AUTARCH

ADVENTURER CONQUEROR KING SYSTEM®

LAIRS & ENCOUNTERS™



Written by **ALEXANDER MACRIS**

ADVENTURER CONQUEROR KING SYSTEM™

LAIRS & ENCOUNTERS™

A SUPPLEMENT FOR FANTASY RPG SANDBOX CAMPAIGNS

BY ALEXANDER MACRIS

ADVENTURER CONQUEROR KING SYSTEM™

LAIRS & ENCOUNTERS™

Lairs & Encounters ©2016 Autarch™ LLC. Adventurer Conqueror King System © 2011-2016 Autarch LLC. Domains at War © 2013-2016 Autarch LLC. The Auran Empire™ and all proper names, dialogue, plots, storylines, locations, and characters relating thereto are copyright 2011-2016 by Alexander Macris and used by Autarch LLC under license. Cover artwork is copyright 2015 Ryan Browning and is used under license. Interior artwork is copyright 2016 Michael Syrigos and is used under license. Some artwork is copyright 2016 William McAusland and used with permission. Some artwork is copyright 2016 Jeshields and used with permission. Some artwork is copyright 2016 Earl Geier and used with permission. Some artwork is copyright 2016 Brad McDevitt and used with permission. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the written permission of the copyright owners. Autarch™, Adventurer Conqueror King™, Adventurer Conqueror King System™, ACKS™, Domains at War™, and Guns of War™ are trademarks of Autarch™ LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

ISBN 978-1-941956-08-3

AUT1013.20161122.219



www.autarch.co



CREDITS

Lead Design: Alexander Macris

Design and Development: Jeff Binder, Mark Bober, Colin Chapman, Kimagu, Amy Macris, Charles Myers, Michael Morrison, Jonathan Prosperi

Editing: Bobloblah, Mark Bober

Cartography: Simon Forster, Cecil Howe

Cover Layout: Carrie Keymel

Interior Layout: Richard Iorio II

Cover Art: Ryan Browning

Interior Art: Michael Syrigos, Ryan Browning, John Lakey, Laura Lakey, Earl Geier, Jeshields, William McAusland

EVIL OVERLORD

Charles Myers

MASTER OF LAIRS

Jeffrey Binder

LORDS OF MONSTERS

Mark Bober
Robin Spick

MONSTER BREEDER

Fred Liner

TROPHY COLLECTORS

Daniel Granstrand
Gary Goucher
Jeff Vandine
Matthew Isom
Roxy Wodka
Ryan Simm
Sam Gaines
Yzor

MONSTER SLAYERS

Florian Hübner
Jarrod Maistros
Johnny F. Normal
K-Slacker
Newton E Grant
Utz Westermann

RANGERS

aleck johnsen
Bleddyn V. Wilson
Sean Falconi

MONSTER HUNTERS

Adam Rajski
Alexei McDonald
Andrew Ronald Johnson
Arthur Braune
Aryxymaraki
B.D. Case
Ben Prior
Benjamin R. Terry
Brandon Kern
Brian Isikoff
caingillespie@gmail.com
cazertanu@yahoo.com
Chris Clary
Chris Heath
Cody Michael Stevens
Dan Barton
Daniel Corn
Daniel Trujillo
Dave Keyser
Dave R
David Williams
Deadly Reed
Diogo Nogueira
Dustin Sprick
Edouard Contesse
Eric "Malo Monkey" Maloof
Eric Hoffman
ericnsamuels@gmail.com
Evil Eli the Vile
Fabio Milito Pagliara
Frank Chaustowich
Franz Georg Rösel
Greg Roth
Ian "Grendel Todd" Grey
J. Stuart Pate
Jacques Nel
James Landry
James Stuart
James Unick
Jason "Hierax" Verbitsky
Jason Barker
Jason Blalock
Jason Smith
Jeffrey Herold
Jeremy Friesen
John Arendt
John B. McCarthy
John-Matthew DeFoggi
Jonathan Steinhauer
Josh Reynolds
Kean P Stuart
Keegan The Wise
Ken Foster
Larry Hamilton - Follow Me, And Die!
Luca Lettieri
Mark Bober
Martin Nichol
Matt Shoemaker
Matt Walsh
Matthew B Krause
Matthew Skail
Matthias Weeks
Michael Curran
Michael Hengeli
Michael Stevens
Miguel Zapico
Mike McCoy
Nat Webb
Novakowski
Patrick Tarantino
Paul A. Nemeth
Paul Sudlow
Peter McNamara
plinkowski@gmail.com
pmacdonald@voyager.net
Raskal
Rich Spainhour
Richard Forest
Riley Ridgeback
Rob McArthur
Rus Ketcham
Scott Kehl
Scott Maynard
SCOTT SUTHERLAND
Scott Tooker
Simon Forster
Simon Stroud
Sir Mark Franceschini
Stephen Kissinger
Steve Howells
Steve Huntsberry
Steven Berg
Steven Dolges
Thomas "Kyorou" Vanstraelen
Thomas Darlington
Tim Rudolph
Tom Hudson
Tony Digaetano
Wesley E. Marshall

EXPLORERS

:(
aaron.barclay@gmail.com
Adam Muszkiewicz
Ahmad Dia
Alistair C
Allan Rodda
Andrew and Heleen Durston
Andrew Byers
Andrew Gil
Andrew Weber
Andy Evans
Andy Vann
Anthony Ragan
Anthony Valente
Arno de Lange
benfeehan@gmail.com
Bob Humphrey
boxcornersdiety
Brent Walters
Brian Lindeboom
Bryan Steelman
Carl Foner
Carlos de la Cruz
cecil howe
Charles Saeger
chickenjohn
Chris Allison
Chris Blauwkamp
Chris Hogan
Chris L Sheppard
Chris W. Harvey
Christopher Clark
Christopher "Staples" O'Dell
Christopher Stieha
Conrad Betts
Curtis Hooper
D. Weeks
Dan Domme
Dan Wood
Daniel Bell
Daniel Eastland
Daniel Lofton
Daniel Stack
Darius Garsys
Dave Bunge
Dave LeCompte
David B Leavenworth Jr
David B Noble
David Campbell
David Cinabro
David Cutts
David DeRocha
David Johnston
David Sullivan
daysofourknives@gmail.com
dmalenda@gmail.com
Don Edmonds
Donn Stroud
Drademan
Drew Pessarchick
Dyrewolff
Ed Kowalczewski
Edward Sturges
Eric Brennan
Eric Hein
Eric Swiersz
erik tenkar
Fredrik Hansson
Frits Kuijlman
Garrath Wyrmbane
Geleg
Genghis Sean
Glyn Hooper
Grandy Peace
Greatnate
Gustavo Iglesias
Herbert Nowell
Herman Duyker
Invincible Overlord
Iyar Binyamin
J. Evans Payne
Jack Egan
Jacqueline Legazcue and Sam Greene
Jake Parker
James C. Bennett
James T Hughes
Jan Sjögren
Jason "Ludanto" Smith
Jason Azze
Jason Beaumont
Jason Hobbs
Jason Wade
Jay Broda
Jays Mackie
JD Holmes
Jed McClure
Jeff Brooks
Jeff Crews
Jesse Butler
Jim the Sage.
Jim Williams
Joe Wetzel
John Ivor Carlson
John Lynch
John Smith
Jon Reeves
Jon Stevens
Jonas Schiött
Joseph E. Tribuzio
Josh Pilachowski
Joshua Buergel
K. Nelson
Keely Willert
Keith Spears
Kensboro
Ktrey Parker
Louis the mega need
Luke Gaines
Maeyanie
Mark Daymude
Mark Harvey
Mark Smit
Matt Maranda
matt.heine@gmail.com
Matthew Gagan
Matthew Gushta
Matthew Nelson
Michael "Badmike" Badolato
Michael "Mammut" Sauer
Michael Bowers
Michael D Sanders
Michael Morrison
Mick Fernette
Mike Harvey
Morgan Hazel
Nick Longshanks
Ouroboros
Patrick Kloes
Patrick Slauson
Paul Munson
Paul Rivers
Phil Lewis
Phil Ward
Quinn
R. Rabatach
Randy Smith
Richard W. Rohlin
Richie Cyngler
Rob "Snydley" Klug
Rob Cook
Rod Meek
Ross Pearson
Ryan Casey
Schneily
Scott D. Craig
Scott Vandersee
Sean Butera Keefe
Sebastian Dietz
Seth Spurlock
Shane Dunlap
sonofotho
Stephanie Hurst by way of Tumut, Australia
Stephen Couch
Stephen Terry
Steve Fawkner
Steve Lord
Steven D Warble
Steven Danielson
Taarkoth
Thalji
The Tim
The Wyzard
Thomas Richard Taylor IV
Todd Leback
Todd Rokely
Tonya Fredrickson
Torben van Hees
Travis Casey
Vladmir "The Impaler" Tepes
walkerhound
Wayne Rossi
Witness
Zach Glazar
Zeke Dodd

ADVENTURERS WITH HENCHMEN

Caelyn and Chloe Katzburg
Chris Wakulik
dryack
J. D. Beers
Matthew Hammer
Michael Kelley
Nathan Milfull
Olav Nygård

ADVENTURERS

Aaron King
Adam Crossingham
Adam Mcgregor
AdamDVa
Akiazoth
Alan Hughes
Alan Skinner
Alexander New
Allen Boston
Anders Bersten
Andre B Moreira
André Roy
Andreas Melhorn
Andrew Harshman
Andrew J Garbade
Andrew Piseck
Anonymous thanks!
Anthony Lewis
Atlictoatl
Bastien Pilon
battlegrip.com
Ben Mabry
Bert Isla
Bob Bersch
Bob Mosdal
Bobsled Seven
Brodencrantz
C.R. Brandon
Candice Bailey
Carl Meyer
Chad Reiss
Charles Tippett
Chris Alley
Chris Geisel
Chris Nause
Chris Paul
Chris Westbrook
Christopher Avery
Christopher Davis
Christopher E. Livingston
Christopher Mountenay
Civilized Animal Productions
Claudio "Bilbo" Cabrini
Clutterbane
Crispin Moakler
Curt Meyer
D. Jarod Shaw
Daimadoshi
Dan Elwell
Daniel Crisp
Daniel Shaefer
Daniel Szabo
Darren Aldredge
Dave Sherohman
Dave Thompson
David L. Bowne
David Parlin
David Teague
David Wilkie
Delnurfin Feadiel
Don, Beth & Meghan Ferris
Doug Sims
dunbruha
Ed Mikkelsen
Edward Hamilton
Eirik Johnsbråten
Eldric IV
Elf-on-a-Mouse
Eric Casey
Eric Mills
Eric S.
Eric the MAD Moody
Eric Zylstra
Erik Extrell
Erik Sundqvist
Erik Talvola
Even V. Røssland
Felix Falkenberg
Filipe Fernandes
Florian Hollauer
Galahad de Corbenic
Game Natural
Gavin Mutter
Geoffrey Miller
George Kapp
Gregory McWhirter
Gregory Simkins
Greyhawkbard
Grover White
Guy Rogers
Hauke Stammer
Ian Wright
Igor Vinicius Sartorato
Imredave
Jaap de Koning
Jacob DeCourcey
Jake F.
James "the Destroyer" Jeffers
James Kerr
James ME Patterson
James Roberts
James Vargas
James W. Rouse III
Jan Groeneveld
jason dubuc
Jasper Akhkharu
Jay Wish
Jeffrey Scott Hessell
Jeremy D. Milsom
Jeroen Stolwijk
Jesse Rodriguez
Jim Clunie
Joe Webster
Joel Rojas
Jo-Herman Haugholt
John Anderson
John Davis
John P. Wilson
Jon Caro
Jon Michaels
Jon Nials
Jonathan Nichol
Jonathan Smith
Jonathan Tate
Jordi Morera
Jordi Rabionet Hernandez
JPL
Juan Casanova
Justin Woodman
Kai Jim
Kargrym Bloodmoon
Karl Miller
Katlin "Lavix" Boylan
Keith Sletten
Keith Wheaton
Kevin Fernandes
Kira Miller
Kurt Stoffer
Lee DeBoer
Levon Mkrtchyan
Lichhunter
Lloyd Rasmussen
Lou Bajuk
Marc Margelli
Marco Henrique
Marcus Gabriel Fors
Marduk
Mario Butter
Mark Leymaster of Grammarye
Martin
Martin Lamssies
Matthew Emerick
Micah Watt
Michael D. Blanchard
Michael De Rosa
Michael Feir
Michael Pfaff
Michael Spredemann
Michael Vanella
Mike
Mike Harris
Mikko Simonen
Morgan Long
N/A
NA
Nathaniel Bennett
Nicholas Burden
Nicholas Peterson
Nigel the Leptopus
-Not Credited-
Omer Golan-Joel
Oscar Ulloa
Outlander78
Pablo Sancho
Pat Ludwig
Patrick Singer
Paul Backhouse
Paul D. Walker
Peter Robbins
Phineas Q. Conundrum
Physics Geek
R.A. Mc Reynolds
Rafael Moreno
Redbeard
Reverance Pavane
Ricardo Dorda
Richard Meyer
Richard Ruane
Rick Grimes
Rob Brennan
Robert Kern
Robert Morris jr
Rod Spellman
Roy Eckman
Ryan Hixson
Ryan Idryo
Scarth
Scott Krok
Scott Nemmers
Scott Renner
Sean A Krauss
Sean Clayton Ulam
Senjans
Shawn Gore
Simon Lee
Stephan Szabo
Stephen R. Brandon
Stephen Via
Steve Christensen
Steve Dodge
Stu White
Susan Brindle
Tanderossa Bob, Ruler of Riches
TastyMusic
Thomas Lindgren
Timothy Baker
Tod Jeffcoat
Tom Walker
Tomas Burgos-Caez
Tony A. Thompson
Trimus D'Alberon
Troy Truchon
Tyr Freijersn Archmage of The Red Dawn
Tzu
Ulf Kaupisch
Unimportant
Uwe Nagel
Viktor Haag
Vox Gaia
Wade Nelson
WombatDazzler
ZZ

TABLE OF CONTENTS

Chapter 1: Introduction 9
How to Use This Book 10

Chapter 2: Lairs 11
Dynamic Points of Interest 12
Obstacles to Securing Land 12
Searching for Lairs 13
Aerial Reconnaissance 13
Wandering Monsters. 14
Splitting Up 14
Land Surveying 14

Chapter 3: Lair Listings 15
How to Use Lair Listings 16
Amphisbaena 16
Ankheg. 16
Ant, Giant. 16
Ape, White 17
Arane 17
Baboon, Rock 18
Basilisk 18
Bat, Giant 18
Bear, Black 19
Bear, Grizzly 19
Bear, Cave 19
Bear, Polar 19
Bee, Giant Killer 19
Beetle, Giant Fire 20
Beetle, Giant Bombardier 20
Beetle, Giant Tiger 20
Blink Dog 20
Blood Hound 20
Bugbear 20
Caecilian 21
Cat, Mountain Lion 22
Cat, Panther 22
Cat, Lion 22
Cat, Tiger 22
Cat, Sabre-Toothed Tiger 22
Centaur 22
Centipede, Giant 23
Chimera 23
Child of Nasga 23
Cockatrice. 24
Crab, Giant 24
Cyclops. 24
Demon Boar 24
Death Charger 25
Desert Ghoul 25
Dire Beastmen 26
Dog, Hunting 27
Dog, War 27
Doppelganger 27
Dragon, Black 28
Dragon, Blue 29
Dragon, Brown 30
Dragon, Green 31
Dragon, Metallic 31
Dragon, Red 32
Dragon, Sea 33
Dragon, White 33
Dragon, Wyrm 34
Dragon Turtle 36
Draugr 37
Dwarf 38
Elf. 40
Ettin 42
Faerie, Pixie 42
Faerie, Sprite. 43
Faravahar 43
Flay Fiend. 46
Fly, Giant Carnivorous 46
Gargoyle 47
Ghoul 47
Giant, Hill. 47
Giant, Stone 48
Giant, Frost 48
Giant, Fire. 48
Giant, Cloud 49
Giant, Storm 49
Gnoll 50
Gnome 51
Goblin 52
Gorgon 53
Griffon 54
Grimlock 54
Hag 56
Halfling 57
Harpy 59
Haugbui 59
Hawk, Giant 60
Hell Hound (Lesser) 60
Hell Hound (Greater) 60
Hippogriff. 60
Hoarflesh 60
Hobgoblin 61
Hydra 62
Khepri 62
Kobold 65
Kraken 67
Lamia 67
Lammasu 67
Leyak 68
Lizard, Giant Draco 69
Lizard, Giant Gecko 69
Lizard, Giant Horned Chameleon . . 69
Lizard, Giant Tuatara 69
Lizardman. 69
Locust, Cavern 70
Lycanthrope, Werebear 70
Lycanthrope, Wereboar 71
Lycanthrope, Wererat 71
Lycanthrope, Weretiger. 71
Lycanthrope, Werewolf 71
Manticore 72
Medusa. 73
Men, Berserker 74
Men, Brigands 74
Men, Merchants 76
Men, Nomads 77
Men, Pirates 80
Men, NPC Clerics (Acolytes) 82
Men, NPC Fighters (Veterans) . . . 82
Men, NPC Mages 83
Men, NPC Thieves (Bandits) 84
Men, NPC Witch 85
Mermen 86
Minotaur 87
Morlock 89
Mummy 89
Mummy Lord 90

Nathaghol 91
Neanderthal 94
Necropede 95
Nymph, Dryad 95
Nymph, Naiad 95
Ogre 96
Orc 97
Owl Bear 98
Pegasus 99
Phase Tiger 99
Rakshasa 99
Remorhaz 99
Rhagodessa, Giant 100
Roc, Giant. 100
Rust Monster 100
Salamander, Flame 100
Salamander, Frost 100
Scorpion, Giant. 101
Shadow. 101
Skeleton 101
Skittering Maw 102
Sorcerous Sphere 102
Spectre 103
Sphinx 104
Spider, Giant Black Widow 105
Spider, Giant Crab 105
Spider, Giant Tarantula. 105
Stirge 105
Swarm, Bat 105
Swarm, Insect 106
Swarm, Rat 106
Thrassian 106
Throghrin 108
Treant 108
Troglodyte 108
Troll 109
Unicorn. 110
Vampire 110
Varmint, Giant Ferret 111
Varmint, Giant Rat 111
Varmint, Giant Shrew 111
Varmint, Giant Weasel 111
Venous Sentinel 111
Wight 112
Wolf 112
Wolf, Dire 112
Wraith 112
Wyvern 114
Yali 114
Zombie 114

Chapter 4: Monsters 115
Ability Scores for Monsters 117
Proficiencies for Monsters. 118
Ageless Monsters 119
Transformed Monsters 119
Monstrous Henchmen 119
Recruiting Monstrous Henchmen . . 119
Paying Monstrous Henchmen . . . 120
Advancing Monstrous Henchmen . . 120
Noncombatant Monsters 121
Noncombatant Monsters and Experience Points 121
Young and Old Monsters 121
Aging for Monsters with Ability Scores 121
Taming and Training Monsters . . . 122
Overview of Taming and Training . . 122
Animal Trainers 123
Tricks 123
Roles 124
Magic and Monster Training. . . . 124
Encounters with Tamed Monsters . . 125
Monster Taming and Training by Demi-humans and Humanoids . . 125
Monster Taming and Training Characteristics 126
Monster Parts (Mundane) 131
Antlers, Horns, and Tusks 131
Claws, Fangs, Stingers, and Talons . 132
Feathers and Plumage 132
Pelts and Meats 133
Venoms. 135
Monster Parts (Special). 135
Identifying Special Components . . 135
Harvesting Special Components . . 136
Storing Special Components. . . . 136
Value and Encumbrance of Special Components 136
Expanding and Modifying Special Component Lists 137
Special Component Lists 138
Creating Monsters 147
Monster Creation Steps 147
Monster Type 148
Monster Body Form 150
Monster Hit Dice 150
Monster Weight, Size Category & AC . 150
Monster Attack Table 152
Monster Special Abilities 152
Monster Experience Points 155
Monster Organization 155
Monster Treasure Type 157
Monster Intelligence. 158
Monster Alignment 158
Sample Monster Creation 160

Chapter 5: Monster Listings 163
Amphisbaena 164
Arane 164
Blood Hound 164
Chaos Hulk 165
Child of Nasga 166
Dao 166
Death Charger 167
Desert Ghoul 167
Dire Beastmen 168
Draugr 169
Faravahar 170
Flay Fiend. 170
Grimlock 171
Hag 172
Haugbui 172
Hoarflesh 172
Hyena 173
Khepri 173
Kraken 174
Leyak 175
Marid 175
Mummy Lord 176
Nathaghol (Glintersnatch) 176
Necropede 177
Rakshasa 177
Sorcerous Sphere 178
Sphinx 178
Venous Sentinel 179
Thrassian (Greater Lizardman) . . . 179
Yali 180

Appendix One 181

Appendix Two 189

CHAPTER 1: INTRODUCTION



What is *Lairs & Encounters (L&E)*? It's a supplement intended for use by judges of fantasy role-playing games during wilderness adventures and long-term campaigns. Specifically, it's a supplement that answers questions like these:

a. How do I create an exciting wilderness filled with monster lairs without creating an enormous amount of redundant content that my adventurers will never find?

b. If my adventurers want to secure a forest and clear it of any and all monster lairs, how many monster lairs are they likely to have to deal with? What if the terrain is swamp? What if the area is near a city?

c. If the adventurers suspect that there are monsters living in an area, and start searching, how long will it take them to find the monsters' lairs? What if they split up? What if they can search by air or magic?

d. What do I do when the adventurers randomly encounter monsters in a wilderness lair? Many monsters live in large, organized bands with an assortment of leaders and allies and complex stockpiles of treasure.

e. What happens when the adventurers capture some monsters and take them back to town - Can they sell them to animal trainers? If so, for how much gold? Can they raise them as war mounts? Does it matter if the monsters are babies or adults? Does it matter what type of monster it is?

f. How do I create a new monster that has characteristics (e.g., armor class, hit dice, damage, special abilities, and treasure type) that make sense given the benchmarks set by the existing roster of monsters?

These are all questions that arose while I was running my original Auran Empire campaign, and *Lairs & Encounters* is based on the answers I developed during actual play. Some of the material in this supplement was therefore actually written *prior* to the publication of *Adventurer Conqueror King System.* That's why *L&E* was promised on p. 236 of the *ACKS* core rules to be "coming soon"! I expected it to be a simple task to polish up my material, expand my methods into formal rules, and release the book as the first supplement for *ACKS*. Alas, *Lairs & Encounters* was instead delayed and delayed – first by *Player's Companion,* then by *Domains at War,* then by *Dwimmermount*, and most recently by *The Sinister Stone of Sakkara.*

The original *L&E* material I wrote in 2009-2011 was invaluable to me during the Auran Empire campaign, and I regret that judges who began running campaigns with *ACKS* when it was first released in 2012 have had to wait so long for this supplement. Now that it's here, I hope you will all find it was worth the wait!

HOW TO USE THIS BOOK

You must have a copy of *Adventurer Conqueror King System* (ACKS) or a similar D20-based fantasy role-playing game to use this supplement. The supplement is organized into the following parts:

Chapter 1, **Introduction**, provides an overview of this book and its purposes.

Chapter 2, **Lairs**, introduces the concept of dynamic points of interest and provides advanced rules for placing, encountering, and searching for monster lairs.

Chapter 3, **Lair Listings**, contains a catalog of over 165 different monster lairs, organized alphabetically, that can be dropped into your campaign as dynamic encounters or set pieces.

Chapter 4, **Monsters**, provides advanced rules for monsters, including ability scores for monsters, proficiencies for monsters, noncombatant monsters, taming and training monsters, and more.

Chapter 5, **Monster Listings**, contains a roster of over 30 new creatures from the Auran Empire™ campaign setting.

Appendix A, **Treasure Maps**, includes 7 treasure maps based on those found in the lairs herein, each artistically rendered for use as player handouts to provide campaign flavor.

Appendix B, **Lair Maps**, presents 36 lair maps designed for use with the dynamic lairs in this book.



CHAPTER 2: LAIRS



Lairs and Encounters provides lair listings for every monster described as having a lair in the *Adventurer Conqueror King System* monster listings. Each lair is unique and should only appear once in the campaign.

The lair listings were designed to be used in two main ways: (1) as dynamic points of interest that can be discovered while wandering through the wilderness; and (2) as obstacles to a would-be ruler's attempt to secure land for a domain.

DYNAMIC POINTS OF INTEREST

In a typical *ACKS* campaign, the PCs adventure across a mapped region that their Judge has populated with static points of interest, such as settlements, dungeons, and other locales, each detailed with more or less specificity depending on their importance. The *ACKS* rulebook recommends that Judges place 45 such points of interest on a typical regional map with 40 × 30 6-mile hexes.

Placing just 45 points of interest in 1,200 hexes leaves a lot of empty hexes. Filling up every empty hex in advance with static points of interest is time consuming and results in lots of wasted effort. **Dynamic points of interest** are a tool the Judge can use to help populate the regional map of his campaign setting without having to stock every hex in advance.

Each dynamic point of interest features the lair of a particular monster from the wilderness encounter tables. Unlike static points of interest, the locations of dynamic points of interest are left indeterminate at the start of play. Instead, when a wilderness encounter throw results in an encounter with a monster in its lair, the dynamic point of interest featuring that monster is placed in the hex where the encounter occurred. Once the dynamic point of interest is placed, it becomes static, and its location is fixed for the rest of the campaign. The Judge should write down the hex number where the point of interest was found on the regional map in case the party returns to the area.

From the adventurers' point of view, there is no difference between pre-placed points of interest and dynamic ones. Wherever they go on the regional map, there will be a mix of wandering encounters and static locations. On the Judge's actual regional map, though, there will be a lot of empty hexes with unusually high clusters of dynamic points of interest that happen to be along the routes the adventurers have traveled. This method ensures that wherever the adventurers travel within the region, they will always find interesting places and encounters, while areas that the adventurers do not travel to are not needlessly stocked.



OBSTACLES TO SECURING LAND

Lairs Per Hex			
Terrain	**Wilderness**	**Borderlands**	**Civilized**
Clear, Grass	1d2	-	-
Scrub, Hills	1d4	1d3-2	-
Barren, Desert	1d6	1d2-1	-
Mountains, Woods	2d4	1d4-2	1d6-5
Swamp	2d4+1	1d3-1	1d4-3
Jungle	2d8	1d2	1d3-2

A 6-mile hex is an extensive tract of land: 31 square miles, or about 24,000 acres. A hex can support a considerable number of peasants when settled and farmed. But before it can be settled by peasants, a hex must be cleared of all the monster lairs present within. And 31 square miles can hold a lot of monsters!

How many monsters? The Judge can quickly determine the numbers of lairs in a hex by following these steps:

1. On the Lairs per Hex table, cross-reference the terrain type with the classification of the hex and roll to determine how many lairs are present. Treat results of less than 0 as 0. On a result of "-", no random lairs are present.

2. For each lair, roll on the appropriate column of the Wilderness Encounters by Terrain table to determine the type of monster in the lair.

3. For each monster, select a lair from the Lair Listings in this book, and place it within the hex.

Most wilderness hexes will have three to six lairs. More settled hexes will have much less. Lairs will be more densely packed in terrain that provides lots of hiding places, such as jungles and swamps, and less dense in open terrain with long lines of sight.

EXAMPLE: Marcus, Quintus, and Balbus, having become powerful through years of adventuring, have decided to secure a hex of hills on which they plan to establish a domain. The Judge consults the Lairs per Hex table and sees that hills has 1d4 lairs. His 1d4 roll is a 3, so he rolls three times on the 'hills' column of the Wilderness Encounters by Terrain table. This results in an ogre village, a boar den, and a giant carnivorous fly nest.

SEARCHING FOR LAIRS

Before the adventurers can clear a lair of monsters, first they have to find it! Searching for lairs in a wilderness is akin to searching for traps in a dungeon – even if there is a lair, there's no guarantee the adventurers will find it when they search. The lair might be isolated in a remote glade, situated on an inaccessible peak, hidden underground, concealed with an innocuous entrance, or just plain hard to find. Adventuring parties that can cover a lot of ground have a better chance of finding a lair than parties slowed by encumbrance or bad going. Trackers capable of finding and following spoor are also invaluable.

Wilderness Movement	Target Value
11 miles or less	18+
12 – 23 miles	17+
24 – 35 miles	16+
36 – 47 miles	15+
48 – 59 miles	14+
60 – 71 miles	13+
72 – 83 miles	12+
84 – 95 miles	11+
96 – 107 miles	10+
108 – 119 miles	9+
120 – 131 miles	8+
132 – 143 miles	7+
144 – 155 miles	6+
156 – 167 miles	5+
168 – 179 miles	4+
180 – 191 miles	3+
192 miles or more	2+

If the Judge has mapped out the 6-mile hex in detail, he can use the small scale map to adjudicate the search process. Otherwise, the following abstract system can be used: Each hour (six turns) that the adventurers spend searching a hex, the Judge should make a searching throw (1d20) on their behalf. The target value is determined by their daily movement rate through the hex, as shown on the accompanying table. If the throw equals or exceeds the target value, the party discovers a lair, if at least one is present. (If more than one lair is present, choose one or roll randomly.)

Marcus, Quintus, and Balbus begin searching the hex. After one hour, the Judge secretly rolls to see if they have discovered a lair. They are mounted on light horses (48 miles per day base wilderness movement) and moving through hills (movement multiplier of 2/3), so the party's movement is 30 miles per day. The target value for their throw is therefore 16+. Unfortunately, the Judge rolls a 12, so their first hour of searching is fruitless.

If any member of the party has the Tracking proficiency, the party should receive a +4 bonus on the proficiency throw. If the adjusted die roll equals or exceeds the listed value, the adventurers have discovered one of the lairs within the hex.

Had either Marcus, Quintus, or Balbus had Tracking proficiency, the party would have gained a +4 bonus on their throw. With a +4 bonus and a target value of 16+, they would have found a lair on a roll of 12 or more.



AERIAL RECONNAISSANCE

If the party is capable of air travel, their daily wilderness movement rate is doubled (see *ACKS*, p. 94). In addition, when searching clear, grass, scrub, hills, barren, desert, or mountain terrain, they receive one searching throw per three turns (thirty minutes) on the Lair Search table, rather than one per hour.

Quintus realizes that he can use his summon winged steed spell to make this process much easier. He summons pegasi for himself and his two party members and they take to the air. The pegasi have a flying movement rate of 480', which translates to 96 miles per day. Since aerial movement is doubled, the pegasi can fly 192 miles per day. At the party's new wilderness movement rate, the target value for their searching throw is 2+. In addition, they may throw once per three turns instead of once per hour. After thirty minutes of game time, the Judge throws 1d20; the result is a 13, and the party has found a lair!

WANDERING MONSTERS

Adventurers searching a hex are far more likely to encounter monsters than those who are just passing through as quickly as possible. They are subject to one wandering encounter throw per hour while searching. If they "wander" into a lair accidentally, substitute the newly-encountered lair for one of the previously generated lairs (or vice versa).

SPLITTING UP

If the party splits up into smaller sub-parties, they can search a hex much more rapidly. Each sub-party can make a separate searching throw. However, each sub-party is subject to wandering encounters separately and must deal with the encounter on its own. If the sub-parties are close enough to assist in the encounter, they haven't really "split up" and are effectively just searching the same area.

LAND SURVEYING

If the party has a member with the Land Surveying proficiency, that adventurer can attempt to assess the total number of lairs in the hex based on the lay of the land, evidence of cultivation, and other factors. The adventurer may attempt an assessment upon first arriving in the hex, and make another attempt each time the hex is searched. For each attempt, the Judge should secretly make a proficiency throw (1d20) on the character's behalf. The target value for the proficiency throw is 18+, but the character should receive a cumulative +4 bonus for each successful search the party has conducted in the hex up to that point. If the proficiency throw succeeds, the character correctly assesses the number of lairs in the hex, and the Judge should reveal the number. If the proficiency throw fails with an unmodified 1, the character incorrectly assess the number of lairs in the hex, and the Judge should roll or choose a false value to reveal. On any other result, the character does not yet have enough information to make or revise an assessment.

Note that, in the absence of definitive magic such as *commune,* a party can never be certain they have found all of the possible lairs in a hex. It is possible a lair might remain hidden for weeks, years, or even generations before suddenly being found. The Judge should use his discretion in deciding whether an undiscovered lair prevents a hex from being considered secured for purposes of settlement. An undiscovered dire wolf or manticore lair will almost certainly disrupt settlement, while an undiscovered lammasu lair might be a delightful surprise and an undiscovered khepri lair may be harmless until a foolish peasant awakens them in a few seasons…

Scout (pathfinder, 25gp/month; land surveyor, 25gp/month): Scouts are specialists in exploration, mapping, and land surveying. Pathfinders are 1st level explorers with the Pathfinder template (see *Player's Companion*, p. 66), and can be hired to search hexes for lairs. Land surveyors are 1st level explorers with the Cartographer template, and can be hired to assess the number of lairs in a hex. Both types of scouts are hired on a monthly basis and are available in urban settlements in the same numbers as navigators. Scouts will expect to be protected while on duty, either by their employer or by a number of mercenaries equal to the maximum number of lairs in the hex(es) they are assigned to explore. Scouts will attempt to evade any wandering monsters they encounter; they will not fight for their employer or enter lairs unless recruited as henchmen.



CHAPTER 3: LAIR LISTINGS



HOW TO USE LAIR LISTINGS

When a wandering encounter occurs with a monster, simply look up the appropriate monster's entry in the listings below. Each entry records the percentage chance that the monster is in its lair. If the dice indicate the monster is in its lair, record the lair's location within the regional map on the indicated line and run the lair encounter. Monsters in dynamic points of interest, or placed as obstacles to securing land, will of course always be in a lair.

Each lair will feature one or more monsters in a "typical" lair for its type. The lairs are presented so that they can be used in the widest possible variety of terrain, but the Judge should change any details necessary to better place the lair in the context where it occurred.

Some lairs include exceptional monsters with ability score adjustments and/or proficiencies; they might also include baby, child, or adolescent monsters. Treasure, where present, is based on the creature's treasure type. If the monster has valuable body parts or young, this is noted. See the **Monsters** chapter in this book for further details. Occasionally, natural resources have been placed in or around the lair in order to add flavor.

AMPHISBAENA

Lair: 10% *Map Location:* _____

A path ahead descends into a narrow gorge. The earth of the path has been ploughed by the great twisting tracks of some large animal or animals moving up and down the gorge. The gorge itself is a 60' wide and 900' deep gash in the earth that runs for about 4200' before terminating in a rocky slope. Crushed white bone litters the gorge, with the largest accumulation within the rocks at the foot of the slope. An **amphisbaena** lairs here, and will attack any intruders into its territory. Among the bones can be found 2,000ep, 4,000gp, a diamond (2,000gp), a crystal geode (2,000gp), a facet-cut star sapphire (4,000gp), and a bronze flask with a red, effervescent fluid (*potion of flying*). Characters with Animal Husbandry can extract one dose of venom (200gp, 1d10 turns onset, +2 save modifier, 1d10 damage) from the amphisbaena. The amphisbaena's fangs (120gp, 2 st each), flesh 340gp, 5 ⅘ st) and and spines (120gp, 2 st each) are special components.

Amphisbaena: MV 120', AC 5, HD 6**, hp 27, #AT 2 (bites 5+), Dmg 1d4 + poison and constriction, Save F3, ML 0, AL N, XP 820; Special: constriction (2d8 ongoing, save v. Paralysis to escape), poison bite (save v. Poison or die in 1d4+2 turns)

ANKHEG

Lair: 15% *Map Location:* _____

The ground here has collapsed into a massive sinkhole, 200' in diameter and 60' deep. The sinkhole has exposed a dark and winding series of tunnels delved by long-dead dwarves and still shorn up by their well-crafted struts. The tunnels are now the nest of **six ankhegs** that have begun ravaging the countryside. The ankhegs' sensitive antennae can detect any approaching prey, and adventurers who bypass the sinkhole will be attacked from below by the ankhegs after 1d6 rounds. Adventurers who slay the ankhegs and search the tunnel complex will find a dwarven treasure cache: 3,000ep and 1,000pp. The coins, which bear the mint of the ancient dwarven vault of Azen Khador, are in rusted iron trunks, locked, and half-sunken in the earth. The ankhegs themselves carry no treasure, but several of their parts are valuable special components – acid glands (300gp, 5 st), antennae (125gp, 2 st) and mandibles (125gp, 2 st). Their 2 1/6 st carapaces are worth 80gp each to an armorer if captured intact.

Ankhegs (6): MV 90'/60' burrow, AC 8, HD 5**, hp 28, 25, 25, 21, 17, 17, #AT 1 (bite 6+ or spit), dmg 3d6 + 1d4 acid + grabbed or 4d8 acid, Save F5, ML –1, AL N, XP 500; Special: grab (save v. Paralysis to escape), spit acid (4d8 damage, save v. Blast for half)

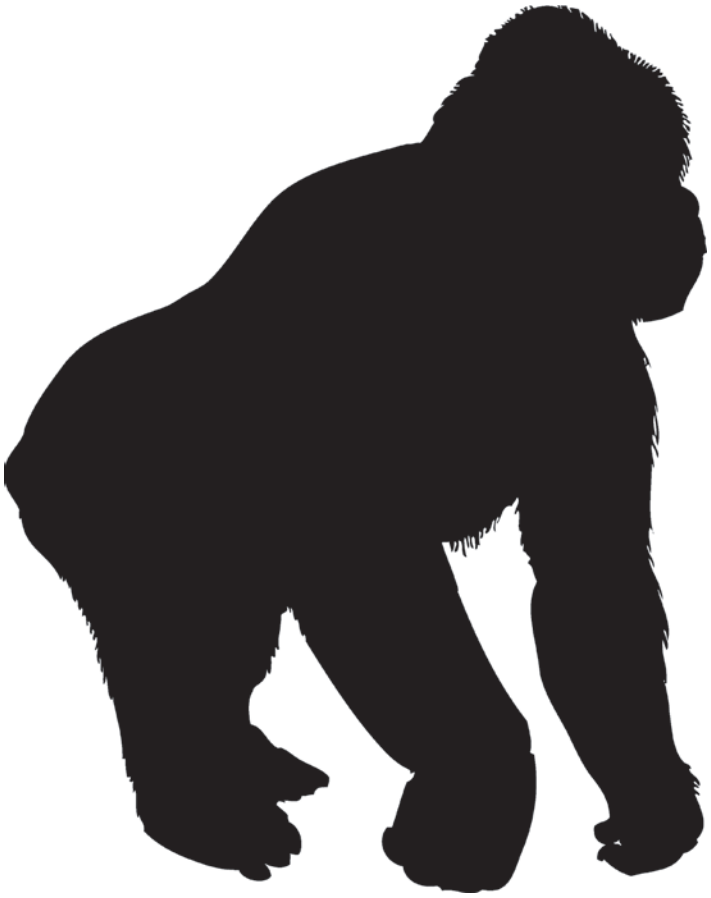
ANT, GIANT

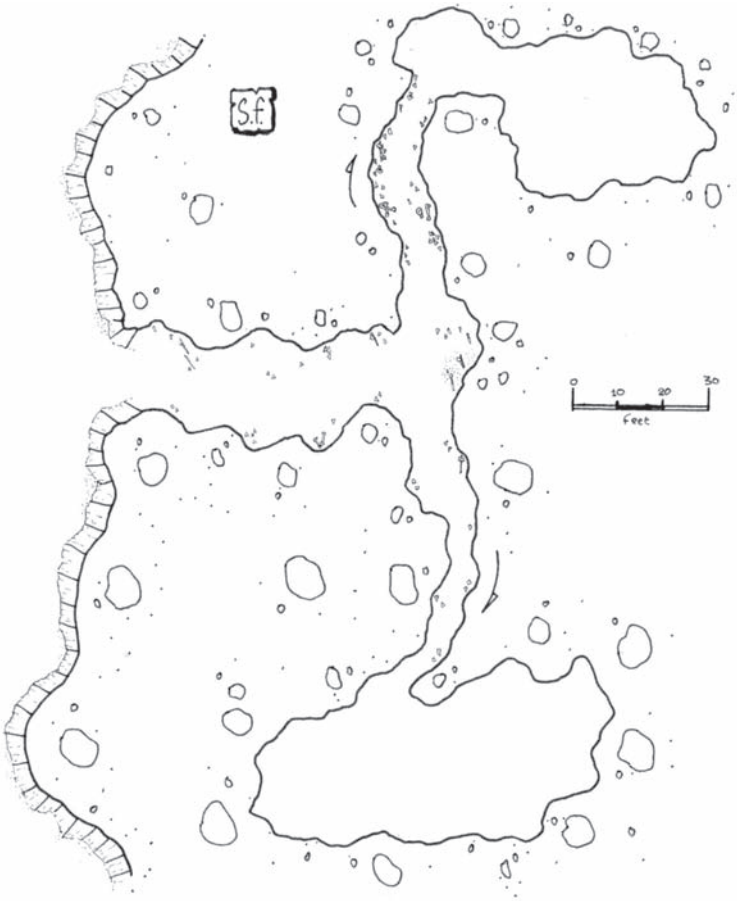
Lair: 10% *Map Location:* _____

A giant anthill, 60' in diameter and 35' high, rises from the ground here. An opening at the anthill's apex leads into a twisting burrow of passages each 2-8' in diameter, occasionally (20%) punctuated by 5-20' square rooms. The anthill is the nest of **14 giant ants** who react with great hostility to any who intrude within. The ants are mining gold nuggets from a rich vein in the earth, and the anthill has a total of 6,000gp worth of gold nuggets distributed through outs rooms. In the center of the anthill are **2 giant ant larvae** which are worth 150gp each if captured alive. The giant ants' antennae are special components (80gp, 1 ⅔ st per ant).

Giant ants (14): MV 180', AC 6, HD 4, hp 18 each, #AT 1 (bite 7+), Dmg 2d6, Save F2, ML –1/+4, AL N, XP 80

Giant ant larvae (2): MV 150', AC 4, HD 2, hp 9 each, #AT 1 (bite 9+), Dmg 1d6, Save F1, ML –1/+4, AL N, XP 20





Full Ape, White Lair on p. 190

APE, WHITE

Lair: 10% *Map Location:* _____

A limestone cave mouth, 22' wide and 16' high, pierces a hillside here. From the mouth, a 14' high natural tunnel extends into the hill some 70', where it is crossed perpendicularly by an 8' high natural tunnel that runs about 60' in either direction. The interior of the tunnels are decorated with elaborate cave-paintings, and are littered with flint axe-heads and similar crude tools. The tunnels terminate in large caves (each about 40' wide, 80' long, and 7-12' high). The left-hand cave is a grisly graveyard to around two dozen neanderthals, badly decomposed and covered with sickening boils. The neanderthals that once dwelled here died of a wasting plague last season, leaving their former pets, a den of **six white apes**, to fend for themselves. These creatures dwell in the right-hand cave. They will warn intruders away with aggressive screams, then hurl rocks to drive them off. The white apes are actually tamed and trained guard animals, however, and if confidently approached by a character with Animal Training (apes) they can be safely handled (see p. 122). If the white apes are captured alive, the fully-trained creatures are worth 465gp each. Their thick white 1 st fur pelts are worth 50gp if harvested intact. Their skulls are special components (80gp, 1 2/6 st per ape).

White apes (6): MV 120', AC 3, HD 4, hp 25, 22, 20, 18, 16, 12, #AT 2 (claws 7+) or 1 (rock 7+), Dmg 1d4/1d4 or 1d6, Save F2, ML –1, AL N, XP 80

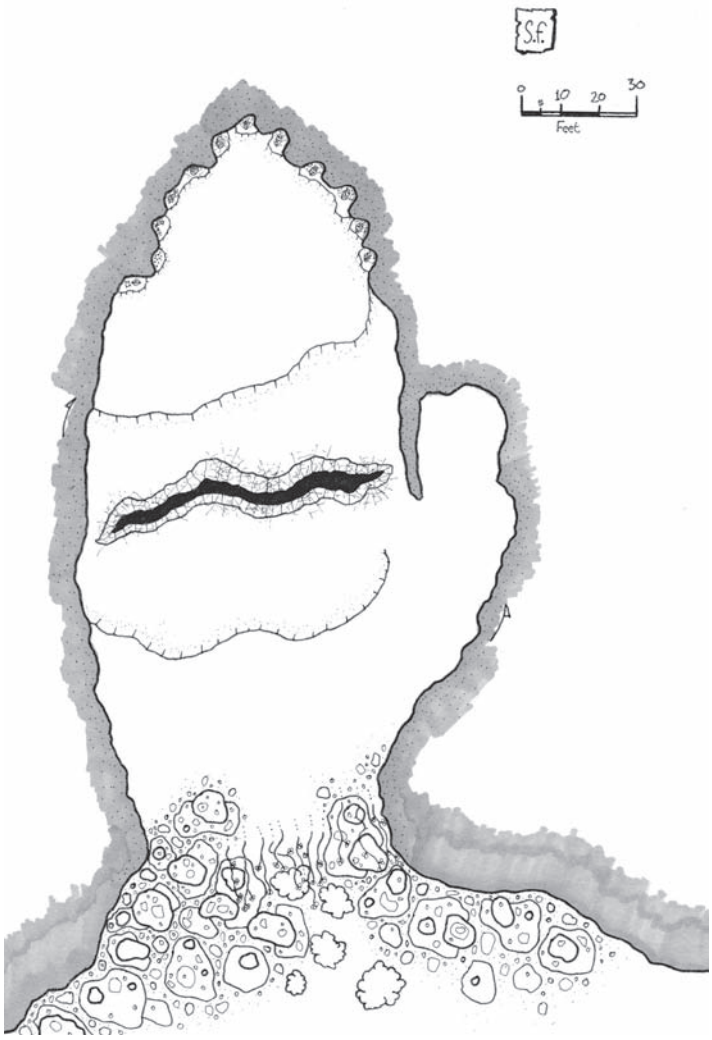
ARANE

Lair: 70% *Map Location:* _____

An expansive cave mouth, 66' wide and 18' tall, is concealed by a wall of fallen rocks and a dense curtain of lush foliage hanging from a rocky cliff face. The cave mouth leads into a pair of volcanic caverns, one large and one small, conjoined in such a way as to resemble an upturned right hand. Mineralized logs jut out from the cave walls, as do the bones of prehistoric animals, petrified by the ancient magma that built the cliff. The rock here is rich in minerals, and each night, local animals travel into the cave to use it as a giant salt lick. The cave walls are marred with the marks of claws and tusks where the animals have "mined" the cave over the centuries. A 60' deep crevasse runs across the center of the larger cave, with only a narrow passageway on either side around it. Safely navigating around the crevasse requires a proficiency throw of 4+, adjusted by the character's Dexterity modifier. Characters who fall down the crevasse hit a thick net of spider webbing after 30'. They suffer only 2d6 points of damage from the fall but are trapped as if by a **web** spell.

The webbing is the work of **three arane** who lair here and feed on the hapless creatures that fall down the crevasse. When not feeding, the arane live in the deepest portion of the cave, out of sight of the animals. Though they are carnivorous, the arane are not inevitably

Full Arane Lair on p. 191



hostile – they recognize that sapient creatures can sometimes be more valuable as allies or trading partners than as food. One of the arane is a witch, and may seek to exchange magical knowledge or items with other spellcasters (+2 bonus to reaction rolls).

Arane (2): MV 120'/120' web, AC 3, HD 6***, hp 30, 26, #AT 1 (bite 5+ or web), Dmg 1d8 + poison or web, Save F6, ML 0, AL C, XP 1,070; Special: poison bite (save v Poison or die in 1d4 turns), web (30' range, 10' diameter, as spell)

Arane Witch: MV 120'/120' web, AC 3, HD 6*****, hp 33, #AT 1 (bite 5+ or web), Dmg 1d8 + poison or web, Save F6, ML 0, AL C, 1,570; Special: poison bite (save v Poison or die in 1d4 turns), web (30' range, 10' diameter, as spell); Spells: 3 1st, 3 2nd, 2 3rd, 2 4th; Repertoire: as 6th level chthonic witch

The cave wall around the arane's den has been carved with a dozen nooks, each around the size of a human torso. Four of these nooks contain treasure acquired from sapient victims. The first treasure nook contains a hemp sack with 5,000sp and an amber, honey-scented fluid (*potion of healing*) in a gourd. The second holds an azurite (10gp), agate (25gp), moonstone (50gp), amethyst (100gp), and spinel (250gp) mixed in with 24 multifaceted glass eyes (20gp each) and a pair of *eyes of the eagle*. The third nook is hung with six unholy symbols of Nasga, silver spiders with obsidian eyes (130gp each). The fourth nook is decorated with a hanging mobile of 27 fetishes made of engraved human finger-bones (10gp each). One of the finger-bones still wears a white-gold *ring of protection +1*. The other eight nooks hold various animals cocooned for later consumption – six deer, a wolf, and a black bear cub.

The arane witch has drawn strange and inhuman glyphs on the cave wall around the treasure nooks. The glyphs themselves are harmless, but removing the treasure from the nooks triggers a *magic mouth.* A horrific chittering sound issues forth, like thousands of insects rubbing against each other. The *magic mouth* instantly alerts the arane of the theft.

Characters with Animal Husbandry can extract one dose of venom (225gp, 1d8 turns onset, +2 save modifier, 1d10 damage) from each of the arane. The aranes' central eye pairs (350gp, 5 5/6 st), mandibles (240gp, 4 st), leg tarsus (240gp, 4 st) and spinnerets (240gp, 4 st) are special components.

BABOON, ROCK

Lair: 10% *Map Location:* _____

High atop the trees of a rugged, broken landscape, **15 rock baboons** keep watch day and night for any intruders to their den. They patrol between the treetops and the large cliffs, calling out to one another with high-pitched howls and screeches. If anyone encroaches, the seven largest baboons will attack, leaping down on them from the upper branches of the trees. The remaining baboons will hang back to protect the young, consisting of **2 adolescent baboons**, **5 children**, and **7 babies**. If the baboons are captured alive, they are worth 215gp per adolescent, 90gp per child, and 25gp per baby. Their ⅘ st fur pelts are worth 25gp each if captured intact. Their skulls are special components (20gp, ⅖ st per ape). The baboons have no other treasure, but tall, colorful spikes of finger-like flowers grow thickly along the rocky slopes where they live. A Naturalism proficiency throw recognizes this as foxglove, a poisonous plant. There are enough plants to extract six doses of toxin (see *ACKS*, p. 250).

Rock baboons (15): MV 120', AC 3, HD 2, h` each, #AT 2 (bite/club 9+), Dmg 1d3/1d6, Save F2, ML 0, AL N, XP 20

Adolescent rock baboons (2): MV 120', AC 2, HD 1+3, hp 7 each, #AT 2 (bite/club 9+), Dmg 1d2/1d4, Save F1, ML 0, AL N, XP 15

Child rock baboons (5): MV 100', AC 1, HD 1, hp 4 each, #AT 2 (bite/stick 10+), Dmg 1/1d2, Save NM, ML 0, AL N, XP 10

Baby rock baboons (7): MV 90', AC 0, HD ½, hp 2 each, #AT 1 (stick 10+), Dmg 1, Save NM, ML 0, AL N, XP 5

BASILISK

Lair: 40% *Map Location:* _____

The ground here is pierced by an 18' deep pit, about 22' in diameter. The pit's slopes of black earth are gentle and easily traversed. The center of the pit is filled with petrified bone. Four tunnels, each about 4' wide, exit from the pit like spokes from a wheel. The tunnels are 11-20' long each, and home to **four basilisks**. The basilisks will attack any creatures that dare to clamber down into the pit. Mixed within the calcified remains in the pit are some items from victims who died to the basilisks' bites rather than gazes, including a leather sack holding 3,000gp; a wrought gold trinket (1,100gp); and a *scroll of sanctuary x2 and true seeing* written in Dwarven. The basilisks' eyes (500gp, 8 ⅖ st) and gizzard (500gp, 8 ⅖ st) are special components.

Basilisks (4): MV 60', AC 5, HD 6+1**, hp 33, 26, 23, 19, #AT 2 (bite 4+, gaze), Dmg 1d10/petrify, Save F6, ML +1, AL N, XP 980; Special: petrifying gaze and bite (save v. Petrification or *turned to stone*)

BAT, GIANT

Lair: 35% *Map Location:* _____

Ancient stone steps lead down into a small depression in the earth here, some 240' diameter. At the foot of the steps, a granite stone slab covers an entrance that leads into the side of the depression. The stone slab is heavily weathered and very old, and sits partly open. (Fully opening or closing the heavy stone door requires a proficiency throw to open doors at -4.) Beyond the stone slab door is a catacomb gallery, 7' high, 8' wide, and 30' long, with thirty wall graves piercing the walls. The graves were long ago robbed and hold only worthless trinkets, while the skeletons crumble to dust if touched. Now the catacomb is the lair of **eight giant vampiric bats**. The bats leave at dusk each night to hunt, returning at dawn, so adventurers who reach the lair during evening hours may think it is unoccupied. The bats have no treasure, but their ears (20gp, ⅖ st) and fangs (10gp, 1/6 st) are special components. Once the bats are dealt with, the catacombs can be used as a safe base to explore the surrounding area.

Giant vampiric bats (8): MV 30'/180' fly, AC 3, HD 2, hp 14, 11, 10, 10, 9, 9, 8, 7, #AT 1 (bite 9+), Dmg 1d4 + paralysis, Save F1, ML 0, AL N, XP 29; Special: paralytic bite (save v. Paralysis or unconscious 1d10 rounds)

BEAR, BLACK

Lair: 25% *Map Location:* _____

From the rich soil here sprouts a centuries-old oak tree, its great trunk over 10' in diameter. A hollow has formed in the tree's base, which serves as the den of a mated **pair of black bears** and their **two cubs**. The black bears will not engage in combat unless they have to, but will give their lives to defend their cubs. If captured alive, the cubs are worth 130gp each. The adult's 1 ⅜ st fur pelts are worth 45gp intact.

Black bears (2): MV 120', AC 3, HD 4, hp 25, 17, #AT 3 (2 claws/bite 7+), Dmg 1d3/1d3/1d6, Save F2, ML –1, AL N, XP 80; Special: hug (2d8 if both claws strike in one round)

Black Bear cubs (2): MV 100', AC 1, HD 2, hp 12, 9, #AT 3 (2 claws/bite 9+), Dmg 1/1/1d2, Save F1, ML –1, AL N, XP 20; Special: hug (1d4 if both claws strike in one round)

BEAR, GRIZZLY

Lair: 25% *Map Location:* _____

A small knoll, about 15' high, is lushly overgrown with wild shrubs and grasses. Its nearest face is pierced by a 4' diameter tunnel that burrows into the knoll. This is the lair of a **grizzly bear** of formidable strength and size. The beast has been a man-eater for years, and will charge any adventurers who turn their backs on its den. Because of the grizzly bear's extraordinary size, its pelt is especially valuable (225gp, 2 ⅙ st), and its claws and stomach are useful as special components (100gp, 1 4/6 st each).

Grizzly bear: Str 16, Con 16; MV 120', AC 3, HD 5+10, hp 32, #AT 3 (2 claws/bite 3+), Dmg 1d4+2/1d4+2/1d8+2, Save F2, ML 0, AL N. XP 200; Special: hug (2d8+4 if both claws strike in one round)

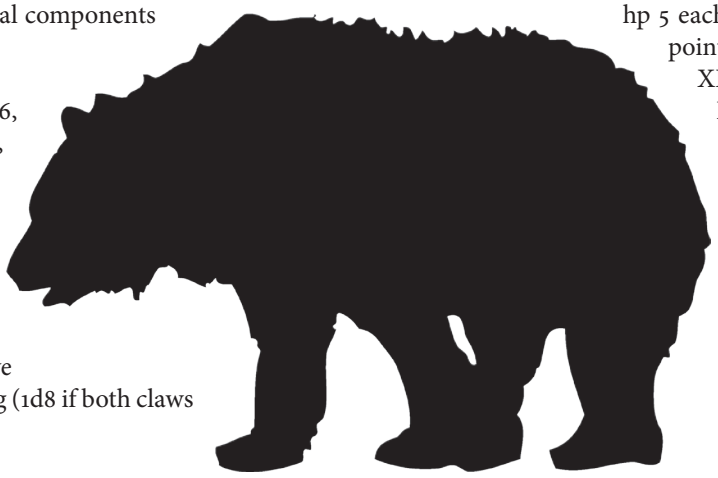
BEAR, CAVE

Lair: 25% *Map Location:* _____

A talus cave, some 8' high and 9' wide and deep, has formed between boulders piled up on the slope of a rocky, 60' high, 900' wide knoll. The cave is the home of a mated **pair of cave bears**, along with their **three cubs**. These beasts are perpetually hungry for meat. They will attack any intruders who approach the cave, and follow the scent of blood of wounded party members. If captured alive, each of the cubs would be worth 425gp to an Animal Trainer. The 3 st fur pelts of the cave bears are worth 160gp each if taken intact, and their claws and stomachs are special components (160gp, 2 4/6 st each per bear).

Cave bears (2): MV 120', AC 3, HD 6, hp 35, 28, #AT 3 (2 claws/bite 5+), Dmg 1d6/1d6/1d10, Save F3, ML 0, AL N, XP 320; Special: hug (2d8 if both claws strike in one round)

Cave bear cubs (3): MV 100', AC 1, HD 3, hp 18, 15, 12, #AT 3 (2 claws/bite 8+), Dmg 1d2/1d2/1d4, Save F1, ML -1, AL N, XP 50; Special: hug (1d8 if both claws strike in one round)



BEAR, POLAR

Lair: 25% *Map Location:* _____

The snow-blanketed landscape is pierced by a burrowed hole, about 4' in diameter. Close inspection of the hole reveals icicles of blood and white hairs frozen along its edge. Lingering too long, or entering the hole itself, earns the ire of the **polar bear** within, which will aggressively charge the adventurers. Characters clambering into the hole will discover a 10' long tunnel that terminates in a large burrow where a single **baby polar bear cub** sleeps. If captured alive, the cub is worth 400gp. The 3 ⅘ st snow-white hide of the polar bear is worth 200gp if taken intact.

Polar bear: MV 120', AC 4, HD 7, hp 37, #AT 3 (2 claws/bite 4+), Dmg 1d8/1d8/2d6, Save F3, ML +1, AL N, XP 440; Special: hug (2d8 if both claws strike in one round)

Baby polar bear cub: MV 90', AC 0, HD 2+1, hp 11, #AT 3 (2 claws/bite 8+), Dmg 1/1/1d2, Save F2, ML –1, AL N, XP 35; Special: hug (1d3 if both claws strike in one round)

BEE, GIANT KILLER

Lair: 35% *Map Location:* _____

An ominous, humming drone calls attention to a giant bee hive, standing 15' in diameter and 20' tall, which towers over the nearby shrubs. The hive is filled with numerous cells, each 2-8' in diameter, which are home to a total of **20 giant killer bees**, **10 giant killer bee drones**, and a **giant killer bee queen**. The bees are very aggressive, and any creatures approaching the hive will be attacked viciously. If the bees are dealt with, the honey from the hive can be collected. It has the potency of a half-strength **potion of healing** (1d4 healing). The hive's honey will yield four doses. Characters can also harvest the hive's **3 eggs** (120gp each) and **7 larvae** (125gp each) for rearing or sale, and the bees' stingers (6gp each) for use as special components. Characters with Animal Husbandry can extract one dose of venom (250gp, 1d10 turns onset, +2 save modifier, 1d10 damage) from each bee that did not sting.

Giant killer bees (20): MV 150', AC 2, HD 1/2*, hp 2 each, #AT 1 (sting 10+), Dmg 1d3 + 1 point per round + poison, Save F1, ML +1, AL N, XP 6; Special: poison sting (save v. Poison or die, bee dies after sting)

Giant killer bee drones (10): MV 150', AC 2, HD 1*, hp 5 each, #AT 1 (sting 10+), Dmg 1d3 + 1 point per round, Save F1, ML +1, AL N, XP 13; Special: poison sting (save v. Poison or die, bee dies after sting)

Giant killer bee queen: MV 150', AC 2, Move 150', HD 2*, hp 11, #AT 1 (sting 9+), Dmg 1d3 + 1 point per round, Save F2, AL N, XP 29; Special: poison sting (save v. Poison or die)

BEETLE, GIANT FIRE

Lair: 40% *Map Location:* _____

A mighty cedar tree, its trunk about 120' in length and 7' in diameter at its base, lies in the grass here, felled by a lightning bolt. Troops of mushrooms sprout from the rotting wood along its length. A hollow has been bored into the base of the trunk, from which a fiery glow flickers eerily. The source of the glow is the **eight giant fire beetles** which have made a nest in the tree trunk. Each giant fire beetle has three light-producing organs that produce light within a 10' radius. If removed from the corpses, they will continue to glow for 1d6 days. The light organs are special components (15gp, ⅙ st per beetle).

Giant fire beetles (8): MV 120', AC 5, HD 1+2, hp 10, 10, 9, 7, 7, 5, 5, 4, #AT 1 (bite 9+), Dmg 2d4, Save F1, ML −1, AL N, XP 15

BEETLE, GIANT BOMBARDIER

Lair: 40% *Map Location:* _____

Erupting from the ground here is a giant anthill, 45' in diameter and 30' tall. The side of the anthill has been burned open, as if by acid. The 7' wide gash gives access to a twisting warren of passages each 2-8' in diameter, occasionally (20%) punctuated by 5-20' square rooms. The giant ants that built the hill have since migrated elsewhere, and the anthill is now the nest of **seven giant bombardier beetles**. If harvested intact, the acid vestibules of the bombardier beetles are special components (20gp, ⅔ st per beetle).

Giant bombardier beetles (7): MV 120', AC 5, HD 2, hp 13, 13, 12, 10, 10, 9, 7, #AT 1 (bite 9+), Dmg 1d6 and toxic spray, Save F1, ML 0, AL N, XP 20; Special: toxic spray (−2 to attack throws for 1 day or until *cure*)

BEETLE, GIANT TIGER

Lair: 40% *Map Location:* _____

A large mound of earth ahead is pocketed with six tunnel mouths, each 2'-5' in diameter. The tunnels look to have been burrowed by a pony-sized animal, perhaps a giant rodent. The tunnels are each 10-30' long, all terminating in a central 30' square room occupied by **four giant tiger beetles**. These carnivorous insects devoured the prior denizens, and now nest within. The beetles have no treasure, but their chitinous spurs can be harvested as special components (65gp, 1 st per beetle) and their chitinous carapace is useful to armorers (25gp value, 1 4/6 st per beetle).

Giant tiger beetles (4): MV 150', AC 6, HD 3+1, hp 21, 20, 19, 15, #AT 1 (bite 7+), Dmg 2d6, Save F1, ML +1, AL N, XP 65

BLINK DOG

Lair: 20% *Map Location:* _____

The ground ahead is pierced by several holes, each about 3' in diameter, seemingly dug by clawed animals. The holes lead to a burrow of tunnels 3'-8' in diameter, which eventually connect to a 20' square den. This is the lair of **eight blink dogs** and their offspring, **four adolescent blink dogs**, **two blink pups**, and **three baby blink pups**. The pack leader is a grizzled hound of large size and lightning speed. He wears a gemmed collar, studded with a sapphire (1,000gp), 2 aquamarines (500gp each), and 2 citrines (50gp each), which he received as a gift from an adventurer he once assisted. The pack leader is well aware of how valuable his offspring are, and he will attempt to hide their existence from any interlopers. If captured alive, the young blink dogs are worth staggering amounts – 6,000gp per pup and 5,000gp per baby pup. The pups are unable to blink until adolescence. The adult and adolescent blink dog brains (100gp, 1 4/6 st) and hearts (35gp, 3/6 st) are special components.

Blink dog pack leader: MV 150', AC 7, HD 4*, hp 26, #AT 1 (bite 7+), Dmg 1d6, Save F4, ML −2, AL L, XP 135; Special: blink (with initiative can attack and blink 1d4x10' away)

Blink dogs (7): MV 120', AC 4, HD 4*, hp 17, 16, 16, 15, 12, 10, 9, #AT 1 (bite 7+), Dmg 1d6, Save F4, ML −2, AL L, XP 135; Special: blink (with initiative can attack and blink 1d4x10' away)

Adolescent blink dogs (4): MV 110', AC 3, HD 3*, hp 15, 14, 13, 12, #AT 1 (bite 8+), Dmg 1d4, Save F3, ML −2, AL L, XP 65; Special: blink (with initiative can attack and blink 1d4x10' away)

Blink pups (2): Mv 100', AC 2, HD 2, hp 9, 7, #AT 1 (bite 9+), Dmg 1d2, Save F2, ML −2, AL L, XP 20

Baby blink pups (3): MV 90', AC 1, HD 1, hp 5, 4, 4, 3, #AT 1 (bite 10+), Dmg 1, Save F1, ML −2, AL L, XP 10

BLOOD HOUND

Lair: 20% *Map Location:* _____

The trees ahead are decorated with grisly ornaments – human skulls, flensed of flesh and painted in blood with sinister cuneiforms. Characters proficient in Ancient Zaharan can read the warning on the skulls: "Do not trespass upon the hunting ground of Nazur, unless you seek to become the hunted." A Knowledge (history) or Loremastery proficiency throw identifies Nazur as a necromancer of grim repute, mentioned frequently for his dark and abominable deeds in local folklore dating back about two generations.

Just past the skulls lies the corpse of a deer, evidently slain by some piercing weapon and then drained of blood. Additional warnings from Nazur can be found periodically on trees and rocks every 20 yards, the whole forming a great rectangular perimeter that encompasses about 400 acres. The enclosed area was once the hunting preserve of Nazur. The necromancer no longer menaces the area, but his **six blood hounds** still do. They will attack any creatures foolish enough to wander within their territory.

Blood hounds (6): MV 150', AC 3, HD 2***, hp 14, 13, 11, 10, 10, 7, #AT 2 (2 talons/tongue 9+), Dmg 1d6/1d6 + 1d4 blood drain or trip, Save F2, ML N/A, AL C, XP 47; Special: blood drain (1d4 ongoing, deal 4hp in one blow to cut off), trip (as Knockdown), undead immunities

BUGBEAR

Lair: 25% *Map Location:* _____

The bugbear village of Nobshak stands in a clearing in a region of dense trees and thick, man-size shrubs. The village is ruled by **Turgal Trophy-Taker**, a **bugbear chieftain** equipped with dwarf-made

chain mail +1, a round steel *shield +1* painted with dozens of kill-marks in blood, and a *war hammer +1* adorned with dwarven runes. Turgal is a great hunter and slayer of beasts, for which he is acclaimed "Trophy-Taker" by his awe-struck tribe. Turgal is advised by **Dakan**, his **bugbear shaman**. Dakan is equipped with scale armor, shield, spear, and battle axe. He wears a bronze *brooch of shielding* (101 charges) forged in the shape of an inverted pyramid.

Turgal Trophy-Taker (bugbear chieftain): MV 90', AC 9, HD 7+2, hp 37, #AT 1 (*war hammer +1* 2+), Dmg 1d6+5, Save F7, ML +3, AL C, XP 500; Proficiencies: Ambushing, Tracking, Trapping

Dakan (bugbear shaman): MV 90', AC 6, HD 5+1*, hp 29, #AT 1 (spear or battle axe 5+), Dmg by weapon +3, Save C6, ML +2/+3, AL C, XP 460; Spells: 2 1st 2 2nd, 1 3rd, 1 4th; Repertoire: as 6th level shaman

As chieftain, Turgal commands four warbands, each led by a **bugbear sub-chieftain** equipped with scale armor, shield, spear, and battle axe. Each warband consists of three gangs (12 gangs total). Each gang consists of a **bugbear champion** equipped with hide armor, shield, spear, and battle axe, leading **five bugbear warriors** equipped with shield, spear, and battle axe. There are a total of 4 sub-chieftains, 12 champions, and 60 warriors. Another **30 bugbear villagers** and **30 bugbear whelps** reside in the village alongside the warriors.

Bugbear sub-chieftains (4): MV 90', AC 6, HD 5+1, hp 29 each, #AT 1 (weapon 5+), Dmg by weapon +3, Save F5, ML +2/+3, AL C, XP 260

Bugbear champions (12): MV 90', AC 5, HD 4+1, hp 25 each, #AT 1 (weapon 6+), Dmg by weapon +2, Save F4, ML +2/+3, AL C, XP 140

Bugbear warriors (60): MV 90', AC 4, HD 3+1, hp 14 each, #AT1 (weapon 7+), Dmg by weapon +1, Save F3, ML +2/+3, AL C, XP 65

Bugbear villagers (30): MV 90', AC 3, HD 1+1, hp 6 each, #AT 1 (weapon 9+), Dmg by weapon, Save F1, ML 0/+1, AL C, XP 15

Bugbear whelps (30): MV 60', AC 2, HD ½, hp 2 each, #AT 1 (weapon 10+), Dmg by weapon −1, Save NM, ML −2/−1, AL C, XP 5

Nobshak is encircled by a fence of thorn-bush branches, about 500' in diameter, within which lie the village's 20 roundhouses. 12 of the roundhouses, about 14' in diameter each, quarter the bugbear gangs, with one champion and five warriors in each. The five sub-chieftains and the shaman each dwell in their own 22' diameter roundhouse, along with their families (three villagers and three whelps). The chief himself dwells in a 42' diameter roundhouse near the center of the village, along with his family (22 villagers and 22 whelps). The last roundhouse, also about 42' in diameter, serves as a storehouse for the tribe's plundered goods (see below). A stone-lined pit has been dug for an iron forge, which is tended by a warrior and a pair of villagers at all times. The chief's hut and the storehouse are guarded by a bugbear gang at all times.

The bugbears have gathered a large store of treasure from their raids. They collectively have coin totaling 15,000cp, 11,000sp, and 3,000ep. The coin is spread through the various roundhouses in sacks, with around 375cp and 275sp in each hut; 1,125cp and 825sp in each of the six leader's huts; and 3,750cp, 2,750sp, and 3,000ep in the chieftain's hut. The bugbear's plundered goods include 12 bricks of salt (7sp, 3/6st each), 10 gallons of olive oil (2gp, 3/6st each), 6 barrels of dried pork (5gp, 8st each), 20 iron ingots (1gp, 3/6st each), 5/10ths of cord of timber (5gp, 8st each), 2 barrels of locally-brewed ale (10gp, 8st each), 6 jars of lamp oil (20gp, 6st each), 6 bottles of various imported wines (5gp, 1 st per 5), 11 rolls of wool (10gp, 4st each), 3 jars of madder and weld dye (50gp, 5st each), 3 crates of Tirenean red-gloss pottery (100gp, 5st each), 1 crate of imperial armor and weapons (225gp, 10st), 23 bundles of fur pelts (15gp, 3st each), 4 bags of loose herbs (75gp, 5st each), and 3 barrels of Tirenean brandy (200gp, 16st each).

Turgal's roundhouse is decorated with his many trophies. 3 mounted black bears (315gp, 10 ⅜st each) stand like an honor guard in the entrance. Hanging from the walls are 12 dire wolf pelts (50gp, 1 ⅘st each), 6 mountain lion pelts (25gp, ⅘ st each), 3 white ape pelts (50gp, 1st each), 3 giant weasel pelts (115gp, 5 ⅖st each), 1 owl bear pelt (115gp, 5 ⅖st), and 1 cave bear pelt (160gp, 3st). Interspersed are 10 pairs of giant boar tusks (2gp, ⅛st each), 10 pairs of bull horns (45sp, ⅜st each), 20 pairs of moose antlers (1gp, ⅜st each), and his greatest trophy, 2 great mastodon tusks (600gp, 6st each). He and his wives sleep on a pile of 660 giant hawk feathers (2300gp, 23 ⅖st total).

Around his neck, dangling from the fingers of the amputated hand of their prior owner, Turgal wears a gold ring set with a small ruby (1,400gp), a gold signet ring with a star sapphire (1,400gp), a gold ring with an opal (1,000gp), a gold ring with a small amethyst (900gp), and a small pinky-ring of wrought gold (800gp). He wears 6 sets of engraved wolf teeth (80gp each) as bracelets.

In his roundhouse, Dakan keeps a locked iron coffer (the key is kept on his person). Within are 4 ebon-carved statuettes of Bel, the Slaughterprince (825gp, ½st each), dating to the Zaharan Empire and handed down from shaman to shaman for generations. Also in the coffer are 18 sticks of frankincense (320gp, ⅛st total), 8 garnets (250gp each), a gourd of coffee-colored fluid with tiny brown particulates (*diminution*), a gourd of liver-colored fluid smelling of sweat (*giant control*) and a gourd of aquamarine fluid tasting of sea-salt (*water breathing*).

During the day, the bugbears (except for guards) will be asleep. At night, the villagers and whelps will be out tending the village's fields (a set of small plots of mixed crops crudely hoed with digging sticks) that dot the mile-and-half area around the village. Meanwhile, 1d3 of the warbands will head out on raids while the remainder guard the village.

CAECILIAN

Lair: 25% *Map Location:* _____

The ground ahead has collapsed. The fallen rubble forms an easily-traversable slope down into a braided maze of lava-tube passages running just below the surface. The black passages are about 7' in diameter, with ceilings decorated by dripping stalactites that look like the polyps of an underwater creature. Here and there, the polyps have been broken off by the passage of some underground traveler. The lava tubes are the nest of **two caecilians.** The larger caecilian's gullet is filled with material it could not digest, including 1,100gp, a gold bracelet (600gp), and a large jet (750gp). The creatures' stomachs

and teeth are special components worth 270gp and 300gp respectively per creature.

Caecilians (2): MV 60', AC 3, HD 6*, hp 30, 22, #AT 1 (bite 5+), Dmg 1d8 + swallow whole, Save F3, ML +1, AL N, XP 570; Special: swallow whole (target swallowed on unmodified 19 or 20, suffers 1d8 ongoing, may attack from within at −4, digested after 6 turns)

CAT, MOUNTAIN LION

Lair: 10% *Map Location:* _____

48' up a steep slope, a small rock outcropping protected by a long rocky overhang is serving as a sheltered den for a **mountain lion** along with her **three baby cubs**. If captured alive, the cubs are worth 125gp each.

Mountain lion: MV 150', AC 3, HD 3+2, hp 19, #AT 3 (2 claws/bite 7+), Dmg 1d3/1d3/1d6, Save F2, ML 0, AL N, XP 65

Baby mountain lion cubs: MV 120', AC 0, HD 1+1, hp 7, 5, 4, 2, #AT 1 (bite 9+), Dmg 1, Save NM, ML 0, AL N, XP 15

CAT, PANTHER

Lair: 10% *Map Location:* _____

Looming above the other nearby vegetation is a large, wide-trunked cypress tree, its leafy branches providing shade to the area around it. Lounging in its branches are **five panthers**, a mother and its four offspring. The young panthers have just matured, and will soon leave to find their own territory, but for now they remain a fiercely loyal kin-group.

Panthers (5): MV 210', AC 5, HD 4, hp 26, 21, 19, 15, 14, #AT 3 (2 claws/bite 7+), Dmg 1d4/1d4/1d8, Save F2, ML 0, AL N, XP 80

CAT, LION

Lair: 25% *Map Location:* _____

Rising from the scrubland is a thousand-year old baobab tree, 72' tall and 33' in diameter. Large grooves are cut into the tree's wood, signs of territorial marking and claw sharpening. A hollow in its great trunk serves as the den of a pride of great cats, including **seven lions**, **four cubs** and four **baby cubs**. The cubs in the hollow are supervised by three adults; the other four lions are hunting in the vicinity, each arriving 1d6 rounds after the pride's den is attacked. If captured alive, each of the cubs is worth 325gp and each of the baby cubs 240gp. The lions' pelts are worth 50gp if captured intact.

Lions (7): MV 150', AC 3, HD 5, hp 35, 28, 27, 23, 23, 18, 17, #AT 3 (2 claws/bite 6+), Dmg 1d4+1/1d4+1/1d10, Save F3, ML +1, AL N, XP 200

Lion cubs (4): MV 130', AC 1, HD 2+2, hp 11, 8, 7, 5, #AT 3 (2 claws/bite 8+), Dmg 1d2/1d2/1d4, Save F1, ML 0, AL N, XP 35

Baby lion cubs (4): MV 120', AC 0, HD 1+3, hp 9, 8, 6, 4, #AT 3 (2 claws/bite 9+), Dmg 1//1d2, Save NM, ML 0, AL N, XP 15

CAT, TIGER

Lair: 5% *Map Location:* _____

A **tiger** has made a den out of several bushes covered by a dense umbrage of trees above. Within, the tiger is nursing a pair of **baby cubs**. If captured alive, the cubs are worth 245gp each. The tiger's pelt is worth 75gp intact.

Tiger: MV 150', AC 3, HD 6, hp 36, #AT 3 (2 claws/bite 5+), Dmg 1d6/1d6/2d6, Save F3, ML +1, AL N, XP 320; Special: stealth (imposes −2 penalty on surprise rolls)

Baby tiger cubs (2): MV 120', AC 0, HD 2, hp 11, 8, #AT 3 (2 claws/bite 9+), Dmg 1/1/1d2, Save F1, ML +1, AL N, XP 20; Special: stealth (imposes −2 penalty on surprise rolls)

CAT, SABRE-TOOTHED TIGER

Lair: 10% *Map Location:* _____

A freshwater stream trickling through a narrow gulch flows into a talus cavern, 8' high, 7' wide, and some 40' long, created by a rock fall some years ago. Creatures attempting to water at the stream, or enter the cave, are attacked by a troop of **three sabre-tooth tigers** who use the cave as their den. Their **troop leader**, ferocious even by the standards of prehistoric great cats, is ranging on the highlands above the gulch and will arrive 1d6 rounds after the den is attacked. Adventurers who bypass the den without taking appropriate precautions to mask their travels may be marked by the troop leader as potential prey, and stalked by the troop that night. The cats have no treasure, but their parts are valuable if intact. The troop leader's claws and tusks are each worth 300gp as special components. The other tigers' tusks are worth 4gp each (12gp total). Each of the sabre-tooth tiger pelts is worth 115gp (460gp total).

Sabre-tooth tiger troop leader: Str 14, Dex 18; AC 6, Move 180', HD 8, hp 43, #AT 3 (2 claws 2+/bite 1+), Dmg 1d8+1/1d8+1/2d8+2, Save F4, ML +2, AL N, XP 600; Special: +3 initiative

Sabre-tooth tigers (3): MV 150', AC 3, HD 8, hp 40, 36, 32, #AT 3 (2 claws/bite 3+), Dmg 1d8/1d8/2d8, Save F4, ML +2, AL N, XP 600

CENTAUR

Lair: 5% *Map Location:* _____

A twisted pathway leads through a dense thicket to a hidden glen with rich grass surrounding a tranquil pond. Here and there alabaster statues of elf-lords, touched with ivy, rise from the grass. By the pond lies a colonnaded ruin, overgrown with vines. Five large yurts are spread across the glen. This is the lair of a troop of **13 centaur stallions**, **26 centaur mares**, and **38 centaur foals**. The centaur stallions carry composite bows and oak clubs, while the mares and foals are unarmed. The centaurs value their privacy, and the stallions maintain watch on the pathway to their glen day and night. The centaurs are led by their chieftain, **Zenos**. Zenos carries a gracefully-curved orichalcum *sword +1*, and a *potion of speed* (a red, effervescent fluid) in a gourd strapped to his waist. Zenos is usually found with his harem of mares near the pond, but if trouble arises he will be the first into battle.

In the colonnaded ruin is a store of treasure inherited from the fallen elven fastness which ruled from this glen. It includes 3,000sp, 3,000ep,

18 moonstones (50gp each), 6 amethysts (100gp each), and 1 star sapphire (1,000gp), all kept in a whitewood trunk. Zenos will use this treasure to ransom the women and children if necessary.

Zenos (centaur chieftain): MV 180', AC 6, HD 5*, hp 29, #AT 3 (2 hooves/weapon 6+), Dmg 1d6+2/1d6+2/by weapon, Save F5, ML 0, AL N, XP 350; Spells: 2 1st, 1 2nd; Repertoire: as 4th level cleric

Centaur stallions (13): MV 180', AC 4, HD 4, hp 18 each, #AT 3 (2 hooves/weapon 7+), Dmg 1d6/1d6/by weapon, Save F4, ML 0, AL N, XP 80

Centaur mares (26): MV 180', AC 4, HD 3, hp 12 each, #AT 3 (2 hooves/weapon 8+), Dmg 1d4/1d4/by weapon, Save F3, ML 0, AL N, XP 50

Centaur foals (38): MV 180', AC 4, HD 2, hp 8 each, #AT 3 (2 hooves/weapon 9+), Dmg 1d3/1d3/by weapon, Save F2, ML 0, AL N, XP 20

CENTIPEDE, GIANT

Lair: 10% *Map Location:* _____

A centuries-old building, some 75' square, perhaps the villa of some lord from antiquity, has fallen into rubble. The collapse of the walls and ceiling has shattered the flagstones in the floor, creating large pockets of debris encircled by foundation stones. Between the debris piles are pools of murky, polluted water. 15 **giant centipedes** have formed a nest here, where they are rearing **45 centipede eggs**. The centipedes have no treasure, but the eggs are worth 110gp each. The centipedes' poison is worth 50gp per dose if extracted, while their legs and mandibles are worth 3gp per centipede as special components.

Giant centipedes (15): AC 0, Move 60', HD ½*, hp 2 each, #AT 1 (bite 10+), Dmg poison, Save NM, ML –1, AL N, XP 6; Special: poison bite (save v. Poison or sickened 1d10 days)

CHIMERA

Lair: 40% *Map Location:* _____

The ground here gently slopes downward to form a 45' deep depression some 200' in diameter. The floor of the depression is littered with fragments of white – bones and ivory of dead animals and humanoids. The bone pile is thickest on the north side of the depression, where a limestone cave mouth opens into the side of the slope. The cave mouth leads to a cavern 40' in diameter and 20' high. A strange scent, as of many animals, wafts from the cave; it is the den of a mated pair of **two chimeras**, which recently seized it from the young dragon that once laired here. The dragon's remains can still be found amidst the bones, among them a pair of valuable dragon-horns (82 ½ gp, 1st each), along with the remnants of its nascent horde: 3,000gp, 25 pieces of ivory (11 st, 1,125gp total) an alabaster trinket (400gp), and a smooth gold ring topped with obsidian (a *ring of fire resistance*). The chimera themselves have parts that are highly valuable as special components – wingtips, 400gp; lion claws, 300gp; lion mane, 300gp; goat horns, 300gp.

Chimera (2): MV 120'/180' fly, AC 5, HD 9*, hp 45, 37, #AT 5 (2 claws 3+/3 heads 3+), Dmg 1d3/1d3/2d4/2d4/3d4 or 3d6 fire, Save F9, ML +1, AL C, XP 1,300; Special: breath weapon (50' × 10' cone, save v. Blast for half, 3/day)

CHILD OF NASGA

Lair: 90% *Map Location:* _____

The jungle gives way here to a clearing, its perimeter marked by the fallen stones of an ancient sandstone wall. In the center of the clearing stands a three-tiered stepped pyramid of reddish laterite. The pyramid is ascended by four hewn stairways, one per side. At each tier, the stairways are framed by projecting walls, elaborately carved. The carvings on the first tier of walls depict a romantic courtship between a monarch and a serpent with a woman's head; the carvings on the second tier depict a struggle between the same; and the carvings on the third tier depict catastrophe and cataclysm befalling a kingdom. A Loremastery or Knowledge (occult) proficiency throw can identify the depiction of the female serpent as a child of Nasga.

The pyramid's summit is topped by a narrow covered sandstone gallery with balusters and windows. Doorways at the top of each stairway afford entrance into the gallery. The floor of the gallery is cracked with age, and vines have grown from the cracks in many places. Near the center of the gallery, the vines have grown around a great etched copper bowl sealed with wax and decorated with Zaharan cuneiforms. The bowl is 6' in diameter, with ½" thick siding (265gp value, 80 st). A successful Loremastery or Knowledge (occult) proficiency throw can identify the bowl as one of those used to seal up the Children of Nasga to await the Awakening. Careful assessment of the cracks in the floor of the gallery can reveal that there is a vault hidden beneath, accessed by means of a secret trap-door. Unsealing the bowl, or opening the trap-door to the vault, awakens and frees the **Child** within.



Child of Nasga: MV 120', AC 6, HD 8*****, hp 35, #AT 2 (bite 3+, constrict), Dmg 1d4, poison/2d8, Save C8, ML +4, AL C, XP 3,100; Special: charming voice (save v. Spells at −2 or *charmed*), hypnotic dance (save v. Spells or transfixed 2d6 rounds), poison (save v. Poison or die in 1d4+1 turns), constriction (2d8 ongoing, save v. Paralysis to escape)

Within the vault are treasures dating to the days of old Zahar; 2,000 sp, 3,000 ep, and 3,000 gp are spread across two sets of delicate blue-glazed earthen bowls (100gp, 5st each). Mixed in with the coins are a vial of light brown, bitter fluid (*potion of speed*), a vial of white, balmy liquid (*potion of fire resistance*), and a bone scroll case holding a *scroll of torpor* and a *scroll of animate dead*, both written in Zaharan. Arranged around the bowls are five bundles of lammasu feathers (170gp, 2st each), a sealed jar of sacred lotus oil (800gp, 1st), a venerable dragon horn (1,120gp, 14st), and a sickle-shaped bronze *sword +1* with a scrollwork hilt. Nearby, a carved ebony casket (600gp) holds three crystals (50gp each), two zircons (75gp each), four jade stones (100gp each), two garnets (250gp), an aquamarine (500gp), a sunset amethyst (750gp), a wrought bronze pendant (170gp), a carved jade serpent (700gp), a set of 11 silver unholy symbols, one for each of the chthonic gods (100gp each), and a translucent crystal *cube of frost resistance*.

Characters with Animal Husbandry can extract one dose of venom (200gp, 1d10 turns onset, +2 save modifier, 1d10 damage) from the Child of Nasga.

COCKATRICE

Lair: 30% *Map Location:* _____

The ground gently lowers here, forming a 130' wide dale, about 23' deep, overgrown with rushes. The rushes conceal a limestone cave mouth, 10' in diameter. By day, characters spot the cave mouth as if it were a secret door. At night, the cave mouth is easy to spot, for it gives off a pale, yellow glow – a byproduct of the phosphorescent glow-worms that live on its walls and ceiling. The glow-worms are harmless, but the **four cockatrices** which lair here are not.

Tucked away in the back of the cave is a large iron chest with a complex dwarven lock. The lock can be picked with a −4 penalty to the proficiency throw, or the key from the **cyclops lair** can be used. The chest holds 2,000gp, an azurite stone (10gp), two crystal stones (50gp each), a garnet (250gp), a tiny wrought gold smith's anvil (800gp), a wrought gold belt buckle (1,000gp), a pair of moonstone-studded silver bracers (3,000gp each), and a pearl-studded silver goblet (4,000gp). The coins bear the stamp of the long-lost dwarven vault of Azen Khador.

Cockatrices (4): MV 90'/180' fly, AC 3, HD 5*, hp 27, 25, 17, 16, #AT 2 (beak 6+), Dmg 1d6 + petrification, Save F5, ML −1, AL N, XP 350; Special: petrifying bite (save v. Petrification or *turned to stone*)

CRAB, GIANT

Lair: 90% *Map Location:* _____

A limestone cave mouth gapes some 11' wide and 3' high in the cliffs near the water's edge. The cave's mouth open into a grotto 21' in diameter. About half the grotto is submerged by a murky pool; the rest is cluttered by large, algae-covered boulders. A steady drip from stalactites that loom above echoes through the cave. Hiding behind several rocks and partially submerged in the pools are **nine giant crabs**. If captured intact, the giant crab's carapaces are worth 50gp each as armor material or special components.

Giant crabs (9): MV 60', AC 7, HD 3, hp 19, 15, 10, #AT 2 (pinchers 8+), Dmg 2d6/2d6, Save F2, ML −1, AL N, XP 50

CYCLOPS

Lair: 20% *Map Location:* _____

A 16' wide, 2" deep streamlet trickles out of a dark, arched cave opening, 25' wide and 23' high. Beyond is a limestone cavern which is home to **three cyclopes**, two female and one male, along with their **five children**. By day, the cyclopes tend to a herd of 180 wooly sheep (2gp each) that graze in the acres around the cave, while at night they gather in the cave for drinking and feasting.

The patriarch of the family, Elpides, is a cunning giant of great size (78hp) and evil eye (cast a *curse* once per week). Elpides wears a rich bearskin cape (1 st, 1,500gp) and carries a dull brown hued *potion of human control*, which he will use to defend the cave against any adventurers. He also carries *Istrean,* a *sword +1, locate objects*. The sword has a crescent-shaped hilt and a blade etched with runes of knowledge (A Loremastery or Theology proficiency throw can identify the crescent as the holy symbol of Istreus, god of knowledge). *Istrean* is too small for Elpides to use as a weapon, and he primarily uses it to locate wayward sheep by means of collars tied to their necks.

Inside the cave the cyclopes keep a hoard of 2,000sp, 3,000ep, 4,000gp, seven bundles of fox furs (15gp, 3st each), three small barrels of Krysean wine (100gp, 8st each), one jar of cardamom spice (800gp, 1 st) and a brass case. Within the case are a *many-toothed key* and a *treasure map*. The map is annotated in Dwarven, reading "*I've done as was bidden and the horde is well-hidden*." It leads to the **cockatrice lair**, 1d4 hexes away in a random direction. The key opens the treasure chest found therein.

The cyclopes' eyes are special components (1,400gp, 23 2/6 st each).

Cyclopes (3): MV 90', AC 4, HD 13, hp 78, 60, 52, #AT 1 (large club or thrown rock 3+), Dmg 3d10 or 3d6, Save F13, ML +1, AL N, XP 1,400

Cyclopes children (5): AC 2, Move 75', HD 6+2, hp 32, 29, 28, 26, 20, #AT 1 (club 6+), Dmg 2d8, Save F6, ML +1, AL N, XP 380

DEMON BOAR

Lair: 20% *Map Location:* _____

The hilltop here is the seat of a dilapidated farm house, built in the Krysean manner, with stone on a wood frame under a thatched straw roof. The fields surrounding the house are overgrown and unkempt, and no livestock graze on the nearby pasture. The farmhouse has become the lair of a sounder of **two demon boars**, one male and one female, both fat and grotesque.

The monsters have *charmed* three **thralls**, all emaciated-looking teenaged girls with stringy brown hair. The three thralls are the last survivors of the family that once owned this house. The sisters

have been kept alive to serve and pleasure the demon boars, and to visit the neighbors at nearby homesteads with invitations to dinner. Horrifically, the charmed girls have been the butchers and cooks of all the demon boars' victims. If adventurers approach the farmhouse peacefully, the demon boars will pretend to be the owners of the house and parents of the girls, hoping to put the characters at ease long enough to *charm* them. Astute adventurers will certainly notice the difference in nourishment of the "parents" and their "daughters," as well as the lack of inter-generational resemblance. If confronted with this evidence, the demon boars will instantly transform and fight.

The storeroom in the farmhouse has 2 barrels of preserved fish (5gp, 8st each), 3/10ths of a hardwood cord (5gp, 8st each), 2 barrels of locally-brewed ale (10gp, 8st each), 15 bricks of salt (7sp, ⅜st each), 5 jars of lamp oil (20gp, 6st each), 9 rolls of dyed wool (10gp, 4st each), and 15 bundles of fox fur pelts (15gp, 3st each). Three heavy hemp sacks tossed in the corner contain 5,000cp, 6,000cp, and 6,000cp respectively. A locked chest in the bedroom holds 5,000gp. The largest of the demon boars wears a gold *ring of regeneration* set with green tourmalines, and carries a curved, single-edged *short sword +1* with a bronze-capped hilt. In addition, the demon boars have several body parts which are valuable special components, including their blood (700gp and 11 ⅛st), skin (600gp and 10 st), and tongue (700gp and 11 ⅛st).

Demon boars (2): MV 120'/180' as boar, AC 0/6 as boar, HD 9**, hp 50, 43, #AT 1 (gore or weapon 3+), Dmg 2d6 or by weapon, Save F9, ML +2, AL C, XP 2,000; Special: charm (save v. Spells at −2 or *charmed*, 3/day), immunity to nonmagical/nonsilver weapons

Thralls (3): MV 110', AC 0, HD 1/2, hp 3, 2, 1, #AT 1 (weapon 11+), Dmg by weapon −1, Save NM, ML −2, AL N, XP 0

DEATH CHARGER

Lair: 35% *Map Location:* _____

The burned-out remains of an Auran fort lay like a black scar atop a nearby hill. The wooden stockade that once encircled the fort is charred and broken along half its length, and reduced to ash along the remainder. Past the stockade are a number of blackened husks, scorched frames and burned foundations, all neatly arranged in the customary pattern of an Imperial fort. Only one structure remains intact: a cavalry stable-barracks, 200' long and 50' wide, made of whitewashed limestone, with a 15' high red-tiled roof. (See AX1, *The Sinister Stone of Sakkara*, for a map of an Auran cavalry stable-barracks.)

