a -2 to initiative, to hit rolls, and all attribute checks.

The wielder can *fly* (no time limit) at will, and may *teleport without error* three times per day. The spear is also a weapon of distance, having twice the range of a normal spear. The wielder can create *darkness* in a 10 ft. radius three times per day upon command.

The spear has a special returning power. Similar to a returning weapon, the spear will return to a creature that throws it. It returns, however, by using its teleportation power upon the command of the wielder. Commanding the spear to return consumes one of the daily uses of teleport without error.

The spear also contains animation and summoning powers. Three times per week, the bearer of the spear can *animate dead*. Once per month, the wielder can summon a medium sized demon.

GOSSAMER OF DREAMS: When gods walk the minds of men they leave an echo of their presence. That echo escapes into dreams and those so blessed often wake with the gossamer of dreams upon their brow. The gossamer is thin, almost translucent, and utterly weightless. The strands are impossible to break, magical, and are used by the learned for a great many tasks. If laid upon a blade or weapon, the gossamer merges with the steel, honing the edge, or strengthening the head in such weapons as a mace. The gossamer grants the weapon a +1 to hit and damage for the next five swings (hit or miss). If placed in torn armor it grants that armor a +1 to AC for the next five strikes. Gossamers can bind clothing, backpacks, or any normal gear to permanently fix them. The gossamer can heal as well; if laced into a wound it merges with the wound and instantly heals 1d4 points of damage. The gossamer can also capture the minds of men, if laced into a standard knot or scroll, any who view the item gain a +1 to all morale checks or charisma saves. This effect only occurs once.

GOSSAMER OF THE UNK WYRM: These creatures have particularly thick folds of skin, consisting of many layers of tissue and scales. By de-scaling the skin and carefully separating it into its component parts, the craftsmen is able to remove a thin layer of tissue that lies underneath the skin. This tissue is what allows the dragon to regulate its body temperature, enabling it to exist in the harshest of environments. This is the Gossamer of the Unk Wyrms. Skilled craftsmen can cut it into any variety of shapes and sizes; shirts, breeches, cloaks, even gloves can be fashioned from the material, but the material is translucent.

Clothes made from this material possess a permanent *endure elements* spell on them. The article of clothing acts as the spell in all respects. Note that small items, such as gloves, only impart the spell like effects to the hands. The gossamer is very expensive, a human sized cloak generally costing 150gp.

GOTTLAND DELPHINIUM (TREE TEARS): The Gottland Delphinium grows amidst the roots of the Gottland Trees. As is known, troll lords do not die of old age, but rather, they become so weighted down by their own evil they grow roots into the ground and there they live out their days as trees both twisted and foul. Some believe that trolls are really sentients, those great trees that wandered Aihrde at the worlds early dawn. Whatever the case, the gottland trees' roots pass some magic of themselves to the earth; for ever about their feet flowers grow. Whether the flowers are atonement for past deeds, or memories of an ancient flora that walked the world in the Days before Days, few can say. These beautiful violet flowers are the only things of color that grow in or around the trees. They are short, only three or four inches high and grow in thick patches. The flowers only grow at the roots of these strange trees.



Gathering these flowers together and mashing them into a pulp, and watering the pulp creates a healing salve. The salve, when administered to wounds, heals 1d4 points of damage.

GOURD OF AMENUT, GOURD OF THE FROG OF GOD:

Craftsmen carve these gourds from cypress “knees,” those roots that rise above the swampy waters where the cypress grows. They cast them with resin of clay and cook them in open flames. Spells cast upon them draw forth the natural magic of wood, water, earth, and fire, enchanting the gourd with magical qualities. These magic items are blessed and have a variety of powers as seen in the short list below. Each gourd can have only one power. The Castle Keeper should push the boundary of what powers each gourd may possess and not limit the magic to the list below. A cautionary note: the gourds are not all powerful; they are common and their magical qualities should be equivalent to 3rd level spells.

- 1 Heal 2d8 hit points once per day
- 2 Cure diseases once per day
- 3 Cure Blindness once per day
- 4 Increase drinkers attributes by 1 point, once per day
- 5 Bless anyone sprinkled with the water for 1 minute
- 6 Protection from magic as spell, three times a week

In the days when the Dwarves were yet young and the humans just began to branch out through the world, men worshiped the Og-Aust, the Old Gods. They were primitive, having hardly mastered metallurgy of even the most basic kind. They were skilled in stone and wood-working however, and these cups were some of their most prized possessions. Once common, men now find them in treasure hoards and place great store by them for their ever-lasting magical properties.

GRAIL OF JAREN: *“Jaren One Hand is crucified above the high gates of Aufstrag. His blood flows from wounds on his hands and feet and pools upon the ground at the gate’s opening. Unbeknownst to him, a supplicant of the old ways, Andulf, comes with a cup. Hidden from the eyes of the Dark he fills the cup with the blood of Jaren and it becomes a Holy Vessel of Peace, of Power, and Holiness. Into it, the hopes of the World are poured.”* - Excerpt from “Book of the Millennial Darkness” as compiled by Bernard of Oix.

Andulf, a monk in the service of Toth, and a servant of Master Jaren, did not witness his master’s fall in the Halls of King Robert Luther. When the final battle came, Andulf was caught in the mountains making meditation. He could not, in the final years, make his way through the armies of Unklar to fight at his master’s side. So he waited. There he had a dream of a woman riding a Unicorn, and she bade him travel to distant Aufstrag and await his master’s coming. Then, upon his master’s arrival, take from his master’s body what he could, and keep it safe from the harm of the world. And so he did. For seventeen years he waited on the outskirts of the city, living as a beggar. At last, he saw his master brought forth and during much tribulation, Jaren was crucified to the wall above the gate. The high monk did not cry in pain, but his mind failed him and he drifted on seas of agony. His blood spilt freely upon the ground and a great horde of evil folk gathered and bathed in the elixir of his pain. Amidst

this chaos none saw the small thin beggar approach with a mud covered cup, which was in truth a grail of platinum and gold, and fill it with the blood of his master.

The grail took on a holy aspect, for Jaren was held as a Saint in the ethos of the old gods and Andulf fled with it to the east to keep it safe and to worship it as the last manifestation of Jaren upon Airhde. The grail never emptied of its liquid and it served Andulf as a vessel of healing. A few drops from the grail and it cured a man’s wounds and his disease abated. Eventually Andulf built a shrine to the grail upon an isle off the coast of the lands of Aenoch, and placed the cup upon a high place. A fierce warlike people inhabited the rocky island; they paid homage to distant spirits, the Og Aust. They treated Andulf as one of these spirits and worshiped him and the grail. Thus the worship of Jaren Falkynjager began and the Grail became a holy item.

While worship of the grail and Jaren flourished on Iberia, another cult sprung up at Aufstrag. The Cult of the Hanging God looked ever skyward upon their master, hanging upon the gates of Aufstrag. And legend grew of a holy grail located on the distant shores of lost lands. That was a thousand years gone by. Memory and sources fail.

The grail is an exquisitely worked grail of platinum and gold, perhaps encrusted in mud.

A few drops of blood from the grail acts as a *heal* spell upon good and neutral creatures. A creature may only receive this blessing once per day. Legend holds that the grail had many other divine powers as well (as determined by the CK to fit his campaign).

Will 21, 3 lesser and 1 greater power.

H—

HAMMER, SMITHING: This hammer imparts the ability to its owner to be a competent smith. The smith must wear this hammer at all times in order to use the magical ability. Possession of the hammer allows one all the skills of a laymen smithy. They are able to operate a forge, construct light weapons, armor and shields as well as normal mundane items such as horseshoes, nails, post brackets and the like. In battle in confers no combat bonuses and does 1d4 points of damage. It is very valuable due to its worth to smithies.

HARG & HYLDE: ‘Tis said that the gods Harg and Hylde are the children of the god Mimir and the goddess Freya. Beneath the branches of Yggdrasil, when the world was young, those two loved one another, and Freya gave birth to the twins, Harg and Hylde. This was before Mimir lost his head to the vengeance of the Vanir, and before he drank from the cup of wisdom that for ever after allowed him to know that forbidden to both men and gods. When their father died, Harg and Hylde set about avenging him, and swore to unmake Vanaheim and start the wars anew. Their mother uncovered the plots, however, and she

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made a pact with the Giant Hrunganir to bind them in sorceries that could keep them from their sworn task. Hrunganir invited the warrior sons of Mimir to his deep halls with promises of weapons to destroy Vanaheim. Harg and Hylde came to Hrunganir's chambers, and the giant drugged them and in turn bound them in two great hammers.

Freya took the hammers, her children, to Asgard. But Loki stole them from her and brought them to the world of humankind, hoping to unmake them and gain the loyalty of the twins. He was undone when Thor found him upon the heights of Klarnacht Mountain. Great and thunderous, the battle raged between the storm god and the trickster, but in the end, Thor smote Loki such a blow that he dropped Harg and Hylde into the world and they were lost in the deeps. Legend holds that the eldritch goblins found them and took them to their dread King.

The heads of these massive warhammers are made of some unearthly blue-steel metal, while their handles are iergild gold wrapped in a leather-like substance crafted from skin shed of Jormungand, the Midgard Serpent. The emblazoned faces of Harg & Hylde decorate the sides of each hammer's head. When the hammers are used against enemies, mortal or divine, they howl and moan, longing to go to Vanaheim and destroy the Vanir who dealt so cruelly with their father.

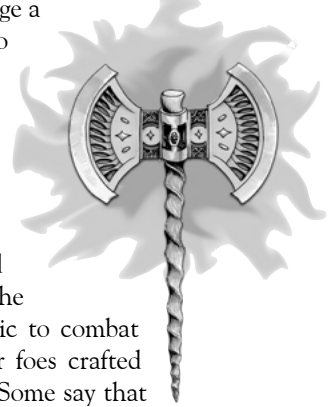
These +5 hammers are unbreakable and do not shed light. When employed in combat, they take on a life of their own, seemingly guiding their wielder's blows. When used in tandem (two weapon fighting), the hammers reduce the primary hand penalty and the off-hand penalty by four, not including their normal +5 bonus to attack rolls.

The hammers deal bonus damage upon striking a successful critical hit. Should the wielder score a critical hit, the hammer used to hit deals an additional 2d10 points of fire or cold damage. The bonus damage from Harg is a burst of fire while the damage from Hylde is a blast of icy cold. In both cases, the fire and frost do not harm the wielder's hands. The hammers do not otherwise act as flaming or frost weapons to any extent.

The 18 Will of the imprisoned twins also transfers to their wielder. They provide a +2 bonus to all constitution saves, and a spell resistance of 6 against all *charm* and *sleep* type spells.



HAVOC: This mighty dwarven war axe is an artifact of the Winter Dark wars. King Dolgan secretly fashioned the weapon during his bondage as the Smith of Aufstrag. Elvish legend holds that during the deep of Unklar's winter, the last of the great unicorns, the Mare, quested to find Dolgan. In her dying breath, she bade the dwarf to forge a weapon to bring freedom back to the world and to use her horn as its core. He labored in secret on Unklar's very forges to craft the axe he called Havoc. Dolgan wielded the fell axe to wicked effect throughout the wars of the Winter Dark for he bound his loathing for Unklar into the axe, imbuing it with great magic to combat the Mogrl of Unklar and other foes crafted upon the Horned God's forges. Some say that the King lost his axe in the far north in combat with one of the Elder Mogrl. The elves of the Eldwood, however, maintain that Dolgan unmade the axe and thus returned the unicorns to the world.



This mighty weapon is an iergild steel double-bladed dwarven war axe. The haft is made of a 3 ft. long unicorn horn.

The axe acts as a +4 defending weapon with the following additional powers that are constantly in effect: the wielder cannot be flanked, immunity to disease, immunity to sleep and sleep effects, and empathy (50 ft. range). Also, twice per day, the wielder can cast *dimension door*.

SPECIAL PURPOSE: When used against Mogrl or any creature created upon Unklar's forge, the axe grants a +2 luck bonus to all saving throws, a +2 AC bonus, and an SR of 7.

HOLY FLAME: The most sacred item of the Paladin order, Holy Defenders of the Flame, the Holy Flame resides in the Paladin's Grove in Kayomar. Legend holds that this flame is the last spark of the All Father's Language of Creation, and thus, is far more powerful than any other force in The World of Aihrde. It is good personified.