At one time the stable-barracks garrisoned sixty men and horses, but now it is occupied by **eight death chargers**. The death chargers were created from the burned corpses of soldiers and mounts that died in the fire, and are truly hideous to behold.

Death chargers (8): MV 120', AC 4, HD 4*, hp 25, 20, 19, 14, #AT 3 (2 hooves/lance 7+), Dmg 1d6/1d6/1d10, Save F2, ML N/A, AL C, XP 135; Special: charge, undead immunities

There is no treasure in the stable-barracks, but there is some unusual litter on the floor of the tribune's quarters – a pool of black wax, a bronze needle, a spool of catgut, an iron flensing knife, a torn piece of scroll paper, and a broken unholy symbol of Dirgion, the Doombringer. With a successful proficiency throw, adventurers with Black Lore of Zahar or Knowledge (Occult) can identify the litter as refuse from a necromantic ritual.

DESERT GHOUL

Lair: 20% *Map Location:* _____

Cresting a rocky dune reveals a small hollow, and a welcome sight - an oasis. The inviting waters are ringed by tall grasses, and what look to be date palms shade the western shore. A lean-to of sandstone and rough wooden beams faces the water on the south side, and a small stone circle fire pit sits close. The oasis is inhabited by an elderly man in rough robes who will introduce himself as Ebo. Ebo will explain he is an ascetic, and the oasis is his hermitage. He spends his time here in quiet contemplation, and engages visitors in debate about the nature of reality and soul, in return for news of the world and gifts of food - he'll be very insistent the party sits and stays a bit to share a meal.

In reality, Ebo is a **desert ghoul** (21 hp); this hermitage only started several weeks ago when the creature consumed a passenger traveling with a small caravan. Ebo's comrades, another **nine desert ghouls**, are ensconced within a small cave whose entrance is concealed by the lean-to. He would like nothing more than for the party to come sit at his fire pit, contemplate the placidity of the oasis, and be distracted by a short repast. When he feels the time is right (or if he becomes impatient) he'll alert the others by immediately transforming into his ghoulish form and attacking; the rest will rush out of the lean-to.

Desert ghouls (10): MV 90', AC 4, HD 3*, hp 21, 18, 18, 15, 15, 12, 11, 11, 11, 8, #AT 3 (2 claws/bite 8+), Dmg 1d3/1d3/1d8, Save F3, ML +1, AL C, XP 65; Special: alter self (to form of last humanoid eaten), ghoul infection, terrifying transformation (save v. Paralysis or unable to act for one round), undead immunities

Within the cave, amidst cracked, dry bones, is the lair's treasure, most of which was taken from merchant caravans fallen to Ebo's treachery and hurriedly hidden in preparation for catching the next meal. 8 rolls of dark linen (10gp, 4st each) and 17 more rolls of garishly dyed Opelenean linen (10gp, 4st each) are dropped carelessly halfway down the cave entrance; 3 bags of Shebatean coffee (75gp, 5st each) left partially covered amongst them. Two jars of vermilion pigment, fortunately still sealed and intact (50gp, 5st each), have rolled up against four cords of hardwood logs (5gp, 8st each) to the left of the entrance. Haphazardly piled to the right are thirteen wool rugs (5gp, 7st each) of various sizes and Nicean make. 3 barrels of Kemeshi beer (5gp, 8st each) and 2 barrels of preserved fish (5gp, 8st each) stand nearby. Piled upon those are 7 gallons of lamp oil in jars (2gp, ⅜st each). In a jumble in the rear of the cave are 29 bottles of Opelenean plum wine (5gp, 1 st per 5); the 30th is broken, a dry red that matches the blood stains of the cave floor. 33 ingots of common metals (1gp, ⅜st each) litter the area. Wrapped in linen are 9 bone figurines of jackals (15gp each, 135gp total), a bone disc with etched Opelenean calligraphy (21gp), a wrought silver pendant (700gp), and a fancy wrought copper cup (200gp). A small leather bag holds 2 crystals (50gp each) and 2 lapis lazuli (25gp each). 3 burst sacks of coins have spilt 2,000cp and 1,000sp amidst the ghoul's leavings.

DIRE BEASTMEN

Lair: 30% *Map Location:* _____

A steep cliff cuts across a badland, with alternating black and red striations running horizontally through the cliff face. Atop the cliff, a crumbling fort of heavily eroded sandstone guards the only pass that offers a walkable ascent. The fort is of Zaharan construction, built on a rectangular plan, with thick curtain walls, massive corner towers, and a single gate. Abandoned for centuries, it has recently been claimed by a tribe of dire orcs.

The tribe is ruled by **Kurigalzu**, a **dire orc chieftain** equipped with a *sword +3, plate armor +2*, *shield +2*, and *boots of traveling and springing.* He wears a pair of wrought orichalcum bracers (2,000gp each) dating to the Empyrean War. If expecting battle, he will carry a *potion of heroism* and a *potion of invulnerability*. When mounted on his dire boar (see below) Kurigalzu also carries a composite bow and *25 arrows +1.*

Kurigalzu (dire orc chieftain): MV 120', AC 12, HD 8+1*, hp 40, #AT 1 (*sword +3* −2+ or composite bow 1+), Dmg 1d6+8 or 1d6+6, Save F9, ML +4, AL C, XP 1,100; Special: immunity to fear

Kurigalzu is advised by **Silhak**, his **dire orc witch doctor**, equipped with *bracers of armor AC 4, cloak of protection +1, dagger +1,* and *ring of invisibility*. He wears 3 silver unholy symbols of Iskara, fashioned as two-headed serpents coiled head to head (80gp each) and 14 bone fetishes (10gp each). Dangling among the fetishes are a *wand of fear (9 charges),* a *wand of detecting enemies (2 charges),* a *wand of detecting magic (18 charges),* and a *wand of detecting secret doors (4 charges).* He only knows the command word for the wands of *fear* and *enemy detection*, however.

Silhak (dire orc witch doctor): MV 120', AC 6, HD 5+1**, hp 24 each, #AT 1 (*dagger +1* 2+ or spell), Dmg 1d4+4 or spell, Save F6, ML +4, AL C, XP 660; Special: immunity to fear; Spells: 2 1st 2 2nd, 1 3rd; Repertoire: 1st – *burning hands, detect magic,* 2nd – *hypnotic pattern, stinking cloud,* 3rd – *earth's teeth*

As chieftain, Kurigalzu commands five warbands, each led by a **dire orc sub-chieftain.** The largest sub-chieftain, Yahrak, is equipped with a *spear +2, lamellar armor +1,* swords, and shield. The second largest, Murdus, is equipped with a spear, *warhammer +1, lamellar +1,* and shield. The remaining three are equipped with spear, *sword +1,* lamellar armor, and shield.

Dire orc sub-chieftains (5): MV 120', AC 8 or 7, HD 6+1*, hp 36, 31, 30, 27, 26 each, #AT 1 (weapon 2+), Dmg 1d10+2 or weapon +4, Save F7, ML +2/+3, AL C, XP 680; Special: immunity to fear

Each warband consists of four gangs (20 gangs total). Each gang consists of a **dire orc champion** leading **four dire orc warriors**. 10 of the gangs are equipped with scale armor, shields, spears, and swords, 5 with chainmail armor, polearms, and hand axes, and 5 with scale armor, shields, swords, composite bows, and 20 arrows each. (Champions are equipped as their gang but with one point better armor.) There are a total of 5 sub-chieftains, 20 champions, and 80 warriors.

Dire orc champions (20): MV 120', AC 6, HD 5+1*, hp 24 each, #AT 1 (weapon 3+), Dmg 1d10+1 or weapon +3, Save F6, ML +4, AL C, XP 460; Special: immunity to fear

Dire orc warriors (80): MV 120', AC 5, HD 4+1*, hp 19 each, #AT 1 (weapon 4+), Dmg 1d10 or weapon +2, Save F5, ML +4, AL C, XP 215; Special: immunity to fear

Kurigalzu, Yahrak, and two of the spear-armed gangs have giant boars as war mounts. Another 14 giant boars are kept as guard animals. All the giant boars wear leather barding.

Giant boar (26): MV 120', AC 5, HD 5, hp 21 each, #AT 1 (tusk 4+), Dmg 3d4, Save F5, ML +2, AL N, XP 200

In addition to the orcs, eight dire gnolls and two dire trolls dwell in the fort. The dire gnolls are equipped with scale armor, shields, swords, long bows, and 20 arrows, and work as scouts and trackers for the tribe. The dire trolls are the personal enforcers and bodyguards of the chief. The smaller of the two wears a *ring of fire resistance*, while the larger carries four *potions of fire resistance*.

Dire gnoll archers (8): MV 120', AC 6, HD 5+1*, hp 29, 27, 26, 24, 23, 22, 19, 17, #AT 1 (weapon 3+), Dmg 2d6 or weapon +4, Save F6, ML +4, AL C, XP 460; Special: immunity to fear

Dire trolls (2): MV 120', AC 9, HD 9+5**, hp 52, 46, #AT 3 (2 claws/bite 0+), Dmg 1d10/1d10/2d8, Save F10, ML +4, AL C, XP 1,900; Special: immunity to fear, troll regneration

The dire orcs have amassed a large store of treasure, primarily from scavenging ruins and raiding lesser creatures' lairs throughout the Waste. In a locked treasure vault, they keep 30,000cp, 12,000sp, 11,000ep, 10,000gp, and 8,000pp stored in locked ironbound chests (5,000 coin per chest). A locked coffer with a poison needle trap (save v. Poison or die if picking the lock) holds 2 facet-cut star sapphires (6,000gp), a whorled nephrite jade stone (1,500gp), 33 opals (750gp), a topaz (500gp), a garnet (250gp), 11 amethysts (100gp), chalcedony (75gp), and 23 bloodstones (50gp). Nearby are a pair of chryselephantine statues of Bel the Slaughterprince (800gp each) and three ebony scroll cases adorned with bronze (300gp each).

Kurigalzu's throne room is decorated in savage splendor. His great throne is adorned with a chimera horn (130gp, 1 4/6 st) and 12 giant horned lizard horns (2gp, 1/6 st each). Behind it is spread a wing-like curtain of 66 giant hawk feathers (230gp, 2 4/6 st). A large dire wolf rug (500gp, 2 st) covers its dais. Hanging from the walls are a chimera pelt (350gp, 3 ⅙st), a cave bear pelt (160gp, 3 st), and two manticore pelts (265gp, 2 ⅔st). Mounted above the pelts and curtains are 9 ivory tusks (80gp, 5/6 st each). A stuffed and mounted tiger (725gp, 9 ⅔st) stands beside the entryway.

One of the corner towers contains the remains of an ancient arcane library and workshop. Its 62 rare books (150gp, ⅜st each) are bundles of papyrus scrolls written in Zaharan and kept in wooden book boxes. Amidst these are three *scrolls of ward against magic,* three *scrolls of ward against elementals,* and 14 spell scrolls with 2 spells each (Judge's discretion), all written in Zaharan. Stored in stoppered pottery jars are two *potions of heroism,* two *potions of giant control,* two *potions of levitation,* four *potions of climbing,* two *potions of*

invulnerability, a *potion of ESP* and *a potion of invisibility.* Silhak spends much of his time here, attempting to discover the command words for his wands, but his inability to read much Zaharan limits his success.

The fortress's larder is provisioned with 10 barrels of locally-brewed ale (10gp, 8 st each), 32 bricks of salt (7sp, ⅜st each), 20 racks of dried meat (5gp, 2 st each), 4 jars of lard (20gp, 6 st each), 30 bottles of Tirenean wine (5gp, 1 st per 5 bottles), 2 jars of madder and weld dye (50gp, 5 st each), 2 barrels of spiced fermented grain (200gp, 16 st each), and a jar of cardamom (800gp, 1 st). In the forge can be found 36 iron ingots (1gp, ⅜st each) and 60 precious metal ingots (300gp, 2 st each). All the ingots are marked as minted in the ancient dwarven vault of Azen Khador.

The dire orcs are well-disciplined and maintain a constant watch from the walls and towers. At any time, one-quarter of the beastmen will be on watch, one-half will be awake and capable of battle within 1d4 rounds, and one-quarter will be asleep.

DOG, HUNTING

Lair: 10% *Map Location:* _____

A small farmhouse stands in a clearing just ahead, a compact field to one side. The field is overgrown with weeds and littered with dog manure. The house itself appears neglected, and a hound-sized hole has been chewed into the bottom of the back door. A pack of **11 hunting dogs** have made the house their den, the family who owned the house having long since fled. The dogs are starving and feral, but a character with the Animal Training (dogs) or Beast Friendship proficiency can gain their trust with a Friendly reaction roll. In one of the bedrooms, a litter of **five pups** suckle at their mother. The pups are worth 425cp each.

Hunting dogs (11): MV 180', AC 2, HD 1+1, hp 9, 9, 7, 7, 6, 6, 5, 5, 2, 2, #AT 1 (bite 9+), Dmg 1d4, Save F1, ML 0, AL N, XP 15

Pups (5): MV 135', AC –1, HD 1 hp, do not fight, XP 0

DOG, WAR

Lair: 10% *Map Location:* _____

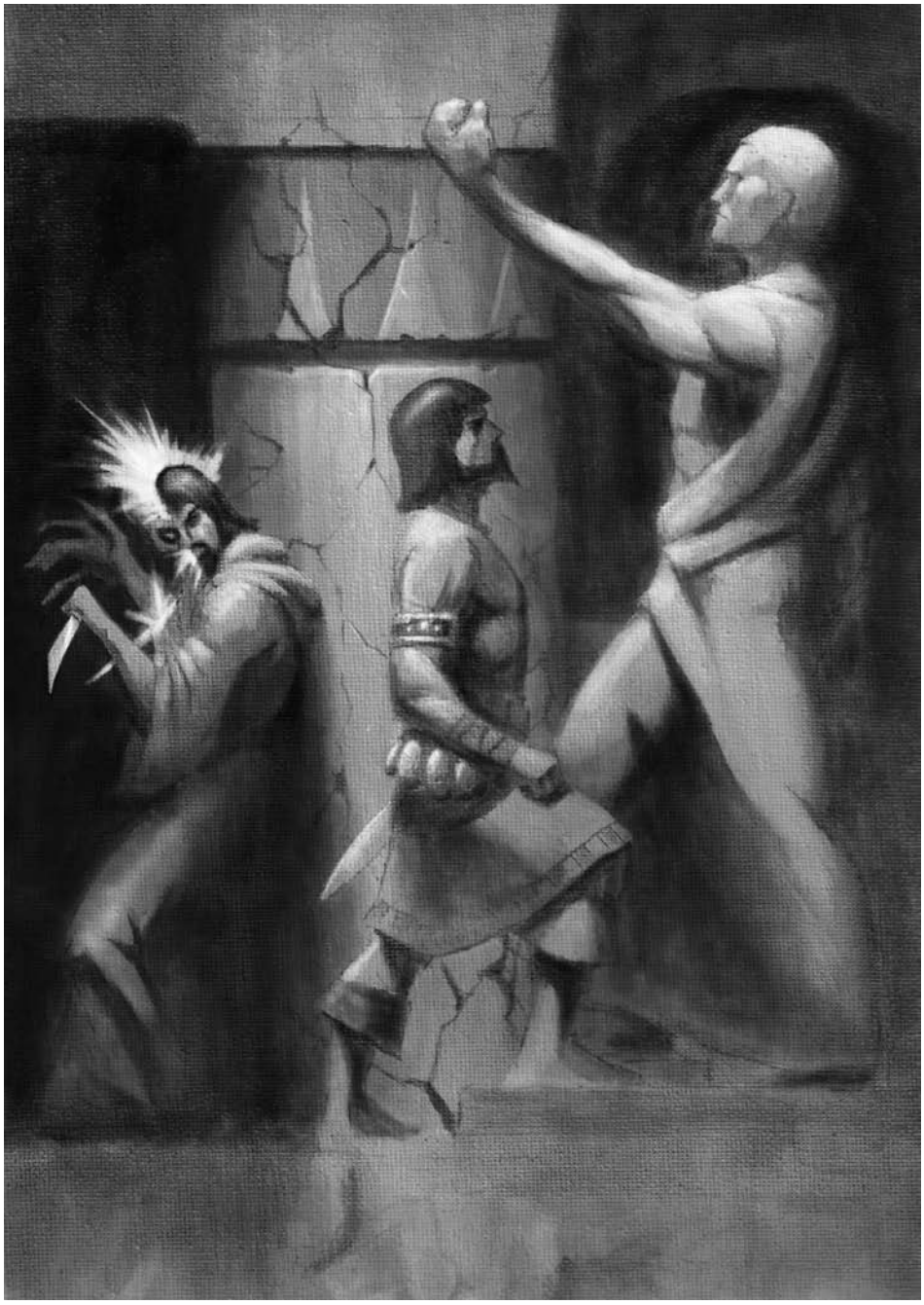
A wrecked wagon rests here, its frame haphazardly tilted to one side, where its wooden wheels have sheared off. A set of three tent-sized iron cages have tumbled out of the wagon and bounced open on the ground adjacent. The cages are splattered with blood from a nearby man's body, now gnawed to the point of unrecognizability. The **three war dogs** that were being transported in the cage now make their den in the cool shade below the wagon body. All of the dogs have scars on the haunches, evidencing brutal treatment, and they will growl loudly at any approaching characters. The war dogs were tamed and trained as guard animals, and a character with Animal Training (dogs) might be able to safely handle them on a successful reaction roll (see p. 123). Due to their brutal treatment, however, a –4 penalty applies to their reactions.

War dogs (3): MV 150', AC 3, HD 2+2, hp 19, 12, 10, #AT 1 (bite 8+), dmg 1d6, Save F1, ML +2, AL N, XP 35

DOPPELGANGER

Lair: 20% *Map Location:* _____

Hidden by a large thicket lies a small, dilapidated Empyrean shrine to Naurivus, god of wind, water, and traveling. The shrine is 40' by 40', with a colonnaded arcade sheltered by a tiled roof encircling an interior courtyard adorned with a marble statue of the Patron of



Dog, Hunting

Explorers. Entrance is by means of an archway into the arcade; on the opposite side is the enclosed dormitory for the caretakers. The interior of the temple is dusty and unkempt. The clerical caretakers of the shrine are a trio of elderly Tirenean men. Despite their age and apparent inability to keep the shrine kept up, they will greet travelers warmly and offer them the shelter.

Those who accept risk being murdered in their sleep, for the caretakers have been recently replaced by **three doppelgangers**. The doppelgangers intend to prey on the travelers taking sanctuary at the shrine until a wealthy merchant family or other promising new set of identities presents itself. The doppelgangers have already looted the temple treasury and a few victims, accumulating 3,000sp, 14 bottles of Nicean honeyed ambrosia (5gp, 1 st per 5), 8 sticks of frankincense (130 gp and ⅙st total), 4 vials of holy water (25gp, ⅙st each), a pair of moonstones (50gp each), a pair of sardonyx (75gp each), a tourmaline (100gp) and a spinel (250gp). They keep the treasure locked away in the dormitory (one of them keeps the key on its person at all times).

A search of the thickets reveals five shallow graves containing badly decomposed human bodies – three elderly men and a middle-aged couple.

Doppelgangers (3): MV 90', AC 4, HD 4, hp 21, 16, 12, #AT 1 (bite 7+), Dmg 1d12, Save F10, ML +2, AL C, XP 135; Special: alter self, immunity to *charm* and *sleep*

DRAGON, BLACK

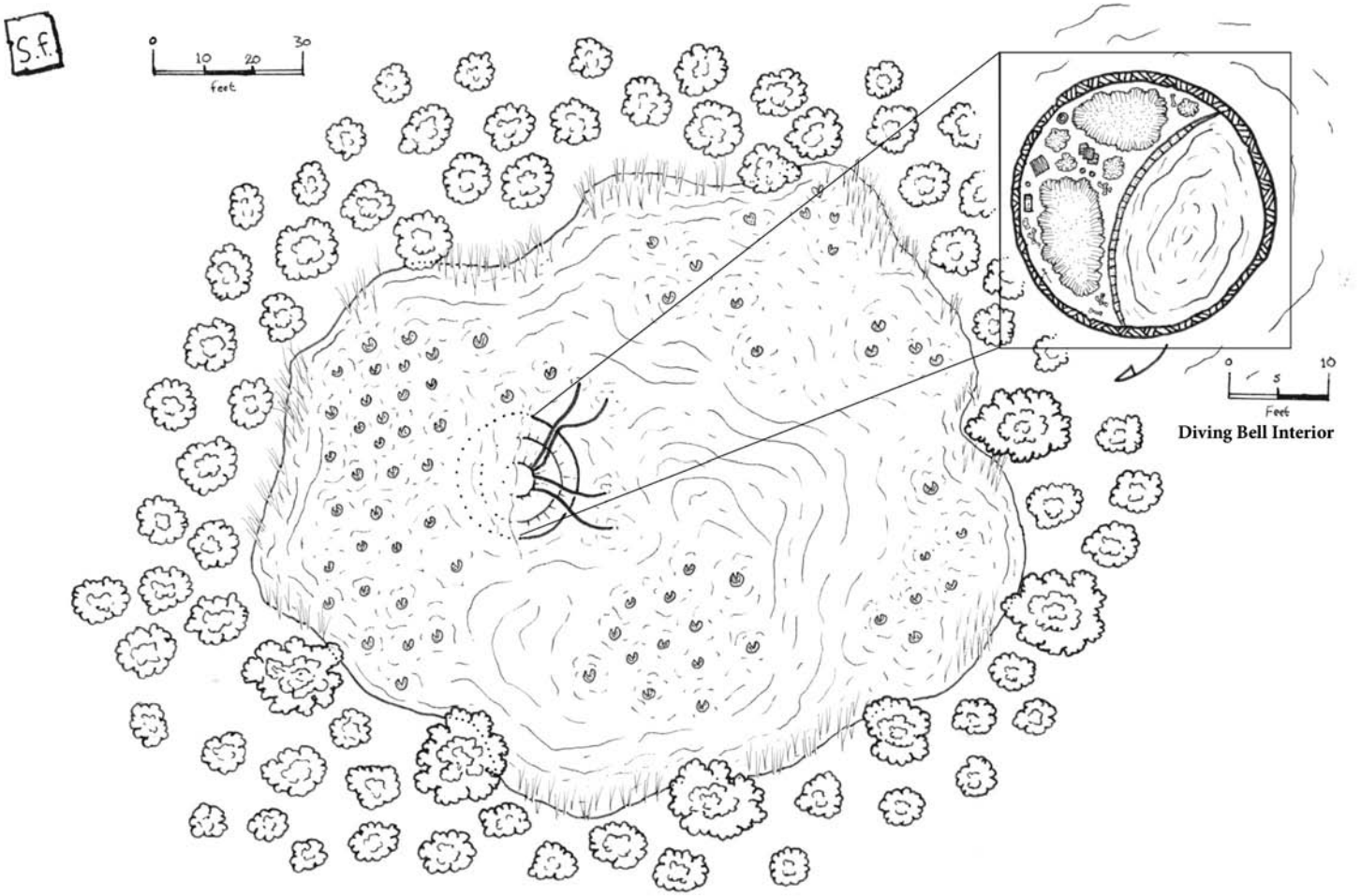
Lair: 40% *Map Location:* _____

Concealed within the poplar trees, white willows, swamp lilies, narrow-leaved cattails, and giant reed thickets is a lake of brackish black water which holds a most curious apparatus: a great steel bell, some 25' in diameter, covered in swamp slime, and partly sunken into the black water at an odd angle. The bell's steel pieces are fitted almost seamlessly, making it watertight. Strange black tubing runs from near the top of the bell down to pierce the surface of the water and vanish into the mud below. The interior of this apparatus, an ancient Zaharan diving bell, can only be accessed by swimming underwater and up its open bottom. The pressure of the water keeps the interior dry.

The bell is now the property of a **pair of mated adult black dragons**, *Zimuandagal* and *Sheshkala.* Zimuandagal has a sickly greenish-grey hide, and exudes a nauseating stench of rot. Sheshkala, his mate, has a midnight green hue that matches the tint of her venomous blood. Neither dragon can speak or cast spells. Both are around 35' long with 12' tails and 105' wingspans. The pair live in the swamp near the bell. Each dragon has a 40% chance to be asleep when encountered.

Zimuandagal (adult black dragon): MV 90'/240' fly, AC 7, HD 10***, hp 60, #AT 3 or 1 (2 claws/1 bite 2+ or breath weapon), Dmg 2d3/2d3/2d10 or 10d6 acid, Save F10, ML +1, AL C, XP 2,950; Special: breath weapon (100' × 5' line, save v. Blast for half, 3/day), horrific

Full Dragon, Black Lair on p. 192

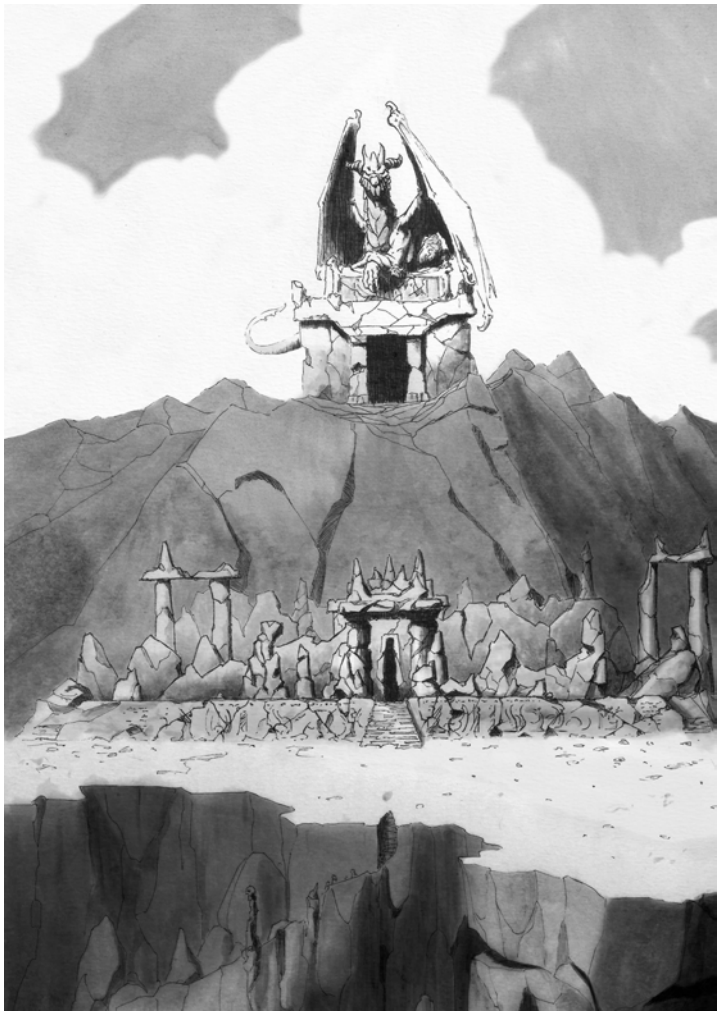


stench (20' radius, save v. Poison or nauseated, –3 to attack throws and damage rolls)

Sheshkala (adult black dragon): MV 90'/240' fly, AC 7, HD 10***, hp 50, #AT 3 or 1 (2 claws/1 bite 2+ or breath weapon), Dmg 2d3/2d3/2d10 or 10d6 acid, Save F10, ML +1, AL C, XP 2,950; Special: breath weapon (100' × 5' line, save v. Blast for half, 3/day), poisonous blood (attacker hitting dragon in melee must save v. Poison or die)

The two dragons keep their treasure within the diving bell, using it as an airmobile "chest" they can carry to whatever swampy lair they currently favor. Most of their hoard consists of ancient Zaharan royal coin, totaling 6,000sp, 7,000ep, 4,000gp, and 2,000pp. Atop the coins are a facet-cut Zaharan topaz (4,000gp), a star sapphire (750gp), an amethyst (100gp), three citrines (50gp each), and four agates (25gp each).

A heavily-patinated bronze chest holds a pair of elegantly-curved *swords +1, light 30' radius* with Classical Auran script on orichalcum blades. The first, *Baladara* ("sword of the morning light"), sheds a warm golden light while the second, *Balelenar* ("sword of the moon light"), sheds a cool white light. Also inside the chest are a brass *ring of fire resistance* set with obsidian chips, a set of stoppered crystal flasks containing a ginger-scented brown fluid (*potion of healing*), a milky fluid with many floating particulates that changes color when shaken (*potion of polymorph*), a brassy liquid (*potion of heroism*), and a multi-chromatic fluid with metal sediments (*potion of dragon control*). Mounted on the inside the diving bell is a rusty but still functional *apparatus of the crab*, with a *rope of climbing* attached to a harpoon coiled on the outside of its iron barrel. A second chest holds a chryselephantine statuette of a dragon-winged goddess (1,000gp), a set of three wrought gold plates (700, 500, and 400gp), a pair of jade bookends carved in the shape of elephants (850gp each), and an illuminated ivory scroll case (400gp) containing five scrolls: *scroll of ward against undead* and a *scroll of ward against magic,* both written in Draconic; a *scroll of choking grip* and *deathless minion,* written in Zaharan; a scroll of *inaudibility, levitate,* and *knock,* written in Common; and a *scroll of phase door*, written in Elven.

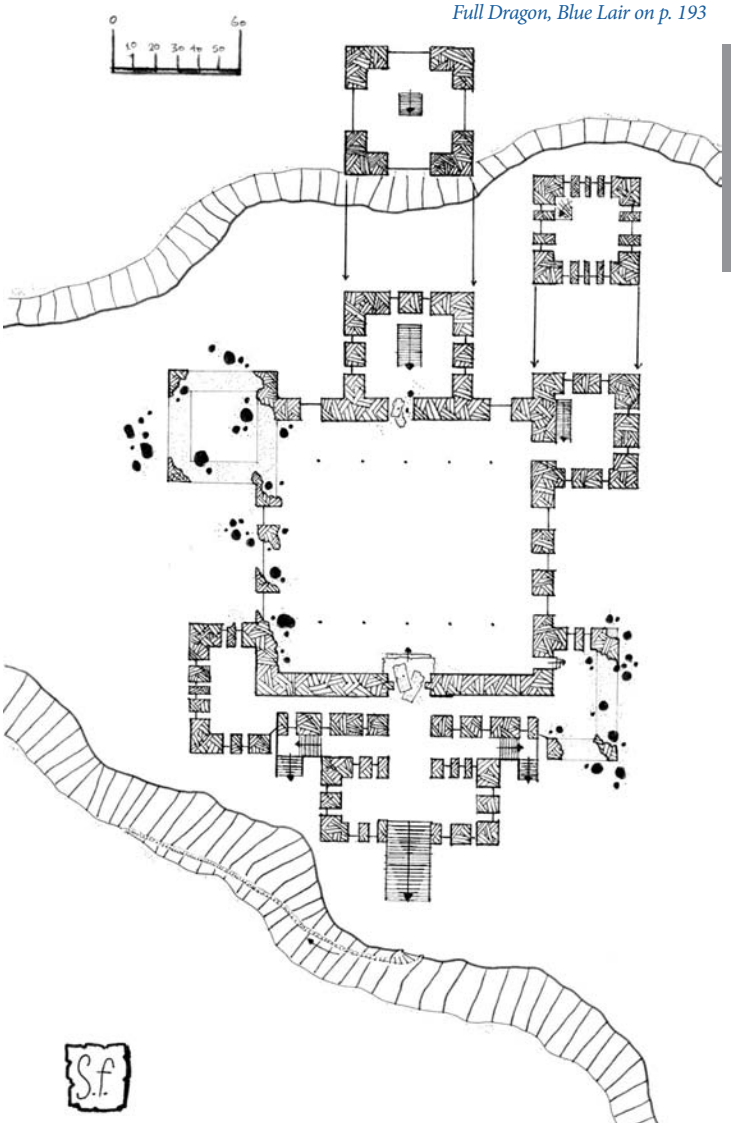


DRAGON, BLUE

Lair: 40% *Map Location:* _____

Here a ruined Zaharan citadel perches on a high peak, like a great stone bird of prey. The rocky terrain below the castle slopes 360' downward at a torturous angle, but ascent to the peak is possible by means of steps carved into the slope by some ancient stone-cutter. The citadel, built of cyclopean blocks, is now the lair of an **old blue dragon**, **Tilhar**, who luxuriates on his treasure hoard in its great hall.

Full Dragon, Blue Lair on p. 193



Tilhar is 50' long with a 15' tail and 145' wingspan. His underbelly is a bright sky blue, while his dorsal scales have faded to slate grey. His claws are exceptionally long and curved, even for an old dragon. He can both speak (Common, Draconic, and Zaharan) and cast spells. When adventurers discover his citadel, Tilhar has a 20% chance of being asleep. If awake, he will easily see adventurers ascending the peak unless they have taken precautions such as using *invisibility,* waiting until the cover of darkness, etc. If the adventurers look like supplicants or tribute-bearers, Tilhar will allow them to ascend unmolested, but others will be attacked while they are ascending the steps. Tilhar's favored strategy is to cast *invisibility, haste,* and *giant strength* on himself, then use his *clutching claws* special ability to conduct dive attacks by surprise. The dragon is capable of using the magic items in his hoard and will not hesitate to do so if hard pressed in a fight.

Tilhar (old blue dragon): MV 90'/240' fly, AC 9, HD 14****, hp 73, #AT 3 or 1 (2 claws/1 bite 0+ or breath weapon), Dmg 2d4/2d4/3d10 or 14d6 lightning, Save F14, ML +1, AL C, XP 6,000; Special: breath weapon (100' × 5' line, save v. Blast for half, 3/day), clutching claws (dive attack, grab, save v. Paralysis at −4 to escape); Spells: 3 1st, 2 2nd, 2 3rd, 1 4th; Repertoire: 1st – *detect magic, darkness, summon berserkers, unseen servant;* 2nd – *detect invisible, invisibility, mirror image, wizard lock;* 3rd – *haste, nondetection;* 4th – *giant strength*

The citadel was originally built by a Zaharan sorcerer, and the sorcerer's treasure forms the basis of Tilhar's hoard. His most prized treasure is the "egg of Iskara," a huge facet-cut black sapphire (10,000gp). Other important treasures include an emerald-studded platinum circlet (6,000gp) and necklace (4,000gp) and a pair of enormous crystal geodes (2,000gp each). 1,000gp and 6,000pp in Zaharan coins serve as bedding for the dragon. Scattered amidst the coins are the remains of the sorcerer's library, some 36 rare and arcane books (150gp and 3/6 st each) written in Zaharan on voluminous scroll rolls. Mixed in with these are a *scroll of magic carpet, scroll of summon winged steed,* and *scroll of levitation,* all written in Zaharan. The remnants of an alchemical lab include a chalky white *potion of undead control,* a steely-hued *oil of sharpness*, a bubbling translucent *potion of levitation,* and a honey-scented brown *potion of delusion.* The sorcerer's other legacies include a *wand of magic missiles* (5 charges), a *wand of fear* (9 charges), and a *wand of polymorphing* (16 charges). A black leather pouch holds a sickle-shaped bronze *dagger +1,* a white gold *ring of protection +1* set with bloodstones, and a gold *ring of djinni summoning* set with a crescent-shaped moonstone. An identical black leather pouch next to the first is a *bag of devouring.* A pair of black leather over-the-knee *boots of levitation*, which the sorcerer used to ascend and descend the fortress, rest nearby.

DRAGON, BROWN

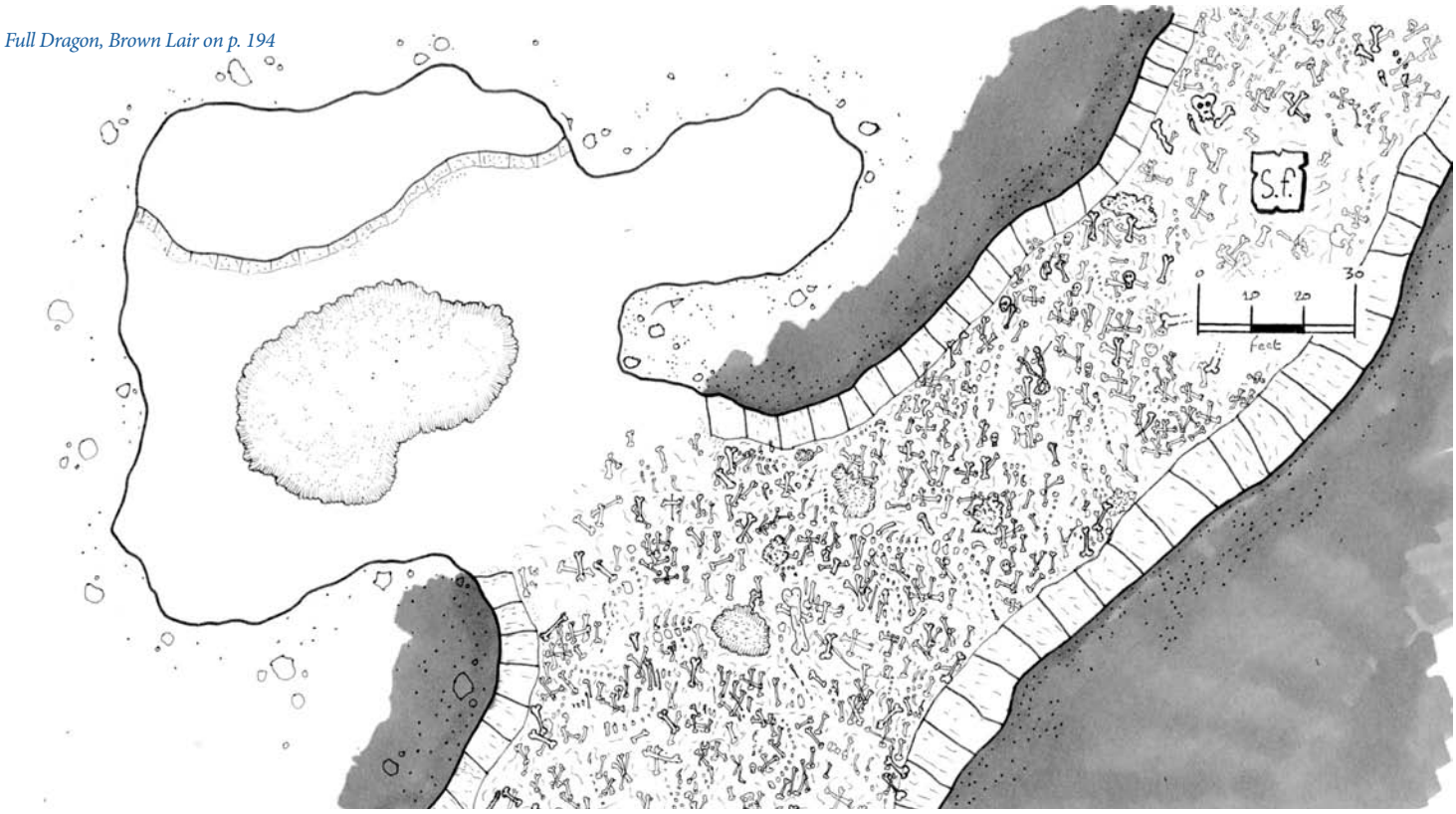
Lair: 40% *Map Location:* _____

A fold in the earth, caused by movements of some long-ago quake, has torn open a chasm some 300' wide and 70' deep in the rocky desert ground. The chasm is visibly filled with offal – bones, grizzle, and the viscera of dead animals and humanoids. A 55' wide, 18' high cave opening in the side of the chasm opens into a cavernous vault some 120' wide, 100' long, and 40' tall.

The great vault is the lair of a mated pair of adult brown dragons, **Adamen** and **Sapphira**, and their offspring, **Kirashi,** a very young brown dragon. Sapphira sleeps on the lair-treasure, which is spread across the center of the cave, while Adamen sleeps on a wide ledge above her. Kirashi has a small cavernous annex of his own, near the entrance.

Adamen and Kirashi's hides are sandy brown, while Sapphira's is copper-colored and coated with gemstones and coins. Adamen and Sapphira are each 42' long with 14' tails. Their extended wingspan

Full Dragon, Brown Lair on p. 194



of 125' means that they cannot fly while in the cavern. Kirashi is only 13' long with a 4' tail and a 40' wingspan, and can thus fly in the cavern. When encountered, Adamen and Sapphira each have a 40% chance of being asleep, while Kirashi is 70% likely to be asleep. None of the dragons can speak.

Adamen (adult brown dragon): MV 90'/240' fly, AC 7, HD 10***, hp 63, #AT 3 or 1 (2 claws/1 bite 2+ or breath weapon), Dmg 2d3/2d3/2d10 or 10d6 scouring wind, Save F10, ML +1, AL C, XP 2,950; Special: breath weapon (90' × 30' cone, save v. Blast for half, 3/day), invulnerability (immunity to non-magical weapons)

Sapphira (adult brown dragon): MV 60'/240' fly, AC 9, HD 10***, hp 55, #AT 3 or 1 (2 claws/1 bite 2+ or breath weapon), Dmg 2d3/2d3/2d10 or 10d6 scouring wind, Save F10, ML +1, AL C, XP 2,950; Special: breath weapon (90' × 30' cone, save v. Blast for half, 3/day), gem-encrusted hide

Kirashi (very young brown dragon): MV 90'/240' fly, AC 4, HD 4**, hp 21, #AT 3 or 1 (2 claws/1 bite 7+ or breath weapon), Dmg 1d3/1d3/2d4 or 4d6 scouring wind, Save F4, ML 0, AL C, XP 190; Special: breath weapon (90' × 30' cone, save v. Blast for half, 3/day)

The dragons' hoard consists mostly of dwarven coin and gems received in tribute or plundered in raids. It includes 6,000ep, 10,000gp, a facet-cut star ruby (8,000gp), a flawless diamond (4,000gp), a crystal geode (2,000gp), a whorled nephrite jade stone (1,500gp), an emerald (1,000gp), and a topaz (500gp); a pair of ceremonial war-gongs wrought of orichalcum (2,500gp each); and 24 pieces of ivory (1,250gp and 12 3/6st total).

DRAGON, GREEN

Lair: 40% *Map Location:* _____

An opening in the thick tree cover here reveals not an idyllic flowered clearing but a sinkhole some 150' in diameter. The opening slants with the lay of the ground, and the higher side reveals that the hole travels down through rock about 50' before opening into a dark void below. Birds (or bats in the evening) flit around the opening, dropping down into nests built into the rough stone and vegetation hanging down into the hole. In the midday sun, a careful peek over the edge reveals a body of water at the bottom of the hole, some 600' down.

The cenote widens to a rough diameter of 300' at its bottom. The water is 40' deep in the center, and slowly drains into the local aquifer at various points. A shore sporadically exists at the edge of the cavern, ranging from 5' to 15' in width. A hint of an astringent chemical odor can be caught in the still air of the cavern.

This is the lair of an **old green dragon**, **Nila**. Nila beds down on her hoard in an offshoot of the northwest corner of the cavern situated 30' up from the lake floor. She is gigantic, some 50' long, with a 25' tail and 150' wingspan. Her size requires her to be prudent exiting her lair, and she has little room for actual flight within. Nila's scales are of dappled green, mimicking the play of sunlight and shadow on verdant tree cover, and her tail, overlong for her size, has sharp scales splayed outward over its last quarter-length. She speaks Common, Draconic, and Zaharan, and can cast spells.

There is only a 20% chance that Nila will be asleep when in her lair. Descending into the cenote without alerting Nila will require careful coordination and action; a party that Nila finds intriguing may cause her to delay immediate attack – she is generally amused with the antics of the flightless attempting to enter her lair.

Nila (old green dragon): MV 90'/240' fly, AC 9, HD 14****, hp 87, #AT 4 or 1 (2 claws/bite/tail 0+ or breath weapon), Dmg 2d4/2d4/3d10/3d10 or 14d6 poison vapor, Save F14, ML +1, AL C, XP 6,000; Special: breath weapon (40' × 40' cloud, save v. Blast for half, 3/day), tail lash; Spells: 3 1st, 2 2nd, 2 3rd, 1 4th; Repertoire: 1st – *chameleon, detect magic, wall of smoke, unseen servant;* 2nd - *detect invisible, invisibility, mirror image, uncanny gyration;* 3rd - *haste, nondetection;* 4th - *polymorph self*

Nila beds upon an accumulation of varied coinage, including 1,000ep, 2,000gp, 1,000pp, and 27 ingots of precious metal (300gp and 2 st each). Behind her bed lies her pleasantly organized hoard. An enormous facet cut ruby, the "Flame of Dawn" (8,000gp) is set atop an ornamental jar of rare Argollëan juniper berry spice (2,500gp, 4st). 36 rare books (150gp, 3/6 st each), all salacious fiction from Old Zahar, are stacked on an iron-bound wooden chest containing several scrolls: a *scroll of hallucinatory terrain, fly, wizard lock,* and *sleep* written in Elven; a *scroll of ward against elementals* and a *scroll of ward against magic*, both written in Draconic; a *scroll of hold person and hold portal*, in Ancient Zaharan; a scroll of *dimension door, locate object, and ventriloquism*, in Classical Auran; a *scroll of quest, sticks to snakes, and augury*, also in Classical Auran; and lastly a *cursed scroll (victim may not gain new experience)* written in Draconic. An articulated armor stand, itself worth 50gp (2st), its arms akimbo, holds several treasures: an *elven cloak*, crafted of smooth, smoky grey velvet, with silver embroidery giving it an iridescent sheen, is draped from its back. A *horn of blasting,* crafted of a pearlescent, tightly-coiled conch shell, is tied to its waist. Rough leather *gauntlets of ogre power,* knuckles capped with cold hammered iron, are loosely strapped to the ends of its arms. One of those gauntlets holds a wavy staff of banyan wood, wrapped in hardened, molted snake skin (a *staff of the serpent*), while the other arm has strapped to it a shield of iron-wrapped wood, with an ancient brass Auran theatre mask riveted to the center (*cursed shield –1)*. A *great axe +2* leans against the stand. A pink, effervescent, fishy-smelling *potion of water breathing*, an amber, honey-scented *potion of delusion*, two smoky green *potions of gaseous form*, and a vial of clear liquid, with spongy grey bits floating inside (*potion of ESP*) are set at its base.

DRAGON, METALLIC

Lair: 70% *Map Location:* _____

Atop a small hill grows an expanding grove of relatively young redwood trees. Like a cathedral of nature, these mighty trees evoke silence and awe from any who visit. These young redwood trees were saplings from the Hearth Tree, a mighty redwood of incredible age that once stood at the center of the ancient elven capital. How the trees came to be here, ambassadors from another age, is lost to time, but they form an *illuminated pinnacle of good*. Characters heal an extra 1d3 hit points during each day of complete rest in the grove. Lawful divine spellcasters standing in the grove calculate their spell effects as if two class levels higher than their actual level of experience, and lawful characters performing ritual magic in the illuminated pinnacle gain a +1 bonus to their magic research throws.

A **very young metallic dragon** dwells within the grove, usually sleeping by day but active at night. The lithe dragon's outer scales retain the grayish-black patina of youth, making her difficult to spot within the redwood trees from a distance. The dragon is frequently visited by friendly gnomes (see the Gnome lair), who have named her Airgealaí. The gnomes have endeavored to teach her Gnomish but have had more success with Draconic. Soon, Airgealaí may be fully capable of speech.

The dragon's modest hoard is hidden high up in the bough of a redwood tree near the center of the grove. It consists of a *crystal ball*, 11 silver nuggets (25gp each), and one fine wood trinket (500 gp) carved in the likeness of a redwood pinecone. If examined closely, this trinket has navigational directions in Classical Argollëan to another grove of redwood trees, in which is hidden 35,000gp in Argollëan coins.

Airgealaí (very young metallic dragon): MV 90'/240' fly, AC 4, HD 4**, hp 23, #AT 3 or 1 (2 claws/bite 7+ or breath weapon), Dmg 1d3/1d3/2d4 or 4d6 fire, Save F4, ML 0, AL L, XP 190; Special: breath weapon (90' × 30' cone, save v. Blast for half, 3/day)

DRAGON, RED

Lair: 30% *Map Location:* _____

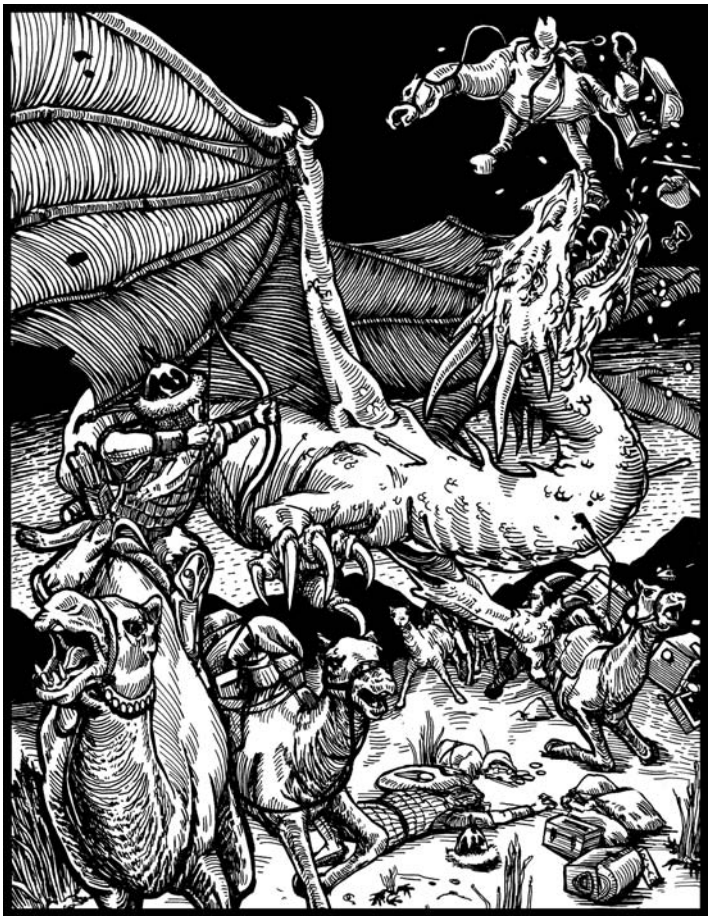
The land here descends into a desolate valley, barren of vegetation and choked with a sulfurous steam that rises up from vents that mark the ground like boils on flesh. The ground around the vents is a warm, iron-stained clay that is occasionally melted into pools of mud. The steam is thickest around an 86' tall, 150' diameter sinter cone of orange-red calcite. A patinated bronze staircase of archaic construction winds up the cone. The stairs terminate at the 20' rim of a central crater within the cone. The crater is 110' wide at the surface, gradually narrowing to 78' wide at its floor, some 92' below (the crater actually extends 8' below ground level). Another staircase snakes down the interior of the crater.

All movement within the crater is divided by 4 and visibility drops to 20' (10' at night with torches) due to the hot steam; infravision is rendered useless. (Izila is not affected by these penalties, however.) In addition, the interior of the crater is a *smoldering furnace of elemental fire*. Spellcasters who cast fire spells here calculate the spell effects as if they were two class levels higher than their actual level of experience. Characters performing magical research related to fire spells in a smoldering furnace gain a +1 bonus to their magic research throws. If the furnace is unoccupied, there is a 10% chance every 1d12 days that a group of fire elementals (e.g. 1 efreeti, 1 elemental, or 1d4+1 salamanders) will manifest there. These creatures will return to their sphere of existence after 1d4 days has elapsed.

The crater is the lair of **Izila**, a **mature adult red dragon**. Izila is 42' long with a 14' tail and 125' wingspan with a fiery hide resembling red-hot charcoal. When encountered, she has a 30% chance of being asleep. If awake, she will use her breath weapon on any interlopers who begin to descend into the crater, then rear up to attack them with her bite, claws, and fiery aura.

Izila (mature adult red dragon): MV 90'/240' fly, AC 8, HD 12***, hp 68, #AT 3 or 1 (2 claws/bite 1+ or breath weapon), Dmg 2d4/2d4/3d10 or 12d6 fire, Save F14, ML +1, AL C, XP 3,900; breath weapon (90' × 30' cone, save v. Blast for half, 3/day), elemental aura (5' radius, 1d4 fire damage per round)

Izila sleeps on a bed of precious metal slag formed from melted copper, silver, and gold coinage. A total of 115 precious metal ingots (300gp and 2 st each) can be gathered. Characters with Black Lore of Zahar or Loremastery might identify some of the ingots as the remains of Zaharan temple-disks dedicated to Telith, Chthonic goddess of earthquakes and volcanoes. More precious treasures are arranged on three ledges along the crater walls, within the dragon's line of sight but safely distant from her burning aura. The first ledge holds a facet-cut star ruby (6,000gp), a pair of gourds with green, slimy liquid (*potions of plant control*) a lead flask of clear fluid containing grey, sponge-like bits (*potion of ESP*), a crystal phial with a transparent green fluid filled with floating particulates (*potion of levitation*), and glass vial with a green, cloudy liquid (*potion of gaseous form*). The second ledge holds the burned skeleton of a warrior, its corpse clad in still-gleaming orichalcum *plate armor +1* with a red-crested *helm of telepathy*. The corpse holds a large, round *shield +1* with an embossed bronze lion and an Auran *sword +1, +2 v. spellcasters* with a pommel shaped like a lion's paws. The last ledge has an ornately woven Opelenean wool *flying carpet,* upon which are arranged a bronze-shod whitewood *staff of power* (14 charges), a crystal prism-shaped *wand of detecting magic* (7 charges), a short brass-knobbed *rod of cancellation,* a black basalt *stone of controlling earth elementals* carved with Zaharan cuneiforms, and a bundle of ivory scroll cases containing a *scroll of ward against elementals* in Common, a *scroll of ward against magic* in Dwarven, a *scroll of ward against undead* in Zaharan, two *scrolls of invisibility* in Classical Auran, and a *scroll of growth of plants* in Elven.



DRAGON, SEA

Lair: 40% *Map Location:* _____

This body of water is the hunting ground of a family of **three juvenile sea dragons**, who make their lair in a shipwrecked Auran cladivata (small sailing ship) some 35 fathoms (210') down. The trio once had a fourth sibling, and her death in battle has convinced the survivors - **Amah**, **Malah**, and **Sagma** - that demanding tribute from passing ships is far preferable to risking tooth and claw in fights. Unfortunately none of the trio is capable of speech, and their attempts to extract tribute with mimed threats, heavy breathing, and taloned gestures towards the sea floor would be comical were they not coming from 40' long monsters. Adventurers who respond with a show of tribute (any tribute at all, really…) will be rewarded with surprised, almost grateful looks and a hasty departure of the dragons. If no tribute is offered, or if attacked, the dragons will regretfully fight, using their breath weapons in an attempt to quickly end things.

Amah, Malah, and Sagma (juvenile sea dragons): MV 90'/240' swim, AC 6, HD 8**, hp 38, 35, 34, #AT 3 or 1 (2 claws/bite 3+ or breath weapon), Dmg 1d6/1d6/2d8 or 8d6 blistering steam, Save F8, ML 0, AL N, XP 1,600; Special: breath weapon (90' × 30' cone, save v. Blast for half, 3/day)

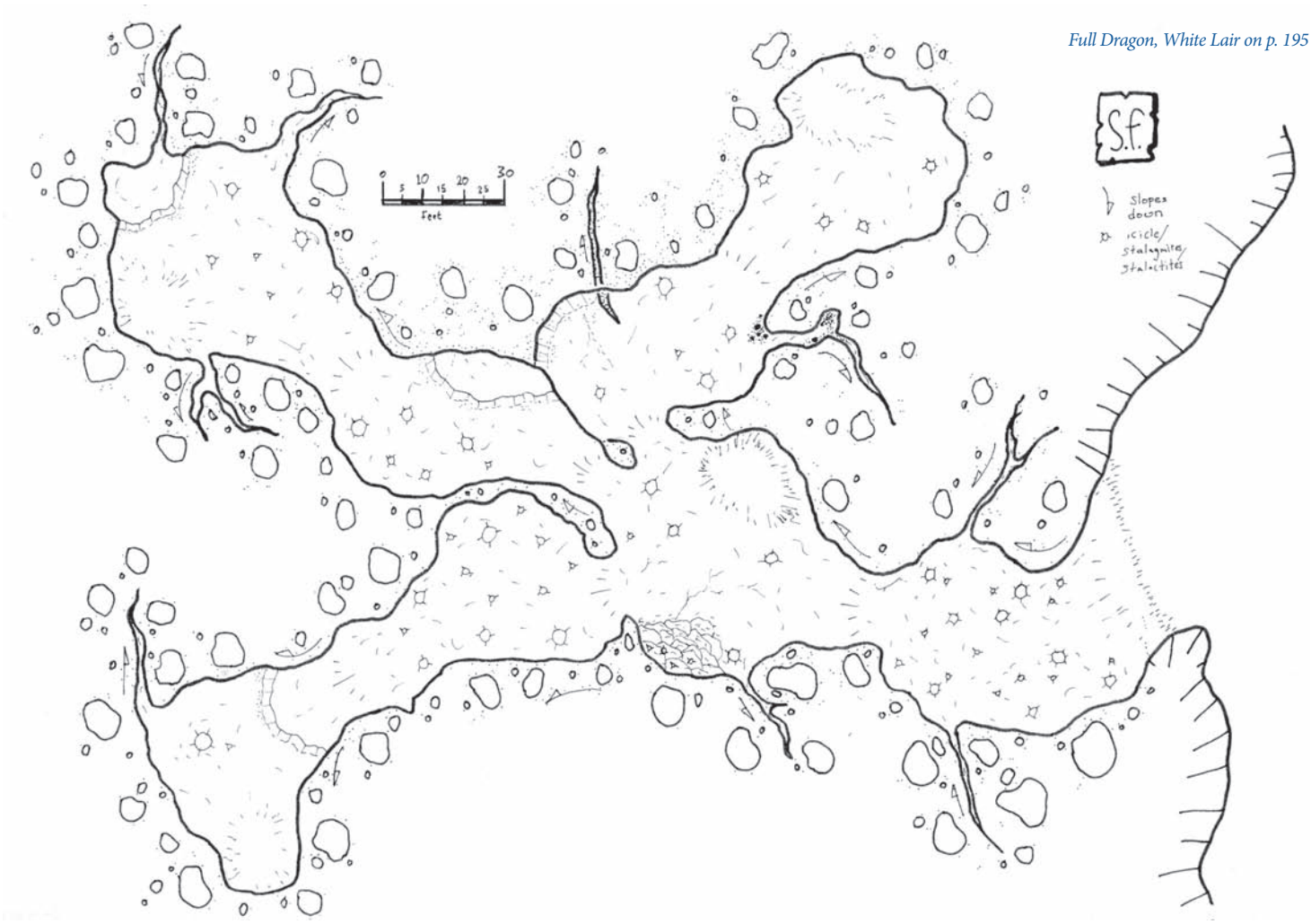
The sea dragons' hoard has been gathered into the cargo hold of the shipwreck. 19 precious metal ingots (300gp, 2 st each) have tumbled to the lowest point of the hold. Sunken nearby are a locked treasure chest containing 6,000sp and a broken, half-filled chest containing 3000gp, four black pearls (2,000gp each), a silver crown set with three amber stones (6,000gp), and a smoky grey *crystal ball*. Lodged between some broken ship-planks is a wax-sealed red-and-black amphora. It contains 5 potions (*clairaudience*, *dragon control*, *human control*, *plant control*, and *sweet water*) in crystal flasks, a leather pouch with *dust of disappearance*, and a cedar scrollcase holding two documents: a *scroll of gust of wind and water breathing* written in Classical Auran and a mariner's navigational chart. The navigational chart is a *treasure map* that shows the location of an uncharted islet 11-20 hexes away. An annotation in Common by the islet reads "The hidden sea cave is found on the south face." See the Pirate lair, below.

DRAGON, WHITE

Lair: 70% *Map Location:* _____

Along the northern slope of a large hill, near the peak, is a 60' wide, 48' tall cave mouth, opening downward. The cave mouth has an icy rim, gouged with inch-long ruts in numerous places, but worn smooth between the gouge-marks. The temperature inside the cave mouth is noticeably chillier than on the hill. The cave mouth leads to a large hourglass shaped limestone cavern below, 100' long and 80' wide, itself connected to three lower caverns of similar size. Due to the cavern complex's physical configuration, it imports cold air and snow during winter, but never warms during summer. As a result, the entirety of its floor is sheathed in coarsely crystalline ice, the product

Full Dragon, White Lair on p. 195



of compressed snow sliding into the cave entrance over the centuries, while from the ceilings hang icicles and ice-plates.

The icy caves are very slippery. Creatures that roll a natural 1 on any attack or saving throws fall prone. Creatures that run or charge must make a saving throw v. Paralysis or fall down prone half-way through their movement. The white dragons move normally on the ice.

The ice caverns are home to 4 very young white dragon siblings, each of which lairs in one of the caverns. The very young dragons are each 10'-14' long with 3'-5' tails and 38'-42' wingspans. The largest and most vicious, Mashdara, occupies the coldest, deepest cave. The runt of the litter, Namazu, occupies the warmest cave, closest to the entrance. The other three dragons expect Namazu to die before long due to her small size. They are unaware that she has learned languages (Common, Draonic, and Elven) and spellcasting from one of the siblings' recent captives, an elven enchanter named Cadeyrn. She set the enchanter free and has recently begun to fancy the notion of visiting him at his fastness (see the Elf lair, p. 40).

Mashdara (very young white dragon): Str 15, Cha 16; MV 90'/240' fly, AC 4, HD 4**, hp 23, #AT 3 or 1 (2 claws/bite 6+ or breath weapon), Dmg 1d3/1d3/2d4+1 or 4d6 freezing vapor, Save F4, ML +2, AL C, XP 190; Special: breath weapon (90' × 30' cone, save v. Blast for half, 3/day)

Zibin (very young white dragon): MV 90'/240' fly, AC 4, HD 4**, hp 18, #AT 3 or 1 (2 claws/bite 7+ or breath weapon), Dmg 1d3/1d3/2d4 or 4d6 freezing vapor, Save F4, ML 0, AL C, XP 190; Special: breath weapon (90' × 30' cone, save v. Blast for half, 3/day)

Babbar (very young white dragon): MV 90'/240' fly, AC 4, HD 4**, hp 15 #AT 3 or 1 (2 claws/bite 7+ or breath weapon), Dmg 1d3/1d3/2d4 or 4d6 freezing vapor, Save F4, ML 0, AL C, XP 190; Special: breath weapon (90' × 30' cone, save v. Blast for half, 3/day)

Namazu (very young white dragon): Int 16; MV 90'/240' fly, AC 4, HD 4**, hp 12, #AT 3 or 1 (2 claws/bite 7+ or breath weapon), Dmg 1d3/1d3/2d4 or 4d6 freezing vapor, Save F4, ML 0, AL N, XP 190; Special: breath weapon (90' × 30' cone, save v. Blast for half, 3/day); Spells: 2 1st; Repertoire: *charm person*, *detect magic, unseen servant.*

Each dragon has a 70% chance of being asleep when the adventurers reach the lair. Each of the siblings has their own nascent hoard. The best treasure is hoarded by Mashdara. She has accumulated 1,000sp, 3,500ep, a white diamond (1,000gp), a wrought silver flute (400gp), 21 reindeer horns (2gp each, 1 st per 5), and a dire wolf pelt (50gp, 1 4/6 st). Zibin's hoard consists of 500sp, 1,750ep, a large rock crystal (500gp), nine reindeer horns (2gp each, 1 st per 5), and three bundles of white fox pelts (15gp, 3st each). Babbar has gathered 300sp, 1,100ep, a pair of quartz stones (10gp each), seven reindeer horns (2gp each, 1st per 5), and two bundles of beaver pelts (15gp, 3st each). Finally, Namazu's meager hoard has just 200sp and 750ep. Scavenging from items her siblings discarded as junk, however, she has gathered a *potion of poison* and a large bone scroll case containing a *scroll of ward against magic,* a *scroll of ward against elementals,* and a *scroll of detect secret doors, clairvoyance,* and *find treasure,* written in elven.

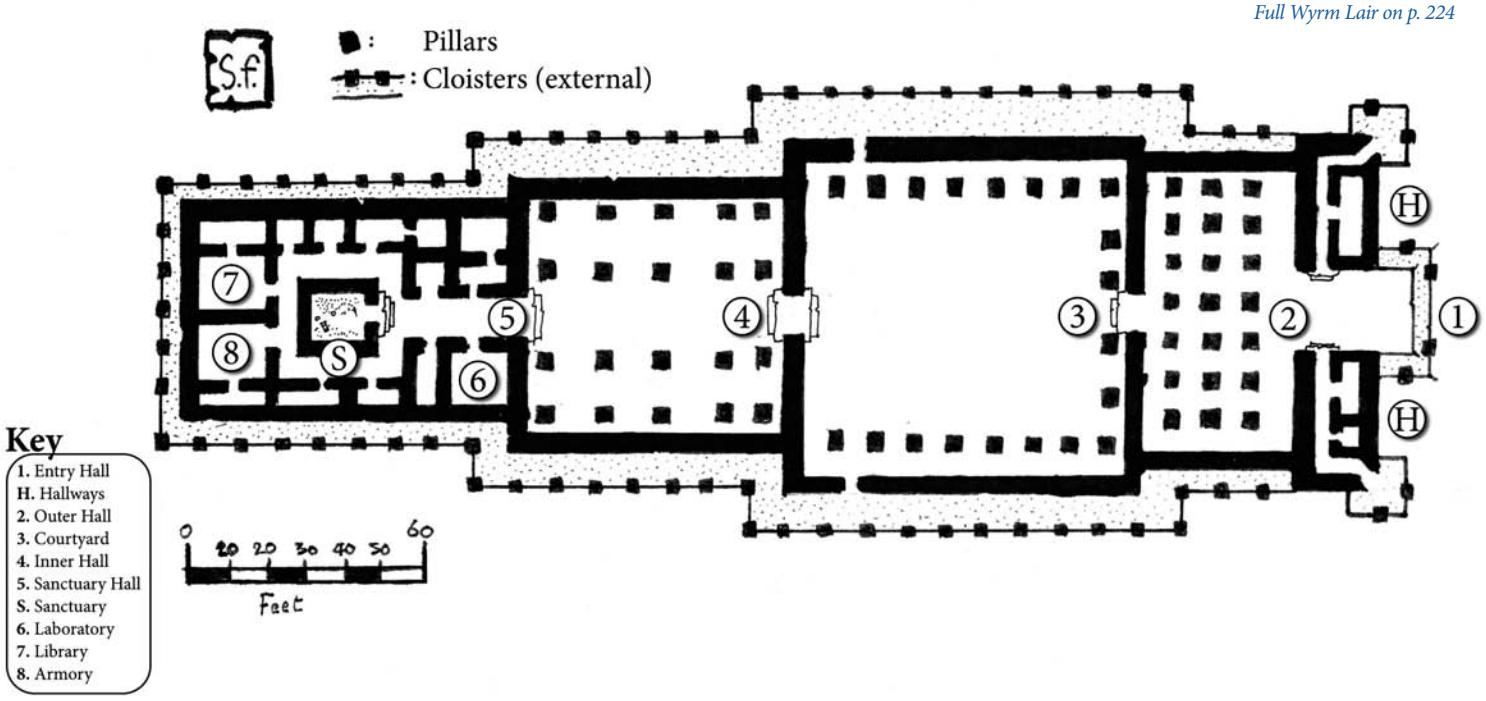
DRAGON, WYRM

Lair: 40% *Map Location:* _____

Here stands an ancient Zaharan temple, built of yellow-brown sandstone, intact despite its great age. Once a popular site of worship for the chthonic gods, the temple is now the lair of *Nirgal*, **an old wyrm.**

The temple is 630' long along its east-west axis, and 140' wide at the broadest point of its north-west axis. A cloister (colonnaded covered walkway), 5' to 15' in width, runs along the entire structure's exterior walls. The temple's east face has a 25' wide covered **entryway** (**1**) flanked north and south by 15' wide porches (**P**). Between the porches and the entryway are a pair of enormous stone pylons, 40' wide, 25' deep, and 115' tall, carved with bas-reliefs of the stars of the night sky. The temple was constructed in alignment with the zodiac such that

Full Wyrm Lair on p. 224





the constellation of the Empress Star appears in the evening sky between the pylons each winter. **Hallways** (**H**) run from the porches, through the interior of the pylons, and into the entryway. The hallways connect to empty storerooms and niches filled only with dust.

The entryway itself leads to the **outer hall** (**2**), 85' wide and 45' long. 21 columns support its roof, 32' overhead. The walls of the outer hall are decorated with bas-reliefs of the chthonic deities and scenes of the different Zaharan sorcerer-kings. Its ceiling has astronomical paintings symbolizing the night sky.

Past the outer hall is the 95' square **courtyard** (**3**). The courtyard is surrounded by columns on three sides, which support a veranda 32' overhead; it is otherwise unroofed. The courtyard's walls are decorated with bas-reliefs depicting a procession of supplicants bearing gifts and tributes. Being the largest of the temple's chambers, and the most accessible to aerial entry and exit, the courtyard serves as Nirgal's den.

Nirgal (old wyrm): MV 90'/240' fly, AC 9, HD 14***, hp 71, #AT 3 or 1 (2 claws/bite 0+ or breath weapon), Dmg 2d4/2d4/3d10 or 14d6 fetid gas, Save F14, ML +1, AL C, XP 4,900; Special: breath weapon (40' × 40' cloud, causes rotting disease, save v. Blast for half, 3/day), fear aura (triggered on charge or flight overhead, 1–1 HD flee in panic 4d6 turns, 1–3 HD save v. Paralysis or paralyzed with fear, 3+ HD, save v. Paralysis or –1 attack throws); Spells: 3 1st, 2 2nd, 2 3rd, 1 4th; Repertoire: 1st – *detect magic, shield, unseen servant;* 2nd – *deathless minion, wizard lock;* 3rd – *dispel magic, protection from normal missiles;* 4th – *minor globe of invulnerability;*

The old wyrm is 50' long with a 20' tail and 150' wingspan. He speaks Common, Draconic, and Zaharan, and can cast spells. His noxious breath inflicts a rotting disease on those who fail their saving throw v. Breath (lose 1d4 STR, DEX, and CON each until cured). His hide is of dark purplish-black, like bruised eggplant. When encountered, he has a 20% chance of being asleep. If encountered awake, he will likely take to the air, using the well-supported rooftop of the outer hall as a fighting platform from which he can slay any entering or exiting his demesne.

Beyond the courtyard is the **inner hall** (**4**), a 70' wide and 80' long chamber with a 32' roof supported by four columns of pillars. The walls here are carved with bas-reliefs depicting the divine punishments inflicted on those who offend the gods – bleeding wounds, blindness, leprosy, misfortune, poisonous scorpions, clouds of locusts, and death itself. At the rear of the inner hall are a pair of black granite statues of a scarab-headed man. One stands 8' tall; the other lies broken on the ground.

The inner hall leads to the **sanctuary hall** (**5**), the holiest part of the temple. The sanctuary (**S**) itself is a 15' wide and 20' long vault of grey granite raised 15' above the ground. The sanctuary once contained a gilded statue of Iskara; now it holds the dragon's treasure, including 24 ingots of precious metals (300gp, 2st each); 3000ep; a facet-cut star sapphire (6,000gp); a pair of polished diamonds (2,000gp each); a jacinth (1,000gp); a gold scepter in the shape of a rearing cobra with fangs of carved jade (10,000gp); a golden offering bowl with topaz inlay (6,000gp), slightly stained with blood; a golden censer with a long chain (*censer of controlling air elementals*); and a carved green jasper scarab adorned with Zaharan cuneiforms (*scarab of protection*).

The sanctuary is surrounded by 15 small rooms dedicated to various religious purposes. The **laboratory** (**6**) has recipes for ointments and incense inscribed on the walls in ancient Zaharan. Three ornamental jars of myrhh (2,500gp, 4st each) rest on a stone table. These were used in the preparation of unguents to anoint the altar. Other jars contain a bone-white syrup (*potion of undead control*), a meaty red broth (*potion of human control*), a colorless fluid with grey spongey lumps (*potion of ESP*), and two honey-scented amber fluids (a pair of *potions of healing*).

The **library** (**7**) has stone shelves for a large numbers of sacred texts and scrolls. 29 rare books (150gp, 3/6 st each) remain from the collection. All the books are papyrus scrolls kept in aged cedar scroll boxes. One of the books, *Song of the Seven Plagues,* includes a *scroll of seven divine spells (cause light wounds, cause blindness, cause disease, bestow curse, poison, insect plague,* and *finger of death*), a *scroll of ward against elements, a scroll of ward against magic,* and a *cursed scroll (*summons an *insect plague* on the character's home*)*. All are written in ancient Zaharan.

The **armory** (**8**) contains sacred weapons consecrated for war, including a silvered sickle-sword with a pommel inlaid with moonstone (*sword +1, +2 v. lycanthropes);* an iron sickle-sword engraved with the names of kings (*sword +1*); a recurve bow of horn and sinew (*composite bow +1*); a marble-headed mace furnished with silver (*mace +1*); a bronze scale corselet with sculpted greaves and bracers and a conical, crested helm (*lamellar armor +2*); and a disk-shaped wooden shield faced with bronze and painted with an image of a black wolf (*shield +1*);

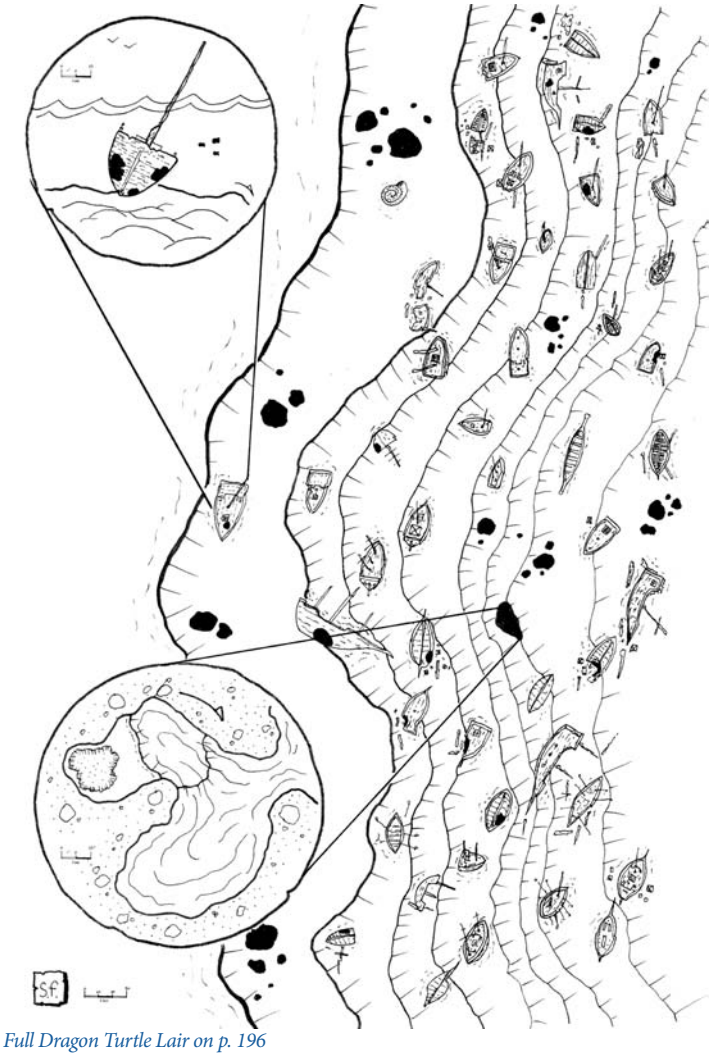
The entirety of Nirgal's temple is a *shadowed sinkhole of evil*. Corpses in it have a 10% chance to return as undead in 1d12 months unless their bodies are burned. Chaotic spellcasters who cast reversed divine spells or necromantic spells in the sinkhole calculate the spell effects as if two class levels higher than their actual level of experience. Characters performing necromancy in sinkhole gain a +1 bonus to their magic research throws.

DRAGON TURTLE

Lair: 5% *Map Location:* _____

A wooden mast juts upward from the surface of the ocean here. The mast is attached to the hull of a large sailing ship which recently sank on a submarine ridge which runs just beneath the waves. Deeper down, the ridge is littered with the sunken hulks of other vessels large and small. All of these vessels have terrible gashes in their hulls, courtesy of a **dragon turtle** which hunts here. The dragon turtle knows that passing ships will either slow down to sound out the depth, or strike the ridge; either choice makes them easy prey. The dragon turtle has been collecting loot and treasure from ships here for a very long time, and its vast cave, located 500' down on the ridge, is rich with treasure.

Many of the sunken vessels were treasure ships carrying coin and ingots in wooden chests. The passage of time has destroyed the wood, leaving the precious metals clumped together on the cave floor in chest-like shapes. In total there are 130,000sp; 9,000gp; 3,000pp; and



Full Dragon Turtle Lair on p. 196

50 tumbaga (a gold and copper alloy) ingots (300gp, 2 st each). A wrought silver box (700gp) holds 160 pearls (250gp each, 40,000gp total), a fist-sized globe of wrought gold, oceans inlaid with blue sapphire and major cities marked with rubies (9,000gp), and a thick steel *ring of protection* +2 forged in the likeness of scale plates. Floating in the cave is a watertight cask, its interior sealed with wax, which contains a glass vial of white, coconut scented balm (*oil of slipperiness);* a glass vial of red, effervescent fluid (*potion of flying*); and three glass vials of dark brown, chunky, and spinach-scented broth (a *potion of growth* and *two potions of delusion*). Mixed in with the coins are an orichalcum Krysean *helm of telekinesis* with an etching of a hand and an eye carved into its brow; a dull steel *decanter of endless water*; a tarnished brass *efreeti bottle* with a lead seal carved with the symbol of elemental fire; an Argollëan *composite bow +1* and a rotted wood quiver holding 12 whitewood *arrows +1* tipped with orichalcum; a pattern-welded Auran *short sword +1* with a round bronze hilt inlaid with red and gold glass; an ivory *rod of resurrection (12 charges)* tipped with a carved alabaster figurine of the goddess of mercy; and a pair of bone runesticks, carved with Jutlandic runes. The first runestick is a *scroll of speak with dead.* The second runestick is a *treasure map* to the barrow-mound of Magnhild the Dragonslayer (see the Draugr lair). The treasure map reads "*sky dons her black cloak / the slayer of dragons awakens / from the sleep of the sword. / By dawn the grass is red / with the dew of slaughter.*"

Dragon turtle: MV 30'/90' swim, AC 11, HD 30*, hp 157, #AT 3 or 1 (2 claws/bite −4+ or breath), Dmg 1d8/1d8/1d6x10 or 30d6 steam, Save F15, ML +2, AL C, XP 9,500; Special: breath weapon (90' × 30' cloud, save v. Blast for half, 3/day)

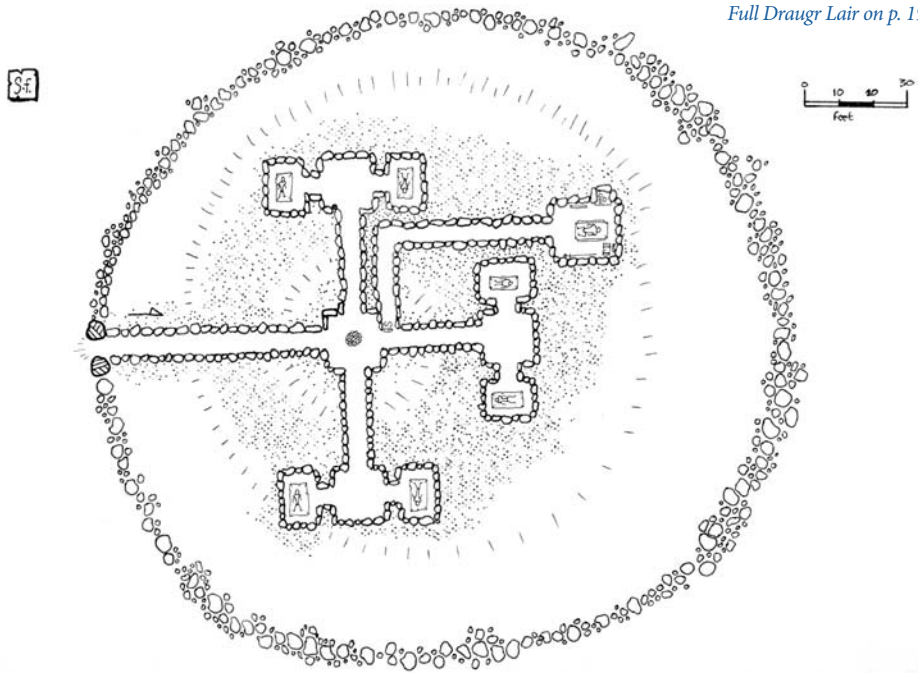
DRAUGR

Lair: 25% *Map Location:* _____

Rising from the plain here is a tumulus mound of earth, some 200' in diameter and 32' high, now overgrown with grass. The mound is so old that it would resemble a natural hill, save for its encircling revetment of 4' high stones. This is the barrow of an ancient warrior of grim repute, Magnhild the Dragonslayer. Entrance to the mound was originally by means of a vaulted archway set between a pair of 10' tall portal stones, but one of these now leans sideways and blocks the entrance. If the portal stone is moved (requiring a proficiency throw to open doors at −4), it reveals a long passage leading 65' inward to a 15' square central chamber with a corbelled roof, where a cairn of rune-carved skulls stands as a trophy of the buried hero. From the central chamber, a network of burial chambers extends in a cross-like pattern, left, right, and straight ahead. All the passage and chamber walls are made with large stones, fitted together, and have stone slab roofs 8' above.

The three burial chambers collectively hold **6 haugbui**, who rest on sepulchers in grey burial shrouds. **Magnhild**, now a **draugr**, slumbers inside a hidden vault accessible only by means of a secret door in the central chamber. The switch to open the secret door is hidden below the cairn of skulls. (Characters who do not state they are moving the skulls will only find the switch with a successful proficiency throw to find secret doors, but characters who actively move the skulls will automatically find the switch.)

Full Draugr Lair on p. 197



In the draugr's chambers are its many grave goods. 1,000ep and 4,000gp are stored in a sturdy oak chest, as well as a pair of flawless diamonds (4,000gp each) and a wrought gold goblet (900gp). A carved ivory war-horn (800gp) hangs on the wall above the chest, alongside *Drakdräpare*, a pattern-welded *two-handed sword +1, +3 v. dragons* with a hilt in the shape of a dragon, sheathed in a fine wood scabbard inlaid with ivory (500gp). On the opposite wall is a kite-shaped shield that once belonged to the draugr's sworn foe; it bears a death-curse (*cursed shield –1*) laid down with its wearer's dying words. A wall-niche holds two gourds holding *oil of sharpness* and a bone case with a *scroll of ward against magic* written in Old Jutlandic.

The haugbui will awaken if anyone enters their chambers, or disturbs the cairn of skulls in the central chamber. 6 rounds after the haugbui are awakened, the draugr will enter via **passwall** (so as not to reveal the secret passage), seeking to slay those who have disturbed his rest. When it awakens, the draugr will equip itself with the *two-handed sword +1, +3 v. dragons* from its crypt. It always wears a rusty chainmail byrnie and an iron *ring of command human* set with bloodstones.

Magnhild the Dragonslayer (draugr): MV 120' AC 7, HD 9****, hp 50, #AT 2 (claws 3+) or 1 (*two-handed sword +1* 2+), Dmg 1d10/1d10 or 2d10+1, Save F9, ML +3, AL C, XP 3,100; Special: hard to kill (*gaseous form* at ohp), immunity to normal weapons, resistance to electricity and cold, spell-like abilities (*gaseous form* at will, *bestow curse*, *cause disease*, *cause fear*, *darkness*, *faerie fire*, *passwall, skin-change* 3/day, *divination, summon weather* 1/week,) undead immunities, vulnerability to sunlight (save v. Paralysis or helpless)

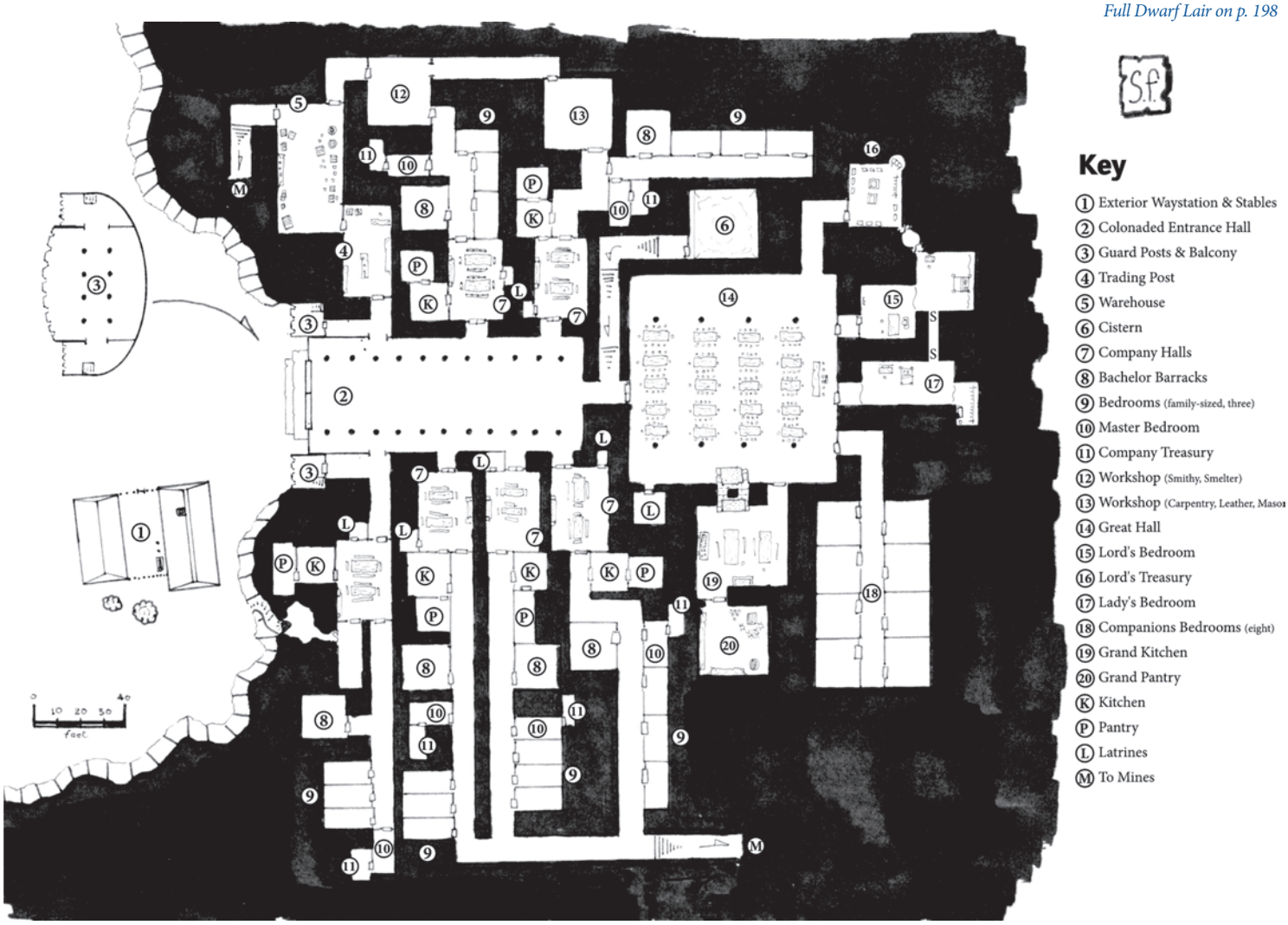
Haugbui: MV 90', AC 4, HD 3*, hp 18, 15, 14, 13, 11, 10, #AT 2 (claws 8+), Dmg 1d8, Save F3, ML N/A, AL C, XP 65

DWARF

Lair: 50% *Map Location:* _____

Set in the face of the mountain slope is a pair of stone double doors, 30' wide and 15' high. A short flight of rock-hewn steps leads up to the stone portal. The portal is flanked by two-story towers on either side, each 15' square, and connected by an enclosed stone balcony. Arrow slits are visible on both towers and across the entire 70' length of the balcony, creating a forbidding and militaristic vista. To the right of the gate are two more-inviting structures, a waystation and a stable, both built of limestone blocks with black slate rooves. Normally, each tower is manned by **four dwarven warriors**, while the waystation is manned by a pair of **dwarven noncombatants** who greet travelers, stable their mounts, and inquire as to their business at the vault.

Full Dwarf Lair on p. 198



Adventurers who receive Friendly reaction results at the waystation will be admitted into the vault and possibly invited to feast with one of the companies or even the lord himself. Adventurers who receive Neutral or Indifferent reactions will be allowed as far as the trading post (**4**) to do business, but no further. Adventurers suffering Unfriendly reactions will be told to depart, and Hostile reactions will cause an immediate attack. In times of trouble, as many as 15 dwarves can crew the balcony, and six can crew each tower.

Beyond the stone gate is a dwarven vault carved from the living rock of the mountain. The ruler of this underground complex is the **dwarven vaultlord Bhurador**. Bhurador owns a rune-carved meteorite iron *warhammer +2, dwarven thrower;* meteorite iron *plate armor +2* and *shield +2;* and a silk and leather *bag of holding,* within which he keeps an ancient dwarven shield with a *treasure map* on a leather skin stretched across the inside.

The map leads to an ancient Dwarven crypt (see the Medusa lair, below), and is annotated in Dwarven, reading "Reclaim the treasures from the crypt of our forefathers before others do!" The map's destination is 11-20 hexes from the Dwarf lair. Dwarven adventurers (only) who receive Friendly reactions with Bhurador may be offered the treasure map, on condition that the crypt's dwarven treasures are returned to his vault, though the dwarves will pay fair value for them.



Bhurador (dwarven vault lord): Dwarven Vaultguard 9; Str 16; MV 60', AC 12, HD 9, hp 48, #AT 1 (*warhammer +2, dwarven thrower* 0+), Dmg 1d6+9 melee or 2d6+9 thrown, Save DV9, ML +2, AL L, XP 700; Proficiencies: Alertness, Command, Fighting Style (weapon & shield), Goblin-Slaying, Leadership, Manual of Arms, Military Strategy

Bhurador is protected by an elite guard of seven **dwarven wardens** led by **Hurgon,** a **dwarven sentinel**. The wardens are equipped with crossbows, 20 bolts, battle axes, steel shields, and plate armor, while Hurgon has a crossbow, 20 bolts, a battle axe, dwarf-forged *plate armor +1* and *shield +1*, and tall leather *boots of speed*. Two wardens protect the vaultlord at all times, and there is a 70% chance Hurgon is present during the daytime. The vaultguards dwell in the companions' bedrooms (**18**).

Hurgon (dwarven sentinel): Dwarven vaultguard 5; Str 15; MV 60', AC 8, HD 5, hp 28, #AT 1 (battle axe 6+ or crossbow 7+), Dmg 1d6+3 or 1d6+2, Save DV5, ML 0/+2, AL L, XP 200; Proficiencies: Alertness, Fighting Style (weapon & shield), Endurance, Signaling.

Dwarven wardens (7): Dwarven Vaultguard 2; MV 60', AC 7, HD 2, hp 15, 13, 12, 11, 11, 10, 10, #AT 1 (weapon 9+), Dmg by weapon +1, Save DV2, ML 0/+2, AL L, XP 20; Proficiencies: Alertness, Signaling

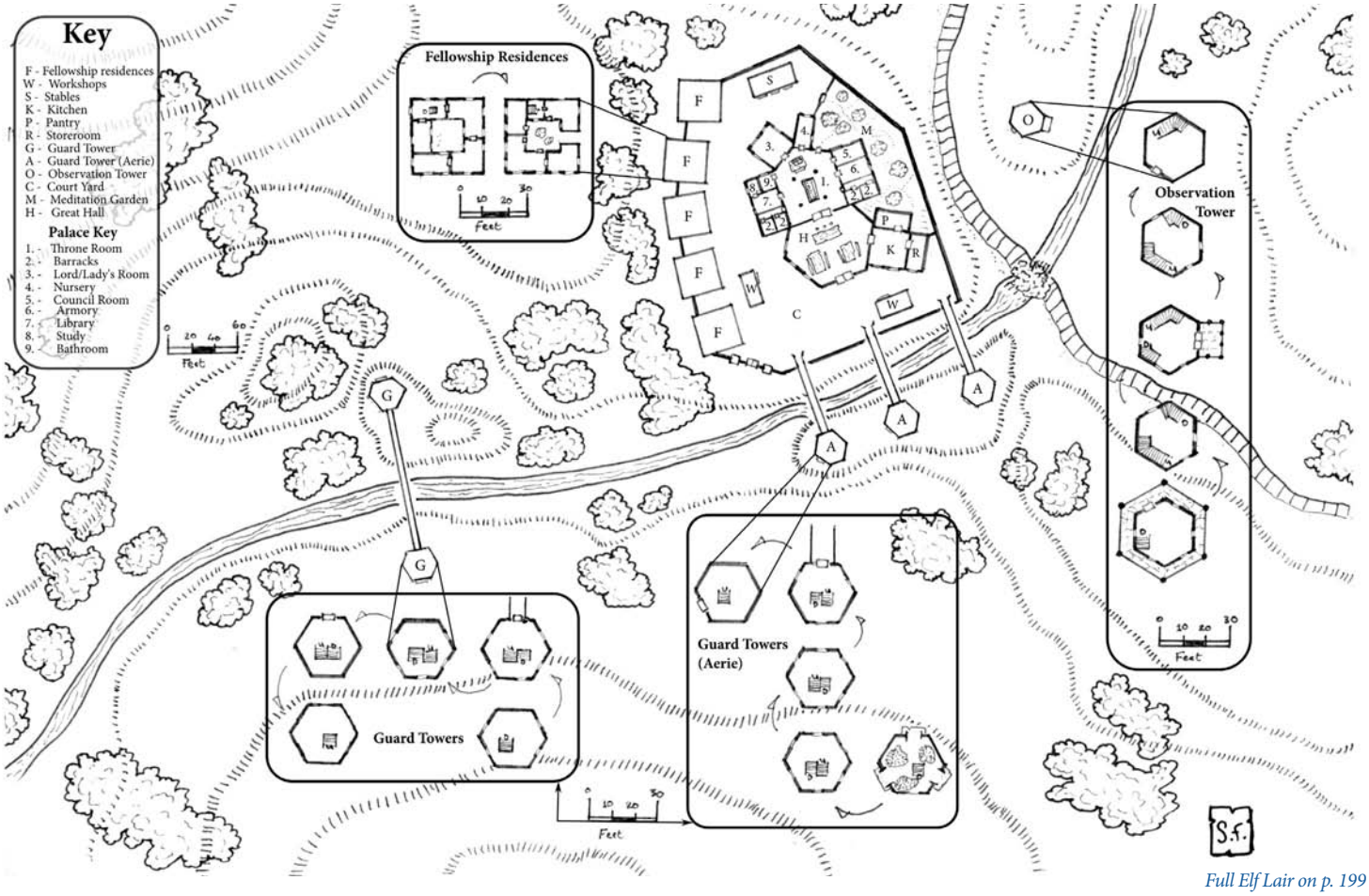
Bhurador's dwarves are organized into six companies, each led by a **dwarven defender** equipped with arbalest, 20 bolts, war hammer, 2 hand axes, shield, and plate armor. One of the defenders, **Torrad**, is Bhurador's son. Torrad has a meteorite-iron *sword +1, sheds light on command,* a suit of dwarf-forged *plate armor +1* (AC 9 instead of 8), a *potion of heroism,* and a *potion of speed.*

Torrad (dwarven defender): Dwarven Vaultguard 4; Str 16; MV 60', AC 9, HD 4, hp 22 each, #AT 1 (*sword +1* 5+), Dmg 1d6+5, Save DV2, ML 0/+2, AL L, XP 80; Proficiencies: Fighting Style (weapon & shield), Goblin Slaying, Manual of Arms

Dwarven defenders (5): Dwarven Vaultguard 4; MV 60', AC 8, HD 4, hp 22 each, #AT 1 (weapon 6+), Dmg by weapon +2, Save DV2, ML 0/+2, AL L, XP 80; Proficiencies: Fighting Style (weapon & shield), Goblin Slaying, Manual of Arms

Each of the six companies is divided into five squads of **four dwarven warriors**, with a mix of weapons. In addition, each squad typically has **two dwarven noncombatants** and **one young dwarf** affiliated with it as spouses, children, camp followers, etc. Each company thus typically has one defender, 20 warriors, 10 noncombatants, and 5 young, and the vault has 6 defenders, 120 warriors, 60 noncombatants, and 30 young overall. Each company has its own mess hall (**7**), bachelor barracks for the warriors (**8**), and family bedrooms (**9**), as well as a master bedroom (**10**) for the company's defender, connected to its treasury (**11**).

Dwarven warriors (120): MV 90', AC 5, HD 1, hp 5 each, #AT 1 (weapon 10+), Dmg by weapon +1, Save DV1, ML 0/+2, AL L or N, XP 10



Full Elf Lair on p. 199

Dwarven noncombatants (60): MV 120', AC 0, HD ½, hp 2 each, #AT -, Dmg -, Save NM, ML 0/+2, AL N, XP 0

Dwarven children (30): MV 100', AC 0, HD ½, hp 1 each, #AT -, Dmg -, Save NM, ML 0/+2, AL N, XP 0

Once per week Bhurador calls all of the companies together for a feast in the great hall (**14**), serviced by the grand kitchen (**19**) and grand pantry (**20**). Each other day of the week he eats with one of the companies on a cyclical basis. Bhurador's own quarters (**15**) and the now-empty quarters of his deceased wife (**17**) connect to the great hall, as does the lord's treasury (**16**). The treasury is locked, and only Bhurador has the key, as well as access via a secret passage from his bedroom.

The fastness's treasure is spread throughout its grounds. In the trading post and warehouse (**5**), there are 25 bundles of fur pelts (15gp, 3st each), 25 rolls of dyed wool (10gp, 4st each), 6 crates of terracotta pottery (100gp, 5st each), and 6 crates of armor and weapons (225gp, 10st each). The smiths' workshop (**12**) holds 690 iron ingots (1gp, 3/6 st each), while the other workshop (**13**) has 30 rolls of wool (10gp, 4st each), 12-tenths of a cord of hardwood log (5gp, 8st each), 23 jars of lamp oil (20gp, 6st each), and 8 jars of ochre, sienna, and umber pigments (50gp, 5st each).

Each of the pantries (**P**) has 1 barrel of preserved pork (5gp, 8 st), 3 bricks of salt (7sp, ⅜ st each), 4 gallons of olive oil (2gp, ⅜ st each), 1 barrel of dwarven beer (10gp, 8 st), 10 bottles of fine Argollëan wine (5gp, 1 st per 5), and 1 barrel of cinnamon-spiced brandy (200gp, 16 st). The grand pantry (**20**) has 4 barrels of salted pork (5gp, 8 st each), 10 bricks of salt (7sp, ⅜ st each), 15 gallons of olive oil (2gp, ⅜ st each), 5 barrels of dwarven beer (10gp, 8 st each), 55 bottles of fine Argollëan wine (5gp, 1 st per 5), 5 barrels of cinnamon-spiced brandy (200gp, 16 st each). Each company's treasury (**11**) holds 2,500cp, 1,100sp, 400ep, and 250gp, while the lord's treasury (**16**) contains 7,000cp, 1,500sp, 1,000ep, and 600gp.

ELF

Lair: 10% *Map Location:* _____

High fell hides a verdant dale bedecked with flowering white magnolia and tulip trees soaring up over 150' in height. A mountain stream springs forth from the summit of the northern fells and sprays downward in a glorious waterfall to the dell floor, where it slowly winds southward through copses of trees. This is the fastness of the wizard-lady Mornya, leader of the elves who dwell here.

Mornya's stronghold is perched on a terrace adjacent to the waterfall. Her stronghold, like the other buildings of the fastness, is constructed of white limestone, clad with ivy, with bronze tiled roofs that gleam in the sunlight. Raven-haired, grey-eyed, and inhumanly striking, **Mornya** carries the matching elven warblades *Daigh-Arawn* (each a *sword +1, +3 v. undead*), wears plate armor, a *ring of protection +1*, and a conical, winged orichalcum *helm of comprehending languages*. She keeps an opal (750gp), a topaz (500gp), 3 agates (25gp), and 5 moonstones (50gp each) in a pouch. Most days Mornya can be found in her throne room (**1**) holding court with her husband, **Caoimhin**. Caoimhin is equipped with a pair of short words, a pair of daggers with scrimshaw hilts (16gp each), leather armor, a set of *elven cloak and boots*, a spider silk *rope of climbing,* a *potion of treasure finding,* and a *potion of gaseous form.*

Mornya (elven wizard-lady): Elven Spellsword 9; Str 13, Int 16, Cha 16; MV 90', AC 8, HD 9**, hp 37, #AT 1 (paired *sword +1, +3 v. undead* 0+ or spell), Dmg 1d6+6 or spell, Save ES9, ML +2, AL N, XP 1,900; Proficiencies: Battle Magic, Beast Friendship, Command, Two Weapon Fighting, Diplomacy, Leadership, Military Strategy, Riding (giant hawk, horse); Spells: 3 1st, 3 2nd, 3 3rd, 2 4th, 1 5th; Repertoire: 1st – *charm person, burning hands, magic missile, sharpness, sleep*; 2nd – *ESP, hypnotic pattern, levitate, mirror image, web*; 3rd – *dispel magic, fireball, haste, lightning bolt, telepathy,* : 4th – *confusion, giant strength, polymorph self, scry*; 5th – *cloudkill, protection from normal weapons, scouring wind*

Caoimhin (elven sorcerer-blackguard): Elven Nightblade 7; Int 14, Dex 16; MV 120', AC 6, HD 7**, hp 26, #AT 1 (paired swords 6+), Dmg 1d6, Save EN7, ML 0, AL N, XP 1,140; Special: acrobatics 14+, climb walls 3+, hide 12+, move silently 10+, backstab x3 damage; Proficiencies: Swashbuckling, Quiet Magic, Naturalism, Tracking, Trapping; Spells: 2 1st, 2 2nd; Repertoire: 1st – *chameleon, detect magic, silent step*, 2nd – *detect secret doors, knock, invisibility*

The couple have **four elven children** found in the nursery (**4**). The youths are the joy of the fastness, and every elf would die to save them. Protecting the royal household is an elite guard consisting of **three elven foresters** led by their commander, **Lochlann**. All are equipped with composite bow, 20 arrows, spear, sword, dagger, and chain mail (Lochlann has *chain mail +1* and a *composite bow +1*). The four rangers reside in the stronghold barracks (**2**).

Lochlann (elven keeper): Elven Ranger 6; Dex 18; MV 120', AC 8, HD 6, hp 27, #AT 1 (*composite bow +1* 2+ or spear 7+) Dmg 1d6+3 or 1d8, Save ES6, ML 0, AL N, XP 320; Special: difficult to spot 3+, precise shot, track 11+; Proficiencies: Alertness, Ambushing, Sniping

Elven foresters (3): Elven Ranger 3; MV 120', AC 4, HD 3, hp 17, 13, 10, #AT 1 (composite bow 8+ or spear 9+), Dmg 1d6+2 or 1d8, Save ES1, ML 0, AL N, XP 50; Special: difficult to spot 3+, precise shot, track 11+; Proficiencies: Alertness

Elven children (4): MV 100', AC 0, HD ½, hp 3, 2, 2, 1, #AT -, Dmg -, Save NM, ML 0, AL N, XP 0

The other elves of the fastness dwell in the five residence halls (**F**) built along the outer wall of the stronghold. The elves are organized into five companies, each led by an **elven magician-hero**, equipped with composite bow, 20 arrows, sword, shield, and plate armor. One of the magician-heroes has a rune-etched elven *sword +1, casts light on command*, while another has a bronze-tipped white oak *spear +1;* the others have no magic items.

Elven magician-heroes (5): Elven Spellsword 4; MV 120', AC 4, HD 4**, hp 21, 18, 16, 15, 12, #AT 1 (weapon 8+), Dmg by weapon +2, Save ES4, ML 0, AL N, XP 190; Spells: 2 1st, 2 2nd; Repertoire: 1st – *sharpness, sleep*, 2nd – *mirror image, web*

Each of the companies is divided into six fellowships of **three elven warriors** and **three elven noncombatants** each. Each company thus has one leader, 18 warriors, and 18 noncombatants, for a total of 5 leaders, 90 warriors, and 90 noncombatants total. Each of the companies is responsible for garrisoning one of the five guard towers (see below). All warriors All are equipped with composite bow, 20 arrows, spear, sword, dagger, and chain mail.

From Mornya's stronghold, three graceful bridges soar over the waterfall, landing at the foot of a trio of stately towers (**A**) that rise up to treetop height. Atop each tower is an aerie housing **three giant hawks** with leather barding. There are nine hawks total; one hawk from each tower will be on patrol at all times. Each tower is crewed by **three elven warriors** drawn from one of the companies. Downstream of the stronghold on the dell floor, a pair of guard towers (**G**) connected by an arched bridge straddles the stream. Each of these towers is also crewed by **three elven warriors**. Upstream, above the waterfall, is an observation platform (**O**). The platform provides a view of the entire dell and the surrounding fells, and is manned at all times by **one elven ranger** (as above). In times of trouble, all four of the rangers will be stationed here.

Elven warriors (90): MV 120', AC 4, HD 1+1, hp 6 each, #AT 1 (composite bow or spear 9+), Dmg 1d6+1 or 1d8+1, Save E1, ML 0, AL N, XP 15

Elven noncombatants (90): MV 120', AC 0, HD ½, hp 2 each, #AT -, Dmg -, Save NM, ML 0, AL N, XP 0

Giant hawks (9): MV 450', AC 3, HD 3+3, hp 16 each, #AT 2 (talons 7+), Dmg 1d4/1d4, Save F2, ML 0, AL N, XP 65; Special: dive attack (double damage, dwarf-sized creatures save v. Paralysis or grabbed)

The fastness's treasure is spread throughout its grounds. The great hall (**H**) is furnished with 12 wall-mounted horns and antlers (250gp, 25st total), and six table sets of terracotta dishware (100gp, 5st each) for guests. The pantry (**P**) holds 8 barrels of preserved fish (5gp, 5st each), 3 barrels of dwarven beer (10gp, 8st each), 20 bricks of salt (7sp, ⅜st each), 5 gallons of olive oil (2gp, ⅜st each), 80 bottles of fine Argollëan wine (5gp, 1 st per 5), and 7 bags of mountain tea (75gp, 5st each). The workshops (**W**) contain four-tenths of a cord of hardwood logs (5gp, 8st each), 36 rolls of soft wool (10gp, 4st each), 5 jars of weld and woad dye (50gp, 5st each), 32 iron ingots (1gp, 3/6st each), 17 bundles of fur pelts (15gp, 3st each), and 9 jars of lamp oil (20gp, 5st each).

The throne room (**1**) is bedecked with 5 wool tapestries depicting pastoral scenes (5gp, 7st each), 6 blown-glass orbs (120gp each) hung from the ceiling, and a pair of polished silver sword stands (500gp each) for Mornya's blades. The armory (**6**) holds 2 crates of elven arms and armor (225gp, 5st each), and a set of 12 locked ironbound chests (2000 coin per chest) holding 14,500cp, 11,500sp, 3,000ep, and 1,000gp. (Mornya and Caoimhin have keys.) Each elf also has 70cp and 38sp on his person or in his quarters (yielding a total of 27,000cp, 19,000sp, 3,000ep, and 1,000gp in the fastness). The library (**7**) contains a collection of 54 elven manuscripts (150gp, ⅜st each), mostly in Old Argollëan, including a rare commentary on Aedon Lann's *Book of Nine Arrows*. Also kept in the library is a birch bark *treasure map* to a colossal statue in the Waste (see the **Wraith** lair, below). A poem, in Elven, on the map reads "*Two great emeralds on the statue lie / Guarded by those who refuse to die.*" The map's destination is 11-20 hexes distant from the Elf lair. Though not Lawful, Mornya is a sworn foe of undead, and on a Friendly reaction roll she may offer adventurers the map if they pledge to destroy the undead that guard its treasure.

ETTIN

Lair: 20% *Map Location:* _____

A trail of broken branches and smashed underbrush leads through the forest to a tunnel snaking into a hill. The tunnel is roughly dug, with many stones left lying around. After 60', the tunnel breaks into a cave, about 30' in diameter and height, which is scattered with stones both large and small. Several of the stones have been organized into benches, tables, and other comforts. These serve as furniture for the **Ettin** which dwells here. A variety of large, crude trapper's tools litter the stone benches.

In the back of the cave, the Ettin keeps a large sheepskin satchel filled with goods. In the bag are 1,000ep, 2,000 sp, 2,000gp, a garnet (250gp), a jet (100gp), a large vial of rare Argollëan jasmine perfume (150gp, much desired by the Hag, Thydnis; see below), a set of golden teeth with small runes carved into them (300gp), a jacinth (1,000gp), a silver and turquoise bracelet (4,000gp), a meaty red potion (*Potion of Giant Control*), a golden, honey-scented potion (*Potion of Healing*), and two vellum scrolls in a leather scrollcase (*Scroll of Ward Against Magic* and *Scroll of Detect Invisible and Locate Object*), both written in Classical Auran. Against one wall there is also a large black bear wall-rug (250gp, 1 3/6 st), a stack of 10 jars of madder dye (50gp, 5st each), and a pile of 40 large antelope antlers (10gp, 1st each). The y-shaped spinal cord of the ettin is a special component (850gp, 14 1/6 st).

Ettin: MV 120', AC 6, HD 10, hp 45, #AT 2 (clubs 2+), Dmg 3d6/2d8, Save F10, ML +1, AL C, XP 850; Special: watchful heads (+1 bonus v. surprise)

FAERIE, PIXIE

Lair: 5% *Map Location:* _____

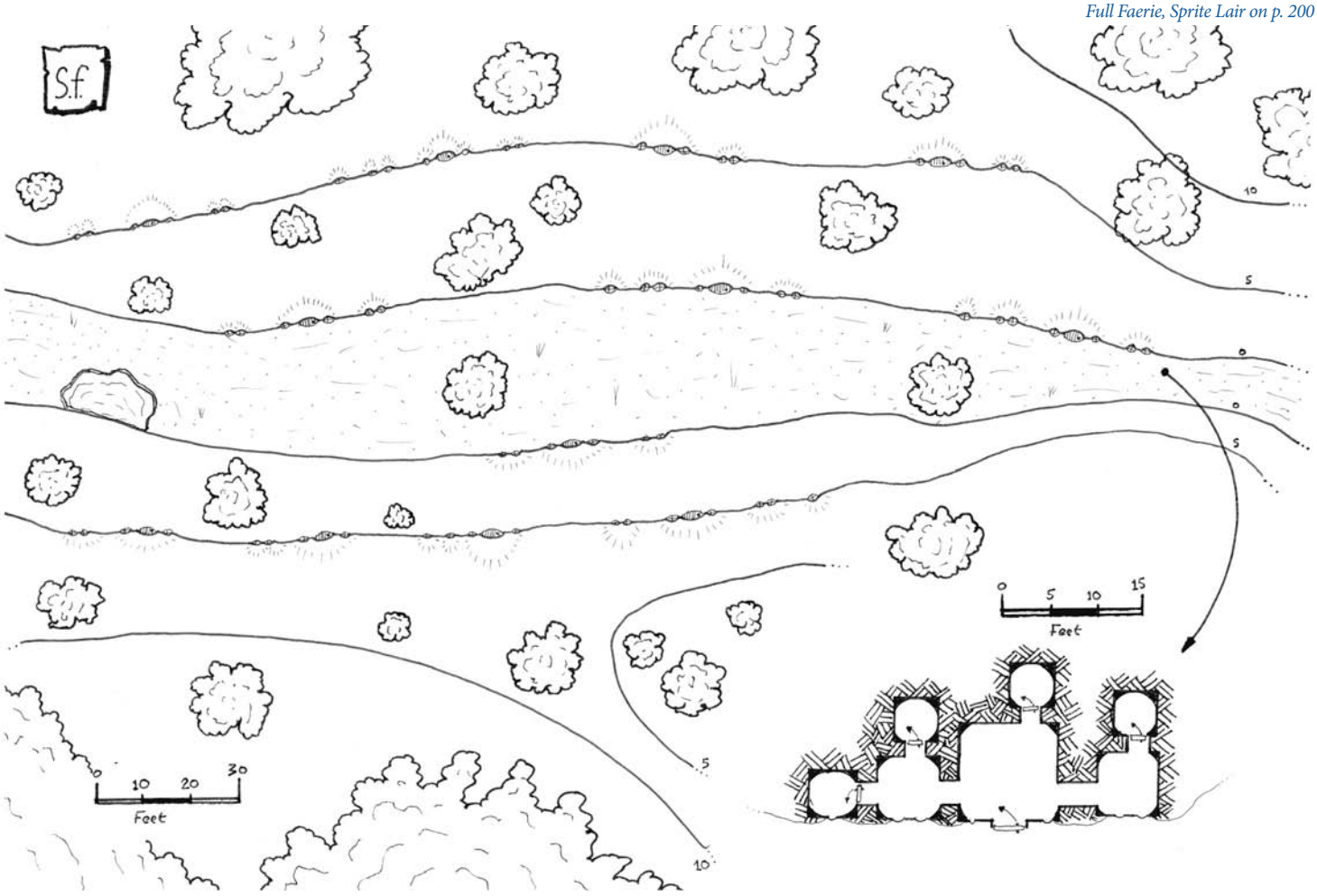
The forest opens to a large meadow of brilliant white and purple wild pansies. The carpet of flowers is broken only by five mighty oak trees, which are home to 27 **Pixies**. Half of the pixies are armed with daggers, and half are armed with 5 darts each. These pixies are led by the **exceptional pixie Viola**. As long as Viola is alive, the pixies will gain a +2 bonus on morale rolls.

Viola (exceptional pixie): INT 16, DEX 13; MV 90'/180' fly, AC 8, HD 4*, hp 18, #AT 1 (dagger 7+), Dmg 1d4 +1, Save E4, ML –1, AL N, XP 135; Special: invisibility; Proficiencies: Alchemy 3, Command, Prestidigitation

Pixies (26): MV 90'/180' fly, AC 6, HD 1*, hp 5, #AT 1 (weapon 10+), Dmg 1d4, Save ES1, ML +1/–1, AL N, XP 13; Special: invisibility

To the delight of the pixies, Viola is able to brew a variety of concoctions including a *magical sleep-inducing poison* and a *philter of love*. A single *magical sleep poison* can treat twenty missiles (arrows, bolts, or darts) or one melee weapon. When hit (or ingested), the target must make a successful saving throw versus Poison or fall asleep 2d4 turns. Viola's *magical sleep poison* is a milky, rose-colored liquid with a floral scent. Viola's *philter of love* is a variant recipe producing a white and purple scentless ointment which is applied to the eyelids of a sleeping victim. Viola wears a wrought silver torc (500 gp) and a *ring of protection* +1, and she carries a silver dagger,

Full Faerie, Sprite Lair on p. 200



magical sleep poison, and three doses of her *philter of love* ointment. One other pixie carries *magical sleep poison* as well.

Magical sleep poison: Cost per dose: 500gp, Onset Time: 1 round, Save Modifier: +2, Effect on Failed Save: Sleep 2d4 turns

Due to their invisibility, the pixies will almost always be aware of any visitors before the visitors are aware of the pixies. If not given any reason to attack, the pixies will first try to lead any outsiders away from the meadow, by making noises or even calls for help. If that does not work, the pixies will pinch, poke or trip anyone tramping on the flowers. If the visitors number a dozen or fewer, the pixies may attempt one of their favorite ploys: putting the visitors to sleep, applying *philter of love* to one or more of the victims, then watching the show when the visitors awaken. Viola is quite intelligent and has the ear of her fellow pixies; if the pixies are outmatched, they will abandon the meadow, hoping to return later.

Near one of the oak trees in the center of the meadow, encircled by a ring of colorful mushrooms, lays a skeleton in Auran orichalcum panoply etched with lions (*plate armor +2*). Not a victim of the pixies, the warrior died here from wounds received elsewhere. The mushrooms are harmless and were cultivated by the pixies so that something beautiful might come from death.

FAERIE, SPRITE

Lair: 30% *Map Location:* _____

An isolated dell in the woods, 270' wide and 100' deep, is home to **sixteen sprites**. They live in twelve smials (civilized burrows), with small round doors and tiny windows, built into the sides of the dell. The doors lead to 3' high, 2-5' wide corridors connecting to 2-7 rooms each. The smial's rooms are each 4-12' square with 4' ceilings, with paneled walls and floors and rustic furnishings. A pool of water in the valley floor of the dell sparkles with 2 azurites (10 gp each), 2 agates (25 gp each), 3 tiger eyes (25 gp each), 4 turquoise (25 gp each), and 3 moonstones (50 gp each).

Sprites (16): MV 60'/180' fly, AC 4, HD ½, hp 2, #AT 1 curse per 5 sprites, Dmg as *curse* spell, Save ES1, ML –1, AL N, XP 6

If surprised, the sprites will be out dancing and frolicking through the dell and in the air above. Otherwise, the sprites will take cover to observe outsiders. The sprites will warn trespassers from coming closer with a very minor curse or three, such as causing a target's hair to change color, grow longer, or fall off. Attempts at theft or violence will result in increasingly severe curses, accompanied by tiny giggling. The sprites will dismiss their curses upon a trespasser who shows repentance and drops a shiny gem into the local pool.

FARAVAHAR

Lair: 35% *Map Location:* _____

Atop a lonely peak far from civilization stands the citadel of Ilio Prohl, a satrapy of Faravahar. From time immemorial, these winged creatures have lived atop this mountain, perfecting their knowledge of the cosmos and the philosophies of Law.

From the mountain's base, Ilio Prohl is hidden and hard to spot. A creature approaching from the air will note that the mountain's top is a shallow bowl. A clean, flat depression provides an open space between many buildings carved out of the living stone of the bowl's interior edge, in an ancient yet familiar style. They will first notice the **stoa (1)**, a roofed colonnade emerging proudly from the rim. The interior plaza area continues into the mountainside, providing a space for the faravahar to attend to matters of trade and civic duties, the reception of visitors, or other gatherings. A columned flagstone path leads to the **Speaker's Circle (2)**, an area dedicated to the discussion of philosophies, teaching, and performance. A second pathway leads into and through the rim of the bowl to the **Plaza of Ammonar (3)**, an open area whose main feature is an enormous **crystal analemma** facing the path of the sun through the sky. On clear days, the complex facets of the analemma focus the sun's light to specific points in the plaza with which the great cycles of the cosmos can be measured. The **plaza** is also the site of worship for the faravahar, and is itself a *lawful altar*. The entire settlement is a *sacrosanct pinnacle of good*, granted unto the settlement by divine miracle. Lawful clerics calculate their spell effects as if two class levels higher than their actual level of experience here, and automatically turn any undead encountered (earning a T result if a roll is normally required, and a D result otherwise). Lawful characters performing ritual magic within the settlement gain a +3 bonus to their magic research throws. All characters heal an extra 3d3 hit points during each day of complete rest here (4d3 total). Lawful adventurers (only) who receive Friendly reactions may (Judge's discretion) be allowed to benefit from the pinnacle, if their apparent goals align with those of the Faravahar or, perhaps in return for some service to Law. Lawful adventurers who receive Neutral or Indifferent reactions or Neutral adventurers will be driven off. Any seemingly Chaotic creatures and others who receive Hostile reactions will be attacked on sight.

Standing apart from the other buildings on the peak is The **Hall of Learning (4)**, a large building containing scrolls, tablets, and many other more archaic forms of records, stands apart on the peak. The ancient knowledge contained in this library is immensely valuable. 366 rare tomes, scrolls, tablets, and other records holding long-lost proofs of cosmogonic patterns and other forgotten esoterica (150gp, 3/6 st each). The items span all the known languages (and most of the forgotten ones) of Cybele. The entire 54,900gp value of the books counts as a library for the purposes of researching arcane or divine magic.

Spaced around the rim at various points are several **faravahar dwellings (5)** where family units or groups of bachelors live. .The dwelling closest to the **Hall** and the **Plaza** is the home of the **satrapi, Phyladia**, the head of this settlement. An older faravahar nearing middle age, her sagacious eyes contrast with a vicious scar crossing her proud beak. She lives with her mate,, one of the five **faravahar spara** in the settlement.

Phyladia, Faravahar Satrapi: MV 60'/480' fly, AC 8, HD 11****, hp 67, #AT 2 (talons 2+), Dmg 2d8/2d8, Save F13, ML 0, AL L, XP 4,200; Special: immunity to disease; Arcane Spells 4 1st, 3 2nd, 3 3rd, 3 4th, 2 5th, 1 6th; Arcane Repertoire: 1st – *charm person, detect magic, shield, unseen servant*; 2nd – *ESP, invisibility, phantasmal force;* 3rd – *clairvoyance, dispel magic, telepathy*; 4th – *confusion, polymorph self, scry*; 5th – *contact other plane, teleport*; Divine Spells: 4 1st, 4 2nd, 4 3rd, 3 4th, 3 5th; Divine Repertoire: As 11th level cleric



Faravahar Spara (4): MV 60'/480' fly, AC 5, HD 9****, hp 55, #AT 2 (talons 3+), Dmg 2d8/2d8, Save F11, ML 0, AL L, XP 3,100; Special: immunity to disease; Arcane Spells: 3 1st, 3 2nd, 3 3rd, 2 4th, 1 5th; Arcane Repertoire: 1st – *burning hands, magic missile, shield*; 2nd – *detect invisible, mirror image, uncanny gyration*; 3rd – *dispel magic, fireball, haste, lightning bolt*; 4th – *confusion, minor globe of invulnerability*; 5th – *conjure elemental*; Divine Spells: 3 1st, 3 2nd, 3 3rd, 2 4th, 2 5th; Divine Repertoire: As 9th level cleric

Phyladia wears a plain platinum *ring of protection +3*, and an iron ring with three small gems; two are clear emeralds, the third is cracked and blackened - a *ring of 2 wishes*. She wears two badges of rank: a golden diamond torc (28,000gp), and a sapphire studded platinum circlet (11,000gp), the first denotes her satrapi, the second her status as a sage amongst her race. Each of the four spara wears a golden bracer with embedded rubies (8,000gp each).

Opposite the entryway to the plaza are the **gardens (6)**, where the faravahar tend to favored seed-bearing plants. These have been cultivated to be able to grow at high altitudes. The dwellings closest to the gardens each hold a **spara** and two other faravahar; four of the faravahar are missionaries from other settlements, here to learn from Phyladia for a time.

Faravahar (14): MV 60'/480' fly, AC 5, HD 8****, hp 46, #AT 2 (talons 3+), Dmg 2d8/2d8, Save F10, ML 0, AL L, XP 2,600; Special: immunity to disease; Arcane Spells: 3 1st , 3 2nd, 2 3rd, 2 4th, Arcane Repertoire: 1st – *floating disc, shield, wall of smoke*; 2nd – *ESP, mirror image, phantasmal force*; 3rd – *dispel magic, invisibility 10' radius*; 4th – *charm monster, summon fantastic creature*; Divine Spells: 3 1st, 3 2nd, 2 3rd, 4 2nd, 1 5th; Divine Repertoire: As 8th level cleric

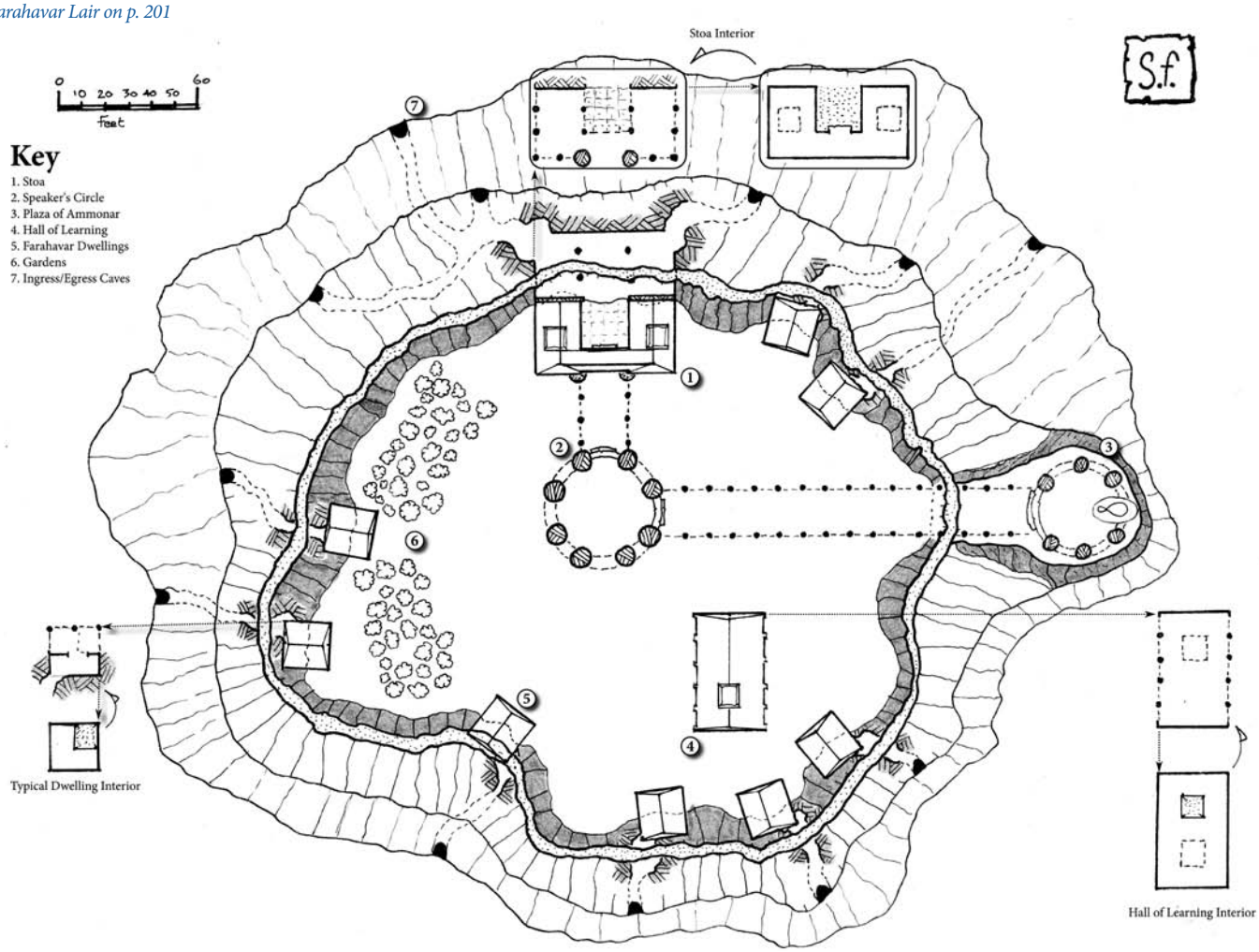
Nearest the **stoa (1)** resides the final faravahar spara and his mate, along with their single **faraval,** a youth. .The family next door also has been blessed with a young one, and the two faravale are the life and joy of the settlement.

Faraval (Faravahar child) (2): MV 40'/400' fly, AC 3; HD 4****; hp 24, #AT 2 (talons 7+), Dmg 1d8/1d8, Save F6, ML –1, AL L, XP 300; Special: immunity to disease; Arcane Spells: 2 1st, 2 2nd; Arcane Repertoire: 1st – *hold portal, unseen servant*; 2nd – *invisibility; uncanny gyration*; Divine Spells: 2 1st, 1 2nd; Divine Repertoire: As 4th level cleric

The remaining 3 dwellings are the home of two childless couples and a third couple whose child has reached adulthood, and will soon be either moving to the missionary quarters or migrating to another faravahar settlement. Each building has one or more **ingress/egress caves (7)**, allowing faravahar to exit via hard-to-spot mountainside openings. These tunnels often run at difficult angles, as the faravahar's strong legs and talons allow them to easily climb through.

A wing of faravahar, comprised of a single spara and 2d3 faravahar, will be on patrol around the area at any given time. Another wing

Full Farahavar Lair on p. 201



will be on the hunt during dawn or dusk., The remainder will be attending to details around the settlement. Phyladia generally holds sessions in the Speaker's Circle midday, sometimes moving the class to the analemma or Hall of Learning.

The faravahar are largely beyond the need for currency, and their scattered settlements trade amongst each other in knowledge, historical artifacts, and master crafts. The **crystal analemma** is a masterwork of art and craft, with fine platinum scaffolding and wiring 52 perfectly ground lenses of the entirety of the spectrum of gemstones. The components as a group are worth 20,000gp, weighing in at 66 4/6 stone.

Stored in the upper level of the **stoa (1)** are 8 rolls of fine silk (400gp, 4 st each), 5 jars of subtly metallic dyes and pigments (50gp, 5st each), 5 jars of saffron (2,500gp, 4 st each), 2 crates of fine porcelain dinnerware (500gp, 2 st each) utilized during special functionsalong with 2 crates worth of glassware (200gp, 5 st each). Spread amongst the dwellingsare 62 sticks of frankincense and myrrh (1488gp, 4/6 st total), another 2 crates of glassware (200gp, 5 st each), 3 crates of porcelain dinnerware and curios (500gp, 2 st each), 5 jars of spices (800gp, 1 st each), 62 pieces of ivory (64gp each, 1 st per 100gp value), and 4 bags worth of loose teas and herbs (75gp, 5 st each).

Around the **Hall of Learning (4)** are 7 finely crafted statuettes of the Auran pantheon,, individually crafted of materials befitting their source (800 gp, ⅘ st each). In a glass cabinet are many potions: a coppery, leather-smelling *potion of animal control*, a tiny glass vial, half full, of potion of diminution; a brown, honey-scented potion of delusion; a cloudy green potion of gaseous form; 3 meaty red potions of giant control; a thick, golden, egg-smelling potion of giant strength; a dark brown chunky potion of growth; a brassy, bubbly potion of heroism; a coffee-colored, sweat-smelling potion of human control; 2 clear, colorless potions of invisibility; a steely-hued oil of sharpness; a thick sugary potion of sweet water, and a pink, fishy potion of water breathing.

The upper shelves of the library contain many scrolls written in Common, including 2 scrolls of ward against magic, 2 scrolls of ward against lycanthropes, a scroll of ward against undead, and a scroll of ward against elementals. Shelved in a cabinet, organized by language, are another 10 scrolls. 3 are in Ancient Zaharan: a scroll of charm person, continual light, and polymorph other; a scroll of growth of plants and death spell; and a scroll of detect invisible and animate dead). 2 scrolls are in Classical Auran: a scroll of charm person, sleep, wall of fire, and remove curse and a scroll of lightning bolt and hold monster. 2 scrolls are in Elven: a scroll of wall of fire and a scroll of clairvoyance. Finally, 2 are in Faravahar: a scroll of protection from evil and sustained protection from evil and a scroll of charm person and hold monster.

Mounted in the upper level of the hall are several items of historical or educational value. In a glass curio case are several wands: a wand of detecting magic, a wand of detecting traps, a wand of fear, and a wand of paralyzation. Each has 20 charges. On velvet dowels are set a crystal ring of invisibility, a emerald-encrusted ring of command plants, a wooden ring of water walking, and a matched set of gold engraved rings of delusion. Set in a frost-rimmed glass jar is a bright blue cube of frost resistance. A wooden head holds a silver filigreed helm of comprehending languages and a set of blue crystal eyes of the eagle. A pair of soft leather elven boots, and natural rubber soled boots of traveling and springing sit on a low shelf under a hanging flying carpet woven of light blue wool and silver-lined clouds. Mounted crossed on the wall in a place of honor are two matched, curved swords +1, +3 v. dragons with blades of dragonbone and hilts wrapped in wyrmhide. Below them, a weapons rack holds 5 more swords: two swords +1, a fur-hide-sheathed sword +1, +2 vs. lycanthropes, and an orichalcum sword +2 with Farahavar runes etched on its blade. A sword +1, flame tongue is off to the side, hung over a brazier - about once every 90 minutes, a small spark drops off the end of the blade with a little hiss. Two ancient round bronze shields +1 are set against the wall with a spear +3 with an orichalcum tip and bronzewood haft. A bow +1 of orange bodarc wood is mounted unstrung. An arrow of the same wood with a head made of an unusual chitinous material is mounted alongside (arrow +3, of slaying khepri). In a glass case is set a kite shield of dark wood, bound in lead (cursed shield −2). A set of chain mail +2 and a round wooden shield +2 of elven make complete the armory display.

FLAY FIEND

Lair: 35% *Map Location:* _____

Eight diagonal crosses have been erected in a 30' diameter ring. From each of the eight diagonal crosses hangs a corpse, crucified upside down and painstakingly flayed from head to toe, exposing its muscles, ligaments, and blubber. Below each flayed body lies a pile of flesh, the skin of the body, red and sticky with gore. The torturous executions that took place here generated necromantic energies that transformed the ring of crucifixion into a *shadowed sinkhole of evil* (see *ACKS*, p. 252) and the skins of the deceased into **eight flay fiends**. The flay fiends will attack any adventurers who approach the crucified bodies or enter the ring of crosses.

Flay fiends (8): MV 60', AC 2, HD 1***, hp 7, 7, 6, 5, 5, 4, 4, 3, #AT 1 (constrict and suffocate 10+), Dmg 1d4 + suffocation, Save F1, ML N/A, AL C, XP 19; Special: constrict and suffocate (1d4 ongoing, half of any damage to flay fiend applied to engulfed victom, save v. Paralysis to escape, suffocated in 10 rounds), undead immunities

FLY, GIANT CARNIVOROUS

Lair: 35% *Map Location:* _____

The fallen hollow log of a gnarled old teak tree is the lair of **ten giant carnivorous flies**. The flies will leap out to attack any prey that approaches within 30'. The flies' tarsal segments are special components (20gp, ⅖ st per fly).

Inside the hollow are the remains of the flies' recent victims – a black bear, a deer, and an elderly goblin. A pair of claws (3gp each) can be harvested from the bear, while the goblin's corpse has a broken dagger with a scrimshaw hilt (30gp), a carved bone figurine of Iskara, Mother of Monsters (25gp), and a small pouch holding 1 lb of woundwort (10gp). The goblin's eye sockets are empty and surrounded by old scar tissue.

Giant carnivorous flies (10): MV 90'/180' fly, AC 3, HD 2, hp 10 each, #AT 1 (bite 9+), Dmg 1d8, Save F1, ML 0, AL N, XP 20; Special: stealth (imposes −2 penalty on surprise rolls)

GARGOYLE

Lair: 20% *Map Location:* _____

Four upright stones, each about 8' tall, support a great rock, 30' long and 20' wide, lying horizontally atop them. Crudely-hewn statues of sinister visage are perched precariously atop each corner of this dolmen, looking as if they might topple at any moment. The statues are actually **four gargoyles** set to guard the grave goods placed within the dolmen. They will attack any characters who approach. The gargoyles' leering heads are special components (135gp, 2 ⅔ st each).

Half-buried in the earth beneath the great rock are treasures left by whoever erected the dolmen, or by their ancestors: 1,000 ep, the coins so old that their faces are smoothed and unreadable; 4 pieces of amber (100gp), a tiny spider visibly trapped in the resin of each piece; and three crude metamphora, of reddish clay with black and white geometric designs, each containing preserved special components. The first metamphora holds the spine of a giant python (300gp, 5 st). The second metamphora holds the flight feathers (150gp, 2 ⅔ st) and talons (150gp, 2 ⅔ st) of a griffon. The third holds the dried hearts of 30 men (300gp, 5 st).

Characters who make a successful Loremastery throw are aware that dolmens such as these dot the landscape in remote points throughout Aurëpos. Legends claim they were erected during a prehistoric era by desperate men hoping that their labors would convince their gods to rescue them from the nightmarish creatures that then ruled Aurëpos. Whether the dolmens accomplished any such purpose is unknown, though certainly the abominations of legend have not been seen in millennia…

Gargoyles (4): MV 90'/150' fly, AC 4, HD 4*, hp 25, 20, 16, 10, #AT 4 (2 claws/bite/horn 7+), Dmg 1d3/1d3/1d6/1d4, Save F8, ML +3, AL C, XP 135; Special: construct immunities, immunity to non-magical weapons

GHOUL

Lair: 20% *Map Location:* _____

An arched cave mouth, 25' feet high and 21' feet wide, leads into a dank limestone cavern. The rank smell of carrion and viscera wafts from the cave mouth, and clawed humanoid tracks are visible in the earth. This is the lair of **14 ghouls**. The interior of the cave is an abattoir, with the bones and viscera of dead victims spread like a carpet across the rock. Based on the goods scattered among the bones, most of the victims have been trappers and furriers, along with several undead hunters. There are a total of 26 bundles of beaver and fox pelts (15gp, 3 st each), 2 sets of chainmail armor (40gp each), 2 shields (20gp each), 4 silver daggers (25gp each), 5 silver arrows (5gp each), and a pouch with 3 lbs of wolfsbane (30gp).

Ghouls (14): MV 90', AC 3, HD 2, hp 10 each, #AT 3 (2 claws/bite 9+), Dmg 1d3/1d3/1d3 + save v. Paralysis, Save F2, ML +1, AL C, XP 29; Special: infectious (slain creature becomes ghoul in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), undead immunities

GIANT, HILL

Lair: 25% *Map Location:* _____

A round grass-covered mound, about 50' high and 200' in diameter, rises from the countryside. A fairy ring of large parasol mushrooms, green-, white-, and chocolate-colored, has been cultivated on the mound top. Inside the ring lies a fallen megalith, mossy and weathered with age. The megalith is actually a *permanent illusion* concealing a stone staircase that descends into the mound's hollow interior. This was the sanctum of an elven enchanter, now deceased. His killers, a tribe of **eight hill giants**, have claimed his sanctum as their lair. A pack of **21 trained dire wolves** guards the lair and assists the giants in hunting and herding.

Hill giants (8): MV 120', AC 5, HD 8, hp 42, 40, 39, 37, 37, 35, 26, 23, #AT 1 (spear or boulder 3+), Dmg 2d8 or 3d6, Save F8, ML 0, AL C, XP 600

Dire wolves (21): MV 150', AC 3, HD 4+1, hp 20 each, #AT 1 (bite 6+), Dmg 2d4, Save F2, ML 0, AL N, XP 140

Scattered around the mound at distances of 50 to 200 yards are round boulders ranging from hand- to head-sized. A herd of 96 cattle (10gp each) and 350 sheep (2gp each) graze in a third-mile radius around the mound. The herd is looked after by 1d2+1 hill giants and 2d6 dire wolves at all times. If fighting breaks out in the countryside, the hill giants will attempt to drive their opponents to within 200 yards (boulder range) of the mound, so that their brethren can assist in the fighting. The giants might attempt to deceive adventurers with shouts to each other like "I hope they don't escape to the elf-mound like the last group did" or "those elves in the mound better not interfere this time."

During their takeover of the sanctum, the giants wrecked the enchanter's laboratory, burned most of his library, and looted his treasury. The largest of the giants has a heavy bag filled with loot, including 1,000gp, 3,000sp, 30 bottles of Argollëan brandy (5gp each, 1 st per 5 bottles), 2 jars of dyes and pigments (50gp, 5 st each), and 6 bundles of white rabbit pelts (15gp, 3 st each). A pair of metamphora holding hag's hair (950gp, 15 ⅝st) and basilisk eyes (1,000gp, 16 ⅘ st) can still be easily found in the lab. Other treasures are buried in the wreckage. Each turn that a character searches the enchanter's lab or workshop, the Judge should make a proficiency throw to detect secret doors for the character; a successful throw results in the discovery of one item. Amongst the detritus of the laboratory characters can discover a *potion of human control,* a *ring of command animal,* and a *wand of illusion (12 charges).* In the debris of the library can be found a *scroll of hypnotic pattern, chimerical force, and charm monster*; a *scroll of panic*; and a spellbook of 1st - *charm person, detect magic, sleep, ventriloquism,* 2nd – *hypnotic pattern, invisibility, phantasmal force,* 3rd- *chimerical force, dispel magic, nondetection,* 4th – *charm monster, hallucinatory terrain, spectral force,* 5th – *control undead, hold monster, panic,* and 6th – *enslave, permanent illusion.* All are written in Elven.



Gargoyle

GIANT, STONE

Lair: 30% *Map Location:* _____

Earth movements have torn open a great cavity in the rock here, 27' wide and 26' high, which widens into a bowl-shaped cavern more than 100' in diameter and 30' in height. Tunnels lead to smaller chambers along the outer circumference of the cavern. Near the center of the cavern stands an amethyst geode, 11' tall and 4' wide, the purple crystals of its concave interior reflecting torchlight like the stars in the night sky. Around the base of the geode, someone has placed small trinkets of bronze, wood, and bone.

The amethyst geode is called, in the tongue of giants, The Sky of the Earth, and it is considered a sacred totem by the tribe of **four stone giants** who lair here. The stone giants will secretly watch those who enter the cavern from their dwelling chambers along the cave edge. Visitors who approach the geode with respect will be allowed to leave unmolested provided they depart quickly (1 turn). Any who offer prayers or tokens of sacrifice will be allowed to rest in the cave, and may (Judge's discretion) be approached for trade or parley. Intruders who harm the geode, or gather the trinkets around it, will be attacked immediately by the stone giants and their **two cave bear** pets.

Stone giants (4): MV 120', AC 5, HD 9, hp 54, 46, 45, 41, #AT 1 (club or boulder 3+), Dmg 3d6, Save F9, ML +1, AL N, XP 700

Cave bears (2): MV 120', AC 3, HD 6, hp 30, 24, #AT 3 (2 claws/bite 5+), Dmg 1d6/1d6/1d10, Save F3, ML +2, AL N, XP 320; Special: hug (2d8 if both claws strike in one round)

The Sky of the Earth weighs 215 stone. It is worth 10,000gp and can be sold or used as a special component for elemental earth magic. The treasures surrounding the Sky of the Earth include three crystals (50gp each), a painted ebony egg (500gp), a carved cedar elephant with glass eyes (300gp), an embossed bronze pyramid (120gp), and a bone and brass trinket box (15gp) holding an azurite (10gp), a quartz (10gp), three agates (25gp each), and an onyx (50gp).

The amethyst geode and the surrounding cavern form a *resilient edifice of elemental earth.* Spellcasters who cast earth spells in the cave calculate the spell effects as if they were two class levels higher than their actual level of experience. Characters performing magical research related to earth spells in the cave gain a +1 bonus to their magic research throws. If the cavern is left unoccupied, there is a 10% chance every 1d12 days that a group of earth elementals (e.g. 1 dao or elemental) will manifest in the cave. These creatures will return to their sphere of existence after 1d4 days has elapsed.

GIANT, FROST

Lair: 30% *Map Location:* _____

On a ledge some 7,000 feet above sea level, visible above the mountain-slope pine forest, stands a cyclopean stone hall, 180' long, 120' wide, and 60' high. The front of the structure has a pair of massive doors, 40' high and 30' wide, while the rear of building is surmounted by a wooden tower 90' high and 60' square made with huge timbers of old-growth pine. Characters with Engineering proficiency can identify that the enormous blocks of grey limestone and huge timbers used in the construction could only have been moved by giants.

Four frost giants dwell within the cyclopean hall. The giants have trained **13 polar bears** to guard the lair and assist in hunting. A herd of 240 mountain goats (3gp each) roams the forests below. One frost giant and 1d4 polar bears protect the herd at all times. During the day, a frost giant will also be on the look-out in the wooden tower, from where he can spot adventurers within 6 miles if moving in the open, or up to 1,200 yards away in terrain. If intruders are detected, the frost giants will begin hurling boulders when they approach within 200 yards and unleash the bears if they reach 120 yards.

Frost giants (4): MV 120', AC 5, HD 10, hp 48, 41, 40, 32, #AT 1 (axe or boulder 2+), Dmg 4d6 or 3d6, Save F10, ML +1, AL C, XP 850; Special: immunity to cold

Polar bears (13): MV 120', AC 4, HD 7, hp 32 each, #AT 3 (2 claws/bite 4+), Dmg 1d8/1d8/2d6, Save F3, ML +2, AL N, XP 440; Special: hug (2d8 if both claws strike in one round)

Inside their great hall, the frost giants keep 30 huge wheels of goat's milk cheese (1gp, 1 st each), 10 barrels of beer (5gp, 4 st each), 2 cords of hardwood logs (10gp, 8st each), 120 mountain goat antlers (2gp, 1 st per 5 horns), and 20 bundles of snow fox pelts (15gp, 3st each). A giant bag of goatskin holds 6,000sp and 2,000ep. Finally, a sturdy timber chest holds a pair of rune-carved steel *gauntlets of ogre power,* an Imperial hourglass shaped *shield +2,* a dwarven *battle axe +1,* a grey metallic *oil of sharpness* in a metal flask, and a *scroll of ward against elementals* written in Classical Auran. The magic items were captured from hapless adventurers.

GIANT, FIRE

Lair: 35% *Map Location:* _____

The hillsides here are punctured with vents that spew sulfurous fumes. The valley between the hills is cracked with sinkholes and black pits, from which an intense heat radiates, occasionally giving way to plumes of choking black smoke. The ruins of stone buildings litter the valley like black corpses. Everywhere the ground is hot to the touch. Decades ago this once-fertile valley was the domain of a wizard who sought the secret of elemental fire. His subterranean experiments ignited an inferno below the earth, killing the wizard and emptying the valley of settlers and civilization. Now it is the home of **two fire giants** who make their lair in the ruins of the wizard's citadel. The fire giants have trained **eight trained hell hounds** to guard the valley. At night, the hell hounds are loosed to hunt. They will attempt to drive any intruders they encounter to the citadel, where they can be dispatched, plundered, and eaten by their masters.

Fire giants (2): MV 120', AC 5, HD 11, hp 55, 46, #AT 1 (sword or boulder 1+), Dmg 5d6 or 3d6, Save F11, ML +1, AL C, XP 1,000; Special: immunity to fire

Lesser hellhounds (8): MV 120', AC 5 (10), HD 3, hp 20, 15, 15, 14, 14, 12, 11, 8, #AT 1 (bite 8+ or breath), Dmg 1d6 or 3d6 fire, Save F3, ML +2, AL C, XP 65; Special: detect invisibility 60' (75%), immunity to non-magical fire

The citadel is a blackened ruin with few intact walls or buildings save a 75' square great hall where the giants live. The remnants of the wizard's treasure have been gathered there, including 3,000ep, 1,000gp, four polished obsidian prisms (500gp each), and a metam-

phora with burning elemental residue (1,100gp, 18 ⅔ st). One of the giants is a skilled smith, and has built a forge near an open pit of flame in the citadel courtyard. Nearby are 500 ingots of high-quality iron (1gp, 3/6 st each) and 300 balls of 3lb iron ballistic shot (2gp, 2/6 st each). The giants gain a +2 bonus to attack throws when hurling the ballistic shot instead of crude boulders. The giant smith has also fashioned plate barding (600gp, 5 st) for the largest hellhound, giving it AC 10.

Visibility in the valley is limited to 60' because of the smoke and ash, and infravision is useless due to the heat. Characters suffer a -1 penalty to surprise throws while in the valley. Those without resistance to fire will suffer 1 point of damage per turn they spend here, and an additional 1d6 points of damage per round if within a sinkhole or vent. Because of the subterranean inferno that rages below, the entire valley is a *smoldering furnace of elemental fire* (see p. 32).

GIANT, CLOUD

Lair: 40% *Map Location:* _____

A white cap-cloud hovers over a remote mountain peak. Strangely, the cloud remains stationary regardless of the weather in the surrounding area. A successful Loremastery proficiency throw identifies the cloud-capped peak as the legendary home of Naurivus, Lord of the Winds. Ascending the 9,575' peak counts as 24 miles of wilderness travel and requires two climbing proficiency throws (or a guide with Mountaineering proficiency). Failing either throw results in a 100' drop (10d6 damage).

Those who reach the summit discover that the cap cloud at the peak forms a solid firmament, upon which stands an 80' square building of white limestone. The building resembles a Nicean senate hall, with a 50' gabled roof supported by a colonnade, surrounding a 80' × 55' main hall with four smaller chambers, 25' × 20' each, in the rear. The hall is the lair of **Tytos,** a **cloud giant sorcerer**. Tytos tends a flock of **10 giant hawks** who nest on the mountain peak leeward of the cap cloud.

Tytos (cloud giant sorcerer): Mage 7; Int 18, MV 120', AC 5, HD 12***, hp 62, #AT 1 (club or boulder 1+), Dmg 6d6 or 3d6, Save F12, ML +2, AL N, XP 3,900; Special: sharp senses (+1 bonus v. surprise); Proficiencies: Elementalism (air), Loremastery, Animal Husbandry, Animal Training (hawks, giant hawks), Intimidation, Knowledge (history); Spells: 3 1st, 2 2nd, 2 3rd, 1 4th; Repertoire: 1st – *detect magic, light, magic missile, read languages, wall of smoke, unseen servant,* 2nd – *detect invisible, glitterdust, gust of wind, stinking cloud, wizard lock,* 3rd – *clairvoyance, clairaudience, fly, gaseous form, lightning bolt,* 4th – *dimension door, magic carpet, summon fantastic creature, wizard eye*

Giant hawks (10): MV 450' fly, AC 2, HD 3+3, hp 17 each, #AT 2 (talons 7+), Dmg 1d6/1d6, Save F2, ML +2, AL N, XP 65; Special: dive attack (double damage, dwarf-sized creatures save v. Paralysis or grabbed)

By day, Tytos can be found reading on his great throne in the main hall. Two of his hawks accompany him at all times, while the other eight will respond to his call in 1d4 rounds. His throne is adorned with 33 giant roc feathers (800gp and 11 st total). Left and right of his throne are a pair of alabaster globes of Cybele (700gp each). Before the throne hangs a large wrought platinum censer (1,800gp, 1 st) holding 20 sticks of sandalwood incense (15gp each, 1 st per 100 sticks). Tytos himself wears a wrought platinum circlet (800gp). One of the rear chambers is *wizard locked* (7th level). Within, Tytos keeps 5,000sp, 5,000gp, a pair of blue dragon horns (400gp, 5 st each), and his spell books.

Tytos is well aware of the legends about the peak, and presents himself as the "avatar of Naurivus" to travelers who dare his summit. If treated respectfully he may offer advice, share a spell formula, or answer questions. Rude or violent intruders will be killed and fed to the hawks. Though Tytos is not actually the god of winds, his home is a *gusting aerie of elemental air.* Spellcasters who cast air spells in the valley calculate the spell effects as if they were two class levels higher than their actual level of experience. Characters performing magical research related to air spells in the valley gain a +1 bonus to their magic research throws. If the summit is left unoccupied, there is a 10% chance every 1d12 days that a group of air elementals (e.g. 1 djinni, 1 elemental, or 1 invisible stalker) will manifest in the valley. These creatures will return to their sphere of existence after 1d4 days has elapsed.

GIANT, STORM

Lair: 45% *Map Location:* _____

Here the mountain terrain ascends upward in a sheer rise of 3,300 feet. The broken rock face has huge corners, concave roofs, and great cracks, topped with rock spires and pinnacles parading the summit rim. One of these spires has been hollowed out to create a cylindrical chamber, 140' in diameter. An oculus in the 90' ceiling above allows natural light to illuminate the interior. Entrance to the chamber is by means of a great bronze door, 20' wide and 33' high tall (-12 to proficiency throws to open due to its great weight), at the base of the spire.

The spire's chamber has been rock-cut with niches carved with images of the Empyrean gods, suggesting it might have once been an ancient temple. It now serves as the lair of a **storm giant, Klytius,** and his flock of **seven griffons**. The storm giant spends most days in meditation in the chamber, but during thunderstorms he will be atop the spire, celebrating the power of lightning. Two of the griffons patrol the skies above the spire at all times and watch for intruders. The others will be in their nests on the stony slopes of the hollow spire.

Klytius (storm giant): MV 150', AC 7, HD 15, hp 79, #AT 1 (sword or boulder 0+), Dmg 8d6 or 3d6, Save F15, ML +2, AL L, XP 1,800; Special: immunity to lightning, summon lightning (as *lightning bolt,* 15d6 damage, one per 5 rounds, requires thunderstorm), summon thunderstorm (requires 1 turn)

Griffons (7): MV 120'/360' fly, AC 4, HD 7, hp 36, 35, 34, 30, 30, 29, 25, #AT 3 (2 claws/bite 4+), Dmg 1d4/1d4/2d8, Save F4, ML 0, AL N, XP XP 440; Special: dive attack (double damage, dwarf-sized creatures save v. Paralysis or grabbed), taste for horse (attack any horses within 120' on failed morale roll)

Some of the rock-cut niches hold treasure. The niche devoted to Ammonar contains an alabaster statuette of the god clutching platinum lightning bolts (3,000gp) and a polished golden sphere studded

with tiny sapphires (2,000gp). Istreus' niche holds a silver orrery of the outer planes (1,000gp). Calefa's contains 40 sticks of myrrh (15gp each, 1 st per 100 sticks). A trap door directly beneath the oculus leads to a treasure vault with a locked treasure chest containing 3,000sp, 2,000ep, two agates (25gp), two zircons (75gp each), and a topaz (500gp).

The long sojourn of the storm giant in the empyrean temple here has transformed this place into a *hallowed pinnacle of good.* Characters heal an extra 2d3 hit points during each day of complete rest here. Lawful casters calculate their spell effects as if two class levels higher than their actual level of experience. Lawful characters capable of turning undead do so as if four class levels higher. Lawful characters performing ritual magic gain a +2 bonus to their magic research throws.

GNOLL

Lair: 20% *Map Location:* _____

A migrating tribe of gnolls has established a camp in this clearing. The tribe was recently driven from a comfortable dungeon lair by rampaging adventurers who killed many of their number, including the former chief. Now the tribe is ruled by **Uzur**, a **gnoll chieftain** equipped with plate armor and a wickedly-curved blackened-iron *two-handed sword +1.* Uzur is eager for revenge against mankind, and has personally led the gnolls in several successful raids since becoming chief.

Uzur (gnoll chieftain): AC 7, Move 90', HD 6, hp 28, #AT 1 (*two-handed sword +1* 4+), Dmg 1d10+4, Save F6, ML +1, AL C, XP 320

Uzur is guarded by **Aracus**, his **troll bodyguard**. Aracus wears a pair of cave bear claws (12gp) around his neck and eight bone fetishes (205gp total) tied to his wrists, upper arms, and waist. The chief is advised by **Takarut**, his **shaman**, who is equipped with lamellar armor, shield, battle axe, long bow, and 20 arrows, and is bedecked with eight silver unholy symbols (600gp total) of his favored Chthonic gods. In addition to his shamanic duties, Takarut also works as the tribe's animal handler, in charge of its **12 guard hyenas**.

Aracus (troll): MV 120', AC 5, HD 6+3*, hp 31, #AT 3 (2 claws/bite 4+), Dmg 1d6/1d6/1d10, Save F6, ML +2, AL C, XP 680

Takarut (gnoll shaman): MV 90', AC 6, HD 4, hp 20, #AT 1 (battle axe or long bow 7+ or spell), Dmg 1d6+2 pr s[e;;, Save F4/C3, ML 0/+1, AL C, XP 135; Spells: 2 1st; Repertoire: as 3rd-level shaman

Guard hyenas (12): MV 150', AC 2, HD 2+1, hp 10 each, #AT 1 (bite 8+), Dmg 1d8 + bone crush, Save F1, ML +1/0, AL N, XP 50

As chieftain, Uzur now commands four warbands, each led by a **gnoll sub-chieftain** equipped with lamellar armor, shield, battle axe, long bow, and 20 arrows. Each warband consists of four gangs (16 gangs total). Each gang consists of a **gnoll champion** equipped with lamellar armor and pole arm, leading **three gnoll warriors** equipped with (50%) leather armor, shield, and spear; (25%) scale armor and pole arm; and (25%) scale armor, battle axe, long bow, and 20 arrows. There are a total of 4 sub-chieftains, 16 champions, and 48 warriors. Another **24 gnoll villagers** and **96 gnoll whelps** reside in the camp alongside the warriors.

Gnoll sub-chieftain (4): MV 90', AC 6, HD 4, hp 20 each, #AT 1 (battle axe or long bow 7+), Dmg 1d6+2, Save F4, ML 0/+1, AL C, XP 80

Gnoll champions (16): MV 90', AC 5, HD 3, hp 16 each, #AT 1 (pole arm 8+), Dmg 1d10+2, Save F3, ML 0/+1, AL C, XP 50

Gnoll warriors (48): MV 90', AC 4, HD 2, hp 9 each, #AT 1 (weapon 9+), Dmg by weapon +1, Save F2, ML 0/+1, AL C, XP 20

Gnoll villagers (24): MV 90', AC 3, HD 1, hp 5 each, #AT 1 (weapon 10+), Dmg by weapon, Save F1, ML 0/+1, AL C, XP 10

Gnoll whelps (96): MV 65', AC 0, HD ½, hp 1 each, #AT -, Save NM, ML -1/0, AL C, XP 0

The gnolls dwell in tents made from animal hide sewn together around wooden poles, 25 tents in all. Each gang has its own tent, 15' in diameter, which houses the gang's champion, the champion's family (one villager and four whelps), and his three warriors. The four sub-chieftains and the shaman also have 15'-diameter tents for themselves and their families (one villager and four whelps each). Uzur's tent is 25' in diameter, and houses himself, his family (3 villagers and 12 whelps), and his troll bodyguard. Finally, there are three tents, 15' in diameter, used to protect the tribes' supplies (see below).

The tents are encircled by an inner and outer stockade. The outer stockade is 300' in diameter, and made of 8' high sharpened wooden stakes and intended to keep intruders out. The inner stockade, 200' in diameter, is made of thorn-bush branches and mud, and serves to keep the tribe's livestock enclosed in the center of the camp. The livestock in the enclosure includes 18 oxen, 148 cows, 370 pigs, and 555 sheep. The gnolls also keep **5 human slaves** chained in the enclosure with their other food animals.

Human slaves (5): MV 120', AC 0, HD 1-1, hp 2 each, #AT 1 (weapon 11+), Dmg by weapon −1, Save NM, ML −4, AL N, XP 5

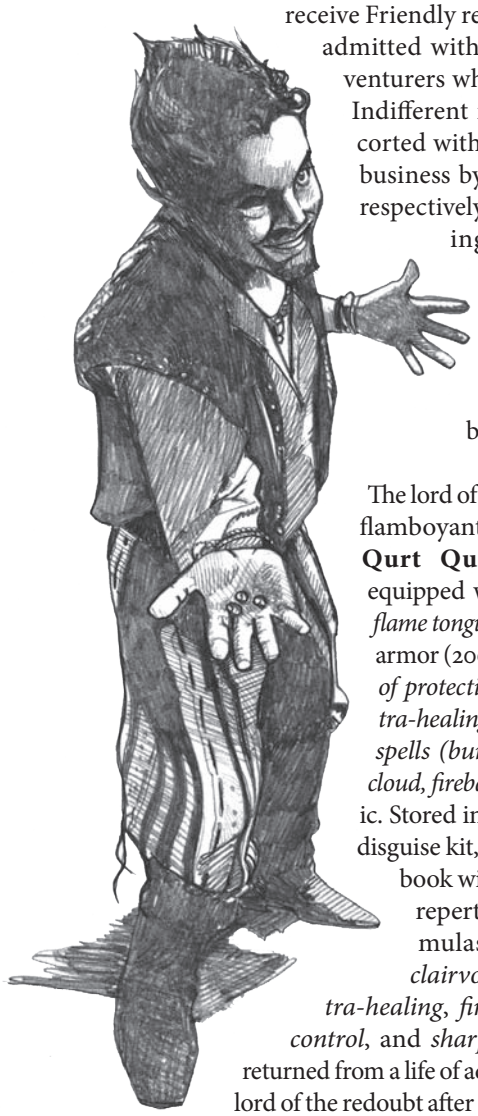
When the tribe escaped their former lair, the chieftain salvaged some more valuable treasure, including 3 bloodstones (50gp each), 3 tiger eyes (25gp each), a pair of wrought copper goblets decorated with shells (120gp each), a set of 24 bone figurines (250gp), and two green slimy fluids (*potions of control plant*), all kept in a carved ebony coffer (600gp) in his tent. In raids since then, Uzur's gnolls have accumulated 20,000cp, 14,000sp, and 2,000ep. The coin is in sacks spread through the various tents, with around 500cp and 350sp in each champion's tent; 1,000cp and 700sp in each subchieftain's tent; and 8,000cp, 5,600sp, and 2,000ep in the chieftain's tent. The gnolls' other loot includes 16 wool rugs (5gp, 7 st each), 30 bricks of salt (7sp, ⅗ st each), 44 iron ingots (1gp, ⅗ st each), two cords of timber (50gp, 8 st each), 11 jars of lamp oil (20gp, 6 st each), 112 rolls of wool (10gp, 4 st each), 10 jars of cutch and fustet dye (50gp, 5 st each), 200 ram horns (2gp each, 1 st per 5), 45 bundles of common fur pelts (15gp, 3 st each). These treasures are kept in the camp's three supply tents.

By day, the gnoll camp will be guarded by a gang of gnolls while the others rest. At night, 1d3 of the warbands will head out on raids while the remainder tend the herd along with the villagers and whelps.

GNOME

Lair: 50% *Map Location:* _____

Low-walled, terraced gardens rise up a slope, bordered on one side by a massive shelf of rock uplifted from the earth. Rock-hewn stairs, doors, and windows in the shelf of rock mark the homes, shops, and storehouses of an industrious community of gnomes. Each rock-hewn home is a potential mini-fortress, with shuttered window loop holes looking down on exterior stairs lacking handrails, carved so as to expose any attackers' right, unshielded side. The low-walled, terraced gardens and orchards divide the redoubt into five sections, limiting the movement of potential attackers who breach the outer walls. However, this gnomish redoubt is designed for a defense in depth, and its gnomish homes typically appear with windows unshuttered, doors unbarred, and bright gnomish exterior décor in full display. The low stone walls surrounding the redoubt are made more formidable with a stone-faced bank fronted by a ditch. Some of the gnomes demonstrate their ingenuity with a variety of traps within the ditch. (When moving into or along the ditch, a result of 1-2 on 1d6 indicates that a trap springs, dealing 1d6 damage.) At all times one gnomish squad each (see below) watches the main gate and the postern gate, while four gnomish squads patrol the walls, and four gnomish squads patrol outside the walls of the redoubt.



Guests are rare, but adventurers who receive Friendly reaction results will be admitted within the redoubt. Adventurers who receive Neutral or Indifferent reactions will be escorted within the redoubt to do business by one or two squads, respectively. Adventurers suffering Unfriendly reactions will be told to depart, and Hostile reactions will cause an immediate hail of arbalest bolts.

The lord of this community is the flamboyant **gnomish trickster Qurt Quicksilver.** Qurt is equipped with a *short sword +1 flame tongue*, high-quality leather armor (2000gp, AC 3, 1 st), a *ring of protection +1*, a *potion of extra-healing*, and a *scroll of three spells (burning hands, stinking cloud, fireball)* written in Draconic. Stored in Qurt's quarters are a disguise kit, a *flying carpet*, a spell book with the spell's in Qurt's repertoire and potion formulas for *clairaudience*, *clairvoyance*, *climbing*, *extra-healing*, *fire resistance*, *human control*, and *sharpness*. Qurt recently returned from a life of adventuring, to become lord of the redoubt after the death of his father.

As long as Qurt is alive the gnomes will gain a +2 bonus on morale rolls. Qurt is protected by four **gnomish guardians.** Each guardian is equipped with an arbalest, 20 bolts, battle axe, chain mail armor, and *oil of sharpness*. At least one guardian protects Qurt at all times, with two at night.

Qurt Quicksilver: Gnomish Trickster 10; Int 15, Con 13, Cha 14; MV 120', AC 6, HD 9*, hp 36, #AT 1 (*short sword +1 flame tongue* 5+), Dmg 1d6+1, Save GT10, ML +2, AL L, XP 570; Special: ambushing, infravision 90', illusion mastery, nose for potions, prestidigitation, resistant to illusions, spell-like abilities (*speak with animals* at will; *faerie fire, ventriloquism* 1/hour; *mirror image, phantasmal force* 1/8 hours; *chimerical force* 1/day); Proficiencies: Diplomacy, Disguise, Eavesdropping, Language (Draconic), Leadership, Mystic Aura, Quiet Magic, Swashbuckling; Spells 2 1st, 2 2nd, 1 3rd; Repertoire: 1st – *burning hands, sharpness, sleep*; 2nd – *alter self, levitate, stinking cloud*; 3rd – *fireball, protection from normal missiles*

Gnomish guardians (4): MV 90', AC 4, HD 3, hp 12 each, #AT 1 (arbalest or battle axe 8+), Dmg 1d8, Save DV3, ML 0/+2, AL N, XP 50

Qurt's gnomes are organized into five companies, each led by a **gnomish dynast.** Each dynast is equipped with a panoply of high-quality ancestral arms bearing their house's crest, including war hammer (40gp, +1 to damage), steel shield (100gp, AC 1, 1 item), and chain mail armor (400gp, AC 4, 3 st). One **gnomish noncombatant** attends each dynast, bearing the house's banner, the dynast's arbalest, and 20 bolts.

Each of the five companies is divided into six squads of **one gnomish leader** and **five gnomish warriors**. Each leader and warrior is equipped with an arbalest, 20 bolts, war hammer, and chain mail armor. In addition, each squad has **three gnomish noncombatants** and **two young gnomes** affiliated with it as spouses, children, camp followers, etc. Each company thus has 1 dynast, 6 leaders, 30 warriors, 18 noncombatants, and 12 young, and the redoubt has 5 dynasts, 30 leaders, 150 warriors, 90 noncombatants, and 60 young overall.

Gnomish leader (30): MV 90', AC 4, HD 2, hp 11 each, #AT 1 (arbalest or warhammer 9+), Dmg 1d8, Save DV1, ML 0/+2, AL N, XP 20

Gnomish warriors (150): MV 90', AC 4, HD 1, hp 5 each, #AT 1 (arbalest or warhammer 10+), Dmg 1d8, Save DV1, ML 0/+2, AL N, XP 10 **Gnomish noncombatants (90):** MV 120', AC 0, HD ½, hp 2 each, #AT -, Dmg -, Save NM, ML 0/+2, AL N, XP 0

Young gnomes (60): MV 100', AC 0, HD ½, hp 1 each, #AT -, Dmg -, Save NM, ML 0/+2, AL N, XP 0

The lady of this community is Qurt's mother, **Hela**. **Five gnomish noncombatants** attend the lady during her waking hours. If any gnomes are among guests to this community, Hela will play matchmaker between the gnomish guests and her children, Qurt and Qyra. Qurt's sister, **Qyra**, is an arbalestier of some renown. Much to her mother's dismay, Qyra bears the ancestral arms once belonging to her father, including an arbalest (400gp, +1 to hit), 20 bolts, *sword +1, +3 versus regenerating monsters*, *shield +1* (AC +2, 1 item), *chain mail armor +3* (AC 7, 1 st), and a *horn of blasting*.

Hela: MV 120', AC 0, HD 4, hp 18, #AT -, Dmg -, Save DV4, ML 0/+2, AL L, XP 0

Qyra: Gnomish Arbalestier 6; Dex 15, Con 13, Cha 14; MV 120', AC 9 or 10, HD 6, hp 30, #AT 1 (arbalest 5+ or *sword +1,* +3 6+), Dmg 1d8+3 or 1d6+1, Save F6, ML 0/+2, AL L; XP 320; Special: accuracy, arbalest focus, difficult to spot 3+, infravision 90', nose for potions, resistant to illusions, speak with animals; Proficiencies: Endurance, Fighting Style (missile weapon), Military Strategy, Precise Shooting, Weapon Finesse

Note: A Gnomish Arbalestier is a custom class created for this lair. A Gnomish Arbalestier has the class powers of accuracy and difficult to spot as an Explorer; and the class powers of nose for potions, resistant to illusions, and speak with animals as a Gnomish Trickster. In addition, a Gnomish Arbalestier inflicts double damage on an unmodified attack roll of 20 when using an arbalest, and adds +1 to the maximum number of cleaves permitted with an arbalest.

The redoubt's treasure is spread throughout its grounds, including 12 crates of glassware (200gp, 5st each), one barrel of cinnamon-spiced brandy (200gp, 16st), three crates of terracotta pottery (100gp, 5st each), five bags of mountain tea (75gp, 5st each), four jars of lamp oil (20gp, 6st each), four pouches of saffron (15gp each), and 21 rolls of garishly dyed wool (10gp, 4st each). Additionally, each company's treasury holds 1,000sp and 200gp.

GOBLIN

Lair: 40% *Map Location:* _____

Nestled between dense heaths on arid, rocky hills is the goblin village of Garokan. The village is ruled by **Binlikkish**, a **goblin chieftain** equipped with lamellar armor, shield, spear, a gracefully-curved elven *dagger +1, +3 v. beastmen* with an ivory handle carved with hunting illustrations, an elven *composite bow +1* decorated with leaf patterns, and 12 silver arrows. Binlikkish was born a common goblin, and earned his chieftainship through a vicious series of duels. If an adventuring party seems likely to decimate his warbands, Binlikkish will demand a winner-take-all duel against their best fighter.

Binlikkish (goblin chieftain): Dex 18; MV 60' AC 9, HD 3, hp 16, #AT 1 (weapon 5+), Dmg by weapon +2, Save F3, ML +1, AL C, XP 50; Weapon Finesse, Intimidation

Binlikkish is advised by his brother **Xathrites**, his **witch-doctor.** Xathrites is equipped with scale armor, feather-tipped spear, shield, and short sword. He is a devotee of Ornaron, the Thundermaker, Chthonic god of rain, sky, and thunder. He wears four sets of silver lightning bolts, holy symbol of Ornaron (75gp value each), around his neck.

Xathrites (goblin witch-doctor): MV 60', AC 4, HD 1*, hp 7, #AT 1 (weapon 10+ or spell), Dmg by weapon or spell, Save M5, ML -1/+1, AL C, XP 13; Proficiencies: Elementalism (air), Healing 2; Spells: 2 1st 2 2nd, 1 3rd; Repertoire: 1st – *magic missile, wall of smoke*, 2nd – *gust of wind, stinking cloud;* 3rd – *lightning bolt*

As chieftain, Binlikkish commands six warbands, each led by a **goblin sub-chieftain** equipped with chain mail, shield, spear, and short sword. Each warband consists of six gangs (36 gangs total). Each gang consists of a **goblin champion** equipped with scale armor, shield, spear, and short sword, leading **six goblin warriors.** 50% are equipped with leather armor, shield, spear, and short sword, 25% with leather armor, shield, short sword, and sling, and 25% with leather armor, short sword, short bow, and 20 arrows. There are a total of 6 sub-chieftains, 36 champions, and 144 warriors.

The chieftain, 1 sub-chieftain, 2 champions, and 12 warriors are mounted on **12 dire wolves**. Another **21 dire wolves** are trained as guards. The chieftain has six dire wolves in his personal kennel, while the others are kept in a large central pen.

Goblin sub-chieftains (6): MV 60', AC 5, HD 1+1, hp 9 each, #AT 1 (weapon 9+), Dmg by weapon +1, Save F1, ML –1/+1, AL C, XP 15

Goblin champions (36): MV 60', AC 4, HD 1, hp 7 each, #AT 1 (weapon 10+), Dmg by weapon, Save F1, ML –1/+1, AL C, XP 10

Goblin warrior (216): MV 60', AC 3, HD 1–1, hp 4 each, #AT 1 (weapon 10+), Dmg by weapon, Save F1, ML –1/+1, AL C, XP 5

Dire wolves (33): MV 150', AC 3, HD 4+1, hp 19 each, #AT 1 (bite 6+), Dmg 2d4, Save F2, ML 0, AL N

Another **86 goblin villagers** and **135 goblin whelps** reside in the village alongside the warriors.

Goblin villagers (86): MV 60', AC 0, HD ½, hp 1 each, #AT -, Save NM, ML –1/+1, AL C, XP 0

Goblin whelps (135): MV 50', AC 0, HD ½, hp 1 each, #AT -, Save NM, ML –1/+1, AL C, XP 0

Garokan is laid out in a circle about 700' in diameter. Its borders are marked by a ring of skulls mounted on wooden poles, patrolled by four wolf riders at all times. Within the perimeter are 42 wattle-and-daub roundhouses. 36 of the roundhouses, about 12' in diameter each, quarter a goblin gang, including its champion, its champion's family (one villager and one whelp), and its six warriors. The six sub-chieftains and the witch doctor dwell in their own 19' diameter roundhouses, along with their families (six villagers and nine whelps each). A larger hut, about 35' in diameter, serves as a storehouse for the tribe's plundered goods (see below). The chief himself dwells in a 35' diameter roundhouse near the center of the village, along with his family (14 villagers and 38 whelps). A 21' diameter kennel is attached to the chief's roundhouse, where he keeps his 6 guard wolves. A large fenced pen, 46' square, holds the other dire wolves, who are tended to by five villagers. A primitive pit forge, worked by a warrior and a pair of villagers at all times. The chief's hut and the storehouse are each guarded by a goblin gang at all times.

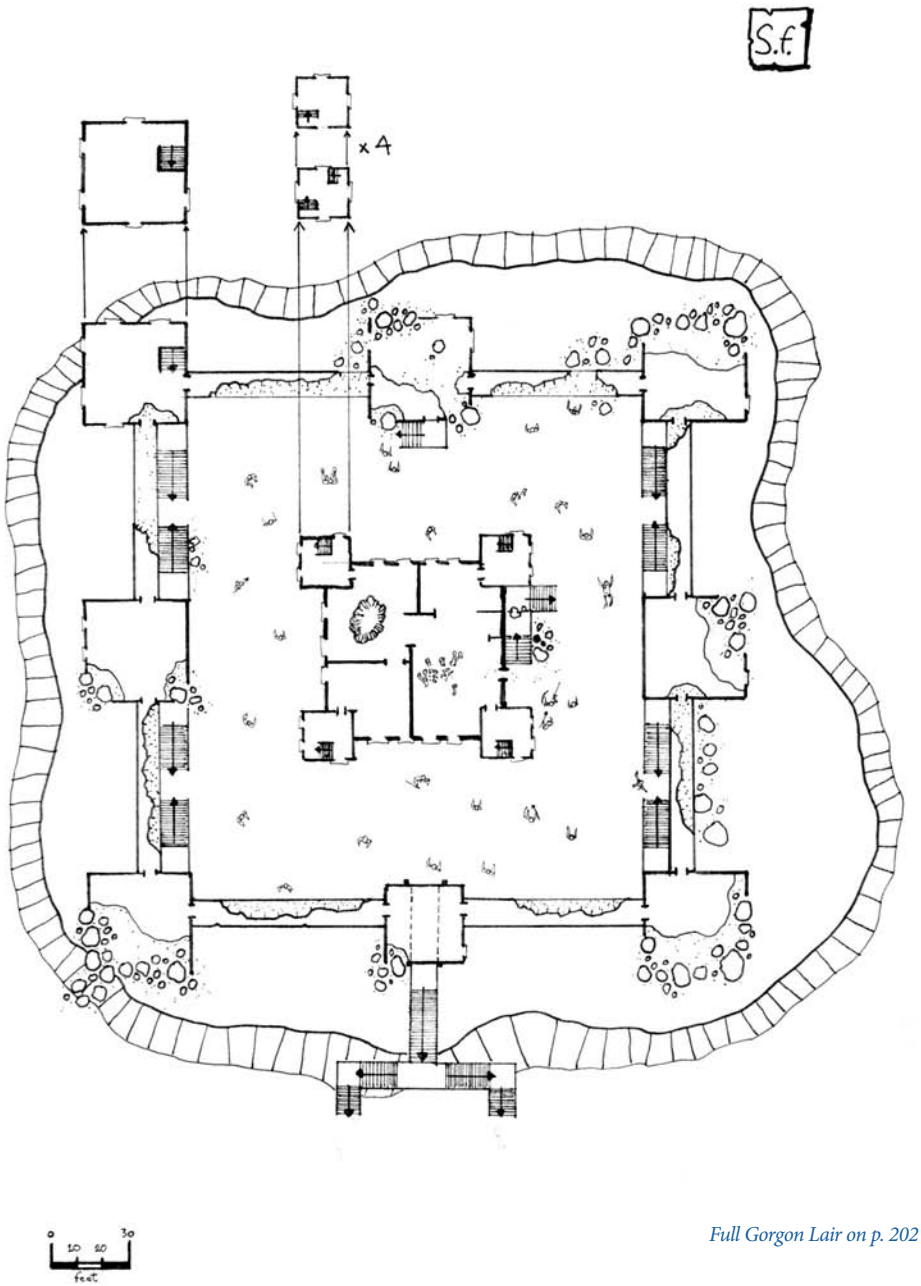
From their raids, the goblins have amassed 15,000cp and 12,000sp in coin. The coin is spread through the various huts in sacks, with around 200cp and 160sp in each hut; 600cp and 480sp in each of the seven leader's huts; and 3,600cp and 2,880sp in the chieftain's hut. Other gathered plunder includes 30 bricks of salt (7sp, ⅜ st each), 20 gallons of olive oil (2gp, ⅜ st each), 6 barrels of dried pork (5gp, 8 st each), 50 iron ingots (1gp, ⅜ st each), nine-tenths cord of timber (5gp, 8 st each), 5 barrels of locally-brewed ale (10gp, 8 st

each), 22 jars of lamp oil (20gp, 6 st each), 65 bottles of various imported wines (5gp, 1 st per 5), 49 rolls of wool (10gp, 4 st each), 10 jars of madder and weld dye (50gp, 5 st each), 7 crates of Tirenean red-gloss pottery (100gp, 5 st each), 240 ram horns (2gp each, 1 st per 5), and 26 bundles of fur pelts (15gp, 3 st each).

Binlikkish's personal treasures are kept in his roundhouse. He has a set of seven ornate brass goblets (650gp total) that he uses when feasting his sub-chieftains. 5 wool rugs (5gp, 7 st each) warm the floor. An ironbound oak chest holds two bloodstones (50gp each), four tiger eyes (25gp each), and one malachite (10gp), along 3 bundles of ermine pelts (500gp, 5 st each).

In his roundhouse, Xathrites has a small altar, with 11 bone fetishes (240gp total), representing the various Chthonic gods. He keeps 11 sacks with various herbs (75gp, 5 st each), such as fennel, garlic, sage, and thyme, that he believes to have medicinal properties.

During the day, the goblins (except for guards) will be asleep. At night, the villagers and whelps will be out tending the village's fields (a set of small plots of mixed crops crudely hoed with digging sticks) that dot the mile-and-half area around the village. Meanwhile, 1d4+1 of the warbands will head out on raids while the remainder guard the village.



Full Gorgon Lair on p. 202

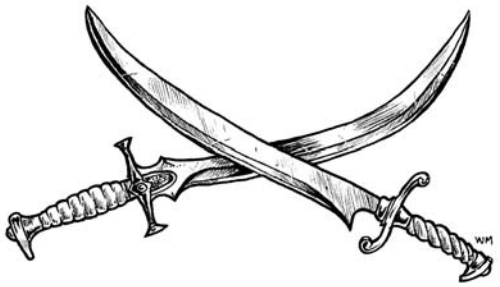
GORGON

Lair: 40% *Map Location:* _____

Crumbling atop a grassy tell are the decayed ruins of an ancient Zaharan fortress. Its once-formidable walls have fallen to less than half their original height, standing only 10' tall, and of the buildings only the main hall remains intact. The courtyard of the fortress is filled with strange, life-like statues of humans, elves, and beastmen in states of surprise, horror, and battle. These are the petrified victims of the ruins' sole inhabitant, a powerful **gorgon**. The gorgon lurks inside the main hall by day, but will charge out and breathe at any who dare enter its domain. The gorgon's iron horns (540gp and 9 st) and iron hide (175gp and 11 st) are valuable. Its gizzard (400gp and 6 4/6 st), iron horns (400gp and 6 4/6 st), and lungs (800 and 13 2/6 st) are special components.

One of the gorgon's victims was carrying treasure at the time of his petrification. The victim, now a headless statue, stands in the courtyard wearing what appears to be leather armor and carrying a bulging sack in one hand and a shortbow in the other. Due to the statue's decapitation, the victim cannot be returned to life by *stone to flesh* but his treasure can, at least, be reclaimed. The victim, a former thief, has 2,000ep and 3,000gp (both of ancient Zaharan mint) in his sack, and *six arrows +1* fletched with pegasi feathers in his quiver. His shortbow, leather armor, dagger, and thieves' tools are all quite mundane. Should the player characters use *flesh to stone* on any of the other 30 petrified victims in the courtyard, they may be randomly rolled up as NPC Adventurers.

Gorgon: MV 120', AC 7, HD 8**, hp 50, #AT 1 (gore 3+ or breath), Dmg 2d6 or 60' × 10' cloud of petrification gas, Save F8, ML 0, AL C, XP 1,600; Special: charge, breath weapon (60' × 10' cloud; save v. Petrification or *turned to stone*)



GRIFFON

Lair: 25% *Map Location:* _____

Adorning the rocky perches here are four great nests, the homes of a flock of **eight griffons** which calls this mountain dell home. There are **three griffon eggs** and two **fledgling griffons** distributed among the nests, which the adults will defend to the death.

The griffons have no treasure, but their flight feathers and talons can be harvested as goods; each set of griffon feathers is worth 170gp and weighs 1 stone, and each pair of griffon talons is worth 8gp and weighs 1/6 stone total. The griffons' eyes, flight feathers, and talons are special components (150gp and 2 3/6 st each, per griffon). If captured alive, each of the fledglings is worth 9,750gp and each of the eggs is worth 9,250gp.

Griffons (8): MV 120'/360' fly, AC 4, HD 7, hp 42, 35, 34, 33, 32, 30, 28, 26, #AT 3 (2 claws/bite 4+), Dmg 1d4/1d4/2d8, Save F4, ML 0, AL N, XP 440; Special: dive attack (double damage, dwarf-sized creatures save v. Paralysis or grabbed), taste for horse (attack any horses within 120' on failed morale roll)

Fledgling Griffons (2): MV 100'/300' fly, AC 2, HD 3+2, hp 19, 15, #AT 3 (2 claws/bite 7+), Dmg 1d2/1d2/1d8, Save F2, ML 0, AL N, XP 65; Special: taste for horse (attack any horses within 120' on failed morale roll)

GRIMLOCK

Lair: 35% *Map Location:* _____

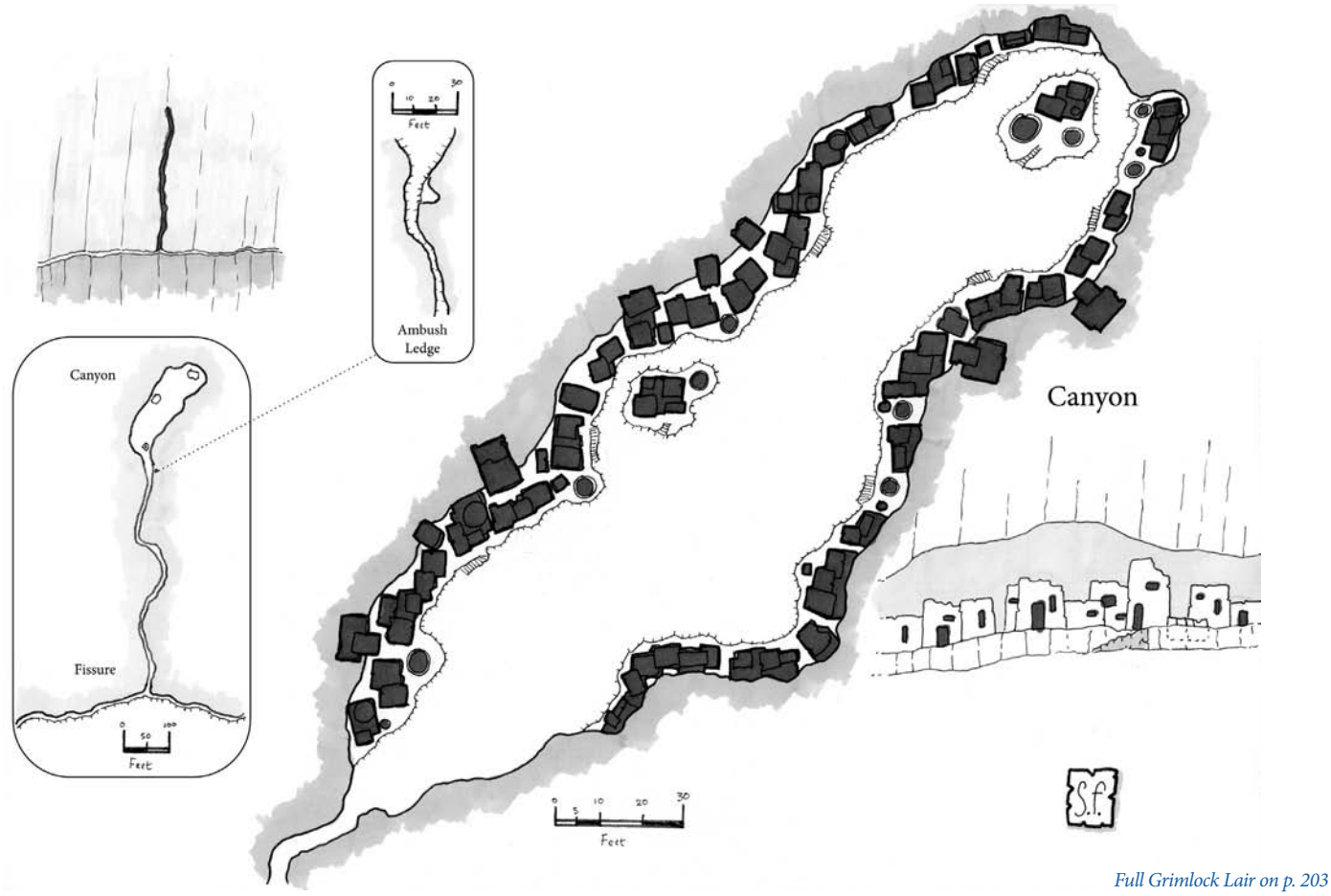
A rocky path clings between a high mountain wall on one side and a precipitous cliff on the other. The wind carries the chill of the snow and ice from higher up the mountain. A crevice in the mountain wall opens upon the rocky path. This crevice, 65 to 100 feet high and wide enough at its narrowest point for a horse to pass, extends unevenly, deep into the mountainside. After 500', the crevice widens to a narrow canyon, like a wound torn open on the mountain. Roughly stacked stone cliff dwellings line the canyon walls, the lair of **254 grimlocks**. They are led by their **chieftain** armed with spear, hand axe, shield, and scale armor.