This blue-white flame dances upon silvery water within a broad, shallow dish of platinum and gold. The water possesses divine healing powers, but only affects good aligned beings. Any good creature that drinks of the water is cured by the following spells, all to their maximum effect: *atonement*, *heal*, *dispel magic* (roll as 20th level), *restoration*, *neutralize poison*, and *regenerate*. The water of the cup can resurrect the fallen if the water is poured upon the remains of a good being (no other components needed).

Any evil being that drinks from the water is cursed by an unquenchable thirst. The being must drink twice as much water as is normal each day. Breaking the curse is within the CK's discretion, but the cure should be on the magnitude of a greater quest.

The Flame also acts as an instrument of judgment and atonement. Those seeking true atonement will be judged by the Flame based upon their life's work or potential, their discipline to their convictions, or simply their capacity for goodness. The CK maintains complete discretion in such matters. Those that drink from it with ulterior motives should suffer accordingly.

HOLY ICON: These holy items are given to clerics who perform great service to their church or order. They appear as small holy symbols on a chain or leather necklace, or a decorated and inlaid cloak brooch or ring. These icons grant a +1 to all wisdom checks.

HORN OF BREAKING: This horn of old was fashioned by the goblin smiths during the Goblin-Dwarf wars. Unklar's trusted goblin servant, Erix, bore it for years. Crafted from the horn of a rockhound, inlaid with silver and hung upon a strap of iergild metal, the horn itself is a work of beauty.

When directed toward an item and sounded, the blast from the horn can shatter any item, magical or not. So powerful is the horn that only items with a +3 or better enchantment can save. A failed physical save (CL 20) automatically inflicts enough damage to render the item useless, including artifacts! The horn has no effect if sounded against creatures.

HORN OF ETHRUM: These are rare but wonderful horns, crafted by the smiths of the ancient Ethrum Kings. Crafted from the tusk of the lauk, they are ashen white. Huge at the bowl yet narrow at the mouth of gold or silver, its coiled intricate design binds them. Glyphs of men riding horses often round them. These men ride with horns to their lips as if sounding a battle charge. The end of the horn is carefully shaped and it is coated in gold or silver. A leather strand hangs upon it, long to give the wearer plenty of room to bear it upon their backs during battle.

For indeed a Horn of Ethrum's sole purpose is to inspire men in battle. When sounded, the weight of its blast carries across far fields, disconcerting foes and heartening friends. Any foe that hears a note sounded upon the horn falls and suffers an immediate -2 to all combat rolls, including damage. Allies feel emboldened and inspired, gaining a +2 to all combat rolls, including damage. They cannot be affected by a *fear* spell unless cast by a very powerful wizard or the pall of an elder wrym. The effects of the blast last 10 full rounds. The horn cannot be sounded to such an affect again for 1 day.

HORN OF THE HALFLING: During the Winter Dark, when the Lords of Aufstrag hunted the Halflings for sport, the halflings crafted many items to aid them in their escape. Often their troubles drove them from each other and they became widely separated. In order to call out, they crafted special horns that aided them in calling to one another. These horns are usually simple affairs of laced wood, antelope or ram horns.

The horn is almost silent, creating only a small winding noise when it is blown. When it is blown for four full melee rounds, it sends a message to the nearest comrade or friend. This works the same as the 4th level cleric spell *sending*, though the casting time is immediate.

HORN OF SOUNDING: This horn summons the god Utumno, the son of Daladon Lothian and Wenafar, the Faerie Queen. Daladon forged the horn to call to his son on the Sea of Dreams. Blowing it once summons Utumno's Knightmares (see Dream Warriors), dark faeries who bear dark dreams to mortals. Blowing the horn twice will drive off the Knightmares. Blowing the horn three times summons Utumno's sea-craft, the "Dream Horn" enabling the wielder to travel upon the Sea of Dreams.

The horn of sounding is a silver-coated ram horn, eighteen inches in length, wrapped in platinum-laced iron bands with a leather strap attached to either end.

The horn quickly causes madness in those who blow into the horn as dark faeries hound him in sleep and haunt him in waking. A being that blows into the horn loses a point of intelligence every two days until intelligence is reduced to zero, at which point the horn is taken by the dark faeries and the horn blower acts as if affected by a symbol of insanity. The insanity is permanent unless a wish is cast upon the horn blower, rendering him unconscious while his mind heals. The horn blower recovers his lost intelligence at a rate of one point every two days, but is forever marked by the experience as he permanently loses 2 points of intelligence upon waking.



IERGILD METAL: In long ago days, while making the Dwarves, the All Father shattered his hammer upon the brow of their first king. The shards of his hammer fell to earth as rain. These shards possessed magical qualities that the skilled took advantage of, crafting many a magical item. The metal is precious, magical, and rare.

There are three varieties: Gold, Silver, and Steel.

Iergild Gold objects have a +5 bonus, a hardness of 30, and 50 hit points per inch of thickness.

Iergild Silver objects have a +4 bonus, a hardness of 20, and 50 hit points per inch of thickness.

Iergild Steel objects have a +3 bonus, a hardness of 15, and 50 hit points per inch of thickness.

A 1 pound block of the metal is valued in gold pieces as follows: Gold 25,000; Silver 16,000; and Steel 9,000.

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THE IRON SWORD: Forged by the smiths of Trondheim and imbued with the magic of giants the Iron Sword is rare and powerful. This weapon is a +2 sword, undead bane fashioned of iron, almost always plain and nondescript, with no markings. Its pommel is plain as well, wrapped in tight leather strips. But the magic of the sword is potent for it carries the weight of the giants of the north. On a modified roll of 21-23 the iron sword can do the following:

TABLE 26: IRON SWORD

ROLL	EFFECT
21	Stone Giant, +1d6 damage, opponent pinned immobile for 1d4 rnds, CL 12
22	Frost Giant, +1d8 damage, opponent pinned immobile for 1d4 rnds, CL 14
23	Fire Giant, +1d10 damage, opponent pinned immobile for 1d4 rnds, CL 16

Any creature struck is allowed a strength save to avoid the magical effects of the blow. If the strength save is made the sword does no extra damage nor does it pin the creature.

K—

KNIFE, HARVESTER: The halflings of the Gottland are fierce people who enjoy fighting like few others. As such they prize close quarter weapons, hand axes and knives. A favorite is the harvester, a heavy set, singled edged, curved knife. The blade ranges near 10 inches in length, with an S-shaped cross-guard and the handle usually made of bone or ivory. The harvester is a +1 knife, however, the magic blade can actually feed its wielder as the *offering* rune bound within it draws out the life force of whomever it strikes. For every six points of damage the blade inflicts the wielder gains 1 HP back; only the knife's +1 bonus counts toward the damage, the wielder's strength does not.

KRUMMELVOLE: In DY 898, Dolgan, son of Hirn, slave of Mithgefuhl, crafted the Crown of Sorrow, the Krummelvole, for his Dark Master Unklar. The mage Kraxel recorded King Dolgan's remembrance of the crown's making during a visit to Grundliche Hohle during one of the king's more talkative moods. "Upon a high day in my 400th year of life and 357th of captivity, that Horned Dog summoned me to his throne and bade me craft him an iron crown, adorned with the greatest jewels of the world. So I left away to the dark regions beneath Mitgefuhl, the pits wherein my foundry lay, named Klarglich, the pit of Woe, and I bade all leave until the task was done. So great in the councils of the Dark had I grown that the hosts of Darkness followed my bidding.

And there in the dark solitude I bent iron and shaped the great crown to hold the jewels of Unklar's desire. I crafted the shape with magic held in



the deeps and released by the might of the Dark God. For twelve days I labored, until my brow was weighted and frowned. But at last the task was finished, and I held up my greatest creation. And I loved it and desired it for it was made of the stuff of the earth, and altogether separate from Unklar's black soul. I called it The Krummervoll in the ancient tongue of the dwarves, the Crown of Sorrow."

The Crown is fashioned of iron and its brow bears 16 stones of incomparable value. Fifteen Ioun Stones sit in the crown's band. Riding above them all, upon the ridge of the crown, is the Heart of Darkness, a star ruby almost 6 inches in height.

The powers of the crown originate within the Ioun Stones and the Heart of Darkness. Unlike the Ioun Stones detailed in the **Monsters & Treasure**, the Ioun Stones residing in this crown cannot be destroyed and never burn out. Their powers are:

TABLE 27: COLOR POWER

COLOR	POWER
Dusty Rose	+1 deflection bonus to AC
Clear	Sustains creature without food or water
Pale blue	+2 enhancement bonus to Strength
Scarlet and blue	+2 enhancement bonus to Intelligence
Incandescent blue	+2 enhancement bonus to Wisdom
Deep red	+2 enhancement bonus to Dexterity
Pale red	+2 enhancement bonus to Constitution
Scarlet and green	+2 enhancement bonus to Charisma
Dark blue	+2 to all surprise
Vibrant purple	Stores three levels of spells as a <i>ring of spell storing</i> .
Iridescent	Sustains creature without air
Pale green	+1 to attack rolls, saves, and checks
Pearly white	Regenerate 1 point of damage/hour
Pale orange	Absorb 20 levels of spells of 1 st 4 th level.
Milky white	Absorb 50 levels of spells of 1 st to 8 th level.

THE HEART OF DARKNESS GRANTS THE FOLLOWING POWERS:

Animate object upon command three times per day (command word is *Munterkeit*), and *transmute flesh and stone* upon command three times per day (command word is *Fliesch zu Stein*).

Unklar imbued the crown with the power to see into the Void and all throughout the Maelstrom; he did so without Dolgan's knowledge. When doing this, the wearer of the crown casts his mind into the planes and "walks there", seeing as if actually there. He can locate objects and creatures (unless they are magically hidden and then it acts the same as a *crystal ball*), and can commune with them if he chooses. A wearer possessing a combined intelligence and wisdom of 40 or greater can launch a psychic attack on the mind of a creature located while "walking." This attack combines the effects of *fear*, *hold person*, and *nightmare*.

Using this power, however, is very dangerous. The beauty of the interlocking dimensions of the planes is such that they can be mesmerizing and catch the weak of will, potentially leading to madness. If one cannot control the "walking," then the journey itself overcomes them and they may be lost forever. Spirit and mind become bound to the planes, and the mortal body left a gibbering madness. Each time the possessor attempts the "walking," the journey batters their mind with the psychic gales of the planes. The possessor must immediately make a constitution save (CL 35). A failed save results in any number of catastrophic ailments at the CK's discretion such as insanity and intelligence, wisdom, and charisma reductions.

L

LIAL ARROWS: Designed for a long bow or long composite bow, these arrows are weapons of the dragon hunters. These magical arrows average 4 feet in length and possess perfect balance. The points are very thin and capped with a drop of Iergild Steel shaped into an extraordinarily sharp point, and dipped in the gas glands of a lial beast. After these secretions harden upon the point, the smith sharpens the point again. The point's edge is such that it can split the thick hides of dragons and the arrow's length carries the point deep into the creature's guts. They work well against most large creatures, gaining a +1 to hit against all normal creatures. Against dragons, dinosaurs and the like, they gain a +3 to hit. They do not gain any extra damage.

LINKS OF ARMOR: These magical links allow the possessor to transform their armor into quasi-magic armor. By taking the appropriate magical link and replacing one link in mundane armor, it grants the armor a +1 to AC. In all other respects the armor is ordinary. Its encumbrance does not change and it is capable of being damaged through wear. Scale, ring, and chain links are available.

LUCKY WHETSTONE: This is a typical looking whetstone. Any weapon sharpened with this stone has a +1 bonus on to hit rolls for a period of 6 hours. This ability can be used once per day.

M

MAMMOTH SCROLLS: The Mammoth Scrolls recount the history of the world from its beginning as known to the Dwarven All Fathers of Gorthoraug.* There are multiple thousands of these scrolls, written on a variety of types of paper, but all rolled and stored in a series of shelves within a temple complex constructed in the ruins atop Mount Austrien at Gorthoraug. Few have seen them, for Gorthoruag was ancient even when the scrolls were written and the kingdom itself has vanished. Few, if any, have found the ruins of Mount Austrien where the bones of that realm and all her glory lie.