Grimlock chieftain: MV 120', AC 5, HD 6, hp 28, #AT 1 (weapon 5+), Dmg by weapon +3, Save F6, ML +2, AL C, XP 320; Special: blind, grey skin (imposes –2 penalty on surprise rolls underground)

As long as the chieftain is alive, the grimlocks will gain a +1 to morale rolls. The chieftain is counseled by two advisors, a **shaman** and a **witch-doctor**. Each is equipped with spear, hand axe, shield, and leather armor.

Grimlock shaman: MV 120', AC 4, HD 4*, hp 20, #AT 1 (weapon 7+ or spell), Dmg by weapon +2 or spell, Save F4/C4, ML +2, AL C, XP 135; Special: blind, grey skin (imposes -2 penalty on surprise rolls underground); Spells: 2 1st, 1 2nd; Repertoire: as 4th-level shaman





Full Grimlock Lair on p. 203

Grimlock witch-doctor: MV 120', AC 3, HD 3*, hp 16, #AT 1 (weapon 8+ or spell), Dmg by weapon +2 or spell, Save F3/M3, ML +2, AL C, XP 65; Special: blind, grey skin (imposes -2 penalty on surprise rolls underground); Spells: 2 1st, 1 2nd; Repertoire: 1st – *charm person*, *choking grip*, 2nd – *continual darkness*

The grimlocks are divided into two warbands, each led by a **sub-chieftain**, and nine gangs, each led by a **champion**. The grimlocks wear rough hides and wield a mix of wood and stone spears, supplemented by occasional iron weapons salvaged from other humanoid prey. The grimlocks keep **six human prisoners** for food or slave labor.

Grimlock sub-chieftains (2): MV 120', AC 4, HD 4, hp 20, #AT 1 (weapon 7+), Dmg by weapon +2, Save F4, ML +2, AL C, XP 80; Special: blind, grey skin (imposes –2 penalty on surprise rolls underground)

Grimlock champions (9): MV 120', AC 3, HD 3, hp 16, #AT 1 (weapon 8+), Dmg by weapon +2, Save F3, ML +2, AL C, XP 50; Special: blind, grey skin (imposes –2 penalty on surprise rolls underground)

Grimlocks (60): MV 120', AC 2, HD 2, hp 9, #AT 1 (weapon 9+), Dmg by weapon +1, Save F2, ML +2, AL C, XP 20; Special: blind, grey skin (imposes –2 penalty on surprise rolls underground)

Grimlock noncombatants (60): MV 120', AC 1, HD 1, hp 5, #AT 1 (weapon 10+), Dmg by weapon, Save F1, ML +1, AL C, XP 10; Special: blind, grey skin (imposes –2 penalty on surprise rolls underground)

Grimlock young (120): MV 90', AC 0, HD ½, hp 1, #AT -, Dmg -, Save NM, ML 0, AL C, XP 0, Special: blind, grey skin (imposes -2 penalty on surprise rolls underground)

Human prisoners (6): MV 120', AC 0, HD 1-1, hp 3, #AT -, Dmg -, Save NM, ML –4, AL N, XP 0

A gang of 6 grimlocks led by a grimlock champion guard the entrance to the canyon from a ledge 25 feet high up the crevice wall. They are difficult to spot in this location, surprise indicating they have not been spotted (adventurers have a –2 penalty to surprise rolls). The grimlocks prefer to arrange an ambush on any intruders, either within the canyon, or by trailing parties which pass by. Half of the grimlocks plus the champion will trail the intruders, and half will return to their dwellings via the high ledge to gather more grimlocks for the ambush.

The chieftain, the shaman, the witch-doctor, and the two sub-chieftains each wears a hyena skin cape (100gp, 1 st each). The chieftain carries a bloodstone (50gp), agate (25gp), and an obsidian stone (10gp) in a leather pouch. The shaman is adorned with 22 bone fetishes (20gp each) and carries a fine wood idol of a scarab-headed man (500gp) tied to a staff. The witch doctor carries a scrimshaw wand (15gp), which he waves menacingly. The grimlocks' treasure is found in their large common hall, and consists of 20 racks of preserved fish (5gp, 8 st each), 40 cords of hardwood logs (5gp, 8 st each), 70 bundles of fur pelts (15gp, 3 st each), 25 sets of large antelope antlers (20gp, 2 st each), and 33 small roc feathers (350gp, 4 st total).

HAG

Lair: 70% *Map Location:* _____

A cabin of hewn logs, 45' long by 30' wide, is perched atop six 15' high tree stumps. The gnarled roots of the stumps look akin to chicken feet, offering the uneasy suggestion that the cabin might stroll away at any moment. The cabin has no windows, and only a single door that opens onto a narrow ledge. A rope-ladder extends from the ledge to the ground.

Smoke visibly rises from a hole in the 12' tall pitched roof, but the door to the cabin is barred from within, for its inhabitants value their privacy. The cabin is the lair of a covey of three hags named Eydis, Gydis, and Thydis. The three spend most of their time together, cackling as they work, but from time to time one or two will range out into the wilderness to gather ingredients for their magical research. Roll 1d10: On a 1-5, all three hags are present; on a 6-9, just two hags are present; on a 10, only one hag is present. Absent hags will return after 1d10 hours.

The hags are not unfrequently approached by desperate souls seeking their aid, so if the adventurers call out a polite greeting as they approach the cabin, or knock on the door, the hags will treat with them as possible supplicants, possibly trading secrets or magic items for gifts, treasure, or favors. Aggressive or impolite adventurers will, of course, be slain and eaten for supper.

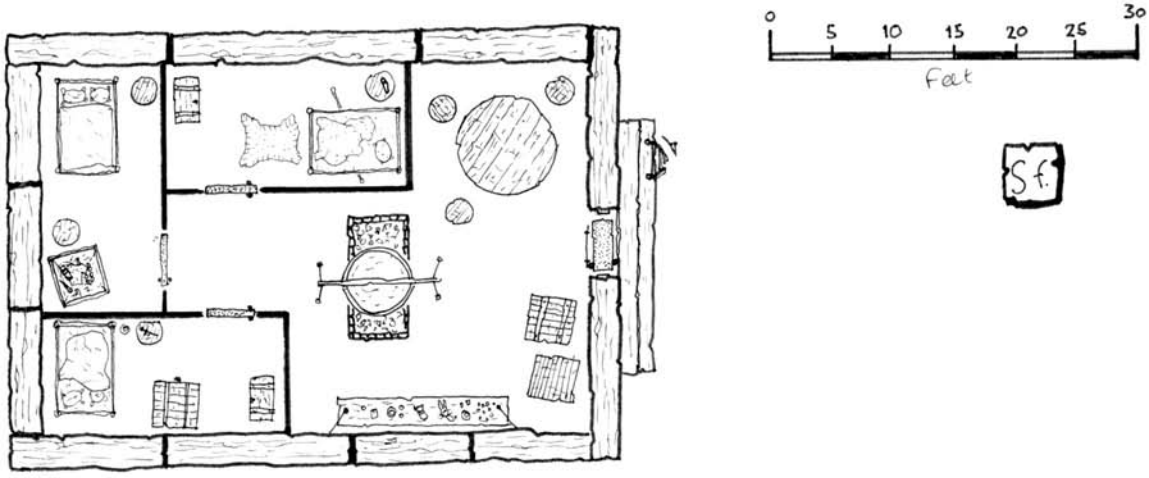
Their cabin's interior consists of three bedrooms arranged around a central den, where a stone hearth burns warm charcoal. Suspended above the hearth on a wooden tripod is a large cauldron, burbling with a stew of humanoid meat. A smoke-hole above the hearth allows the scents and smoke to exit.

A *kyrpeges* set is arranged on a table by the hearth. It has 36 pieces, made of white or green jade, patterned after heroes, monsters, and wizards that fought in the Empyrean War (200gp per piece). Eydis has won so often that the other hags will no longer play her, so adventurers otherwise slated for the cook-pot might keep themselves alive if they are skilled at strategy games.

A smoky grey *crystal ball* sits atop a lectern opposite the hearth. The shelf on the lectern holds a nicely-stitched leather *bag of holding,* which itself contains much of the hags' treasure: 1,200ep and 2,000pp in ancient Zaharan coinage; various metamphora holding manticore spikes (360gp, 6 st), a phase tiger pelt (320gp, 5 ⅔ st), and a unicorn horn (1,000gp, 16 ⅔ st); 25 giant hawk feathers (100gp, 1 st total); 24 pegasus feathers (335gp, 4 st total); 60 large roc feathers (1,465gp, 15 st total); a wooden *wand of detecting secret doors (9 charges)* with a brass knob at both ends; and a slender black *rod of cancellation,* utterly matte and unreflective, wrapped in black velvet.

Shelving around the den holds the various alembics, crucibles, retorts, and distilleries that Eydis uses in her alchemical practice





Full Hag Lair on p. 204

(5,000gp workshop). Mixed in are 3 ornamental jars of Ulrukan grain-pepper (2,500gp, 4st each) and some highly sought-after brews: an almond-scented *potion of poison,* a wine-red *potion of longevity,* a gold-flecked clear *potion of treasure finding* and a warm chocolate *philter of love*.

Eydis (hag): MV 90', AC 7, HD 9****, hp 54, #AT 2 (claws 3+), Dmg 1d4+4/1d4+4, Save C9, ML +2, AL C; Special: spell-like abilities (*alter self* and *bestow curse* 1/day; *cure moderate wounds* 1/8 hours; *neutralize poison* 1/day); Proficiencies: Alchemy, Healing; Spells: 5 1st, 5 2nd, 5 3rd, 3 4th, 3 5th; Repertoire: as 9th level antiquarian witch

Eydis's preferred form is of a nubile young woman with large eyes and red hair pulled back into a bun. She is the covey's librarian, and keeps a collection of 21 rare books (150gp and ⅜ st each) in her bedroom. Most of these are ancient scroll-rolls, written in Zaharan. Eydis tuts over them frequently, keeping them neatly organized in book-boxes free of dust and mold. The cautious Eydis wears a *ring of protection +1,* forged of orichalcum mail links.

Gydis (hag): MV 90', AC 6, HD 9****, hp 36, #AT 2 (claws 3+), Dmg 1d4+4/1d4+4, Save C9, ML +2, AL C; Special: spell-like abilities (*alter self* 2/day; *bestow curse* 1/day; *polymorph self* 1/week); Proficiencies: Beast Friendship, Passing Without Trace; Spells: 5 1st, 5 2nd, 5 3rd, 3 4th, 3 5th; Repertoire: as 9th level sylvan witch

Gydis's preferred guise is of a tall and striking woman with aristocratic features, white-blonde hair, and long nails. The sylvan hag keeps a collection of 58 fur capes (100gp, 1 st each) in her closet. The capes are stitched together from seemingly every different animal in the forest. She delights in using her *beast friendship* to lure innocent animals to their doom, and is constantly wearing the latest cape from her collection. One of her older fur capes drapes on the wall, covering a *mirror of life trapping.* 12 of the cells in the mirror are filled with adorable forest animals, which Gydis enjoys calling to the surface and watching, a sort of extradimensional zoo.

Thydis (hag): MV 90', AC 6, HD 9****, hp 60, #AT 2 (claws 3+), Dmg 1d4+4/1d4+4, Save C9, ML +2, AL C; Special: spell-like abilities (*alter self, bestow curse, charm person* 1/day); Proficiencies: Black Lore of Zahar, Mystic Aura, Seduction; Spells: 5 1st, 5 2nd, 5 3rd, 3 4th, 3 5th; Repertoire: as 9th level chthonic witch

Thydis's preferred guise is that of a lithe elven beauty with blue eyes and waist-length black hair laced into a leather corselet. In her bedroom, Thydis keeps 90 vials of Argollëan jasmine perfume (100gp, 1 st each), a fragrance which she covets above all others. She always spritzes herself with this exquisite scent when altering her shape. She wears an iron *ring of fire resistance* set with obsidian chips, and carries a ruby-tipped obsidian *wand of fire balls* (10 charges).

HALFLING

Lair: 90% *Map Location:* _____

Mixed woodland and pasture surround a high hedgerow pierced by a stout wooden gate. The hedgerow, pleasant and natural in appearance, is nonetheless a formidable obstacle: a high earth and stone bank topped by brush and trees, with drainage ditches on either side. Patches of scorched earth and hacked branches reveal attempts to breach the hedgerow.

Adventurers approaching the gate will be challenged by **two halfling militia**. The halflings are wary due to recent incidents with wandering beastmen, brigands, and swindlers. The reaction roll with the halflings receives a penalty of −2, unless there are dwarves, gnomes, or halflings among the adventurers, which results in a bonus of +2. Adventurers who receive a Friendly reaction result will be immediately escorted to meet the halfling sheriff. Adventurers who receive other reactions will be politely asked to leave. The halflings will not attack unless an attempt is made to breach the hedgerow or gate. Any such attempt will result in a bell being rung, bringing an additional **twelve halfling militia**, with 1d4 arriving per round. If needed, the entire community will rally to repel invaders. Each halfling combatant is equipped with shortbow, 20 arrows, short sword, dagger, and leather armor.

Halfling militia (14): MV 90', AC 2, HD 2, hp 9 each, #AT 1 (short sword and dagger 8+ or shortbow 9+), Dmg 1d6, Save ES2, ML 0, AL L, XP 20

Within the confines of the hedgerow hides a burgeoning village of 461 halflings. A public meeting house, watermill, and storehouses are at the center of the halfling village. These structures are surrounded by wooded hillsides and shrubby downs, many marked with small round doors and windows - 130 smials, each with two to



seven rooms 4-12' square with 4' ceilings. A small stream emerges from one hillside, flows past the watermill, and ends at a pond behind the public house. In addition to the main gate, three small concealed entrances in the hedgerow allow the halflings to pass from the village into the pasture and woodland beyond.

The leader of this village, the **halfling sheriff Andobras**, can usually be found in or near the public house tending to the affairs of the community. Outwardly attentive to the day-to-day squabbling in his village, Andobras is preoccupied with the long term prospects of the halflings in a world increasingly overrun with horrors like beastmen and undead. He hopes for a trustworthy Lawful lord who might provide protection to the halflings in exchange for fealty. Andobras is ordinarily equipped with only leather armor and a *dagger +2, +3 versus beastmen*, but he will equip a shortbow, 20 arrows, and short sword when the village is under attack.

Andobras (halfling sheriff): Wis 13, Dex 16; MV 90', AC 5, HD 5, hp 23, #AT 1 (short sword and *dagger +2, +3 v. beastmen* 1+ or shortbow 4+), Dmg 1d4+2 or 1d6, Save ES5 +1 v. Spells, ML 0, AL L, XP 200; Proficiencies: Diplomacy, Profession (judge), Swashbuckling, Weapon Finesse

The halflings organize themselves into extended family groups called meets. Each of this village's 5 meets are further broken down into 2 bands. Each band is led by a **halfling reeve**. The 10 bands have 11 **halfling militia** each, with another 110 **halfling noncombatants** and **220 halfling young** distributed among the bands. When the village is under attack, the reeves and militia will be equipped with shortbow, 20 arrows, short sword, dagger, and leather armor.

Halfling reeve (10): MV 90', AC 2, HD 2, hp 9 each, #AT 1 (short sword and dagger 8+, shortbow 9+), Dmg 1d6 or by weapon, Save ES2, ML 0, AL L, XP 20

Halfling militia (110): MV 90', AC 2, HD 1-1, hp 3 each, #AT 1 (short sword and dagger 9+, shortbow 10+), Dmg 1d6 or by weapon, Save ES1, ML -1, AL L, XP 5

Halfling noncombatant (110): MV 90', AC 0, HD 1-1, hp 3 each, #AT -, Save ES1, ML -2, AL L, XP 0

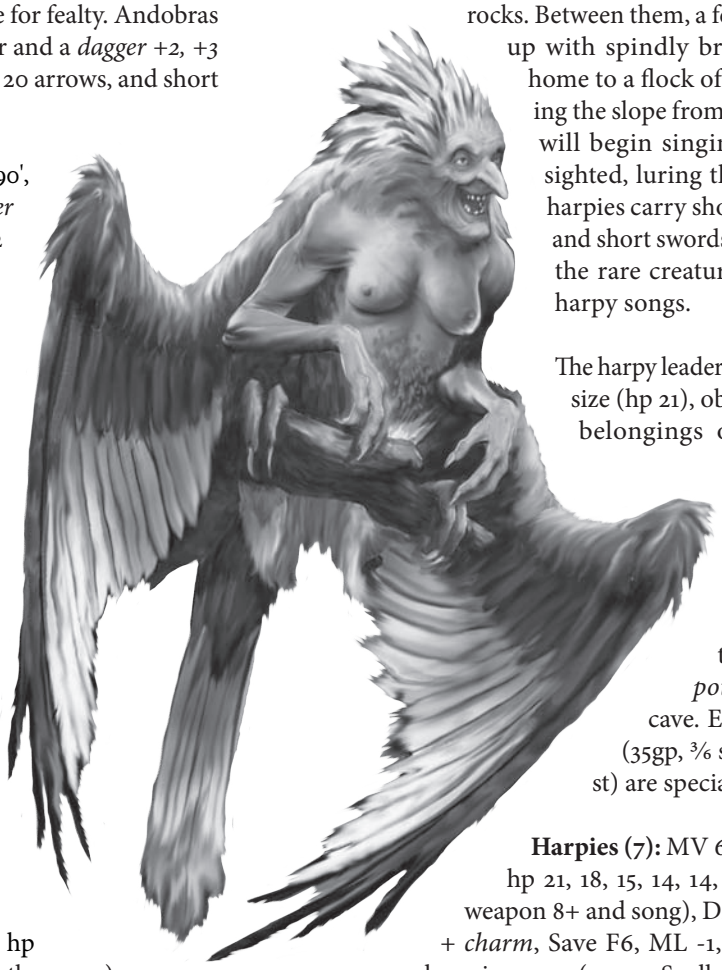
Halfling young (220): MV 75', AC 0, HD ½, hp 1 each, #AT -, Save NM, ML -2, AL L, XP 0

Valuing food and cheer above hoarded gold, the halflings' wealth may be of limited utility to others. Within the village are 11 barrels of preserved venison (5gp, 8st each), 33 bricks of salt (7sp, ⅜st each), 44 gallons of olive oil (2gp, ⅜st each), 11 barrels of halfling stout (10gp, 8st each), 110 bottles of fine Tirenean wine (5gp, ⅕st each), 11 barrels of fine Tirenean brandy (200gp, 16st each), 15 bundles of fur pelts (15gp, 3st each), 67 deer horns (2gp each, 1 st per 5), 6 jars of lamp oil (20gp, 6st each), 3 jars of yellow ochre dye (50gp, 5st each), 7 crates of terra-cotta pottery (100gp, 5st each), 1000sp, 100ep, and 350gp. Two halfling adult noncombatants each unknowingly own an unidentified potion (*potion of ESP*, *philter of love*), and one of the halfling reeves secretly bears an old family heirloom, a *ring of command human*, which he will not hesitate to use if the village is threatened.

HARPY

Lair: 25% *Map Location:* _____

The rocky slope here is dotted with talus caves, each ranging from 1' to 8' high and wide, formed between piled granite rocks. Between them, a few scrawny trees stretch up with spindly branches. The caves are home to a flock of **seven harpies**. Watching the slope from their caves, the harpies will begin singing when creatures are sighted, luring them up the slopes. The harpies carry short bows with 20 arrows and short swords with which to dispatch the rare creature that can resist seven harpy songs.



The harpy leader, a fierce creature of great size (hp 21), obsessively gathers all the belongings of their prey. In this manner she has accumulated a treasure of 1,000sp, 2 topazes (500gp each), a clear, spicy-smelling fluid (*potion of ESP),* and a thick, meaty liquid (a *potion of growth*) in her cave. Each harpy's vocal cords (35gp, ⅜ st) and wings (30gp, 3/6 st) are special components.

Harpies (7): MV 60'/150' fly, AC 2, HD 3*, hp 21, 18, 15, 14, 14, 12, 11, #AT 3 (2 claws/ weapon 8+ and song), Dmg 1d4/1d4/ by weapon + *charm*, Save F6, ML -1, AL C, XP 65; Special: charming song (save v. Spells or *charmed*)

HAUGBUI

Lair: Always *Map Location:* _____

Dozens of small, heavily weathered rune-stones mark an ancient burial field, 25' feet wide and 70' long. The stones are scribed with the names of fallen warriors from the Empyrean War. **Four haugbui**, wearing the last tatters of ancient armor, prowl the burial field seeking the battlefield victory that eluded them in life. The claws and skin of each haugbui are special components worth 50gp and 15 gp respectively.

Haugbui (4): MV 90', AC 4, HD 3*, hp 16, 15, 14, 12, #AT 2 (claws 8+), Dmg 1d8/1d8, Save F3, ML N/A, AL C, XP 65; Special: undead immunities

HAWK, GIANT

Lair: 20% *Map Location:* _____

Visible on a nearby summit is a colossal humanoid skeleton, over 110' tall, the remains of some dead titan of antiquity. The petrified skeleton is now the aerie of **three giant hawks**, who have made nests in its bones. The two larger hawks are a mated pair tending a clutch of **4 eggs**. The hawks have no treasure, but the eggs are very valuable (2,215gp and 3 st each). If slain, the hawks will yield 6 talons (36 gp and 3 ⅜ st) and 80 flight feathers (275gp and 3 st). The hawks' flight feathers and eyes are also special components (35gp and 30gp respectively, ⅜ st).

Giant hawks (3): MV 450' fly, AC 2, HD 3+3, hp 20, 18, 11, #AT 2 (talons 7+), Dmg 1d6/1d6, Save F2, ML 0, AL N, XP 65; Special: dive attack (double damage, dwarf-sized creatures save v. Paralysis or grabbed)

HELL HOUND (LESSER)

Lair: 30% *Map Location:* _____

An ominous 9' diameter arch in a nearby hillside leads into a long lava tube that runs for 110' before splitting into a series of fingers, each 6' in diameter and gradually narrowing over 40'-60' to nothingness. Crusts of small crystals sit embedded in the tube walls, amidst brassy lavacicles and bead-like drops of hardened lava. At the point where the lava tube forks lie the burned remains of several adventurers unfortunate enough to stumble upon this cave. Most of their gear has been scorched to uselessness, but one corpse has an intact leather sack holding 1,000sp, two topazes (500gp each), four moonstones (50gp each), and a wrought silver amulet (130gp). The adventurers were slain by the **five hell hounds** who lair here. The hellhounds' teeth (35gp, ⅜ st) and tongues (30gp, ⅜ st) are special components.

Lesser hellhounds (5): MV 120', AC 5, HD 3, hp 19, 17, 15, 13, 10, #AT 1 (bite 8+ or breath), Dmg 1d6 or 3d6 fire, Save F3, ML +1, AL C, XP 65; Special: detect invisibility 60' (75%), immunity to non-magical fire

HELL HOUND (GREATER)

Lair: 30% *Map Location:* _____

A 450' tall sandstone hill is enigmatically encircled by a wall of fire eternally burning at the edge of its slope. The flames jet up to a height of 10', and when the winds blow, they twist into strange, flickering shapes. Streams located around the hill send up occasional tongues of flame, and the whole site carries the stench of sulphur. At the top of the hill, a black basalt stelae has been erected, with Zaharan cuneiform praising Telith, goddess of earthquakes and volcanoes.

The burning hill is the den of **seven greater hell hounds**, who favor its hot environment. The hellhounds are immune to the effects of the fires, but adventurers likely aren't. Any characters passing through the wall of fire suffer 1d6 points of damage. The streams are laden with sulphur, and will be ignited by any flame as if burning oil. Even if unlit, there is a 1 in 6 chance each round that a character in the streams or on the hill will be caught in a tongue of flame; treat this as an attack with a torch by a normal man, dealing 1d4 points of damage.

The hell hounds have no treasure, but their teeth (500gp and 8 2/6 st) and tongues (300gp and 5 st) are special components. The real treasure is the site itself. Because of its natural ever-burning flame, the hillside is a *smoldering furnace of elemental fire* (see see p. 32).

Greater hellhounds (7): MV 120', AC 5, HD 7, hp 40, 37, 36, 32, 25, 24, 19, #AT 1 (bite 4+ or breath), Dmg 1d6 or 7d6 fire, Save F7, ML +1, AL C, XP 790; Special: etect invisibility 60' (75%), immunity to non-magical fire

HIPPOGRIFF

Lair: 10% *Map Location:* _____

Six talus caves, each ranging from 1' - 8' high and wide, formed by piled granite boulders, are scattered across the wooded hillside. These are the nests of **11 hippogriffs**. Hidden among the caves are **6 hippogriff eggs** and **6 hippogriff fledglings**. The hippogriffs will defend their offspring to the death. The hippogriffs have no treasure. However, the hippogriffs' flight feathers and talons can be harvested as goods; each set of hippogriff feathers is worth 250gp and weighs 3 stone total, and the talons of each hippogriff are worth 6gp and weigh ⅛ stone total. The hippogriff's eyes (30gp and ⅜ st per hippogriff) and flight feathers (35gp and ⅜ st per hippogriff) are special components. If captured alive, each of the fledglings is worth 8,325gp, and each of the eggs is worth 7,715gp.

Hippogriffs (11): MV 180'/360' fly, AC 4, HD 3+1, hp 15 each, #AT 3 (2 claws/bite 7+), Dmg 1d6/1d6/1d10, Save F2, ML 0, AL N, XP 65; Special: dive attack (double damage, dwarf-sized creatures save v. Paralysis or grabbed)

Hippogriff Fledgling (6): MV 150'/300' fly, AC 2, HD 1+2, hp 10, 9, 8, 6, 5, 5, #AT 3 (2 claws/bite 9+), Dmg 1d2/1d2/1d4, Save F1, ML 0, AL N, XP 15

HOARFLESH

Lair: 35% *Map Location:* _____

A thick mantle of snow shrouds the land in white. Rising from the blank face of the snow is a cairn of black stone, rune-carved with a list of names. Adventurers approaching the cairn find the air growing palpably colder until, at 20', they suffer 1d4 points of damage per round.

The deathly chill is caused by the **6 hoarflesh** who lie hidden in the snowbank here, waiting the approach of the hateful living. The frozen dead were once Jutland warriors, slain in battle during a snow storm. Their comrades could neither bury the fallen in the frozen soil, nor burn the corpses in the wintry precipitation, so they commemorated them with a crude runestone and abandoned them to the cold. Now the hoarflesh seek revenge on any who still have warmth.

Hoarflesh (6): MV 60', AC 5, HD 3**, hp 23, 18, 18, 17, 15, 15, #AT 1 (claw 8+), Dmg 1d10, Save F3, ML N/A, AL C, XP 80; Special: cold aura (20' radius, 1d4 cold damage per round), infectious (slain creatres becomes hoarflesh in 24 hours), vulnerability to heat (+50% damage from fire), undead immunities

HOBGOBLIN

Lair: 25% *Map Location:* _____

The fortified hobgoblin village of Dakabog is built on a rocky mesa adjacent to a natural spring, with excellent lines of sight in all directions. The village is ruled by **Vul Bel-Ukin,** a **hobgoblin chieftain** equipped with plate armor, spear, shield, and sword. Vul served as a mercenary in various human armies as a youth, and prides himself on hard-earned military expertise. He speaks fluent Common.

Vul is advised by **Zillistar**, his **shaman** and **Buvalu**, his **witch-doctor**. Zillistar is equipped with lamellar armor, spear, shield, and sword, and wears a pair of silver holy symbols of Iskara, Mother of Monsters (100gp each). Buvalu is equipped with chain mail, spear, shield, and sword, and carries a smoky glass orb (*crystal ball*), flask of white fluid with floating eyeballs (*potion of clairvoyance*), and a flask of gelatin-like grey liquid (*potion of ESP*). Vul relies on him for magical reconnaissance.

Vul Bel-Ukin, hobgoblin chieftain: Int 13; MV 90', AC 8, HD 5, hp 21, #AT 1 (weapon 6+), Dmg 1d6+3, Save F5, ML +1, AL C, XP 200; Proficiencies: Fighting Style (weapon and shield), Military Strategy 2, Siege Engineering

Zillistar, hobgoblin shaman: MV 90', AC 6, HD 3*, hp 13, #AT 1 (weapon 8+ or spell), Dmg 1d6+2 or spell, Save C6, ML 0/+1, AL C, XP 65; Spells: 2 1st 2 2nd, 1 3rd, 1 4th; Repertoire: as 6th level shaman

Buvalu, hobgoblin witch-doctor: MV 90', AC 5, HD 2*, hp 9, #AT 1 (weapon 9+ or spell), Dmg 1d6+1 or spell, Save M4, ML 0/+1, AL C, XP 29; Spells: 2 1st 2 2nd; Repertoire 1st – *detect magic, sleep,* 2nd – *hypnotic pattern, phantasmal force*

As chieftain, Vul commands 6 warbands, each led by a **hobgoblin sub-chieftain** equipped with lamellar armor, spear, shield and sword. Each warband consists of 5 gangs (30 gangs total). Each gang consists of a **hobgoblin champion** equipped with chain mail, spear, shield, sword, composite bow, and 20 arrows, leading **four hobgoblin warriors**. 50% of the warriors are equipped with leather armor, shield, spear, and sword, 25% are equipped with scale armor and pole arm, and 25% are equipped with scale armor, sword, composite bow, and 20 arrows. There are a total of 6 sub-chieftains, 30 champions, and 120 warriors. Vul can also call on **eight white apes** trained to guard the village. The nocturnal apes patrol the walls at night, under the oversight of a warrior-handler.

Hobgoblin sub-chieftains (6): MV 90', AC 6, HD 3, hp 13, #AT 1 (spear or sword 8+), Dmg 1d6+2, Save F3, ML 0/+1, AL C, XP 50

Hobgoblin champions (30): MV 90', AC 5, HD 2, hp 9, #AT 1 (weapon 9+), Dmg by weapon +1, Save F2, ML 0/+1, AL C, XP 20

Hobgoblin warriors (120): MV 90', AC 3, HD 1+1, hp 6 each, #AT 1 (weapon 9+), Dmg by weapon, Save F1, ML 0/+2, AL C, XP 15

White apes (8): MV 120', AC 3, HD 4, hp 18 each, #AT 2 (claws 7+) or 1 (rock 7+), Dmg 1d4/1d4 or 1d6, Save F2, ML +1, AL N, XP 80

Another **180 hobgoblin villagers** and **360 hobgoblin whelps** reside in the village alongside the warriors.

Hobgoblin villagers (180): MV 90', AC 3, HD 1-1, hp 3 each, #AT 1 (weapon 10+), Dmg by weapon, Save NM, ML –1/0, AL C, XP 5

Hobgoblin whelps (360): MV 65', AC 0, HD ½, hp 1 each, #AT -, Save NM, ML –1/0, AL C, XP 0

Dakabog is surrounded by a 375' × 115' rectangular curtain wall of mudbrick, 8' tall and 3' wide. At each corner, the wall has been built up into a 10' square, 20' high watchtower. A gang of hobgoblins armed with composite bows mans each watchtower. Mudbrick steps lead onto the walls, while log ladders are used to ascend the towers.

The sole means of egress to the village is a gateway with a thick timber door, continuously guarded by a gang of 5 hobgoblins with pole arms. By the gate, a 30' diameter pit has been excavated, and tented over with animal hide. The pit is littered with bone and gristle, and is home to the village's trained white apes.

Two-thirds of Dakabog is given way to military purposes. Six mudbrick barracks, 30' long, 25' wide, and 8' tall, are organized symmetrically in three columns of two. Each barracks houses one of the warbands, including a sub-chieftain, 5 champions, and 20 warriors. In between the barrack rows is a mudbrick villa, 35' long and 95' wide. The villa houses the chieftain, the witch-doctor, and the shaman, and contains a storehouse for the hobgoblin's plunder (see below) and a 25' square courtyard.

A fine wood standard-pole carved with Auran war-poems (600gp) stands in the center of the courtyard. The captured standard-pole is garishly adorned with 12 carved bone fetishes (230gp total) and topped by a patinated bronze eagle (50gp) and a wrought brass winged sun (110gp), all defaced with blood. The chieftain musters his officers under this standard at dawn and dusk each day; the courtyard is guarded by a gang of hobgoblins with pole arms at all other times.

The other third of Dakabog is occupied by its villagers. Sixty 10'-diameter mudbrick huts with animal-hide roofs each house an extended family (3 villagers and 6 whelps). Four larger mudbrick buildings, each 25' diameter square, serve as workshops for the villager's smiths, brickmakers, leatherworkers, and other crafters.

The hobgoblins have gathered a large store of treasure from their raids. They collectively have coin totaling 12,000cp, 8,000sp, and 900gp. Half the coin is spread through the village, with 4d10cp and 3d6sp on each hobgoblin. The remaining 6,000cp, 4,000sp, and 900gp are kept in locked pay-chests in the villa storehouse. Also in the storehouse are the hobgoblin's plundered goods: 30 bricks of salt (7sp, ⅗ st each), 9 gallons of olive oil (2gp, ⅗ st each), 5 barrels of dried pork (5gp, 8 st each), 43 iron ingots (1gp, ⅗ st each), 8/10ths of a cord of timber (5gp, 8 st each), 10 barrels of locally-brewed ale (10gp, 8 st each), 21 jars of lamp oil (20gp, 6 st each), 65 bottles of various imported wines (5gp, 1 st per 5 bottles), 45 rolls of wool (10gp, 4 st each), 5 jars of kermes dye and iron gall pigment (50gp, 5 st each), 7 crates of Tirenean red-gloss pottery (100gp, 5 st each), 270 ram horns (2gp each, 1 st per 5), 1 crate of imperial armor and weapons (225gp, 10 st), 30 bundles of fur pelts (15gp, 3 st each), and 8 bags of loose herbs (75gp, 5 st each).

During the day, the hobgoblins (except for guards) will be asleep. At night, the villagers and whelps will be out tending the village's fields (a set of small plots of mixed crops crudely hoed with digging sticks) that dot the mile-and-half area around the village. Meanwhile 1d4+1 of the warbands will head out on raids while the remainder guard the village.

HYDRA

Lair: 20% *Map Location:* _____

Rising from the swamp is a rocky limestone hill, its western slope overhanging with vines and bush that dangle in front of a broad cave opening, 26' wide and 15' high. The cave beyond is only dimly visible through the brush. A **9-headed regenerating hydra** makes its lair within.

A hapless hero who died here a decade ago left behind *Thollmorne,* a pattern-forged steel longsword with a hilt in the shape of a troll. *Thollmorne* is a *sentient lawful sword +1, +3 v. regenerating creatures (INT 7, Ego 3; detects evil, strikes regenerating creatures for 3 extra damage dice).* The sword is sheathed in a black lacquered troll-hide scabbard (1,000gp value), visibly sticking up from a pile of bones in the cave. The hydra's blood, scales, and set of skulls are special components; each of the three components is worth 433 gp and weighs 7 ⅛ st (1,300gp and 21 ⅜ st total).

9-headed regenerating hydra: MV 120', AC 4, HD 9*, hp 72, #AT 1 per head (bites 3+), Dmg 1d10 per head, Save F9, ML +2, AL N, XP 1,300; Special: severable heads (lose 1 head per 8 hp lost), regeneration (3 hp/round, regenerate 2 new heads 1d4 rounds after losing head, cannot regenerate fire damage)

KHEPRI

Lair: 75% *Map Location:* _____

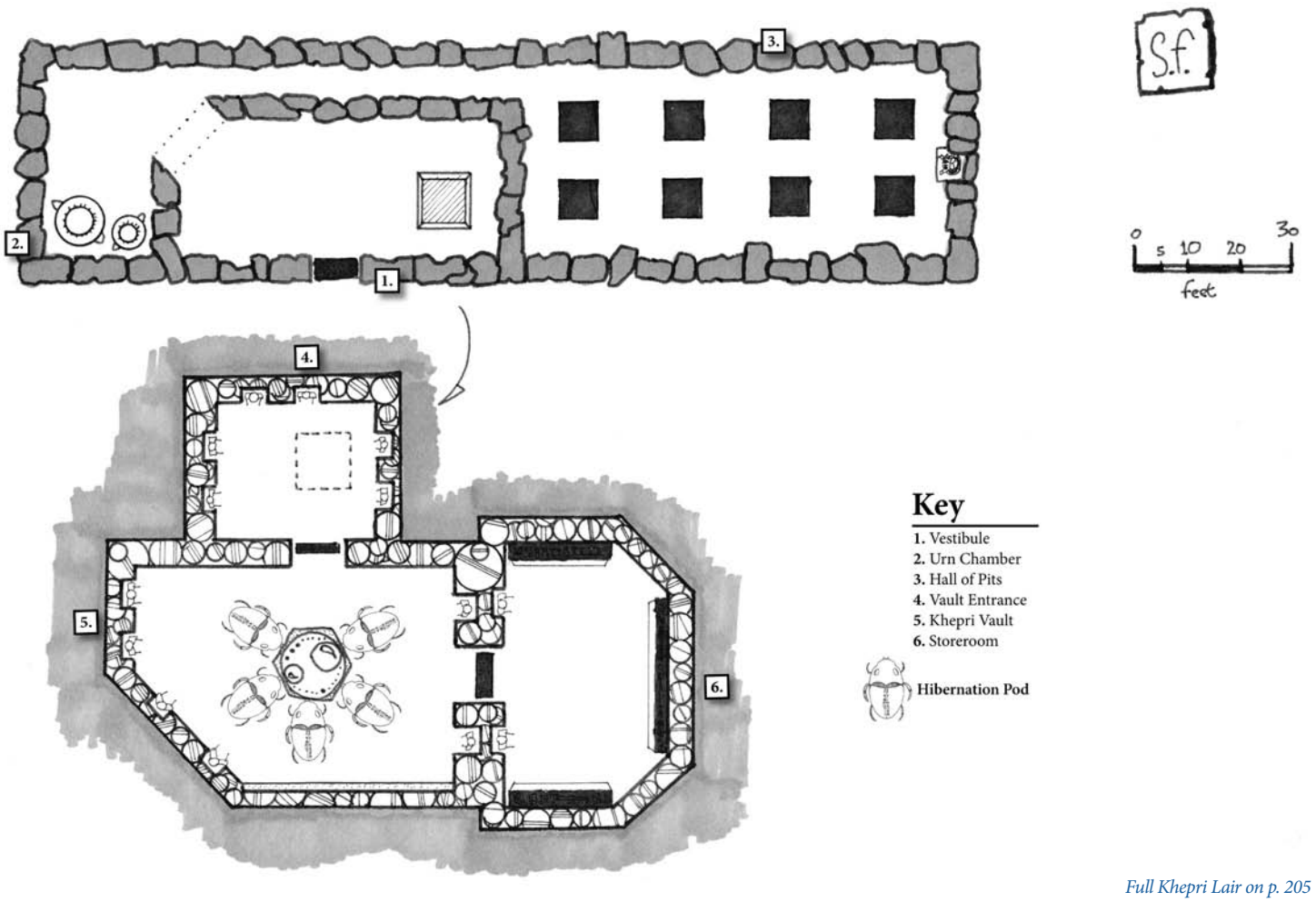
Built atop the barren ground here is a flat-roofed rectangular structure, 180' long on its east-west axis and 45' wide on its north-south axis, with sloping walls 25' high constructed of coarse yellow limestone, heavily weathered. The sole means of entrance into the structure is a massive stone door in the southern face. The door is exceptionally heavy (−12 penalty to proficiency throws to open it) and *wizard locked* (11th level).

The door opens into an undecorated 60' × 25' **Vestibule (1)**. An arched opening to the northwest leads to the **Urn Chamber (2).** Here stand a pair of huge redware urns depicting the worship of a dark-skinned human with a scarab beetle as a head. The urns are filled with ashes (valueless). A 60' hallway runs east to the **Hall of Pits (3)**, where two rows of stone-lined sacrificial pits, each 10' wide and 20' deep, lead up to an 8' tall black granite statue of a beetle-headed man. The pits have a few inches of ash at bottom, but are otherwise empty. A successful Black Lore of Zahar or Theology proficiency throw at -4 can identify the urn images and/or statue as depicting a being called the Khepri, believed to be an avatar of one of the Chthonic deities.

A trapdoor in the floor by the eastern wall of the Vestibule conceals a 10' wide vertical shaft that descends 100' down through the masonry and into the bedrock before terminating in the ceiling of the **Vault Entrance (4)**, 12' above the floor. The walls of the shaft and vault are made of a uniform, blemish-free grey stone that seems poured or molded in place. Characters with Engineering proficiency can identify the stone as concrete, but the uniform smoothness of the finish suggests a process more advanced than that used by the Aurans. There is no ladder or staircase, but characters can safely traverse the shaft with ropes or magic.

The west, north, and east walls of the Vault Entrance are carved with small niches, within which stand black granite statues of beetle-headed men. Careful inspection shows slight differences in the statues,





Full Khepri Lair on p. 205

as if they represent distinct individuals. A pale light emits from each of the niches, collectively sufficient to dimly illuminate the entire room. An ornate door of dark purplish-black alloy, carved with strange pictographs, is built into the south wall. The door automatically opens if any character spends one round adjacent to it.

Beyond is the **Khepri Vault (5)**. Like the Vault Entrance, it has seamless concrete walls pocketed by illuminating niches with statues of beetle-headed men. In the center of the Vault is a 15' wide hexagonal pillar of concrete decorated with strange pictographs that glow from some interior illumination, and strange crystalline panels showing geometric patterns. The patterns seem to be reducing in size over time. Attached to this pillar are five large "statues" of purplish-black alloy, formed in the shape of beetles. The statues hum, as if alive, and are noticeably cold to the touch.

The beetle "statues" are actually hibernation pods, within which slumber **four khepri** and one **khepri hierarch**. When the trap door in the Vestibule was opened, the hibernation pods automatically began the process of awakening their sleeping occupants. A character equipped with an *engineer's control rod* (see below) who speaks the Khepri language can abort the process. If not interrupted, then the hibernation pods will crack open and unleash the Khepri 1d10 rounds after characters enter the **Khepri Vault (5)**, or 3 turns after they open the trapdoor (whichever comes first).

The khepri are accustomed to being worshipped by humans, and may assume that weak or suppliant adventurers are servants sent to alert them of the Awakening. If confronted by obviously powerful adventurers, the khepri will present themselves as wise sages of a bygone era, acting peaceably while they plot to gain the upper hand.

Khepri (4): MV 120', AC 4, HD 8*****, hp 43, 41, 34, 32, #AT 2 (fists 3+) or 1 (kiss), Dmg 1d12 or special, Save C8, ML +2; Special: fearsome visage (save v. Paralysis or paralyzed), kiss (save v. Poison, die or *enslaved*), spell-like abilities (*body equilibrium, clairaudience, clairvoyance, choking grip, detect invisible, levitate, shimmer, telepathy* at will, *charm monster* 1/day)

Khepri Hierarch: MV 120', AC 4, HD 11*****, hp 60, #AT 2 (fists 2+) or 1 (kiss), Dmg 1d12 or special, Save C11, ML +2; Special: fearsome visage (save v. Paralysis or paralyzed), kiss (save v. Poison, die or *enslaved*), spell-like abilities (*body equilibrium, clairaudience, clairvoyance, choking grip, detect invisible, levitate, shimmer, telepathy, telekinesis* at will, *charm monster, phantasmal killer, scry, strength of mind, weakness of mind* 1/day, *alter self, dimension door* 3/day)

Past the statues, the south wall is covered floor to ceiling with what appears to be smooth glass paneling. The glass paneling on the south wall is a telepathically-controlled view screen that functions like a *crystal ball with clairaudience*. It can be utilized by telepathic characters or by characters capable of speaking the Khepri language and equipped with an *engineer's control rod* (see below).

Another purplish-black metal door leads to the east; it too automatically opens if any character spends one round adjacent to it. Beyond is the **Storeroom (6)**, where the khepri have provisioned for their return. On the northern shelf, a series of terracotta urns (100gp, 2 ⅜ st total) contains 13,000sp, 10,000ep, and 10,000gp. All the coins are of exceptional purity and smoothness. Alongside the urns are 41 pieces of jade (200gp each), 38 enameled gold figurines wrought in aerodynamic shapes (1,000gp each), 2 fist-sized crystal geodes (2,000gp each), 2 exquisitely carved crystal skulls of clear quartz (10,000gp each), and 80 hepatizon ingots (300gp, 2 st each).

The eastern shelf contains arcane implements - numerous flasks, vials, beakers, crucibles, burners, and measuring devices, anatomical drawings of various creatures, and various sealed bottles of colored powders. The collection of devices constitutes a magical workshop worth 18,000gp and weighing 60 st. It is accompanied by a collection of 120 manuscripts on copper plates bound with rings, engraved with pictographs that describe the astrological, metaphysical, and occult practices of the khepri (150gp, 3/6 st each). Characters capable of reading the Khepri language can use the plates as an 18,000gp library for magical research.

The southern shelf is stocked with strange devices of scientific sorcery, including a *medallion of light,* two *unseen ears,* four *shield belts*, four *warp swords*, and one *stun stick*. Each device has 1d10+5 charges. A set of eight *nutrient packets* and six *incendiary granatum* rest nearby next to two *engineer's control rods*. On the floor, a series of black resin metamphora contain special components, including basilisk eyes (500gp, 8 ⅔st), 10 doppelganger skins (70gp, 1 ⅙st each), gorgon lungs (800gp, 13 ⅔st), lamia hair (700gp, 11 ⅔st), lamia heart (700gp, 11 ⅔st), caesious dragon gland (500gp, 8 ⅔st), 10 sterilized green slime residues (38gp, ⅜st each), 20 dried yellow mold spores (40gp, ⅔st each), gaseous air elemental residue (3000gp, 50st), flame salamander ichor (1,100gp, 18 ⅔st), and spectre ectoplasm (820gp, 13 ⅔st). The metamphora are labeled with Khepri pictographs for easy identification (easy to them, anyway).

If the khepri are awakened before the adventurers come downstairs (e.g., if they tarry above after opening the trapdoor) they will immediately equip themselves from the Storeroom with *shield belts, warp swords,* and other equipment. If time permits, they will then use the view screen to monitor the adventurers' approach, negating any possibility of surprise.

Note: To reflect the Khepri's scientific sorcery, this lair is stocked with items from *ACKS Dwimmermount.* The new items are summarized below. Judges should feel free to replace them with more traditional magic items, or unusual items of their own design, if desired. In total, the lair should have 8 potions, 6 scrolls, 5 swords, 5 armors, 3 miscellaneous items, 2 wands, and 1 miscellaneous weapon.

Engineer's Control Rod: This black metal baton measures slightly more than a foot in length. Holding the *rod* gives the wielder complete immunity to all damage from electricity and electrical attacks. Furthermore, it activates certain mechanical devices as noted in the room descriptions.

Incendiary Granatum: A *granatum* is a small metallic device roughly the size of an apple, with indentations across its spherical surface for ease of grasping. On one side is a button that, if depressed, causes it to explode in a shower of fire one round later, dealing 5d6 points of damage to anyone within 20 feet of the *granatum* (make a saving throw versus Blast for half damage). A *granatum* may be thrown with the same range and chance to hit as a flask of oil. (These were placed in lieu of scrolls.)

Medallion of Light: This item appears as a circular neck ornament, normally fashioned of bronze, brass, or copper, set with a central crystal. If the *medallion*'s crystal is pressed, it will shed light equal to torchlight, sufficient to illuminate a 30-foot radius area. The light lasts until the crystal is pressed again, or 6 turns elapse, whichever comes first. Nothing prevents its wearer from pressing the crystal again, but each use requires 1 charge. The *medallion of light* has up to 15 charges.

Nutrient Packet: These freeze-dried rations are nearly tasteless but contain a restorative mixture of electrolytes, enzymes, and vitamins. When a *nutrient packet* is eaten, the character who ate it will heal a number of hit points equal to his Constitution score after his next 8-hour rest.

Shield Belt: This piece of magical technology creates a field of arcane energy around the wearer. While active, the field resists all forms of damage, including magic, absorbing the first 20 points of damage taken by the wearer per round. The shield belt has up to 15 charges. Each minute that the field is active costs one charge. An additional charge is expended each time the field absorbs 20 points of damage in a round.

Stun Stick: This weapon is a metal baton that emits an arcane glow when activated. The stick, when it hits an opponent, crackles with energy that deals 2d6 damage and stuns the target for 1d6 rounds if a saving throw versus Paralysis is failed. The stun stick has up to 15 charges, each of which activates the weapon for one minute.

Unseen Ear: This item resembles an oblong marble of green crystal. It fits snugly in the external auditory canal of the ear and is almost unnoticeable once in place. The *unseen ear* allows telepathic communication between two or more individuals who each wear one of these items up to a distance of 120 feet. *Unseen ear*s may also be linked to a larger telepathic transmitter, which will allow communication between wearers up to 60 miles away.

Warp Sword: When turned off, this sword looks like a metallic handle with a hole in its end. When powered up, the sword generates a flickering 30-inch-long blade of arcane energy. Attacks using this weapon treat any armor as if it were two points worse than it actually is. Thus, plate armor is treated as AC 4 instead of AC 6. When it strikes, the *warp sword* deals 1d8+16 points of damage. The warp sword has up to 15 charges, each of which powers the sword for two minutes.

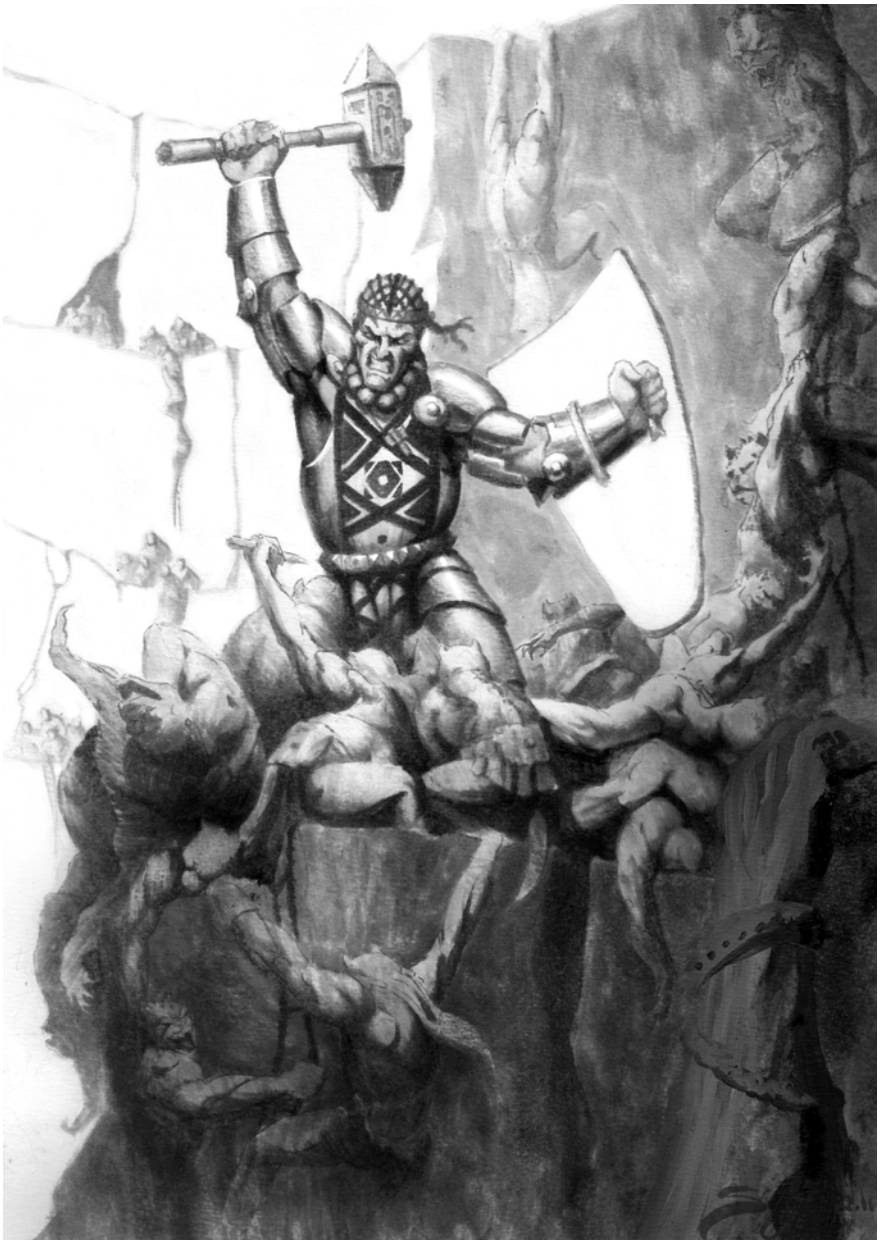
KOBOLD

Lair: 40% *Map Location:* _____

A cliff of soft volcanic tuff has been honeycombed with rooms to form the kobold village of Tormog. The village is ruled by **Belbasa**, a **kobold chieftain** equipped with *chain mail +1*, shield, short sword, *sling +1,* and scrimshaw-hilted knife (20gp). Belbasa is among the most gifted kobolds in the history of his people and seeks nothing less than to become warlord of all beastmen.

Belbasa is advised by **Dabu-Bel**, his **shaman**. Dabu-Bel is equipped with scale armor, shield, and hand axe. Belbasa is defended by 12 elite guards equipped with scale armor, shield, hand axe, and 3 javelins. He also keeps a kennel of 4 **giant weasels** trained as guards.

Belbasa (kobold chieftain): Str 13, Int 18, Wis 13, Dex 16, Cha 16; MV 60', AC 7, HD 2, hp 12, #AT 1 (short sword 8+ or *sling +1* 7+), Dmg 1d6+2 or 1d4+3, Save F2 +1 v. Spells, ML +2, AL C, XP 20; Proficiencies: Ambushing, Military Strategy, Siege Engineering, Trapping



Dabu-Bel (kobold shaman): MV 60', AC 4, HD 1*, hp 8, #AT 1 (hand axe 10+ or spell), Dmg 1d6 or spell, Save C4, ML −2/+2, AL C, XP 13; Spells: 2 1st 1 2nd, Repertoire: as 4th level shaman

Elite kobold guards (12): MV 60', AC 4, HD 1, hp 8, #AT 1 (hand axe or javelin 10+), Dmg 1d6, Save F1, ML −2/0, AL C, XP 10

Giant weasels (4): MV 150', AC 2, HD 4+4, hp 22 each, #AT 1 (bite 6+), Dmg 2d4 + blood drain, Save F3, ML +2, AL N, XP 140; Special: blood drain (2d4 ongoing, continues until slain)

As chieftain, Belbasa commands 10 warbands, each led by a **kobold sub-chieftain** equipped with scale armor, shield, hand axe, and 3 javelins. Each warband consists of 3 gangs (30 gangs total). Each gang consists of a **kobold champion** equipped with leather armor, shield, spiked club, and 3 javelins, leading **11 kobold warriors** equipped with hide armor, shield, spiked club, and 3 javelins. There are a total of 10 sub-chieftains, 30 champions, and 330 warriors.

Kobold sub-chieftains (10): MV 60', AC 4, HD 1, hp 8, #AT 1 (hand axe or javelin 10+), Dmg 1d6, Save F1, ML −2/+2, AL C, XP 10

Kobold champions (30): MV 60', AC 3, HD 1-1, hp 4 each, #AT 1 (spiked club or javelin 10+), Dmg 1d6, Save F1, ML −2/+2, AL C, XP 5

Kobold warriors (330): MV 60', AC 2, HD ½, hp 2 each, #AT 1 (spiked club or javelin 10+), Dmg 1d4, Save NM, ML −2/+2, AL C, XP 5

Another **165 kobold villagers** and **495 kobold whelps** reside in the village alongside the warriors.

Kobold villagers (165): MV 60', AC 0, HD ½, hp 1 each, #AT -, Save NM, ML −2/+2, AL C, XP 0

Kobold whelps (495): MV 50', AC 0, HD ½, hp 1 each, #AT -, Save NM, ML −2/+2, AL C, XP 0

Tormog consists of 64 different cliff-dwellings organized into seven horizontal rows or levels. The first level is 15' above the ground, and can be reached only by a single rope ladder hanging down from center of its walkway. The dwellings along each level are connected by slightly sloped walkways, 3' wide and without barriers. A gang of kobolds patrols each walkway at all times. The levels are vertically spaced about 15' apart, connected by rock-carved steps at either end of the walkways. In addition, rope ladders are strung between the 1st and 3rd, 2nd and 4th, 3rd and 5th, 4th and 6th, and 5th and 7th levels. The rope ladders are rigged such that they can be cut loose easily from above, should intruders begin to scale them. Each level also has one dwelling with a trap door up and one with a trap door down, which the kobolds use to flank attackers.

The first two levels each have fifteen cliff-dwellings, 4' tall, 10' wide, and 20' deep. Each dwelling belongs

to one of the gangs, and houses the gang's champion, the champion's family (1 villager and 3 whelps), and his 11 warriors. The third and fourth levels each have ten cliff-dwellings belonging to the sub-chieftains. Each sub-chieftain's dwelling is 4' tall by 15' wide by 20' deep and houses the leader and his family (5 villagers and 15 whelps). The fifth and six levels each have six cliff-dwellings belonging to the elite guards. These dwellings are 4' tall, 20' wide, and 20' deep, and house a guard and family (5 villagers and 15 whelps) in each. The seventh level has two cliff-dwellings, one for Belbasa and one for Dabu-Bel. These dwellings are 5' tall, 35' wide, and 35' deep, with antechambers, court, quarters, and vaults. The chieftain and shaman dwell with their families (15 villagers and 45 whelps for the chieftain, 10 and 30 for the shaman). All the dwellings have their own ledge-facing entrances hung with curtains of animal-hide.

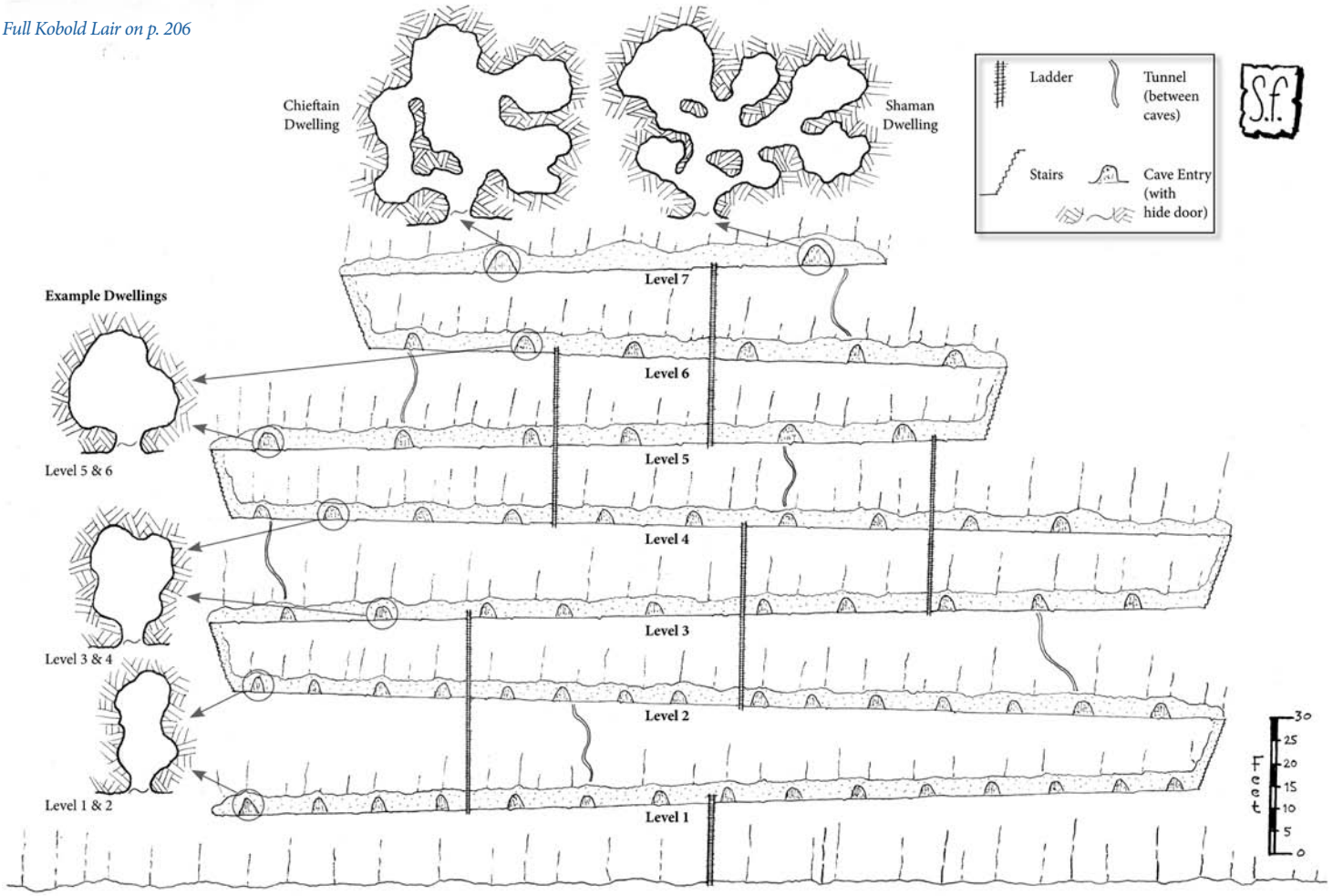
Under Belbasa's brilliant leadership, the kobolds have gathered great plunder. They collectively have coin totaling 16,000cp, 6,000sp, and 3,000gp. The coin is spread through the various dwellings in sacks, with around 175cp and 50sp in each regular dwelling; 225cp and 75sp in the guards' and sub-chieftains' dwellings; 2,000cp, 1,300sp, and 1,000gp in the shaman's; and 2,800cp, 1,550sp, and 2,000gp in the chieftain's. Belbasa also has 5 crystals (50gp each), 7 agates (25gp each), a wrought gold torc (1,200gp), a partially-complete *kyrpeges* set with 5 glass pieces (550gp value), and a scrimshaw-hilted knife (20gp).

The kobold's plundered goods include 23 tattered wool rugs (115gp, 161 st total), 50 bricks of salt (7sp, ⅜ st each), 62 gallons of olive oil (2gp, ⅜ st each), 17 barrels of dried pork (5gp, 8 st each), 100 iron ingots (1gp, ⅜ st each), 2/10ths of a cord of timber (5gp, 8 st each), 21 barrels of locally-brewed ale (10gp, 8 st each), 22 jars of lamp oil (2gp, 6 st each), 110 bottles of various imported wines (5gp, 1st per 5 bottles), 60 rolls of wool (10gp, 4 st each), 11 jars of madder and weld dye (50gp, 5 st each), 9 crates of Tirenean red-gloss pottery (100gp, 5 st each), 315 ram horns (2gp, 1 st per 5), 38 bundles of fur pelts (15gp, 3 st each), and 10 bags of loose herbs (75gp, 5 st each). These goods are spread evenly across the dwellings on the various levels.

During the day, the kobolds (except for guards) will be asleep. At night, the villagers and whelps will be out tending the village's fields (a set of small plots of mixed crops crudely hoed with digging sticks) dug atop the cliff. Meanwhile 2d4 of the warbands will head out on raids while the remainder guard the village.

If Tormog is attacked, Belbasa will defend his "kingdom" with all the cunning he can muster. Rope ladders will be cut at the most inopportune time. Jars of lamp oil will be set aflame and poured on attackers' heads (dealing 1d8 damage for 2 rounds, or 1d3 damage for one round on a successful saving throw v. Blast). Barrels will be rolled down the narrow ledges (knocking any characters in its path down to the next level unless they succeed in a saving throw v. Paralysis). Timber logs will be used to ram characters off the cliff (4 kobolds working together must make an attack throw at -4; if they hit, the target is knocked off the cliff entirely unless he succeeds in a saving throw v. Paralysis). The rope ladders and trap doors will be used to hit attackers from every angle. They're coming out of the walls, man!

Full Kobold Lair on p. 206



KRAKEN

Lair: 10% *Map Location:* _____

For leagues, the sea has been aquamarine green, the shallow water the color of the sea floor below. Ahead, however, lies a great disk of midnight blue water, almost 1000' wide – a giant submarine sinkhole where the sea floor falls away into a chasm more than 700' deep. A successful Loremastery or Knowledge (history) proficiency throw recalls that the *Leontophoros*, a Nicean royal galley, is reputed to have sunk in a "great blue hole in the sea" in this stretch of waters.

The treasure-filled wreck of the *Leontophoros* does rest at the floor of the sinkhole, alongside scores of other shipwrecks. All of these vessels were sunk by the immense **kraken** which lairs on the bottom of the blue hole. The kraken will attack any ships which sail across the blue hole, or which linger at its perimeter.

Kraken: Con 16; MV 180' swim, AC 3, HD 36**, hp 220, #AT 9 (8 tentacles/1 bite -4+), Dmg 2d12 + constriction/3d20, Save F15, ML 0, AL N, XP 18,350; Special: constriction (2d12 ongoing, deal 30hp in one blow to cut off), swallow whole (target swallowed if attack throw beats target value by 4+ or on unmodified 20, suffers 3d20 ongoing, may attack from within at –4, drowns in 10 rounds), ship breaking (2 large tentacles deal 2d12 shp per round, beak deals 12 shp per round)

If the kraken is slain or driven off, the treasures on the sea-floor can be dredged to the surface. A large oak treasure chest holds 5,000sp and 2,000gp in algae-covered Nicean coinage. A rusted iron box contains a pair of carnelians (75gp each), a topaz (500gp), a sunset amethyst (750gp), a pair of facet-cut star sapphires (6,000gp each), and a trio of flawless facet-cut jacinth stones (8,000gp each). A toppled cabinet in the *Leontophoros*' forecastle holds a gold pendant embossed with a medusa's head (700gp), an ornate eagle cameo carved of two-layered onyx (1,000gp), an intricately wrought gold wreath (1,200gp), and a gold diadem studded with diamonds topped with a winged sun of ruby and platinum (31,000gp). The remnants of other treasures are visible throughout the wreckage, but have been irreparably ruined by algae and salt water.

The blue hole within which the kraken dwells is an *azure well of elemental water.* Spellcasters who cast water spells here calculate the spell effects as if they were two class levels higher than their actual level of experience. Characters performing magical research related to water spells in an azure well gain a +1 bonus to their magic research throws. If the azure wall is unoccupied, there is a 10% chance every 1d12 days that a water elemental (1 elemental or 1 marid) will manifest there.

LAMIA

Lair: 40% *Map Location:* _____

The ground here has been blasted by some ancient explosion, which has formed a scorched crater one hundred yards wide. From the middle of the crater rises a lonely spire of smooth basalt, 150' tall, its ancient stone work intact but fire-blackened by whatever explosion caused the crater it stands within. The spire has no visible entrances anywhere along its 30' diameter base, and is windowless until near the summit, where a 20' diameter rotunda is pierced by sixteen arches, each appearing as an impenetrable inky blot of darkness. Here and there around the spire the ground is broken up, as if by secondary impacts. There is actually an oak door at the base of the tower, but it is concealed by an *illusion.* The door is barred, but not magically sealed; inside, a stone spiral staircase leads from the door to a landing in the rotunda, 140' up. The floor of the landing is engraved with obscure hieroglyphs of an unknown language. A series of stone wall-niches have been set along the perimeter of the landing, below the arches. One niche holds an ironbound chest with 1,000ep, 4,000ep, 2,000gp and a garnet (250gp); the coins carry the symbol of a winged humanoid on one side, and strange writing on the back. A second niche holds more than a dozen glass vials, all broken save one containing a white, balmy *potion of fire resistance.* A third niche holds hundreds of clay tablets, broken into thousands of pieces, each piece carved with an indecipherable hieroglyph. Carefully searching the niche reveals several intact clay tablets, which are actually scrolls: a *cursed scroll* (victim must save v. Blast or be instantly immolated), a *scroll of ward against elementals,* and a *scroll of cataclysm.* All the scrolls are written in the same inscrutable script found elsewhere in the spire. The writing is all Faravaharan, a seemingly dead language (see the entry for Faravahar, above) spoken before the Day Without Night. *Read languages* or similar magic can be used to decipher it; this reveals that the landing text and the various clay tablets all seem to relate to elemental fire.

From the landing it is evident that the inky blackness of the rotunda arches is another *illusion*. The illusions on the door and arches were placed by the spire's occupant, a **lamia** who values the privacy of her lair in the rotunda. The lamia is equipped with a *composite bow +1* and a quiver of 20 arrows, each dipped in wyvern venom (onset time 1 round, save modifier +1, 6d6 damage on a failed save v. Poison). She finds the landscape around the spire sublime in its ruined grandeur, and considers any creatures she sees in "her" land to be either potential food or potential minions. She is particularly interested in enslaving a Lawful hero to serve as a mate and bodyguard, and may parley to attempt this, but she is not unhappy to just slay and eat trespassers. Adventurers on the ground level will be sniped at with her *bow +1*, while those who reach the landing will be *commanded* to "jump." Parties that see the spire but do not investigate will certainly be stalked by the lamia when they rest, unless they are traveling in great strength. If slain, the lamia's fingers, hair, and heart are special components (700gp, 11 ⅙ stone each), as is its tongue (400gp, 6 ⅙ st).

Lamia: MV 240', AC 7, HD 9***, hp 45, #AT 1 (hoof or weapon 3+), Dmg 1d4 + WIS drain or by weapon, Save F9, ML +1, AL C, XP 2,500; Special: stupefying touch (touch drains 1 WIS permanently), spell-like abilities (*command word, illusion* at will; *charm person*, *mirror image* 1/day)

LAMMASU

Lair: 30% *Map Location:* ____

Rising from the ground is a rectangular platform of earth, 25' high, 218' long along its west-east axis, and 140' wide along its north-south axis. The regularity of its shape suggests it was fashioned by some ancient crafters. It is a sacred mound, a *hallowed pinnacle of good* (see p. 49), guarded by **four lammasu.**

Lammasu (4): MV 120'/240'. AC 4, HD 7+7***, hp 53, 41, 39, 34, #AT2 (2 claws 3+), Dmg 1d6/1d6, Save F7, ML+1, AL L: Special: aura of protection (as double-strength *sustained protection from evil*),

curative spellcasting (*cure* spells heal twice normal amount), magic resistance 7+; Spells: 4 1st, 3 2nd, 2 3rd, 1 4th; Repertoire: as 7th level cleric

The lammasu have sworn to protect the ancient Empyrean War treasures stored within the mound: 5,000gp and 5,000pp; a platinum and sapphire-studded patriarch's crown (20,000gp); a collection of crystal vials containing a red, effervescent fluid (*potion of speed*), a clear, colorless fluid (*potion of invisibility*), a clear, bubbling fluid (p*otion of levitation*), and 2 sweet, honey-scented amber fluids (*2 potions of healing*); a cypress scroll case with 3 papyrus sheets scribed in Classical Auran - a *scroll of ward against undead,* a *scroll of ward against magic,* and a *scroll of ward against elementals;* a thin band of white gold set with a colorless diamond (*ring of invisibility*); a green-gold ring with inlaid aquamarines (*ring of water walking*); a whitewood staff topped with an alabaster figurine of a goddess (*staff of healing*); a platinum brooch smithed in the shape of the winged sun (*brooch of shielding*); an archaic hourglass-shaped shield of bronze and wood (*shield +1*); an orichalcum panoply (*plate armor +2*); and a pair of orichalcum swords, one long and one short (*sword +2* and *short sword +1*). On a Friendly reaction roll, Lawful adventurers on a quest of suitable importance may be loaned the use of these ancient relics of good.

LEYAK

Lair: 25% Map Location: _____

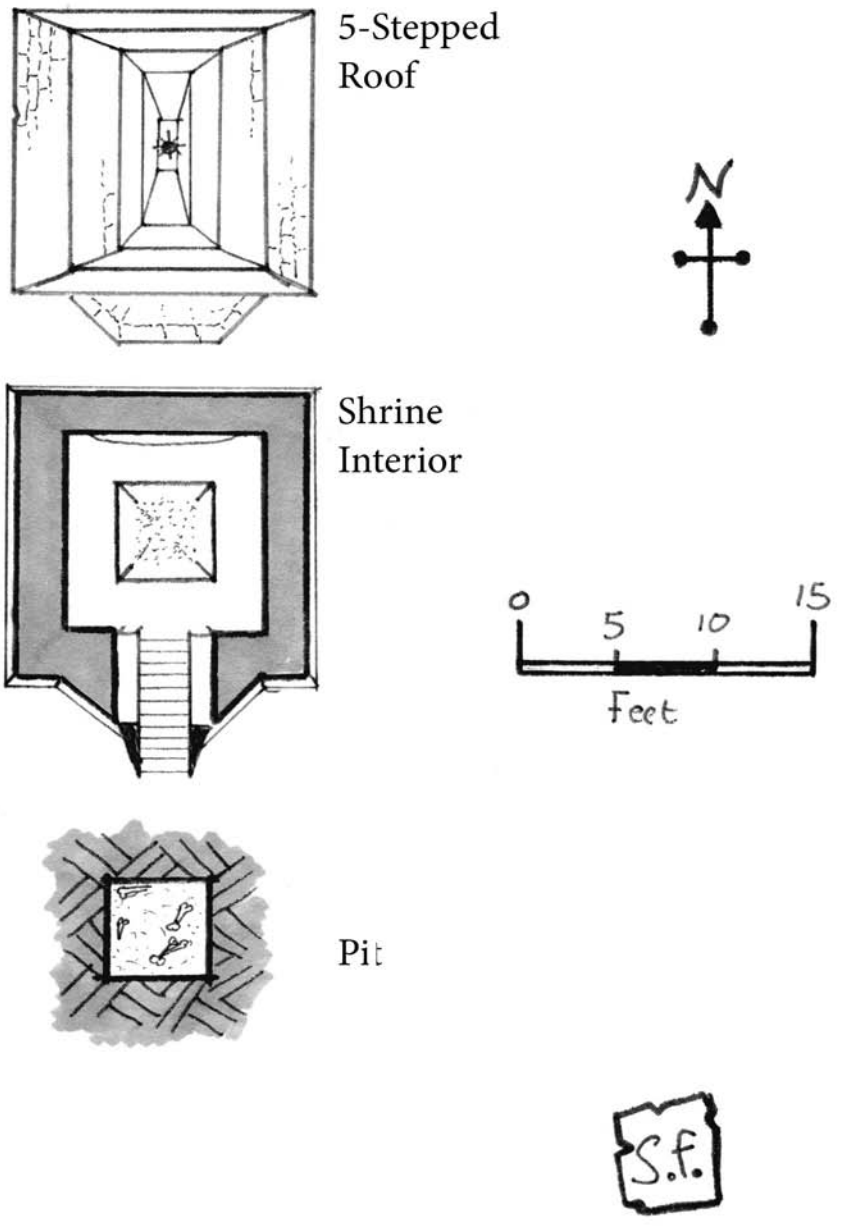
Nestled in a clearing is a shrine to Dahag, the Somirean god of death (Dirgion to the Aurans). Constructed of dark grey andesite rock, the 15' × 15' shrine stands on a 3.5' high base. Its north, west, and east sides are adorned with high-relief sculptures of rakshasa and yali doing battle. On its south side, a stairway ascends upward through a 5' × 5' corbelled chamber to access a door into the interior of the shrine. Above, a five-stepped roof soars to 20', its pinnacle a star of black iron. Inside, a stone-lined pit, 5' square and 20' deep, occupies the center of the shrine's interior. At the bottom of the pit lies a pile of earth, charcoal, and burned bones. The west and east walls of the interior are adorned with funerary prayers and rites of preparation for death. The north wall is carved with a high-relief sculpture of Dahag. The whole shrine is a *shadowed sinkhole of evil* (see *ACKS*, p. 252).

The shrine receives offerings daily, brought by parents hoping Dahag will spare their progeny from a deadly sickness that plagues this region. These offerings are collected by the shrine's caretakers, three middle-aged women, who offer prayers for protection from death on behalf of the donors. Such prayers are quite efficacious, but not because the caretakers have any clerical power. They are actually a coven of **three leyak**, and the deadly illness is caused by their nocturnal feeding. The leyak never feed on their donors, however, sustaining the illusion that "donations to Dahag" are rewarded.

Leyak (3): MV 120'/120' fly, AC 2/5, HD 6***, hp 44, 29, 25, #AT 1 (tongue 5+), Dmg 1d4 + blood drain, Save M6, AL C; Special: blood drain (1d4 ongoing, deal 8hp in one blow to cut off), fearsome visage (save v. Paralysis or be paralyzed); Spells: 2 1st, 2 2nd, 2 3rd; Repertoire: 1st – *choking grip, summon berserkers*, 2nd – *invisibility, necromantic potence,* 3rd – *dismember, earth's teeth*

The strongest of the leyaks (44hp) carries an ornamental katar (*dagger +1*) and carries a pair of gourds with meaty red broth (*potions of human control*). The rest of the trio's treasure is kept in an ironbound casket hidden amidst the burned bones at the base of the pit. Within are 2,000gp, 800 electrum plates (5gp each, 1 st per 100 plates), 120 lammasu feathers (8gp each, 1 st per 12 feathers), 10 pieces of ivory (40gp each, 1 st per 100gp), 8 seashells carved with religious iconography (120gp each), 12 tiny jade turtles (200gp each), and 4 alabaster figurines of Dahaga (300gp each).

Full Leyak Lair on p. 207



LIZARD, GIANT DRACO

Lair: 25% Map Location: _____

Overlooking a small forest is a large rocky outcropping extending over 50' into the air. Basking on this rock, but hidden from below, are **five giant draco lizards**. In the forest undergrowth below the outcropping, the lizards have buried **eleven draco eggs**. If the eggs are threatened, the giant draco lizards will swoop down and attack. The lizards have no treasure, but their wings are special components (140gp and 2 ⅔ st). If captured intact, the eggs are worth 160gp each.

Giant draco lizards (5): MV 120'/210' fly, AC 4, HD 4+2, hp 26, 22, 20, 19, 16, , #AT 1 (bite 6+), Dmg 1d10, Save F3, ML-1, AL N, XP 140

LIZARD, GIANT GECKO

Lair: 25% Map Location: _____

Rising from the arid terrain is a formation of nineteen sandstone rocks shaped like stunted trees. The "trees" are each between 18' and 25' tall, and were formed by years of erosion from strong winds carrying rough sand. Perched on the "tree" tops are **eight giant gecko lizards**. One of the geckos has recently laid a clutch of **two gecko eggs,** concealed by sandstone pebbles in the mist of the rock formation. If the eggs are threatened, the giant gecko lizards will attack. The lizards have no treasure, but their feet are special components (65gp and 1 st each). If captured intact, the eggs are worth 10gp each.

Giant gecko lizards (8): MV 120', AC 4, HD 3+1, hp 21, 18, 17, 17, 16, 15, 15, 11, #AT 1 (bite 7+), dmg 1d10, Save F3, ML -1, AL N, XP 65

LIZARD, GIANT HORNED CHAMELEON

Lair: 25% Map Location: _____

A small grove of trees here has had their upper branches torn off, allowing sunlight to spill into the understory and onto the forest floor. The grove is lair of **three giant horned chameleons**, who are clinging to the inward-facing sides of the trees in the grove. Characters encountering the giant horned chameleons suffer a –3 penalty to surprise rolls due to the chameleon's camouflage. Buried beneath a pile of leaves and twigs are **three chameleon eggs**, which the chameleons will defend. The lizards have no treasure, but their horns are valuable (2gp and ⅙ st each), and their dorsal scales (200gp and 3 ⅔ st) and tongues (150gp and 2 ⅜ st) are special components. If captured intact, the eggs are worth 75gp each.

Giant horned chameleons (3): MV 120', AC 7, HD 5*, hp 25, 25, 23, 21, 19, #AT 2 (bite or tongue/horn or tail lash 6+), Dmg 2d4/1d6, Save F3, ML –1, AL N, XP 350; Special: camouflage (imposes -3 penalty on surprise rolls), tongue attack (target yanked 5' and bitten for 2d4), tail lash (target knocked down and loses next attack)

LIZARD, GIANT TUATARA

Lair: 25% Map Location: _____

A great oak snag stands here, some 46' tall and 21' in circumference. Its top branches have withered away, while a hollow at its base leads into an underground cavity, 8' deep and 12' in diameter, from which extend seven tunnels, each about 6' in diameter. Excavated from amongst its dead roots, these burrows are the lair of **three giant tuatara**. The tuatara are perpetually hungry and will emerge to attack adventurers who bypass the lair. The lizards have no treasure, but their claws are valuable (4gp and ⅔ st per lizard) and their eyelids are special components (320gp and 5 ⅔ st per lizard). **Six tuatara eggs** are hidden among the roots in the burrow. If captured intact, the eggs are worth 30gp each.

Giant tuatara lizard (3): MV 90', AC 5, HD 6, hp 35, 31, 22, #AT 3 (2 claws/bite 5+), Dmg 1d4/1d4/2d6, Save F4, ML –2, AL N, XP 320

LIZARDMAN

Lair: 30% *Map Location:* _____

Reeds and rushes cover the marshland here, some of them growing as high as 25' tall. Hidden in these swamp grasses is the lizardman village of Sh'attakosh. The village is ruled by **Sum'iddin**, a **lizardman chieftain** equipped with scale armor, shield, spiked club, 5 barbed darts, and 10 doses of sea snake poison (275gp value, 1d10 turn onset, +2 save modifier, 4d4 damage). He will poison his darts and club when preparing for a major battle. Sum'iddin has slain many crocodiles in hand-to-hand combat, and wears 14 sets of engraved crocodile teeth (70gp each) on cords around his neck. The chieftain has tiny vestigial wings, a throwback to his Thrassian ancestry, of which he is inordinately proud.

Sum'iddin is advised by **Azriyahu**, his **shaman**. Azriyahu is equipped with leather armor, shield, spiked club, and 5 barbed darts. Azriyahu is the keeper of oral knowledge handed down from shaman to shaman since the fall of Thrassia. He believes Sh'attakosh has been chosen by the gods to restore his people's glory and continuously stokes the chieftain's ambition.

Sum'iddin (lizardman chieftain): Cha 16; MV 90'/120' swim, AC 7, HD 6+2, hp 30, #AT 3 (2 claws/bite 4+) or 1 (weapon 4+), Dmg 1d3+2/1d3+2/1d8+2 or by weapon +3, Save F6, ML +2, AL C, XP 380; Proficiencies: Combat Trickery (overrun), Running, Navigation

Azriyaho (lizardman shaman): MV 60'/120' swim, AC 6, HD 4+1**, hp 21, #AT 3 (2 claws/bite 6+) or 1 (weapon 6+), Dmg 1d3+2/1d3+2/1d8+2 or by weapon +3, Save F4, ML +2/5, AL C, XP 290; Proficiencies: Healing, Loremastery; Spells: 2 1st 1 2nd 1 3rd 1 4th; Repertoire: as 6th level shaman

As chieftain, Sum'iddin commands three warbands, each led by a **lizardman sub-chieftain** equipped with leather armor, shield, spiked club, and 5 barbed darts. Each warband consists of four gangs (12 gangs total). Each gang consists of a **lizardman champion** equipped with hide armor, shield, spiked club, and 5 barbed darts, leading **five lizardman warriors** equipped with spiked club, shield, and 5 barbed darts. There are a total of 3 sub-chieftains, 12 champions, and 60 warriors.

Lizardman sub-chieftains (3): MV 60'/120' swim, AC 6, HD 4+1, hp 21 each, #AT 3 (2 claws/bite 6+) or 1 (weapon 6+), Dmg 1d3+2/1d3+2/1d8+2 or by weapon +3, Save F4, ML +2/+5, AL C, XP 140

Lizardman champions (12): MV 60'/120' swim, AC 5, HD 3+1, hp 17 each, #AT 3 (2 claws/bite 7+) or 1 (weapon 7+), Dmg 1d3+1/1d3+1/1d8+1 or by weapon +2, Save F3, ML +2/+5, AL C, XP 65

Lizardman warriors (60): MV 60'/120' swim, AC 4, HD 2+1, hp 10 each, #AT 3 (2 claws/bite 8+) or 1 (weapon 8+), Dmg 1d3/1d3/1d8 or by weapon +1, Save F2, ML +2/+5, AL C, XP 35

Also present in the village are **110 lizardman villagers**, responsible for caring for a clutch of **160 eggs**. The villagers will only fight if necessary to defend the eggs.

Lizardman villagers (110): MV 60'/120' swim, AC 3, HD 2, hp 6 each, #AT 3 (2 claws/bite 9+) or 1 (weapon 9+), Dmg 1d2/1d2/1d6 or by weapon, Save F1, ML 0/+3, AL C, XP 20

Sh'attakosh consists of 22 reed houses sitting like tiny islands amidst the marsh water. The reed houses are built by enclosing a stretch of marsh with a fence of tall reeds, then packing the enclosure with reeds, rushes, and mud to create a foundation upon which bundled and woven reeds are arched across. Doors on each end are made with reed mats, as are the interior floors. The reed houses are arrayed in a loose circle, about 150' in diameter. The border of the village is ringed by rotting human, beastman, and animal corpses impaled on great reed poles. Flies buzz perennially around the corpses, providing a tasty treat for lizardman tongues. 12 of the reed houses are about 8' wide and 20' long. Each of these quarters a lizardman gang, including its champion, its five warriors, and their mates (six villagers). The three sub-chieftains and the shaman dwell in their own reed houses, each 12' × 30', with their families (five villagers). The chief himself dwells in a 16' × 40' reed house near the center of the village, along with his family (18 villagers). Adjacent to the chieftain's house is a circular reed dome, 25' in diameter and heavily insulated with mud; this is the hatchery of the village's 160 eggs.

The lizardmen have amassed substantial plunder from their raids. They collectively have coin totaling 15,000sp and 10,000ep. The coin is in reed bags spread throughout the various huts, with around 300sp and 200sp in each hut; 1,500sp and 1,00ep in each of the four leader's huts; and 5,400sp and 3,600ep in the chieftain's hut. Other treasure includes 30 mats of woven reeds (10gp, 4 st each), 8 jars of meadow rue and marsh marigold dye (50gp, 5 st each), 5 bags of marshmallow root (75gp, 5 st each), 4 sets of silt ware pottery (100gp, 5 st each), and 30 bundles of giant swamp rat pelts (18gp, 3 st each). These treasures are spread throughout the village.

Azriyaho has been experimenting with shamanic alchemy. In his hut he keeps a variety of monster parts, including a giant crocodile skull (1,800gp, 30 st), 5 large crocodile skulls (320gp, 5 ⅔ st), a giant leech sucker (400, 6 ⅔ st), a giant leech salivary gland (270gp, 4 ⅔ st), 12 dried rot grubs (60gp, 1 st), a skittering maw dorsal fin (500gp, 8 ⅔ st), skittering maw gills (500gp, 8 ⅔ st), and skittering maw teeth (600gp, 10 st), all stored in crude clay amphora covered with Thrassian glyphs. Nearby are two gourds with an ivory, oily balm (*oil of sharpness*) he made from powdered crocodile skull, and a third gourd with a blood-red, salty fluid (*potion of healing*) he made from leach glands.

By day, the village will be guarded by a gang of lizardmen. 50% of the other lizardmen will be basking in the sun or playing in the water while the remainder doze off indoors. At night, the villagers and whelps will fish and gather vegetables. Meanwhile, 1d2 of the warbands will head out on raids while the remainder guard the village.

LOCUST, CAVERN

Lair: 30% Map Location: _____

A pothole in the earth, 9' in diameter and 105' deep, opens up into a limestone cavern 130' wide, 160' long, and 35' tall. Cave moss covers the pothole walls and cavern floor, several inches thick along the pothole walls and the floor just below it, gradually thinning as it extends into the darker recesses of the cavern. Here and there, stalagmites rise upward from the floor, black islands in the sea of green. The cavern is the nest of **eleven cavern locusts**. The locusts feed on the moss, occasionally leaving the cave to supplement their diet with plants from the surface. The locusts have no treasure, but their antennae (10gp, ⅙ st) and salivary glands (20gp, ⅔ st) are valuable as special components.

Cavern locusts (11): MV 60'/ 180' fly, AC 5, HD 2*, hp 16, 14, 12, 11, 11, 10, 9, 8, 6, 7, #AT 1 (bite, slam, or spit 9+), Dmg 1d2, 1d4, or poison, Save F2, ML –3, AL N, XP 29; Special: jumping slam (60' in random direction), poisonous spit (10' range, attack v. AC 0, save v. Poison or incapacitated), shriek (encounter throw every round of combat)

LYCANTHROPE, WEREBEAR

Lair: 10% Map Location: _____

A cave mouth, 11' high and 9' wide, has been cut into a valley between two hills. A pungent musk is noticeable even from outside the cave. The cave itself, 12' high and about 14' square, is the residence of a solitary **werebear**. Once a shepherd with a wife and family, the lycanthrope was accidentally infected when he attacked a werebear that was preying on his sheep. After his first transformation he was hounded out of his village by his erstwhile neighbors, and since then has dwelled in this cave with naught but a **pair of black bears** for company.

The werebear takes out his rage on the region's beastmen, and his raids have led him to accumulate 75 antelope antlers (150gp, 15 st), 60 bundles of fur pelts (15gp, 3 st each), 5,000sp in mixed coin, a Jutlandic *battle axe +1* with a rune-carved oak haft, and a broth-like *potion of growth* with large meat chunks. At one time he planned to use this treasure to win back his family, but with his increasing alienation from humanity this now seems pointless. Due to past mistreatment, the werebear is suspicious of strangers, but he is not evil, and if treated kindly can become a valuable ally to adventurers exploring in his range.

Werebear: MV 120', AC 1 (7 as bear), HD 6*, hp 28, #AT 3 (2 claw/bite 5+), Dmg 2d4/2d4/2d8 + hug 2d8 if both claws hit, Save F6, ML +2, AL L, XP 570; Special: hug (2d8 if both claws strike in one round), immunity to non-magical/non-silver weapons, infectious (creature losing 50% hp becomes lycanthrope in 2d6 days), summon animals (1d2 bears in 1d4 rounds)

Black bears (2): MV 120', AC 3, HD 4, hp 20, 16, #AT 3 (2 claws/bite 7+), Dmg 1d3/1d3/1d6, Save F2, ML -1, AL N, XP 80; Special: hug (2d8 if both claws strike in one round)

LYCANTHROPE, WEREBOAR

Lair: 20% Map Location: _____

A 12' diameter dome-shaped mortarless hut with a timber roof has been built from locally-gathered stones in a clearing. Near the hut a fleshing beam juts from the ground, worn smooth by the passage of countless furs over the log. Several large animal hides are stretched between nearby trees, and a few other hides are being smoked over hot coals. The carcass of a large bull hangs from a thick branch, a pool of dried blood below it. The hut is the home of a family of **three wereboars** who survive by poaching local wildlife and raiding passing travelers. The ill-tempered wereboars will attack anyone who trespasses.

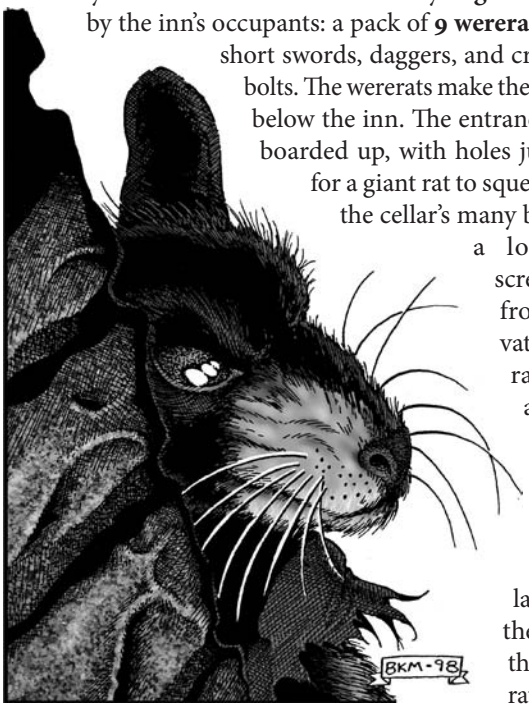
Inside the hut, the wereboars have 2,000sp in mixed coin; 16 bundles of local mushrooms (1,200gp, 80 st each); 90 giant rat fur pelts (1gp, ⅛ st each), 12 wolf fur pelts (15gp, ⅜ st each), and 18 bundles of fox fur pelts (15gp, 3 st each); 50 moose antlers (5gp, ⅜ st each), 60 bull horns (270gp, 27 st total), and 360 deer antlers (180gp, 18 st total). The hides being stretched and smoke outside include 4 black bear fur pelts (180gp, 6 st each), a grizzly bear fur pelt (75gp, 2-⅛ st), 2 panther fur pelts (70gp, 1-⅜ st each), and 8 giant ferret fur pelts (56gp, 2-⅜ st each).

Wereboars (3): MV 150', AC 0/5 as boars, HD 4+1*, hp 26, 24, 17, #AT 1 (tusk or bite 6+ or 4+ berserk), Dmg 2d6, Save F4, ML +1, AL C, XP 215; Special: Berserkergang (+2 attack throws), immunity to non-magical/non-silver weapons, infectious (creature losing 50% hp becomes lycanthrope in 2d6 days), summon animals (1d2 boars in 1d4 rounds)

LYCANTHROPE, WERERAT

Lair: 30% Map Location: _____

An abandoned inn, rotting, collapsed, and boarded up, sporadically emits the sounds of scurrying rodents and the high pitched squeals of rats fighting one another for scraps of food. Adventurers forcing their way in to the inn are confronted by **11 giant rats** summoned by the inn's occupants: a pack of **9 wererats** equipped with short swords, daggers, and crossbows with 20 bolts. The wererats make their lair in the cellar below the inn. The entrance to the cellar is boarded up, with holes just large enough for a giant rat to squeeze through, and the cellar's many beer barrels form a loose wall that screens the wererats from casual observation. If the wererats hear fighting above, they will lay an ambush in the cellar. If hard pressed, they will escape through a large rat hole into the warrens below the city. The wererats keep 5,000sp in a locked chest. Shelving on the walls holds 45 bottles of fine dry red Krysean wine (5gp each, 1 st per 5). The strongest wererat carries a brace of three silver daggers with scrimshaw handles (25gp each), which he uses to ritually scar wererats who disobey him.



Giant rats (11): MV 120'/60' burrow, AC 2, HD ½, hp 2 each, #AT 1 (bite 10+), Dmg 1d3 + disease, Save F1, ML 0, AL N, XP 5

Wererats (9): MV 150', AC 0/2 as rats, HD 3*, hp 17, 15, 14, 14, 13, 13, 12, 12, 6, #AT 1 (bite or weapon 8+), Dmg 1d4 or by weapon, Save F3, ML 0, AL C, XP 65; Special: immunity to non-magical/non-silver weapons, infectious (creature losing 50% hp becomes lycanthrope in 2d6 days), ratman form, summon animals (1d2 giant rats in 1d4 rounds), stealth (imposes -2 penalty on surprise rolls)

LYCANTHROPE, WERETIGER

Lair: 15% Map Location: _____

A narrow pathway through the jungle leads to an old, thick tree, 30' in circumference. Wooden stairs wind around the tree and ascend to a well-constructed tree house erected on the upper branches. The treehouse is the lair of a mated **pair of weretigers**. In human form, the male is broad-chested, confident, and handsome (CHA 16), while his mate is a striking blonde (CHA 17). The male was once a human carpenter, but was transformed by the female, a natural-born lycanthrope, when she became smitten by his good looks. Uncomfortable living in animal form, the male built the treehouse for the pair to dwell in.

Because of their striking beauty, invulnerability to normal weapons, and shapeshifting powers, the local tribes consider the pair to be holy, and frequently offer gifts and tribute. The weretigers have accumulated 7,000cp in mixed coins, four sets of intricately-engraved human teeth (90gp each), six sticks of myrrh (16gp each), a spinel (250gp), 45 bone fetishes and figurines (30gp each), and an amber, honey-scented *potion of healing* in a gourd.

Weretigers (2): Cha 17, 16; MV 180', AC 0/6 as tigers, HD 5*, hp 26, 24, #AT 3 (2 claws/bite 6+), Dmg 1d6/1d6/2d6, Save F5, ML +1, AL N, XP 350; Special: immunity to non-magical/non-silver weapons, infectious (creature losing 50% hp becomes lycanthrope in 2d6 days), summon animals (1d2 tigers in 1d4 rounds), stealth (imposes -2 penalty on surprise rolls)

LYCANTHROPE, WEREWOLF

Lair: 25% Map Location: _____

A three-story imperial watchtower overlooks the terrain from a nearby hill. The tower is 20' square and 30' tall, with 2.5' thick limestone walls plastered white. Entrance is by means of a ladder up to a doorway into the second story, which serves as a lounge for the crew. Interior ladders lead to the first (ground) story, which is a storage room, and the third story, which is the duty station. The third story is topped with a pyramidal low-pitched roof of oak shingles with a wide overhang covering an external walkway that encircles the third story of the tower. Unfortunately for those who rely on imperial security, the watchtower is crewed by **eight werewolves**.

Werewolves (8): MV 180', AC 0/4 as wolves, HD 4*, hp 26, 24, 24, 19, 17, 15, 14, 12, #AT 1 (bite 7+), Dmg 2d4, Save F4, ML 0, AL C; Special: immunity to non-magical/non-silver weapons, infectious (creature losing 50% hp becomes lycanthrope in 2d6 days), summon animals (1d2 wolves in 1d4 rounds)

The werewolves are equipped with spears, swords, shields, composite bows, and 20 arrows. They all own, but do not wear, banded plate. Formerly loyal Auran legionaries, the crew were infected by a werewolf while on patrol. Since then they have succumbed to their curse and now use the watchtower to look for prey to devour on their nighttime hunts. If approached by well-armed adventures during the day, the werewolves will act like the legionaries they once were, though their unkempt appearance and lack of armor will seem suspicious to characters with Manual of Arms or related proficiencies. One of the soldiers (12 hp) retains some of his humanity and may warn ex-legionaries or Lawful clerics on a Friendly reaction roll, but the others will merely see adventurers as threats to be dealt with when the opportunity presents itself.

The storage room holds one barrel of preserved pork (5gp, 8 st), two-tenths of a cord of hardwood log (5gp, 8 st each), one barrel of beer (10gp, 8 st), ten salt bricks (7sp, ⅜ st each), five gallons of lamp oil (2gp, ⅜ st each); and two crates of armor and weapons (225gp, 10 st each). It also holds a pile of five sacks, each holding 5,000sp (25,000sp total). The coin are all of local Auran mint, and labels on the bags indicate they were being shipped to a nearby Imperial fort. (The werewolves waylaid their old paymaster and took the garrison's wages!)

MANTICORE

Lair: 20% Map Location: _____

An ancient Zaharan cistern has collapsed here, creating a sinkhole 300' wide and 120' deep. The remnants of the fluted columns that once supported the cistern are visible, like jagged teeth rising up from the waterline, and small metal objects glitter below the water - 6,000gp in Zaharan coinage scattered across the floor of the cistern. The coins are used as a lure by the **four manticores** who hide in the shadowy perimeter of the abandoned cistern.

Manticores (4): AC 5, Move 120'/180' fly, HD 6+1*, hp 38 each, #AT 3 (2 claws/bite 4+) or 6 (spikes 4+), Dmg 1d4/1d4/2d4 or 1d6, Save F6, ML +1, AL C, XP 680; Special: barbed spikes (180' range, 24 spikes total)



MEDUSA

Lair: 50% Map Location: _____

An 11' high, 9' wide stone door of dwarven construction (-2 to open) is built into the side of a scrub-covered hillock. The door is carved with a bas-relief of a dwarven army battling a force of lizardmen. The crypt within was long ago broken open and much of its wealth stolen. The main hallway is filled with smashed and broken statuary of humanoid warriors. Scattered among the debris are 2,000 ep dating to the Argollëan Empire.

The coins are the remnants of Dwarven war-booty, but the statues are the petrified remains of adventurers who died at the hands of the crypt's new residents, **three medusa**. The medusa have taken up residence in the three largest tombs. If the door to the tomb is opened, they will array themselves in the arched entrances of their chambers, from where they can look down into the hallway below onto passersby.

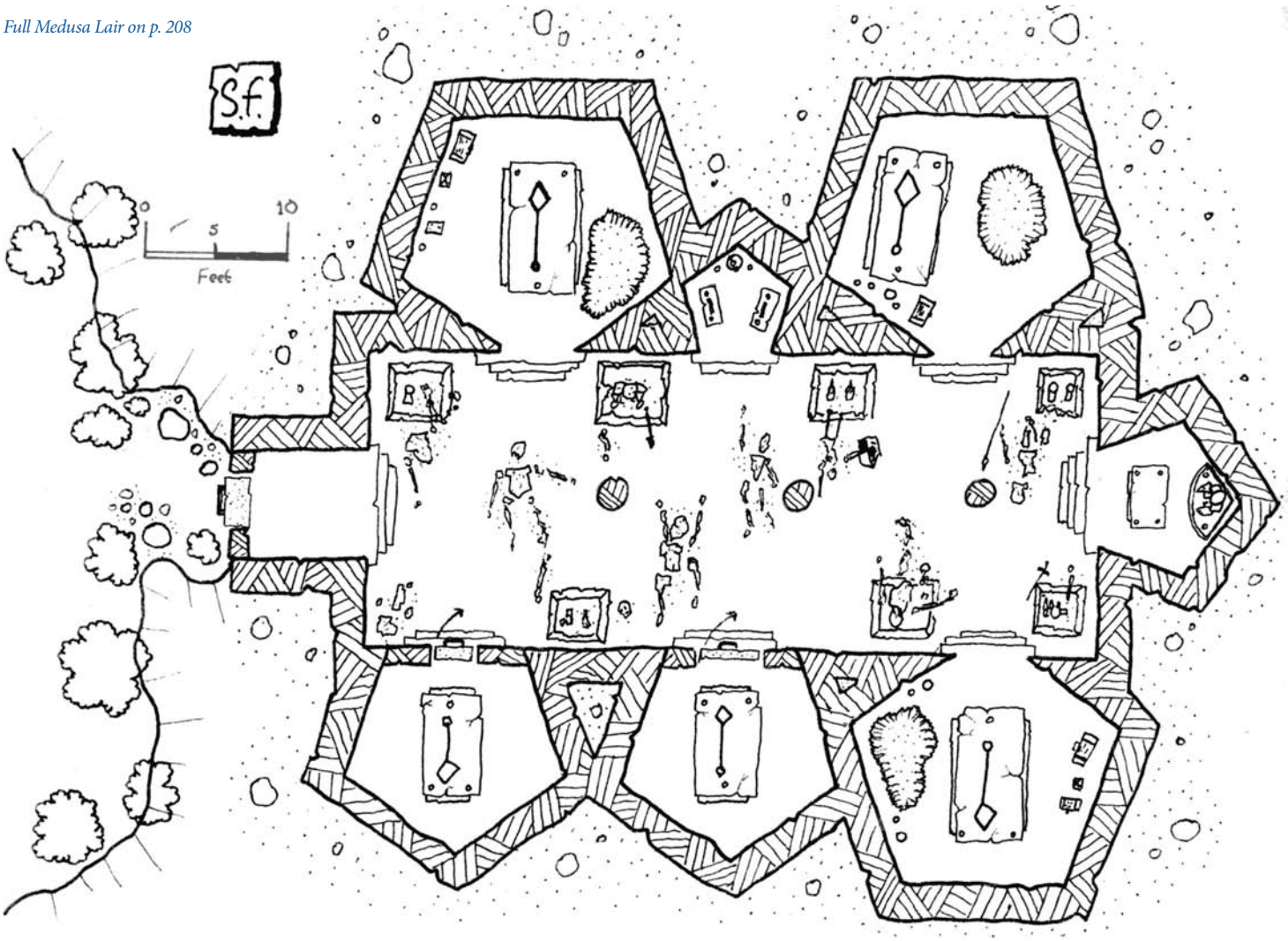
The vain medusa take pleasure in adorning themselves. The first wears a wrought gold clasp (800gp), a gold necklace with lapis lazuli (1,000gp), and a gold belt with agates (1,200gp). The second wears a gold chain (600gp), a silver clasp set with pearls (1,100gp), and a gold necklace set with moonstones (1,500gp). The third wears a gold anklet with dangling crystals (800gp), a wrought gold bet set with jasper and onyx (1,100gp), and a platinum bracelet with amethysts (1,500gp). She also has a pouch of precious stones, including a bloodstone (75gp), amethyst (100gp), tourmaline (100gp), and star sapphire (750gp). Each medusa's body can be harvested for valuable special components, including her eyes (100gp, 1 ⅘ st), serpentine hair-locks (50gp, ⅘ st), skin (50gp, ⅘ st), and tongue (50gp, ⅘ st).

Between two of the medusa's chambers is an alcove that once displayed trophies and grave goods for the deceased. All that remain are a moonstone (50gp), a sardonyx (75gp), and a wrought brass war-horn (150gp). A chancel at the east end of the crypt has an altar to the craft of weaponsmithing. A small number of high-quality weapons still lie scattered at its feet, including a war hammer (40gp, +1 to damage), battle axe (60gp, +1 to damage), and sword (100gp, +1 to hit). Behind the altar is a suit of dwarf-forged scale armor (300gp, AC 3, 2 st). These items are non-magical but of exceptional workmanship.

Medusa (3): MV 90', AC 1, HD 4***, hp 20 each, #AT 1 (snake bite 7+ or gaze), Dmg 1d6 + poison or petrification, Save F7 with +2 v. Spells, ML 0, AL C, XP 245; Special: poison bite (save v. Poison or die), petrifying gaze (save v. Petrification or *turned to stone*)

Note: A typical medusa lair would only have around 2,500gp of treasure. However, this lair is also the destination of a "treasure map to 1d6 gems and 2d10 jewelry" generated for the Dwarf lair. The excess gp value here is thus actually attributable to the Dwarven encounter.

Full Medusa Lair on p. 208



MEN, BERSERKER

Lair: 20% Map Location: _____

A warband of berserkers has established a lair here. The warband is made up of 6 gangs of 4 berserkers each, **24 berserkers** total. The berserkers are equipped with leather armor and fight with great axes or two-handed swords. The warband is led by **Halgar the Hammer**, a savage-tempered Jutlandic barbarian. Halgar is equipped with chainmail armor and carries a *war hammer +1,* with an iron head and an oak haft carved with Jutlandic runes. On his belt he carries a scrimshaw drinking horn (35gp), and he wears a wrought copper torc (90gp) and pair of wrought silver arm-bands (600gp each).

The berserkers dwell in a longhouse, 20' wide and 90' long, with a pitched thatched roof about 12' high. The frame and walls are of wood, but the exterior walls are rendered with peat and mud. The interior walls are hung with furs and skins for warmth. Entrance to the longhouse is by means of a large wooden door at one end. Inside, a single central room occupies most of the interior. Long benches line the walls, interspersed with a barrel of preserved cod (5gp, 8 st), a barrel of ale (10gp, 8 st), and three barrels of fine Rornish cider (200gp, 16 st each). Wooden chests holding the berserkers' household goods are scattered about near the benches. The various chests hold a total of 2,000sp; 95 ram horns (2gp each, 1 st per 5); 16 rolls of garishly-dyed wool (10gp, 4 st each); and 24 bundles of beaver and fox pelts (15gp, 3 st each), 2,000sp. In the middle of the central room is a fire pit ringed with stones. Above the fire pit hangs a cooking pot suspended from the ceiling beams. A hole in the roof lets smoke out. Three-tenths of a cord of hardwood log (5gp, 8st each) are stacked near the fire pit.

At the opposite end of the longhouse, Halgar has a private area set off by a wooden wall, with a door that can be closed and barred from within. Halgar's room is furnished with a thick woolen rug (5gp, 10 st) and a large oak chest containing the band's choicest treasures: 9,000sp; 6,000ep; 15 bottles of Corcanosi raisin wine (5gp, 1 st per 5); 22 pouches of saffron (330gp, 2 st total); a crystal stone (50gp); a zircon stone (75gp); and a fine wood lyre (600gp).

Though temperamental and prone to bouts of violence, Halgar's berserkers follow the old codes of hospitality, and travelers who approach their hall politely will (at least initially) be treated with barbaric courtesy. Adventurers who enjoy a Friendly reaction might recruit the berserkers as allies in deeds of renown or violence. Adventurers who suffer Unfriendly or Hostile reactions will soon be drawn into a fight over some real or imagined slight.

Berserkers (24): MV 120', AC 2, HD 1+1, hp 6 each, #AT 1 (weapon 9+ or 7+ berserk), Dmg 1d10+1, Save F1, ML +4, AL N, XP 21; Special: berserkergang (+2 to attack throws)

Halgar the Hammer: Barbarian 4; Str 16; MV 120', AC 2(4), HD 4, hp 26, #AT 1 (*war hammer +1* 5+ or 3+ berserk), Dmg 1d8+6, Save F4, ML +4, AL N, XP 80; Proficiencies: Berserkergang, Fighting Style (two-handed weapon), Leadership

MEN, BRIGANDS

Lair: 20% Map Location: _____

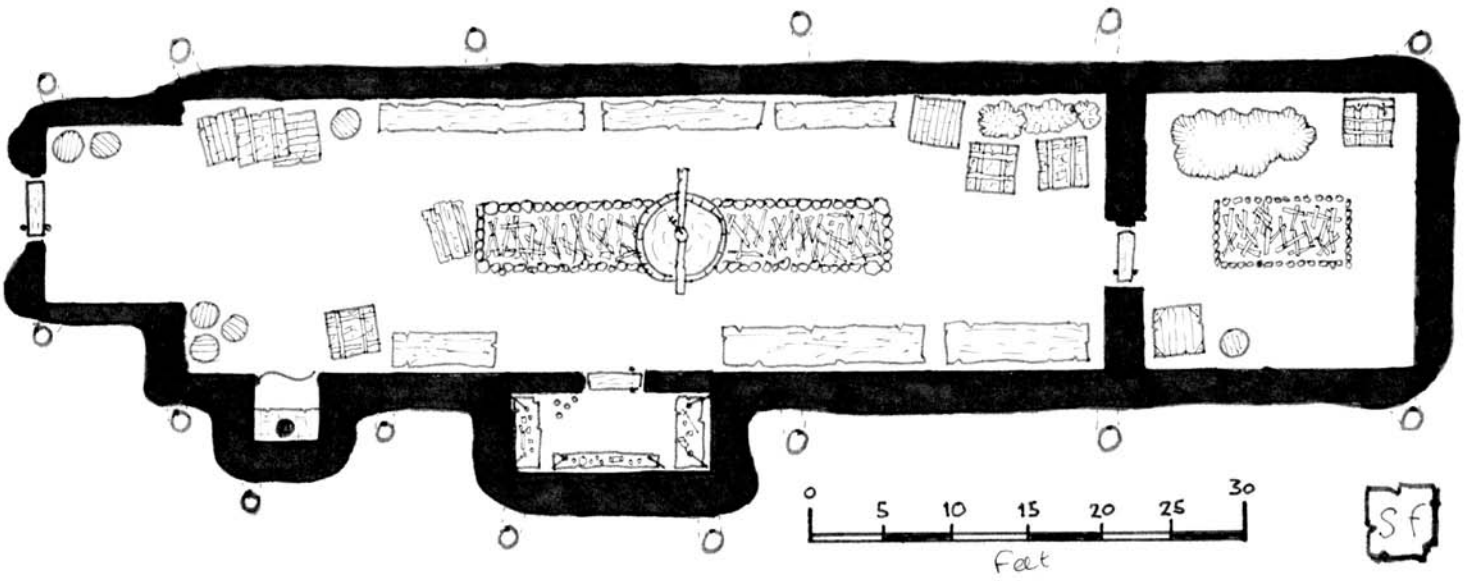
A fortified camp, with barracks, tents, and a large command pavilion, surrounded by a log palisade, is home to renegade mercenaries from the Company of the Black Thorn. They survive by raiding towns and robbing caravans and travelers. There are **100 brigands** equipped with leather armor, shield, sword, and shortbow, and another **100 mounted brigands** with chain mail, shield, sword, and riding horses. The brigands are organized into 5 bands, each consisting of 8 gangs of 5 brigands.

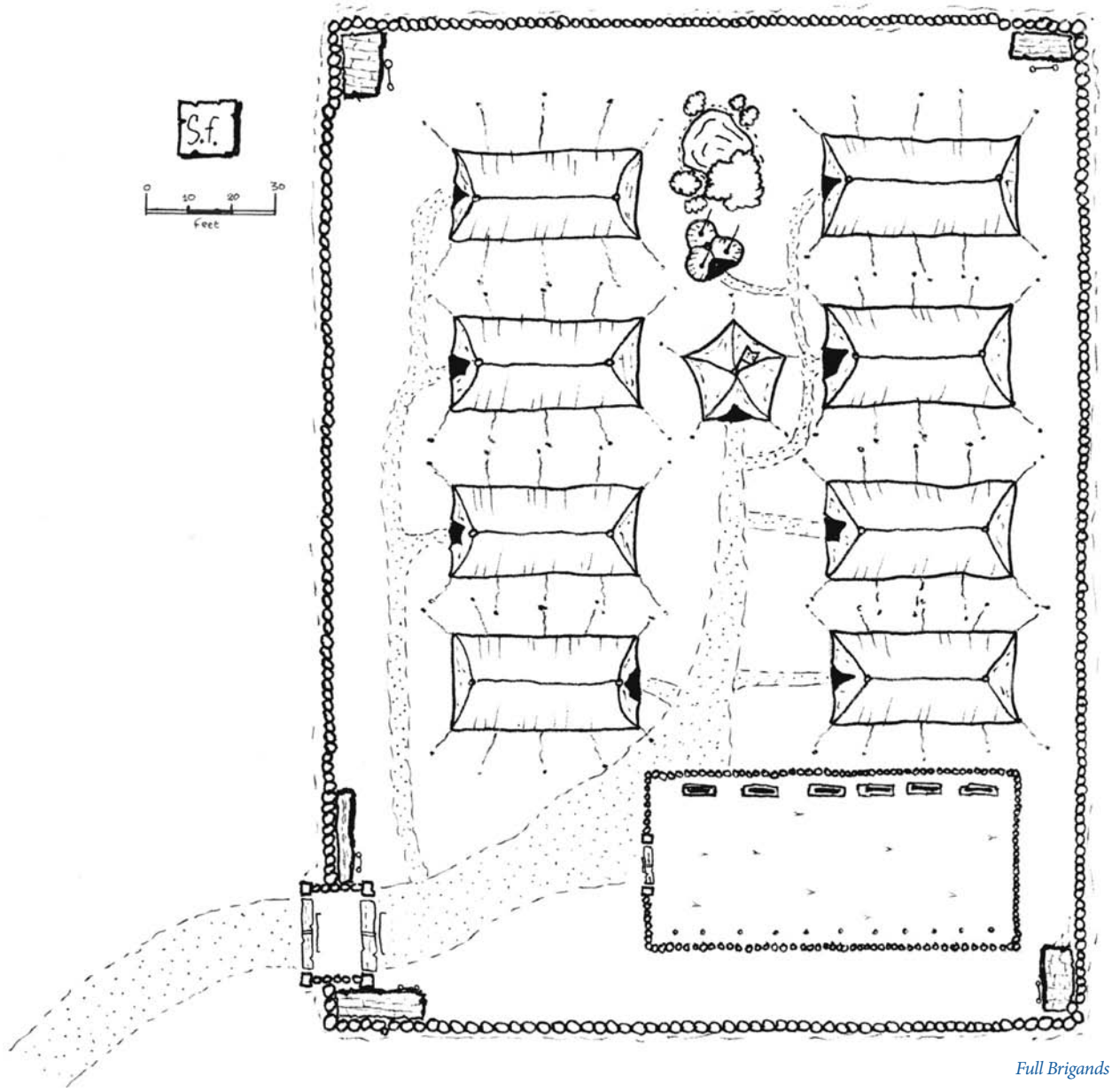
Brigands (100): MV 120', AC 3, HD 1, hp 5 each, #AT 1 (weapon 10+), Dmg by weapon +1, Save F1, ML 0, AL C, XP 10

Mounted brigands (100): MV 120'/180' mounted, AC 5, HD 1, hp 5 each, #AT 1 (weapon 10+), Dmg by weapon +1, Save F1, ML 0, AL C, XP 10

Medium warhorse: MV 180', AC 2, HD 3, hp 16, #AT 2 (hooves 8+), Dmg 1d6/1d6, Save F2, ML +1, AL N, XP 50

Full Berserkers Lair on p. 207





Full Brigands Lair on p. 209

The brigands are led by **Inthorn**, their captain, equipped with an orichalcum *spear* +2, an Auran cavalry *sword* +2, plate armor, shield, and a plate-barded medium warhorse. He wears a red-plumed bronze *helm of alignment change*, which has turned him Chaotic and led to his band going rogue, as well as a dragon-hide sword belt studded with hematite (900gp) and a wrought gold necklace set with thorn-shaped hematite (1,200gp). While Inthorn is alive, his troops gain a +4 bonus to morale rolls due to his Command proficiency, Charisma, and level.

Inthorn (warlord): Fighter 9; Str 16, Cha 15; MV 60'/180' mounted, AC 8, HD 9, hp 45, #AT 1 (*spear* +2 or *sword* +2 1+), Dmg 1d6+8, Save F9, ML +1, AL L/C, XP 700; Proficiencies: Combat Reflexes, Command, Fighting Style (Weapon & Shield), Leadership, Military Strategy 2, Riding

Inthorn keeps a war-chest of 7,000gp, which is about one month's operating expenses for the band. In a small locked coffer, trapped with a poison needle (save v. Poison or die), he keeps 7 bloodstones (50gp each), 5 amethysts (100gp each), 6 amber (100gp each), 3 topaz (500gp each), and 1 sapphire (1000gp each). He keeps 3 wrought gold goblets (700gp), a gold decanter (800gp), and gold bowl (500gp) in the command tent.

Inthorn has **2 lieutenants**, **5 sergeants**, and **10 corporals**, all equipped with plate armor, sword, lance, and medium warhorse.

Lieutenants (2): Fighter 5; MV 60'/180' mounted, AC 6, HD 5, hp 31, 25, #AT 1 (weapon 7+) Dmg by weapon +2, Save F5, ML 0, AL C, XP 200

Sergeants (5): Fighter 4; MV 60'/180' mounted, AC 6, HD 4, hp 24, 20, 19, 17, #AT 1 (weapon 8+), Dmg by weapon +2, Save F4, ML 0, AL C, XP 80

Corporals (10): Fighter 2; MV 60'/180' mounted, AC 6, HD 2, hp 10 each, #AT 1 (weapon 9+), Dmg by weapon +1, Save F2, ML 0, AL C, XP 20

Accompanying the mercenaries-turned-brigands is **Dairin**, a powerful chaotic wizard specialized in summoning magic. Dairin wears *elven cloak and boots*, and carries a *wand of enemy detection (20*

charges) and a *scroll of cloudkill and conjure elemental* written in Zaharan. His spellbooks, heavy codices bound in bronze and leather, are also written in Zaharan.

Dairin (wizard): Mage 11; Int 16; MV 120', AC 0, HD 11***, hp 22, #AT 1 (weapon 7+ or spell), Dmg by weapon or spell, Save M11, ML 0, AL C, XP 3,400; Proficiencies: Elementalism, Unflappable Casting, Collegiate Wizardry, Knowledge (occult) 2, Military Strategy 2, Spells: 4 1st, 3 2nd, 3 3rd, 3 4th, 2 5th, 1 6th; Repertoire: 1st - *charm person, choking grip, detect magic, magic missile, shield, summon berserkers;* 2nd – *deathless minion, detect invisibility, invisibility, mirror image, summon hero;* 3rd - *dispel magic, fireball, growth, protection from normal missiles, summon winged steed;* 4th – *charm monster, conjure ooze, giant strength, minor globe of invulnerability, summon fantastic creature;* 5th - *conjure elemental, cloudkill, scouring wind, transmute rock to mud;* 6th – *control weather, invisible stalker, summon djinni*

Inthorn's new lover is **Olyma**, a priestess of Nasga. Olyma is equipped with polished black *plate armor +1,* a whip, a spiked mace, a shield, an unholy symbol (a silver statuette of a bat-winged woman with a whip), and a *potion of poison*. She wears a pair of engraved silver armlets (600gp each) and a platinum tiara set with a ruby (1,300gp).

Olyma (bishop): Cleric 8; Wis 13, Cha 18; MV 90', AC 8, HD 8***, hp 28, #AT 1 (weapon 7+ or spell), Dmg by weapon or spell, Save C8, ML 0, AL C, XP 2,100; Proficiencies: Apostasy (2nd – *enthrall,* 3rd – *winged flight,* 4th – *control undead,* 5th – *command* person), Battle Magic, Unflappable Casting, Seduction, Theology ; Spells: 3 1st, 3 2nd, 2 3rd, 2 4th, 1 5th; Repertoire: as Chaotic 8th level cleric

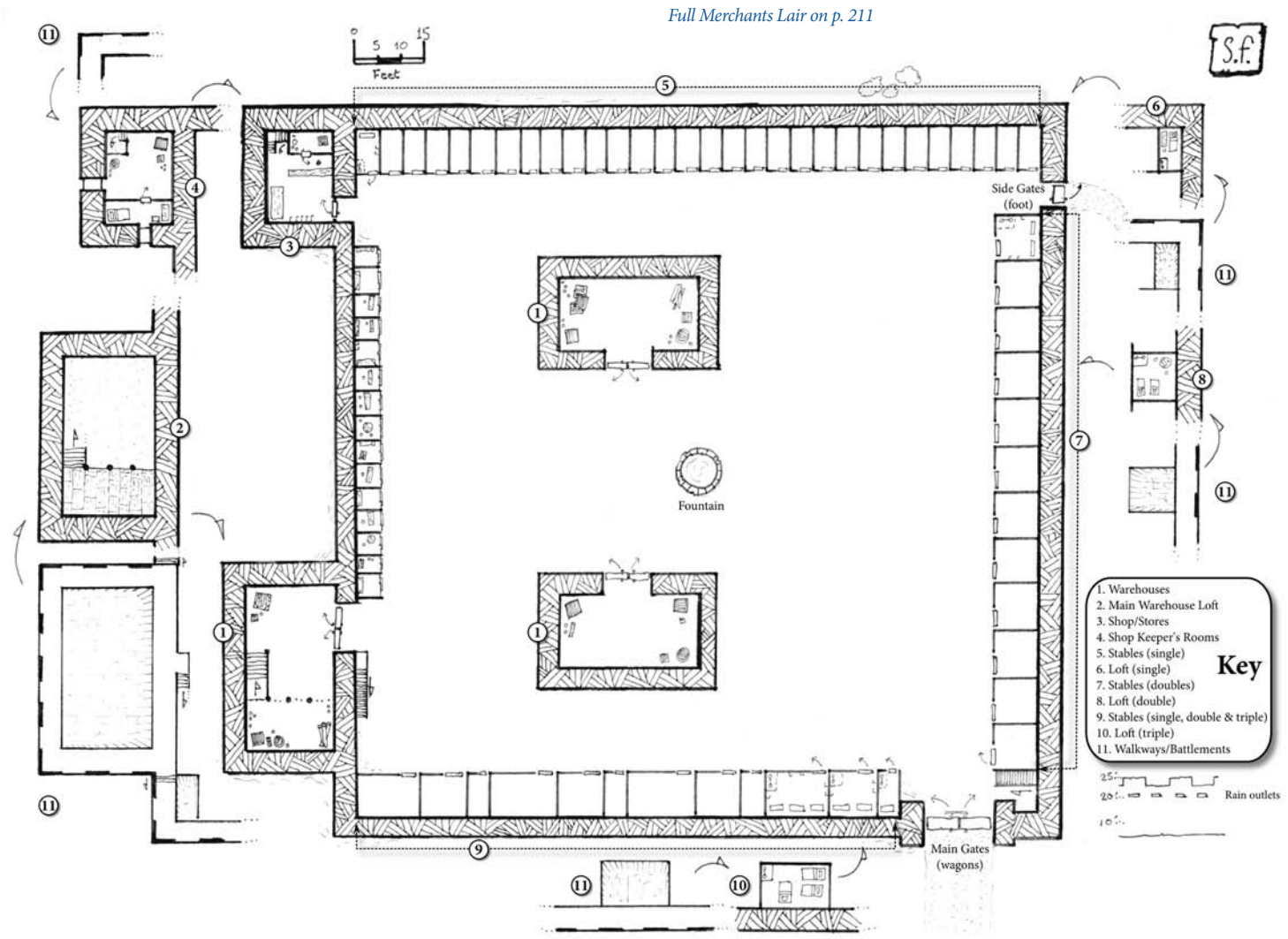
Prior to his alignment change, Inthorn was a retired Auran centurion and a well-respected mercenary captain known for his courage and honor. Dairin and Olyma conspired to give Inthorn the cursed *helm* as "gift" and use him and his band to advance their Chaotic schemes. Adventurers with Military Strategy or related proficiencies might know him by reputation, and wonder at his sudden change to brigandage.

MEN, MERCHANTS

Lair: 20% Map Location: _____

The Merchants Guild has built a fortified two-story caravanserai, 170' long and 155' wide, on a dusty hill. A rutted trail leads up to the 15'-wide caravan gate, which opens into the caravanserai's 120' square courtyard, where a stone-lined well provides fresh water for travelers and a pair of single-story 40' × 25' warehouses (**1**) are open for storage. A 5' side gate in the northeast corner allows easy access to pedestrians. A two-story warehouse (**2**) is annexed onto the southern half of the west wall, with wooden steps leading to a loft overhead. A shop (**3**) is annexed onto the northwestern corner, with living quarters for the shop keeper above (**4**). Elsewhere, the

Full Merchants Lair on p. 211



exterior walls of the courtyard have been segmented into animal stalls. 34 small animal stalls (**5**) can hold one horse each, 16 medium stalls (**7**) can hold two horses each, and 4 large stalls (**9**) can hold three horses each, for a total capacity of 80 animals. All of the stables have overhead lofts where animal drivers can set up pallets (**6, 8,** and **10**). The caravanserai's mudbrick walls are 5' thick and 20' tall, topped with 3'6" high crenellated battlements that protect a 3' wide covered walkway (**11**).

The caravanserai is currently home to a **merchant caravan** organized by **5 merchants** carrying goods on a long overland journey. The merchants wear chainmail armor under kaftans, and carry crossbows and daggers. They are currently in the shop (**3**) haggling with **Klenos**, a ruddy-faced Nicean who supervises the caravanserai. The caravanserai is well-supplied and serves as a Class V market for adventuring equipment and a Class VI market for other purposes.

Merchants (5): MV 90', AC 4, HD 1, hp 5, 4, 4, 3, 3, #AT 1 (crossbow or sword 10+), Dmg 1d6, Save F1, ML 0, AL N, XP 10

Klenos: Venturer 2; Cha 13; MV 120', AC 0, HD 2, hp 8, #AT 1 (dagger 10+), Dmg 1d4, Save V2, ML +1, AL N, XP 20; Special: avoid getting lost, bribery, diplomacy, expert bargainer, hear noises, mercantile network, read languages; Proficiencies: Bargaining, Animal Husbandry

Meanwhile, the caravanserai's defenses are being organized by **guard captain Indikortes** (5th level fighter), equipped with plate armor, sword, dagger, and crossbow. Indikortes commands a force **20 men-at-arms** (1st level fighters) and **2 swordmasters** (3rd level fighters), all equipped with chainmail armor, swords, daggers, and crossbows. Half the guards are patrolling the walls, while the other half are watering the horses, cleaning their boots, and unloading the caravan goods into the warehouses. While Indikortes is alive, his soldiers gain a +3 bonus to morale rolls due to his level and Command proficiency.

Indikortes: Fighter 5; MV 60', AC 6, HD 5, hp 27, #AT 1 (crossbow 7+ or sword and dagger 6+), D 1d6+2, Save F5, ML +1, AL N, XP 200; Proficiencies: Alertness, Command, Leadership, Manual of Arms, Riding

Swordmasters (2): Fighter 3; MV 90', AC 4, HD 3, hp 21, 17, #AT 1 (crossbow 9+ or sword and dagger 8+), D 1d6+2, Save F3, ML +1, AL N, XP 50; Proficiencies: Alertness, Combat Reflexes, Manual of Arms, Riding

Men-at-arms (20): MV 90', AC 4, HD 1, hp 5 each, #AT 1 (crossbow 10+ or sword and dagger 9+), D 1d6+1, Save F1, ML +1, AL N, XP 10

The caravan's **10 large wagons** are parked in the courtyard, while its **40 heavy draft horses** and **27 medium riding horses** are housed in the single and double stalls. The guard captain's **medium warhorse** is housed by itself in a triple stall.

Heavy draft horses (40): MV 120', AC 2, HD 3+3, hp 17, #AT 1 (hoof 7+), Dmg 1d8, Save F2, ML -2, AL N, XP 65

Medium riding horses (27): MV 180', AC 2, HD 3, hp 14, #AT 1 (hoof 8+), Dmg 1d6, Save F2, ML -1, AL N, XP 50

Medium warhorse: MV 180', AC 2, HD 3, hp 16, #AT 2 (hooves 8+), Dmg 1d6/1d6, Save F2, ML +1, AL N, XP 50

The caravan's merchandise consists of 4 loads of wheat (20 bags, 10gp, 80 st each), 3 loads of cedar wood (1 cord, 50gp, 80 st each), 10 loads of iron ingots (200 ingots, 200gp, 100 st each), 1 load of salt (150 bricks, 100gp, 80 st), 2 loads of Kemeshi beer (10 barrels, 100gp, 80 st each), 2 loads of lamp oil (5 jars, 100gp, 30 st each), 3 loads of textiles (4 bags, 100gp, 20 st each), 1 load of furs (10 bundles, 150gp, 30 st), 3 loads of Shebatean coffee (2 bags, 150gp, 10 st each), 1 load of glassware (2 crates, 400gp, 10 st), 2 load of rare furs (1 bundle, 500gp, 5 st), and 1 load of silk (5 rolls, 2,000gp, 20 st). Total cargo weight is 2,080 stone and total cargo value is 6,990gp. Hidden amongst the goods is the caravan's locked iron strongbox. It contains 2,000gp, an amethyst (100gp), a moonstone (50gp), a wrought brass mirror (110gp), a pair of carved cedar horns (200gp each), and a wrought silver goblet (700gp). Indikortes carries a rolled up *Treasure Map*, which leads to a cliff in the Waste 11-20 hexes away from the caravanserai. Annotated in classical Auran, the map reads "*What lies beyond the bronze doors of Uragasi?"* See the Sphinx lair, below, for details. Indikortes has carried the map for years and never found the time to investigate it, so he is willing to sell the map for 5,000gp.

MEN, NOMADS

Lair: 10% Map Location: _____

A clan of nomads has constructed a large encampment on the arid plain. The clan is divided into six caravans, each consisting of **30 nomad warriors, 30 noncombatants,** and **60 children**. Each caravan is led by a **nomad hero** and two **nomad elites**. The elites have lamellar armor and shield, lance, composite bow, 20 arrows, scimitar, dagger, and light warhorse. All of the warriors carry scimitars and daggers and wear long tunics with corded headdresses. 50% of the warriors have leather armor (AC 2), composite bow with 20 arrows, and light riding horse; 30% have chain mail and shield (AC 5), lance, and light warhorse; and 20% have lamellar armor and shield (AC 6), lance, and light warhorse. The noncombatants and children have no weapons or armor.

Nomad heroes (6): Fighter 4; MV 120', AC 6, HD 4, hp 18, #AT 1 (weapon 8+), Dmg by weapon +2, Save F4, ML 0, AL N, XP 80

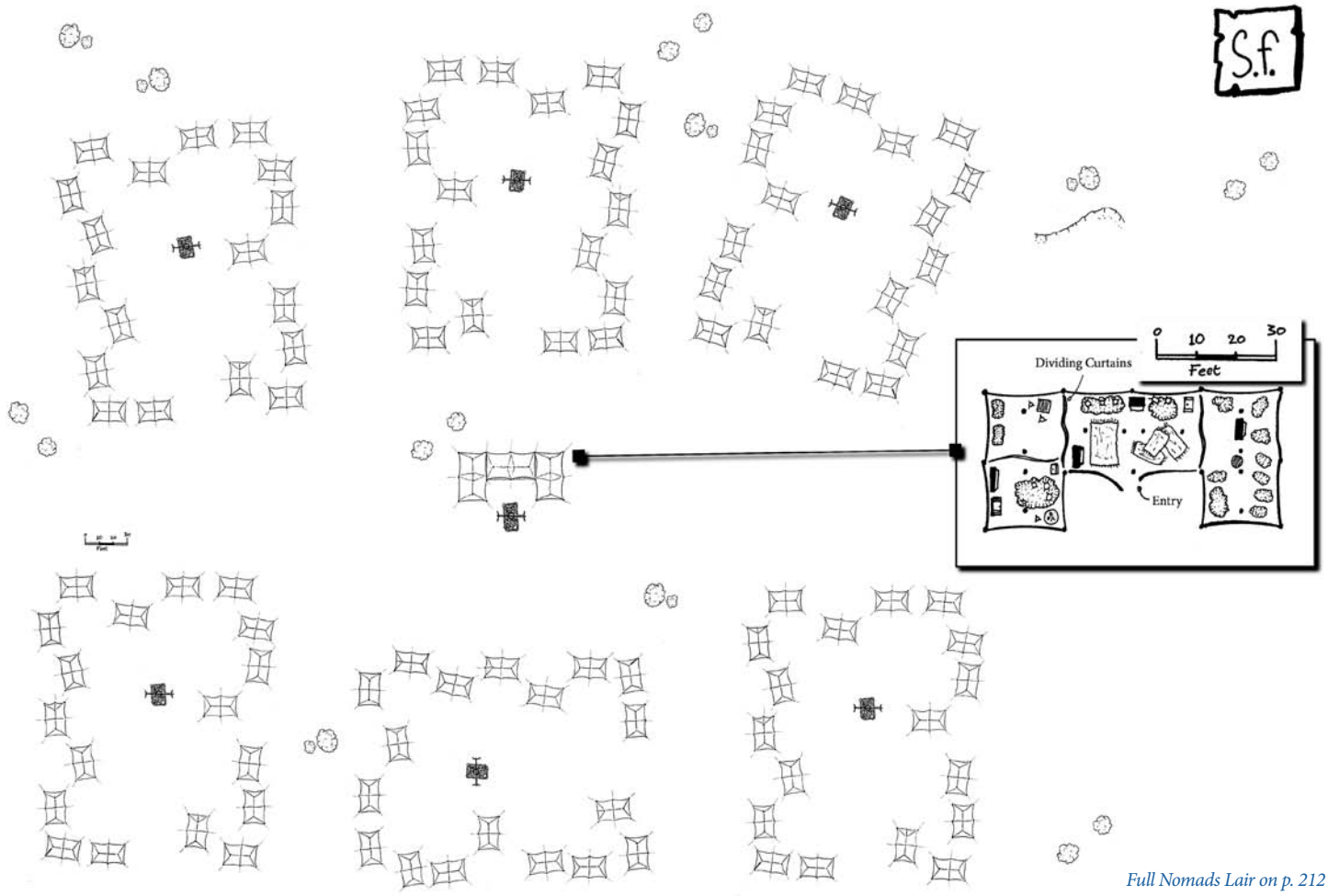
Nomad elites (12): Fighter 2; MV 120, AC 6, HD 2, hp 9, #AT 1 (weapon 9+) , Dmg by weapon +1, Save F2, ML 0, AL N, XP 20

Nomad warriors (180): MV 120', AC by armor, HD 1, hp 5, #AT 1 (weapon 10+), Dmg by weapon +1, Save F1, ML 0, AL N, XP 10

Nomad noncombatants (180): MV 120', AC 0, HD 1-1, hp 2, #AT -, Dmg -, Save NM, ML -4, AL N, XP 0

Nomad children (360): MV 100', AC 0, HD ½, hp 1 each, #AT -, Dmg -, Save NM, ML -4, AL N, XP 0

Each caravan has its own small camp consisting of 18 wool tents, 24' long, 15' wide, and 8' high, pitched in a loose, somewhat-disorganized rectangle around a central fire pit. Each of the leaders' tents houses a leader, 1d3 noncombatants, and 2d3 children, while the other tents house 1d3 warriors, 1d3 noncombatants, and 2d3 children each.



Full Nomads Lair on p. 212

The six caravans' camps are themselves spread out to roughly approximate another hollow rectangle. At the center of this rough rectangle is the huge U-shaped tent of the chief of the clan, **Sayis Seher**. Proud, honorable, and savvy, Seher has thick curly hair, a long, immaculately groomed beard, and a warm, rich voice. He wears silver earrings in his ears (500gp) and a bronze belt (20gp) over his red linen tunic. His headdress is kept in place with a bronze circlet (12gp). When he fights (which is rarely), Seher will be equipped with leather armor, a leather-wrapped *composite bow +1*, a quiver with *12 arrows +1*, and a pattern-welded steel *scimitar +1* with a hilt in the shape of the moon. He keeps a *potion of animal control* on his person at all times. The chief is one of the best horse breeders in Opelenea. Adventurers who receive Neutral or better reaction rolls with Seher will be invited to view his famous herd; those who receive Friendly reactions may even be allowed to purchase one of his fine horses (see below).

Sayis Seher (nomad chief): Venturer 9; Str 9, Int 14, Wis 13, Dex 9, Con 9, Cha 16; MV 120'/240' mounted, AC 2, HD 9, hp 28, #AT 1 (weapon 6+), Dmg by weapon, Save T9, ML +2, AL N; Special: avoid getting lost, bribery, diplomacy, expert bargainer, hear noise 6+, mercantile network, read languages 5+; Proficiencies: Animal Husbandry 2, Animal Training (falcons, horses), Bargaining, Leadership, Riding; Spells: 2 1st; Repertoire: 1st – *charm person*, *detect magic*, *protection from evil*

The front half of Seher's tent is open to visitors, and is opulently decorated with pillows, tapestries, and curtains stitched in complex and colorful patterns. Arriving guests will be served dried dates and coffee from a fine bronze coffee pot (20gp). When entertaining important guests, Saher will often give lavish gifts from a treasure chest, where he keeps 5,000cp, 1,000sp, 5 white Shebatean pearls (250gp each), 3 amber stones (100gp each), 3 crystal stones (50gp each), 12 vials of rare perfume made from frankincense, jasmine, and oud (75gp each), 8 pieces of myrrh (18gp each), and 2 pouches of saffron (15gp each).

In the private portion of the tent can be found Seher's four wives (**noncombatants**) and **eight children**. As befits a chief's spouses, the wives are bedecked with necklaces, headdresses, bracelets, nose-chains, and earrings of silver, coral, and amber (400gp total value per wife).

Defending the chief's household and person are his **two bodyguards**, **Cabax** and **Mazbah**, brothers with rippling muscles and scarred faces. The bodyguards are equipped with bronze Somirean-made *lamellar armor +1*, shields, lances, composite bows, 20 arrows, scimitars, and daggers, and ride light warhorses. They wear small silver pendants fastened in the shape of running horses (30gp each), and carry daggers with carved ivory handles (18gp each), gifts from the chief.

Cabax and Mazbah (nomad bodyguards): Fighter 5; Str 16; MV 120'/240' mounted, AC 7, HD 5, hp 25 each, #AT 1 (scimitar and dagger 4+, lance 5+, or composite bow 7+), Dmg 1d6+4, 1d10+4, or 1d6+2, Save F5, ML 0, AL N, XP 200



The chief is advised by Kehin Quddoc, his shaman. Quddoc wears leather armor with an elven cloak, and carries a holy symbol (an engraved horn), a scimitar, a round wooden shield, 2 flasks of holy water, 2 potions of healing, a scroll of ward against elementals, and a scroll of ward against magic. He owns a pair of large double-headed wood and goatskin drums (drums of panic) and a Treasure Map (see p. 188 for this treasure map) showing a star-charted safe route through Opelenea, Kemesh, and the Waste. Quddoc typically sleeps in the chief's pavilion, but from time to time he retires to the wilderness for his own purposes.

Kehin Quddoc (nomad shaman): Shaman 9; Str 13, Int 10, Wis 16, Dex 11, Con 11, Cha 13; MV 120'/240' mounted, AC 2, HD 9**, hp 34, #AT 1 (scimitar 5+ or spell), Dmg 1d6+1 or spell, Save C9, ML +1, AL N, XP 1,900; Special: commune with spirits, spiritual ritual, shapechange, spirit walk, totem animal (raven); Proficiencies: Beast Friendship, Divine Blessing, Magical Music, Unflappable Casting, Animal Husbandry, Performance (drums), Riding; Spells: 3 1st, 3 2nd, 3 3rd, 2 4th 2 5th; Repertoire: as 9th level shaman

Roac the Raven (totem animal): MV 330' fly, AC 1, HD 4, hp 17, #AT 1 (peck 7+), Dmg 1d3, Save C4, ML N/A, AL N, XP 0

Seher can also call on a pack of **12 trained hunting dogs**, who have the run of the camp enclosure.

Hunting dogs (12): MV 180', AC 2, HD 1+1, hp 6 each, #AT 1 (bite 9+), Dmg 1d4, Save F1, ML 0, AL N, XP 15

The clan has a small amount of coin, collectively totaling 10,000cp and 2,000sp. Half the coin is spread through the clan, with 5d10cp and 1d10sp on each adult. The remainder is kept in the chief's tent. Various foodstuffs and trade goods are spread throughout the encampment, in total: 200 bags of rice (5sp, 4 st each), 8 bags of dried dates (5sp, 4 st each), 70 wheels of sheep cheese (3sp, ⅔ st each), 66 bricks of salt (7sp, ⅜ st each), 200 gallons of sour milk (1cp, ⅜ st each), 20 yards of wool textile (5gp, 1 st each), 7 bags of coffee (75gp, 5 st each), 30 rolls of linen cloth (10gp, 4 st each), 5 jars of orpiment, ochre, and henna pigments (50gp, 5 st each), 15 bundles of common fur pelts (15gp, 3 st each), and 2 sets of Tirenean red-gloss pottery (100gp, 5 st each).

Much of the nomads' wealth is tied up in their livestock. In addition to 112 light warhorses and 90 light riding horses, the clan also has 40 pack camels (30gp each), 75 light draft horses (25gp each), 120 light horse foals (15gp each), 145 camel calves (8.25gp each), 360 donkeys (8gp each), 540 donkey foals (4gp each), and 2,250 sheep (2gp each). These animals are pastured across a 1,600-acre (2.5 square mile) area around the camp.

Apart from the rest of the herd, the chief also maintains a stock of **twelve fine light warhorses** (225gp each). Well-bred mares of superior speed and endurance, these fine warhorses can travel 52 miles per day (instead of the usual 48). He owns another **four exceptional light warhorses** which he refers to as his "children," and brings to his tent each day for a personal inspection and show of affection. They are listed below.

Jabbur ("warrior" in Opelenean) is a blue roan stallion of unusual size and strength, almost as big as a medium horse, who can travel 52 miles per day and has a normal load of 52 stones (instead of the usual 40). He is worth 825gp. **Dariika** ("voyager") is a dapple gray mare, swift and sturdy, who is able to travel 56 miles per day. She is worth 900gp. **Yerih** ("moon") is a maximum sabino white mare with exceptional bravery, cunning, and conformation, who can travel 52 miles per day and has a Training Modifier of +3 (instead of the usual +1). She is worth 975gp. Finally, **Adon Adiir** ("great king") is a horse among horses, strong, smart, brave, fast, and tireless, with a palomino coat, mane, and tail that shine like the noon day sun. He can travel 60 miles per day, has a normal load of 24 stone, and a Training Modifier of +4. He is worth 2,250gp.

Fine light warhorses (12): Dex 15, Con 15; MV 260', AC 3, HD 2+2, hp 13, #AT 2 (hooves 8+), Dmg 1d4/1d4, Save F1, ML 0

Jabbur: Str 18, Dex 15, Con 15; MV 260', AC 3, HD 2+2, hp 16, #AT 2 (hooves 5+), Dmg 1d4+3/1d4+3, Save F1, ML 0

Dariika: Dex 18, Con 16, MV 300', AC 5, HD 2+4, hp 18, #AT 2 (hooves 8+), Dmg 1d4/1d4, Save F1, ML 0

Yerih: Int 16, Dex 15, Con 15, Cha 18, MV 260', AC 3, HD 2+2, hp 15, #AT 2 (hooves 8+), Dmg 1d4/1d4, Save F1, ML +3

Adon Adiir: Str 16, Int 18, Dex 18, Con 18, Cha 16; MV 300', AC 5, HD 2+6, hp 21, #AT 2 (hooves 6+), Dmg 1d4+2/1d4+2, Save F1, ML +2

Note: The light warhorses were created using the rules for Monstrous Ability Scores (p. 117) and priced according to the rules for calculating Trained Value for monsters with high ability scores (see p. 122).

MEN, PIRATES

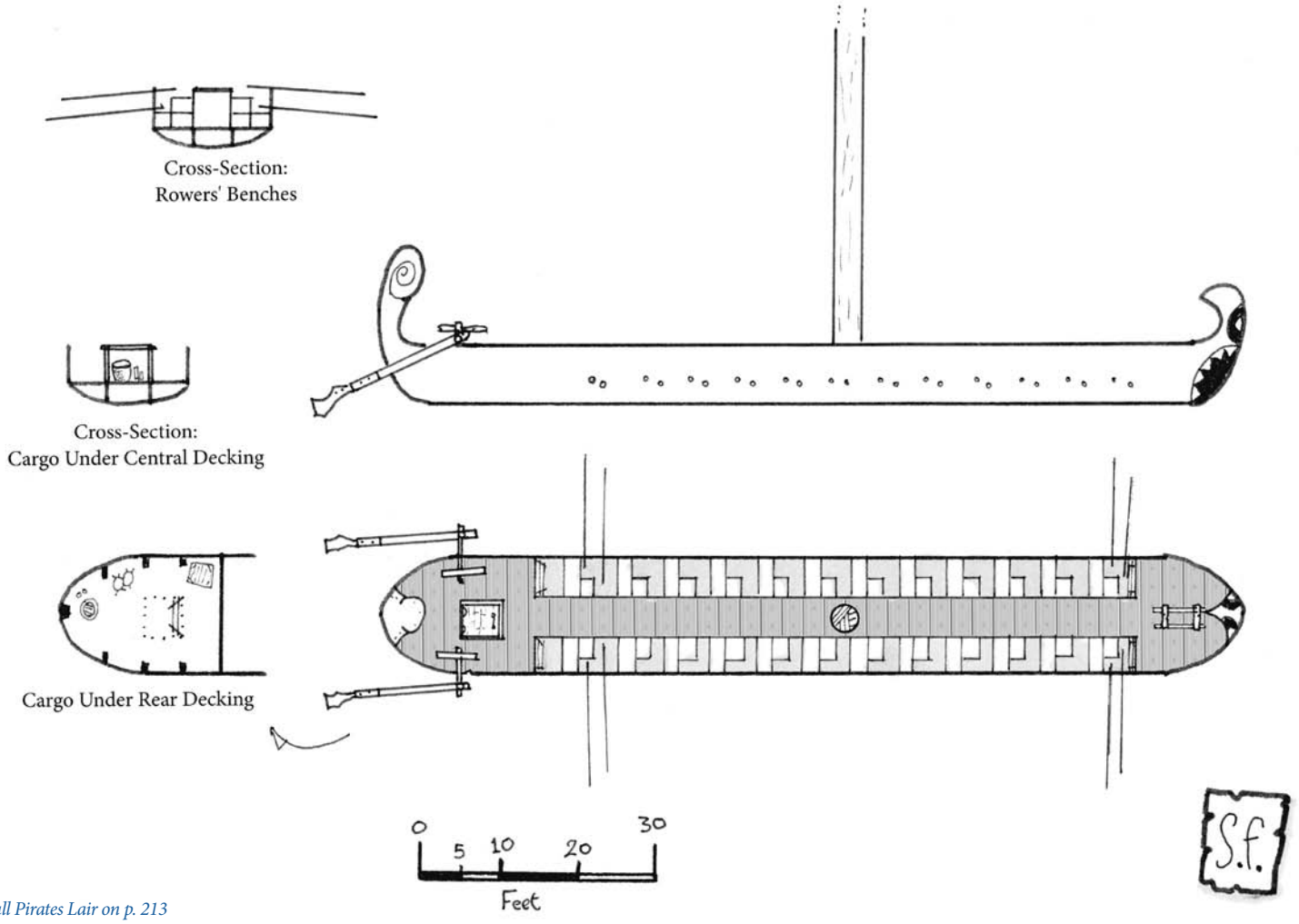
Lair: 10% Map Location: _____

A barren islet, unmarked on any navigational charts, rises from the sea. The egg-shaped islet measures 775' long, 440' wide, and 235' high. Its rocky and inhospitable slopes break the waves at a nearly-vertical angle, affording no harbor. On the south face of islet, however, is a sea cave mouth, 60' wide and 50' high, that leads into a magnificent sea cave 130' in diameter. The cave is protected from the wind and waves outside, leaving the water still and mirror-like, and white limestone stalagmites dazzle in the reflection of the water. A ledge of stone about 15' wide runs along the perimeter of the sea cave, and upon these rocks are moored a fleet of four small pirate galleys.

This is the fleet of **Opian Drakomir**, a tall and imposing man wearing a wrought orichalcum face-mask (4,000gp) and leather armor, armed with a sword, a scrimshaw-hilted dagger (150gp), a short bow, and 20 arrows.

Opian Drakomir (Pirate Captain): Fighter 8; Str 13, Wis 13, Dex 16, Cha 15; MV 120', AC 6, HD 8, hp 44, #AT 1 (sword and dagger 2+ or short bow 3+), Dmg 1d6+4 or 1d6+3, Save F8, ML +1, AL C, XP 600; Proficiencies: Command, Fighting Style (Two Weapon), Swashbuckling, Seafaring 2

Opian's mask conceals a face hideously scarred by burns. The captain claims that he was once a patrician of Aura's House Drakomir, but



Full Pirates Lair on p. 213

that he was disfigured and exiled for kidnapping and debauching a celibate priestess of Mityara. Whether this is true or not, Opian proudly wears a carved ivory dragon seal of House Drakomir (1,000gp) around his neck. While Opian is alive, all the pirates receive a +4 bonus on morale rolls due to his level and Command proficiency.

His henchmen, **Doukasi** and **Magosi**, warriors from the Ivory Kingdom of Munde, guard him at all times. The dark-skinned giants serve the captain because he satisfies their thirst for blood and plunder. Each is equipped with short sword, dagger, short bow, 20 arrows, and leather. While Opian is alive, Doukasi and Magosi receive a +4 bonus on morale rolls due to his level, Charisma bonus, and Command proficiency.

Doukasi, Magosi (Barbarian Reavers): Ivory Kingdom Barbarian 5; Str 16, Con 14; MV 120', AC 3, HD 5, hp 38, 32, #AT 1 (short sword and dagger 4+ or short bow 7+), Dmg 1d6+4 or 1d6+2, Save F5, ML +1, AL C, XP 200; Special: animal reflexes, naturally stealth, savage resilience; Proficiencies: Alertness, Swashbuckling, Running, Endurance, Seafaring

Opian uses this hidden cave as a hideout between raids on the shipping lanes. His four small galleys are Syrnasan biremes, each 112' long and 15' wide, partially decked, with two rows of oars, a forecastle at the prow, and a hold at the stern. When at sea, each galley is commanded by a **pirate hero** and crewed by **30 pirates** and **60 galley slaves**. All of the pirates are equipped with swords and leather armor; 48 also have short bows with 20 arrows, as do the heroes. The slaves are unarmed and kept chained to their stations.

Pirate Heroes (4): Fighter 4; MV 120', AC 2 (leather), HD 4, hp 24, 23, 22, 21, #AT 1 (short bow 8+ or sword and dagger 7+), Dmg 1d6+2, Save F4, ML +1, AL C, XP 80

Pirates (120): MV 120', AC 2 (leather), HD 1, hp 5 each, #AT 1 (weapon 10+), Dmg by weapon +1, Save F1, ML +1, AL C, XP 10

Slave Rowers (240): MV 120', AC 0, HD 1-1, hp 2 each, #AT 1, Dmg by weapon, Save NM, ML −4, AL N, XP 0

The galleys are stocked with various provisions, sufficient to keep the pirates at sea for two weeks. In total, the galleys carry 110 bags of hard biscuits (5sp, 4 st each), 14 barrels of salted fish (5gp, 8 st each), 40 wheels of cheese (3sp, ⅔ st each), 40 bricks of salt (7sp, 3/6 st each), and 64 barrels of ale (10gp, 8 st each).

To celebrate the fleet's recent captures, Opian has ordered 3 barrels of fine Tirenean brandy (200gp, 16st each) and 90 bottles of fine Kyrsean dry red wine (5gp, 900gp) be brought to the cave ledge for a celebration. The pirate captain is tossing coins from a large sack of 2,000ep to his half-drunken sailors. Some of the more drunken pirates are harassing a bedraggled group of roped-up hostages recently captured from a merchant ship. The hostages can be ransomed or sold for 40gp each.

Hostages (5): MV 120', AC 0, HD 1-1, hp 2 each, #AT 1, Dmg by weapon, Save NM, ML –4, AL N, XP 5

Opian has unloaded some of his booty onto the ledges in the sea cave for safe-keeping. Readily visible are 10 amphora of olive oil (20gp, 6 st each), 19 rolls of Kemeshi cotton (10gp, 4 st each), 5 jars of Opelenean purple dye (50gp, 5 st each), 5 crates of Nicean red-figure pottery (100gp, 5 st each), and 4 bags of dark Shebatean coffee (75gp, 5 st each). Hidden behind some tall rocks are a pair of locked iron-bound chests. The first contains 15,000gp. The second holds 5,000gp, 4 black pearls (250gp each), a chryselephantine figurine of Mityara, the Noble lady (800gp), and a dark brown bittersweet liquid in a ceramic flask (*philter of love*). A proficiency throw to detect secret doors will find the chests.

Note: A typical pirate fleet of small galleys would only have around 6,000gp of treasure. However, this lair is also the destination of a "treasure map to 5d6 × 1,000gp" generated for the Sea Dragon lair. The 20,000gp found here are actually attributable to the Sea Dragon encounter.

MEN, NPC CLERICS (ACOLYTES)

Lair: 35% Map Location: _____

Standing in quiet isolation here is a round temple to Ammonar, god of law and light. Made of white marble, the 70'-diameter temple rises from a three-stepped base, and is surrounded by 28 columns which support a gently-sloping roof of golden terracotta tiles. Each of the columns has a capital carved in the shape of the winged sun, while the frieze is engraved with catechisms from the *Seven Radiant Scrolls*. A cypress door, decorated with bronze medallions and bosses, leads to the interior, which is illuminated by an oculus in the center of the ceiling. The floor is paved with blue limestone slabs surrounding a circular yellow center stone. Atop the stone stands a wrought gold censer (600gp) with 7 sticks of frankincense (25gp each). The temple is an *illuminated pinnacle of good* (see p. 31).

Every sunrise, the temple's resident **cleric** of Ammonar, **Audaric,** offers prayers to the dawn. Audaric is stooped with age and lives humbly on the temple grounds, though he was at one time a well-known undead hunter. In recent weeks a band of **10 acolytes** of Ammonar has encamped nearby, visiting each day to receive instruction in undead-slaying from the old man.

Audaric (vicar of Ammonar): Cleric 5; Str 7, Int 11, Wis 18, Dex 6, Con 9, Cha 16; MV 120' (60' in armor), AC -2 (6 in armor), HD 5*, hp 22, #AT 1 (*mace +1* 8+), Dmg 1d6, Save C5 +3 v. Spells, ML +2, AL L, XP 650; Proficiencies: Loremastery, Righteous Turning, Healing, Theology; Spells: 2 1st, 2 2nd; Repertoire: as 5th level cleric

Acolytes of Ammonar (10): Cleric 2; MV 60', AC 7, HD 2*, hp 8 each, #AT 1 (mace 10+), Dmg 1d6, Save C2, ML +1, AL L, XP 29; Proficiencies: Righteous Turning, Healing; Spells: 1 1st; Repertoire: as 2nd level cleric

The acolytes are each equipped with a suit of plate armor, a shield, a mace, a silver holy symbol of Ammonar (100gp), a backpack, a flask of holy water, 1 lb of wolfsbane, 4 stakes, a mallet, a mirror, and 5gp. Audaric carries a whitewood *staff of healing* topped with a bronze winged sun, and wears a purple cassock, a silver holy symbol of Ammonar (100gp), and a sun-shaped citrine on a necklace (50gp).

The yellow stone in the temple's center can be raised up to reveal a vault below the floor. Here Audaric keeps hidden a locked chest, containing 16,000sp; 2,000ep; a brown honey-scented *potion of healing*; a *scroll of bless, remove curse, and cure disease* written in Classical Auran; an orichalcum *mace +1*; a round bronze *shield +1* with an embossed winged sun; and a suit of Auran plate armor.

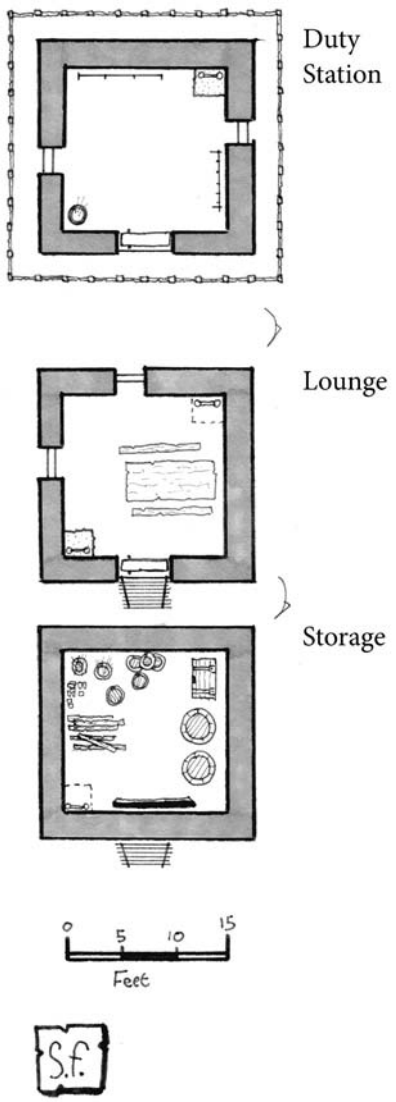
Lawful adventurers who approach the temple seeking aid in fighting undead gain a +2 bonus to reaction rolls with the clerics. On a Friendly reaction roll, the clerics will offer their assistance in combating the undead. The assistance provided will be appropriate to the threat – if the adventurers are confronting a handful of skeletons, a few of the acolytes will join them, while a battle against a mummy lord will bring Audaric out of retirement along with all of the acolytes.

MEN, NPC FIGHTERS (VETERANS)

Lair: 35% Map Location: _____

A three-story imperial watchtower overlooks a shallow stream. The tower is 20' square and 30' tall, with 2.5' thick limestone walls plastered white. Entrance is by means of a ladder up to a doorway into the second story, which serves as a lounge for the crew. Interior ladders lead to the first (ground) story, which is a storage room, and the third story, which is the duty station. The third story is topped with a pyramidal low-pitched roof of oak shingles with a wide overhang that covers an external walkway that encircles the third story of the tower.

Full Veterans Lair on p. 215



The tower is manned by four composite bowmen and four heavy infantry, all experienced legionaries from the Auran Army. They will be cautious if approached, for bandits and brigands often pose as adventurers, but if trust is established they will happily provide information and supplies to adventurers fighting chaos on the Empire's behalf. On a Friendly reaction roll, the legionaries will disclose that they have gone unpaid this month, and will request the adventurers visit a nearby watchtower (1d6 miles away) to discover if their comrades there were also overlooked. Following the legionaries' directions leads the adventurers to the Werewolf lair, p. 71.

Veteran Composite Bowman (4): MV 120', AC 2 or 3, HD 1, hp 8, 5, 4, 4, #AT 1 (bow or sword 10+), D 1d6+1, Save F1, ML +1, AL L, XP 10

Veteran Heavy Infantry (4): MV 60', AC 6, HD 1, hp 8, 7, 7, 6, #AT 1 (spear or sword 10+), D 1d6+1, Save F1, ML +1, AL L, XP 10

One of the bowmen, having heard reports of werewolves in the area, acquired 8 silver arrows (5gp each) and 3 pouches of wolfsbane (10gp each) on his last trip to the commissary. All of the veterans wear holy symbols of Ianna, goddess of war (100gp each). Their storage room holds a barrel of smoked pork (5gp, 8 st), two-tenths of a cord of hardwood log (5gp, 8 st each), a barrel of beer (10gp, 8 st), 10 bushels of grain (5sp, 4 st each), 10 salt bricks (7sp, ⅜ st each), 30 cheese wheels (3sp, ⅖ st each), five gallons of olive oil (2gp, ⅜ st each), and two crates of armor and weapons (225gp, 10 st each). A locked chest holds 2,500sp, representing various tolls and tributes collected by the legionaries.

MEN, NPC MAGES

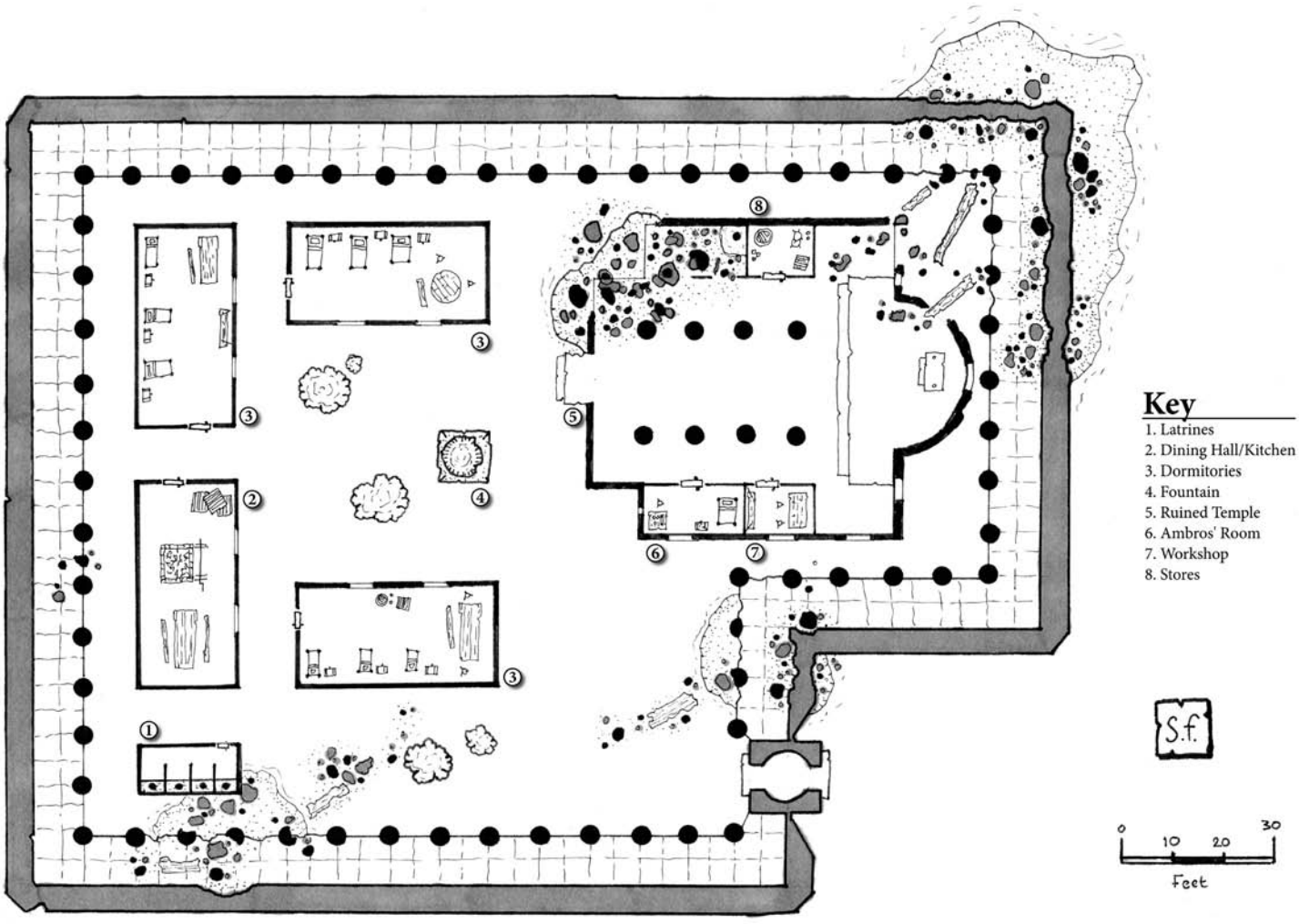
Lair: 35% Map Location: _____

A centuries-old Auran monastery, covered with vines and slowly sinking into the earth, has become the sanctum of a covenant of **nine theurgists**, led by **Ambros**, a **thaumaturge**. Though they pose as hedge wizards, Ambros and his minions are actually necromancers, and have been investigating the dark arts in secret. All of the mages wear dark brown robes and carry curved daggers, silver holy symbols to Istreus (120gp), and keys to the chests in their rooms. In addition, Ambros also wears bronze-and-leather *bracers of armor AC 6* inscribed with protective runes, a white gold *ring of protection +1* set with a bloodstone, and an obsidian *ring of fire resistance* set with tiny rubies. He carries a crystal *wand of cold* (10 charges) in the shape of an icicle.

Ambros (thaumaturge): Str 9, Int 16, Wis 12, Dex 10, Con 10, Cha 13; Mage 5; MV 120', AC 7, HD 5**, hp 14, #AT 1 (dagger 9+ or spell), Dmg 1d4 or by spell, Save M5, ML +1, AL C, XP 500; Proficiencies: Black Lore of Zahar, Alchemy, Healing 2, Leadership; Spells: 2 1st, 2 2nd, 1 3rd; Repertoire: 1st – *choking grip, darkness, detect magic, protection from evil,* 2nd – *deathless minion, hypnotic pattern, mirror image, summon hero, wizard lock,* 3rd – *dismember, dispel magic, earth's teeth*

Theurgists (9): Int 13; Mage 3; MV 120', AC 0, HD 3**, hp 11, 9, 9, 9, 9, 8, 7, 7, 6, #AT 1 (dagger 10+ or spell), Dmg 1d4 or by spell, Save M3, ML +1, AL C, XP 80; Proficiencies: Black Lore of Zahar, Alchemy, Healing; Spells: 2 1st 1 2nd; Repertoire: 1st – *choking grip, darkness, protection from evil, 2rd – deathless minion*

Full Mages Lair on p. 210



The monastery is encircled by 20' tall walls, though these have subsided to as low as 17' feet in the northeast corner and parts of the east and south face. Covered walks, supported by columns at 10' intervals, run along the entire interior of the walls. The subsidence of the ground has brought down three pillars in the northeast corner, two on the east face, and three on the south wall, where it has exposed a substantial accumulation of refuse from the old latrines (**1**).

The 35' × 20' dining hall and kitchen (**2**) is intact, and smoke and light are evident from the burning hearth within. Inside are a pair of benches and a long table, remnants of the monastery's original furnishings, the table littered with the mess kits of the resident mages. During meal times all the mages will gather within.

Each of the dormitories (**3**) houses three of the theurgists. By day they will be studying various arcane documents on the well-worn wooden tables that furnish each dormitory. During the evening, they will be asleep on their pallets. Each theurgist has a locked chest, within which he keeps his spellbook, a pair of spare robes, a set of undergarments and effects, medicinal herbs (1 lb birthwort, 1 lb goldenrod, and 1 lb woundwort), and 1,000sp.

The old fountain (**4**) is a 15' square ornamental structure filled with potable water bearing monumental inscriptions in Classical Auran praising Naurivus, Lord of the Winds and Waters. Adjacent to the fountain is a ruined temple (**5**) to the Empyrean gods. The temple is 75' long, with a 20' wide and 25' tall central nave supported by a colonnade and illuminated by clerestory windows. The nave is flanked on either side by aisles, each 10' wide and 15' high. At the east end of the nave, a short flight of steps leads up to a 15'-radius apse. Stationed at the center of the apse is a rectangular altar of white marble, carved with iconography of Empyrean gods on all it vertical faces. The top has a shallow depression, with a thin coating of charcoal dust from old sacred fires. A dozen human bodies in various states of decomposition are piled around the altar (the mages will seek to animate these with *deathless minion* if pressed into combat). The northwest corner of the temple has subsided, bringing down part of its arched roof, while the northeast corner has been shattered by fallen columns from the walkway outside.

Ambros himself lives in a pair of rooms on the south wall, both with *wizard locked* entrances. His bedroom (**6**) is furnished with a pallet, a reading table, and a chair. He has two locked and *wizard locked* chests. The first holds his spellbooks, personal effects, and medicinal herbs (as above), while the second contains 8,000sp, a malachite (10gp), six agates (25gp each), and three onyx (50gp each). His workroom (**7**) has a bookshelf on one wall and a large worktable with a pair of chairs. The bookshelf holds Ambros' spellbooks, as well a pair of cedar scroll cases. One case holds a *scroll of contact higher plane* written in Zaharan. The other holds a *treasure map*, annotated in Zaharan cuneiform reading "The calendar of the cosmogonic suns shows the time of change at hand." The map leads to an ancient calendar stone inlaid with jade (see the Shadow lair listing) 11-20 hexes distant from the Mage's lair. On the worktable, Ambros keeps a collection of potions in glass vials, including a transparent green fluid with floating particulates (*levitation*), a smoky yellow liquid (*gaseous form*), a clear fluid with grey, sponge-like matter (*ESP*), and an almond-scented white liquid (*poison*). Resting on the worktable are a bronze *rod of cancellation* tipped with amber, and 11 cuneiform-covered bone fetishes (20gp each).

Opposite these chambers, the temple's former reliquary has been converted into a storeroom (**8**) where the mages keep 10 bushels of grain (5sp, 4 st each), 1 barrel of smoked pork (5gp, 8 st), half a bag of lentils (25cp, 2 st), 6 wheels of cheese (3sp, ⅔ st each), and 4 bricks of salt (7sp, ⅔ st each). The doors to **6**, **7**, and **8** are all *wizard locked* (5th level).

MEN, NPC THIEVES (BANDITS)

Lair: 35% Map Location: _____

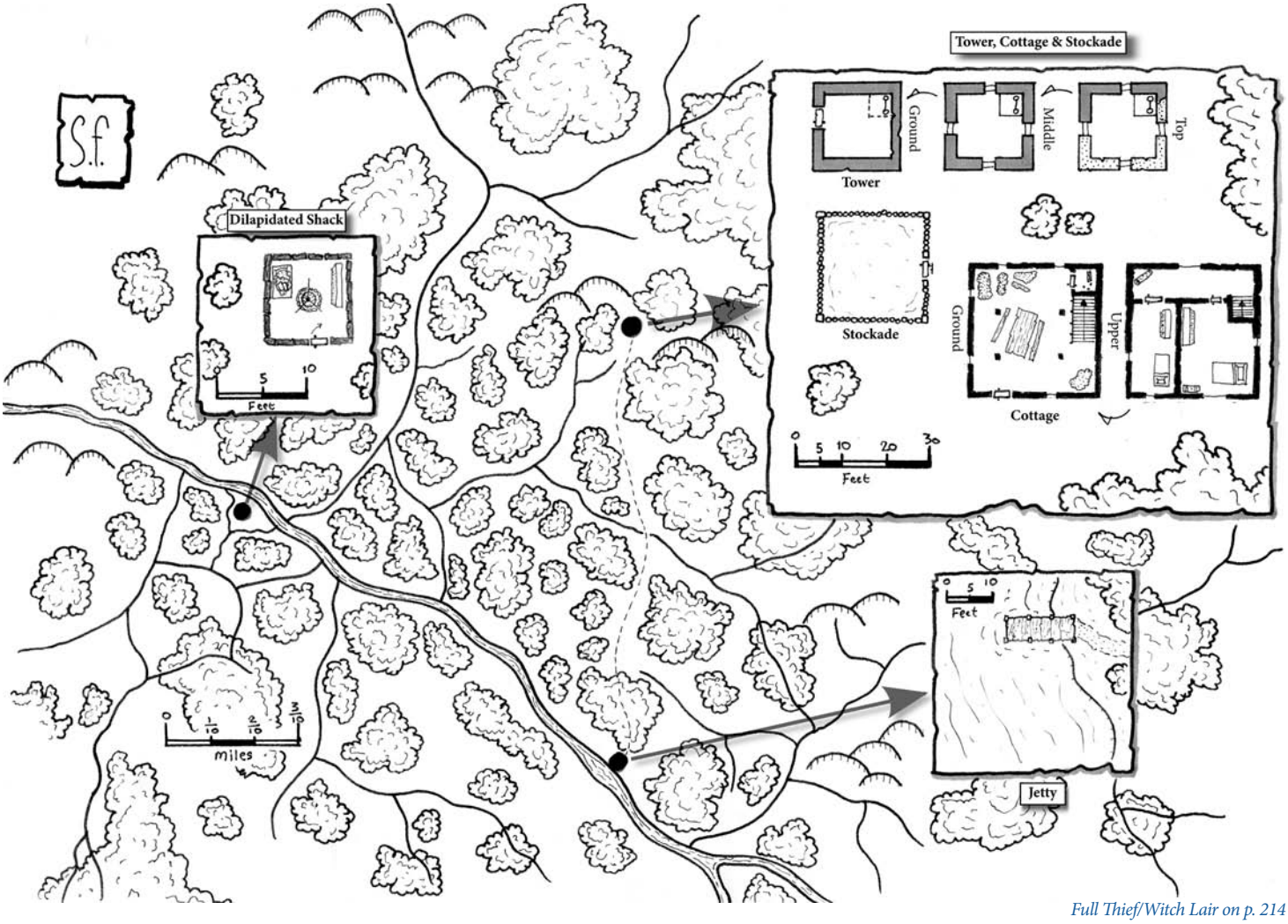
A dark, sluggish river, approximately 85' wide, winds its way through a swamp of cypress, willow, alder, and maple that spreads out from either bank. Adventurers who make successful Loremastery or Knowledge (history) proficiency throws will be aware of local rumors of an ancient witch living in this swamp. No witch is in evidence, but a small jetty is visible through the trees on the far bank. Moored on the jetty is a river a boat, 25' long and 12' wide, with a roofed deckhouse surmounted by a repeating ballista. The river boat belongs to a band of slavers that exploits the commoner's fear of this area in order to operate with a freer hand. The boat is commanded by a **hood** and crewed by **four footpads**. Two of the footpads are untying the boat from the pier while another mans the ballista. The hood and the last footpad guard a **pair of human slaves** inside the deckhouse.

If not interrupted by adventurers, the slavers will row the boat about one mile upriver, to a dilapidated shack, where they will nervously deliver their captives to the scrag that resides there (see the Witch's lair, p. 85). Afterwards, the slavers will row back to the jetty, disembark, and set off on a trail into the swamp.

The trail winds through the dense swamp for about one mile before opening up into a clearing occupied by a slaver camp. At the center of the clearing stands a ruined Auran watchtower. The tower is 20' square and 30' tall, with wooden flooring within 2.5' thick limestone walls covered with vines. The structure's roof has collapsed, leaving visible the **two footpads** on watch on the half-rotten top floor.

The tower overlooks a locked and barred wooden stockade that imprisons 33 slaves: **28 humans**, **3 gnomes**, and **2 dwarves**. Alongside the stockade is a freshly-built two-story wooden cottage, 30' square, with a 20' thatched roof. The cottage serves as the residence of off-duty slavers. At present it is occupied by **six footpads, one hood**, and the slaver's leader, **Najran.** Najran is a cult deathbringer sworn to Galmorm the Poisoner. He is a murderous fanatic who sacrifices one victim from every crop of slaves captured to his dark god, and sends troublemakers – slaver and slave alike – to be eaten by the scrag. The other slavers are primarily interested in profit, but they live in terror of Najran and his sinister allies in the shack upriver.

Najran is equipped with *leather armor +1,* a pair of Zaharan sickle blades etched with cuneiforms (*sword +1* and *dagger +2, +3 v. beastmen*), a crossbow, 8 *bolts +1,* a *potion of speed* and a *potion of human control,* a *scroll of ward against magic* written in Common, an unholy symbol of Galmorm, and three vials of spitting cobra venom (Onset 1 turn, Save +2, Dmg 1d6). All of the other slavers are equipped with leather armor, swords, daggers, crossbows, and 20 bolts. Every slaver carries a small silver ingot stamped with a striking scorpion (150gp



Full Thief/Witch Lair on p. 214

value each). The slaves have no weapons or equipment and have all been badly beaten (reduced to 1 hp).

Najran (Destroyer): Assassin 5; Str 13, Dex 14, Cha 13; MV 120', AC 5, HD 5, hp 25, #AT 1 (*sword +1 and dagger* +2 2+ or crossbow and *bolts +1* 6+), Dmg 1d6+4 or 1d6+3, Save F5, ML +1, AL C; Special: move silently 11+, hide in shadows 13+, backstab x3; Proficiencies: Skulking, Swashbuckling, Leadership, Seafaring

Hoods (2): Thief 2; MV 120', AC 2, hp 8, 6, #AT 1 (sword and dagger 8+ or crossbow 9+), Dmg 1d6, Save T2, ML 0, AL C, XP 20; Special: move silently 14+, hide in shadows 16+, climb walls 5+, hear noise 13+, backstab ×2; Proficiencies: Skulking, Seafaring

Footpads (12): Thief 1; MV 120', AC 2, hp 3 each, #AT 1 (sword and dagger 9+ or crossbow 10+), Dmg 1d6, Save T1, AL C, XP 10; Special: move silently 15+, hide in shadows 17+, climb walls 6+, hear noise 14+, backstab ×2; Proficiencies: Skulking, Seafaring

Dwarf slaves (2): MV 120', AC 0, HD 1, hp 4 each, #AT 1 (weapon 10+), Dmg by weapon, Save DV1, ML −4 (0), AL N, XP 0

Gnome slaves (3): MV 120', AC 0, HD 1, hp 4 each, #AT 1 (weapon 10+), Dmg by weapon, Save DV1, ML −4 (0), AL N, XP 0

Human slaves (30): MV 120', AC 0, HD 1-1, hp 3 each, #AT 1 (weapon 10+), Dmg by weapon, Save NM, ML −4 (−2), AL N, XP 0

The slavers store their provisions on the bottom floor of the cottage: 40 bags of wheat (5sp, 4 st each), 4 barrels of pickled fish (5gp, 8 st each), 10 bricks of salt (7sp, ⅜ st each), 30 wheels of cheese (3sp, 2/6 st each), 4 barrels of beer (10gp, 8 st each), ⅖ths of a cord of hardwood log (10gp, 8 st each), and 5 jars of lamp oil (20gp, 6 st each). The slavers' pallets and personal effects occupy the second floor. Najran has a private room, where he keeps a locked iron strongbox containing 6,000sp, 2 agates (25gp each), a bloodstone (50gp), 2 carnelians (75gp each), 2 amethysts (100gp each), a topaz (500gp), and a black sapphire (1,000gp).

The slavers' real wealth is in their stock of slaves. All of the slaves are able-bodied laborers, worth 40gp each if sold or ransomed. If freed, the slaves can be recruited as hirelings or henchmen. They may even become liberator-worshipping fanatics. On a Reaction to Hiring Offer roll of 12+ (Accept with Elan), the freed slaves only need to be paid their basic upkeep (3gp per month), and have Base Morale +4 regardless of how they are equipped.

MEN, NPC WITCH

Lair: 35% Map Location: _____

A small, densely wooded island sits amidst the fetid waters of a riverine swamp surrounded by copses of cypress, willow, alder, and maple. The island is home to a dilapidated shack, slightly sunken into the soft marshy ground. Adventurers who make successful Loremastery or Knowledge (history) proficiency throws will be aware of local rumors of an ancient

witch living here. For generations, she has been the source of home-grown legend: Parents have chastised their children with threats that the witch will come for them if they misbehave, and the old men have spun tales of those who sought out the witch, some returning with a potion or some other bit of magic, but most never to be seen again.

The witch of the tales is gone, but her dilapidated shack and two daughters remain. Her youngest daughter, **Gwenda**, is a **witch** of but fourteen years of age. She is equipped with a rusty dagger, tattered cloak, patched wool dress, and a holy symbol (pair of horns around a lunar disc). Gwenda is a quiet child, preferring to be left alone in the shack to read her mother's books. She ignores any conflict outside the shack. Gwenda's half-sister, **Marged**, is a **scrag.** The scrag is very protective of her sister, and will move to intercept anyone that approaches the shack, bursting forth from the water if possible. For her part, Gwenda knows her half-sister is wicked and will likely be killed someday, but hopes against hope that Marged may change. In the evenings, she reads to her half-sister.

Note: This custom lair uses two custom creatures, the **scrag** and the **fen witch**. A **scrag** is an aquatic troll with a movement rate of 90' on land and 120' on water. It otherwise has the characteristics of a normal troll.

A **fen witch** is a new Tradition for the Player's Companion Witch class, created by Charles Myers and used with permission. A fen witch is a human witch with the bloodline of a hag. Its tradition powers are explained below.

1st level: From a young age, a fen witch knows she is not like the other little girls. She can present a **fearful visage** to frighten others into doing what she wants. She receives a +2 bonus on all reaction rolls when implicitly or explicitly threatening violence or dire consequences. The targets must be 5 HD or less, or the character and her allies must outnumber or grossly outrank the targets.

Furthermore, enemies of a fen witch may be filled with fear and doubt by her unnerving presence. A 1st level fen witch may use **bane** once per 8 hours. Each use takes 1 round.

3rd level: A fen witch may kill with a determined glare. She may use **choking grip** once per 8 hours. Each use takes 1 round.

5th level: A fen witch may weaken those who oppose her. She may use **bestow curse** once per day. Each use takes 1 round.

7th level: A fen witch may transform those who oppose her. She may use **polymorph other** once per day. Each use takes 1 round.

9th level: Immediately prior to advancing to 9th level, a fen witch must make a special saving throw versus Spells (the witch's Wisdom bonus applies), modified by the Judge's assessment of her behavior with respect to hag versus human. Hag-like behavior results in a negative modifier, humane behavior results in a positive modifier. Failure of this saving throw results in the fen witch immediately and permanently transforming into a hag (see p. 172). Any further advancement must occur as detailed under Transformations in the Secrets chapter of the ACKS Rulebook. Success results in the fen witch advancing to 9th level normally. At the Judge's discretion, a fen witch must make this special saving throw immediately prior to each subsequent level advancement.

The shack itself is built of cypress, and stands 10' square and 12.5' high (on 4' stilts). The shack has a single interior room arranged around a stone hearth. A wooden tripod above the hearth suspends a battered iron cauldron. Above the tripod a smoke-hole, stained with soot, allows the scents and smoke to exit.