The scrolls possess knowledge of the All Father, the coming of the Trees, the Dragon Inzae, the Void and all the early creations. It recounts the wars of darkness between the powers of the Void and all the struggles of the dwarves in the early days, the coming of the goblins and much more. Magic too, the language of creation, spells, and how to fabricate items all lie within these scrolls. Much of the knowledge of the ancient world lays bound within the wooden rolls.

The knowledge one gains from reading these scrolls is limitless. A character who spends 1 full year studying the scrolls gains 4 points of wisdom. Three further years of study increases the reader's intelligence by 4 points.

*Note that a Dwarven All Father is different from a Dwarven King or the All Father himself. Dwarven All Fathers are sages, historians, wizards, clerics, and others who administer to a King and the Kingdom. In ancient times with a Lore Drake at hand.

MANTLE OF CONFESSION: St. Luther came into possession of this great cloak at the conclusion of the Winter Dark Wars when he surrendered Durendale to its next bearer. The greater Lords of Law granted him the Mantle when he became the Lord of Dreams. He uses the Mantle to better see into the hearts of mortals and to understand them, what he calls "Confessing." But legends relate that the saint, when he retired to the Dreaming, left the Mantle in the world, or one very much like it.

The cloak itself is a fur-lined piece made of heavy wool that hangs to the floor. The mantle allows the wearer to see with keen vision, seeing clearly for many miles. The wearer gains darkvision with a 120-foot range. The wearer can also see invisible, displaced, and out of phase creatures and objects at 240-foot range (or 120-foot if dark vision is needed). This includes seeing those affected by invisibility potions and rings, *dust of disappearance*, a *robe of blending*, or a similar magical item. It reveals camouflaged or hidden things as well. It cannot see astral and ethereal objects, nor does the mantle increase the chance to find secret doors. Only lawful creatures may use it.

The wearer of the mantle cannot be surprised, and they gain the following: Spell Resistance 10, Armor Class 18 (cannot be used with any other form of magical defense, other than a *weapon of defending*), and +2 on all saving throws.

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The Mantle bears special properties which allow the wearer to see into the hearts of men. When the wearer makes a concentrated effort to hear "Confession," these spell-like abilities operate simultaneously (cast as 20th level cleric): 0-level: *detect alignment, detect magic, detect poison*, 1st: *cause fear, command, remove fear, sanctuary*, 2nd: *augury*, 3rd: *remove curse, remove disease*, 4th: *discern lies, dismissal, sending, tongues*, 5th: *atonement, commune, dispel alignment*, 6th: *banishment, geas*, 7th: *holy word, repulsion*, 8th: *holy aura*, 9th: *soul bind*.

MOGRL'S SALT: The Mogrl possessed powers beyond the ken of mortal men. They loved war most of all, and they loved the pain of suffering war brought. For this reason, they crafted many items of fell purpose. One of the least of these, Mogrol's Salt, served their purposes with great effect. They took up handfuls of small stones and cast their breath over them. Impregnated with the magic of the horned god, their breath remade the stones, casting them with a white pall, and filling them with the cold ire of their being.

Mogrl's Salt resembles small sling stone bullets. They are long and taper at both ends. They are a bluish white in color and very heavy, each weighing about the same as a gold coin. When cast or shot they leave a trail which resembles a white tracer through the air. There are usually two to eight of the pellets in a bag.

They can be hurled from a sling, thrown by hand, or even laid upon the ground as a trap. A successful hit unleashes the power inside and each one that successfully strikes an opponent causes 1d4 points of damage. Anyone who fails the required constitution save suffers a further 1d6 points of cold damage. Mogrl's Salt strikes like ice, is wickedly cold, and stings the flesh as if frostbit. Once unleashed its power is gone and cannot be restored. It is worth 150 experience points and valued at 50gp. per pellet.

N—

NECKGUARD OF CHARLES THE CONFESSOR: Long before the Battle of Olensk, Kain the Godless appeared in the halls of Grundliche Hohle. Kain, bearer of Omdurman, bade the dwarven king to send forth a champion or face him. Dolgan, not knowing Kain, or his blade, made to take up Havoc and strike down the interloper. But the Confessor Knight, Charles, knew that battle with Kain meant certain death. He requested that the king name him champion. The King, feeling the righteousness of Luther emanating from the knight, agreed.

Hence, Dolgan forged this magical neck-guard so that Charles could fight Kain without fear of being beheaded. Charles refused the gift, claiming that his paladin's "honor" forbade him to wear it. The result was predictable, and Charles' tomb stands now at the foot of Grundliche Mountain. Dolgan forged several more Neckguards in the years following this incident in honor of the knight who sacrificed himself so that the king could live.

The item is a decorated Neckguard made of Iergild Silver that can be fitted to a suit of plate mail. This neckguard grants +1 to the AC of the wearer. The wearer of one of these neckguards receives a constitution saving throw (CL 25) to resist the decapitating strike of either a featheredged or vorpal weapon. A successful roll results in the wearer retaining their head as the weapon rings off the neckguard with a mighty reverberation. Regardless of the saving throw result, the neckguard is destroyed.

NETS OF THE EMPTY: In the Days before Days, before the Wall of Worlds guarded Aihrde from the Void, many creatures both great and small crossed over to the world of the All Father's making. The trail of these creatures grew cold in the struggles that shook the world. In time of years however, the greater god Ornduhl the Red God wooed the Goblins, twisting them in his own dark designs. These he taught many things, not the least of which were the footprints left over by those creatures of the Void. Indeed, when the creatures passed over into the world, they brought with them small pieces of the Great Empty and these fell into Aihrde like drops of poison. So they lay in silent and hidden places for many long years until Ornduhl revealed them to the Goblins. He also revealed how they might contain them and bring the power of the Void to the struggles with their kin, the Dwarves. They spoke the words of power which fell from their twisted lips like nets, into which they harvested the pieces of the Void. The nets became fell and heavy, holding as they did this horrible poison. When war came, the Goblins used these nets to foul purpose. They would lay them atop their weaponry, or on their missiles, so that when cast, these poisoned drops struck with overwhelming force and deadly intent. Many folk went to nothing at the touch of this poison from the Void.

The magic resembles very small and tightly woven black nets. The strands are thick, covered in a rough scaly hide, and are very sticky. They are not more than six inches in diameter. Only one side of the net, the sticky side, bears the poison of the Void, so they are usually found rolled up into a tight ball and relatively safe to handle.

In order to draw out the poison, the user lays the net flat over a surface (or person), so that it fully adheres to whatever it touches. Once done, the poison releases into the object or victim. As living tissue cannot sustain direct contact with the Void, those who suffer this are subject to catastrophic damage, suffering 6d10 points of damage and loss of 2 points from all primary abilities; a successful constitution save (CL 20) reduces both damage and ability loss by half. However, inanimate objects can sustain direct contact with the Void and therefore hold the poison on their surface. This usage dilutes the poison, though, so a spear point, covered in a net, is much like a poison spear. If struck an enemy must make a constitution save (CL 15) or suffer 3d8 points of damage, and paralysis for 2d4 rounds; a successful save reduces the damage to 2d6 and no paralysis.



NORD STONE: Over the long course of time, the ebb and flow of glaciers produced rich veins of this highly prized stone; where the ice grinds against sandstone the two merge, crushed together by the weight of the frozen water and fused by the light of the sun. In long, light blue veins the stone stretches through the rock. Large chunks of the rock are very rare. Nord stone flakes with ease and is very light to the touch; consistent rubbing or massive pressure grinds it away very quickly.

Nord stone possesses an altogether peculiar quality; when exposed to the sun, it replicates, growing much as ice does in the water. Nord stone will not grow permanently, usually only expanding to double its original size at which point it stops. However, the wise have discovered that if one breaks off a piece of nord stone, the original piece will grow again so that one piece of rock can almost continually replicate itself.

What makes the stone particularly desirable are the nutrients bound within it. The stone is edible and possesses a healing quality. A simple flake of the stone heals one 1-2 points of damage. This makes the stone very valuable and highly sought after by travelers and adventurers.

NOXMURUS, “NIGHT OF THE DEAD”: When Unklar came to the world of Aihrde, the greater host of the elves fled the world to the hidden realm of Seven-Rivers, Shindolay. Only a few possessed so great a love for the lands of the All Father that they remained. They hated Unklar and fought him at every turn. But defeat followed defeat and their powers proved too slight in the face of the Horned God. Their losses mounted, culminating in the battles for those lands that came to bear the name The Shelves of the Mist. With frustrated rage their thoughts turned ever to their kin who had fled, in their thoughts were visions of all the gathered strength of the elven hosts and the utter defeat of Unklar. Though they did not know it, even those hosts could not have stood against the Horned God in his prime; not even were all his minions stripped of him. But their thoughts did not know reason, only defeat and in time they turned on their kin, hating them, and cursing those who fled the fate of the world.

The Elf Prince Meltowg Lothian, brother to Daladon Half-Elven Lord of Darkenfold, was one of these elves. As is told in the *Lay of the Lothian Princes*, he forged the sword Noxmurus and bound within it the spirit of his rage and hate; this raging spirit took a name, Bodach, which in the elven tongue means “darkness.” Meltowg died in the Winter Dark Wars and his brother, Daladon Lothian, took up the blade for a space of years. Since those days Daladon has drifted from the halls of the Val-Tulmiph and the blade has been lost to history.

Noxmurus is a +5 two-handed claymore, whose deep green blade is unbreakable. Its grip is of black wire wrapped tightly around an iron base, the pommel a dark green opal, and the great cross-guard is speckled black, as if colored with coal dust. It is always sharp, immune to notches and scratches. Within the blade lurks the corporal manifestation of Meltowg’s madness, Bodach the imp. This imp is possessed of all the rage of its creator and bears a deep, abiding hatred for the High Elves of

Aihrde. When held by a human, or any elf other than a high elf or half-elf with high elf ancestry, the sword becomes a living thing and will talk to its “master,” trying to influence the wielder. Bodach’s goals are always twofold, to kill servants of the enemy or the High Elves. It will attempt to drive its master to war on these creatures. Noxmurus is a sentient artifact and as such can control the will of its wielder (see **Monsters & Treasure**). Noxmurus has a will of 21.

When unsheathed, the sword allows the wielder to move silently as a 5th level rogue, and if in a forest environment, the bearer can become invisible at will to all beings less than 15 hit dice and to all elves (as the spell *invisibility*). Also, elves and half-elves wielding the blade may summon and command Bodach the Imp upon command. Bodach acts as an imp familiar in all respects (see **Monsters & Treasure**, *Imp*).

The blade imparts a resistance to poison (as the dwarf) as well as darkvision up to 120 feet. It can *detect magic* within a 20 foot radius. When borne by any elf other than a high elf or half-elf with high elf ancestry, the sword bestows a *glamour* upon the wielder, allowing the wielder to make himself seem greater than he is. The glamour acts similar to the Frightful Presence of Dragons (see **Monsters & Treasure**). The glamour unsettles creatures within 120 feet if they have fewer than 12 HD. A potentially affected creature that succeeds at a wisdom save (CL 20) remains immune to the Glamour for one day. On a failure, creatures with 4 or fewer HD panic for 2d4 rounds, fleeing from the wielder and those with 5-12 HD become shaken for 4d4 rounds, suffering a -2 on all to hit rolls and attribute checks. The wielder can also detect any type of scrying.

The sword has two natural enemies, orcs, and elves. Against orcs, the wielder always gains initiative. Against elf or fey, the blade has a



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malevolent effect. On a roll of a natural 20, the elf or fey's spirit is forever destroyed, thus cursing them to live out their days as shadows of their former selves, eventually becoming a banshee (see **Monsters & Treasure**).

O—

OMDURMAN: This sword Kain the Godless bore for close on to two centuries, as many believe he still does. In any case, the blade and the warrior possess a symbiotic relationship, one understanding the other and their own purpose. It is an excellently crafted longsword of simple design, crafted from metals whose origins lie in the Great Empty of the Void. If separated from Kain, it always attempts to return to him.

This blade is +5 *vorpal longsword*. It is intelligent and evil, with a Will of 22. When drawn, the wielder gains darkvision and twilightvision at a range of 240 feet, and a +3 to all charisma checks. The sword speaks the vulgate tongue, and can communicate telepathically.

ORACALCUM METAL: Earth elementals are powerful creatures who animate the very earth, passing their power through it. Within them lie many minerals and ores, all charged with the magic of their being. Containing these creatures or slaying them shatters the animated earth but leaves some of it magically charged. Culling the metals from these creatures is an almost herculean task, taking many days to gather even a few ounces. However, the metal itself is possessed of extraordinary magic. Its base is +3. If cast into any armor or weapon it gains a +3 to AC, hit and/or damage. The metal is weightless. Any earth elemental confronted with an item made of the oracalcum metal will not attack the wielder unless the elemental makes a successful mental save. Stone giants favor the metal and often trade far beyond its normal value for the material.

P—

PATRICE'S INDEX OF POTIONS: This massive book provides a complete list of every single type of potion, describing all their properties and effects, including what manner of container they are likely to come in. It does not tell how to make potions or even what their ingredients are; it is only good for identification purposes. The book itself is non-magical. There are several copies of the book in existence, but they are rare and highly prized by magi, sages, and the like.

PRIEST'S ALB: This long-sleeved, knee length garment is made of light wool. It's woven in careful patterns and blessed by a high priest or prelate. The cloth is soaked in holy water and allowed to dry upon the temple's altar. When worn by a cleric it grants the cleric one extra bonus spell of 1st, 2nd, and 3rd level. The cleric must be able to cast the spell before they can pray

for it. For example, a 1st level cleric would not be able to cast a 3rd level spell. However, a 5th level cleric would gain an extra 3rd level spell. The spells stack with normal spells per day, including any other bonus spells gained. The alb can be worn over normal garments or under armor without any penalty.

PRIDE OF THE GOBLINS: A simple trunk of wood and iron holds the greatest magic of the Eldritch Goblins. Their pride is here bound in a jewel of amber, for therein rests the soul and power of Ondluche, that most fell of goblin mages. To break the spell which binds him would bring back the power of evil that only the dwarves of old battled for and held. The goblin folk yearn for and quest for their Goblin Pride, for to possess it and to free their greatest King would mean they could resume their war upon the dwarves who are but shadows of their former selves.

The Pride is a fist-sized piece of uncut amber. It does not glow, nor seem to have any special properties. Looking in it reveals a multifaceted shadow which, if held under flowing water, takes the form of a goblin lord. Only an eldritch goblin can access the powers of the Pride. When accessed, it magnifies the natural hatreds of goblins for dwarves, even those decent goblins of eldritch who call dwarves their friends. Most of the powers of the Pride are ephemeral, in that they enhance the innate powers of the Eldritch Goblin possessing it. As each Eldritch Goblin is unique, so are the powers bestowed upon the possessor of the Pride. The CK should determine the effect of the jewel upon any Eldritch Goblin that possesses it.

Notwithstanding the unique effect the Pride has on its possessor, it will also bestow the following upon Eldritch Goblins: +1 to all abilities, +3 to any mental checks with goblins, SR 10, *stoneskin* (3 times per day, wielder only, 10 minutes), *detect thoughts* (at will), detect dwarves within 1 mile (at will), cannot be surprised and gains a +2 in combat, to hit and damage checks.

Q—

QUIL SKIN: The skin of the quill is extraordinarily tough and resilient. Skilled armorers can use it to cover shields or helms. Any such items gains a +1 to its AC.

QUIL CLUB: Fashioned from the stone-like skull of the quill, these clubs are immensely powerful, gaining a +1 to hit and damage. The nature of the quill's head is such that it is not simple to attach the skull onto a club and requires a skilled armorer to do so.

R—

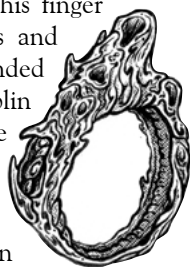
RILTHWOOD: Rilthwood trees grow in the Red March, and they provide ideal wood for the construction of bows, especially composite bows, and arrows. The slender Rilthwood trees have stark white bark and shiny, broad green leaves. In the Fall, the

leaves turn a brilliant red. Every Rilthwood tree has a unique swirl to its grain. The wood absorbs stain easily, highlighting the natural swirls of the grain. The stains applied typically make Rilthwood bows unique to their owner. Kings often equip their troops with bows stained in the color of their coat-of-arms. Nobility and adventurers often commission skilled artisans to stain Rilthwood bows with patterns and symbols.

Arrows made from Rilthwood also absorb stain, and they seldom snap or splinter unless scoring a deep strike. Men knew Roland's Raiders, an infamous mercenary troop, for their half-red, half-white Rilthwood arrows.

Composite bows made from Rilthwood are expert items and their range increment is increased by 20 feet. Arrows made of Rilthwood have a hardness of 5, 2 hit points per inch of thickness, and a break CL of 12.

THE RING OF GRUACH THE GOBLIN LORD: Forged in the depths of time during the First Goblin-Dwarf War, this ring is an artifact of eldritch power with a long and bloody history, though it most recently served as a symbol of peace between goblin and dwarf. During the War of the Pit, Dolgan dwarf-lord forged a friendship with a fellow slave, the Eldritch Goblin Agmour. Dolgan fought side by side with Agmour for ten years beneath the tree, and upon their eventual escape, they pledged blood brotherhood to one another and peace between their peoples for so long as Dolgan sat upon the throne of Grundliche Hohle. But Praeconius, an Eldritch Goblin whose memory stretched long and long back to wars, sought to break the peace. He bade Dolgan to prove his worth by placing upon his finger the Ring of Gruach. When Dolgan did this and mastered the ring, Praeconius stood dumbfounded and named Dolgan the War Chief of the Goblin Horde. Dolgan's dwarves fought alongside Agmour's goblins for the remainder of the Winter Dark Wars.



After the banishment of Unklar, Dolgan surrendered the ring to his brother Agmour, who wore it for many years until it was lost during one of Agmour's many journeys across the breadth of Airhde. Agmour is the rightful owner of the ring.

This irregularly shaped ring is made from a strange, greenish organic-metallic substance and pulsates with warmth and power.

The ring bestows the following powers: *detect magic*, *see invisible* (always active); *time stop* (1/week); *discern lies*, *suggestion* (3/day); *true seeing*, *word of recall* (1/day). The ring also carries the curse of the Goblin Bane.

GOBLIN BANE: Any wearer who bears a substantial enmity toward goblins will become instantly and permanently afflicted with insanity (suicidal tendencies, no saving throw, spell resistance reduced by half). The name and location of any bearing the ring under such an affliction becomes known immediately by its rightful owner, who seeks the wearer out. Any other Eldritch Goblin seeing such a character instantly knows the same,

whether or not the ring is openly displayed, and they attack unquestioningly in an attempt to gain ownership of the ring. A *wish* or *limited wish* (treat as a *dispel magic*) might remove the ring, but not the insanity.

RIGHTFUL OWNER: The rightful owner of the ring remains as such until such time as they name a new rightful owner. If they die before doing so, then the first Eldritch Goblin to possess the ring becomes its rightful owner.

RING OF SOUND: Of old, the Dwarves cast many of their magical runes into various objects, imbuing those objects with the powers of the rune magic; such were the rings of sound. It is a simple brass band with a single rune etched into its surface. The rune, plainly visible, is the Roan Kolch Viel, the rune of sound.



The rings encases the RuneMark in a globe of silence, protecting the possessor from most sound based attacks, allowing him to concentrate on difficult tasks by driving out needless noises or distractions. However, these simple uses are not the ring's only power. The ring can enhance one's voice, allowing it to carry over great distances and tumult. Commands shouted through use of the ring inspire those friends who hear them; any friend gains a +1 to all attack rolls upon hearing the voice. The effect lasts only so long as the shouting continues. In a more deadly use, the ring can imbue sounds with enough power to be hurled at someone causing 1d4 points of damage and stunning the opponent for 1d4 rounds; a successful constitution save negates the affect.

ROAN THREADS: When RuneMarks fashion the Roan of Eluet, that is the Runes of Thread, they perforce a great many strands which are not wholly made; these they cast aside more often than not. Some, however, are possessed of magical qualities. There are several types of these threads, the most common of which are the threads of law and the threads of chaos.

OF LAW: The threads of Law are long, thin, golden strands that end in a perfect form. The wise use these threads to bind things, such as armor, articles of clothing, equipment, packs, saddles, etc. When they are used, they bind things perfectly and are almost unbreakable. A knot tied with such a thread is almost impossible to untie (CL 40) or to cut (AC 20). But once used, they spoil and lose their magical qualities. When tied they do not bend, and untie, but rather break. These knots are commonly referred to as Todknots ("tod" is Dwarven for Unbending). A rope can be woven from these threads, though many hundreds of threads would need to be gathered, and would be almost unbreakable.

OF CHAOS: These threads are thick and hollow, curl in on themselves and their ends fray continually. They resemble strands of wool, and are silver in color. These threads are rarely used, as for they have almost no point or purpose. When one of these threads touches an item, it causes the item to temporarily levitate (weight limit 5 pounds). After 1d6 rounds the thread

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unravels itself and the item falls to the floor. Winds often catch these threads carrying them about, floating around without purpose or design. Items they touch lift and drop continually, leaving a string of chaos behind. These threads are often called Shinknots ("Shin" is Dwarven for Chaos). An encounter with such a thread often leaves one baffled and annoyed, for no rhyme or reason lies in the chaos from a Shinknot.

RUNESTONES: These are magical stones crafted by the Goblin-Wizard, Ondluche. They contain the magic of some of the original sorcery. Long ago, they were scattered throughout the world and few now would know them if they found them. Nulak-Kiz-Din unearthed the knowledge of them during his long researches; during the Age of Men and he quested for many years to find them. His Rune Lore grew deep and he catalogued them into schools: the Winter Runes, Blood Runes, the Og-aust Runes, Autumn Runes and so forth. Though he did not find all of them, he did find and master the Winter Runes. He used them to summon Unklar the Horned One to the ruin of the world. The runestones remain scattered throughout the world.

The rune stones are spells, and appear as small stones with glyphs upon them. The glyphs range in size and make and are almost impossible to read. They are cast in the language of the goblins. There are huge numbers of these stones, but they are almost impossible to find for they are small and were fashioned so long ago.

Full descriptions of the Runestones are not included in this book as they reflect the spells of the modern era. However, there are schools of the magi who devote themselves to one set of runes or the other, mastering their powers and there are no doubt treasure troves where the runes lie in great abundance. Several rune types are included here in order to better understand the nature of some of the magic items listed below.

RUNES OF ONDLUCHE: The Ondluch-Eroan are runes of destruction. Used in war and to bring suffering to others.

AUTUMN RUNES: These allow one to hide within oneself as a tree in the winter, becoming dormant. Spells in this category are hiding spells, sustenance spells, dimensional travel spells etc. Consumption of the Mileal Leaf heightens one's ability to master or 'see' these runes.

WINTER RUNES "THE PATHS OF UMBRA": These allow one to Plane Travel. These are most commonly associated with Nulak-Kiz-Din's mastery of the Wall of Worlds and his summoning of the Horned God to Aihrede.

THE BLOOD RUNES: These stones allow one to Time Travel. None have ever mastered the Blood Runes, though Patrice, Sagramore, and Trigal have come close to understanding them. Many believe that they are tied to the Rings of Brass.

RUNE BOX: In the early days of their wars with the Goblins, the Dwarves sought many ways to use the magical runes. Their most skilled craftsmen used sand as paper; setting thin layers of sand upon the curtains of glass, they cast the runes upon it. Through



their crafts they bound the grains of sand so that one grain held true to another; when bound they seemed as thin sheets of paper. In order to protect the sand-sheets they gathered the loose sand up and placed in small boxes. When opened, the box seemed filled with sand only, but upon uttering the proper command word the sand rose in a swirling mist until it took the shape of the original sheet and revealed the rune embossed upon it.

The rune boxes are made of stout woods, generally from the ancient Peril Trees. Beautifully crafted and embossed with gold or silver, and set with platinum and gems, the boxes alone were worth small fortunes. The linings consist of softened hide, where the sand of the sand-sheet lies. It is impossible to remove the sand by pouring it out or removing it. If someone attempts to take out a pinch or separate any of the sand from the box, they fail. A magical trail of dust connects the removed sand from the sand in the box so that it is able to trail back.