On the left-hand side of the hearth, a wooden bed is covered with patchy furs and ratty blankets. Resting on the bed are a pile of three tattered books of folklore and faery tales, with sannotations by Gwenda's mother on the "real story" behind each tale. The books are written in Common and worth 150gp each. Beneath the bed is a large ironbound chest holding 18,000cp and 1,000sp, collected over the years from supplicants and favor-seekers. Gwenda also keeps a gourd of meaty red fluid here. It is a *potion of giant control*, a gift from her mother intended to keep her safe should Marged ever go feral.

The right-hand side of the hearth is cluttered with splintered shelving filled with various goods and paraphernalia: 12 bags of herbs (5sp, 4st each), 2 yards of textiles (5gp, 1st each), 11 bronze ingots (1gp, 3/6st each), 6 bundles of beaver pelts (15gp, 3st each), 6 jars of animal fat (20gp, 6st each), 2 jars of vermilion pigment (50gp, 5st each), 4 pouches of belladonna (10gp each), 3 pouches of wolfsbane (10gp each), 8 prisms (30gp each), 9 human skulls carved with Zaharan cuneiforms (25gp each), and a scrimshaw-hilted sacrificial dagger (30gp).

Adventurers who observe the shack for a day or more will see a river boat approach and make an offering of slaves to the scrag. A slavers' syndicate, the Black Circle, has taken advantage of the fear surrounding this area to construct a base for the movement of slaves and other contraband. The slavers have an "arrangement" with the scrag, wherein they offer her troublesome slaves (or slavers) to eat on a regular basis. See the NPC Thief lair on p. 84, for more details.

Gwenda: Fen Witch 4; Str 8, Int 13, Wis 16, Dex 10, Con 9, Cha 15; MV 120', AC 0, HD 4**, hp 11, #AT 1 (dagger 9+), Dmg 1d4, Save C4, ML 0, AL N, XP 190; Special: fearful visage, spell-like ability (*choking grip* 1/8 hours); Proficiencies: Contemplation, Knowledge (occult), Naturalism, Quiet Magic; Spells: 3 1st, 2 2nd; Repertoire: As 4th level fen witch

Marged (Female Scrag): Dex 13; MV 90'/ 120' swim, AC 4, HD 4+1*, hp 21, #AT 1 (bite 6+), Dmg 1d10, Save F4, ML +2 (0), AL C, XP 210; Special: regeneration (3 hp/round); Proficiencies: Ambushing, Naturalism

MERMEN

Lair: 25% *Map Location:* _____

Concealed deep in the waters of a large lake (or just off a sea shore) is a merman village, built up against an underwater escarpment. 10'-15' tall menhirs encircle the village proper and the edge of the escarpment. Characters approaching the village will be confronted by a **merman leader** and **three mermen** accompanied by a **giant rockfish**. Eight of these patrols circle the village at all times, swimming outside the border of the menhirs at various depths.

The village consists of some four score of pit huts of various sizes and shapes. The huts are constructed of sunken logs, flat stones, ship beams and cladding, and earthworks. A total of **168 mermaids**, **168 merchildren,** and **142 mermen** (e.g., all those not on patrol)**,** will be attending to their daily business in locations throughout the village.

Around the pit huts are farms and gardens of various underwater plants, mussels, and other stationary aquatic life. The merfolk farm mussels to produce food and pearls – seven of the mussels have pearls ready for collection, valued at 250 gp each.

Cave openings in the escarpment draped with woven grasses lead to storerooms and living quarters for about 20 mermen families (and, at the Judge's discretion, may lead to aquifers enabling the mermen undersurface travel). Another **seven rockfish** can be encountered roaming the escarpment, either alone or with one of **seven mermen leaders** doing business about the village.

Built against the escarpment is a 50' by 20' longhouse of the same construction as the huts, used as a meeting place, trading area, and the residence of **Marhool,** an **exceptional merman leader**. Marhool's longhouse is guarded at all times by a **rockfish** and **six mermen**. Inside the longhouse, **2d6 mermen** and **mermaids** will be in attendance to Marhool, along with his concubines (**5 mermaids**), his progeny (**4 merchildren**), and his guards (**3 mermen leaders)**.

Marhool (exceptional merman leader): MV 120' swim, AC 5, HD 4, hp 22, #AT 1 (spear 7+), Dmg 1d6+2, Save F4, ML 0, AL N

Merman leaders (18): MV 120' swim, AC 3, HD 2, hp 11 each, #AT 1 (spear 9+), Dmg 1d6, Save F2, ML 0, AL N, XP 20

Mermen (172): MV 120' swim, AC 3, HD 1, hp 5 each, #AT 1 (spear 10+), Dmg 1d6, Save F1, ML 0, AL N, XP 10

Mermaids (172): MV 120' swim, AC 1, HD ½, hp 2 each, #AT 1 (knife 10+), Dmg 1d3, Save F0, ML -2, XP 5

Merchildren (172): MV 120' swim, AC 0, HD ¼, hp 1 each, #AT 0, Save F0, ML -2, XP 0

Giant Rockfish (16): MV 180' swim, AC 2, HD 5+5*, hp 30 each, #AT 4 (spines 5+), Dmg 1d4 (each spine) + save v. Poison or die, Save F3, ML 0, AL N, XP 460

Marhool has only recently come into the leadership of the village – an altercation with a group of neanderthal (see the Neanderthal lair, below) resulted in the death of the previous leader and the loss of the village's badge of station, a *+2 spear* with a shaft of whale bone and a tip of sharpened kraken beak, an ancient gift granted by a distant merfolk king. A party achieving a Friendly reaction with Marhool may learn of the tale. From earlier, less fractious interactions with the neanderthals, the merfolk have a general idea of the location of the neanderthal lair, and will provide directions to interested adventurers. If the party successfully returns the spear, Marhool will give the party his narwhal horn (see below) as well as directions to the Dragon Turtle lair (p. 36).

Marhool wears elaborately stitched kraken-skin armor (*leather armor +1*), a short cape of turtle shell segments wired together with copper (50gp), a wrought silver circlet (200gp), and a necklace with a porcelain pendant (600 gp). Each of Marhool's concubines wears a pearl, shell, and gold bead necklace (20gp each), and his most-favored concubine wears a wrought brass circlet (110gp). All the mermen leaders wear piranha teeth armbands (30gp each) and copper-linked shell belts (20gp each).

Mounted above the door to Marhool's longhouse are the horn of a small narwhal (1,000gp, 1 st) and two giant sturgeon jaws (55gp, 5 st each). Lining a shelf on the wall are 12 delicate bottles of fine wine (5gp each, 1 st per 5) captured from a shipwreck. Decorating the perimeter of the room are 10 bone fetishes (310gp total) and 6 Tirenean blown-glass ornaments (120gp total). Hanging from the rafters along the center of the longhouse are ten silver holy symbols (100gp each); six are of Naurivus, two of Calefa, one of Ammonar, and one of Lammala.

Marhool's wealth is hidden in a stone-lined pit under a large flagstone in the floor of the longhouse. A woven grass bag with two bloodstones (100gp), a turquoise (100gp), a moonstone (50gp), and three agates (50gp) is set atop three chests containing 1,200gp, 1,800sp, and 3,000cp, respectively.

The rest of the village's treasure is spread throughout the grounds. Searching the huts and caves will find 4,000cp and 300sp, as well as 7 carved seashell figures (20gp each), 12 glass baubles (60 gp each), and 3 crates worth of seashell pottery (100gp, 5 st each).

MINOTAUR

Lair: 20% Map Location: _____

Rising from the sands here is a strange totem, carved of granite, its top fashioned in the likeness of a monstrous iron-horned bull – a gorgon, sacred beast of Bel, the Slaughterprince, Chthonic god of war. The gorgon's eyes are made of jade (500gp each), and any who attempt to pry these eyes off must survive a magical breath that issues forth from an opening at the base of the totem (save v. Petrification or be petrified, as per a real gorgon).

Around the totem, **five minotaurs,** led by an exceptionally strong **minotaur leader**, have gathered to worship Bel. They have erected six crude, goat's-hair tents around the totem. A terrified harem of **seven human women**, all pregnant with the minotaur leader's cursed offspring, are imprisoned within the largest tent.

The minotaurs have been murderously successful as raiders, and the tents are laden with treasure and trade goods. The leader's tent has 2 large sheepskin rugs (5gp, 5 st each), 12 bricks of salt (7sp, ⅜ st each), 2 rolls of cloth (10gp and 4 st each), 35 bundles of common furs (15gp, 3 st each), 3 large sacks with 4,000cp each, and 2 large sacks with 4,000sp each. Each of the other five tents has a sheepskin rug (5gp and 5 st), 7 salt bricks (7sp, ⅜ st each), and 14 fur bundles (15gp, 3 st each). The minotaur leader wears an armband of wrought gold (1,000gp) and carries an ancient bronze-bladed Zaharan *great axe +1*. The minotaurs' horns are valuable as special components (320gp, 5 ⅔ st each) or as trade goods (14gp, ⅙ st each).

Minotaur leader: Str 18; AC 3, Move 120', HD 6, hp 42, #AT 2 or 1 (gore/bite 2+ or *great axe +1* 1+), Dmg 1d6+3/1d6+3 or 1d10+6, Save F6, ML +4, AL C, XP 320; Special: tracking 18+

Minotaurs (5): MV 120', AC 3, HD 6, hp 33, 29, 26, 24, 23, #AT 2 or 1 (gore/bite or weapon 5+), Dmg 1d6/1d6 or by weapon +2, Save F6, ML +4, AL C, XP 320; Special: tracking 18+

Human women (7): AC 0, Move 120', HD ½, hp 3, 2, 2, 2, 2, 1, 1, #AT -, Dmg -, ML −4, AL N, XP 0



MORLOCK

Lair: 35% Map Location: _____

The brush and trees here have been blasted and burned outward in concentric rings around a low circular ridge. Green sprouts emerge from the ashen gray earth, as the flora recovers from a local cataclysm. Behind the circular ridge, a rubble-strewn impact crater descends into the earth. The crater's floor is barren, marked only by four roughly-delved cavern entrances.

The crater was formed by a recent meteorite impact. The force of the impact punched an opening from the surface to a network of caverns below, where throngs of morlocks dwelled. Many of the subterranean humanoids were slain by the impact; more died from asphyxiation, trapped by rock falls triggered by the meteorite impact. A few iron-willed survivors dug their way out of the crater wall to the surface. These hardy morlocks believe that the meteorite was sent by the chthonic gods as a test. The death of their kin was a blood sacrifice paid by the weak in order to free the strong to prey upon the surface world.

Three of the four cave openings lead to large, low-ceiling caverns. Each of the three caverns houses 9 **morlock warriors**, 9 **morlock noncombatants**, and 18 **morlock whelps**. The morlocks wear rough hides, and wield a mix of wood and stone spears supplemented by occasional iron weapons salvaged from other humanoid prey. The noncombatants and whelps are largely naked and unarmed.

Morlock warriors (27): MV 120', AC 1, HD 1, hp 6 each, #AT 1 (weapon 10+), Dmg by weapon, Save F1, ML +1, AL C, XP 10

Morlock noncombatants (27): MV 120', AC 1, HD 1-1, hp 3 each, #AT 1 (weapon 10+), Dmg by weapon, Save NM, ML 0, AL C, XP 5

Morlock whelps (54): MV 100', AC 0, HD ½, hp 1 each, #AT -, Save NM, ML 0, AL C, XP 0

The fourth cave entrance leads to a small but high-ceiling cavern which has become the den of the **morlock chieftain,** the **morlock sub-chieftain**, and three **morlock champions.** The morlock chieftain is quite mad, believing himself to have been chosen by the Chthonic gods for some grand destiny. At his command, the champions have carried the blackened remnant of the meteorite into the cave, where it now serves as a blood-stained altar to the Chthonic gods. The morlocks have painted the cave wall behind the altar with a vaguely humanoid figure appearing in the starry, night sky.

Morlock chieftain: CON 16; MV 120', AC 4, HD 3, hp 21, #AT 1 (weapon 8+ or 6+ berserk), Dmg by weapon +2, Save F3, ML +1, AL C, XP 50; Proficiencies: Berserkergang, Combat Reflexes, Intimidation

Morlock sub-chieftain: MV 120', AC 3, HD 2, hp 12, #AT 1 (weapon 9+), Dmg by weapon +1, Save F2, ML +1, AL C, XP 20

Morlock champions (3): MV 120', AC 2, HD 1+1, hp 8 each, #AT 1 (weapon 9+), Dmg by weapon, Save F1, ML +1, AL C, XP 15

The morlocks' only significant treasure is the meteorite. It weighs 8 stone and contains meteoric iron valued at 800gp, which can be used as a special component for the purposes of magical research (see Special Components, *ACKS* pg. 118).

MUMMY

Lair: 80% Map Location: _____

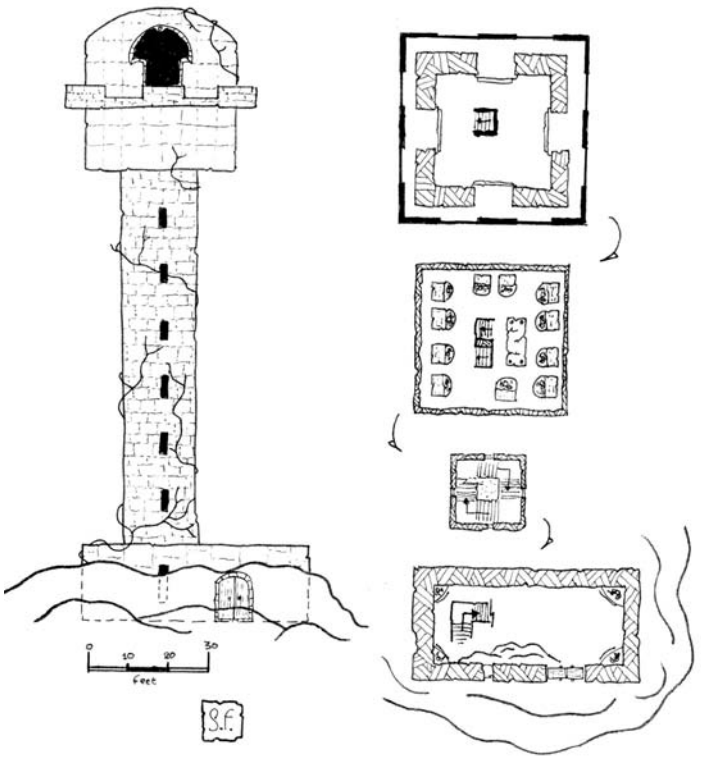
Rising from the earth here is the square spire of a crumbling Zaharan minaret. The base of the minaret is covered by earth, obscuring the entrance, and ivy crawls up the cracked exterior facing. The upper gallery is encircled by a balcony, from where the priests would call down curses on the unfaithful, and covered by a roof-like canopy adorned with decorative brick and tile work dating to the 7th century BE. Within the interior of the minarets' gallery rest eleven stone sarcophagi surrounding a mottled grey marble altar. Each sarcophagus is carved with the symbol of a different chthonic deity, and each holds a long-slumbering **mummy**.

Mummies (11): MV 60', AC 6, HD 5+1*, hp 26 each, #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 460; Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, resistance to fire and magical attacks, undead immunities

The altar itself extends a *blighted sinkhole of evil* into the entire structure. Chaotic spellcasters who cast reversed divine spells or necromantic spells in the sinkhole calculate the spell effects as if two class levels higher than their actual level of experience. Divine spellcasters of lawful alignment turn undead as if four class levels lower. Characters performing necromancy in a blighted sinkhole gain a +2 bonus to their magic research throws.

Underneath the altar is a hidden vault holding four locked bronze chests. The first chest holds 8,000sp, 2 large amethysts (500gp each), and 3 agates (25gp). The second and third chest each hold 6,000ep.

Full Mummy Lair on p. 216



The fourth chest holds 7,000gp, a wrought silver scepter in the shape of a death's head and tipped with bloodstone and onyx (5,000gp), and eight skulls carved from ivory (1,000gp each). On a successful Loremastery or Theology proficiency throw, a character can identify the scepter as a holy symbol of Dirgion, the Doombringer, Chthonic god of death.

MUMMY LORD

Lair: 50% Map Location: _____

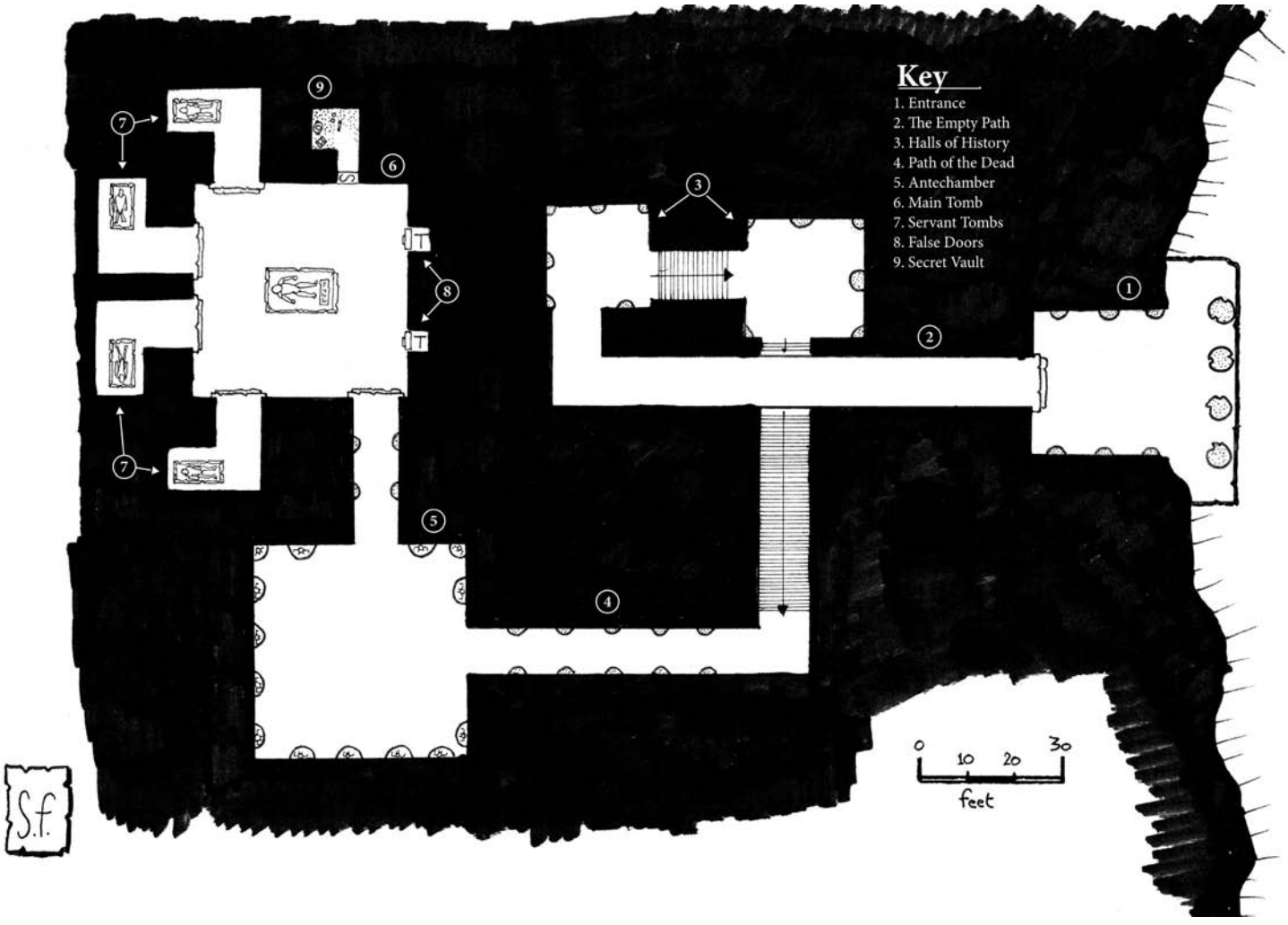
A mile wide by 600' deep gorge cuts through the landscape here. Cut into the east face of the gorge is an elaborately carved cliff tomb, set about 350' up from the bottom. The tomb's outer façade measures 50' across and 30' high, and is supported by four columns. A bas-relief of an ancient king is etched into the frieze of the tomb. A successful Loremastery or Knowledge (History) proficiency throw identifies the king as Tizar, sorcerer-king of Zahar from 891 to 870 BE.

Past the columns is a 30' wide, 30' high, 25' deep **Entrance Hall** (**1**), where a series of decorative pilasters on the left- and right-hand walls frames a 5' high staircase at the opposite wall. Ascending these stairs brings adventurers to the **Empty Path** (2). This 10' wide, 15' high, 100' long corridor is smooth and featureless (it was carved with *disintegrate* spells), and it has been permanently enchanted with *silence* (as the spell). The combined effect is a sense of placelessness and void.

The Empty Path ends in the **Halls of History** (**3**), a pair of 25' square rooms with bas-reliefs of kingly glory engraved between floor-to-ceiling pilasters. A series of successful Loremastery or Knowledge (History) proficiency throws can identify scenes representing (a) Tizar's coronation, (b) his construction of the great fortress of Gorgbad, (c) his construction of a magnificent burial shrine below Gorgbad, (d) his entombing of high-ranking undead therein, (e) the death of Tizar's sons Sevat and Tevas in a great battle, (f) the mummification and entombment of his sons at Zahar, (g) Tizar's pilgrimage to the majestic cliff-tomb of Uragasi, first sorcerer-king of Zahar, (h) his construction of the current tomb in homage, and (i) his assassination by Semiramis, his lover and successor.

A carved stone staircase descends 35' downward from the Halls of History to the **Path of the Dead** (4). Over its 60' length the Path's bas-reliefs show the transformation of man to mummy – evisceration of his corpse; removal of his internal organs; desiccation of his flesh and organs with salt; embalming of his body with resin, cassia, and palm wine; wrapping with fine linen; and finally, placement of his desiccated organs in a painted stone canopic jar.

Full Mummy Lord Lair on p. 217



The Path ends in the 45' square **Antechamber** (**5**), where **14 skeletons** with bronze shields and sickle swords wait in wall graves, attacking any intruders. A short tunnel from the Antechamber leads to the **Main Tomb** (6), dominated by an 18' long, 8' wide stone sarcophagus in its center, carved in effigy of Tizar, and bearing cuneiforms detailing his name and achievements. Within is the ancient sorcerer-king himself, now a **mummy lord**. Annexed to the Main Tomb are four **Servant Tombs** (**7**), each with a smaller sarcophagus occupied by a **mummy**. Both the mummy lord and the mummies are in *torpor,* slumbering until the Awakening, but fighting in the Antechamber will rouse them in one round. The Antechamber, Main Tomb, and Servant Tombs are *shadowed sinkholes of evil* (see *ACKS*, p. 252).

A pair of bronze-framed sycamore doors, painted with blue and gold cuneiforms detailing the riches and majesty of Tizar, are set in the wall opposite the Servant Tombs. If one of these **False Doors** (**9**) is opened, 2d4 poison darts fire from an alcove within. Roll randomly to select the darts' targets from among all adventurers within 10' of the door when it was opened. Each dart attacks as a 5th level fighter and deals 1d4+2 damage on a successful attack. Any character damaged by one or more darts must make a saving throw versus Poison, suffering a -1 penalty to the throw for each dart past the first that damaged him. Failure results in death.

Other than the trap mechanism, the alcoves are empty. Tizar's actual grave goods are kept in a **Secret Vault** (**9**), behind a well-concealed door (-4 to proficiency throws to detect). Scattered across the vault are ancient Zaharan coin, totaling 4,000ep, 4,000gp, and 1,000pp. Amidst the coin is a stoppered clay pot holding a sweet red fluid (*potion of flying*) and another containing a bone-white fluid (*potion of undead control*).

In the corner lies a wooden chest containing a crown of pure gold inlaid with flawless diamonds (30,000gp); a portrait mask made of gold sheets inlaid with lapis lazuli (8,000gp); a large wrought gold fan with giant hawk feathers (6,000gp); a dagger of pure gold, its serpent-shaped grip inlaid with eyes of jacinth (6,000gp); and three rolled papyrus scrolls, all written in ancient Zaharan (*scroll of ward against magic, scroll of undead legion,* and *scroll of fireball and lighting bolt*). Adjacent to the chest is a tall cedar case, painted with a depiction of kings and lords throwing their swords at the feet of a victorious Tizar. Zaharan cuneiform on the case reads "Tizar, Breaker of Swords." Within the case can be found trophies of Tizar's many victories: an iron sickle sword graven with Zaharan cuneiforms indicating the noble house of Zamun (*short sword +1*); a gracefully-curved red-bronze Argollëan sword with a pattern that seems to flicker in the light (*sword +1, flame-tongue*); a purplish-bronze (hepatizon) kopis with a hook-like hilt, inscribed with cuneiforms of anti-magic (*sword +1, +2 v. spellcasters*); and an orichalcum short sword with a bronze crossguard in the shape of eagle wings (*short sword +2*).

Tizar, Mummy Lord: Int 17, Cha 16; MV 120', AC 8, HD 13****, hp 60, #AT 1 (touch or weapon 1+), Dmg 1d12 or by weapon +4, mummy rot, Save F13, ML +4, AL C, XP 5,400; Special: fearsome visage (save v. Paralysis or paralyzed), hard to kill (disperse into *insect plague* at ohp), mummy rot, immunity to non-magical and non-fire attacks, resistance to magical and fire attacks, undead immunities; Proficiencies: Battle Magic, Black Lore of Zahar, Elementalism (fire); Spells: 4 1st, 4 2nd, 4 3rd, 3 4th, 3 5th, 2 6th; Repertoire: 1st – *burning hands, choking grip, detect magic, magic missile, shield, unseen servant;* 2nd – *deathless minion, glitterdust, mirror image, necromantic potence, uncanny gyration, wizard lock;* 3rd – *dismember, dispel magic, enervate, fireball, nondetection, telepathy;* 4th – *giant strength, minor globe of invulnerability, scry, summon fantastic creature, wall of fire;* 5th – *animate dead, cloudkill, conjure elemental, control undead, scouring wind;* 6th – *death spell, globe of invulnerability, torpor, wall of corpses*

Mummies (4): MV 60', AC 6, HD 5+1*, hp 29, 27, 26, 24, #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 460; Special: Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, resistance to fire and magical attacks, undead immunities.

Skeletons (14): MV 120', AC 2, HD 1*, hp 4 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML N/A, AL C, XP 13; Special: undead immunities

NATHAGHOL

Lair: 100% *Map Location:* _____

Visible ahead is a rectangular hill of reddish rock, about 90' wide and 160' long, with sloping sides ascending about 20' to a flat summit. The hill's shape and symmetry suggest it is artificial, and close investigation reveals mudbrick construction beneath a thick accumulation of dust and sand. A 5' wide stone door pierces the south face. It can be reached if one turn (10 minutes) is spent clearing away sand and rubble. The door is exceptionally heavy (-12 penalty to proficiency throws to open it) and *wizard locked* (11th level).

The edifice is actually the mastaba (tomb) of a Zaharan noble named Meref, a close friend and advisor to the great sorcerer-king Tizar. At the end of Meref's life, he and his wife were sent to the court necromancers for transformation into undead, so that they could endure until the Awakening. Tragically, the necromancers were bribed by Meref's enemies to botch the necromantic rituals, denying the vizier and his spouse the opportunity of eternal existence. When Tizar discovered the necromancers' crimes, he had them transformed into **nathaghol** and set to guard his dead friend's tomb and treasure… forever.

The **Vestibule (1)** of the mastaba is decorated with frescoes of Meref and his wife, Seshet, along with various family members, animals, and servants. The frescoes portray Meref as a wise and stern-looking man of middle age with a well-groomed beard and bedecked in robes, while Seshet appears as a coiffed and made-up woman in an elaborate shift. An inscription in Ancient Zaharan reads: "A place of rest built in honor of Meref, loyal servant of his king. May he return to serve me on the Awakening." A successful Loremastery or Knowledge (History) proficiency throw identifies Meref as the vizier of the Zaharan sorcerer-king Tizar.

Past the Vestibule are a series of **Frescoed Corridors** (2) painted floor-to-ceiling with murals of Meref's life and deeds. The frescoes have faded with age but are still visible. The murals are (a) Meref's education as a scribe, priest, and magician over the course of his childhood; (b) Meref's courtship, marriage, and domestic life with his wife, Seshet; (c) Meref's rise through the ranks of the royal scribes as he advances from young adulthood to middle age; (d) Meref



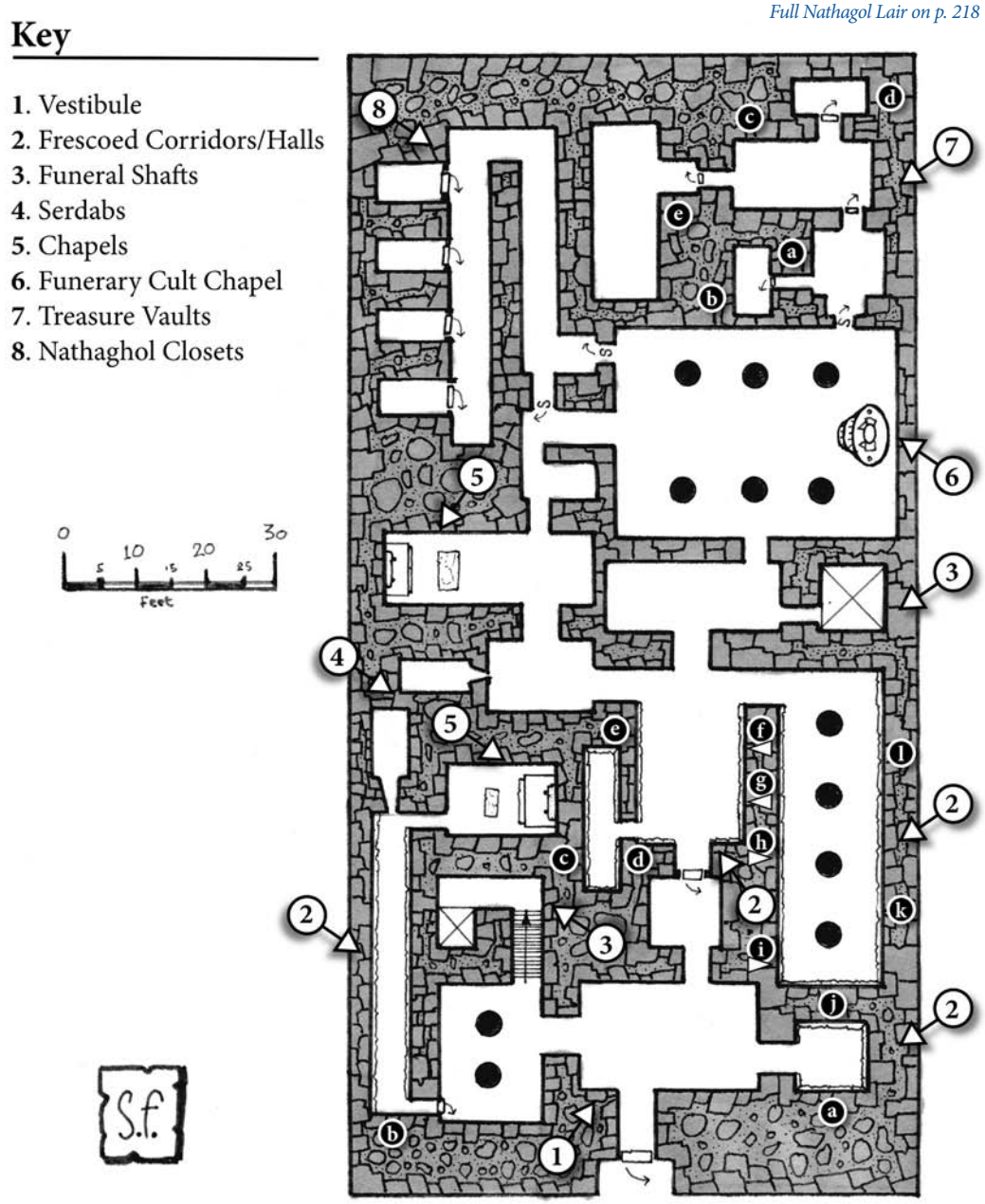
standing at the right hand of an enthroned king; (e) Meref drawing up the plans for a mighty fortress; (f) Meref supervising thousands of slaves in the construction of the fortress; (g) Meref governing the fortress; (h) an aged Meref using magic to fend off chariot-mounted warriors charging at the king; (i) an elderly Meref giving funerary rites to a pair of mummified princes; (j) a very sickly Meref being borne in a litter by an honor guard to a temple; (k) A deceased Meref being mummified by four priests, while a striking scorpion crawls across his corpse; (l) the king weeping over a mummified body before which four priests are bound and prostrate. Successful Loremastery or Knowledge (History) proficiency throws can identify the king as Tizar, the fortress as the legendary citadel of Gorgbad, and the mummified princes as Tizar's sons, Sevat and Tevas. Successful Black Lore or Theology proficiency throws can identify the striking scorpion as the symbol of Galmorm, Zaharan god of treachery.

The Frescoed Corridors lead to the two **Funeral Shafts (3)** where Meref and Seshet are (separately) entombed. Since Meref and his wife did not make the transition to undeath, their bodies were buried at the bottom of brick-lined shafts 60' deep, which were then sealed forever by granite plugs.

Meref and Seshet's deaths are also commemorated with a pair of **Serdabs (4)**. These chambers are each sealed save for a small hole (about the thickness of a man's arm) that enables passersby to view the stone statue of the deceased contained within. A jar of kyphi temple incense (800gp, 1 st each) lies in front of each hole, left as an offering.

The two **Chapels (5)** each feature a large granite offering table before a false door shrine, symbolizing the gateway between life and death. The false doors are carved from single slabs of stone, with deep double molding creating an illusion of depth. Reliefs decorate the frame of the false door, bearing inscriptions in Ancient Zaharan. Meref's false door reads "Chief Lector-Priest, Governor of the Palace, Overseer of the Royal Records, Director of All Works of the King, Meref." Seshet's false door reads "Wife of the Chief Lector-Priest, Consort of the Governor of the Palace, Blessed Companion, Seshet."

Full Nathagol Lair on p. 218



The **Funerary Cult Chapel (6)** is the largest room in the complex. It has 15' ceilings supported by two rows of stone papyriform columns, flanking a 10' tall statue of Druaga, the Zaharan god of death (known as Dirgion to the Aurans). The statue is a Chthonic altar, transforming this room into a *shadowed sinkhole of evil* (see *ACKS*, p. 251). The north and west walls of the Funerary Cult Chapel contain secret doors, and a third secret door is hidden in its western entrance hall. All three are *wizard locked* (11th level).

The secret door to the north leads to the mastaba's **Treasure Vaults (7)**. As befits a Zaharan noble, Meref was left with vast treasures for the next life. The tertiary vault **(a)** contains two locked cedar coffers, each holding 4,000sp, and a set of 33 jade carvings of heroes, monsters, and gods from Zaharan mythology (200gp and 1/6 st each) arranged on the floor. Unlocked doors connect it to an adjoining annex **(b)** and a secondary vault **(c)**.

The adjoining annex **(b)** holds an amethyst cylinder seal depicting orgiastic religious scenes (1,200gp), two

alabaster statuettes of sphinxes carved with the name Uragasi (400gp each), and two sets of rose-white palace ware pottery with gold embossing (500gp and 2 st per set).

The secondary vault **(c)** contains a large locked cedar chest, holding 6,000gp and a flawless diamond (4,000gp), surrounded by 30 faravahar feathers (10gp each, 1 st per 12 feathers) and 48 pegasus feathers (15gp, 1/6 st each). The secondary vault is connected to the ancillary annex **(d)** and the main vault **(e)**. The door to the ancillary annex door is unlocked, but the door to the main vault is locked and trapped with a *glyph of warding* that triggers a *hold person* spell against 1d4 targets.

The ancillary annex **(d)** contains two huge crystal geodes (2,000gp each) and 3 rhinoceros horns (300gp, 4/6 st each). A variety of other worthless sundries (rotted clothing and effects) fill the rest of the annex. The main vault **(e)** is filled with treasure. 20 pieces of ivory (100gp, 1 st each) are stacked on the floor. A silver death-mask with eyes of jet and pearl (6,000gp) hangs on the far wall, alongside a staff of cedar wood, carved with cuneiforms and topped with a studded iron knob (*staff of striking,* 17 charges). Beneath the staff and mask are a pile of papyrus scrolls, all written in ancient Zaharan: a *cursed scroll* (permanently blinds the victim); a *scroll of protection from evil, speak with dead,* and *atonement;* a *scroll of ward against undead*; and a *scroll of ward against elementals*. Nearby, a small brass coffer holds a wrought bronze signet ring (170gp), a flawless facet-cut ruby (8,000gp), and a facet-cut star ruby (6,000gp). Next to the coffer is a hemp bag, dyed yellow and black, with a red silk cord (*bag of devouring*).

Hanging on the left wall are trophies from Meref's military victories. An orichalcum *short sword +1, flame tongue*, its hilt formed in the shape of a phoenix and its blade engraved with "bellërand" ("fire-hawk" in Classical Auran); an orichalcum *short sword +1, +2 v. spellcasters,* its hilt in the shape of a 7-pointed star and its blade engraved with anti-magic runes; and *5 arrows +1,* of elven make with eagle-feather fletching. Beneath the weapons is a rack of earthenware vials containing various potions: *clairaudience* (a yellowish white and waxy solution), *delusion – undead control* (a bone white syrup), *delusion – treasure finding* (a clear, gold-flecked liquid), *human control* (a coffee-colored fluid smelling of sweat), *invisibility* (a clear, colorless fluid), *speed* (a red, effervescent liquid), *treasure finding* (a clear, gold-flecked liquid), and *undead control* (a bone-white syrup).

However, opening the secret door to the Treasure Vaults causes the two secret doors to the west to open, and each subsequent door opened within the treasure vaults unlocks one of the **Nathaghol Closets (8)**. When the Closets are unlocked, the freed nathaghol immediately begin hunting down characters carrying any of the tomb's treasure, or otherwise heading to the Treasure Vault. Each nathaghol begins with 1d6gp in its body.

Nathaghol (4): MV 120', AC 8, HD 10***, hp 54, 53, 45, 43, #AT 3 (claws/bite 2+), Dmg 1d8/1d8/3d6, Save F10, ML N/A, AL C; Special: climb walls 3+, hide in shadows 12+, move silently 10+, coin curse (throw coin 1/day and 1d6 coins fall when struck by slashing weapon 1/day, creatures within 60' of each coin must save v. Spells or be *cursed*), regeneration (3 hp/round while ingesting coins), spell-like abilities (*locate object* at will)

NEANDERTHAL

Lair: 40% *Map Location:* _____

Nestled against a small rocky rise lies a neanderthal settlement. 20 small, primitive huts of rough wood, animal skin, and large bones cluster in groups around several fire pits. Evidence of primitive industry - piles of large bones, skins drying on racks – abounds.

Dozens of neanderthals attend to tasks around the village. **16 neanderthal hunters**, loosely organized into four bands, are bragging of their exploits as they sharpen their weapons and flense recent kills. The hunters are led by **4 neanderthal champions**, responsible for organizing hunting parties and defending the settlement. **20 neanderthal gatherers** are foraging for foodstuff while the other half care for the **42 neanderthal children** that roam the settlement.

Neanderthal champions (4): Mv 120', AC 2, HD 3, hp 15 each, #AT 1 (weapon 8+), Dmg 2d4, Save F3, ML –1, AL L, XP 50

Neanderthals hunters (16): MV 120', AC 1, HD 2, hp 9 each, #AT 1 (weapon 9+), Dmg 2d4, Save F2, ML –1, AL L, XP 20

Neanderthal gatherer (20): MV 120', AC 1, HD 1, hp 5 each, #AT 1 (weapon 10+), Dmg 1d8, Save F1, ML –1, AL L, XP 10

Neanderthal children (42): MV 120', AC 0, HD ½, hp 2 each, #AT 1 (weapon 10+), Dmg 1d4, Save F0, ML –2, AL L, XP 5

A precarious trail ascends from the village about 20' up the rocky rise to an irregular opening surmounted with the weather-worn skull of a giant fish. The opening leads into a large cave with several alcoves, where **Oolhahk**, the **neanderthal chieftain,** dwells alongside his mate and their two children. Oolhahk is a massive male, heavily scarred and missing an eye (-2 to missile attack throws). Roughly dried scaled skins are draped about his huge shoulders like a cloak, while his barrel chest is protected by what looks like the spine and ribs of the rear of a fish. The chief wields a spear of whalebone, tipped with what seems to be part of a large squid's beak (*spear* +2).

Adventurers who achieve Friendly reactions with the chief will be regaled of the tale of Oolhahk defeating a fish-man who took offense to his tribe hunting giant fish in a body of water not too far away. Oolhahk lost an eye, but took the fish-man's spear and his body, and has made a fine outfit from his fish-parts (see the **Merman** lair, p. 86). Irregular trips to those waters is still a favored rite of passage for a young male come of age – Oolhahk's champions are his best fishermen.

Oolhahk (Neanderthal chief): Str 16, Con 18; MV 120', AC 2, HD 6, hp 58, #AT 1 (*spear* +2 1+), Dmg 1d8+6, Save F6, ML 0, AL L, XP 320

Oolhahk's clan has domesticated eight **white apes**. During the day, the clan's white apes can be found slumbering in a deep pocket descending from the rear of the cave. At night, two white apes keep watch at the cave mouth, while the other six can be found at the perimeter of the settlement, crouched on favored trees or brush from which they can lazily graze as they keep watch.

White apes (8): Mv 120', AC 3, HD 4, hp 27, 22, 21, 21, 20, 19, 17, 16, #AT 2 (claws 7+) or 1 (rock 7+), Dmg 1d4/1d4 or 1d6, Save F2, ML –1, AL N, XP 80

Much of the settlement's treasure is found in Oolhahk's cave. His mate wears a wrought silver circlet (300gp) and a necklace of shells (110gp) around her neck, prizes from the 'fish-man.' Their sleeping area is decorated with 8 owlbear feathers (30gp, ⅔ st each). In another alcove under a cave bear pelt (160 gp, 3 st) are hide sacks containing 4,000cp and 1,100sp. The center of the cave sports a depression encircled by 11 giant boar horns (2gp each).

Around the settlement can be found 14 sets of large antlers (4gp, 3/6 st each) and 6 bundles of fur pelts (15gp, 3 st each). The huts will additionally yield 800cp, 120sp, and 24 bone and beast-part trinkets (20gp each). Each of the champions also wears a necklace of shell and glass beads (25gp each).

NECROPEDE

Lair: 35% Map Location: _____

The priestesses of Mityara maintain hospitals in remote locations throughout the countryside, where the poor and sick can be cared for without risking contagion in more settled areas. One such hospital is nestled in a dell here, though its dilapidated and stained condition suggests it has long been abandoned. Built of rendered and white-washed limestone, the hospital is 75' square, with an inner and outer ring of rooms connected to each other by an arcade.

The rooms along the arcade were once wards, dormitories, and closets. Most of the rooms are empty and uninteresting, but the outer wards of the west wall contain grisly evidence of terrible experiments. All of the pallets have been fitted with leather straps, and show great tears and rents; most are black with blood. Blood-stained surgical tools, including bone chisels, bone drills, surgical saws, scalpels, sharp hooks, and rolls of flax thread, are piled in a gory heap in the corner closet.



The arcade surrounds a 25' square interior courtyard open to the sky. At its center a white marble statue of Mityara has fallen and shattered. Around the statue, a garden has grown wild with weeds and shrubs. Here lurk the hideous experiments, a **pair of necropedes.** The monsters have no treasure, but can be harvested for special components..

Necropedes (2): MV 180', AC 3, HD 6**, hp 38, 33, #AT 3 (slams 5+), Dmg 1d8, Save F6, ML N/A, AL C, XP 820; Special: crushing hug (3d8 ongoing if 2+ slams strike on one round, save v. Paralysis to escape), undead immunities

NYMPH, DRYAD

Lair: 10% Map Location: _____

Three ancient oak trees surround a 14'-tall bluestone menhir in a forest glade. The oaks' huge size, each over 35' in circumference and 90' in crown, suggests they are older than the menhir. A tree hollow, about 6' high, has formed at the base of the largest oak. The menhir is carved with runes in Old Argollëan warning that the clearing is home to powerful and dangerous faerie who must be propitiated with a gift in the hollow.

Within the oak trees live **three dryads**. The dryads are alert to any who enter their glade. Trespassers will be given a few moments to inspect the standing stone and make a suitable offering (based on the apparent wealth of the trespasser). Those who propitiate the dryads may be graced with a conversation; the dryads are each over a century old, last descendants of the long line born of this glade, and they know many secrets. If the dryads are not propitiated, or if their trees or treasures are threatened, the dryads will reveal themselves and use their *charms* to lure the interlopers to their doom.

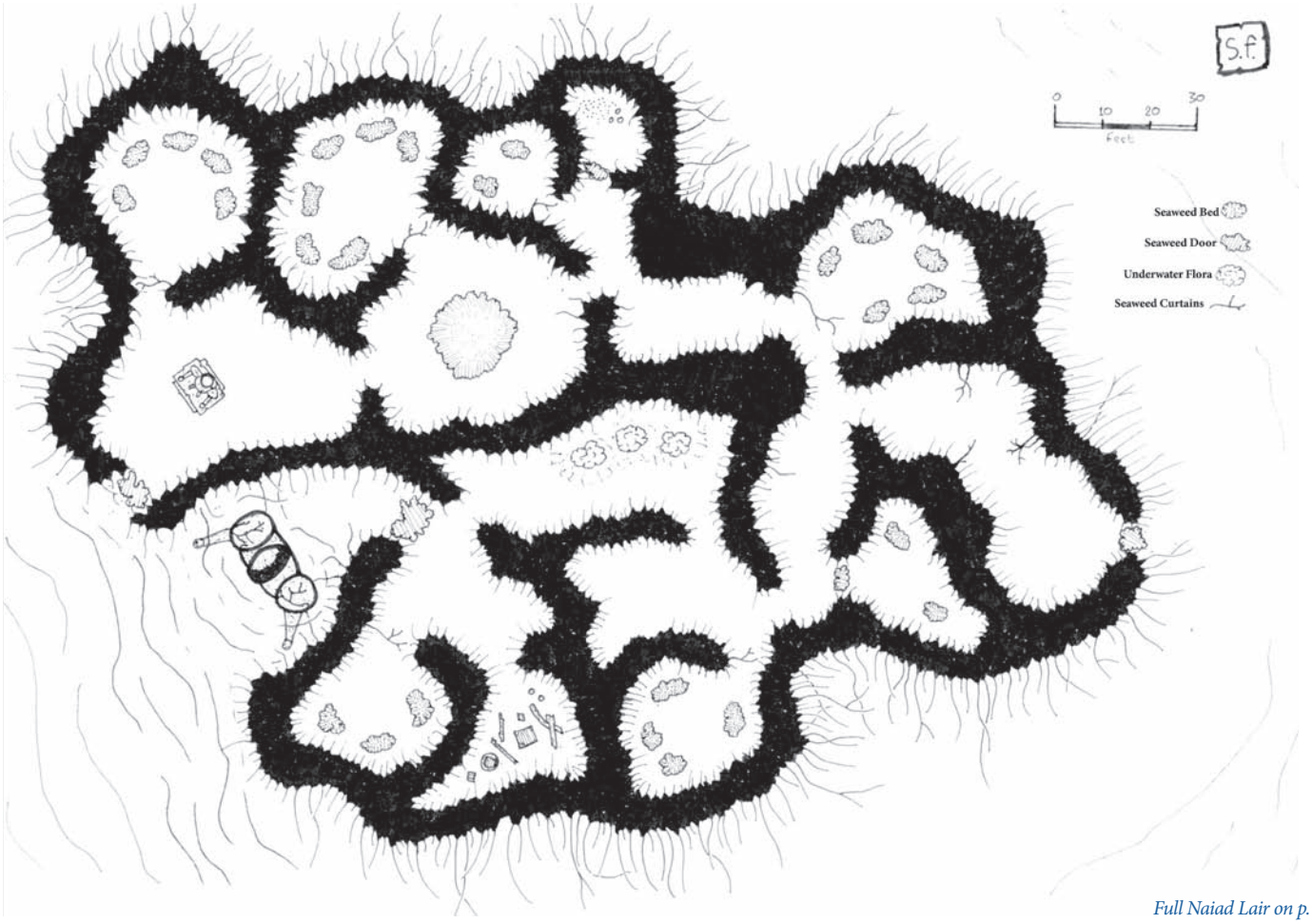
The hollow under the largest oak leads to an underground cave that lies below the glade. It is filled with the bones of past victims and the tributes of past supplicants, including 6,000sp, 1 agate (10gp), 2 pure crystals (50gp each), 2 amethysts (100gp each), 1 topaz (500gp), a blue effervescent fluid (*potion of levitation*), and a white balmy fluid (*potion of fire resistance*). The dryads' hair and heartwood are special components (15gp and 2/6 st each).

Dryads (3): MV 120', AC 4, HD 2*, hp 13, 11, 8, #AT 1 (*charm*), Dmg disappearance, Save ES4, ML −2, AL N, XP 29; Special: nymph charm (save v. Spells or disappear within dryad's tree), tree link (must remain within 240' of tree or die in 1 turn)

NYMPH, NAIAD

Lair: 95% Map Location: _____

A colossal statue of Naurivus, Lord of the Winds and Waves, harshly weathered from years of erosion by wind and surf, is partially visible along the water's edge. Over the centuries, its great weight has sunken it into the wet ground until only the god's head and shoulders are



Full Naiad Lair on p. 219

visible above the waves. **27 naiads** have built an underwater palace of living seaweed around the great statue. The naiads frequently spend their days perched on the colossus, in the hopes they might *charm* passersby into service. Those who trouble the naiads must deal with their pets, **2 giant bass**. Within their seaweed palace, the naiads have accumulated various treasures of the sea, including a fragment of narwhal horn (100gp, ⅙ st); a pair of crab giant carapaces (100gp, 2 ⅔ st each); four nacreous seashell waist-belts (130gp each); and 1,000sp in Imperial currency, paid in tribute by wary travelers. In addition, the naiads' gills and tears are special components (6gp each).

Naiads (27): MV 120', AC 2, HD 1*, hp 5 each, #AT 1 (weapon 10+ or *charm*), Dmg 1d4 or charm, Save ES1, ML −2, AL N, XP 13; Special: nymph charm (save v. Spells or serve for 12 months), spell-like ability (*water breathing* at will)

Giant Bass (2): MV 120', AC 2, HD 2, hp 13, 10, #AT 1 (bite 9+), Dmg 1d6, Save F1, ML 0, AL N, XP 20

OGRE

Lair: 20% Map Location: _____

Situated on a flat-topped rocky hill is the ogre village of Dresog. The village is ruled by **Dakur**, an **ogre chieftain** equipped with chain mail armor, a gracefully-curved elvish *sword +1,* an elvish composite bow, 20 arrows, a set of *elven cloak and boots,* and *potions of climbing, diminution, heroism, poison,* and *speed*. These items were captured from an elven nightblade during a recent raid against an elven fastness.

Dakur, however, lost both his shaman and witch-doctor in the recent raid, which has created rumors of disfavor by the gods. Since losing his advisors, the chief has alternated between morose brooding and raging violence intended to cow his minions. Dakur knows that if he does not win a great victory soon, he will likely face a rebellion. He will therefore confront any adventurers with maximum force.

Dakur (ogre chieftain): MV 90', AC 7, HD 8+2, hp 45, #AT 1 (*sword +1* 2+ or bow 3+), Dmg 1d6+5 or 1d6+4, Save F8, ML +3, AL C, XP 600

For now, Dakur commands five warbands, each led by an **ogre sub-chieftain** equipped with leather armor, shield, and battle axe. Each warband consists of two gangs (10 gangs total). Each gang consists of an **ogre champion** equipped with hide armor, shield, and battle axes, and leading **four ogre warriors** equipped with hide armor and spiked clubs. There are a total of 5 sub-chieftains, 10 champions, and 40 warriors.

Ogre sub-chieftains (5): MV 90', AC 6, HD 6+1, hp 37 each, #AT 1 (battle axe 4+), Dmg 1d6+4, Save F6, ML +2/+3, AL C, XP 380

Ogre champions (10): MV 90', AC 5, HD 5+1, hp 33 each, #AT 1 (battle axe 5+), Dmg 1d6+3, Save F5, ML +2/+3, AL C, XP 260

Ogre warriors (40): MV 90', AC 4, HD 4+1, hp 19 each, #AT 1 (spiked club 6+), Dmg 1d6+3, Save F4, ML +2/+3, AL C, XP 140

Another **19 ogre villagers** and **19 ogre whelps** reside in the village alongside the warriors.

Ogre villagers (19): MV 90', AC 4, HD 3+1, hp 14 each, #AT 1 (weapon 7+), Dmg by weapon +1, Save F3, ML +2/+3, AL C, XP 65

Ogre whelps (19): MV 60', AC 3, HD 1, hp 5 each, #AT 1 (weapon 10+), Dmg by weapon, Save F1, ML -1/+0, AL C, XP 10

Dresog consists of 18 mudbrick roundhouses, mortared with sand and dung, and covered with animal-hide roofs. Ten of the roundhouses, about 24' in diameter each, quarter an ogre gang, including its champion, its champion's family (one villager and one whelp), and its four warriors. The five sub-chieftains dwell in their own 30' diameter roundhouses, along with their families (one villager and one whelp each). Two 30' roundhouses stand empty; these once belonged to the shaman and witch-doctor. Chief Dakur dwells in a 35' diameter roundhouse, along with his family (three villagers and three whelps). Another 35' roundhouse serves as a storehouse for the tribe's plundered goods (see below). The roundhouses encircle a large slave-pit in the center of the village, about 60' in diameter and 25' deep. The slave-pit is occupied by **12 starving elven slaves**. The chief's hut, the storehouse, and the slave pit are each guarded by an ogre gang at all times.

Elven slaves (12): MV 120', AC 0, HD 1+1, hp 2 each, #AT 1 (weapon 9+), Dmg by weapon +1, Save ES1, ML −4, AL N, XP 15

The ogres keep a herd of livestock ranging on the arid lands around the village. The herd consists of 1,050 cows (10gp each) and 2,250 sheep (2gp each), and is spread across a 1.75-mile radius around the village (approximately 2,000 acres). Whichever warband is most disfavored by Dakur will be guarding the herd by day. The other ogres (except for guards) will be asleep. At night, the villagers and whelps will be out herding the livestock, while 1d4+1 of the warbands will head out on raids.

The ogres have gathered a large store of treasure from their raids. They collectively have coin totaling 15,000cp, 6,000sp, and 6,000ep. The coin is stored in sacks spread through the various huts, with around 500cp, 200sp, and 200ep in each hut; 1,000cp, 400sp, and 400ep in each of the five sub-chieftain's huts; and 5,000cp, 2,000sp, and 2,000ep in the chieftain's hut. The chieftain also has a sack with a wrought gold belt of dwarven make (1,000gp), an ivory-handled knife (700gp), a matching pair of gold goblets set with lapis-lazuli (1,000gp each), and eight carnelians (75gp each).

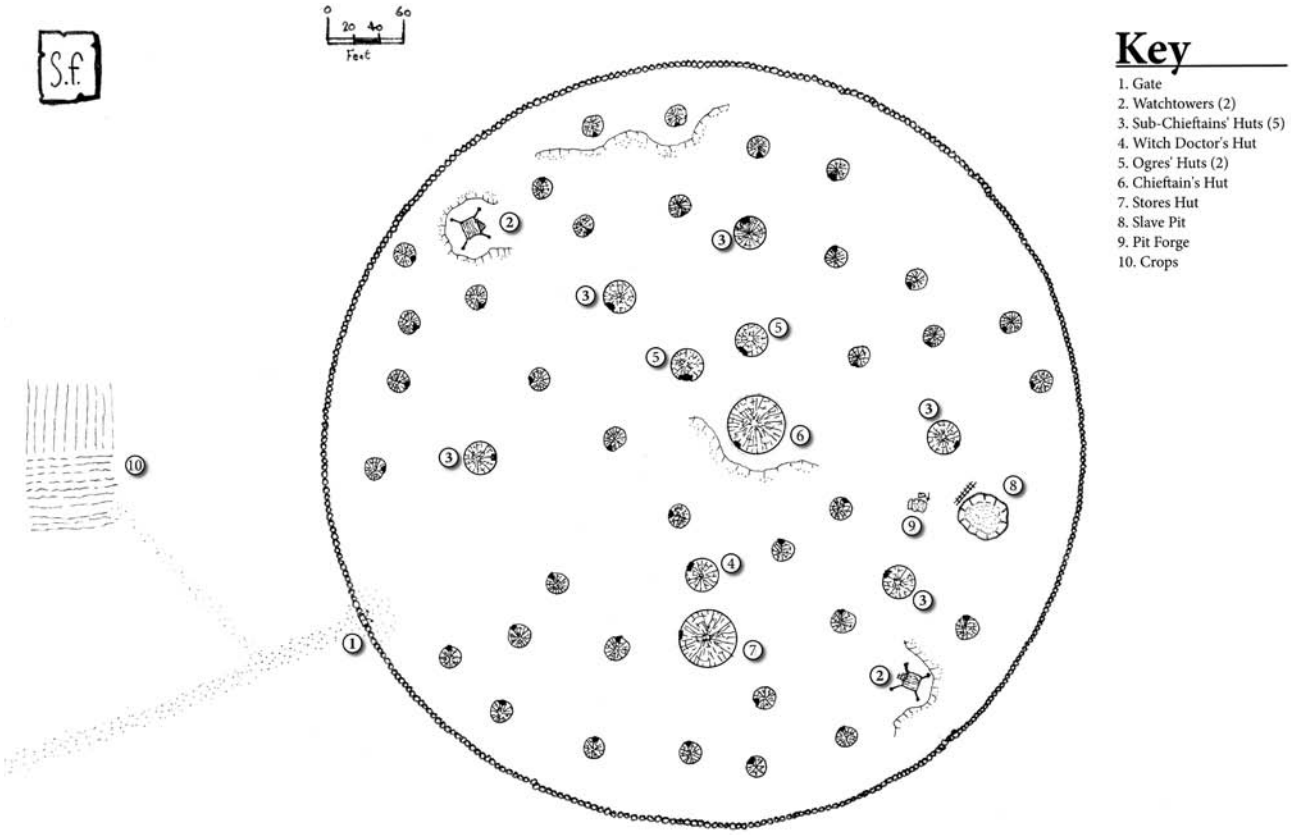
The ogre's goods include 11 bags of grain (5sp, 4 st each), one-tenth of a cord of hardwood log (5gp, 8 st), 18 bricks of salt (7sp, ⅜ st each), 14 iron ingots (1gp, ⅜ st each), 1 barrel of dried beef (5gp, 2 st), 25 bundles of cowhide (15gp, 3 st each), 45 bull horns (5gp, ⅜ st each), 225 ram horns (1gp, 1 st per 10), 250 harpy feathers (750gp, 10 st total), 2 elephant tusks (700gp, 7 st each), and a mounted yali carcass (800gp, 17 st).

ORC

Lair: 35% Map Location: _____

The fortified orc village of Urtyarg has been erected here. The village is led by Malko, a brutish and cunning **chieftain** equipped with lamellar armor, shield, and a *sword +1, flame tongue*. Half of Malko's face is badly scarred by flames, a price he paid the day he won the *flame tongue* in a battle with adventurers. A **pair of ogres** serve as Malko's bodyguards. Malko is advised by **Khnan Seen**, his **witch-doctor**. Khnan Seen is equipped with chainmail armor and a heavy, iron-shod *spear +1*. He carries medicine-bag with 20 bone fetishes (25gp each) and wears a pair of wrought silver unholy symbols (130gp each) around his neck.

Full Orc Lair on p. 220



Malko (orc chieftain): MV 90', AC 6, HD 4, hp 20, #AT 1 (*sword +1 flame tongue* 6+), Dmg 1d6+3, Save F4, ML +2, AL C, XP 80; Proficiencies: Combat Reflexes, Weapon Focus (swords), Siege Engineering

Khnan Seen (orc witch-doctor): MV 90', AC 4, HD 1+1**, hp 8, #AT 1 (*spear* +1 8+ or spell), Dmg 1d8+2 or spell, Save M4, ML 0/+2, AL C, XP 27; Proficiencies: Black Lore of Zahar, Healing; Spells: 2 1st 2 2nd, Repertoire: 1st – *burning hands, summon berserkers*, 2nd – *deathless minion, stinking cloud*

Ogres (2): MV 90', AC 4, HD 4+1, hp 21, 19, #AT 1 (large club 6+), Dmg 1d10, Save F4, ML +2, AL C, XP 140

As chieftain, Malko commands 5 warbands, each led by an **orc sub-chieftain** equipped with chainmail armor, shield, spear, and scimitar. Each warband consists of 7 gangs (35 gangs total). Each gang consists of an **orc champions** equipped with scale armor, shield, and flail, leading **five orc warriors** equipped with leather armor, shield, scimitar, and either (50%) spear or (50%) short bow and 20 arrows. There are a total of 5 sub-chieftains, 35 orc champions, and 175 orc warriors.

Orc sub-chieftain (5): MV 90', AC 5, HD 2, hp 12 each, #AT 1 (spear or scimitar 9+), Dmg 1d6+1, Save F2, ML 0/+2, AL C, XP 20

Orc champions (35): MV 90', AC 4, HD 1+1, hp 8 each, #AT 1 (flail 9+), Dmg 1d6+1, Save F1, ML 0/+2, AL C, XP 15

Orc warriors (175): MV 120', AC 3, HD 1, hp 5 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML 0/+2, AL C, XP 10

Another **175 orc villagers** and **350 orc whelps** reside in the village alongside the warriors.

Orc villagers (175): MV 120', AC 3, HD 1-1, hp 3 each, #AT 1 (weapon 10+), Dmg by weapon, Save NM, ML –1/+1, AL C, XP 5

Orc whelps (350): MV 100', AC 0, Move 100', HD ½, hp 1 each, #AT -, Save NM, ML –1/+1, AL C, XP 0

Urtyarg is laid out in a rough circle about 600' in diameter, entirely circumvallated by a 9' high palisade of pointed wooden stakes. A wooden gate, guarded by a gang of orcs at all times, is the only means of entrance. On opposite sides of the palisade, the orcs have erected a pair of timber watchtowers, each 15' square and 30' high. Each watchtower is manned by a gang of orcs at all times.

Inside the palisade are 45 wattle-and-daub roundhouses. 35 of the roundhouses, about 14' in diameter each, quarter the orc gangs, with one champion, five males, four females, and eight whelps in each. The five sub-chieftains, the two ogres, and the witch doctor each dwell in their own 22' diameter roundhouse, along with families of two females and four whelps. The chief himself dwells in a 42' diameter roundhouse near the center of the village, along with 19 females and 38 whelps. The last hut, also about 42' in diameter, serves as a storehouse for the tribe's plundered goods (see below). Also within the palisade is a primitive pit forge, worked by an orc and a pair of whelps day and night, and a dismal pit occupied by 18 traumatized slaves. The chief's hut, the storehouse, and the slave pit are each guarded by an orc gang at all times.

Slaves (18): MV 90', AC 0, HD 1-1, hp 2 each, #AT 1 (weapon 11+), Dmg by weapon -1, Save NM, ML -4, AL N, XP 5

The orcs' incessant raids have yielded great plunder. They collectively have coin totaling 51,000cp and 19,000sp. The coin is spread through the various roundhouses in sacks, with around 850cp and 300sp in each hut; 1,600cp and 700sp in each of the eight leader's huts; and 8,450cp and 2,900sp in the chieftain's hut. The orcs' plundered goods include 50 bricks of salt (7sp, ⅜ st each), 18 gallons of olive oil (2gp, ⅜ st each), 8 barrels of dried pork (5gp, 8 st each), 48 iron ingots (1gp, ⅜ st each), 1.4 cords of cedar logs (5gp, 8 st each), 9 barrels of locally-brewed ale (10gp, 8 st each), 5 jars of lamp oil (20gp, 8 st each), 30 bottles of various imported wines (5gp, 1 st per 5), 24 rolls of wool (10gp, 4 st each), 4 jars of madder and weld dye (50gp, 5 st each), 4 crates of Tirenean red-gloss pottery (100gp, 5 st each), 215 ram horns (2gp, 1 st per 5), 2 crates of imperial armor and weapons (225gp, 10 st each), and 44 bundles of beaver pelts (15gp, 3 st each).

The chief's roundhouse is furnished with 7 wool rugs (35gp, 50 st total). The chief keeps a locked, iron-shod chest with 1,000ep, 5 bloodstones (50gp each), 6 tiger eyes (25gp each), a set of thee wrought silver goblets (300gp each), a brass mirror with mother-of-pearl inlay (130gp), and a pair of wrought bronze flutes (90gp each).

During the day, the orcs (except for guards) will be asleep. At night, the villagers and whelps will be out tending the village's fields (a set of small plots of mixed crops crudely hoed with digging sticks) that dot the mile-and-half area around the village. Meanwhile, 1d4+1 of the warbands will head out on raids while the remainder guard the village.

OWL BEAR

Lair: 30% *Map Location:* _____

A 100' tall cedar tree, with great spreading branches, looms taller than the other trees in this copse. A hollow in the base of the great tree is the den of a mated **pair of owl bears** and their **hatchling**. If captured alive, the owl bear hatchling would be worth 375gp to a trainer. If slain, owl bears provide a rich harvest of monster parts. The adult owl bears' pelts are worth 110gp each if harvested intact, while the hatchling's pelt is worth 55gp. The male owl bear has 25 valuable feathers (100gp and 1 st), the female has 18 feathers (80gp and ⅘ st), while the hatchling has 7 feathers (20gp and ⅖ st). The adults' claws are worth 8gp each, while the hatchling's claws are worth 3gp each. The claws and stomach of the adult owlbears are also valuable as special components (100gp and 1 ⅘ st each). In addition, a bloodstained but otherwise unmarred round Imperial cavalryman's *shield +1* lies atop some bones in the hollow.

Owl bears (2): MV 120', AC 4, HD 5, hp 34, 21, #AT 3 (2 claws/bite 6+), Dmg 1d8/1d8/1d8, Save F3, ML +1, AL C, XP 200; Special: hug (2d8 if both claws strike in one round)

Owl bear hatchling: MV 100', AC 2, HD 2+2, hp 11, #AT 3 (2 claws/bite 8+), Dmg 1d3/1d3/1d3, Save F1, ML +1, AL C, XP 35; Special: hug (1d8 if both claws strike in one round)

PEGASUS

Lair: 15% Map Location: _____

Clear pools of fresh water are sprinkled across a verdant grassy pasture, watched over by sylvan standing stones erected by hands before the time of man. These pools are the watering hole for a herd of **four pegasi**, consisting of one stallion and three mares. They are rearing **two pegasi foals**. If threatened, the pegasi herd will attempt to flee with its foals; the stallion will fight to the death if necessary to save the mares and foals. Each pegasi's flight feathers are worth 335gp and weigh 4 stone total. Each pegasi's manes (15gp and ⅙ st) and flight feathers (20gp and ⅙ st) are special components. If captured alive, each of the foals is worth 11,600gp.

Pegasi (4): MV 240'/480' fly, AC 4, HD 2+2, hp 18, 14, 12, 10, #AT 2 (hooves 8+), Dmg 1d6/1d6, Save F2, ML10, AL L, XP 35

Pegasi foals (2): MV 200'/400' fly, AC 2, HD 1+1, hp 8, 6, #AT 2 (hooves 9+), Dmg 1d6/1d6, Save F1, ML 0, AL L, XP 15

PHASE TIGER

Lair: 25% *Map Location:* _____

A large rock pile of granite boulders, some 15' high and 30' in diameter, lays surrounded by low brush and scrub grass. A dark opening is visible near the top of the rock pile, strange claw and sucker marks marring the rock. Within the talus cave is a den of **four phase tigers**. Dead hunters who became prey to the phase tigers have left behind 3,000gp, four violet garnets (500gp each), and a red, effervescent fluid in a flask (*potion of speed*). The pelts of the phase tigers are valuable as fur (130gp and 1 ⅔ st each) or as special components (320gp and 5 ⅔ st each).

Phase tigers (4): MV 150', AC 5 (7 with displacement), HD 6, hp 30, #AT 2 (tentacles 5+), Dmg 2d4/2d4, Save F6 +2 from displacement, ML 0, AL N, XP 320; Special: displacement illusion

RAKSHASA

Lair: 25% *Map Location:* _____

A great walnut tree, some 130' tall, casts its shadow over an area of barren soil. A hollow at the base of the tree holds various coins and trinkets, offerings left by unknown passersby. Spread out around the tree are putrefying corpses, disattached limbs, masticated bodies, bare skeletons, and scattered bones. Here and there, crows, ravens, and vultures peck at the rotting flesh, while the prints of dogs, jackals, and hyenas scar the soil. This is a Somirean charnel ground, a field of death where corpses are given back to nature. It is also the lair of a **rakshasa** who dwells in the upper branches of the tree. The rakshasa finds the charnel ground a valuable source of flesh and offerings.

Rakshasa: MV 120'/480' fly, AC 7, HD 10****, hp 52, #AT 2 (claws 2+), Dmg 1d12 + poison, Save F10, ML +2, AL C, XP 3,650; Special: poison claws (save v. Poison or die), spell-like abilities (*detect good, hallucinatory terrain, invisibility, invisibility 10' radius, phantasmal force, polymorph self* at will)

The treasures in the tree hollow include 12,000ep and 1,000gp in loose coin, plus three vials of white water lily ittar (30gp each), five chryselephantine statuettes of Somirean hero-kings (300gp each), two rolls of yellow Somirean silk (400gp, 4 st each), and a jar of cardamom (800gp, 1 st). A small ivory box carved with an elephant in mid-relief (700gp) holds three pearls (250gp each), three chalcedony (75gp each), and two malachites (10gp each). A silver opal-adorned censer (3,000gp) holds three sticks of agarwood incense (30gp each).

Characters with Animal Husbandry can extract one dose of venom (1,000gp, 1 round onset, death) from the rakshasa.

REMORHAZ

Lair: 25% *Map Location:* _____

From the crest between two rugged ridgelines, a wedge of blue-green glacial ice flows two-thirds of the way down the slope to terminate in a moraine of boulders, rock, and soil. Two cross-beams of old pine wood, hung with four sets of blood-stained manacles, have been erected adjacent to a rough archway in the moraine, 40' high and 30' wide. The archway leads into a glacial cavern complex. Sunlight filtering through the glacier casts the cave tunnels in an eerie green-blue light, walls resembling frozen waterfalls, as if the centuries-old ice had begun a watery flow and then suddenly been re-frozen.

The glacial cavern complex is the lair of a colony of **six remorhaz**. In years past, more than one adventuring party met its doom at the hands of these creatures, and in the decades since, the "ice wyrms" have received seasonal sacrifices of treasure-laden victims from the inhabitants of the nearby valleys.

Many of the older remorhaz's gullets are swollen with treasure from fallen heroes and doomed sacrifices. The two youngest (10 HD and 11 HD) have no treasure in their gullets. The 12 HD remorhaz has 1,000pp in its gullet. The 13 HD remorhaz has swallowed 1,000ep, 6,000gp, 1,000pp, an opal (750gp), a crystal geode (2,000gp), a flawless diamond (4,000gp), and a flawless facet-cut emerald (8,000gp). The 14 HD remorhaz has swallowed 3,000ep, a gold-studded tiara with jacinth (8,000gp), a Nicean hoplite's *spear +1* and *short sword +1,* and a black obsidian *rod of cancellation.* The largest and oldest remorhaz's gullet is bloated with 1,000ep, 2,000pp, stopped crystal vials holding a *potion of gaseous form* (cloudy and green) and a *potion of super-heroism* (golden and smelling of ambrosia), a pair of backwards-curved *swords +1* with bronze hilts forged in the shape of lions, and an orichalcum *sword +3* with a long straight blade set on a circular hilt of bronze and ivory. The *sword +3* has a deep fuller inscribed with the word *"valantavius"* ("defender of honor" in classical Auran).

The glacier caves are very slippery. Creatures that roll a natural 1 on any attack or saving throw fall prone. Creatures that run or charge must make a saving throw v. Paralysis or fall prone half-way through their movement. The remorhaz move normally on the ice.

Remorhaz (6): MV 90'/60' burrow, AC 10, HD 15**, 14**, 13**, 12**, 11**, 10**, hp 71, 62, 58, 54, 51, 48, #AT 1 (bite), Dmg 2d8, Save F16, ML +4, AL N, XP 4,200, 3,800, 3,400, 3,000, 2,600, ; Special: heat radiator (10d10 fire damage to attackers using natural weapons, non-magical weapons destroyed, magic weapons save v. Blast or destroyed), swallow whole (target swallowed on unmodified 20, suffers 10d10 ongoing, may attack from within with dagger at -4, digested after 6 turns)

The armored hide of the remorhaz are valuable (1,500gp and 25 st each) if captured intact.

RHAGODESSA, GIANT

Lair: 35% Map Location: _____

A giant anthill, brown and sandy, rises about 20' from the surrounding landscape. At its base it is about 25' in diameter, narrowing to 12' at the tip where a rough passage some 4' in diameter leads to the tunnels within. The ants have been driven off by **five giant rhagodessa** who live in a series of 5'-20' square chambers spread every twenty feet within the anthill. The rhagodessa each depart the nest at nightfall to hunt separately, but they all drag their prey back to the nest to consume it. One of the rhagodessas' recent victims was a mage, and his masticated remains still carry an opal (1,000gp), an aquamarine (500gp), an amethyst (100gp), an onyx (50gp), a jasper (50gp), an agate (25gp), a malachite (10gp), and a bronze bloodstone-studded *brooch of shielding* fashioned in the shape of a tiny Auran shield. The mandibles (65gp and 1 st) and suction pits (150gp and 2 ⅜ st) of the giant rhagodessa are special components.

Giant rhagodessa (5): MV 150', AC 4, HD 4+2*, hp 22, #AT 1 (leg or bite 6+), Dmg suction pits or 2d8, Save F2, ML +1, AL N, XP 215; Special: suction pits (target yanked, bitten next round for 2d8)

ROC, GIANT

Lair: Mountains, 10% Map Location: _____

A huge rock monolith, 1,080' long, 570' wide, and 348' high, rises spectacularly from the landscape here. What god or being lifted a rock this size and placed it here not even the sages know. All of its faces are steeply inclined, none more so than its north face, which slopes back on itself to create a towering rock overhang. The top of the great rock has been adorned with a vast nest made of entire tree trunks and huge branches. This is the lair of a **giant roc**. The roc is protecting a **giant roc egg** the size of a horse worth 30,000gp.

Because of this powerful Lawful creature's long sojourn here, the rock has become an *illuminated pinnacle of good* (see p. 31). Lawful characters who benefit from Friendly reactions might be allowed to benefit from the pinnacle. Other characters will be driven off. Beastmen, Thrassians, Zaharans, and other seemingly Chaotic creatures will be attacked on sight.

The giant roc is unconcerned with wealth, but over the centuries it has been given gifts by grateful heroes it has assisted. These treasures, kept in its nest, include an Auran army emblem once used by Audarius Tarkaun, topped with a platinum eagle encrusted with diamonds (22,000gp); a platinum amulet of the winged sun studded with yellow sapphires (13,000gp); and a pair of facet-cut imperial topazes (4,000gp each). The roc's flight feathers (2,100gp, 33 st), talons (18gp, 1 ⅘ st), and beak (48gp, 5 st) can be harvested as trade goods. The roc's eyes (3,900gp, 65 st), flight feathers (4,200gp, 70 st), and talons (4,500gp, 75 st) are special components.

Giant roc: MV 60'/480' fly, AC 9, HD 36*, hp 141, #AT 3 (2 talons/bite -4+), Dmg 3d6/3d6/8d6, Save F9, ML +2, AL L, XP 12,500; Special: dive attack (double damage, elephant-sized creatures automatically grabbed, save v. Paralysis at −4 to escape)

RUST MONSTER

Lair: 10% Map Location: _____

A peat bog spreads across the land here. Pools of water punctuate the dark green moss and goldenrod shrubs that cover the bog. In many places, the moss and shrubs have been pulled back to reveal the peat below. Everywhere, the water of the pools is coated with an iridescent oily film. Characters with Alchemy proficiency will recognize the oily film as an iron slick, indicating this bog is a rich source of iron. The bog is the feeding ground of **two rust monsters**, currently lurking in a large pool of water near the edge of the bog. The rust monsters feed by pulling back the moss and devouring the pea-sized iron pellets embedded in the peat. Adventurers equipped with metal arms and armor represent far more attractive food sources and will be attacked immediately. The rust monsters have no treasure, but their antennae are special components (200gp and 3 ⅔ st each).

Rust monsters (2): MV 120', AC 7, HD 5, hp 25, #AT 1 (antennae 6+), Dmg Rust, Save F3, ML −1, AL N, XP 200; Special: rusting antennae and hide (non-magical metal armor and weapons destroyed on contact, magical armor and weapons have 10% chance per bonus to avoid losing one point of bonus)

SALAMANDER, FLAME

Lair: 75% *Map Location:* _____

An 8' diameter drift (horizontal mining tunnel) has been driven into the hillside here. The temperature within is quite warm, and the walls of the drift are blackened as if burned. About 40' in, the drift widens to a 25' × 40' chamber, where 15 crates filled with miners' tools (225gp, 10 st each) are stacked alongside one wall. Opposite is a large four-wheeled cart, crawling with tiny black beetles. The beetles are harmless, and conceal a pile of 48 ingots of unrefined gold ore (300gp, 2 st each). Past the chamber, the drift follows the meandering course of a mined-out vein, intersected every 100' by crosscuts connected to vertical ventilation shafts and downward-sloping drainage adits, eventually terminating after 900'. Those following the vein, or gathering the gold from the cart, will attract the new denizens of the shaft: **six flame salamanders**. The red ichor of the flame salamanders is a special component (1,100gp and 18 ⅔ st each).

Flame salamanders (6): MV 120', AC 7, HD 8*, hp 40, #AT 3 (2 claws/bite 3+), Dmg 1d4/1d4/1d8, Save F8, ML 0, AL N, XP 1,100; Special: fire aura (20' radius, 1d8 fire damage per round), immunity to fire and non-magical weapons

SALAMANDER, FROST

Lair: 25% *Map Location:* _____

A 24' high waterfall spilling over a 65' wide crest of limestone and sandstone has frozen over, transforming the cascade into a curtain of ice adorned with giant icicles. Strangely, the water before the crest and the water at the base of the curtain are not frozen, nor is the surrounding landscape marked by anything ordinary.

Someone or something has gouged a 6' diameter hole at the base of the icy curtain. The opening leads to a 15' wide cave that runs the

length of the falls, chiseled out by the incessant falling water prior to its freezing. Lairing in the cave are **three frost salamanders.** The bone-chilling cold which emanates from these creatures is responsible for the miracle of the frozen falls.

In the back of the cave there is a large wall of ice with five preserved bodies. If the salamanders are slain, the wall will slowly melt; this will take 1d6 hours, but can be reduced to as little as one turn with appropriate fire sources. Once thawed, the bodies can be searched and looted. All of the dead wear cloaks and armor stitched with the insignia of a silver hammer. Loremastery or Knowledge (history) proficiency can identify them as *The Hammers of Türas,* an adventuring band that disappeared about ten years ago. One of the dead adventurers carries a large sack holding 2,000ep, 5,000gp, two aquamarines (500gp), a ruby (1,000gp), a diamond (2,000gp), and a facet-cut imperial topaz (4,000gp). A second carries a bag with a carved jade tiara (800gp), a pair of alabaster bracelets (1,100gp), a pink philter that smells strongly of roses (*philter of love*), and an amber-colored honey-scented fluid (*potion of healing*). A third body carries a bundle of scroll cases, with a *scroll of protection from fire*, written in Dwarven; a *scroll of fireball and cloudkill*, written in Classical Auran; *a scroll of locate object and conjure elemental,* written in Draconic; and a *cursed scroll (*destroys a random magic item), written in Zaharan. The remaining two bodies have no valuables.

Frost Salamanders (3): MV 120', AC 6, HD 12*, hp 65, #AT 5 (4 claws/bite 1+), Dmg 1d6 (each claw)/2d6, Save F12, ML 0, AL C, XP 2,100; Special: cold aura (20' radius, 1d8 damage per round), immunity to cold and non-magical weapons

SCORPION, GIANT

Lair: 50% *Map Location:* _____

An ancient stream once pierced the cliff face here, leaving an arched-shaped opening, some 40' wide and 30' high, into a cavern beyond. The stream itself has gone dry, leaving just a dusty wadi that leads into the darkness like a sunken trail. During the day, the cavern is home to a nest of **six giant scorpions**. At night, the scorpions hunt in the vicinity. The scorpions have no treasure, but their carapaces (35gp, ⅜ st) and stingers (100gp, 1 ⅘ st) are special components, and their claws are valuable trophies (10gp, 1 st each). Characters with Animal Husbandry can extract one dose of venom (400gp, 1 turn onset, +2 save modifier, 2d10 damage) from each scorpion.

Giant scorpions (6): MV 150', AC 7, HD 4*, hp 20 each, #AT 3 (2 claws/sting 7+), Dmg 1d10/1d10/1d4 + poison, Save F2, ML +3, AL C, XP 135; Special: poison sting (save v. Poison or die), stinging strike (+2 bonus to stinger attack if either claw strikes in round)

SHADOW

Lair: 40% *Map Location:* _____

Partially covered by vines and moss is a monolithic slab of basalt, 12' across and 4' in thickness. It is essentially immovable, weighing 24 tons. 40 carved pieces of jade (worth 100gp each) are arranged along the edge of the slab, though it is apparent that 320 other pieces have been removed in the past. The slab is a calendar stone, carved with cuneiform writing naming the days and the cosmogonic suns. It seems to be predicting a time of great change in an age 1,000 years distant from the date of its construction.

Due to terrible black magic worked in its creation, the calendar stone is a vortex to the Nether Darkness, and radiates a *forsaken sinkhole of evil* in a 12' radius from its perimeter. Corpses in the sinkhole have an 80% chance to return as undead in 1d4 rounds unless their bodies are burned. Chaotic spellcasters who cast reversed divine spells or necromantic spells in a forsaken sinkhole calculate the spell effects as if the casters were two class levels higher than their actual level of experience. Lawful divine spellcasters cast spells as if they were two class levels lower for the purposes of spell effects, and may not turn undead. Characters performing necromancy in the sinkhole gain a +3 bonus to their magic research throws. Any undead created in forsaken areas gain a permanent +2 hit point per Hit Die, and *animate dead* spells cast in forsaken sinkholes create twice the normal number of Hit Dice of undead. Anyone lost while *teleporting* to or from the forsaken sinkhole will arrive in the sphere of Nether Darkness. With practice, spellcasters may be able to voluntarily *teleport* to and from this terrible sphere by means of the calendar stone.

10 shadows have crept in to this sphere through the calendar stone and will attack anyone who investigates it. While within the forsaken sinkhole, the shadows receive a +2 bonus to attack throws, saving throws, damage rolls, and AC. 1d4 new shadows will arrive each night to replenish slain shadows. The calendar stone can only be destroyed with ritual magic. Stripping its jade ornaments or defacing it cosmetically does not harm the calendar stone.

Shadows (10): MV 90', AC 2, HD 2+2**, hp 13 each, #AT 1 (touch 8+), Dmg 1d4 + STR drain, Save F2, ML +4, AL C, XP 59; Special: devitalizing touch (drains 1 STR for 8 turns), immunity to non-magical weapons, infectious (creature drained to STR becomes shadow immediately), shadow immunities (poison, *charm, sleep, hold*)

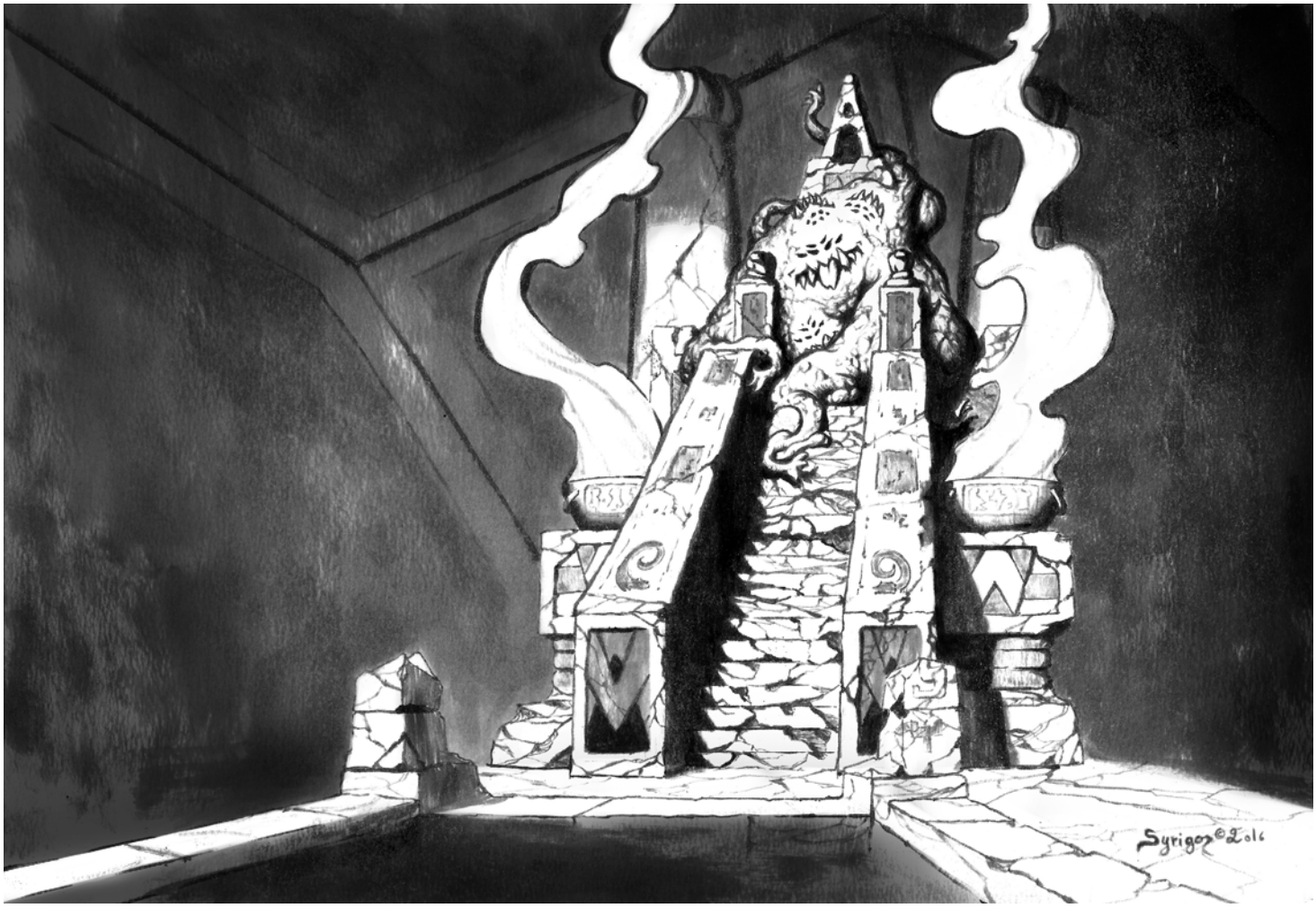
> **Note:** A typical shadow lair would only have around 500gp of treasure. However, this lair is also the destination of a "treasure map to 1d4 × 1000gp" generated for the Mage lair. The excess gp value here is thus actually attributable to the Mage encounter.

SKELETON

Lair: Barren, 35% *Map Location:* _____

The ground here is torn up by the remains of nine ancient Zaharan scythed chariots, broken and partially covered by webs, dust, and sand. Here and there, jagged blades stick up from the scattered chariot wheels. The cartouches on the chariots designate them as belonging to the sorcerer-king Sebek, dating them to the Empyrean War. Characters searching the area have a 2 in 6 chance per round of stepping on one of these blades; resolve this as an attack by a 1st level fighter. If the adventurer is hit, he takes 1d4+1 damage and must save versus Poison or become infected with bloody flux (see *Domains at War: Campaigns* p. 91, or treat as a giant rat's disease). **18 skeletons** with rusted mail and jagged, broken scimitars litter the ancient battlefield in clusters near the chariots. They will rise to attack if any blood is shed here. The skeletons' skulls are special components (13gp, ⅙ st).

Skeletons (18): MV 120', AC 2, HD 1*, hp 4 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML N/A, AL C, XP 13; Special: undead immunities



SKITTERING MAW

Lair: 10% *Map Location:* _____

An archway, some 105' wide and 20' high, was long ago carved into a rocky slope by a fast-running stream. The archway opens into a stream-cut tunnel that runs 120' inward, terminating in an underground lake within a cavern 215' long, 150' wide, with 20' high ceilings. The lake, 25' deep at its center, is the lair of a mated **pair of skittering maws**. The skittering maws have several body parts which are valuable as special components: dorsal fin (500gp, 8 ⅔ st), gills (500gp, 8 ⅔ st), and teeth (600gp, 10 st).

Any characters who traverse the lake will discover that the far wall of the cavern has been hand-carved with elven runes. Below the runes, the cavern floor is inscribed with a summoning circle, within which sits a patinated copper *bowl of commanding water elementals*. A water-logged oak box, about 12" × 6" × 6" sits adjacent to the circle. It is actually a *folding boat.* Its command word, "*uisce,*" is the elven word for water.

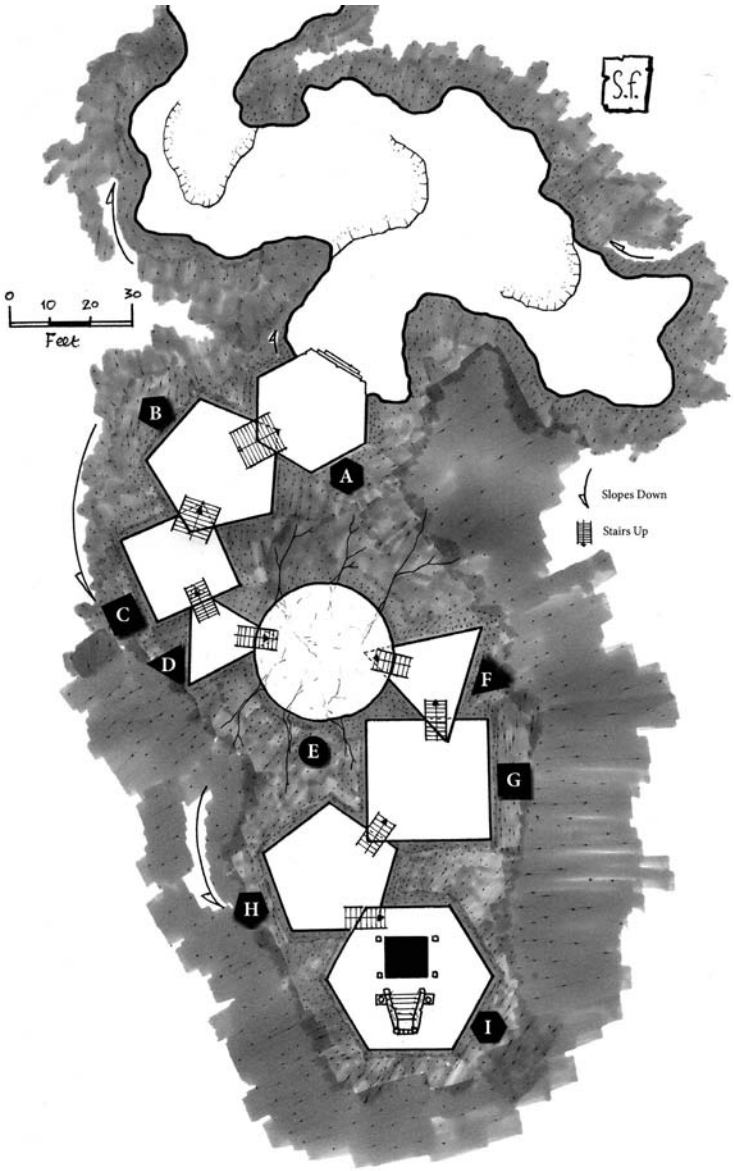
Skittering maws (2): MV 60'/180' swim, AC 5, HD 8**, hp 43, 32, #AT 1 (bite 3+), Dmg 2d10 + poison, Save F4, ML+4, AL N: Special: poison bite (save v. Poison or die in 1 turn)

SORCEROUS SPHERE

Lair: 80% *Map Location:* _____

A 40' wide cave mouth breaches a rocky hillside, leading to a vaulted cavern of crystalline limestone, about 150' long, which gradually slopes upward towards a 50' high ceiling overhead. Deposits of milky-white quartz grow in the cracks and cavities of the cavern, and here and there seams of gold are visible in the quartz. Halfway up the cavern, the vein of quartz turns right, and begins to run along a 40' wide tunnel that leads to carefully hewn stone steps that glitter with quartz deposits.