The sand sheet acts as a magical scroll. There is only one spell per sand-sheet and one sand-sheet per box. The spells are always very powerful, 7th level and beyond; cleric, druid, wizard or illusionist. One can cast the spell from the rune box without harming the sand sheet. Even those who are not studied in magic are able to master the spell and use it; though any non-caster who attempts to cast the spell must have some ability to read it and risks the spell backfiring and striking them. A successful intelligence check (CL equal to the level of the spell) is necessary to prevent this.

RUNE POWDER: Much as with the rune box, the rune powder served the Dwarves in hiding the magic of their precious Runes. This process was, however, far more difficult than making the sand sheets. Only a master smith could manage the difficult workings of this transformation from stone to dust and so powerful was the magic of the Rune Stones that he could not powder them with anything but the King's own hammer. They then gathered the powder of several Runes and placed it in small flasks and specially designed bags. They used them as sources of power for the Rune Spells.

The small leather bags are simple and hold little design, though they cinch at the top so tightly that no substance can enter or leave. The flasks are generally made of iron. Each bag or flask contains 6-12 Rune Stones.



Each bag contains the number of applications equal to the Rune Stones within. The effects should be rolled randomly on the following chart:

TABLE 28: RUNE POWDER/STONE

D%	POWER
01–06	Item can <i>detect alignment</i> at will
07–10	Item can <i>detect undead</i> at will
11–13	Item can <i>cause fear</i> in an enemy at will
14–18	Item can use <i>holy word</i> on a foe 1/day
19–23	Item can use <i>dismissal</i> on a foe 1/day
24–28	Item can use <i>globe of invulnerability</i> 1/day
29–33	Item can use <i>arcane eye</i> 1/day
34–37	Item has continuous <i>detect scrying</i> effect
38–41	Item creates <i>wall of fire</i> in a ring with the wielder at the center 1/day
42–45	Item can use <i>quench</i> on fires 3/day
46–50	Item has cast <i>prismatic spray</i> 2/day
51–54	Item can use <i>wall of wind</i> 3/day
55–59	Item can use <i>clairvoyance</i> 3/day
60–64	Item can create <i>magic circle</i>
65–68	Item can use <i>haste</i> on its owner 3/day
69–73	Item can cast <i>light</i> as bright as daylight 3/day
74–76	Item can cast <i>mass heal</i> 1/day
77–80	Item can <i>teleport</i> 2/day
81–85	Item can cast <i>wall of thorns</i> 3/day
86–91	Item can <i>locate creature</i> 3/day
91–97	Item can use <i>fear</i> against foes 3/day
98–100	Item can use <i>detect thoughts</i> at will

A bag of powder/stones is worth 7,500 experience points and valued at 45,000gp.

RUNE SHIELD: In ages past, the northmen, the first of the tribes of men to interact with the Dwarves, learned some of the basic concepts behind the magic of the Runes. It became a common practice for families to create items which exemplified them.

The rune shield was, as it remains today, the most popular. These shields are most often large round war boards. Some are metal bound or iron cores, and many are twice the size of a man's chest. They are sturdy and decorated with family crests. The smithies etched magical dwarven runes into their wood or iron.

These shields are possessed of the magic in the Rune of Shielding, thus granting the wielder a +5 to his AC. Furthermore, the shield is able to absorb the impact of blows that might otherwise wound the bearer. With a successful dexterity check (CL = to the damage received from the attack) the damage is reduced by half. The shield can absorb damage in this way, three times a day.

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SHIELD OF IAHNEAL: The rune shield is fashioned by powerful wizards, who concoct a magical ink from the sap of treants and combine it with dew taken from the petals of the purple crocus flowers. They use the ink to write runes upon a shield which serves to obscure the shield's bearer from the sight of the most watchful of guardians. The rune acts to bewilder the viewer by displacing the electrical energy put forth by all living creatures. The possessor appears as little more than waves of heat on a sunny day to any looking upon them. The rune can fool the most determined watcher, including the Cunalrur.



A leather case, decorated with duplicate writings of the rune, covers the shield when not in use. Covering the shields is necessary because the runes fade with time. On average the shield can be used, uncovered, for 2-6 hours. Many uses of course won't last but a few minutes. The leather case is magical, protecting the runic writing from harm in combat.

SHIELD OF ILLUMINATION: These shields originated in the island kingdom of Tagea, where the soldiery often employ them to blind their foes before loosing their Tagean Hounds upon them. A black border edges the bronze face of these small iron shields; a Tagean *rune of light* is emblazoned into the face of the shield, and is the source of the armor's magic. It is much favored by Cleaver the Pit fighters, gladiators, and individual heroes.

A bearer of one of these magic shields gains +1 magical bonus to their AC. In addition, when activated and only once per day, the rune unleashes a blinding flash of light. It blinds everyone within 20 ft. of the visible range of the shield for 1d4 rounds, except the wielder; a successful dexterity saving negates the effect of the light. The shield is not useful in large formations for its size precludes it locking with other shields.

SHIELD OF SHATTERING: Dwarven wizards created these shields during the Great Goblin-Dwarf Wars to help the Dwarven infantry break the spear hedges of the goblins. They range in size and design. Any non-magical weapon striking this shield must make a saving throw (CL 14) or it is broken.

SHREW'S HARNESS: This long belt and buckle is a favored item of hunters and plains travelers. By placing the harness around the neck of any herd animal, the beast is tamed. The beast must make a successful mental save (CL: 10) or become calm, viewing the wielder as a protector. So long as the harness is about the creature's neck the creature suffers the wielder to lead it, use it as a pack animal, or to ride it. The harness does not work on creatures with an intelligence of "average" (9-12) or better.

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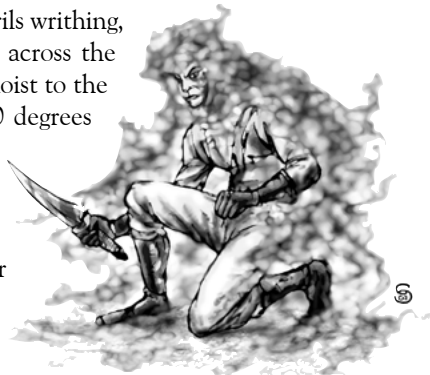
SHROUD OF AIDEN: For a time, Aiden served as the alter-ego of Aristobulus, a Magi of wondrous power. His blood was linked to the arch-magi's, being the descendent of his brother. When Aiden died by dragon acid, the daughter of Daladon Demi-God of the Watchers of the Wood, Fedalia, laid a cloth across his body to cover his horrible scars. The cloth served as the boy's funeral shroud when the Watchers in the Wood buried him. Being a frugal folk, they kept the shroud, for it was still a good piece of cloth. Unbeknownst to any, a piece of Aiden's soul became entwined with the cloth, giving it a life of its own. The cloth appears as little more than a white cloth of irregular size about six feet in length. If *detect magic* is cast upon the stains of Aiden's wounds, they show upon the cloth, revealing their magic. The cloth is indestructible by anything short of dragon fire.

When worn the cloth grants the recipient visions into the outer planes, even the into the Shadow Realms or the Halls of Stone. It allows the character to *detect alignment*, *detect thoughts* (100 ft. range), and *discern lies* at will with concentration.

SHROUD OF DARKNESS: When Unklar, the horned god, came to Aihrde, he set himself many herculean tasks. His purpose was to bind the world to his will and to his vision of what he believed the All Father meant to make of Aihrde. He gathered before himself the Wall of Worlds, that band of power which separated Aihrde from the Void, and he cast it back out as a great shroud of clouds and fogs. The light of stars, moon, and sun fell away from Aihrde and the land was locked in Winter's Dark. This Shroud hung over Aihrde until the gods warred upon the horned god and unmade it. It fell upon the earth or rose to the depths of the heavens, scattered and destroyed. It now lingers in the heavens as a distant mist only, the last bulwark against the Void. But the remnants of the Shroud that settled in Aihrde became deadly pools and mists. They are places of grave danger, where travelers become lost even in small areas, and freeze to death for the want of warmth is ever in these pools. But some there were of great skill, mages of the Path of Umbra who sought out these mists and gathered them. Thus were fashioned the Shrouds of Darkness; crafted from the very stuff of the All Father's Wall of Worlds, corrupted into Unklar's Shroud. These magi wear these shrouds as cloaks of power, and they hide themselves in the frozen breath of their long gone master.

When worn, the shroud looks more like a mist than a cloak. It hovers about the shoulders as if it were floating, long misty tendrils writhing, trailing into the air and across the ground. The shroud is moist to the touch and very cold (20 degrees Fahrenheit).

The shroud can, upon command, cover an area up to 20 feet in diameter from the wearer in a mist similar to the *obscuring mist* spell. It obscures all light and visions,



including special visions. The wearer gains a +10 on all move silent checks. It does not impair the wearer's view. The shroud is cold and upon command can strike out at any that enter the area of effect, lashing them with ice and biting wind for 5d6 points of damage. A successful constitution save reduces the damage by half. This attack can be made only once per day. The wearer can also send out tendrils of icy cold to strike others up to 20 feet away. Up to six tendrils may attack; a successful touch attack causes 1d6 points of cold damage. This attack can be made only once per day.

Though a strong gale-forced wind can shred the Shroud, it regenerates in 1d4 turns.

SKRUEL'S CLIMBING SPIKES: Fashioned with goblin magic during an assault on the fortress of the fire giant king, Nurrich, Skruel's Climbing Spikes allowed the intruders safe descent down a thousand foot escarpment to attack the fortress from within. These spikes appear as a simple iron spikes with an eyehook and the goblin rune for "hold" on the shaft.

When one speaks the command word, "hold," in the goblin tongue, a spike embeds itself into the hardest stone, wood, or even ice and supports up to 1,500 pounds of stress. They also magically strengthen any rope passed through the eyehook to support 1,500 pounds, even thin twine. The use of the spikes grants a +10 modifier (non-stacking) to all Climb checks. Typically, there are 1d8 spikes bundled together. Once embedded, it takes great effort to remove a spike (CL20).

STAFF OF THE WINTER RUNE: Nulak Kiz Din fashioned the Winter Rune; even as the All Father fashioned life from his own being so did Nulak create the Winter Rune. With slivers of his own essence he wrote them into the magic of the Winter Rune, passing his power into it. The runes that made up the Paths of Umbra, which later men called the Winter Runes, he carved into the head of the staff, granting it many abilities and powers.

These runes were written and bound in a heavy three-pronged staff. He shod the staff in Oracalcum metal, for this metal alone could hold the power of the rune. With the rune-staff in hand, Nulak found that he had but to activate the staff and he could breach the Wall of Worlds through mirrored portals, freeing up his mind and resources for other tasks.

The +5 staff is five feet long, one inch in diameter and made of highly polished cherry wood, with a single length of oracalcum metal bound around it; the rune-staff glows a golden-copper color. The head of the staff is capped by three prongs, these fashioned of plastered dragon wing which serve as a focal point for the runes themselves; these are etched in tiny detail upon a copper tube which sits magically suspended between the three prongs. When the winter rune-staff is activated, each prong sends forth tendrils of gas and electricity, each inter-acting with the other. After they have all connected to the tube held in the middle, the runes begin to glow.

The Winter Rune staff-head has 50 hit points; a will of 21. It is able to speak telepathically, and has the sight and hearing of a normal human.

The Runes are as follows: *breath* (1/day), *bridging* (1/day), *dimension sight* (3/day), *fold space* (2/day), *light* (3/day), *minor dimension* (see *rune*), *mirrors* (see *rune description*) or 1/day, *mystic orb* (1/day), *recal* (2/day), *tether* (see *rune*), *sommobulate* (1/day), and *summon planar ally* (1/day). The wielder can cast these runes at will. For rune descriptions consult the **Rune Lore**.

Once recalled to Unklar's Iron, refer to that section in the book. The Winter Rune has access to 110 portals, as described below. If not in Aihrde, the location of the portals is at the CK's discretion.