The steps lead to a series of chambers that have been perfectly carved into geometric solids. In order, the geometric chambers are an icosahedron (A), dodecahedron (B), hexahedron (C), tetrahedron (D), cylinder (E), tetrahedron (F), hexahedron (G), dodecahedron (H), and icosahedron (I). Each chamber is vertically bisected with a limestone floor – hexagonal in the icosahedron, pentagonal in the dodecahedrons, circular in the cylinder, etc. Within each chamber, all the edges (where two faces met) are seamed with quartz and all the vertices (where three or more faces meet) are adorned with gold. All the faces are carved with strange sigils in various languages, representing either entropy, energy, or both. These symbols can be identified with successful Loremastery or Collegiate Wizardry proficiency throws. Each chamber has the effect of amplifying or di-



Full Sorcerous Sphere Lair on p. 223

minishing the caster level of spells cast within its walls, depending on its geometry and sigil. The table below summarizes the characteristics of the geometric chambers.

Centuries ago, the wizard Aurius the Anathematician discovered that the crystal lode of these caves conducted magical energy. He carved the caves into a mathematical pattern designed to channel power into a throne he erected in the final chamber. When the Anathematician vanished in an experimental mishap, the power of the place attracted a **sorcerous sphere,** which now controls the area.

Sorcerous sphere: MV 30' fly, AC 8, HD 12****, hp 67, #AT 1d4 (tentacles 1+) or 3 spells, Dmg 1d4 each or spells, Save M12, ML +4, AL C, XP 4,800; Special: multi-casting (3 spells/round); Spells: 4 1st, 4 2nd, 3 3rd, 3 4th, 3 5th, 2 6th; Repertoire: 1st – *burning hands, detect magic, choking grip, unseen servant,* 2nd – *gust of wind, knock, stinking cloud,* 3rd – *dispel magic, earth's teeth, fireball,* 4th – *confusion, fear, polymorph other,* 5th – *cone of cold, protection from normal weapons, scouring wind,* 6th – *globe of invulnerability, wall of force*

On one of its tentacles, the sorcerous sphere wears a gold *ring of spell turning* (6 charges) set with a sapphire engraved with "A". The sorcerous sphere dwells upon a massive stepped stone throne, carved with sigils, which looms over a 10' wide, 20' deep pit in the center of the floor of the final icosahedron (**I**).

The throne is the focal point of the energy conducted through the geometric chambers. A spellcaster seated upon the throne is considered four caster levels higher for the purposes of magic research throws, dispelling magic, and penetrating a target's magic resistance; deals +1 damage per die with his spells; and imposes a -2 saving throw penalty on targets of his spells.

The stepped throne has a small chamber built into its underside. The chamber is lined with shelves containing 46 rare books (150gp, ⅜ st each) on the theory and practice of magic. Amidst the books, a copper-bound chest contains 2,000gp and 77 quart stones (10gp each). Hidden in one of the tomes are a *scroll of anti-magic shell, detect magic, dispel magic, minor globe of invulnerability, spell storing, globe of invulnerability* and a *scroll of ward against magic,* both written in Classical Auran.

SPECTRE

Lair: 20% Map Location: _____

A dark cave mouth, covered with vines and overgrowth, leads to a 19' diameter, 16' high cave. In the rear of the cave sits a bright scarlet altar with veins of silver, adorned with a set of silver bells (50gp value) and a chryselephantine statuette (500gp value) of a pregnant fertility goddess with multiple arms and great fangs, depicting Iskara in her aspect of Mother of Monsters. Hidden underneath the altar is a small underground vault holding 6 wrought hepatizon plates inscribed with ancient Zaharan prayer services (1,000gp each). However, anyone so presumptuous as to touch the altar is immediately subject to a *quest* to fetch a crown from a distant sacred mound

Chamber	Shape	Edges	Vertices	Faces	Sigil	Spell Effect
A	Icosahedron	30	12	20	Entropy	-4 caster levels
B	Dodecahedron	30	20	12	Entropy	-3 caster levels
C	Hexahedron	12	8	6	Entropy	-2 caster levels
D	Tetrahedron	6	4	4	Entropy	-1 caster levels
E	Cylinder	2	0	2	Both	No effect
F	Tetrahedron	6	4	4	Energy	+1 caster levels
G	Hexahedron	12	8	6	Energy	+2 caster levels
H	Dodecahedron	30	20	12	Energy	+3 caster levels
I	Icosahedron	30	12	20	Energy	+4 caster levels

(see the Lammasu lair, above) and return it to the cave. (If the sacred mound has not already been located, it will be 15 hexes away). If the *quest* is dispelled, or any of the items taken from the cave, **four spectres** bound to the service of Iskara will materialize to attack. Because of the presence of the evil altar, the interior of the cave is a *shadowed sinkhole of evil* (see *ACKS*, p. 252). The ectoplasm of the spectres is a special component (820gp and 13 4/6 st each).

Spectres (4): MV 150'/300' fly, AC 7, HD 6**, hp 30 each, #AT 1 (touch 5+), Dmg 1d8 + energy drain, Save F6, ML +3, AL C, XP 820; Special: enervative touch (drains 2 levels permanently), immunity to non-magical weapons, infectious (slain creature becomes spectre in 24 hours), undead immunities

SPHINX

Lair: 20% Map Location: _____

A striking cliff face of white granite, mottled with streaks of black flint, soars 351 feet in the air. The cliff has been carved with a colossal bas-relief of the coronation of Uragasi, conqueror of the Thrassians, first sorcerer-king of Zahar (c. 11th century BE). At the base of the cliff, beneath the carving, are a pair of 15' tall fretted bronze doors, patinated with age. The doors are exceptionally heavy, so characters attempting to quickly force them open suffer a -12 to proficiency throws to open doors. They can be slowly pried open in 1d6 rounds by two man-sized creatures working together.

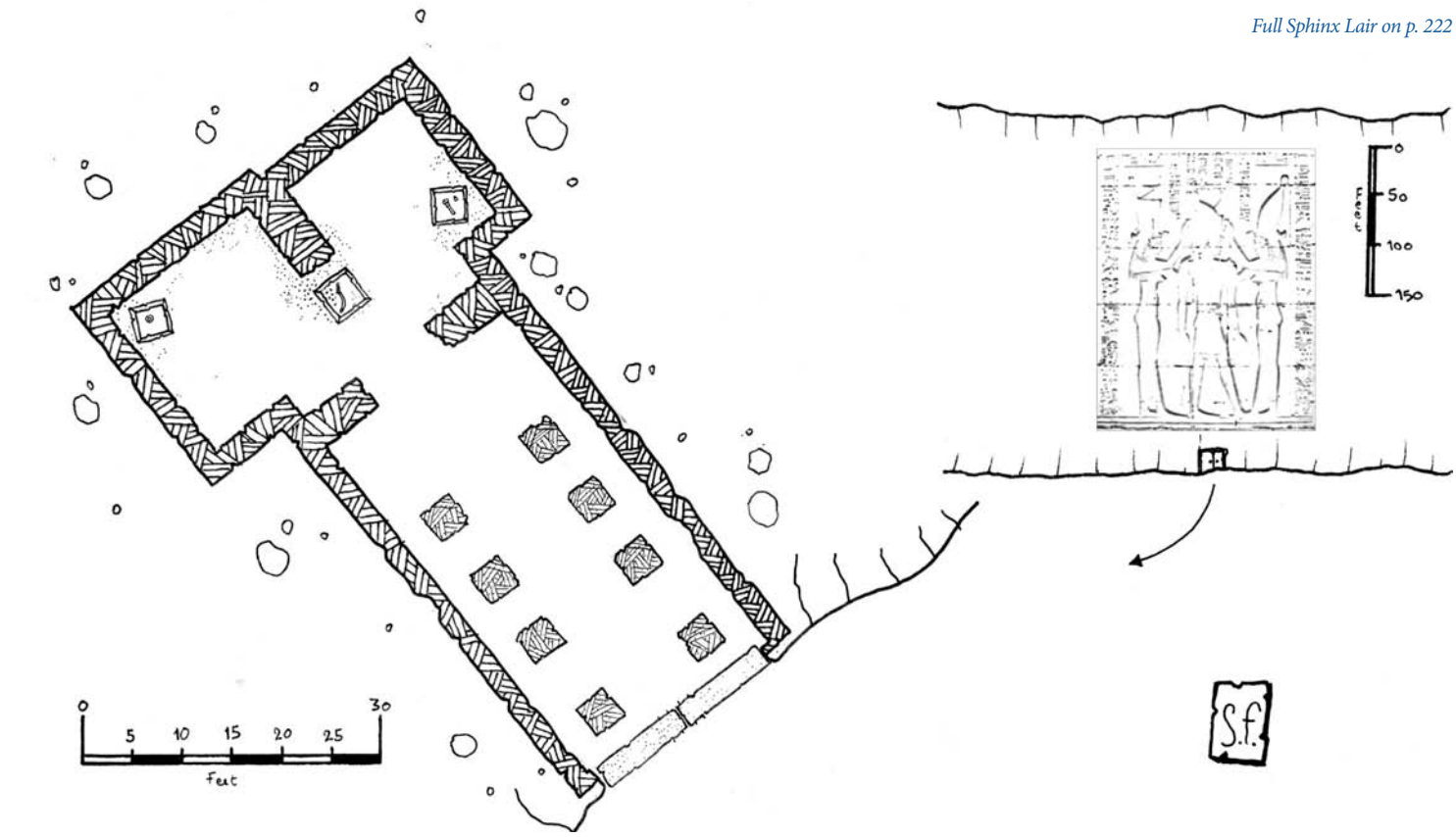
The doors open onto a great vault carved out of the living rock. The walls on all sides of the vault are carved with bas-reliefs from the life of Uragasi, including a young Uragasi refusing to kneel to a winged lizardman in a tall crown; a mature Uragasi hurling a winged lizardman from atop a stepped pyramid; and an aged Uragasi speaking from a high tower before a cheering multitude. On the far side of the vault, a mummified figure sits on a stone throne atop a dais. The figure wears a golden crown encrusted with faceted diamonds (30,000gp). Across its lap sits an orichalcum Zaharan *sword +3* with a sickle-shaped blade engraved with cuneiforms reading *"by courage of arms shall man conquer."* On the finger of its left hand, the mummified figure wears a golden *ring of fire resistance* set with alternating ruby and obsidian chips. Its wrists are adorned with bronze *bracers of defense AC 5*, ornately carved with images of a chariot-mounted warrior fighting lizardmen. The mummified figure is none other than the sorcerer-king, but he is dead, not undead.

Guarding the long-dead king are Aion and Astamat, a mated **pair of sphinxes**. The two sphinxes were permanently bound here by ritual magic long ago. They long for their freedom, but only a *wish* spell, or a *dispel magic* spell cast by a 14th level character, can break their binding and allow the two sphinxes to depart. The magic which has bound them forbids them from actively pursuing escape or from allowing interlopers to loot or deface Uragasi's tomb. If not immediately attacked, the sphinxes may offer suggestive riddles, skirting the limits of their binding. ("Guardians hunger, but not for food. Adventurers lust, but not for pleasure. If they're shrewd they'll get the treasure.")

Both of these sphinxes are powerful spellcasters and if forewarned by adventurers struggling to open the doors to the vault, they will prepare magical defenses. Aion will typically cast *giant strength, mirror image,* and *invisibility;* Astamat, *detect invisible* and, *invisibility.*

Aion (sphinx): MV 150'/300' fly, AC 8, HD 12****, hp 65, #AT 2 (claws 1+), Dmg 2d10/2d10, Save F 12, ML +2, AL N, XP 4,800;

Full Sphinx Lair on p. 222



Special: magic resistance 8+, terrifying roar (save v. Paralysis or flee 3 rounds, 3/day); Spells: 4 1st, 4 2nd, 3 3rd, 3 4th, 3 5th, 2 6th; Repertoire: 1st – *burning hands, magic missile, shield, wall of smoke*; 2nd – *invisibility, mirror image, ogre power;* 3rd – *earth's teeth, fireball, haste;* 4th – *giant strength, summon fantastic creature, wall of fire*; 5th – *cone of cold, scouring wind;*

Astamat (sphinx): MV 150'/300' fly, AC 8, HD 12****, hp 65, 51, #AT 2 (claws 1+), Dmg 2d10/2d10, Save F 12, ML +2, AL N, XP 4,800; Special: magic resistance 8+, terrifying roar (save v. Paralysis or flee 3 rounds, 3/day); Spells: 4 1st, 4 2nd, 3 3rd, 3 4th, 3 5th, 2 6th; Repertoire: 1st – *charm person, detect magic, read languages, sleep;* 2nd – *detect invisible, ESP, invisibility;* 3rd – *command person, dispel magic, telepathy;* 4th – *charm monster, confusion, scry;* 5th – *cone of paralysis, telekinesis*

The sphinxes' hides are valuable if captured intact (225gp). Their 25 flight feathers are also valuable (450gp, 5 st).

SPIDER, GIANT BLACK WIDOW

Lair: 90% *Map Location:* _____

An 8' diameter earthen pit, some 8' deep, pierces the soft ground here. The surface of the pit is covered with thick, fibrous webs, which have become stuck with bits of moss, branches, leaves, and rock; as a result, the pit is hard to notice (treat it as a trap). Characters who unwittingly step onto the webs become stuck (as the spell *web*) and attract the attention of the **two black widow spiders** who lair below. Radiating from the bottom of the pit are five tunnels, each 11-20' long and 4' diameter, where the spiders drag their prey. The tunnels are littered with bones and webbed body parts; among these remains are a pair of malachites (10gp each), a tourmaline (100gp), and an aquamarine (500gp). The black widows have no other treasure, but their mandibles (30gp and ⅜ st), leg tarsus (20gp and ⅖ st), and spinnerets (20 gp and ⅖ st) are special components. Adventurers with Animal Husbandry can also extract the spiders' venom (300gp each, onset 1d6 turns, +2 save modifier, 4d4 damage).

Giant black widow spiders (2): MV 60'/120' web, AC 3, HD 3**, hp 15 each, #AT 1 (bite 8+), Dmg 2d6 + poison, Save F2, ML 0, AL N, XP 80; Special: poison bite (save v. Poison or die in 1 turn)

SPIDER, GIANT CRAB

Lair: 70% *Map Location:* _____

A dense thicket of tall shrubs encircles a watering hole around 70' in diameter. The watering hole is the hunting ground of **three crab spiders** who feed on any creatures that stop to drink. The crab spiders hide camouflaged in the shrubs, so characters encountering them suffer a -2 penalty to surprise rolls. The crab spiders have no treasure, but their mandibles (20gp and ⅖ st), leg tarsus (10gp and ⅛ st), and palps (10 gp and ⅛ st) are special components. Adventurers with Animal Husbandry can also extract their venom (100gp each, onset 1d10 turns, +4 save modifier, 1d10 damage).

Giant crab spiders (3): MV 120', AC 2, HD 2**, hp 12, 8, 6, #AT 1 (bite 9+), Dmg 1d8 +poison, Save F1, ML –1, AL N, XP 38; Special: poison bite (save v. Poison at +2 or die in 1d4 turns)

SPIDER, GIANT TARANTULA

Lair: 70% *Map Location:* _____

A grove of great cypress trees dominates the terrain here. The youngest of the trees has a 24' diameter trunk, the oldest a trunk of almost 30' diameter. Even more striking are the strange white vines that bedeck them, forming a network that slings over, across, and between the trees in the grove. Closer inspection reveals that the vines are actually thick strands of spider web.

These are the work of the **giant tarantula** that lurks here, and by the time the vines are identifiable as spider webs, the tarantula will be in range of attack, imposing a -2 penalty to surprise rolls. The spider is a terror among its kind, with great size, vicious speed, ruthless disposition, and near-sapient intelligence. It has no treasure, but its barbed bristles (120gp and 2 st), leg tarsus (40gp and ⅘ st), and spinnerets (40 gp and ⅘ st) are special components. Adventurers with Animal Husbandry can also extract its venom (350gp, onset 1d6 turns, +2 save modifier, 2d10 damage).

Giant tarantula: Str 16, Int 18, Dex 16, Con 13, Cha 15; MV 140', AC 6, HD 4**, hp 30, #AT 1 (bite or barbs 5+), Dmg 1d8+2 + poison or 1d4+2 + poison, Save F2, ML +1, AL N, XP 190; Special: poison bite (save v. Poison or die in 1 turn), poison barbs (30' range, -2 penalty on attack throws for 1 day or until *cured*), stealth (imposes -2 penalty on surprise rolls)

STIRGE

Lair: 40% *Map Location:* _____



A narrow crevice breaks the rock face along the only path through a torturously-sloped broken ridge. The area around the crevice is littered with the bones and carcasses of dead animals and humanoids. A character with Animal Husbandry or Healing proficiency that inspects the dead creatures will discover they were all drained of blood from sucker-shaped puncture wounds. A thorough search of the remains (1 turn) will unearth a wrought gold necklace set with garnets (900gp) and a pair of jade earrings shaped like dangling dragons (1,100gp). Searching characters will be attacked after 1d6 rounds by the **16 stirges** who lair in the crevice. The proboscises (6gp) and wings (6gp) of the stirges are special components.

Stirges (16): MV 30'/180' fly, AC 2, HD 1*, hp 5 each, #AT 1 (proboscis 10+), Dmg 1d3 + blood drain, Save F2, ML +1, AL N, XP 13; Special: blood drain (1d3 ongoing, continues until slain), quick speed (+2 to first attack throw v. opponent)

SWARM, BAT

Lair: 50% *Map Location*: _____

A funnel-shaped pit entrance on the lower slopes of a mountain, 40' in diameter, descends downward 154' feet before opening up into a cavernous vault, 1,000' long, 200' wide, and 80' high. The ceiling of

this vast cave is adorned with beautiful tubular stalactites, which hang like icicles between larger floor-to-ceiling columns. A roost of **three huge bat swarms** makes its lair in this cavern. The bats emerge at sunset and return at sunrise. If characters are ascending or descending the 154' shaft during this time, they will be caught within the swarm, and will fall if they fail their saving throw versus Spells.

Huge bat swarms (3): MV 9'/120' fly, AC 2, HD 4*, hp 24, 21, 17, #AT 1 (swarm), Dmg Confusion, Save NM, ML -2, AL N, XP 135; Special: confusing swarm (target *confused* if engulfed, save v. Spells to resist, +4 bonus to save if warding or fleeing swarm), predisposed to flee (morale roll each round)

SWARM, INSECT

Lair: 25% *Map Location*: _____

Visible over the surrounding treetops is a small stepped pyramid, 36' tall and 50' square. The pyramid's red limestone is visibly cracked, its clay and mortar seams crumbling. Stone steps, overgrown with ivy and foliage, lead up to a terrace at the pyramid's apex, where a 10' square, 35' deep pit once received blood sacrifices from Thrassian tyrants. **Two large insect swarms** of Pharaoh ants now nest in the sacrificial pit. They attack anyone and anything that ascends the pyramid. The pyramid itself is a *shadowed sinkhole of evil* (see *ACKS*, p. 252).

Large insect swarms (2): MV 30'/60' fly, AC 2, HD 3*, hp 17, 13, #AT 1 (swarm), Dmg 2, Save NM, ML +3, AL N, XP 65; Special: gnawing swarm (target damaged if engulfed, damage doubled if target unarmored, damage halved if target warding or fleeing swarm)

SWARM, RAT

Lair: 10% *Map Location*: _____

Running below the terrain here is an extensive burrow of 2"-3" diameter tunnels. A 6"-wide rat hole, spotted as a secret door due to its covering of plant mulch and debris, is the primary entrance to the burrow; two smaller 3" rat holes, separated by about 300', serve as secondary exits. The burrow is the den of **seven rat swarms.** The rats are unlikely to exit their burrow en masse unless provoked or smoked out, or attacked by characters under the effects of *diminution*.

Rat swarms (7): MV 60'/30' burrow, AC 0, HD 4, 4, 3, 3, 3, 2, 2, hp 21, 18, 17, 12, 12, 7, 4, #AT 1 (swarm), Dmg knockdown, Save NM, ML -3, AL N, XP 135, 135, 65, 65, 65, 29, 29; Special: writhing swarm (target suffers 1d6 damage and knocked down if engulfed, save v. Paralysis to resist, +4 bonus to save if warding or fleeing swarm), disease carrier (5% of causing disease through bite)

THRASSIAN

Lair: 30% *Map Location*: _____

A stepped pyramid, 100' in length, 75' in width, and 50' in height, rests on a mound at the center of an artificial lake, 300' in diameter and 50' deep. The pyramid is made of fired brick, crumbling into ruin, and the mound upon which it rests is actually a tell made up of the detritus of constructions even more ancient. Atop the pyramid is a squat temple containing a pit opening over a sacrificial vault in the interior, and steps leading down to a gallery with six chambers. Adventurers with both Knowledge (History) and Engineering proficiencies can identify the structure as of pre-Zaharan antiquity – likely Thrassian. Due to the many sacrifices here, the temple is a *blighted sinkhole of evil* (see *ACKS*, p. 252).

The lake surrounding the pyramid is overgrown with marsh-reeds, and floating within it are 24 reed houses. The reed houses are each about 8' wide and 20' long. Twenty of the buildings house **5 lizardman warriors** and **6 lizardman** villagers each, while the remaining four house **5 lizardman champions** and **6 lizardman villagers** each.

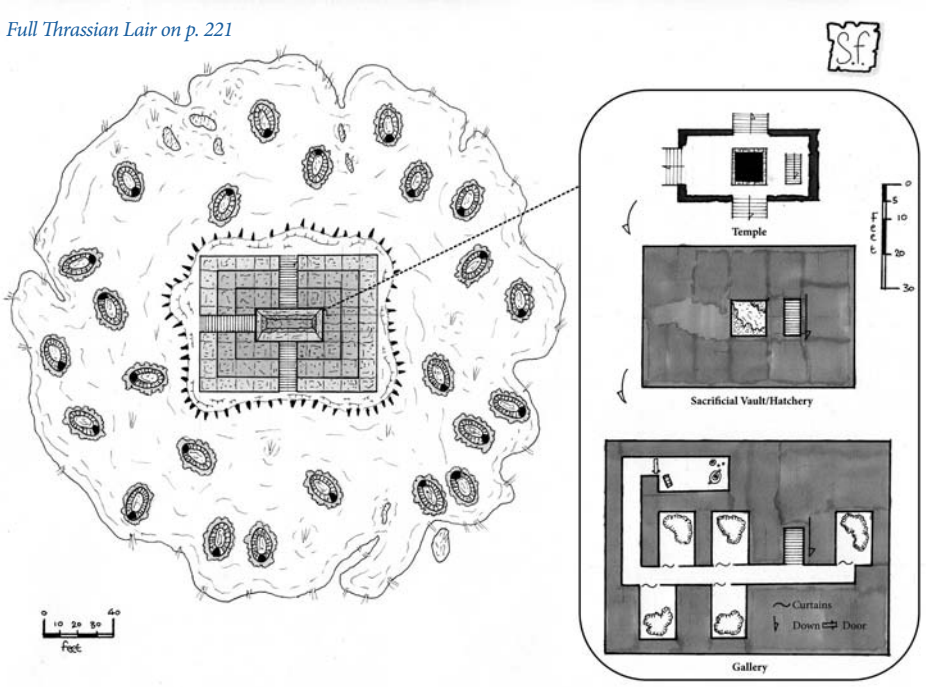
Lizardman champions (20): MV 60'/120' swim, AC 5, HD 3+1, hp 17 each, #AT 3 (2 claws/bite 7+) or 1 (javelin 7+), Dmg 1d3+1/1d3+1/1d8+1 or 1d4+2, Save F3, ML +2/4, AL C, XP 65

Lizardman warriors (80): MV 60'/120' swim, AC 4, HD 2+1, hp 10 each, #AT 3 (2 claws/bite 8+) or 1 (javelin 8+), Dmg 1d3/1d3/1d8 or 1d6+1, Save F2, ML +2/5, AL C, XP 35

Lizardman villagers (120): MV 60'/120' swim, AC 3, HD 2, hp 6 each, #AT 3 (2 claws/bite 9+) or 1 (weapon 9+), Dmg 1d2/1d2/1d6 or by weapon, Save F1, ML 0/+3, AL C, XP 20

The lizardmen have gathered to serve and worship a **Thrassian dominator** which has established his dominion here. The dominator and **four Thrassian warriors** dwell in five of the chambers within the pyramid (the sixth is used as a treasure vault, see below). Each Thrassian wears a silver unholy symbol of Iskara (100gp each). The dominator also wears three sets of engraved human teeth (60gp each set), six bone fetishes (20gp each), a white ape fur cape (700gp), and a suit of *chainmail +1*. He carries a cedar *staff of healing* topped with a silver orb, and two *potions of fire resistance* (creamy white balm in gourds).

Full Thrassian Lair on p. 221





Thrassian dominator: MV 60'/120' swim/30' fly, AC 10, HD 8+1*, hp 40, #AT 3 (claw/claw/bite 3+) or 1 (staff 3+), Dmg 1d4+2/1d4+2/1d10+2 or 1d6+4, Save F4, ML +2, AL C, XP 1,100; Spells: 5 1st, 5 2nd, 3 3rd, 3 4th, 2 5th; Repertoire: as 8th level cleric and shaman

Thrassians (4): MV 60'/120' swim/30' fly, AC 6, HD 4+1, hp 27, 25, 25, 23, #AT 3 (claw/claw/bite 6+) or 1 (javelin 6+), Dmg 1d4+1/1d4+1/1d10+1 or 1d4+3, Save F4, ML +2 (4), AL C, XP 140

The dominator ascends from his chambers up to the temple at midnight each night to perform sacrifices to the Outer Darkness in the hopes that the greatness of the Thrassian people might be restored. The sacrificial vault below the temple has been insulated with mud, reed, and sacrificed cadavers, and the flesh and blood of each night's victims is added to the walls. The vault serves as a hatchery for the dominion's 160 eggs. If properly cared for, eight of these eggs will hatch into Thrassians in 1d6 months, while the remainder will hatch into lizardmen of various sorts.

To show their devotion, the lizardmen of the dominion actively raid the surrounding area and bring back tribute for the Thrassians. These treasures are kept in the last room of the gallery, its door sealed with a *blast glyph of warding*. A total of 15,000cp, 21,000sp, and 6,000gp are kept in reed bags within. Resting on a shelf are a topaz (500gp), a garnet (250gp), a tourmaline (100gp), a finely blown glass goblet (50gp), a necklace of sea shells with glass beads (130gp), wrought brass ceremonial helmet (150gp), and a chased silver necklace (600gp). Hanging on the wall are 96 hippogriff feathers (1,00gp, 12 st total). Nearby is a suit of Auran *plate armor +1* with an orichalcum muscle cuirass, vambraces, and greaves; a round cavalry *shield +1* painted with a winged sun; and a *sword +1* with a hilt fashioned in the shape of a seven-pointed star.

The lizardmen collectively have coin totaling 10,000cp and 14,000sp in reed bags spread through the various huts, with around 400sp and 600sp in each hut. Other treasures distributed throughout the village includes 50 mats of woven reed (10gp, 4 st each), 12 jars of meadow rue, marsh marigold, and blackwort dye (50gp, 5 st each), 5 bags of marshmallow root (75gp, 5 st each), 6 sets of silt ware pottery (100gp, 5 st each), and 30 bundles of giant swamp rat pelts (18gp, 3 st each).

THROGHRIN

Lair: 35% *Map Location:* _____

A windowless octagonal marble tower, 25' in diameter, and 40' tall, stands on a lonely hill. The faces of the tower are carved with friezes depicting (in order) a chimera, griffon, harpy, hippogriff, manticore, owlbear, skittering maw, and throghrin. Marble steps, now cracked and overgrown with ivy, lead up to the tower's single patinated bronze door. The interior of the tower is a ruined wizard's laboratory, apparently destroyed in a fierce battle. Several cages on the walls have been torn open, and blood stains the floor and shattered equipment. A thorough search of the equipment (6 turns) will find a bronze key.

A staircase descends downward to an unlit cellar, where **six throghrin** lair. The cellar once connected to a dungeon excavated in the hillside, but the connecting tunnel has collapsed and is now impassable. On the floor of the cellar are a pair of locked chests, each holding 5,000sp. (The bronze key found in the lab above will open these chests.) A series of wall niches hold a large gourd with a strange, layered fluid of ever-changing color (*potion of polymorph*); 3 jars of lamp oil (20gp, 6 st each); 2 jars of kermes red dye (50gp, 5 st each); 4 pair of minotaur horns (14gp, ⅙ st each); an owl bear pelt (110gp, 2 st); 2 dire wolf pelts (50gp, 1 ⅘ st each); and 6 metamphora of special components, holding wyvern wingtips (300gp, 5 st); 5 sets of throghrin claws (300gp, 5st); 2 pairs of owlbear claws (200gp, 3 ⅔ st) and an owl bear stomach (100gp, 1 ⅘ st); a manticore's barbed spikes (300gp, 5 st); 20 sets of harpy wings (300gp, 5 st); and a chimera's goat horns (300gp, 5 st).

Throghrin (6): MV 120', AC 3, HD 3**, hp 18, 16, 14, 12, 11, 10, #AT 2 (claws 8+) or 1 (weapon 8+), Dmg 1d3/1d3 + paralysis or by weapon, Save F3, ML +2, AL C, XP 80; Special: paralytic touch (save v. Paralysis or paralyzed 2d4 turns), regeneration (1hp/round)

TREANT

Lair: 10% *Map Location:* _____

The woodlands descend downward almost 1,000 feet into a two-mile wide glen. The trees here are old and mighty, dominated by great cedar trees 130 feet tall and 10 feet in diameter, with glades of clover, ivy, and tall grass. Screened by a copse of cedar trees is a great, arched cave opening, 21' high and 27' wide. The vast cave beyond is the moot hall of **15 treants** who tend the glen and the surrounding forest. As an ancient dwelling place of Lawful creatures, the cave is an *illuminated pinnacle of good*.

The treants have little use for mundane wealth, but they prize knowledge, and within the moot hall they keep a great library of books. Some of these are copies of famous arcane and historical works, such as the *Book of Nine Arrows* and *The Runestones of Skarstind*, but a large number were written by the treants themselves. These huge wood-bound codices of birch bark record the songs and stories and sayings of the great treants of the moot and the goings-on of the forest for centuries. In all there are 119 books (150gp, ⅜ st each). In addition, each treants' heartwood (600gp, 10 st) and leg-trunks (500gp, 8 ⅔ st) are special components.

Treants (15): MV 60', AC 7, HD 8*, hp 40, #AT 2 (slams 3+), Dmg 2d6/2d6, Save F8, ML +1, AL L, XP 1,100; Special: animate tree (2 trees within 60' fight as treants), tree-like form (imposes -1 penalty on surprise rolls)

TROGLODYTE

Lair: 15% Map Location: _____

A smooth face of volcanic basalt rock is breached by a portal, 5' wide and 8' tall, supported by age-blackened timbers. Strange tracks, vaguely lizard-like, trace pathways in and out of the portal. The portal opens into a tunnel complex once mined by dwarven engineers in search of silver. Now the dwarves have been driven off and the complex is the warren of a troglodyte tribe.

The warren is ruled by **Sselcam**, a **troglodyte chieftain** equipped with scale armor, a bronze Zaharan *shield +1* adorned with spikes surrounding a lion's head, and a barbed iron *spear +2* carved with Thrassian runes. Sselcam is advised by **Kakkurri**, his **shaman** equipped with leather armor, stone battle axe, and 3 barbed darts. Kakkurri carries a coffee-colored fluid with a sweaty odor (*potion*

of human control) and amber fluid smelling of honey (*potion of healing*) in gourds hung on leather straps around his chest.

Sselcam (troglodyte chieftain): MV 120', AC 7/9, HD 6, hp 28, #AT 3 (2 claws/bite 5+) or 1 (*spear* +2 3+), Dmg 1d4+3/1d4+3/1d4+3 or 1d8+5, Save F6, ML +2, AL C, XP 57; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

Kakkurri (troglodyte shaman): MV 120', AC 6, HD 4, hp 20 each, #AT 3 (2 claws/bite 7+) or 1 (weapon 7+ or spell), Dmg 1d4+2/1d4+2/1d4+2 or by weapon +2 or spell, Save C4, ML +1/+2, AL C, XP 135; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws); Spells: 2 1st 1 2nd; Repertoire: as 4th level shaman

As chieftain, Sselcam commands six warbands, each led by a **troglodyte sub-chieftain** equipped with leather armor, stone battle axe, and 3 barbed darts. Each warband consists of five gangs (30 gangs total). Each gang consists of a **troglodyte champion** equipped with hide armor, stone battle axe, and 3 barbed darts, leading **four troglodyte warriors** equipped with 3 barbed darts (as javelins, but +3 attack throws) each. There are a total of 6 sub-chieftains, 30 champions, and 120 warriors.

Troglodyte sub-chieftains (6): MV 120', AC 6, HD 4, hp 20 each, #AT 3 (2 claws/bite 7+) or 1 (weapon 7+), Dmg 1d4+2/1d4+2/1d4+2 or by weapon +2 Save F4, ML +1/+2, AL C, XP 80; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

Troglodyte champions (30): MV 120', AC 5, HD 3, hp 16 each, #AT 3 (2 claws/bite 8+) or 1 (weapon 8+), Dmg 1d4+2/1d4+2/1d4+2 or by weapon +2, Save F3, ML +1/+2, AL C, XP 50; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

Troglodyte warriors (120): MV 120', AC 4, HD 2, hp 9 each, #AT 3 (2 claws/bite 9+) or 1 (weapon 9+), Dmg 1d4/1d4/1d4 or by weapon, Save F2, ML +1/+2, AL C, XP 20; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

Also present in the warren are **120 troglodyte breeders**, responsible for caring for a clutch of **120 eggs**. The egg-layers will only fight if necessary to defend the eggs.

Troglodyte breeders (120): MV 120', AC 3, HD 1+1, hp 6 each, #AT 3 (2 claws/bite 9+) or 1 (weapon 9+), Dmg 1d2/1d2/1d2 or by weapon, Save F1, ML 0/+1, AL C, XP 15; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

A considerable store of goods remains from the previous dwarven occupants, including 114 bags of grain (5sp, 4 st each), one cord of hardwood logs (50gp, 80 st), 8 barrels of dwarven beer (10gp, 8 st each), 35 bricks of salt (7sp, ⅜ st each), 2 barrels of preserved meats (20gp, 8 st each), 8 jars of lamp oil (20gp, 6 st each), and 5 crates of mining tools (200gp, 10 st each). A locked vault, never penetrated by the troglodytes, contains 56 iron ingots (2gp, ⅜ st each), 61 silver ingots (200gp, 2 st each) and 8 electrum ingots (1,000gp, 2 st each), all recently smelted.

During the day, most of the troglodytes will be asleep. One warband will be on guard, with a gang guarding the mine entrance, a gang guarding the treasure trove, a gang guarding the chief, and a gang guarding the egg clutch alongside 20 breeders. At night, most of the troglodytes will be active, though 1d4+1 warbands will be out raiding and hunting.

TROLL

Lair: 40% *Map Location:* _____

An ancient bridge, the work of engineers long dead, has fallen. [If in a river hex, the bridge was across the river; otherwise, the bridge was across a chasm or ravine.] Its mighty arches have toppled backwards, and the huge stones used in its construction have collapsed into artificial rock "caves" at the two terminal ends. Where the bridge once spanned, someone has erected a sturdy-looking rope bridge in its place.

The rubbled remains of the bridge are now occupied by a tribe of trolls. The trolls are ruled by **Mutaggil, a troll chieftain** equipped with scale armor and potions of speed, fire resistance, oil of slipperiness, and healing. Mutaggil knows that enemies are less likely to use fire on him if he is bedecked with fragile valuables, so he goes to battle wearing a silver crown adorned with amber (8,000gp), a wrought orichalcum necklace fashioned in the shape of a silver swan (4,000gp) and 2 matching bracelets (3,000gp each).

The chieftain is defended at all times by **two troll guards** equipped with leather armor. The guards are marked by ceremonial fire burns across their faces and wear a set of cave bear claws (12gp) around their necks.

Mutaggil is advised by **Rabbu, his sub-chieftain**, and **Nebo-Sur, his shaman**. Both are equipped with leather armor.

Mutaggil (troll chieftain): MV 120', AC 8, HD 10+6*, hp 63, #AT 3 (2 claws/bite 2+), Dmg 1d6+2/1d6+2/1d10+2, Save F10, ML +3, AL C, XP 1,550; Special: regeneration (3hp/round, cannot regenerate fire or acid)

Troll guards (2): MV 120', AC 7, HD 8+3*, hp 51, #AT 3 (2 claws/bite 3+), Dmg 1d6+2/1d6+2/1d10+2, Save F8, ML +2/+3, AL C, XP 1,100; Special: regeneration (3hp/round, cannot regenerate fire or acid)

Rabbu (troll sub-chieftain): MV 120', AC 7, HD 8+3*, hp 51, #AT 3 (2 claws/bite 3+), Dmg 1d6+2/1d6+2/1d10+2, Save F8, ML +2/+3, AL C, XP 1,100; Special: regeneration (3hp/round, cannot regenerate fire or acid)

Nebo-Sur (troll shaman): MV 120', AC 7, HD 8+3**, hp 51, #AT 3 (2 claws/bite 3+) or 1 (spell), Dmg 1d6+2/1d6+2/1d10+2 or spell, Save F8, ML +2/+3, AL C, XP 1,600; Special: regeneration (3hp/round, cannot regenerate fire or acid); Spells: 2 1st 1 2nd, Repertoire: as 4th level shaman

As chieftain, Mutaggil commands 4 gangs. Each gang consists of a **troll champion** equipped with hide armor, leading **six troll warriors**.

In total, Mutaggil's tribe consists of 1 shaman, 1 sub-chieftain, 2 guards, 4 champions, and 24 warriors.

Troll champions (4): MV 120', AC 6, HD 7+3, hp 45 each, #AT 3 (2 claws/bite 3+), Dmg 1d6/1d6/1d10, Save F7, ML +2/+3, AL C, XP 900; Special: regeneration (3hp/round, cannot regenerate fire or acid)

Troll warriors (24): MV 120', AC 5, HD 6+3*, hp 30 each, #AT 3 (2 claws/bite 4+), Dmg 1d6/1d6/1d10, Save F6, ML +2/+3, AL C, XP 680; Special: regeneration (3hp/round, cannot regenerate fire or acid)

Troll villagers (24): MV 120', AC 4, HD 4+1*, hp 19 each, #AT 3 (2 claws/bite 6+), Dmg 1d4/1d4/1d8 Save F4, ML +2/+3, AL C, XP 215; Special: regeneration (3hp/round, cannot regenerate fire or acid)

Troll whelps (24): MV 120', AC 3, HD 1*, hp 5 each, #AT 3 (2 claws/bite 10+), Dmg 1d2/1d2/1d4, Save F1, ML 0/+1, AL C, XP 13; Special: regeneration (3hp/round, cannot regenerate fire or acid)

There are about thirty "caves" on either end of the bridge (60 total). Characters with Craft (stonemasonry), Engineering, or Land Surveying can tell that the caves are too numerous and symmetric to have been the result of chance from the bridge's collapse. In fact, the trolls have laboriously built up the rubble into these crude shelters. Each troll has its own cave (villagers and whelps share), with about half living on either side of the bridge.

The trolls demand a toll from travelers who seek to cross "their" bridge. The toll assessed will depend on the apparent wealth and power of the travelers, but typically approximates 1 day's wage per person. Those who refuse to pay are attacked (and then eaten). In this manner, the trolls have accumulated a substantial treasure. They collectively have coin totaling 11,000cp, 12,000sp, and 10,000ep. The coin is stored in sacks spread through the various caves, with around 55cp, 60sp, and 50ep in each villager's cave; 110cp, 120sp, and 100ep in each warrior's cave; 220cp, 240sp, and 200ep in each champion's cave; 550cp, 600sp, and 500ep in the shaman, sub-chieftain and guards' caves; and 3,960cp, 4,320sp, and 3,600ep in the chief's cave. The chief's cave also has a sack holding a Zaharan mace with a marble head with cuneiform inscriptions (*mace +1*), 17 hawk-fletched elvish arrows (*arrows +1*), 2 wrought gold decanters (900gp each), 4 maple wood syrinxes with ivory inlay (500gp each), 1 flawless diamond (4,000gp), and 2 pieces of whorled nephrite jade (1,500gp each).

In addition, the trolls have some goods gathered in hunts, tributes, and raids. These include 75 antelope horns (2gp each, 1 st per 5 horns); 6 bundles of fur pelts (15gp, 3 st each); 9 cave bear pelts (160gp, 3 st each); 325 giant hawk feathers (1,200gp total, 13 st total); a pair of great ivory tusks (500gp, 5st each); and a mounted owl bear (770gp, 14 st).

On the far side of the bridge, the trolls range a herd of 60 cattle (40gp each), 150 pigs (3gp each), 225 sheep (2gp each), which they use for meat, blood, and milk. During the day, the livestock will be guarded by four troll villagers, while at night four troll warriors will be with the herd.

UNICORN

Lair: 5% Map Location: _____

Here the land falls way to an open dell, 240' wide and 120' deep, lush with tall grass adorned with purple violets and red and gold azaleas. At the center of the dell is a shallow pool of spring water, from which rises a colonnaded rotunda of white marble, with columns sheathed in ivy. Hanging within the rotunda are seven silver holy symbols of the Empyrean gods (worth 100gp each).

The dell is the sanctum of **six unicorns**. Because of the unicorn's residence here, the entire dell has become an *illuminated pinnacle of good* (see p. 31) while the rotunda itself has become *hallowed* (see p. 49). Lawful clerics, paladins, and maidens will be allowed to benefit from the dell. Other characters will be driven off unless they enjoy Friendly reactions with the unicorns. Beastmen, Thrassians, Zaharans, and other seemingly chaotic creatures will be attacked on sight. If the unicorns are slain, the illuminated pinnacle is destroyed. The unicorns' horns are exceptionally valuable (1,000gp and 1 st each) as mundane and special components. Killing a unicorn is a chaotic act of the highest magnitude.

Unicorns (6): MV 240', AC 7, HD 4*, hp 26, 24, 22, 21, 18, 17, #AT 3 (2 hooves/horn 7+), Dmg 1d8/1d8/1d8, Save F8, ML -1, AL L, XP 135; Special: curative horn (*cure light wounds* 3/day), transport (unicorn and rider, as *dimension door*, up to 360')

VAMPIRE

Lair: 25% *Map Location:* _____

What first appears to be a small hill surmounted by a rocky tor reveals itself upon closer inspection to actually be an ancient flat-topped stepped pyramid of mudbrick [limestone if in swamp], with stairways on all four sides. The pyramid is 180' on a side, with four tiers ascending to a height of 105' feet. It is so old as to be almost entirely covered with sand [overgrown with vegetation if encountered in swamp]. At the top of the pyramid is a peristasis (colonnaded porch). The columns of the peristasis still stand, but the statue of a dragon-winged woman on its roof has collapsed and scattered rubble everywhere. Within the peristasis, a staircase leads downward into a dark, windowless 50' × 50' shrine.

At the center of the shrine stands a black slate table, with patinated bronze manacles, covered with dried blood. The sacrificial table is surrounded by stone slab doors on all four sides. The doors are exceptionally hard to pry open (-2 penalty to proficiency throws to open them), but placing a man-sized body, or weight of 100 lbs or more, on the sacrificial table pneumatically opens the doors after a delay of one minute (6 rounds). Beyond the doors are the resting places of **four vampires**. Opening any of the doors awakens all four vampires. Each vampire wears grey hooded robes and an amulet set with three black opals (1,500gp value each). With the abandonment of the pyramid, the vampires have been starved of life energy for centuries, and they will attack any living creatures they encounter.

Below the sacrificial table is a trapdoor leading to the pyramid's treasure vault. The vault holds a pair of black iron coffers with 1,000ep

each; a cedar chest with 3,000gp; and a cedar chest with 2 jars of myrrh extract (800gp, 1 st each), 24 carved ivory skulls (50gp, ⅜ st each), a chalky white *potion of undead control,* an effervescent sky-blue *potion of flying,* and 3 bone scroll tubes, with a *cursed scroll*, a *scroll of ward against undead,* and a *scroll of choking grip, protection from good, summon berserkers, wall of smoke, deathless minion, necromantic potence, dismember*. All the scrolls are written in Zaharan.

Vampires (4): MV 120'/180' fly, AC 7, HD 8****, hp 40, 39, 38, 33, #AT 1 (touch 3+), Dmg 1d10 + energy drain, Save F8, ML +3, AL C, XP 2,600; Special: Charming gaze (save v. Spells at -2 or *charmed*), enervative touch (drains 2 levels permanently), hard to kill (*gaseous form* at ohp), immunity to non-magical weapons, infectious (slain creature becomes vampire in 3 days), summon animal (1d10 bat swarms or rat swarms underground, 3d6 wolves or 2d4 dire wolves above ground), regeneration (3 hp/round), resistance to cold and electricity, transformation (*gaseous form,* dire wolf, giant bat at will), undead immunities, vulnerability to garlic (cringe 1d4 rounds), vulnerability to holy symbol (impedes movement), vulnerability to running water (diein 1 turn), vulnerability to sunlight (save v. Death or die)

As a place of death and chaos, the pyramid complex has become a *blighted sinkhole of evil* (see *ACKS*, p. 252).

VARMINT, GIANT FERRET

Lair: 25% *Map Location:* _____

A field here is pocketed with holes 3' in diameter. Scattered near the holes are the bones and gristle of dogs and other small animals. Below the field lies a burrow, consisting of four 12' square dens crisscrossed by horizontal tunnels, each 2' to 5' in diameter. The burrow is occupied by **11 giant ferrets**. The giant ferrets have no treasure, but their snouts are special components (15gp and ⅛ st each) and their fur pelts are valuable (7gp and 2/6 st each) if harvested intact.

Giant ferrets (11): MV 150', AC 4, HD 1+1, hp 6, #AT 1 (bite 9+), Dmg 1d8, Save F1, ML 0, AL N, XP 15

VARMINT, GIANT RAT

Lair: 10% *Map Location:* _____

A dark alley [canal if in river terrain], filled with trash [detritus if in river terrain], has become the den for a plague of **25 giant rats**. These rats have created a complex, maze-like nest from the heaps of filth and rotted crates and barrels strewn through the alley. Among the filth can be found a set of thieves' tools wrapped in oilskin (25gp), a pouch holding 2 lbs of comfrey (20gp, ⅔ st), a silver dagger (30gp), a scrimshaw drinking horn (40gp), and a cracked vase of Tirenean blown-glass (70gp, ⅛ st). If intact, the giant rats' fur pelts are worth 1gp and weigh ⅛ stone each. The giant rats' tails are special components (5gp, ⅛ st each).

Giant rats (25): MV 120'/60' swim, AC 2, HD ½, hp 3 each, #AT 1 (bite 10+), Dmg 1d3 + disease, Save F1, ML 0, AL N, XP 5; Special: disease carrier (5% of causing disease through bite)

VARMINT, GIANT SHREW

Lair: 40% *Map Location:* _____

Erupting from the forest floor is a giant bee hive, 16' in diameter and 19' tall, its honeycombed structure filled with numerous cells, each 2-8' in diameter. The hive is ominously quiet, and no insect activity is apparent. In fact, the bees have been devoured by **eight giant shrews** who have now taken up residence here. The giant shrews' fur pelts are worth 8gp each if harvested intact, and the shrews' paws are special components (10gp and 1/6 st). There is no other treasure in the hive.

Giant shrews (8): MV 180', AC 5, HD 1, hp 6, #AT 2 (bites 10+), Dmg 1d6/1d6, Save F1, ML +2, AL N, XP 10; Special: blind sense (60') , extremely fast (always have initiative on first round, +1 initiative on second round), jump 5'

VARMINT, GIANT WEASEL

Lair: 25% *Map Location:* _____

Below the scrub-land lies a complex burrow consisting of a grid of 3'-8' diameter tunnels that intersect at feeding chambers, nests, toilets, and food storage chambers, each about 15' to 20' square. A total of seven exits lead from the burrow to the surface, visible from the surface as kick outs of excavated soil and freshly-cut shrubs. The burrows are home to a sneak of **four giant weasels**. The weasels are man-eaters, and one of the food storage chambers contains the half-eaten remains of several humanoids. A pouch on one of the cadavers contains 1,000sp, a pair of topazes (500gp each) and a carnelian (75gp). The giant weasels' fur pelts are very valuable (115gp and 5 ⅔ st) if harvested intact. The giant weasels' teeth (115gp and 2 st) and whiskers (100gp and 1 ⅔ st) are special components.

Giant weasels (4): MV 150', AC 2, HD 4+4, hp 28, 25, 22, 19, #AT 1 (bite 6+), Dmg 2d4 + blood drain, Save F3, ML 0, AL N, XP 215; Special: Special: blood drain (2d4 ongoing, continues until slain

VENOUS SENTINEL

Lair: 35% *Map Location:* _____

A large stone slab half-closes a rough opening into the ground here. A foyer is cut into the rock beyond the opening, leading to a stairwell that descends 60' down into the raw rock. Torchlight reveal coins scattered on the stairs, as if dropped on the way up or down. The stairwell ends at an open pit, 10' wide and 60' deep. Across the pit, the pathway widens and splits. To the right, a columned room displays frescoes from the life of an ancient Zaharan noble. To the left, a ramp drops another 40' into a tomb. Carved into the entryway are dire warnings to any raider daring entry into the crypt below.

The tomb is a 30' × 30' columned room, with a 10' × 10' opening in the center revealing a burial vault carved out underneath. Several ropes lay dry-rotted on the floor. In the burial vault, an ornate sarcophagus is surrounded by 14 large, engraved canopic jars, 4 on either side, and 3 at the head and foot of the sarcophagus. Various other jars, chests, and assorted containers lay smashed about the tomb. A handful of coins are dribbled here and there, amongst other broken and ruined burial goods.

The jars at the foot are opened; the rest remain sealed, though several others show signs of an aborted attempt to crack the seals. The canopic jars contain not treasure, but **11 venous sentinels**, set to guard the body of the noble interred here. Opening any jar will cause the other jars to pop open, releasing the venous sentinel in each.

Venous Sentinels (11): MV 120', AC 3, HD 2**, hp 9 each, #AT 1d6 (slashes 9+), Dmg 1d4 + blood drain each, Save F2, ML N/A, AL C, XP 38; Special: blood drain (1 immediate and 1 ongoing, deal 3hp in one blow to cut off), undead immunities

Aside from the 90cp littering the stairs and floor, the tomb is devoid of treasure. Opening the sarcophagus reveals only the desiccated husk of a Zaharan noble who did not survive an attempt to transition to undeath.

WIGHT

Lair: 70% *Map Location:* _____

Charred and burnt stone blocks and other pieces of crumbled masonry, overgrown with ivy and lichen, litter this small 30' × 30' clearing. The toppled statue of Calefa, Empyrean psychopomp of the dead, suggests this may once have been a mausoleum. Stalking the ruins are **six wights**. Hidden underneath a burnt piece of masonry are the grave goods of the deceased: 2,000sp, two sets of red-figure pottery (100gp, 5 st each), 11 sticks of frankincense (190gp, ⅙ st each), and an engraved gold serving bowl with lapis-lazuli rim (1000gp). The mausoleum's shrine to Calefa was intended to keep this place of death from becoming a *sinkhole of evil*, but now that the shrine has been destroyed it has a 1% chance each year of becoming shadowed.

Wights (6): MV 90', AC 4, HD 3**, hp 15, #AT 1 (claw 8+), Dmg Energy drain, Save F3, ML +4, AL C, XP 80; Special: enervative touch (drains 1 level permanently), immunity to non-magical/non-silver weapons, infectious (slain creature becomes wight in 1d4 days), undead immunities

WOLF

Lair: 10% *Map Location:* _____

Dug in the soft soil near a riverbank hollow is a small, 2' wide hole surrounded by a large pile of dirt. A series of animal trails radiate from the hole; characters with Tracking proficiency can identify them as wolf tracks. The hole leads to a tunnel 15' long, terminating in a wolf's den about 4' square, littered with small bones. Inside, **one wolf** (hp 12) is nuzzling **three wolf cubs**. The rest of the pack, another **ten wolves**, prowls the vicinity, and will rush back to protect the den in 1d6 rounds. The wolves have no treasure, but their pelts are worth 15gp each if harvested intact, and the cubs are worth 3gp each if captured alive.

Wolves (11): MV 180', AC 2, HD 2+2, hp 16, 15, 13, 12, 12, 12, 11, 10, 10, 9, 6, #AT 1 (bite 8+), Dmg 1d6, Save F1, ML 0, AL N, XP 35; Special: pack fighter (-1 morale if pack reduced to 50%)

Wolf cubs (3): MV 150', AC 0, HD 1+1, hp 5, #AT 1 (bite 9+), Dmg 1d2, Save NM, ML -1, AL N, XP 15

WOLF, DIRE

Lair: 10% *Map Location:* _____

An 8' wide, 8' high cleft between two great limestone boulders serves as the den of this pack of **five dire wolves** and **three baby dire wolf cubs**. One of the dire wolves is nursing the cubs, while the other four are relaxing nearby after a recent meal. The dire wolves have no treasure, but their pelts are worth 50gp each if harvested intact, and the cubs are worth 25gp each if captured alive. The dire wolves' teeth are special components (140gp and 2 2/6 st each).

Dire wolves (5): MV 150', AC 3, HD 4+1, hp 22, 21, 20, 18, 16, #AT 1 (bite 6+), Dmg 2d4, Save F2, ML 0, AL N, XP 140

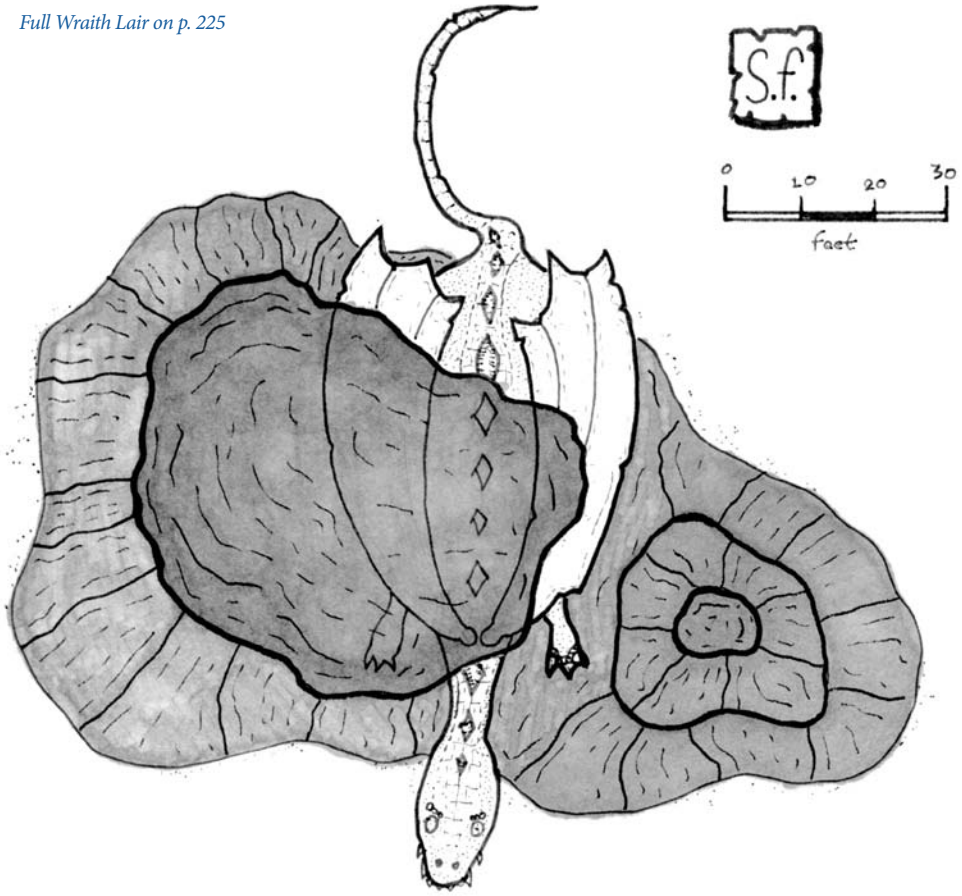
Baby dire wolf cubs (3): MV 110', AC 0, HD 1+1, hp 6, 4, 3, #AT 1 (bite 9+), Dmg 1, Save F1, ML 0, AL N, XP 15

WRAITH

Lair: 25% *Map Location:* _____

A colossal, life-sized statue of a dragon, carved from mottled green marble, is half-buried in the earth here. The statue is 93' long, with a 31' tail (124' total), and folded wings measuring 40' wide. Two great emeralds (4,000gp each) are mounted as the dragon's eyes.

Full Wraith Lair on p. 225





The statue radiates a *shadowed sinkhole of evil* in a 10' radius (see *ACKS*, p. 252), as it is in truth an enormous idol to Iskara, the Mother of Monsters. Lawful or neutral characters who enter the sinkhole of evil, and any characters who deface the statue, are attacked by **four wraiths**. The wraiths emerge from the dragon's head, appearing as bearded warriors equipped with conical helmets with tall plumes, lamellar cuirasses, conical shields, and short hooked swords. In life, the wraiths were fanatical anti-paladins sworn to Iskara. When the statue was consecrated, they damned themselves to undeath in order to serve as its eternal guardians. The wraiths are necromantically bound to the statue: they cannot leave its sight but cannot be turned while they remain within its sinkhole of evil. The ectoplasm of the wraiths is a special component (200gp, 3 2/6 st each).

Prying off the statues' eyes reveals a cavity inside its head, which conceals the dusty bones of the four guardians and their arms and armor. Three sets have corroded into worthlessness, but a fourth set is untarnished and gleaming. It consists of a *short sword +1, lamellar armor +1* and *shield +1*.

Wraiths (4): MV 120'/240' fly, AC 6, HD 4**, #AT 1 (touch 7+), Dmg 1d6 + energy drain, Save F4, ML +4, AL C, XP 190; Special: enervative touch (drains 1 level permanently), immunity to non-magical/non-silver weapons, infectious (slain creature becomes wraith in 24 hours), resistance to silver weapons, undead immunities

Note: A typical wraith lair would only have around 2,500gp of treasure. However, this lair is also the destination of a "treasure map to 5d6 gems, 2 magic items" generated for the Elf lair. (The 22 gems rolled were converted into 2 brilliants.) The treasure here is thus actually attributable to the Elf encounter.

WYVERN

Lair: 30% *Map Location:* _____

A terraced pit, 300' diameter and 60' deep, pockets the ground here. At the bottom of the pit is a moss-covered granite statue, heavily weathered and barely recognizable as Telith, Chthonic demon-goddess of the earth. The floor of the pit around the statue is a wild thicket of strange mushrooms, colored mosses, and squat standing stones. A flight of **six wyverns** nests on the terraces encircling the floor of the pit.

Hidden in a stone-lined vault beneath the statue is an ancient temple treasury consisting of 16 silver ingots (300gp, 2 st each). In addition, the wyverns have valuable horns (40gp and 3/6 st each) and talons (16gp and 1 4/6 st each). The wyverns' body parts are also valuable as special components, including their eyes (120 gp and 2 st each), stingers (360gp and 6 st each), talons (360gp and 6 st each) and wingtips (300gp and 5 st each). Characters with Animal Husbandry proficiency can extract 1 dose of venom (700gp, onset 1 round, +1 save modifier, 6d6 damage) from each wyvern.

Wyverns (6): MV 90'/240' fly, AC 6, HD 7**, hp 35 each, #AT 2 (bite/sting 4+) or 2 (talon/talon 4+), Dmg 2d8/2d8 + poison or 2d8/2d8, Save F4, ML +1, AL C, XP 1,140; Special: dive attack, poison sting (save v. Poison or die)

YALI

Lair: 25% *Map Location:* _____

A lonely white marble pavilion, several centuries old, stands on a dusty hilltop. Its three-stepped masonry base is 22' square, and carries four rectangular columns on each side. These columns support an entablature 16' overhead decorated with intricate scrollwork. In the center of the pavilion, an 8' tall statue has been carved from a single huge piece of stone. The statue resembles a grotesquely fat man in ceremonial robes seated on a pedestal, holding a loaf of bread in one hand and a scroll in the other.

The statue is an altar to Trisiras, Somirean god of knowledge (cognate in name and sphere to the Auran god Istreus). The entire pavilion is an *illuminated pinnacle of good* (seep. 31)**.** The pedestal upon which Trisiras is seated conceals a hidden vault wherein the shrine's treasures are kept. The vault contains 2,000ep; 1,000gp; 250 gilded hawk feathers (4gp each, 1st per 25 feathers); 30 religious manuscripts on copper plates bound with rings (150gp, 3/6 st each); 32 jade carvings of gods, monsters, and heroes (200gp each); a chryselephantine statuette of Trisiras (1000gp, 1 st); and 2 ornamental jars of saffron and myrrh (2,500gp, 4 st each). The most sacred treasures are a gold circlet with an embossed third eye (*medallion of ESP 90'*), an ivory and gold rod resembling entwined serpents (*wand of detecting magic, 14 charges*), and a copper plate with Somirean arcana engraved upon it (*scroll of detect ritual magic*).

Behind the statue are the remains of the pavilion's caretaker, an aged priest. Characters with Healing proficiency can identify that he died of old age. Guarding the body are a crouched **pair of yali**. The yali will attack any who deface the temple, loot the vault, or disturb the remains of their beloved master. The yali are actually tamed and trained guard animals, however, and if confidently approached by a character with Animal Training (yali) they can be safely handled (see p. 122). If the yali are slain, their tusks are worth 1d4x25gp each and their fur pelts are worth 135gp each if intact.

Yali (2): MV 150', AC 5, HD 9*, hp 50, 47, #AT 3 (claw/claw/bite or tail 3+), Dmg 1d10/1d10/2d12 or grab, AL L, XP 1,300; Special: detect evil (as spell), tail grab (escape with save v. Paralysis)

ZOMBIE

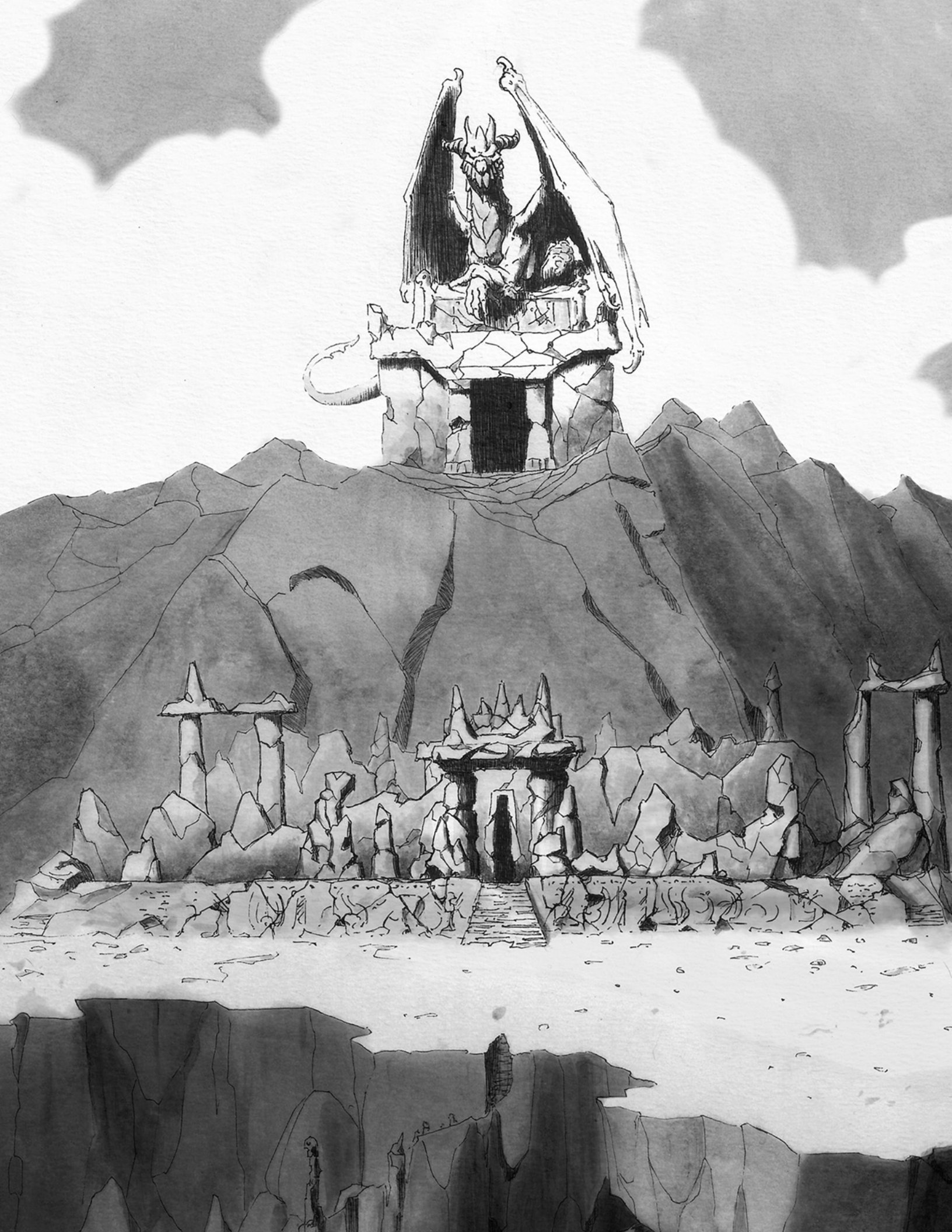
Lair: 35% *Map Location:* _____

A lonely grey granite obelisk rises 15' from an earthen mound some 40' in diameter. The obelisk is covered in webs, vines, and dust. Brushing away the overgrowth reveals that the obelisk is carved with Zaharan cuneiforms, which read "*Though the enemy was more numerous than the grains of sand on the beach, we fell upon them with the might of Iskara and the rage of Bel. Lo, they were scattered before us.*" Touching the obelisk awakens the Zaharan warriors buried in the mound – **17 Zombies,** who clamber out of the soil. The mound itself is a *shadowed sinkhole of evil* (see *ACKS*, p. 252). The zombies' brains (20gp and 2/6 st each) and cadavers (10gp and 1/6 st each) are special components.

Zombies (17): MV 60', AC 1, HD 2*, hp 9 each, #AT 1 (claw or weapon 9+), Dmg 1d8 or by weapon, Save F1, ML N/A, AL C, XP 29; Special: clumsy (always attack last in round), undead immunities

CHAPTER 4: MONSTERS





ABILITY SCORES FOR MONSTERS

In *ACKS,* human and demi-human characters are assigned ability scores between 3 and 18 in Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma, representing their ability in these areas relative to the human average of 10.

Monsters can also be assigned ability scores. For simplicity, we assume most monsters are average specimens of their species, with ability scores of 9 in all characteristics. Note that a monster's ability scores are *not* measured against the human average. A horse with INT 18 is smart *for a horse*, but is not capable of tool use or mathematics. A giant with STR 7 is quite weak *for a giant*, but is still considerably stronger than a man!

As with human and demi-human characters, a monstrous ability score of less than 9 or greater than 12 will provide a bonus or penalty on rolls and throws related to the ability score. Except as noted below, the bonus or penalty is identical to that for human and demi-human characters.

Strength: The bonus or penalty to attack throws and damage rolls is adjusted by how damaging the monster's natural attacks are. Cross-reference the monster's STR score with its average damage from each natural attack on the table below to find the bonus or penalty to the attack throws and damage rolls.

Ability Score	2 or less	3 – 6	7-12	13-24	25 or more
3	-2	-3	-6	-8	-12
4	-1	-2	-5	-7	-10
5	-1	-2	-4	-6	-8
6	0	-1	-3	-4	-6
7	0	-1	-2	-3	-4
8	0	-1	-1	-2	-3
9	0	0	0	-1	-2
10	0	0	0	0	0
11	0	0	0	0	0
12	0	0	0	+1	+2
13	0	+1	+1	+2	+3
14	0	+1	+2	+3	+4
15	0	+1	+3	+4	+6
16	+1	+2	+4	+6	+8
17	+1	+2	+5	+7	+10
18	+2	+3	+6	+8	+12

EXAMPLE #1: A dragon turtle deals 1d8 points of damage (4.5 average) with its claws and 1d6x10 (35 average) with its bite. A dragon turtle with STR 18 gets +3 to hit and damage with its claws and +12 to hit and damage with its bite.

EXAMPLE #2: An ordinary hawk deals 1d2 points of damage (1.5 average) with its talons. An ordinary hawk with STR 4 has -1 to hit and damage with its talons. An ordinary hawk with STR 18 has +2 to hit and damage.

A creature's maximum load is adjusted by its STR modifier × (normal load/10). (Most creatures have a maximum load equal to twice their normal load, see p. 117). A humanoid creature's maximum load is adjusted by its STR modifier × (normal load/5), rounded to the nearest stone. Round 0.5 up if negative, down if positive.

EXAMPLE #1: A dragon turtle has a normal load of 2,300 stone. Therefore, it has a maximum load of 4,600 stone. A dragon turtle with STR 18 has its maximum load increased by [3 × (2,300/10)] 414 stone to 5,014 stone.

Intelligence: Sapient monsters, such as all giants, all humanoids, most undead (except skeletons and zombies), and some fantastic creatures (including blink dogs, chimera, demon boars, doppelgangers, dragons, dragon turtles, harpies, hell hounds, lamia, lammasu, lycanthropes, manticores, medusas, minotaurs, pegasi, phase tigers, rocs, shadows, throghrin, treants, and unicorns) can gain bonus proficiencies and languages from an Intelligence bonus just as a human or demi-human character does. A sapient monster that casts arcane spells (such as dragons) can increase the number of spells of each level in its repertoire by its Intelligence bonus.

EXAMPLE: A mature adult dragon capable of speech has a repertoire of 2 1st, 2 2nd, and 2 3rd level spells. A mature adult dragon with INT 16 has its repertoire increased to 4 1st, 4 2nd, and 4 3rd level spells.

Animals, vermin, and fantastic creatures possessed of merely animal intelligence (including basilisks, cockatrices, gorgons, griffons, hippogriffs, hydras, owlbears, remorhaz, rust monsters, sea serpents, stirges, or wyverns) do not gain proficiencies, languages, or spells from their INT bonus. The monster's Intelligence instead determines how easy the monster is to train. The number of tricks such a monster may be taught by an animal trainer is equal to 5 plus the INT bonus or penalty. The number of tricks therefore ranges from 2 to 8 (which is the reason why in *ACKS* an animal can learn 2d4 tricks from a trainer). Some monsters are innately more or less trainable and have a **trainability modifier** applied to their maximum number of tricks. See **Taming and Training Monsters**, below, for more details.

"Tim is In Trouble" Memorial Rule: If a creature of animal intelligence has a combined INT modifier plus trainability modifier of 5 or more, it may (at the Judge's discretion) be considered semi-sapient and capable of learning primitive communication, simple math, and basic tool use.

EXAMPLE: Tim, an enchanter, is the proud owner of Lacey, a hunting dog (trainability modifier +2) of unusual intelligence for her kind (INT 18). Because Lacey's combined INT and trainability modifiers are 5, she is semi-sapient. Thus, when Tim falls down a 10' pit, Lacey is able to rush to his companions and alert them that Tim is in trouble with sharp barks, even though she hasn't been taught a trick to do this.

Mindless monsters, such as most constructs (except gargoyles) and all oozes, do not have Intelligence scores or trainability modifiers.

Dexterity: Non-humanoid monsters have their movement rate adjusted by their DEX modifier. The creature's encounter movement rate is adjusted by 10' × DEX bonus × (Movement Rate/120'). Its combat movement rate is adjusted by one-third the encounter movement rate adjustment. A creature's ability to travel long distances quickly is limited by its stamina as well as its speed, so its wilderness movement rate is adjusted by the lower of DEX or CON bonus × 2 miles × (Movement Rate/120').

EXAMPLE: A light horse has an encounter movement rate of 240', combat movement rate of 80', and wilderness rate of 48 miles per day. A light horse with DEX 18 (+3 bonus) and CON 14 (+1) has its encounter movement rate adjusted by (10' × 3 × 240' / 120') = 60', yielding an adjusted encounter movement rate of 300'. Its combat movement rate is increased from 80' by (60'/3) to 100'. Its wilderness movement rate is limited by its CON bonus of +1, so it is increased by just (1 × 2 × 240'/120') 2 miles, to 50 miles per day.

Constitution: For monsters other than constructs and undead, the CON score represents general health and vitality. For constructs, the CON score represents the sturdiness of construction. For undead, the CON score represents the negative animus which sustains its baneful existence. In all cases, the bonus or penalty from Constitution is added as a modifier to each Hit Die roll. (Monsters who have advanced in HD beyond the maximum permitted for their size may not apply their CON modifier towards those HD; see p. 117.)

EXAMPLE: A storm giant has 15 HD, so it rolls 15d8 for its hit points. If the storm giant has CON 16, it will roll 15d8+30 for its hit points.

Charisma: Add the monster's Charisma bonus or penalty to its morale score and to the morale score of any monsters it leads. Mindless monsters (such as skeletons) do not have Charisma scores.

PROFICIENCIES FOR MONSTERS

Like human and demi-human characters, sapient monsters also possess proficiencies. However, most monsters do not spend their lives training for dungeon encounters with adventurers, and their proficiency choices tend to favor everyday skills such as Animal Husbandry, Endurance, Labor, Navigation, Survival, or Trapping. For the most part, these will have little impact on play, and for simplicity can be ignored. If a monster is exceptionally intelligent, dangerous, or well-trained, though, the Judge can use the rules below to assign proficiencies to it.

A sapient monster begins with the Monster proficiency as well as one class proficiency and one general proficiency.

Monster: The monster is well-equipped for life as a creature of its kind. The specific tasks which are covered by this proficiency are determined by the type of creature, but will generally include knowing how to find food, secure shelter, easily open stuck dungeon doors, wait patiently for prey, collect treasure for barter, etc. This is the equivalent of the Adventuring proficiency for monsters.

In addition, a monster with an Intelligence bonus will gain additional general proficiencies equal to this bonus. If a monster has more HD than normal for its species (such as an orc chieftain with 4 HD), it earns additional class and general proficiencies; treat each HD gained as a class level of fighter. A monster also gains an additional general proficiency when it reaches the middle aged, old, and ancient age categories for its species.



EXAMPLE: Bailshar is a middle aged orc chieftain (4 HD) of exceptional intelligence (INT 16, +2). Having seen a prior chief slain by adventurers while he was but a whelp, he has ruthlessly trained himself to be ready for the next band of "heroes" who attacks his village. Bailshar begins play with Monster (orc) proficiency, plus one class and one general proficiency. Having gained 3 HD more than the average orc, he counts as having gained three fighter levels for proficiency purposes, so this adds one additional class proficiency (for a total of two). His high INT earns him two more general proficiencies, and middle age provides one more (for a total of four). The Judge selects Combat Reflexes and Command as Bailshar's class proficiencies. He chooses Animal Training, Leadership, Manual of Arms, and Military Strategy as Bailshar's general proficiencies. When the Judge designs the dungeon where Bailshar rules, he stocks it with trained animals and notes that the orcs are trained in small-unit tactics and have exceptional morale (from Bailshar's Command proficiency).

AGELESS MONSTERS

Creatures who lack some or all age categories will gain fewer or no proficiencies with age. For instance, elves remain at the Adult age category until death, so they do not gain general proficiencies for reaching an Old or Ancient age category.



TRANSFORMED MONSTERS

Sometimes a sapient monster may be transformed from one type of creature to another type with a different set of age categories, or no age categories at all. For instance, a dwarf might be transformed into a vampire. When this occurs, the creature continues to gain proficiencies based on its original age categories. Once it reaches its original ancient age category, it ceases gaining proficiencies from age, even if it lives for millennia thereafter. (Sorry, liches.)

EXAMPLE: As a reward for his loyal service to the local dark lord, Bailshar the orc chieftain is transformed into a vampire. He is 37 years old (Middle Aged for an orc) when this occurs. As a vampire, he ceases aging. Nevertheless, when he reaches 45 years of age (Old for an orc), Bailshar gains an additional general proficiency. He gains an additional general proficiency when he turns 60 (Ancient for an orc). He then endures centuries of apathy without gaining any proficiencies, eventually taking a walk at dawn at age 1,040 out of boredom.

MONSTROUS HENCHMEN

The monstrous henchman – be it the white wolf at the side of a black-clad ranger, the draconic mount of a young champion, the noble steed of a gleaming knight, or the beastman chief at the side of the evil overlord – is a staple of fantasy literature. The rules below allow adventurers to recruit monsters as henchmen and advance them in power over time.

RECRUITING MONSTROUS HENCHMEN

Adventurers with Beast Friendship proficiency or Friends of Birds and Beasts class power can recruit animals (including giant and prehistoric animals) as henchmen. All adventurers can recruit sapient monsters of the beastman, giant, humanoid, fantastic creature, and undead types. Monsters (of whatever type) count against the total number of henchmen the character can lead.

Before being recruited, monsters must first be found. Normal animals, such as hunting dogs or warhorses, can of course be found and purchased in markets using the standard rules for Equipment Availability by Market Class (*ACKS,* p. 39). Small numbers of sapient monsters might be available for hire in large towns and cities (see Exotic Mercenaries, *Domains at War: Campaigns*, p. 12). Otherwise, monstrous henchmen must be recruited from those encountered on dungeons or wilderness adventures.

To be recruited, monstrous henchmen must have fewer HD than their employer has levels. A 1st level character can recruit monsters with 1-1 HD or less. A 14th level character could recruit monsters of less than 14 HD. Monsters with 14 HD or more (such as giant rocs) can only be recruited as henchmen by other, more powerful monsters.

A monster can only be offered employment at the start of an encounter if the monster's reactions are Neutral, Indifferent, or Friendly (see *ACKS,* p. 99). Alternatively, a monster can be offered employment at the close of combat if it is defeated and captured. In either case, the adventurer must be able to intelligibly communicate with the monster.

When an adventurer attempts to recruit a monster, the Judge should determine the monster's response to an employment offer with a reaction roll of 2d6. If the monster was found in a market or peace-

fully encountered on an adventure, the Judge should make the reaction roll on the Reaction to Hiring Offer table (*ACKS,* p. 49) to determine the result. If the monster was defeated and captured, the Judge should use the Irrefusable Offer table, below. The adventurer's CHA modifier is applied as a die roll modifier, along with any bonuses for Diplomacy, Intimidation, or other proficiencies. If the adventurer and the monster are of opposite alignments, apply a -2 penalty. If the monster is independent, apply its morale modifier (if any) as a negative modifier to the recruitment roll. If the monster was part of a group (warband or tribe) defeated in battle, apply its previous leader's morale modifier (if any) instead. The Judge may apply any other adjustments he feels are appropriate.

Irrefusable Offer	
Adjusted Die Roll (2d6)	**Result**
2–	Betrayal
3–5	Escape
6–8	Hesitate
9–11	Accept
12+	Accept with élan

Betray means that the monster will pretend to accept the offer in order to betray the adventurer when the opportunity presents itself. The monster secretly hates and loathes its "employer" and will actively work against the adventurer's interest.

Escape means that the monster will pretend to accept the offer in order to save its own life. It will desert from the adventurer's service if an opportunity to safely do so presents itself. The monster might attempt to harm the adventurer during the course of its desertion if able to do so, but escape rather than betrayal will be its objective.

Hesitate means that the monster will accept the offer, but it feels uncertain loyalties. It begins its service with a morale score of -2 instead of 0. **Accept** means that the monster becomes loyal to the character, with a morale score of 0. **Accept with élan** means the offer is accepted with very good spirit, and the henchmen's morale score begins at +1.

PAYING MONSTROUS HENCHMEN

Sapient monstrous henchmen are typically hired for a share of treasure (at least 15% of the employer's income) and a monthly fee for food, lodging, and expenses. The monstrous henchmen's monthly fee is determined using the Henchmen Monthly Fee table (*ACKS,* p. 51), substituting Hit Dice for level.

An animal henchman need not be paid a share of the adventurer's income, but its care and training is nevertheless quite expensive. These costs are equal to the animal's supply cost (p. 124) plus additional costs equal to the wages of a henchmen of its Hit Dice (*ACKS,* p. 51).

ADVANCING MONSTROUS HENCHMEN

Monster Size and Hit Dice	
Size	**Maximum Hit Dice**
Man-Sized or less	9
Large	13
Huge	17
Gigantic	25
Colossal	40

A monstrous henchman may advance its characteristics through adventuring. It requires 3,000 XP plus 500 XP per special ability (*) for a 1 HD monster to advance to 2 HD. The amount of XP required doubles with each HD (round values greater than 20,000 XP to the nearest 1,000).

Monsters have a maximum Hit Dice determined by their size, as shown on the Monster Size and Hit Dice table. Sapient monsters may advance past this limit by up to an additional 5 Hit Dice, but gain a fixed 2 hp per HD with no Constitution bonus while doing so. Enchanted creatures (of any type) and undead may advance in Hit Dice without limit.

EXAMPLE: A panther is a man-sized animal with 4 HD. It requires 24,000 XP for the panther to advance to 5 HD; 48,000 XP to advance to 6 HD; 96,000 XP to advance to 7HD; 192,000 XP to 8HD, and 384,000 XP to advance to 9 HD. It cannot advance further because 9 HD is the maximum for a man-sized animal. If the panther were an orc, it could continue to advance an additional 5 HD (up to 14) but would only gain 2 hp per each of the last 5 HD, with no CON modifier. If the panther were an enchanted creature, it could continue to advance in HD without limit.

As a monster advances in Hit Dice, apply the following improvements to its characteristics:

1. The monster's attack throws, hit points, and saving throws improve by one per Hit Die.

2. The monster's AC improves by ½ (1 per 2 HD), to a maximum of its own starting HD.

Monster Age Adjustment						Monster Age Damage Calculator															
Monster Age	**AC**	**MV***	**HD**	**ML**	**DMG**	**1**	**1d2**	**1d3**	**1d4**	**1d4+1 1d6 2d3**	**1d8 2d4**	**1d10**	**1d12 2d6 3d4**	**2d8**	**2d10 3d6 4d4**	**3d8 4d6**	**3d10**	**4d8 5d6**	**4d10 5d8 6d6**	**5d10 6d8 8d6**	**1d6x10 6d10**
					Avg.	**1**	**1.5**	**2**	**2.5**	**3.5**	**4.5**	**5.5**	**7**	**9-10**	**11**	**13.5**	**16.5**	**18**	**22**	**27.5**	**33.5**
Baby	-3	-30'	33%	33%	33%	-	-	-	1	1	1	1d2	1d2	1d3	1d4	1d6	2d3	1d8	1d10	1d12	4d3
Child	-2	-20'	50%	50%	50%	-	1	1	1d2	1d2	1d3	1d4	1d6	1d8	1d10	2d6	2d8	4d4	2d10	3d8	3d10
Adolescent	-1	-10'	75%	75%	75%	-	1	1d2	1d3	1d4	1d6	1d8	1d10	1d12	2d8	3d6	3d8	4d6	3d10	6d6	6d8
Middle-Aged	-1	-10'	75%	95%	95%	-	1	1d2	1d3	1d4	1d6	1d8	1d10	1d12	2d8	3d6	3d8	4d6	3d10	6d6	6d8
Old	-2	-20'	50%	90%	90%	-	1	1	1d2	1d2	1d3	1d4	1d6	1d8	1d10	2d6	2d8	4d4	2d10	3d8	3d10
Ancient	-3	-30'	33%	85%	85%	-	-	-	1	1	1	1d2	1d2	1d3	1d4	1d6	2d3	1d8	1d10	1d12	4d3

**Per 120' of encounter movement, non-humanoid monsters only.*

3. The monster deals an average of 2 hp more damage divided among all its attacks. The Judge should decide how this is manifested. The Monster Attack Table (p. 151) can be used to calculate new damage dice if desired.
4. If sapient, the monster may gain proficiencies as if it had advanced as a fighter (see p. 118). If of animal intelligence, the monster gains the ability to learn one additional trick.

EXAMPLE: A panther has advanced from 4 HD to 5 HD, so it gains 1d8 hit points, its attack throw improves from 7+ to 6+, and it may learn one additional trick. Its AC was already 5, so it cannot improve. Its average damage increases by 2 points. A 4 HD panther deals an average of 9.5 points of damage across all of its attacks (1d4 from each claw and 1d8 from its bite). To increase average damage to 11.5, the Judge decides that the panther's claw damage improves from 1d4 to 1d6. This yields an average of 11.5 points of damage, as 3.5 (1d6 claw) + 3.5 (1d6 claw) + 4.5 (1d8 bite) = 11.5.

NONCOMBATANT MONSTERS

Some species of monster are differentiated into combatants and noncombatants. This differentiation typically occurs when the species has substantial sexual dimorphism (where one sex is much larger and more aggressive than the other) and/or when the species is sapient and not all of its members are equally trained for combat. Beastmen are an example of both, so their monster listings in *ACKS* show sharp differentiation in the characteristics for combatants and noncombatants.

Depending on how much they differ in size, aggression, and training, noncombatant monsters may have anywhere from 25% to 75% of the HD and average hit points of combatants of the same species. A noncombatant monster's AC, damage, and morale are also typically adjusted to reflect that of a similar creature of reduced HD. Noncombatants with fewer than ¼ HD have 1 hp and do not fight at all.

EXAMPLE: A bugbear has 3+1 HD (13.5 average hp). A noncombatant bugbear has 1+1 HD (5.5 average hp, or 40% of 13.5), and have their damage and morale adjusted to reflect that of a 1+1 HD hobgoblin. In the monster listing for Bugbears (*ACKS,* p. 157) this is noted as "female bugbears fight as hobgoblins."

NONCOMBATANT MONSTERS AND EXPERIENCE POINTS

Noncombatant monsters that earn XP may become combatants. For noncombatant monsters of 1 HD or less to become a combatant, it must earn 100 XP plus 15 XP per hit point bonus or special ability (*). The amount of XP required doubles with each HD (round values greater than 20,000 XP to the nearest 1,000). Noncombatants that become combatants immediately get +1 hit point per full Hit Die; each 4 hit points gained in this manner equals 1 Hit Die. The new combatant may thereafter gain HD or levels following the normal rules (see *ACKS,* p. 142).

EXAMPLE: A noncombatant troll (4+1 HD, one special ability) requires [(100+15+15) × 2x2x2] 1,040 XP to become a combatant. Upon becoming a combatant, it immediately gets +4 hp; since every full +4 hp equals 1 HD, the troll becomes a 5+1 HD monster.

YOUNG AND OLD MONSTERS

Some lairs may include cubs, foals, fledglings, and other young monsters; others may include middle aged, old, or ancient monsters. Except as otherwise noted in the monster listing, monster characteristics should be adjusted as shown on the Monster Age Adjustment table, below. Armor Class is reduced by 1 or more points, while movement, Hit Dice, maximum load, and damage should be reduced to a fraction of normal value, depending on age. The following additional rules apply:

5. Baby monsters are two size categories smaller than adults, while child monsters are one size category smaller. Adolescent and older monsters are a full size (more or less).
6. When calculating HD, treat each +/-1 as +/-0.25. Round the result to the nearest 0.25 and convert it back into +/-. Monsters reduced to fewer than ¼ HD have 1 hp and do not fight at all.
7. When calculating MV, multiply the adjustment by the creature's Movement Rate/120'. Round to the nearest 5'.
8. When calculating maximum load, round to the nearest stone. Round 0.5 up if negative, down if positive.
9. When calculating damage, the Monster Age Damage calculator table can be used to find new damage values for each of the monster's attacks. Find the damage from the monster's attack and cross-reference it with the age to find the new damage. A value of "-" means the monster of that age is too weak to deal damage with that attack.

EXAMPLE: An adult lion has AC 3, HD 5, hp 22, MV 150', and maximum load 50. It has an attack throw of 6+ and deals 1d4+1 points of damage with its claws and 1d10 with its bite. An ancient lion has AC 0, HD 1+2, hp 7, MV 115', and maximum load 42. As a 1+2 HD creature, it has an attack throw of 9+ and deals 1 point of damage with its claws and 1d2 damage with its bite.

AGING FOR MONSTERS WITH ABILITY SCORES

The age adjustments above were actually developed by applying the normal effects of aging (*ACKS,* p. 248) to a monster with default ability scores of 9 in each characteristic.

In the example below, the ancient lion's characteristics when calculated with ability score adjustments were nearly identical to those of an ancient lion's characteristics calculated using the Monster Age Adjustment table. This will not always be the case. Sometimes the results will differ between different ability score breakpoints and Hit Die ranges. In-world, this can be considered the normal variability of the effects of aging. The Judge may use whichever method he prefers for any given monster.

If the Judge is using ability scores for the monster (p. 117), then the aging effects for AC, movement rate, HD, and damage can be calculated by applying the appropriate penalty (-6, -4, or -2) for the age category (Baby/Ancient, Child/Old, and Adolescent/Middle-Aged) respectively.

Adjustments for size and maximum load should still be applied using the Monster Age Adjustment table.

EXAMPLE: An adult lion with 9 STR, DEX, and CON has AC 3, HD 5, MV 150', and maximum load 50. It has an attack throw of 6+ and deals 1d4+1 points of damage with its claws and 1d10 with its bite. Years later, it has become ancient, leaving it with 3 STR, DEX, and CON. This reduces its AC to 0 and its MV by 35' to 115' [150' – (30' × 150'/120')], and maximum load to 50 – [3 × 25/10] 42. As a 5 HD creature with a -3 STR penalty, it has an attack throw of 9+. It deals 1d4-3 points of damage with its claws and 1d10-3 damage with its bite. Its HD are reduced by 3 points per die, from 22 down to 7.

TAMING AND TRAINING MONSTERS

Characters who capture monsters might be able to tame and train them, or sell them to NPCs interested in doing so. The following rules expand on the mechanics for Animal Training presented in the *ACKS* core rules.

OVERVIEW OF TAMING AND TRAINING

Taming a monster teaches it submit to being handled without threatening or injuring its handler or the handler's companions. **Training** a monster teaches it one or more **tricks**, such as responding to verbal commands. Taming and training monsters is performed by Animal Trainer specialists.

Animals, vermin, and fantastic creatures of animal intelligence must be tamed before they can be trained. Fantastic creatures of sapient intelligence, giants, and humanoids cannot be tamed. They can voluntarily accept training, however. Usually sapient creatures would only need to be trained if they were to serve as mounts or war mounts. Constructs, enchanted creatures, oozes, and undead can be neither tamed nor trained. The Taming and Training Monsters table lists all monsters which can be tamed and trained.

Each monster has a **training period**. The training period for most monsters is one to three months, but exceptionally stupid or willful monsters may have a much longer training period. It take one training period to initially tame a monster. It then takes one additional training period to teach a tame monster its first trick. (Sapient monsters which have voluntarily accepted training can proceed to learning tricks without needing to be tamed). After a monster has learned its first trick, additional tricks can be taught in half a training period each. The training period for each creature is listed on the Taming and Training Monsters table.

EXAMPLE: A war dog has a training period of one month. A young war dog can be tamed in one month, taught its first trick in another month, and then learn another trick every two weeks thereafter. In contrast, a tiger has a training period of six months. It takes six months to tame a young tiger, another six months to teach the young tiger its first trick, and another three months for each subsequent trick.

The training period assumes that the taming and training process begins when the monster is a baby or child. If the taming and training process begins when the monster is already an adult or adolescent, then the training period is increased 6x for taming and 2× for each trick.

EXAMPLE: One day while out hunting in his forests, Marcus captures a grizzled old hunting dog, untrained and feral. He hands it off to the kennel master to be tamed and trained. A hunting dog has a training period of 1 month, so it will take (1 × 6) 6 months for the grizzled old cur to be tamed, and then (1 × 2) 2 months for it to learn its first trick. Each subsequent trick will take (1/2 × 1 × 2) 1 month to learn. You can, in fact, teach an old dog new tricks, it just takes longer!