In order to actually use the *mirror* rune the recall must be cast first; the recall instantly teleports the user to Unklar's Iron where the mirrored nexus rune was cast; the wielder need only touch the pillar or the desired rune on the pillar and open the nexus rune, gaining access to the 110 portals located there (note: if not in Aihrde the CK must designate a point where the staff recalls the wielder). With possession of the Winter Rune they do not need the key word to open the mirrors. If they find another mirror portal, simply touching the Winter Rune to that mirror rune opens the portal and a path to the original mirror, the nexus (see mirrors for details). Such a mirror-rune portal lies in Stone Band.

STATUE OF WELL TIDING: Created by the Og Aust for the ancient Ethrum, these small statues are not uncommon. Fashioned from any number of substances the statues of well tiding typically resemble a place or creature. Any character possessing one of these statues is allowed one dice re-roll in a gaming session. The item never radiates magic.

STAVES OF MORDIUS: Through the treachery of her brother, Mordius the Green fell; her blood flowed as a river through the forest of her home. It soaked into the earth and that ground became holy. The plants that grew there flourished like no other. They suffered no blight or blemish; no flaw could corrupt their growth for the power of the earth goddess nourished them. In later days, the druids harvested the fallen wood, the plants, flowers, even the soil of the grove. These they held in great reverence. The wood they harvested from the grove was strong and very magical. They used it to fashion hafts for weapons, staffs, and spears.

Any weapon created from the wood of Mordius trees gains an automatic +1 to hit and any attribute checks. This ability stacks with any other bonus. For example a staff of the woodlands that is fashioned from Mordius Wood gains all its normal abilities as listed in the **Monsters & Treasure** in addition to the bonus +1. The bonus does not extend to damage. Furthermore, any item fashioned of this wood grants the wielder the abilities to move through a forest without impediment, acting in all respects as if a *freedom of movement* spell.

STONES OF GUIDING: The Dwarves of old took indigenous rocks of a region and placed them contrary to the lines of geographical development, hiding them among rock. In this way, they developed a message system and guide trails permanent but utterly hidden to all but their kin. Only Dwarven master stonemasons are capable of inscribing and laying these stones. Any Dwarf can read and follow them.

SUK BARK: The thin, gray, bark of the suk tree, when dried in the sun for 6 hours, provides nourishment. The bark must be fresh and peeling. Once it has sunned, the bark shrinks and lies flat, making a thin wafer like shape. These tasteless wafers serve many as rations. Any given suk tree provides up to 7 days worth of rations when first cultivated. If attempts to cultivate it continue, it provides one day worth of rations every four days. Each day's worth consumed heals the recipient 1-2 points of damage.

SUK FLOWERS: The flowers of the suk tree provide a potent sleeping agent. If picked within 24 hours of the petals hitting the ground, and cured properly, they retain the magic of the tree. Later, when boiled in the open air, the flowers put off a scent that lulls those within a 50 radius of the boiling. The scent lingers for one hour. Anyone who smells the scent must make a successful constitution save (CL 4) or fall into a relaxed, comfortable sleep of untroubled dreams. The sleep lasts for a full 12 hours, unless the person awakes by some violent means. Anyone who sleeps thus heals 1d8 points of damage. If forced out of the sleep the victims remain groggy, making all checks and combat rolls at -4. The smell of fresh earth counteracts the scent; those who use the suk flowers regularly often smear a little earth beneath their nose before boiling the leaves.

SUK SAP: The sap of the suk tree, if drawn properly and in measured doses, provides the knowledgeable with curative flakes. Boiling the sap dries it out, leaving a flaky residue. These flakes, placed upon open wounds can cure up to 1d8 points of damage per application. Drawing out the sap is a tricky business, for the sap lies deep in the tree and pulling out too much damages and kills the tree, spoiling any remaining sap instantly. A skilled ranger or herbalist can draw out enough sap for four applications. They can only do this every 7 days or so, but it can be done all at once.

SWEET GRASS: Sweet grass grows in small patches in most cold-climate plains. The grass is deep green year round, single-bladed and stands about four inches high. When cooked over an open non-magical fire, the grass puts off a thick smoke and a very sweet smell. When inhaled it heals the bodies of minor aches, pains, sores, exhaustion, thirst, and even hunger. The relief offered by the scent allows one to fully rest, healing 1-3 HP after a night's reset. Sweet grass does not actually replace food and water.

It has extremely long roots and therefore cannot be transplanted. It must be cooked fresh-cut, otherwise it does not work.

SWORD OF CRATEUS: Crateus was an anti-hero bound in this sword by the wizard Zaos. The sword is altogether evil, and Crateus constantly seeks to break out of his prison. Red runes line the blade of this massive, two-handed sword. A steel scabbard suffers to house the blade. The sword of crateus is a +3 *two handed sword*. The blade is altogether evil, though if detected it seems to be neutral.

When unsheathed, the sword must draw blood or it will attempt to slay its wielder. If the wielder fails to draw blood with the blade

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after loosed from its scabbard, the sword becomes a *dancing sword* and attacks the wielder, fighting until it slays the wielder or 20 rounds have elapsed. The blood can be any blood other than the wielders, animal, monster, etc.



JACKAL SWORD: Hundreds of these swords were created during the Winter Dark Wars to outfit halfling troops. With the aid of their jackal swords, warriors of that race were able to more readily hide from the Ungern and other hunters. The halflings effectively used the swords for infiltration and sneak attacks. They appear as little more than nondescript, battered short swords fashioned of common steel.

Within these +1 swords live jackal-like spirits. By speaking the command word, “hunt,” in the halfling tongue, the wielder summons forth the “jackal”.

GHOST JACKAL (*This neutral creature's vital stats are HD 1d8+2, AC 15, HP 8. Its primary attributes are mental. It attacks with a single bite for 1d4+1 points of damage. Once a day it is able smite evil, upon a successful hit the jackle deals an additional 8 points of damage.*)

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TAGEAN SPEAR: Fashioned from trees killed by the tagean wyrm these spears are partly magical in nature. They are very difficult to make; only the most skilled craftsmen are able to forge weapons from them. The spear's black haft is unbreakable, soaked through as it is by the acidic secretions of the wyrm. A point of bronze, shaped and sharpened with exquisite care, tops it. The weapon is usually 8-10 feet long, cannot be broken by normal means, and is weightless with an EV of 1. It imparts a +2 to all attack and damage rolls. It cannot strike creatures that need magical weapons to be hit.

TRAP DUST: This bag of dust, the ash from the burned bones of a thief, when cast into the air, detects and outlines traps within the area, making them, or at least the triggers, readily visible. Each bag covers 200 square feet. Normally only a pinch is required to cover 10 square feet.

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THREADS OF LAW: When Rune Marks fashion the Roan of Eluet, the rune of threads, they perforce create a great many strands which are not wholly made, which are cast aside more often than not. Some, however, are possessed of magical qualities. The threads of law are long, thin, golden strands which end in a perfect tip without fray or tear.

The threads of law bring order to the chaos of sorcery. Anyone who holds a thread, or wears it upon his person on clothing, armor, or weapon, sees the world as it really is; the thread possesses the abilities of a *true seeing* spell as if cast by a 10th level caster. Once the thread is used it discharges its magic and is little more than an average thread.

These threads are commonly referred to as Todknots (“tod” is Dwarven for Unbending).

THREADS OF CHAOS: Like the Threads of Law, the Threads of Chaos are a magical by-product of fashioning the Roan of Eluet. These threads, however, are thick and hollow, and curl in on themselves with continually fraying ends. They resemble strands of wool, and are silver in color.

These threads are light and float weightlessly on the wind, and unless contained in a locked container, they float. Touching or striking one, even accidentally, can cause confusion and doubt. Anyone coming into contact with the thread must make a successful wisdom save or suffer the effects of a *confusion* spell as cast by a 10th level caster. It also discharges all its magic in a single use. These threads are often called Shinknots (“Shin” is Dwarven for chaos). An encounter with such a thread often leaves one baffled and annoyed for no rhyme or reason.

TOMAHAWK THRUSH HEAD: This weapon is rare, but prized by the halflings in their close quarter actions. When forged, the rune of lure is written in the folded metal, so that in battle it draws the weapons of the others to it. Anyone wielding the tomahawk gains a +1 to +4 bonus to their AC as the axe deflects blows. It is important to note that the deflection is not actually an action in the combat round, meaning the wielder can swing it, even while it grants the AC bonus. It strikes as a weapon with a magic bonus equal to its defensive bonus, but does not actually receive any bonus to hit or to damage.

TUL STONE: Stone giants revel in their mastery of stone. They do not shape it as others do with pick and axe, but rather they take it in hand and breathe magic into it. The Tul Stone is such a stone. The giants find river stones, or those lodged in ice or snow. They cast the rune of fire into the long-cold rock, awakening in the stone a desire for warmth. Thus it lingers, warm to the touch but when struck upon a similar stone, sparks and flame ignite one or both. The Tul Stones burn for a many hours until the memory of the cold is gone and the magic of the rune passes away. The giants almost always have a stone well-shaped to their palm and grip, which they use to strike other stones. Once used the stone takes on a darker shade and is discarded, often in the fire pit where it was last used.

Anyone experienced in the crafts of giants knows the purpose of the stone, whether used or not. The giants often make more

stones than they need, so their campsites may be littered with up to half-dozen of them.

TWIG OF THE BANSHEE: This small twig fell from the Great Tree long ago. It possesses several powers. When held in hand, the twig allows the possessor to automatically turn a banshee or ghost as a cleric. The twig can also conjure the thoughts of the undead; the wielder need but concentrate on a lost soul and he will see the former creature's last thoughts. To use this power, the possessor must have some familiarity with the undead's background or situation. The twig also bestows a +1 to saving throws versus any special attacks by undead (such as ghoulish paralysis).

TRUNCHEONS OF NARRHEIT: The chaos of the fonts held also the power of Imbrisius, goddess of pain. Soon after the fonts went forth in the Winter Dark her curses materialized; these slivers of the goddess of pain took house in weapons, both wicked and foul. Each one of these weapons corresponds to one of the 13 Fonts of Narrheit. In some cases, their design is to protect and serve their corresponding font. Others came about because of its matching font's effect upon its environment.

TRUNCHEON OF HOPE AND LOSS (SPIKED GAUNTLET AND PUNCHING DAGGER): To relieve him of his agony, a loyal friend of the first possessor of the Font of Hope and Loss killed him with these weapons. The spiked gauntlet is a +3 *gauntlet of defending*. The punching dagger is a +2 *dagger of puncturing* (see **Monsters & Treasure**).

TRUNCHEON OF LUST (LIGHT MACE): This silver mace's former wielder possessed it and the Font of Desire. The lover of a recent conquest slew him. It is a +1 bloodline weapon (see above). Once per day its wielder may cast *change self*.

TRUNCHEON OF LONGING (RING): This truncheon is an unadorned, copper *ring of shooting stars* (see **Monsters & Treasure**). It was hidden as a base ring of the Font of Longing, falling off soon after the Font went forth into the world.

TRUNCHEON OF SORROW (NET): This net became associated with the Font of Sorrow when one of its possessors hung himself with it. When used in combat, it is able to strike and entangle incorporeal creatures.

TRUNCHEON OF GREED (MORNINGSTAR): The first possessor of the Font of Greed hired a guardian to watch over it. That guardian carried this weapon, a +3 *Morningstar of Flaming*; when slain by his master, the weapon became wedded to the Truncheon.

TRUNCHEON OF GLUTTONY (HUGE CLUB): Whenever the possessor of the Font of Gluttony changes, this club grows larger, mirroring the unfulfilled desires of the possessor. It is a +3 *club of disruption*, but requires strength of 17 or greater to wield it.

TRUNCHEON OF JEALOUSY (ROD): This wand acts like a *rod of negation*. It appears in the possessions of anyone who maintains ownership of the Font of Jealousy for one week.

TRUNCHEON OF MADNESS (BATTLEAXE): An angry and resentful dwarf that had once possessed the Font of Madness, but had rid himself of it, used this weapon. Once recovered from the font's effects, the dwarf traveled the lands following the passage of the font from hand to hand. If the afflicted possessor did not rid themselves of the font within a week's time, the dwarf would slay them. The dwarf eventually cast himself into a deep gorge, slaying himself. The axe is a +2 *battleaxe of life stealing*.

TRUNCHEON OF VANITY (ROD): This is a *rod of cancellation* and has been wielded by at least five of the past possessors of the Font of Vanity.

TRUNCHEON OF THE LOST (RING): This small black ring is a *ring of invisibility*. If overused, the wielder eventually becomes permanently invisible.

TRUNCHEON OF THE ABANDONED (BROADSWORD): This is a bloodline weapon (see above) used by a paladin to slay a friend in possession of the Font of the Abandoned. The wielder of this Broadsword may cast *remove curse* once per week.

TRUNCHEON OF HATE (ANY): This weapon takes the form of the primary weapon used by the possessor of the Font of Hate. It is a +3 weapon granting the wielder a +1 to initiative and dodge.

TRUNCHEON OF PRIDE (BASTARD SWORD): This weapon always travels with the Font of Pride. It is a +1 *bastard sword, lawful bane* (see **Monsters & Treasure**)

U—

ULEP CHARMS: Ulep charms are made from the bones of dead dwarves, gnomes, halflings or elves. Carved from the bones of fallen demi-humans, smoothed, then attached to a chain or bracelet, these charms protect the bearer from fear or any type of demoralizing effect, whether magical or otherwise. These charms, fashioned by the Hlobane orc shamans are highly prized by folk of that ilk, as they impart a sense of calm and reason to the bearer. Many such orcs possess these charms, allowing them to withstand the most grievous losses without effect to their morale.

V—

VIAL OF CREATION: These vials are rare and wonderful items. When the first of the Rune Marks, those belonging to the White Order, crossed the Wall of Worlds into the Void, they found life there unbearable. Their senses pounded by the Great Empty, they were often driven mad. But the gulf of nothingness that enveloped them proved only one of the many perils of the Void. Those who travel there must bind themselves in protective spells or create items that can carry the breath of life. Thus, the White Order fashioned the vials of creation. The wizards set the rune of creation upon the inner surface of glass; these before

TREASURE

the craftsman shape the glass into its final form. The design allows them to change the chemical composition of whatever substance or non-substance occupies the bottle into air, resulting in the breath of life. Holding the vial in the hand and opening the lid allows the gas to escape. It clings to the user for several hours.



These vials are small affairs, about six inches in height, straight and narrow. They are clear, though when held up the light they seem to shine a faint blue. With many sides they resemble a prism in many respects.

This crystal vial has three basic functions. A command word activates each function. The vial creates breathable oxygen, allowing the possessor to breathe normally while under water or traveling upon distant planes. The vial possesses about 24 hours of air. It also can create a poison gas, which the user can inhale and breathe out at an opponent. Whosoever breathes the gas in suffers 3d4 points of acid damage and 1d3 points constitution loss; a successful wisdom save (CL 4) negates the effect. The breath can cover up to 15ft. in radius. The vial can create a gas, which works as the spell *remove disease*. The vial is allowed only one use every 48 hours, and then it must recuperate its magic.

W—

WAZK SCALP: Any weapon that possesses a scalp-lock of the wazk has the same ability as that monster's screech attack. During combat, whenever the weapon is wielded, the scalp-lock whistles and screeches through the air. Only those actively engaged in battle with the wielder of the scalp-lock hear the screech. They must make a successful charisma save or suffer a -1 to hit and -1 damage. The effect only lasts for the next combat action. The scalp-lock only stays intact for 1-4 weeks, then it loses its magical ability.

WAY OUT MARBLE: This small glass bead, when placed on the floor, rolls toward the nearest exit. It may roll up hill but cannot roll up stairs (it can roll to the base of stairs if the stairs lead out). The marble has a chance of detecting secret doors equal to an elf, but only if the secret door leads out. Out does not mean the safest way out.

WINTER ROSE: A magical plant found only in the environs of a unicorn's domain. The winter rose thrived during the Age of Winter's Dark. It is now extremely rare, though more common in the Detmold. The winter rose is a rose with white petals and blue stems, covered in a multitude of small thorns resembling ice. The petals of the rose carry strong magic. A drink of wine brewed from the petals bestows one point of constitution in one day. The effects of the winter rose may only be gained once in a lifetime.



Z—

ZEPHYR PLUME: This horse tail plume, which may be attached to a helmet, spear, pole-arm, etc., twitches and sways, surrounding the wearer's head with a small breezy spiral, spinning away noxious fumes and vapors, granting a +3 to saves versus gas attacks. However, the wearer's sense of smell is deadened so long as he wears this item, receiving a -5 penalty to all checks involving smell.

TABLE 29: MAGIC ITEMS

ITEM	Value	EXP	Page
Abyssal Cannikin	15,000	750	181
Arrows of the Alkonoth	12,000	500	181
Arrows of Weakening	8,350	400	181
Axe of Unmaking	32,000	8,500	181
Bag of Bones	15,000	500	181
Barbs of Nakal	10,000	350	181
Bard's Journal	2,000	1,500	182
Blade of Rhealth	98,000	--	182
Bloodline Weapon	--	--	182
Book of Lies	Priceless	--	182
Boot Oil (Gray's Oil)	1,000	250	183
Book of Years	3,000	--	183
Boots of Stature	3,000	350	183
Charles' Bane	20,000	7,350	183
Cloak of Shadows	12,500	5,000	183
Cloth of Hylde	85,000	4,000	184
Crown of the Stone Giants	25,000	6,000	184
Crup Pipes	25,500	2,500	184
Crymyr's Ring	1,500	5,000	185
Deep Water Skin	600	500	185
Deflecting Helmet	1,500	1,000	185
Discerpo, The Emperor's Sword	--	--	185
Dragon Bells	5,000	1,000	185
Dragon Hide Boots	150	125	185
Durendale, The Avenging Sword	--	--	185
Dwarven Beard Hooks	150	200	186
Eye of Ornduhl	--	--	186
Feathered Rope	750	500	186
Fire Water	1,500	900	186
Fonts of Narrheit	--	--	187
Garner's Restful Cot	1,000	100	189

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Garner's Restful Hammock	1,500	150	189	Quil Club	1,000	250	199
Gloves of True North	500	400	189	Rilthwood	10 each	--	199
Golden Quill	--	--	189	The Ring of Grauch the Goblin Lord	--	--	200
The Gonfalon	25,000	7,000	190	Ring of Sound	20,000	5,000	200
Gorgorthorium	--	--	190	Roan Threads, Law	10 each	50	200
Gossamer of Dreams	--	200	190	Roan Threads, Chaos	10 each	--	200
Gossamer of the Unk Wyrn	Variable	250	191	Runestones	--	--	200
Gottland Delphinium	75 per app.	100	191	Rune Box	4,000	100	201
Gourd of Amenut	750	350	191	Rune Powder	45,000	7,500	201
Gourd of the Frog of God	750	350	191	Rune Shield	25,000	5,000	202
Grail of Jaren	--	--	191	Shield of Iahneal	350	1,000	202
Hammer, Smithing	1,500	250	192	Shield of Illumination	4,000	500	202
Harg & Gylde	120,000	12,000	192	Shield of Shattering	4,000	750	202
Havoc	128,000	10,000	192	Shrew's Harness	1,500	1,500	202
Holy Flame	--	--	193	Shroud of Aiden	40,000	1,200	202
Holy Icon	2,000	500	193	Shroud of Darkness	--	--	203
Horn of Breaking	60,000	5,000	193	Skruel's Climbing Spikes	1,000 ea.	200 ea.	203
Horn of Ethrum	12,000	1,500	193	Staff of the Winter Rune	1,000,000	250,000	203
Horn of the Halfling	4,000	700	193	Statue of Well Tiding	1,000	--	204
Horn of Sounding	100,000	10,000	194	Staves of Mordius	1,000	250	204
Iergild Gold	25,000/lb	--	194	Stones of Guiding	1,000	250	204
Iergild Silver	16,000/lb	--	194	Suk Bark	20/day	--	204
Iergild Steel	9,000/lb	--	194	Suk Flowers	500	--	204
Iron Sword	18,000	10,000	194	Suk Sap	200/app.	--	204
Knife, Harvester	2,500	6,000	194	Sweet Grass	50	--	204
Krummelvole	Priceless	--	194	Sword of Crateus	20,000	5,500	205
Lial Arrows	2,000	750	195	Sword, Jackal	8,000	1,000	205
Links of Armor	500	350	195	Tagean Spear	2,000	500	205
Lucky Whetstone	750	250	195	Trap Dust	500	200	205
Mammoth Scrolls	--	--	195	Threads of Law	1,000	350	205
Mantle of Confession	225,000	15,000	196	Threads of Chaos	1,000	350	205
Mogrl's Salt	50 each	150	196	Thrush Head Tomahawk	4,000	1,750	205
Neckguard of Charles the Confessor	60,000	10,000	196	Tul Stone	250	200	206
Nets of the Empty	--	--	197	Twig of the Banshee	5,250	1,500	206
Nord Stone	1,200	500	197	Truncheons of Narrheit	--	--	206
Noxmurus, "Night of the Dead"	--	--	197	Ulep Charms	2,000	300	207
Omduran	225,000	25,000	198	Vial of Creation	44,500	6,000	207
Oracalcum Metal	9,000	1,200	198	Wazk Scalp	250	--	207
Patrice's Index of Potions	1,500	150	198	Way Out Marble	250	100	207
Priest's Alb	11,250	2,500	199	Winter Rose	10,000	5,000	207
Pride of the Goblins	Priceless	--	199	Zephyr Plume	5,000	250	207
Quil Skin	1,000	250	199				

CLASSES

CLASSES

There are many unique creatures in Aihrde, from monsters to humanoids to humans. These latter are detailed in the Codex of Aihrde and all have particular traits that make them stand out from other humans. Playing these as races or classes can bring a whole new depth to the game. Below are two listed. The Murfodt is a playable class based on the Ungern as a race and monster. The second is an Aenochian, not restricted to any class, but gaining certain advantages through their heritage.

UNGERN

The ungern are spawn of the Horned God, and their form reflects his own. They have dark brown or red skin, are largely hairless but for a short mane that stretches the length of their spine and shocks of it around their cloven feet. Their hands are clawed, feet are hooved and their legs have triple joints. They have wolf-like heads with long, tooth filled snouts. They stand about six feet tall, and though they are rather thin, they are powerfully built creatures. Their lean muscles are like corded iron. Their torso and back are shaped like beaten metal. Their necks are thick, with bands of iron muscle stretching into their broad shoulders and backs; all this to support their great horned heads. Sprouting from the creatures backside are great horns and these range in shape, size and form. Some rise directly from the spine and are more like a ridge from head to tail, others rise from the upper back and sprout above the head like a set of antlers and yet still others grow up and through the skull and rise like their masters - like great horned crowns.

These horns are the most distinguishing marks the ungern carry and generally the greater and more ornate the horns, the greater the ungern. The horns grow with age and require much trimming and care and they are often decorated with all manner of jewelry, studs and the like. The ungern are fond of growing their manes to great lengths and braiding them and decorating them with bits and pieces of jewelry. They often travel without clothing, carrying only their weapons, but they are wickedly intelligent beasts and don shields and plates of iron for war. Their armor is always ornate with glyphs and runes carved throughout. They are able smiths and forge their own weapons and armor, build their own war machines, or at least instruct their slaves how to do this.

HABITATION: The ungern live in any clime, but prefer the colder latitudes to the warmer ones. They possess a natural affinity for the cold and do not suffer from it, as do other races. They prefer to dwell in large fortified towns, castles or cities and only when they are on the march do they live in tents or yurts. They seek the rule of law, particularly that of their master. They do not understand chaos and seek to destroy it in all its guises, good or evil. They take great pleasure in one on one combats, following a vague code of ethics and honor in such battles. However, often if an outsider defeats an ungern in single combat, that person is killed by the collective group.

When away from their master's dens, they live in tight social groups of several hundred to a thousand. They do not build their own homes but rather settle in the home of someone else. They do not do menial tasks themselves, but utilize slaves, often stolen from villages, caravans or bred in their dens. They do not mate, but rather spawn like reptiles. Females, who are utterly unrecognizable from males, lay huge clutches of fertilized eggs in mounds of wet, sodden earth. The young hatch several weeks later, crawling from the mounds with tremendous appetites. They are largely on their own, forced to steal food from the other ungern until they are large enough to force their way to the community board and hunt with the others. The young are fierce and their boldness is rewarded by the adult ungern, who largely ignore the small creatures. In this way, they are taught that boldness of action is always rewarded. The pups do not suffer a high mortality rate, only the mewling weak are left to die, and thus the ungern communities, when left unchecked, grow quickly.

RELATIONS: The ungern are well groomed and rather social in their own circles, but when in the company of lesser races, such as orcs, goblins or the like, they display a tremendous amount of unbridled rage and cruelty. They have no particular hatred for anyone, but complete disdain for all living things that do not serve their master. And, most of those that do, are tolerated only for the sake of their service to the Horned God. Only the Mogrl command respect from the ungern and they serve them loyally and without question. They are highly organized and work together in all things. They are not migratory, and rarely move once they have taken a castle or refuge as their own. Their culture is one of power and violence. Strength and intelligence are prized above all things and the greater ungern usually have both properties in abundance.

ALIGNMENT: Ungern are always lawful and generally evil, though some are encountered who are lawful neutral. They are harsh in their judgements of others, even of their own kind and are generally logical and possessed of little emotion.

RELIGION: The ungern worship Unklar the Horned God. He is the only deity who they actually recognize. Others, even the greater beings such as Ornduhl, are seen as demons summoned from the planes of chaos.

NAMES: The ungern choose their own name. They usually do not do this until they have campaigned at least once or twice, for to choose a name that one cannot live up to is shameful and can get one driven from the tribe at best and killed at worst. Their names tend to be a combination of three words, simple one syllable names such as Uk, Bru, Ruk followed their chosen name such as Bear Slayer, Red Handed, etc.

LITERACY: All ungern begin play with one rank in ungern.

LONGEVITY AND DEATH: Ungern are short-lived creatures, the fire of their lives burning out in about 50 years. Some few live beyond this, but it is rare. They do not wither slowly, and when they begin to fail, do so in a matter of days.

UNGERN ABILITIES

Ungern in Aihrde possess all the following abilities.

HIT POINTS: All ungern begin 1st level by rolling 2d8 for their hit points.

CAMOUFLAGE: Ungern are able to take advantage of most of their environments. When in wilderness settings they are able to conceal themselves. When concealed, they have a +1 bonus to hide checks, and a +2 bonus to surprise rolls.

COLD IMMUNITY: Ungern suffer half damage from cold-based attacks if they succeed at their saving throw, regardless of the source. If they fail their save, they take full damage. At level 7 damage is reduced to ¼.

LANGUAGE: Ungern speak ungern, dwarven, vulgate.

SIZE: Medium

MOVEMENT: 30 feet

TYPICAL CLASSES: Murfodt

ATTRIBUTE MODIFIERS: +1 strength, +1 constitution

respect they were. When he fell and was banished from the world the ungern were lost but not destroyed. They continued in their long habits, though a new breed of the ungern came to life. These were quick witted and unsullied by the narrow thinking of their master. Adapting to the new world quickly they rose in their tribes to positions of leadership, for they struck out on their own. These are called the Murfodt, those born in the light (of the day).

Like all their folk, the Murfodt love cleaving weapons, preferring any type of axe, halberd or bardiche to a sword or bow. Though they can use any weapon, they have a natural proficiency in such weapons. They do not like missile weapons, but will on occasion arm themselves with massive recurve bows that require a 17 strength or greater to shoot. They have a tremendous disdain for poisons of all kinds and have a dislike of magic, preferring to call a foe out for a fight to the death as opposed to tricking them or murdering them.

Ungern wear armor when they can, though the peculiar nature of their horned hides and crowns make wearing some types of armor impossible. They prefer chain and plates that can be shaped and made to suit their needs.

MURFODT

Of the many creations of the Horned God Unklar he loved the ungern the most. They were his children and his soldiers, they were those who never questioned him and served him on many fields of battle. But more they were powerful, tough, and capable. They never called upon him for aid, but rather fought on their own ground and lived or died of their own volition. Of this race of creatures there are those who stand out. Coming to life in the latter days after their master's fall they are possessed of a curiosity and an intelligence that their forbearers never possessed, but all the power. These are Murfodt, those born in the light.

Mur is the dwarven word for light and fodt is the word for born, hence their name, those born in the light. It was been given to them by the Forentz, or the gnomes, who have regular dealings with them. It has spread to the other kingdoms. The Murfodt are powerful warriors, able to resist magic and understand the world like no other of their people.

When Unklar created the ungern in the deep pits of Aufstrag, he did so with a soldiery in mind. He needed an army to defend his fortress, and later to help him conquer the world. The ungern loved their dark master and responded to his every need as if they were part of him, and indeed, in no small



CLASSES

ABILITIES

ARMOR CLASS: The unger are a warrior people and learn from experience and training. This, combined with a naturally tough hide that thickens with age, gives the unger a natural armor class greater than normal. The unger have a natural base Armor Class of 10, but they gain 1 point of natural AC with each level gained to a maximum of 18. At level 2 they have an 11 base AC, at level 3 a 12 base AC and so on. Their natural armor class stacks with regular armor worn and dexterity. For instance, a level 5 unger has a base AC of 14. If the unger puts on a mail shirt (AC +4), they have an overall armor class of 18. However, the unger is restricted in the armor that they can wear.

AXE PROFICIENCY: When using any axe or axe-like weapon such as a halberd or bardiche the unger gains a +1 to hit. At level 5 the unger's preferred use of cleaving weapons gains them a +1 to hit and damage. This ability increases to a +2 to hit and damage at level 10.

NATURAL ATTACKS: Ungers are able to attack with their claws for 1d2 each. They cannot take any other action while conducting a claw attack. All ungers are able to gore with their huge horns for 1d6+2 points of damage. They cannot take any other action or attack while goring until they are level 5, at which point they are able to gore and attack with their primary melee weapon.

SPELL RESISTANCE: Ungers possess a natural resistance to magic, imbued in them at their creation. At level 3 they gain a spell resistance of 1. This increases every 5 levels to a maximum of 3. Ungers with an intelligence of 17 or better can attain an SR of 4.

SPELL USE: As children of Unklar they are magical creatures and have some command of the arcane. At 5th level they are able to cast *burning hands* once per day as a 2nd level mage. At 7th level they are able to cast *pyrotechnics* once a day as a 3rd level mage. At 9th level they are able to use *fire ball* once a day as a 5th level mage.

PRIME ATTRIBUTE: Strength

ALIGNMENT: Lawful, tending toward Evil

HIT DICE: d8

WEAPONS: Any

ARMOR: Padded, Leather Coat, Ring Mail, Hide, Studded Leather, Laminar Leather, Mail Shirt, Scale Mail, Breastplate, Brigadine, and Banded Mail.

ABILITIES: Armor Class, Axe Proficiency, Spell Resistance, Spell Use

STARTING GOLD: 20-200 (2d10x10)



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Level	HD	BtH	EPP
1	2d8	0	0
2	1d8	+1	2,251
3	1d8	+2	4,501
4	1d8	+3	9,001
5	1d8	+4	18,001
6	1d8	+5	40,001
7	1d8	+6	75,001
8	1d8	+7	150,001
9	1d8	+8	250,001
10	1d8	+9	500,001
11	1d8	+10	725,001
12	+4	+11	950,001
13 and up + 250,000 per level			

AENOCHIAN

The Aenochians are a proud people. One of the first and greatest of the tribes of men, they wandered far from the Forge of the All Father. They first settled in the deeps of the Dulcet, but were gathered up by Mordius the Green. She taught them many things, but after her fall they wandered without house or home until at last they came to the headwaters of the Olgdon River. From there they were brought to the Vale of Fund where they founded the greatest and longest lived Kingdom of all the men of Aihrde.

But they were bewitched by the goddess Imbrisius and she taught them that they did not need the gods and that they were the hidden strength of the All Father. From this secret knowledge grew their arrogance and their power and they rejected the gods and turned inward, relying upon their own powers to survive, thrive and later to conquer. They were the first of the humans to master sorcery and they eventually used it to conquer all the free peoples of the world but for the dwarves.

Their kingdom was vast and long lived and though it was ruled by the Emperor the families and peoples of the Aenochians never forgot their own greatness, their unique quality and the secret knowledge that they were the hidden strength of the All Father.

They are generally intelligent people, quick witted and able to grasp the meaning of things, both mundane and magical. They rely upon their own strengths and are rarely seen in temples or houses of worship. When they do worship, it is to pay homage to some ancient hero of one of the lesser powers in the world. They tend to the arrogant, prideful and treat others with disdain (only the Ethrum are seen as equals) or as if they are children in a world they do not fully understand.

They are a pale-skinned people, on average six feet tall, with sturdy builds. Their hair ranges from dark to light brown, though there has been enough interbreeding with other tribes

(most notably the Ethrum and Engale) that strands of red and blonde hair occur, though they are rare. They are generally a contemplative people, not given to loud outbursts, laughter, or other emotional reactions. They are quiet and studied, watching and listening more than explaining. They are arrogant and guarded of their heritage as the greatest of all the peoples of the world.

HABITATION: The Aenochians migrated to the far north with their sister tribes the Ethrum and the Engale, where they paid homage to Mordius. They became a great and powerful people. After her fall at the hands of Ornduhl, they migrated south with the Ethrum until they came to the Holmgrad Mountains. There they split with their fellows and moved into the east and south. Some wandered to the shores of the Chanel Lakes, but the greater part of them moved south, settling in the wide country that lay between the Red River and the Udunilay. They were a powerful people, the most populous, and were led by powerful chiefs. There they built towns along the banks of the rivers and in time their wealth grew and the town sprung walls and cities marked the halls of the Aenochians. The most powerful of the men of Aihilde, the Aenochians spread far and wide and conquered much of the world.

RELATIONS: The Aenochians are marked by their history and the interactions with the gods. Given a false understanding of the powers of the Val Eahrakun and the place that they themselves held in the world, the Aenochians became marked by a pride in their own power that has always bordered on arrogance. They look at others as superstitious and pawns of the gods, and have little respect for the demi-humans or other races of the world.

ALIGNMENT: They range from the very good, to the very evil.

RELIGION: The greatest of their chiefs became ensnared in the machinations of Narrheit and Imbrisius and through their pride, set aside worship of all the gods. Instead they turned to their own ancestors, worshiping heroes and house gods. For this reason, they became a proud, self-reliant people, but suffered from the designs of creatures greater than themselves.

NAMES: Their language is rooted in dwarven so names with core roots are common. The Aenochian names are generally based on places and items and are not theophoric (having no religious significance at all). The men and women often share the same names, though names that reflect beauty tend to be female and names that reflect the cold or hard are associated with male names. Atnul-Cun, or “wooden eye” would more often serve as a woman’s name, whereas Atnul-Rien, or “wooden forge” would more often be used as a man’s name. However, neither is set in stone and can be used alternatively. Names are chosen by a child’s parents or guardians when they come of age at 11.

LITERACY: Aenochians have one slot in Vulgate.

LONGEVITY AND DEATH: The Aenochians were some of the longest lived humans in the early days of Aihilde. But their wars upon the gods eventually brought the wrath of Cortain, Lord of Justice, and he bound them to a mortal’s coil. They now

live lives like other humans, ranging up to about 90, though an Aenochian is more likely to live longer by a decade or so than other humans.

AENOCHIAN RACIAL ABILITIES

Aenochians in Aihilde possess all the following abilities.

SPELL RESISTANCE: Aenochians possess a natural resistance to magic, instilled into their ancestors by the deceptions of Narrheit. When encountering, or attacked by any mind altering magic spell or effect, the Aenochian gains a +2 to their saving throw. This natural ability increases with the skill of the Aenochian to +3 at level 10 and +4 at level 15.

SPELL ENHANCEMENT: Wizard and illusionist Aenochians are particularly adept at their craft and are able to cast spells, upon a successful intelligence check, one level higher than their actual level. In effect this means that the caster must have access to the spell and have the spell memorized. If they fail their check, the spell misfires and is lost.

DIVINE MAGIC: Aenochians are restricted in their use of divine magic, only able to cast up to 5th level spells.

LANGUAGE: Aenochian speak

SIZE: Medium

MOVEMENT: 30 feet

TYPICAL CLASSES: Any

ATTRIBUTE MODIFIERS: None



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