Normally, a monster can be taught a maximum of 2d4 different tricks (or 5 tricks +/- its INT modifier, if the optional **Ability Scores for Monsters** rules are being used). Some monsters are innately more or less trainable and have a **trainability modifier** applied to their maximum number of tricks. These are listed on the Taming and Training Monsters table. (The table shows that animals specifically bred for war are more alert and trainable than less well-bred specimens.) An animal trainer will learn the creature's limit when he tames the creature.

EXAMPLE: An elephant has a trainability modifier of +3. Even the dumbest elephant can learn 5 tricks, the average elephant can learn 8 tricks, and a very smart elephant can learn 11 tricks. In contrast, a giant centipede has a trainability modifier of -3. Even the smartest giant centipede can learn 5 tricks at most, putting it on par with the dumbest of elephants. An average giant centipede can only learn 2 tricks, and a truly stupid giant centipede couldn't learn any tricks at all.



ANIMAL TRAINERS

Taming and training monsters requires an animal trainer specialist or other character with the appropriate type of Animal Training proficiency. Each rank in Animal Training allows the trainer to train a particular type of creature. All creatures which share an entry in the Monster Listings are generally considered to be of the same type. However, dire, giant, and prehistoric animals are considered a separate type.

EXAMPLE: A character with Animal Training (bears) can train black bears, grizzly bears, and polar bears, because all of these creatures share the Bear entry. However, he cannot train cave bears (even though they share an entry with other bears in the Monster Listing), because cave bears are a prehistoric type.

A character who wants to train two or more different types of creatures must choose this proficiency more than once. A character who wishes to train dire, giant, or prehistoric animals, or fantastic creatures, must first take a rank in training a normal animal of similar type (Judge's discretion as to what qualifies as "similar").

EXAMPE: A character wants to be able to train owlbears as dungeon guards. He cannot take a rank of Animal Training (owlbears) until he first takes a rank in, e.g., Animal Training (bears) or Animal Training (owls).

Trainer Type	Wage
Domestic animal (Dog, hawk, horse, etc.)	25gp/month
Wild animal (Bear, cat, etc.)	75gp/month
Dire, giant, or prehistoric animal (any)	150gp/month
Fantastic creature or vermin (any)	250gp/month

Animal trainers cost between 25gp/month and 250gp/month to hire. In general, those able to train more than one sort of animal, or to train monsters (such as hippogriffs), are more expensive to hire. The Animal Trainer Wages table shows the average cost to hire different types of trainers. If a creature is of gigantic size or larger, its handlers cost a minimum of 150gp/month.

In order to train mounts for combat (e.g., warhorses), a trainer must also be a marshal of the appropriate type. The character earns either his wages as an animal trainer or wages as a marshal, whichever is higher. In general, light cavalry marshals earn 60gp/month while heavy cavalry marshals earn 120gp/month. See *Domains at War: Campaigns* for more information on marshals.

A single trainer can train and manage up to six monsters at once. However, if a trainer works one-on-one with a particular monster for its entire course of training (a process called **monster whispering**), the monster's maximum number of tricks is increased by two. Monster whispering may be required for very stupid monsters (with a negative trainability modifier) to learn enough tricks to be useful as guards or mounts.

Adult Flying Creatures: Adult flying creatures can only be trained by monster whispering, e.g.,. one trainer per creature.

TRICKS

Tricks are tasks or activities that a monster has been trained to perform on command. Possible tricks include, but are not necessarily limited to, the following:

a. **Attack**: The creature attacks apparent enemies. Its handler may point to a particular creature that he wishes the creature to attack, and it will comply if able.

b. **Carry**: The creature allows its handler to ride on its back.

c. **Come**: The creature comes to its handler, even if it normally would not do so.

d. **Defend**: The creature defends its handler (or is ready to defend its master if no threat is present), even without any command being given. Alternatively, its master can command the creature to defend a specific other character.

e. **Down**: The creature breaks off from combat or otherwise backs down. A creature that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

f. **Fetch**: The creature goes and gets something. If its handler does not point out a specific item, the creature fetches some random object.

g. **Guard**: The creature stays in place and prevents others from approaching.

h. **Heel**: The creature follows its handler closely, even to places where it normally wouldn't go.

i. **Perform**: The creature performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

j. **Seek**: The creature moves into an area and looks around for anything that is obviously alive or animate.

k. **Stay**: The creature stays in place, waiting for its handler to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

l. **Track**: The creature tracks the scent presented to it.

m. **Work**: The creature carries, pulls, or pushes more than its normal load.

A tamed and trained monster will perform its tricks for its trainer and for any additional **handlers** the trainer introduces to it. Handlers do not need to be proficient in the appropriate Animal Training proficiency, but if they are not they can only safely control one monster at a time. (Monsters trained to particular roles may be more easily handled, as described below).

ROLES

Rather than teaching a monster individual tricks, its trainer can train it for a particular **role**. Essentially, a monster's role represents a preselected set of known tricks that fit into a common scheme, such as guarding, hunting, or working. Each role counts as one or more tricks. A monster can be trained for only one role, and only for roles for which it can learn the required number of tricks. If the creature is capable of learning additional tricks (above and beyond those included in its role), it may do so when training for its role is completed.

Drovers (D): Drovers are trained to bring livestock together into a herd and move the herd from place to place. A proficient character (e.g., one with the appropriate Animal Training proficiency) can safely control up to six droving creatures, and an unproficient character can control only one. Drover training is exceptionally demanding, and counts as **seven tricks**.

Guards (G): Guards are trained to attack designated targets and defend designated characters or locations. Guards will accompany their handlers when requested, but loyally stay in place when their handlers are not present. A proficient character can safely control up to 20 guard creatures. An unproficient character can safely control up to 6 guard creatures, if an animal trainer has taught him the appropriate commands. Guard training increases a creature's morale score (ML) by 2, to a maximum of +2, but it is highly demanding, equivalent to learning **seven tricks** from an animal trainer. Many creatures lack the intelligence or temperament to be guards – these are usually trained as hunters instead. (Some races have an affinity with certain creatures, and can train them as guards more easily. See p. 123 for more details.).

Hunters (H): Hunters are trained to accompany their handlers on hunts, where they will track and kill designated targets. Unlike guard creatures, hunters require constant monitoring and discipline to ensure they stay under control. Therefore, a proficient character can safely control only six hunter creatures, and an unproficient character can control only one. Hunter training counts as learning only **two tricks**, so most animals of a carnivorous nature can be trained as hunters even if they are not suitable as guards.

Livestock (L): Livestock is trained to be easily herded by a shepherd, sheepdog, or similar. A proficient character or drover animal can safely control any number of livestock, provided they are part of the same social group (pack, herd, etc.). An unproficient character can safely control only one livestock. Livestock will not accept riders, pull loads, or carry burdens, and in battle or other stressful situations will tend to react according to their natural instincts (fleeing if a prey animal, or attacking if a predator). Domesticated herd animals can serve as livestock without taming or training. Otherwise, livestock training counts as learning **one trick**.

Mounts (M): Mounts are trained to carry a rider on their back and accept his directions. Mounts will not wear barding, and will not charge into melee unless facing natural predators. They will not attack with their natural weapons while carrying a rider. A proficient character (one with Adventuring, Animal Training, Beast Friendship, or Riding proficiency) can safely control a ridden mount outside of battle. If the character has Riding proficiency, he can control a ridden mount in battle; and outside of battle, he can control up to six mounts, one ridden and the others ponied on lead ropes. An unproficient character can safely control a mount on a lead rope, but cannot ride one without grave risk to himself (save versus Paralysis each round or fall off). Mount training counts as **five tricks**, so when dealing with less-intelligent beasts, suitable specimens might be rare and expensive. Note that even sapient creatures which are to carry riders must be trained as mounts, because the subtleties of communication between rider and mount, and of movement while laden with a rider, do not come naturally.

War Mounts (WM): War mounts are trained to carry a rider into battle and accept his directions despite the chaos around it. War mounts will wear barding, and will charge into melee, even if not naturally willing to do so. In melee, war mounts will attack their masters' targets using their natural weapons. War mounts are subject to the same limits on control as mounts (see above). As with guard training, war mount training increases a creature's morale score by 2, to a maximum of +2, and war mounts without riders can function as guard creatures. Training as a war mount is even more demanding than guard or mount training, counting as **eight tricks**. Very few animals have the intelligence and temperament to serve as war mounts, so they tend to be very expensive. Sapient creatures which are to carry troops into battle must receive war mount training. Unlike creatures of animal intelligence, their morale score is not increased by war mount training, however.

Workbeast (WB): Workbeasts are trained to pull heavy loads or carry burdens. Workbeasts are not trained to accept a rider, and in battle or other stressful situations will tend to react according to their natural instincts (fleeing if a prey animal, or attacking if a predator). Teaching an animal to be a workbeast counts as **two tricks**. A proficient character can safely control six workbeasts, and an unproficient character can control only one.

MAGIC AND MONSTER TRAINING

When available, magic can be a powerful aid to monster training.

Animal Friendship: Whenever elves build fastnesses, all ordinary animals within 5 miles of the stronghold become kind and helpful to the elves. Such animals are always considered tame for the purposes of training by the elves who reside in the fastness.

Beast Friendship/Friend of Birds and Beasts: All animal henchman recruited with Beast Friendship are automatically considered tame towards the character for the purposes of training. Animal henchmen can be trained by the character, via monster whispering, for any role for which they possess sufficient intelligence (tricks); the character does not have to separately possess Animal Training to train his animal henchman. Because of his innate understanding of the language of beasts, a character with Beast Friendship always counts as proficient for purposes of handling trained animals in their roles.

Charm: The various **charm** spells are a great boon to animal trainers. As soon as a creature is **charmed** it is immediately considered tame for the purposes of training by the spellcaster. An appropriate Animal Training proficiency is still required to train a **charmed** creature, but such training will occur at child rates, even if the creature is already an adolescent or older. However, if the **charm**'s duration ever expires (whether from **dispel** or a successful saving throw), the creature will revert to being wild until it is **charmed**

again. As always, a creature's behavior when the spell ends will depend on how it was treated while **charmed**.

EXAMPLE: Llewyn, an elven animal trainer with Animal Training (bears), has captured an adult grizzly bear. He decides to train it as a hunter (2 tricks). Grizzly bears have a base training time of 3 months. Therefore, it will take Llewyn (1 × 3 × 6) 18 months to tame the adult bear, and another (1 × 3 × 2) + (1 × 3 × 2 × ½) 9 months train it, 27 months total. Although ageless, Llewyn is quite impatient, so he casts *charm animal* on the bear instead. It is immediately tamed, and he can now train it as if it were a child. Now it will take only (1 × 3) + (1 × ½ × 3) 4.5 months to train it! The downside, however, is that Llewyn will lose control of his bear if the charm ever expires.

Speak with Animals: A character under the effects of **speak with animals** always counts as proficient for the purposes of handling trained animals in their roles. He may handle a friendly but untrained animal in any role it is capable of fulfilling as if it were trained for the role. The character does not count as proficient in this case (unless he actually does possess the appropriate proficiency). He automatically counts as monster whispering when training animals he can speak with.

EXAMPLE: Llewyn has stumbled upon an enormous stash of ivory hidden in a jungle temple. After bagging the ivory, Llewyn discovers it weighs 100 stone, well more than he can carry. Llewyn casts *charm animal* on a nearby rhinoceros (rendering it friendly), then *speak with animals*. While the spells last, Llewyn can handle the rhinoceros as if he were an unproficient handler of a trained workbeast. This allows him to benefit from its 100-stone carrying capacity.

ENCOUNTERS WITH TAMED MONSTERS

Normally, a tamed and trained monster is introduced to a new handler by a character that already controls it. Sometimes this process breaks down – a trainer might be killed or quit before control is handed over, or a monster might be encountered "off the leash." To determine how a tame but uncontrolled monster responds, make a reaction roll. Apply a +2 bonus if the character approaching it has the appropriate Animal Training proficiency. (Remember that characters with Beast Friendship or under the effects of *speak with animals* always count as proficient for the purposes of handling trained animals.) If the reaction roll is 9 or higher, the character immediately becomes the animal's handler.

Training Race	Affinity	No Affinity
Bugbear	None	Dogs (all), Horses (all)
Centaur	Horses (all)	None
Dwarf	Grizzly Bears	Horses (all)
Elf	Giant Hawks, Panthers	None
Cyclops	Herd Animals (all)	Dogs (all), Horses (all)
Ettin	Cave Bears	Dogs (all), Horses (all)
Faerie, Pixie	Giant Bats, Ordinary Hawks,	None
Faerie, Sprite	Giant Bats, Ordinary Hawks,	None
Giant, Hill	Cave Bears, Dire Wolves	Dogs (all), Horses (all)
Giant, Stone	Cave Bears	Dogs (all), Horses (all)
Giant, Frost	Dire Wolves, Polar Bears	Dogs (all), Horses (all)
Giant, Fire	Hell Hounds, Hydras	Dogs (all), Horses (all)
Giant, Cloud	Dire Wolfs, Giant Hawks, Lions	None
Giant, Storm	Giant Crabs, Griffons	None
Gnome	Giant Shrews	None
Gnoll	Hyenas, Hyaenodons	Dogs (all), Horses (all)
Goblin	Dire Wolves, Giant Rats	Dogs (all), Horses (all)
Halfling	None	None
Hobgoblin	White Apes	None
Kobold	Giant Weasels, Ordinary Boars	Dogs (all), Horses (all)
Lizardman	Giant Lizards (all)	Dogs (all), Horses (all)
Merman	Giant Crabs, Giant Fish (all)	None
Morlock	White Apes	Dogs (all), Horses (all)
Neanderthal	White Apes	None
Nymph, Naiad	Giant Fish (all)	None
Orc	Boars (all)	Dogs (all), Horses (all)
Ogre	None	Dogs (all), Horses (all)
Troglodyte	None	Dogs (all), Horses (all)
Troll	None	Dogs (all), Horses (all)

MONSTER TAMING AND TRAINING BY DEMI-HUMANS AND HUMANOIDS

Mankind is not the only race to tame and train beasts to serve it. Dwarves, elves, giants, and beastmen of various sorts all rely on trained monsters. Just as each race has its own distinct physical and mental characteristics, so too does each race have certain monsters with which it has affinity, or lacks affinity, for training.

The Monster Taming and Training by Race table lists the races and the creatures they have an affinity, or lack of an affinity, with. The Judge should feel free to add or subtract races and affinities to reflect his campaign setting.

When a trainer has an affinity with a monster he is training, training it as a guard only counts as teaching it two tricks. This reflects the mutual bond that forms between the trainer and trainee.

EXAMPLE: Kurk has just tamed a grizzly bear cub that he wants to train as a guard. He rolls 2d4 to see how many tricks the cub can learn, and scores a 5. A grizzly bear has a trainability modifier of +1, meaning the cub can only learn (5+1) 6 tricks. Guard training counts as seven tricks, so most trainers would not be able to train the cub. However, Kurk is a dwarf, so he has an affinity with grizzly bears. That means training the cub to be a guard will only count as teaching it two tricks. Kurk's affinity for grizzly bears will also speed up the training time. Grizzly bears have a training period of 3 months, so, normally, training a tamed cub to be a guard would take [(3 months × 1 trick) + (3 months × 6/2 tricks)] 12 months. But Kurk will be able to train the cub to be a guard in [(3 months × 1 trick) + (3 months × ½ tricks)] 4.5 months.

When a trainer has no affinity with a monster he is training, its base training period is doubled for all purposes. The morale of a trained monster is reduced by 2 points while handled by a creature with no affinity with it. Mounts will not accept riders who have no affinity for them (treat the rider as unproficient if he attempts to ride anyway). War mounts will accept riders who have no affinity for them, but function only as (non-war) mounts when doing so.

EXAMPLE: Mulik, an orc chieftain, captures a baby mastiff (war dog) during a caravan raid. Mulik decides he would like to tame and train the puppy to be a guard dog. Normally it would take [(1 month) + (1 month × 1 trick) + (1 month × 6/2 tricks)] 5 months to tame and train the puppy, but it will take Mulik 10 months because orcs have no affinity with dogs. A war dog, when trained as a guard, normally has a morale score of +2, but Mulik's war dog only has a morale score of 0. The puppy grows up into a mangy cur that has little love for its brutish master.

MONSTER TAMING AND TRAINING CHARACTERISTICS

Diminutive: The name given to the creature's young, e.g., pup for dire wolf or maggot for giant fly.

Weight: The average weight of the creature when full grown, in lbs. Adolescents weigh 75% of adult weight. Children weigh 25% to 75% of adult weight (50% on average). Babies weigh 5% to 25% of adult weight (15% on average). Eggs weigh 5% of adult weight.

Size Category: The relative size of the creature – man-size (M), large (L), huge (H), gigantic (G), or colossal (C). A creature's size category is determined by its length or height and its weight, as shown on the table below. If a creature's height and weight place it in two different categories, weight is generally determinative.

	Man-Sized	Large	Huge	Gigantic	Colossal
Length/ Height	Less than 8' long/tall	8' to 12' long/tall	12' to 20' long/ tall	20' to 32' long/tall	32' or more long/tall
Weight	Up to 400 lbs	401 to 2,000 lbs	2,001 to 8,000 lbs	8,001 to 32,000 lbs	More than 32,000 lbs

Normal Load: Some creatures are valued primarily for their ability to carry equipment, supplies, or treasure. The figure listed is the normal load the creature can carry in stone. Most creatures can carry a maximum of twice their normal load. When carrying more than their normal load, their movement rate is reduced to half.

EXAMPLE: A giant tiger beetle can carry its normal load of 250 stone at its full movement rate of 150' per turn. It can carry up to 500 stone at 75' per turn.

Humanoids can endure heavier loads relative to their own size. Humanoids may carry their normal load at full movement. They may carry up to half again of their normal load at three-quarters movement. They may carry up to twice their normal load at half movement. They may carry up to four times their normal load at one-quarter movement.

EXAMPLE: A cyclops can carry 90 stone at its full movement rate of 90' per turn. It can carry up to 135 stone at 67' per turn. It can carry up to 180 stone at 45' per turn. It can carry up to 360 stone at 22' per turn.

Lifespan: Lifespan indicates the ages at which a creature enters each age category, in the order Baby/Child/Adolescent/Adult/Middle Aged/Old/Ancient/Maximum. All creatures enter the baby category at age 0, but the baby categories of oviparous creatures are designated with an E instead of 0 to indicate that the creature begins its life as an egg. Creatures with short lifespans tend to be more valuable as babies and children, while creatures with long lifespans tend to be more valuable as adults.

EXAMPLE: A griffin's lifespan is designated E/0.25/0.5/3.3/22/33/44/55. A griffin begins as an egg when born; at 3 months (0.25 years) old it hatches into a child; at 6 months (0.5 years) it becomes an adolescent; at 3.3 years it becomes an adult; at 22 years it becomes middle aged; at 33 years it becomes old; at 44 years it becomes ancient; and at 55 years it reaches its maximum lifespan.

Role: The type of training the creature would typically receive, including Drover (D), Guard (G), Hunter (H), livestock (L), mount (M), war mount (WM), or work beast (WB). Training is not applicable (N/A) to sapient creatures, unless they are typically used as mounts.

Trained Value: The typical market price in gold pieces at which a trained and tamed adolescent or adult creature could be bought or sold. Animals, constructs, oozes, vermin, and other creatures of animal intelligence can be bought and sold as property in most realms. Creatures of sapient intelligence can be bought and sold as property (slaves) only in chaotic realms where slavery is permitted. Otherwise, they must be hired as mercenaries. Note that trained value varies by training. Guards and war mounts, being rare specimens, often command a premium. For all transactions, apply the limits of the Equipment Availability by Market Class table.

Monsters with high ability scores are worth more. Each ability score of 13-15 adds 25% to the monster's cost. Each ability score of 16-17 adds 100% to the monster's cost. Each ability score of 18 adds 400% to the monster's cost.

EXAMPLE: Bucephalus is a medium warhorse fit for a world conqueror, with STR 18, INT 18, WIS 18, DEX 18, CON 18, and CHA 18. A typical medium warhorse costs 250gp. Bucephalus costs 250gp + (400% × 250gp) + (400% × 250gp) + (400% × 250gp) + (400% × 250gp) + (400% × 250gp) + (400% × 250gp) = 6,250gp. The historical Bucephalus cost 13 silver talents, which equates to 7,800gp, so ACKS is giving Alexander the Great a discount.

Monsters with low ability scores are worth less. Reduce the monster's price by 15% for each ability score of 3, 10% for each ability score of 4-5, and 5% for each ability score of 6-8.

EXAMPLE: Encephalitus is a medium warhorse fit for not much at all, with STR 3, INT 3, WIS 3, DEX 3, CON 3, and CHA 3. A typical medium warhorse costs 250gp. Encephalitus costs 250gp – [6 × (15% × 250gp)], or 25gp.

Adult/Child/Baby Value: The typical market price in gold pieces at which an untamed, untrained creature of that age could be bought or sold. Adolescent creatures are priced as adults. Eggs are priced as babies. If the value listed is "-", then untrained creatures of that age are essentially worthless. As such, they will not usually be available to buy, as supply doesn't exist without demand. For all transactions, apply the limits of the Equipment Availability by Market Class table.

Note that dragons of each age category are purchased as adult creatures. There is no such thing as a "baby venerable dragon"; it's a dragon spawn.

Creatures that mature quickly are generally most valuable as children. At that age, they can be readily trained and then quickly put into service, owing to their short age-to-maturity. Creatures that mature slowly and/or are expensive to maintain are often captured as adults. The additional time and cost of training an adult (or of magically **charming** it) can be worthwhile if it will take a young creature years to mature, during which it must be fed and cared for. Elephants, which take years to mature, were captured and trained as adults for this reason in our real world.

Adult, child, and baby value can be adjusted by high and low ability scores, as above.

Supply Cost: The cost per week in gold pieces to supply an adult creature with adequate provisions. Carnivorous creatures cost more to supply than herbivorous ones, and big creatures cost more to supply than small ones. For comparison purposes, a normal man costs 5sp per week (0.5gp) to supply.

Eggs, herbivorous creatures grazing on a pasture, and carnivorous creatures hunting on a range need not be supplied. Baby, child, and adolescent creatures require less food; multiply the supply cost by the creature's age as a percentage of its age upon entering adulthood. Round to the nearest 0.5gp.

EXAMPLE: An adult griffin has a supply cost of 16gp per week. A griffin enters adulthood at 3.3 years old. Therefore a 1-year-old griffin has a supply cost of (1/3.3) × (16) = 4.84gp per week, rounded to 5gp per week.

Training Period: The number of months it takes to tame the creature, or teach the creature its first trick. Training period is determined by a creature's sapience and temperament. If the value listed is "-", then the creature cannot be trained.

Trainability Modifier (TM): A modifier applied to the number of tricks the creature can learn, representing differences due to the species' sapience and temperament. If the modifier listed is "S", then the creature is sapient. Sapient creatures do not need to be trained unless they want to serve as mounts or war mounts, and are not limited to a number of tricks. If the value listed is "-", then the creature cannot be trained.

Animals	Diminutive	Weight (lbs)	Size	Normal Load (st)	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Ape, White	Infant	360	M	22	0/3/6/9/16/24/32/40	G	465	390	185	35	0.5	1	+3
Baboon, Rock	Infant	230	M	14	0/4/7.5/12/18/27/36/45	G	250	215	90	25	0.5	1	+3
Bat, Giant	Pup	75	L	9	0/0.5/2/4/9.6/14.4/19.2/24	WM	2,250	1,225	985	900	16	5	+1
Bear, Black	Cub	550	L	18	0/2/4/8/14/21/28/35	H	435	135	130	75	4	2	+1
Bear, Cave	Cub	1,100	L	36	0/2/4/8/14/21/28/35	H	1,165	1,150	425	250	4	3	0
Bear, Cave, Riding	Cub	1,100	L	36	0/2/4/8/14/21/28/35	WM	11,750	1,150	425	250	4	3	0
Bear, Grizzly	Cub	800	L	25	0/2/4/8/14/21/28/35	H	766	445	255	150	4	3	+1
Bear, Grizzly, Riding	Cub	800	L	25	0/2/4/8/14/21/28/35	WM	3,000	445	255	150	4	3	+1
Bear, Polar	Cub	1,400	L	45	0/2/4/8/14/21/28/35	H	1,650	1,525	633	400	4	3	+1
Bear, Polar, Riding	Cub	1,400	L	45	0/2/4/8/14/21/28/35	WM	5,750	1,525	633	400	4	3	+1
Boar, Giant	Piglet	930	L	30	0/1/5/9/15/22/30/37	H	550	200	15	0.35	16	2	+2
Boar, Giant, Riding	Piglet	930	L	30	0/1/5/9/15/22/30/37	WM	1,400	200	15	0.35	16	2	+2
Boar, Ordinary	Piglet	375	M	12	0/0.8/2/4/6/9/12/15	L	3	3	1.5	1	0.5	2	-1
Camel	Calf	1,000	L	30	0/2/5/8/20/30/40/50	M	100	10	15.5	8.25	4	5	+1
Cat, Lion	Cub	375	L	25	0/1.25/2.5/5/10/15/20	H	750	140	325	240	16	3.5	+1
Cat, Mountain Lion	Cub	210	M	12	0/1/2.5/5/10/15/20/25	H	425	60	155	125	2	2.5	+1
Cat, Panther	Cub	300	M	18	0/1.25/2.5/5/10/15/20/25	H	1,150	600	545	420	2	5.5	+1
Cat, Saber-Tooth	Cub	800	L	48	0/2.5/5/7.5/14/21/28	H	2,475	1,135	750	415	16	5.5	+1
Cat, Saber-Tooth, Riding	Cub	800	L	48	0/2.5/5/7.5/14/21/28	W	8,500	1,135	750	415	16	5.5	+1
Cat, Tiger	Cub	500	L	30	0/2/4/6/12/16/21/30	H	1,250	180	400	245	16	5.5	+1
Crocodile, Giant	Hatchling	17,600	G	400	E/0.5/5/20/100/150/200/250	H	21,000	1,800	1,100	15	192	11	-2
Crocodile, Large	Hatchling	3,300	H	65	E/0.25/4/10/28/42/56/70	H	4,275	650	400	0.25	48	11	-2
Crocodile, Ordinary	Hatchling	375	L	8	E/0.2/3/8/22/33/44/55	H	600	90	55	0.03	16	8	-2
Dog, Hunting	Pup	60	M	2	0/0.15/0.5/1.5/6/9/12/15	H	10	1.5	5	4.25	0.5	1	+1
Dog, War	Pup	180	M	6	0/0.15/1/2/5/7.5/10/12	G	75	1.75	5	4	0.5	1	+2
Donkey	Foal	500	L	10	0/0.5/2/6/20/30/40/50	WB	8	5	6	5	4	1	+2
Elephant	Calf	9,000	G	180	0/5/12/18/34/51/68/85	WB	1,500	1,335	720	265	48	3	+3
Elephant, War	Calf	9,000	G	180	0/5/12/18/34/51/68/85	WM	3,500	1,335	720	265	48	3	+3
Fish, Giant Catfish	Fry	2,700	L	55	E/0.25/10/36/108/162/216/270	H	4,100	650	225	130	4	6	-3
Fish, Giant Piranha	Fry	750	M	15	E/0.125/5/18/50/75/100/125	H	1,875	250	8	2	2	12	-3
Fish, Giant Rockfish	Fry	6,800	H	135	E/0.5/24/84/252/378/504	H	5,150	900	70	0.13	12	9	-3
Fish, Giant Sturgeon	Fry	20,500	G	400	E/0.33/15/54/152/228/304	H	13,500	1,500	450	225	192	6	-3
Hawk, Giant	Eyas	155	L	30	E/0.2/5/4/62/93/124/155	WM	15,175	2,725	2,300	2,215	16	2	+1
Hawk, Ordinary	Eyas	9	M	2	E/0.1/0.75/2/4/6/8/10	H	20	1	0.75	0.25	0.5	2	+1
Herd Animal, 1HD	Lamb, Kid	95	M	2	0/0.25/0.5/1/4/8/12/15	L	2	2	1.75	1.5	0.5	6	-1
Herd Animal, 2HD	Calf, Fawn	350	L	7	0/0.25/1/2/6/9/12/15	L	3	3	2	1.75	4	6	-1
Herd Animal, 3HD	Calf, Fawn	800	L	16	0/0.5/2/4/8/12/16/20	L	10	10	3.5	3	4	6	-1
Herd Animal, 4HD	Calf, Fawn	1,400	L	28	0/1/2.5/5/10/15/20/25	L	15	15	5	3.25	4	6	-1
Horse, Heavy	Foal	2,000	L	40	0/0.5/2/5/12/18/24/30	WB	40	20	20	15	4	2	+1

Animals	Diminutive	Weight (lbs)	Size	Normal Load (st)	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Horse, Heavy War	Foal	2,000	L	40	0/0.5/2/5/12/18/24/30	WM	700	20	20	15	4	2	+1
Horse, Light	Foal	1,000	L	20	0/0.5/2/5/12/18/24/30	M	75	10	18	15	4	2	+1
Horse, Light War	Foal	1,000	L	20	0/0.5/2/5/12/18/24/30	WM	150	10	18	15	4	2	+1
Horse, Medium	Foal	1,500	L	30	0/0.5/2/5/12/18/24/30	M	40	15	15	12	4	2	+1
Horse, Medium Draft	Foal	1,500	L	30	0/0.5/2/5/12/18/24/30	WB	30	15	15	12	4	2	+1
Horse, Medium War	Foal	1,500	L	30	0/0.5/2/5/12/18/24/30	WM	250	15	15	12	4	2	+1
Hyena	Cub	125	M	4	0/1/3/6/12/16/19/24	H	215	1.25	2	1	4	3.5	+1
Hyena, Giant	Cub	1,110	L	37	0/1.75/5/10/20/27/34/41	H	2,500	850	675	425	16	5.5	+1
Lizard, Giant Draco	Hatchling	170	M	3	E/0.75/3/5.5/22/33/44/55	H	1,000	140	205	160	0.5	10	-2
Lizard, Giant Gecko	Hatchling	110	M	2	E/2/9.5/21/40/60/80/100	H	875	65	18	10	0.5	10	-2
Lizard, Giant Horned	Hatchling	200	M	4	E/1/7/12/30/45/60/75	H	1,625	400	90	75	0.5	10	-2
Lizard, Giant Tuatara	Hatchling	250	L	5	E/4/20/40/80/120/160/200	H	1,950	665	30	0.05	4	10	-2
Mastodon	Calf	18,000	G	360	0/6/15/22/30/45/60/75	WM	20,500	1,800	650	165	48	3	+1
Mule	Foal	1,000	L	20	0/0.5/2/5/16/24/32/40	WB	20	10	10	8	4	2	+2
Octopus, Giant	Hatchling	110	H	4	0/0.5/1/2/5/7/10/12	G	6,000	1,600	2,625	2,400	12	6	+2
Pteranodon	Hatchling	200	L	6	E/0.2/2/7/10/15/20/25	H	4,350	1,885	1,925	1,850	16	5	-1
Pterodactyl	Hatchling	30	M	2	E/0.1/1/4/6/9/12/15	H	335	145	150	145	2	5	-1
Rhinoceros	Calf	5,000	H	100	0/2/5/10/16/24/32/40	H	3,000	775	475	190	12	6	0
Rhinoceros, Wooly	Calf	7,000	H	140	0/2/5.5/11/16/24/32/40	H	5,000	785	635	250	12	6	0
Shark, Bull	Pup	290	M	6	0/1.25/4.5/18/32/48/64/80	H	850	80	18	1	2	6	-3
Shark, Great White	Pup	4,000	H	80	0/2/12/25/40/60/80/100	H	7,500	1,750	325	1	48	5.5	-2
Shark, Mako	Pup	1,050	L	21	0/1.5/8/12/22/33/44/55	H	2,500	950	100	0.5	16	6	-3
Snake, Giant Python	Snakelet	175	L	10	E/0.66/4/9/18/27/36/45	H	325	1.75	5	0.05	16	4.5	-2
Snake, Giant Rattler	Snakelet	28	L	2	0/0.5/3.75/8/14/21/28/35	H	285	0.25	100	90	16	5	-3
Snake, Pit Viper	Snakelet	15	M	1	0/0.33/3.5/7/12/18/24/30	H	170	0.15	50	45	2	5	-3
Snake, Sea Snake	Snakelet	21	M	1	0/0.25/3.25/6/10/15/20/25	H	170	0.20	75	70	2	5	-3
Snake, Spitting Cobra	Snakelet	8	M	1	E/0.2/3/5/8/12/16/20	H	165	0.10	50	45	2	5	-3
Squid, Giant	Hatchling	600	H	80	E/0.5/1/2/5/7/10/12	G	4,750	575	100	235	12	12	+1
Stegosaurus	Hatchling	11,000	G	220	E/0.5/5/23/66/99/132/165	H	3,250	1,000	350	325	48	12	-1
Stegosaurus, Riding	Hatchling	11,000	G	220	E/0.5/5/23/66/99/132/165	R	5,000	1,000	145	130	48	12	-1
Titanothere	Calf	12,850	G	250	0/2.5/6/12/24/36/48/60	H	3,500	1,200	585	360	48	12	-1
Toad, Giant	Tadpole	250	M	8	0/0.33/8/16/36/54/72/90	H	650	45	4	0.02	0.5	5	-2
Triceratops	Hatchling	13,000	G	260	E/0.5/5.5/24/68/102/136/170	H	3,500	1,000	325	300	48	12	-1
Triceratops, Riding	Hatchling	13,000	G	260	E/0.5/5.5/24/68/102/136/170	R	5,500	1,000	325	300	48	12	-1
Tyrannosaurus Rex	Hatchling	15,000	G	300	E/0.5/8/25/70/105/140/175	H	35,000	6,050	1,215	3,400	192	12	-1
T. Rex, Riding	Hatchling	15,000	G	300	E/0.5/8/25/70/105/140/175	R	48,500	5,250	1,215	3,400	192	12	-1
Varmint, Giant Ferret	Kit	135	M	3	0/0.75/2/5/9/13.5/18/22.5	H	165	15	25	17	2	2.5	0
Varmint, Giant Rat	Pup	33	M	1	0/0.25/0.5/2/4/6/8/10	H	90	5	3.5	3	0.5	2.5	0
Varmint, Giant Shrew	Pup	215	M	4	0/0.25/0.5/2/7/11/14/18	H	150	10	35	30	0.5	3	0
Varmint, Giant Weasel	Kit	2,000	L	40	0/1.25/2.75/7/16/24/32/40	H	1,000	250	350	235	4	3	0
Whale, Killer	Calf	7,700	H	150	0/2/7/14/20/30/40/50	H	3,750	1,050	75	3.5	48	3	+2
Whale, Narwhal	Calf	3,500	H	70	0/1.5/6/12/18/27/36/45	H	3,250	2,325	300	155	12	2	+2
Whale, Sperm	Calf	120,000	C	2,400	0/4/8/16/32/48/64/80	H	60,000	25,000	1,235	75	960	3.5	+2
Wolf	Pup	176	M	6	0/0.66/2/3/6/9/12/15	H	60	1.75	3	0.15	2	1	+1
Wolf, Guard	Pup	176	M	6	0/0.66/2/3/6/9/12/15	G	150	1.75	3	0.15	2	1	+1
Wolf, Dire	Pup	585	L	20	0/0.66/2/4/8/12/16/20	G	415	140	60	25	16	2	+1
Wolf, Dire, Riding	Pup	585	L	20	0/0.66/2/4/8/12/16/20	WM	700	140	60	25	16	2	+1

Beastmen & Humanoids	Diminutive	Weight (lbs)	Size	Normal Load (st)	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Bugbear	Whelp	400	M	13	0/1.2/14.5/19.5/36/54/72/90	N/A	1,115+	75	70	21	0.5	1	S
Bugbear, Dire	Whelp	1,000	L	35	0/1.5/18/24/45/68/90/112	N/A	10,500+	7,845	2,250		16	1	S
Centaur	Foal	2,100	L	42	0/1.8/22/29/54/81/108/135	N/A	4,500	3,000	1,150	650	4	1	S
Dwarf	Child	150	M	5	0/3/15/26/51/76/116/150	N/A	100+	40	20	-	0.5	1	S
Elf	Child	115	M	5	0/4/15/51/-/-/-/200	N/A	800+	40	20	-	0.5	1	S
Faerie, Pixie	Pixel	16	M	1	0/4/15/51/-/-/-/200	N/A	2,050	1,525	825	375	0.5	1	S
Faerie, Sprite	Pixel	5	M		0/4/15/51/-/-/-/200	N/A	250	185	125	25	0.5	1	S
Gnoll	Whelp	300	M	10	0/1.15/14/18.5/34/51/68/85	N/A	575+	56	28	-	0.5	1	S
Gnoll, Dire	Whelp	745	L	25	0/1.5/17/23/42/64/85/105	N/A	5,000+	3,675	1,000	600	16	1	S
Gnome	Baby	65	M	4	0/3.5/15/26/63/96/136/175	N/A	350+	32	16	-	0.5	1	S
Goblin	Whelp	45	M	3	0/0.75/9/12/22/33/44/55	N/A	85+	16	6	-	0.5	1	S
Grimlock	Whelp	220	M	7	0/1.5/3/4.5/30/45/60/75	N/A	375	40	4	-	2	1	S

Beastmen & Humanoids	Diminutive	Weight (lbs)	Size	Normal Load (st)	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Halfling	Child	42	M	3	0/2.5/14/22/43/66/96/125	N/A	145+	24	12	-	0.5	1	S
Hobgoblin	Whelp	215	M	7	0/1/12/16/30/45/60/75	N/A	475+	40	20	-	0.5	1	S
Human	Child	150	M	5	0/2/13/18/38/57/76/95	N/A	85+	40	20	-	0.5	1	S
Kobold	Whelp	40	M	3	0/0.66/8/11/20/30/40/50	N/A	40+	16	8	-	0.5	1	S
Lizardman	Hatchling	250	M	8	E/1.05/13/17.5/32/48/64/80	N/A	750+	45	22	-	0.5	1	S
Merman	Merchild	400	M	12	0/3/6/9/60/90/120/150	N/A	130	65	30	-	0.5	1	S
Minotaur	Calf	700	L	25	0/1.4/17/22.5/42/63/84/105	N/A	1,850+	320	275	100	4	1	S
Morlock	Child	150	M	5	0/1.5/3/4.5/30/45/60/75	N/A	70	10	5	-	0.5	1	S
Neanderthal	Child	220	M	7	0/1.5/3/4.5/30/45/60/75	N/A	130	50	25	-	0.5	1	S
Nymph, Dryad	Nymphlet	95	M	3	0/4/15/51/-/-/-/200	N/A	1,000	750	515	210	0.5	1	S
Nymph, Naiad	Nymphlet	95	M	3	0/4/15/51/-/-/-/200	N/A	550	415	265	85	0.5	1	S
Ogre	Whelp	600	L	20	0/1.33/16/22/40/60/80/100	N/A	1,275+	275	350	215	4	1	S
Ogre, Dire	Whelp	1,500	L	40	0/1.75/20/27/50/75/100/125	N/A	17,500+	13,000	3,150	2,000	16	1	S
Orc	Whelp	200	M	7	0/1/12/16/30/45/60/75	N/A	185+	40	20	-	0.5	1	S
Orc, Dire	Whelp	525	M	17	0/1/12/16/30/45/60/75	N/A	2,850+	1,315	325	170	2	1	S
Thrassian	Hatchling	585	M	20	E/1.33/16/21/40/60/80/100	N/A	2,750+	160	325	165	2	1	S
Troglodyte	Brood	150	M	5	E/0.95/11.5/15/28/42/56/70	N/A	700+	30	72	45	0.5	1	S

Fantastic Creatures	Diminutive	Weight (lbs)	Size	Normal Load (st)	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Amphisbaena	Snakeloop	215	L	14	E/1/5/10/20/30/40/50	H	6,250	1,475	600	465	16	6	-3
Arane	Araneling	570	L	120	E/1.5/24/95/150/225/300	N/A	9,750	7,250	4,500	3,400	16	1	S
Basilisk	Hatchling	300	M	20	E/1.25/5/8.5/20/30/40/50	H	15,000	12,450	6,650	5,285	2	6	0
Blink Dog	Pup	180	M	4	0/1/2/4/20/30/40/50	N/A	8,500	6,375	6,000	5,000	0.5	1	S
Chimera	Spawn	4,000	H	80	E/2/4/8/16/24/32/40	WM	36,500	22,500	17,000	11,500	48	1	S
Cockatrice	Chick	25	M	1	E/.07/0.5/1/6/9/12/15	H	5,000	2,750	4,215	4,150	2	1	0
Demon Boar	Piglet	930	L	30	0/1.5/18/23.4/44/66/88/110	N/A	18,500	13,875	6,000	4,500	16	1	S
Doppelganger	Spawn	150	M	5	0/4/15/51/80/120/160/200	N/A	13,500	10,285	6,000	2,925	2	1	S
Dragon Turtle	Spawn	115,000	C	2,300	E/7/33/67/100/135/535/1350	WM	130,000	97,500	70,000	35,000	960	1	S
Dragon, Huge Ven.	Spawn	60,500	C	1,200	E/5/25/50/75/100/400/1000*	WM	450,000	317,000	N/A	N/A	960	1	S
Dragon, Venerable	Spawn	36,000	C	720	E/5/25/50/75/100/400/1000*	WM	360,000	255,000	N/A	N/A	960	1	S
Dragon, Ancient	Spawn	30,000	C	585	E/5/25/50/75/100/400/1000*	WM	310,000	220,000	N/A	N/A	960	1	S
Dragon, Very Old	Spawn	23,000	C	460	E/5/25/50/75/100/400/1000*	WM	290,000	205,000	N/A	N/A	960	1	S
Dragon, Old	Spawn	17,750	G	350	E/5/25/50/75/100/400/1000*	WM	185,000	130,000	N/A	N/A	192	1	S
Dragon, Mat. Adult	Spawn	13,000	G	260	E/5/25/50/75/100/400/1000*	WM	140,000	97,500	N/A	N/A	192	1	S
Dragon, Adult	Spawn	9,000	G	180	E/5/25/50/75/100/400/1000*	WM	115,000	80,000	N/A	N/A	192	1	S
Dragon, Juvenile	Spawn	5,900	H	120	E/5/25/50/75/100/400/1000*	WM	65,000	43,500	N/A	N/A	48	1	S
Dragon, Young	Spawn	3,300	H	65	E/5/25/50/75/100/400/1000*	WM	50,000	33,500	N/A	N/A	48	1	S
Dragon, Very Young	Spawn	1,500	H	30	E/5/25/50/75/100/400/1000*	WM	35,000	31,500	N/A	N/A	48	1	S
Dragon, Spawn	Spawn	400	L	8	E/5/25/50/75/100/400/1000*	WM	20,000	17,000	N/A	N/A	16	1	S
Farahavar	Faraval	410	M	8	E/3/14/28/110/165/220/275	N/A	120,000	90,000	10,500	6,150	2	1	S
Gorgon	Calf	4,000	H	80	0/1.33/2.7/8/16/24/32/40	G	36,000	1,600	14,225	10,500	48	1	0
Griffon	Fledgling	500	L	45	E/0.25/0.5/3.3/22/33/44/55	WM	30,000	4,000	9,750	9,250	16	3	+2
Hag	Brat	175	M	6	4/15/51/80/120/160/200	N/A	70,000	52,500	26,150	12,825	2	1	S
Harpy	Fledgling	150	M	9	E/0.15/2/6/20/30/40/50	N/A	15,500	12,750	8,000	7,750	2	1	S
Hellhound, Greater	Pup	1,370	L	45	0/1.08/3.5/5/8/12/16/20	N/A	5,250	4,000	2,050	1,525	16	4	S
Hellhound, Gr., Riding	Pup	1,370	L	45	0/1.08/3.5/5/8/12/16/20	WM	5,250	4,000	2,050	1,525	16	4	S
Hellhound, Lesser	Pup	325	M	10	0/0.75/2.5/3.5/4.8/7.2/9.6/12	N/A	2,100	1,575	1,050	915	2	4	S
Hippogriff	Foal	1,000	L	45	E/0.42/1/3/20/30/40/50	WM	17,250	8,825	8,325	7,715	4	2	+3
Hydra, 12 Head	Hydralet	4,800	H	96	E/1.5/9/20/40/60/80/100	G	12,150	6,900	945	475	48	1	+3
Hydra, 11 Head	Hydralet	4,600	H	92	E/1.5/9/20/40/60/80/100	G	10,500	5,825	790	400	48	1	+3
Hydra, 10 Head	Hydralet	4,400	H	88	E/1.5/9/20/40/60/80/100	G	9,250	5,000	630	315	48	1	+3
Hydra, 9 Head	Hydralet	4,200	H	84	E/1.5/9/20/40/60/80/100	G	8,000	4,250	500	250	48	1	+3
Hydra, 8 Head	Hydralet	4,000	H	80	E/1.5/9/20/40/60/80/100	G	7,000	3,600	375	180	48	1	+3
Hydra, 7 Head	Hydralet	3,800	H	76	E/1.5/9/20/40/60/80/100	G	5,450	2,625	300	150	48	1	+3
Hydra, 6 Head	Hydralet	3,600	H	72	E/1.5/9/20/40/60/80/100	G	4,300	1,900	288	140	48	1	+3
Hydra, 5 Head	Hydralet	3,400	H	68	E/1.5/9/20/40/60/80/100	G	3,175	1,175	275	135	48	1	+3
Khepri	Larvae	240	M	8	E/-/-/0.1/120/180/240/300	N/A	92,250	70,000	N/A	N/A	2	1	S
Kraken	Hatchling	10,000	C	330	E/8/16/32/64/96/128/160	G	110,000	60,000	18,225	2,100	960	6	+3
Lamia	Whelp	1,500	L	30	E/1.65/20/27/50/75/100/125	N/A	41,200	30,900	18,750	13,725	16	1	S
Lammasu	Cub	500	L	25	E/5/19/62.5/100/150/200/250	N/A	43,500	32,625	28,500	11,650	16	1	S
Leyak	N/A	25	M	2	-/-/-/-/-/-/-/1000	N/A	17,500	13,125	N/A	N/A	2	1	S

Fantastic Creatures	Diminutive	Weight (lbs)	Size	Normal Load (st)	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Lycanthrope, Werebear	Cub	1,100	L	36	0/2/13/18/38/57/76/95	N/A	9,000	6,750	4,575	3,025	16	1	S
Lycanthrope, Wereboar	Piglet	680	L	22	0/2/13/18/38/57/76/95	N/A	5,000	3,750	3,475	2,315	4	1	S
Lycanthrope, Wererat	Pup	150	M	5	0/2/13/18/38/57/76/95	N/A	3,150	2,365	3,025	2,100	2	1	S
Lycanthrope, Weretiger	Cub	500	L	30	0/2/13/18/38/57/76/95	N/A	6,725	5,050	4,100	2,775	16	1	S
Lycanthrope, Werewolf	Pup	175	M	6	0/2/13/18/38/57/76/95	N/A	4,350	3,250	3,125	2,150	2	1	S
Manticore	Cub	1,000	L	20	E/0.5/5/12/18/24/30	WM	55,500	41,350	32,400	27,000	16	1	S
Medusa	Spawn	150	M	5	0/2/13/18/38/57/76/95	N/A	14,250	11,000	7,000	4,900	2	1	S
Owl Bear	Hatchling	1,500	L	50	0/2/4/8/14/21/28/35	G	2,325	250	375	150	16	2	+3
Pegasus	Foal	1,500	L	30	E/0.5/2/4/12/18/24/30	WM	20,000	17,000	11,600	10,600	4	1	S
Phase Tiger	Cub	500	L	30	0/2/4/6/12/16/21/30	WM	4,350	2,500	1,900	1,300	16	1	S
Remorhaz, 10HD	Spawn	10,000	G	200	E/0.75/2/9/18/27/36/45	H	12,850	8,650	5,775	4,666	192	1.5	-1
Roc, Giant	Fledgling	15,000	C	300	E/7.5/15/30/126/189/252/315	WM	485,000	340,000	130,000	30,000	960	3	S
Roc, Large	Fledgling	3,000	G	60	E/5/10/21/84/126/168/210	WM	138,000	90,000	37,000	15,000	192	3	S
Roc, Small	Fledgling	800	H	15	E/4/7.5/15/60/90/120	WM	50,000	33,000	17,750	9,000	48	3	S
Rust Monster	Spawn	200	M	4	E/0.75/1.5/2.3/15/22.5/30/37.5	H	2,250	1,250	1,350	1,200	0	1	-2
Sea Serpent	Snakelet	6,500	H	130	E/1/5/20/40/60/85/100	H	11,350	320	265	130	48	12	-2
Skittering Maw	Wriggler	4,000	H	96	E/3.66/11.3/21/58/87/116/145	H	18,500	5,000	890	450	48	10.5	-2
Sorcerous Sphere	Magic Ball	815	L	16	E/8/16/24/160/240/320/400	N/A	100,000	75,000	48,000	12,000	16	1	S
Sphinx	Cub	1,925	H	40	E/0.5/1.5/18/75/110/150/185	N/A	200,000	150,000	45,000	40,000	48	1	S
Stirge	Brood	1	M	0	E/0.16/0.3/0.5/3/5/6.5/8	H	1,000	13	N/A	N/A	0.5	9	-2
Throghrin	Whelp	215	M	7	0/1/12/16/30/45/60	N/A	5,600	4,200	3,250	2,715	0.5	1	S
Treant	Sapling	3,185	H	0	0/2/20/90/400/600/800/1000	N/A	27,000	20,250	12,850	9,000	12	1	S
Unicorn	Foal	1,500	L	30	0/0.5/2/4/400/600/800/1000	WM	28,500	25,000	16,600	15,150	4	1	S
Wyvern	Hatchling	1,500	H	30	E/2/4/6/36/54/72/90	WM	35,500	10,000	14,000	9,600	48	3	+3
Yali	Cub	585	L	55	0/1.5/3/6/12/18/24/30	G	14,000	8,800	5,165	3,800	16	1	+3

**See Adventurer Conqueror King System, p. 163 for details on dragon age.*

Giants	Diminutive	Weight (lbs)	Size	Normal Load (st)	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Cyclops	Whelp	7,000	H	90	0/2.45/29.5/39/73/110/146/182.5	N/A	12,750	9,550	2,300	925	12	1	S
Ettin	Whelp	2,800	H	75	0/1.95/23.5/31/58/87/116/145	N/A	10,200	7,650	2,600	1,625	12	1	S
Giant, Hill	Giantling	1,100	H	35	0/1.55/18.5/25/46/69/92/115	N/A	6,750	5,000	1,175	825	12	1	S
Giant, Stone	Giantling	1,500	H	50	0/1.65/20/27/50/75/100/125	N/A	9,500	7,125	1,875	1,300	12	1	S
Giant, Frost	Giantling	2,800	H	75	0/1.95/23.5/31/58/87/116/145	N/A	12,500	9,375	2,400	1,500	12	1	S
Giant, Fire	Giantling	3,200	H	85	0/2/24/32/60/90/120/150	N/A	19,500	14,625	3,600	2,250	12	1	S
Giant, Cloud	Giantling	7,000	H	90	0/2.45/29.5/39/73/109.5/146/182.5	N/A	26,250	20,000	4,800	2,550	12	1	S
Giant, Storm	Giantling	12,000	G	155	0/2.8/34/45/84/126/168/210	N/A	46,850	35,000	17,750	9,750	48	1	S
Troll	Whelp	850	L	28	0/1.4/17/22.5/42/63/84/105	N/A	8,725	6,500	3,250	2,375	16	1	S
Troll, Dire	Whelp	1,650	L	43	0/1.66/20/26/50/75/100/125	N/A	43,250	32,500	5,150	3,500	16	1	S

Oozes	Diminutive	Weight (lbs)	Size	Normal Load (st)	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Black Pudding	Custard	Up to 50,000	G	0	0/.125/1.75/3.5/-/-/-/1000+	-	-	9,435	5,300	937	95	-	-
Gelatinous Cube	Box	Up to 80,000	H	0	0/.125/1/2.25/-/-/-/1000+	-	-	550	400	195	0	-	-
Green Slime	Smear	Up to 515	H	0	0/.01/.42/.82/-/-/-/1000+	-	-	300	260	230	0	-	-
Grey Ooze	Deposit	Up to 3,100	H	0	0/.125/0.25/0.5/-/-/-/1000+	-	-	465	445	340	0	-	--

Vermin	Diminutive	Weight	Size	Normal Load	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Ankheg	Nymph	800	L	72	E/0.7/1.2/2.4/3.1/4.6/6.2/7.7	WB	2,785	815	1,675	1,450	16	4	-2
Ankheg, Hunting	Nymph	800	L	72	E/0.7/1.2/2.4/3.1/4.6/6.2/7.7	H	3,125	725	1,675	1,450	16	4	-2
Ant, Giant	Larva	150	M	3	E/1.3/6/8.5/14/21/28/35	H	1,275	235	150	115	0.5	6	0
Bee, Giant	Larva	3	M	0	E/0.1/0.3/0.7/2.2/3.3/4.4/5.5	H	275	-	125	120	0.5	6	0
Beetle, Gt. Bombardier	Larva	128	M	55	E/0.2/1.7/3.8/3.6/5.5/7.3/9.1	WB	600	20	125	120	0.5	4.75	-2
Beetle, Gt. Bomb., Hunt.	Larva	128	M	55	E/0.2/1.7/3.8/3.6/5.5/7.3/9.1	H	630	20	125	120	0.5	4.75	-2
Beetle, Giant Fire	Larva	75	M	30	E/0.2/1.5/3.3/3.2/4.8/6.4/8	WB	585	15	175	165	0.5	4.75	-2
Beetle, Giant Fire, Hunt.	Larva	75	M	30	E/0.2/1.5/3.3/3.2/4.8/6.4/8	H	600	15	175	165	0.5	4.75	-2
Beetle, Giant Tiger	Larva	600	M	250	E/0.3/2.5/5.6/5.4/8/10.7/13.4	WB	1,365	65	350	315	2	7.5	0
Beetle, Giant Tiger, Hunt.	Larva	600	M	250	E/0.3/2.5/5.6/5.4/8/10.7/13.4	H	1,365	65	350	315	2	7.5	0
Caecilian	Larva	475	H	10	E/4/8/21/34/51/68/85	H	4,350	915	415	185	12	11	-2

Vermin	Diminutive	Weight	Size	Normal Load	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Carcass Scavenger	Hatchling	200	L	4	E/1.7/5.2/10.4/28/42/56/70	H	1,700	535	185	125	16	4.5	-3
Centipede, Giant	Hatchling	0.25	M	0	E/0.3/1/2/5.2/7.8/10.4/13	H	550	180	115	110	0.5	5	-3
Crab, Giant	Hatchling	500	L	210	E/2/8/13/26/39/52/65	WB	1,200	235	110	35	4	6	-2
Crab, Giant, Hunting	Hatchling	500	L	210	E/2/8/13/26/39/52/65	H	1,300	175	110	35	4	6	-2
Fly, Giant Carnivorous	Maggot	4	M	0	E/0.1/0.7/1.2/1.8/2.7/3.6/4.5	H	600	20	125	125	2	5	-2
Locust, Cavern	Nymph	15	M	5	E/0.3/0.7/1/1.3/2/2.7/3.3	H	1,185	30	375	350	0.5	9	-3
Purple Worm	Spawn	16,000	C	320	E/10/25/50/80/120/160/200	H	43,000	9,750	915	450	960	6	-3
Rhagodessa, Giant	Spawn	215	L	90	E/0.66/2/13/26/39/52/65	H	1,450	485	615	535	16	5	+1
Scorpion, Giant	Scorpling	230	L	96	E/1/2.5/25/50/75/100/125	G	4,250	415	1,150	950	16	12	+1
Spider, Black Widow	Spiderling	240	L	100	E/0.5/1.5/14/22/33/44/55	WM	3,750	145	750	675	16	12	+2
Spider, Crab	Spiderling	125	L	50	E/0.33/1/12/18/27/36/45	WM	3,150	125	675	625	16	12	+2
Spider, Tarantula	Spiderling	500	L	100	E/2/4/95/150/225/300/375	WM	5,250	775	800	475	16	10	+2

MONSTER PARTS (MUNDANE)

Several entries on *ACKS*' Merchandise tables (*ACKS*, p. 145) and Special Treasure tables (*ACKS*, p. 209) describe the gp value of meats, hides, furs, and other monster parts. The rules in this section explain how monsters slain in the course of play can be harvested for parts to sell or use. The subsequent section details using monster parts as special components in magic research (see *ACKS*, p. 118).

Adventurers can identify the value of a monster's parts with a Naturalism proficiency throw of 11+ or a Loremastery throw. Adventurers will require certain proficiencies to be able to efficiently harvest a monster's parts for sale or use; these are noted in each section.

Once harvested, monster parts may be sold at their market value, subject to the limitations of Equipment Availability in Markets (*ACKS,* p. 39). Although selling monster parts can provide ancillary income for a party of adventurers, it does not help them become better adventurers. As noted in *ACKS,* p. 113, adventurers do not earn treasure XP from recovering monster parts on adventures – this is already factored into the experience gained from slaying the monsters.

Alternatively, monster parts may be sold as trade goods following the rules for Mercantile Ventures (*ACKS,* p. 142). Adventurers may gain XP from mercantile ventures selling monster parts. Treat the base market value of the monster parts as their cost of the goods sold for the purposes of calculating their mercantile income.

ANTLERS, HORNS, AND TUSKS

Some monsters have antlers, horns, or tusks with decorative, instrumental, or medicinal value (hereafter just called horns, for simplicity). Common animal horns are worth 10gp per stone of weight, while exotic horns are worth 40gp – 100gp per stone of encumbrance.

The Antler, Horn, and Tusk table catalogs which monsters have notably valuable antlers, horns, and tusks, along with their respective number, weights, and values. Since the size and stature of a creature's horns can vary widely based on its age, health, and physical condition, the table provides a set of random ranges as well as average values. Only male mammals should have antlers.

Antlers, Horns, and Tusks

Monster	Number	Encumbrance (st)	Value (gp)	Avg. Value (gp) and Enc. (st)	Monster	Number	Encumbrance (st)	Value (gp)	Avg. Value (gp) and Enc. (st)
Basilisk	1 horn	1 st / 80gp	2d10	11gp, ⅛ st	Gorgon*	2 horns	1 st / 60gp	1d10x50	540gp, 9 st
Boar, Giant*	2 tusks	1 st / 20gp	1	2gp, ⅛ st	Herd Animal, 1HD	2 antlers	1 st / 10gp	1d10 (sp)	1gp, ⅛ st
Boar, Ordinary*	2 tusks	1 st / 10gp	1d10 (sp)	1gp, ⅛ st	Herd Animal, 2HD	2 antlers	1 st / 10gp	2d6 (sp)	1.5gp, ⅛ st
Cat, Saber-Tooth*	2 tusks	1 st / 40gp	1d3	4gp, ⅛ st	Herd Animal, 3HD	2 antlers	1 st / 10gp	1d8/2	4.5gp, ⅜ st
Chimera*	2 horns	1 st / 80gp	1d12x10	130gp, 1 ⅛ st	Herd Animal, 4HD	2 antlers	1 st / 10gp	1d10	10gp, 1 st
Dragon Turtle*	2 horns	1 st / 80gp	2d6x250	3,600gp, 45 st	Lizard, Giant Horned	1 horn	1 st / 10gp	1d3	2gp, ⅛ st
Dragon, Huge Ven.*	2 horns	1 st / 80gp	2d8x100	1,800gp, 22 ⅜ st	Mastodon*	2 tusks	1 st / 100gp	2d4x100	1,000gp, 10 st
Dragon, Venerable*	2 horns	1 st / 80gp	1d10x100	1,120gp, 14 st	Minotaur*	2 horns	1 st / 80gp	4d6gp	14gp, ⅛st
Dragon, Ancient*	2 horns	1 st / 80gp	1d8x100	960gp, 12 st	Remorhaz, 10HD	2 horns	1 st / 80gp	2d12x25	320gp, 4 st
Dragon, Very Old*	2 horns	1 st / 80gp	1d6x100	720gp, 9 st	Rhinoceros*	1 horn	1 st / 450gp	2d2x100	300gp, ⅝ st
Dragon, Old*	2 horns	1 st / 80gp	1d10x50	560gp, 7 st	Rhinoceros, Wooly*	1 horn	1 st / 450gp	3d3x100	600gp, 1 ⅜ st
Dragon, Mature Adult*	2 horns	1 st / 80gp	1d3x100	400gp, 5 st	Titanothere*	1 horn	1 st / 60gp	7d6x5	240gp, 4 st
Dragon, Adult*	2 horns	1 st / 80gp	3d8x10	280gp, 3 ⅜ st	Triceratops	3 horns	1 st / 40gp	1d4x10	75gp, 1 ⅝ st
Dragon, Juvenile*	2 horns	1 st / 80gp	2d6+1x10	160gp, 2 st	Unicorn*	1 horn	1 st / 1,000gp	4d4x100	1,000gp, 1 st
Dragon, Young*	2 horns	1 st / 80gp	2d6+1x5	80gp, 1 st	Whale, Narwhal*	1 horn	1 st / 1,000gp	1d6x1,000	3,500gp, 3 ⅜ st
Dragon, Very Young*	2 horns	1 st / 80gp	2d3x10	40gp, ⅜ st	Wyvern	2 horns	1 st / 80gp	1d4x8	40gp, ⅜st
Dragon, Spawn*	2 horns	1 st / 80gp	2d6-1	12gp, ⅛ st	Yali*	2 tusks	1 st / 450gp	1d4x25	125gp, ⅝ st
Elephant*	2 tusks	1 st / 100gp	1d6x100	700gp, 7 st					

**Horns may also be valuable as special components, see p. 131.*

EXAMPLE: The Judge is building a lair with an old dragon. The Judge decides to roll randomly for the value of the dragon's horns. The roll of 1d10x50 yields a result of 450gp for the left horn and 500gp for the right horn, 950gp total. Since an old dragon typically has horns worth around 560gp, this is clearly a large, healthy specimen with a proud crown.

Horns can be sold or used as raw materials by a weaponsmith. Horns can also be used as precious materials when enchanting magical weapons.

Horns must be captured intact or they will be worthless. Horns will be intact provided the monster was not damaged with an area-of-effect attack. A character equipped with an axe or other cutting tool can remove a dead or helpless monster's horns in six rounds per stone of encumbrance. Before a horn can be sold, it must be properly cleansed, trimmed, and polished. Properly preparing a horn requires Animal Husbandry or Trapping proficiency, and requires 1 turn (60 rounds) per stone encumbrance.

Monsters in the baby, child, and adolescent age categories never have antlers, horns, or tusks.

EXAMPLE: The Zaharan ruinguard Moruvai has slain a unicorn with a 1,500gp horn (1 3/6 stone). It takes him (6 × 9/6) 9 rounds of hacking with his axe to cleave off the precious horn. He departs the site of his atrocity before any do-gooders can punish him. Cleaning, trimming, and polishing the horn will take (60 × 9/6) 90 more rounds (15 minutes), but this he can do later in the comfort of his evil lair.

CLAWS, FANGS, STINGERS, AND TALONS

Some monsters may have fierce claws, fangs, stingers, or talons. These are often prized as museum pieces, trophies, or fetishes. Natural weapons have an encumbrance of 1 stone per 10gp.

Claws/Talons: If a monster has one or more claw or talon attacks, each claw or talon is worth a number of gp equal to the maximum damage it can deal with that claw.

Fangs: If a monster has a bite attack, each of a monster's fangs are worth a number of sp equal to the average damage it can deal with its bite. If the monster is capable of swallowing man-sized creatures, its fangs are worth 10x (e.g., gp instead of sp). Monsters may have unusual dentition, so for game purposes, consider its "fangs" to be its two largest and sharpest teeth or mandibles. Note that *very* impressive teeth are handled as tusks under Antlers, Horns, and Tusks, above.

Stinger: If a monster has a sting attack, its stinger is worth a number of sp equal to the maximum damage it can deal with the stinger. If the sting attack can deliver poison, it is worth 10x.

EXAMPLE: A lion has two claw attacks dealing 1d6 damage each, and a bite attack dealing 2d6 damage. Each of the lion's claws is worth 6gp, while each of its fangs are worth 12sp.

EXAMPLE: A remorhaz has a bite attack dealing 2d8 damage, with which it can swallow man-sized creatures whole. Each of the remorhaz's fangs is worth 16gp.

For non-adult monsters, calculate the worth of claws and other natural weapons based on their age-adjusted damage. For monsters with STR of 13 or more, include the damage bonus from high STR into the weapons' damage when calculating its value.

FEATHERS AND PLUMAGE

Some monsters and animals may have large, colorful feathers that command a high value – typically 1gp to 6gp in value each, with an encumbrance of 1 stone per 25 feathers. Feathers of some particularly impressive monsters can be even larger and more valuable. The feathers of a giant roc can be up to 20' long and worth 120gp each!

Feathers can be sold or used as raw materials by a fletcher. Feathers can also be used as precious materials when enchanting magical arrows or cloaks.

As with fur pelts, feathers must be captured intact to maintain their value. Feathers will be intact provided the monster was not damaged with an area-of-effect attack. Damaged feathers are worthless. Plucking feathers takes 1 turn per stone of feathers.

Feathers and Plumage

Monster	No. of Feathers	Feather Length	Feathers/ Stone	Value/ feather	Typical Plumage
Cockatrice	6d10	16″ – 30″	85	1d2 gp	33 feathers, 50gp, and ⅜ st
Faravahar	6d10	40″ – 75″	12	2d6 gp	33 feathers, 230gp and 2 ⅘ st
Griffon*	4d12*	42″ – 82″	12	2d6 gp	24 feathers, 170gp and 2 st
Harpy	4d12	40″ – 54″	25	1d6 gp	25 feathers, 90gp and 1 st
Hawk, Giant*	6d10*	29″ – 55″	25	1d6 gp	33 feathers, 115gp and 1 ⅜ st
Hawk, Ordinary	6d10	11″ – 22″	150	1d3 sp	33 feathers, 66sp, ⅛ st
Hippogriff*	4d12*	54″ – 102″	8	3d6 gp	24 feathers, 250gp and 3 st
Lammasu	4d12	42″ – 82″	12	2d6 gp	24 feathers, 170gp and 2 st
Owl Bear	3d10	29″ – 55″	25	1d6 gp	16 feathers, 60gp and ⅘ st
Pegasus*	4d12*	62″ – 116″	6	4d6 gp	24 feathers, 335gp and 4 st
Roc, Giant*	6d10*	11' – 20'	1	6d20 gp	33 feathers, 2,100gp and 33st
Roc, Large*	6d10*	6' – 12'	4	7d6 gp	33 feathers, 800gp and 8 ⅖st
Roc, Small*	6d10*	51″ – 94″	8	3d6 gp	33 feathers, 350gp and 4st
Sphinx	4d12*	70″ – 128″	5	4d8 gp	25 feathers, 450gp and 5 st

**Feathers may also be valuable as special components, see p. 132.*

The Feathers and Plumage table catalogs which monsters have valuable feathers. Although feathered creatures have anywhere from 1,000 to 25,000 feathers, only a small percentage have notable market value: the 10 primary and 14 secondary flight feathers of each wing, and the 12 flight feathers of the tail (60 total). Crossbreeds have fewer feathers, depending on their body form. Some feathers may be damaged by age, weather, illness, or battle, so the table provides a set of random ranges as well as typical value for a monster's plumage.

Baby, child, and adolescent monsters have feathers worth 25%, 50%, and 75% of the value of an adult monster.

PELTS AND MEATS

Adventurers may skin, flesh, and butcher slain monsters in order to harvest their pelts and meat. The time required for this labor, and the weight and value of the resulting product, is based on the monster's weight, as shown on the Skinning, Fleshing, and Butchering table, below. Adventurers must have one of the following proficiencies in order to properly prepare animal products: Animal Husbandry, Labor (butchery), Labor (farming), or Trapping. If not, the time required for each process is doubled, and the amount yielded is halved. If desired, adventurers may collaborate in butchering monsters, dividing its weight amongst themselves. All participating characters must have the appropriate craftsman's tools (even if they are unproficient).

EXAMPLE: Sorcha, a ranger with Trapping proficiency, kills a 600-pound dire wolf. It will take her (600/10) 60 turns to skin the animal, or about 10 hours. The dire wolf's pelt will weigh (0.00265 × 600) 1.59 stone and be worth (1 × 1.59) 1.59gp. She can then butcher the dire wolf's carcass, which will take her (600/5) 120 turns, about 20 hours. Butchering the dire wolf yields (0.0265 × 600) 15.9 stone of wolf meat, worth (0.3 × 15.9) 4.8gp. Her total profit on 30 hours of labor is 6.39gp. If Sorcha did not have Trapping proficiency, these tasks would take twice as long and yield half the value.

Adventurers can hire laborers at a rate of 1sp per 8 hours to skin, flesh, and butcher their kills for them. The labor cost will work out to 0.000625gp × Monster Weight, and the net profit for the adventurers will work out to 0.01gp × Monster Weight.

EXAMPLE: Sorcha hires a laborer to skin, flesh, and butcher the slain dire wolf. Since the wolf weighs 600 lbs, the laborer charges (600 × .000625) 0.38gp. That is, her laborer charges 1sp every 8 hours; 30 hours of his labor costs (1sp/8 hours × 30 hours) 3.8sp or 0.38gp. Sorcha's net profit is (6.39gp – 0.38gp) or 6.01gp. Sorcha has tediously determined that she is, indeed, earning 0.1gp per pound of monster.

Decimal stone weights should be converted to items for encumbrance purposes by rounding to the nearest ⅙.

Rugs, Capes, Coats, and Trophies: Pelts can be cut and sewn into rugs, capes, and coats, or stuffed and mounted as trophies. The value and encumbrance of rugs, capes, coats, and trophies is based on the pelt used. Sewing or stuffing is a construction project with a labor cost equal to the final value less the value of the pelts used (see *D@W: Campaigns,* p. 49).

EXAMPLE: Sorcha's dire wolf pelt weighs 1.6 stone and is worth 159cp. She could have it made into a rug worth 318cp to 1,272cp and weighing 1.6 stone; or stuffed as a trophy mount worth 477cp to 1,908cp and weighing 11.2st. She would need 2 pelts to make a cape and 3 to make a coat. She hires a master furrier to sew the pelt into a rug worth 1,159cp. The furrier's construction rate is 1gp per day, equaling 100cp per day. It takes the furrier [1,159cp – 159cp) / 100cp per day] 10 days.

Fur Pelts: Monster pelts with particularly rare, durable, warm, or striking fur are more valuable than the common pelts above. In general, such **fur pelts** are worth 5gp per stone of encumbrance or more. Particularly rare fur pelts are worth as much as 100gp per stone of encumbrance.

The Foe Fur table catalogs which monsters have notably valuable pelts, along with their respective values and encumbrance.

Adventurers who want a fur pelt must take great care when killing the monster. A monster's carcass will yield an intact fur pelt only if:

1. The monster was slain with just one attack; or
2. The monster was slain entirely with blunt weapons; or
3. The monster was slain by cold, death magic, electricity, or poison, and lost less than half its hit points to other attacks.

Damaged fur pelts are worth just 1gp per stone. Like normal pelts, fur pelts must be skinned and fleshed before they can be sold. Fur pelts can be used to make valuable rugs, capes, coats, and trophies.

EXAMPLE: If Sorcha had slain the dire wolf entirely with blunt weapons, its pelt would have been worth 50gp instead of 1.59gp.

Armored Hides: Some monster pelts are so thick, durable, or hard that they can be used to forge armor. These **armored hides** can be sold or used as raw materials by an armorer. (Raw materials reduce the labor cost of a construction project by their value, to a maximum 25% of the total cost of the construction project; see *D@W: Campaigns,* p. 51). Armored hides can also be used as precious materials when enchanting magical armor and shields.

Process	Time Required (turns)	Product	Amount Yielded (st)	Value (gp)
Skinning and Fleshing	Monster Weight in lbs. / 10	Pelt	0.00265 x Monster Weight in lbs.	1 x Pelt Encumbrance
Butchering	Monster Weight in lbs. / 5	Meat	0.0265 x Monster Weight in lbs.	0.3 x Meat Encumbrance

Good	Value (gp)	Enc. (st)	# of Pelts Required
Rug	2d4 x Pelt Value	Pelt Weight(s)	1 / Pelt Weight (rounded up)
Cape	4d6 x Pelt Value	1	2 / Pelt Weight (rounded up)
Coat	1d6 x 10 x Pelt Value	1	3 / Pelt Weight (rounded up)
Trophy	3d4 x Pelt Value	Pelt Weight x 7	1

The Monster Armored Hide table catalogs which monsters have armored hides, along with their respective values and encumbrance. Like all pelts, armored hides must be skinned and fleshed (see p. 133).

As with fur pelts, armored hides must be captured intact to maintain their value. A monster's armored hide will only be intact if:

a. The monster was slain with just one attack; or

b. The monster was slain by cold, death magic, electricity, or poison and lost half its hit points or less to other attacks.

Damaged armored pelts are worth just 1gp per stone. Like all pelts, armored hides must be skinned and fleshed (see p. 132).

Baby, Child, and Adolescent Pelts and Meats: Cruel-hearted adventurers might club baby seals. Baby, child, and adolescent monsters have pelts and meat worth 25%, 50%, and 75% of the value of an adult monster.

Extraordinary Pelts: Monsters with high STR, CON, or CHA will have more valuable pelts than normal creatures of their type. If STR, CON, or CHA are 13-15, add 25% to the value of the monster's pelt. If STR, CON, or CHA are 16-17, add 100% to the value. If STR, CON, or CHA are 18, add 400% to the value. The bonus from ability scores stacks.

EXAMPLE: The adventurers have slain a particularly large and impressive mastodon (STR 16, CHA 14). A normal mastodon's hide is worth 350gp. This mastodon's hide is worth 350gp + (25% × 350gp) + (100% × 350gp), or 787gp.

Monsters with low STR, CON, or CHA will have less valuable pelts. If STR, CON, or CHA are 3, reduce the value of the monster's pelt by 75%. If STR, CON, or CHA are 4-5, reduce the value by 50%. If STR, CON, or CHA are 6-8, reduce the value by 25%. The penalty from ability scores stacks. If the penalty reduces the value to 0 or less, the pelt is simply worthless.

Armored Hides

Monster	Hide Enc. (st)	Hide Value (GP)	Monster	Hide Enc. (st)	Hide Value (GP)
Ankheg	2 ⅙	80	Dragon, Young	8 ⅘	100
Beetle, Giant Tiger	1 ⅘	25	Dragon, Very Young	4	50
Crab, Giant*	1 ⅔	50	Elephant	24	165
Crocodile, Giant	47	800	Fish, Giant Sturgeon	54	2,000
Crocodile, Large	8 ⅘	150	Gorgon	11	175
Dragon Turtle*	305	17,000	Mastodon	48	350
Dragon, Huge Ven.*	160	9,150	Remorhaz	25	1,500
Dragon, Venerable*	95	5,500	Rhinoceros	13	100
Dragon, Ancient*	80	4,500	Rhinoceros, Wooly	19	140
Dragon, Very Old*	60	2,250	Shark, Great White	11	175
Dragon, Old*	47	1,200	Stegosaurus*	30	225
Dragon, Mature Adult*	35	575	Triceratops	34	385
Dragon, Adult*	24	400	Tyrannosaurus Rex	40	300
Dragon, Juvenile	16	125			

**Hide may also be valuable as a special component, see p. 135.*

Foe Fur

Monster	Enc. (st)	Value (gp)	Monster	Enc. (st)	Value (gp)
Ape, White	1	50	Mammal, Small	⅛	0.85
Baboon, Rock	⅘	25	Mammal, Small Rare	⅛	16.5
Bear, Black	1 ⅜	45	Manticore	2 ⅘	265
Bear, Cave	3	160	Mastodon	48	240
Bear, Grizzly	2 ⅙	75	Owl Bear (fur only)	2	110
Bear, Polar	3 ⅘	200	Phase Tiger*	1 ⅔	130
Boar, Giant	2 ⅜	80	Sphinx	5 ⅙	225
Cat, Lion	1	50	Rhinoceros, Wooly	18 ⅜	345
Cat, Mountain Lion	⅘	25	Varmint, Giant Ferret	⅖	7
Cat, Panther	⅝	35	Varmint, Giant Rat	⅛	1
Cat, Saber-Tooth	2 ⅙	115	Varmint, Giant Shrew	⅘	8
Cat, Tiger	1 ⅔	75	Varmint, Giant Weasel	5 ⅖	115
Chimera (fur only)	3 ⅙	350	Wolf	⅜	15
Hyena	⅔	12	Wolf, Dire	1 ⅘	50
Hyena, Giant	2 ⅝	105	Yali	2 ⅖	135

**Pelt is also valuable as a special component, see p. 135*

Monster Venoms				
Monster Venoms	**Cost / Dose**	**Onset Time**	**Save Mod.**	**Effect on Failed Save**
Giant Centipede	50gp	1 turn	+2	Sickness 1d10 days*
Spitting Cobra	100gp	1 turn	+2	1d6 damage
Giant Crab Spider	100gp	1d10 turns	+4	1d10 damage
Pit Viper	200gp	1d10 turns	+2	1d10 damage
Amphisbaena	200gp	1d10 turns	+2	1d10 damage
Child of Nasga	200gp	1d10 turns	+2	1d10 damage
Arane	225gp	1d8 turns	+2	1d10 damage
Giant Killer Bee	250gp	1 turn	+2	1d10 damage
Carcass Scavenger	250gp	1 turn	+2	Paralysis 2d4 turns
Sea Snake	275gp	1d10 turns	+2	4d4 damage
Giant Black Widow	300gp	1d6 turns	+2	4d4 damage
Giant Rattlesnake	300gp	1d10 turns	+2	2d10 damage
Giant Tarantula	350gp	1d6 turns	+2	2d10 damage
Giant Scorpion	400gp	1 turn	+2	2d10 damage
Rockfish	500gp	1 round	+1	4d6 damage
Wyvern	700gp	1 round	+1	6d6 damage
Rakshasa	1,000gp	1 round	-	Death
Purple Worm	1,500gp	Instant	-	Death
Dragon Blood	1,500gp	Instant	-	Death

**Sickened characters move at ½ speed and cannot fight or perform other actions.*

VENOMS

Characters with Naturalism proficiency can identify venomous monsters and distinguish their different poisons with a successful proficiency throw of 11+. Extracting venom from a slain monster requires 1 day and a successful Animal Husbandry proficiency throw of 11+. If the character's proficiency throw to extract venom is an unmodified 1, he has accidentally gotten scratched by a fang or stinger. The character must immediately save versus Poison, as if hit by the monster.

Once extracted, monster venoms can be applied to weapons. Each monster yields one dose of its venom. A dose is enough venom to treat twenty missiles (arrows, bolts, or darts) or one melee weapon. Note that venoms applied to missiles and melee weapons are not as effective as they are when coming from the monster itself. Venomous monsters penetrate their prey's skin with hollow fangs or tubular stingers, then use muscles attached to their venom reservoirs to forcibly squirt venom deep within the target's body tissue. In comparison, a sword or arrow is simply a less effective mechanism for delivering poison.

The Monster Venoms table shows the market cost, onset time, save modifier, and effects of monster venoms when applied to missiles and melee weapons.

Baby and child monsters do not have sufficient venom to extract. Adolescent monsters have a full dose of venom.

MONSTER PARTS (SPECIAL)

When a monster dies, a residue of its soul will linger in some its body parts, such as organs and bodily fluids. These body parts are known as **special components** and can be tapped by spellcasters to power the creation of magic items or the casting of ritual spells. Powerful mages and clerics often send parties of adventurers on quests to slay certain monsters and return with the monsters' special components.

IDENTIFYING SPECIAL COMPONENTS

Each species of monster has one or more body parts that typically house its spiritual residue after its death. Adventurers with Alchemy, Collegiate Wizardry, Magical Engineering, or Naturalism proficiency can identify which part(s) of a monster are typically special components. A proficiency throw of 14+ is required; the target value is reduced by 4 for each additional proficiency rank the character possesses in any of the appropriate proficiencies, to a minimum of 2+. If the throw fails, the adventurer is ignorant of the typical special component for that species. A Loremastery throw can be used in lieu of these proficiencies at the character's unmodified target value.

EXAMPLE: The great sage Phimon has the following proficiencies: Alchemy 2, Collegiate Wizardry, and Magical Engineering. He therefore has three additional ranks in the proficiencies used to identify special components. He can identify which parts of a monster are usually special component on a proficiency throw of 2+.

Sometimes a monster's spiritual residue might reside in an unusual organ or fluid due to the manner of the creature's death, the alignment of the spheres, or other arcane factors. Roll 1d20; on a natural 20, the creature has an unusual special component or components of the Judge's choice.

Spellcasters with the ability to detect magic (through a proficiency, class power, or spell) can determine the exact special component(s) of a particular slain monster. Such spellcasters can also inspect monster parts presented to them to assess whether they are, indeed, special components. The presence of spiritual residue is subtle, so the determination takes one turn and requires a magic research throw. If the throw fails, the spellcaster has not been able to glean any information. The spellcaster may try again every turn, if desired, for as long as he can detect magic.

EXAMPLE: One of Moruvai's minions presents him with the stomach of a polar bear, claiming it is rich with residual energies. Moruvai casts **detect magic** and inspects the hide for one turn (10 minutes). His magic research throw succeeds, and the ruinguard learns that the stomach has no value as a special component whatsoever. Was his minion negligent in storing the stomach, or was this attempted deceit? Moruvai has ways of making him talk…

HARVESTING SPECIAL COMPONENTS

Special components can only be harvested if they are captured intact. Components will be intact provided the monster was not damaged by an effect that ruins that type of component, as shown below.

Special Component Type	Ruinous Effects
Appendage (claw, tentacle, teeth, etc.)	disintegration; any area of effect damage
Bones (femur, jawbone, etc.)	disintegration; any blunt weapon damage
Covering (feather, fur, hair, etc.)	disintegration; any area of effect damage
Exterior organ (eyes, scrotum, etc.)	disintegration; any area of effect damage
Internal organ (heart, kidney, etc.)	disintegration; poison
Remnant (ectoplasm, slag, residue, etc.)	disintegration

Permanent Wounds and Harvesting (Optional Rule): Roll on the Mortal Wounds table (*ACKS,* p. 106) when a monster is slain to assess whether the monster's special components are intact. Select the Timing modifier based on when the adventurers harvest the monster's component (typically after the fight). Apply the +2 treatment modifier if the adventurer harvesting the component has the prerequisite proficiency to harvest it (see below). If the special component is damaged or destroyed by a permanent wound, it cannot be harvested. An "instant kill" result (0 or less on the d20) means that all the monster's special components were destroyed.

EXAMPLE: The Claws of the Lioness are hunting giant hawks in order to harvest their eyes. They have just reduced a giant hawk to -8 hp from its maximum of 12 hp. As soon as the fight ends, a hireling with Animal Husbandry approaches the fallen hawk to harvest its eyes. The Judge rolls on the Mortal Wounds table for the giant hawk. He rolls a 10 on 1d20 and a 2 on 1d6. The d20 modifier is -5 (negative hp value of ½ max or more), +2 (Animal Husbandry), -3 (immediately after the fight), for -6 total, reducing the d20 roll to 4. Cross-referencing 4 and 2 on the Mortal Wounds table, the Judge sees that the giant hawk has been blinded, so its eyes cannot be harvested. Its other special component (flight feathers) are intact and can still be harvested, however. If the modified d20 roll had been 0 or less, none of the hawk's components would be intact.

Monster Type	Prerequisite Proficiencies
Animal	Animal Husbandry, Labor (Butchery), or Trapping
Beastmen	Animal Husbandry and/or Healing 2 (combined ranks)
Construct	Magical Engineering
Fantastic Creature	Animal Husbandry and/or Healing 3 (combined ranks)
Giant	Healing
Humanoid	Healing
Oozes	Alchemy
Summoned	Alchemy 2
Undead	Alchemy 2 (incorporeal) or Healing 2 (corporeal)
Vermin	Animal Husbandry 2

Harvesting with Proficiencies: Appendages, external organs, and remnants can be harvested by any adventurer. It requires six rounds per stone of encumbrance, but no special proficiency, to do so.

Bones, coverings, internal organs, and more exotic special components can only be harvested by characters with the prerequisite proficiencies shown on the adjoining table. Characters must have the appropriate craftsman's tools for the proficiency used and spend one turn per 100gp value of the component (minimum one turn).

EXAMPLE: Yrsa has slain a harpy and wishes to harvest its vocal cords (65gp value). Vocal cords are an internal organ, so there is a proficiency prerequisite. Harpies are fantastic creatures, so Yrsa must have a combination of three ranks in Animal Husbandry or Healing proficiency to perform the delicate extraction. Yrsa has three ranks of Healing proficiency, so she qualifies. It takes her one turn to harvest the vocal cords.

STORING SPECIAL COMPONENTS

Special components are fragile, as the residual energies are prone to dissolving if not stored properly. There is a 5% cumulative chance each day of an improperly-stored special component losing all its value. To prevent this loss, special components must be stored in alchemical jars known as **metamphora**.

Metamphora: Designed to store special components, metamphora are ceramic jars inscribed with alchemical sigils and stoppered with copper seals. Metamphora come in an array of different sizes and shapes, as more valuable special components require sturdier, stronger metamphora to prevent leakage. Metamphora cost 5gp and weigh 1 stone for every 60gp of value they store.

VALUE AND ENCUMBRANCE OF SPECIAL COMPONENTS

The Monster Special Components tables on the following pages catalog the special components of frequently-hunted monsters, along with each entry's associated encumbrance and value, and the suggested spell effects the special components might correlate with. Unlisted monsters are left to the Judge's discretion.

With rare exceptions, a monster's special components have an aggregate gp value equal to the monster's XP value. The encumbrance of special components is assumed to be equal to that of the metamphora required to transport them, 1 stone per 60gp value.

Some entries represent groups of monsters of varying Hit Dice or abilities. The spell effects associated with such entries might be subjected to restrictions that limit them to particular sub-sets of the entry. Any such restrictions are called out with brackets.

EXAMPLE: The entry "animals, ordinary" covers all ordinary animals – bears, dogs, horses, etc. The associated spell effects for "animals, ordinary" are "*charm animal* [2HD+], *summon animal* [4 HD+], and *predict weather.*" The restriction "[2 HD+]" means that an ordinary animal's special component is only associated with *charm animal* if the animal has at least 2 HD or more.

Default Effects: Each monster type (animal, beastman, etc.) has one or more default spell effects associated with it. Each and every special

component harvested from a monster can be used for magical research relating to the default spell effects for its type.

Great-Souled Creatures: Lawful monsters with innate divine magic (such as lammasu or unicorns) are exceptionally valuable sources of power. Their special components are worth **10 times** their XP value. Killing such a great-souled creature is, of course, a horribly Chaotic act.

Ordinary Animals: Most animals are so embedded in the cycle of life that their spiritual residue disperses almost immediately. They cannot be harvested for special components. Only animals of unusual size, stature, or other characteristics can be harvested. In game terms, this includes dire animals, giant animals, and prehistoric animals, as well as any animals with total ability modifiers of +3 or more. The latter are often found as pack leaders, herd "alphas," and so on.

EXAMPLE: While visiting the fortress of Türos Tem, Yrsa notices that the legate's medium war horse, Unconquered Sun, is quite exceptional, with the equine equivalent of DEX 15 and CON 16. While an ordinary war horse could not be harvested for special components, Unconquered Sun could be.

Summoned Creatures: Creatures summoned temporarily with spells or scrolls can never be harvested for special components. Creatures summoned with charged or permanent magic items can be harvested, up to a maximum cumulative value in components equal to the gp value of the item. Creatures permanently bound to this sphere of existence, or slain in their own sphere of existence, can always be fully harvested. Casters who have studied this phenomenon believe there may be some balancing force built into the Logos that maintains spiritual flows across the spheres.

Mundane Market Value: In some cases, a monster part has value both as a non-magical trade good and as a special component. If the special component value is only a fraction of the mundane value, then only that fraction of the monster part is needed for the special component. The remainder of the part may be sold for a sum equal to its mundane value less its special component value. However, if the special component value is equal or greater than the mundane value, then all of the part is needed as a component.

EXAMPLE: The adventurers harvest a bundle of 33 giant hawk feathers. The feathers are worth 35gp as a special component and 115gp as a mundane good. The adventurers set aside (33/115 × 33) 9 of the feathers to use as special component for *fly*, and sell the remaining (115gp – 30gp) 80gp worth of feathers to an artisanal pillow-maker.

Young Monsters: The spiritual residue of young creatures quickly dissipates. Baby, child, and adolescent monsters may not be harvested for special components except in special circumstances (Judge's discretion).

EXPANDING AND MODIFYING SPECIAL COMPONENT LISTS

The Monster Special Component lists are intended to be suggestive, not restrictive. Not every spell or effect in *ACKS* is included, nor is every monster. The Judge should freely expand and modify the list to accommodate his own campaign setting. The following guidelines are intended to assist, not straightjacket, the Judge in this regard.

Number of Special Components: Monsters with a broad array of special abilities tend to have their spiritual residue spread across a number of different special components. Each creature should be assigned a minimum of one special component. If the monster is capable of carrying a man-sized rider in flight, it should be assigned an additional special component. If the monster has at least 4 HD and three or more attacks per round, it should be assigned an additional special component. Finally, for each asterisk (special ability), the monster should assigned an additional special component. However, creatures whose substance is purely artificial, elemental, incorporeal, or ooze should always be assigned just one special component (usually some variation of blood or residue).

Selection of Associated Effects: In selecting the particular associations between monsters and spells, we were inspired by the historical laws of magic. The "law of correspondence" suggested that creatures should be associated with their own special abilities. Thus, invisible stalkers are associated with *invisibility,* while basilisks are associated with *flesh to stone.*

The "law of similarity" suggested that creatures be associated with spells that imitate or resemble their own behaviors or abilities. Purple worms are associated with *move earth* and *passwall* because they burrow through the earth. Basilisks are associated with *hypnotic pattern* because in both cases gazing results in helplessness for the victim. The similarities are sometimes tied to folklore about the creature. Thus animals are associated with *predict weather* because folklore claims animals can do just that. (In-world, of course, the causality might run the other way: Folklore might claim animals can predict the weather *because* mages use them as components to do that.)

The "law of polarity" suggested that creatures could be associated with spells that oppose their own behaviors or abilities. Bats, which rely on echolocation, are thus associated with *silence 15′ radius.*

The "law of contagion" suggested that creatures be associated with spells that control, contact, or summon their type. Thus all undead are associated with *control undead.*

Limitation on Common Effects: Because certain special abilities are exceptionally common, such as flight, infravision, and water breathing, use the following rules-of-thumb to further limit the number of associations.

Creatures were associated with *winged flight* only if their wings were unnatural additions to their body form, and with *flight* only if they were capable of carrying a man-sized rider. Creatures were associated with *infravision* only if they had exceptional range of sight (90'+). Creatures were associated with *water breathing* only if this was unnatural to the body form. Creatures were associated with similar (inexact) effects only if their HD exceeded the spell level of the effect.

Number of Associated Effects: The total number of associated spell effects per monster should be capped at the greater of Hit Dice or number of special components. If necessary, the number of special components determined above can be adjusted one or two in either direction if that helps accommodate the Judge's desired assortment of associated effects.

Note: The rules for special components found in ACKS and further elaborated here were developed around the assumptions of its implied setting. The summary below should provide sufficient context for Judges to make sense of the mechanics and expand them for their own use.

In the Auran Empire, every living creature hosts within itself a shard of divine power called a soul. The ability of physical matter to host a soul is dependent on its configuration and properties - its form in classical parlance. Death results when the physical form becomes so damaged or decrepit that it can no longer contain a complete soul. When this occurs, the soul transmigrates to a new form which can contain it. This process is called reincarnation or metempsychosis. Complete reincarnation does not occur immediately, however. When a living creature dies, a residue of its soul may remain coagulate within the body for a time, only gradually dissipating from its corpse.

It is this residue of the soul that a spellcaster speaks with when using *speak with dead*. And it is this residue of the soul that makes the organs and blood of creatures valuable as special components. How much of a residual soul remains depends on many factors. How intact is the body? The more intact the body, the more residue of the soul will remain. How powerful was the deceased? More powerful souls tend to linger longer. What is the alignment of the spheres of existence? The more distant the outer spheres, the longer a soul will linger. How long has the creature been dead? The more time has elapsed, the less divine power will remain.

In game terms, the total amount of divine power possessed by a creature is equal to ten times its XP value. When a creature dies, about 90% of this value typically transmigrates very rapidly; the other 10% remains as a residue within the creature's blood or organs, which can be harvested as special components for magical research. When a creature is sacrificed, 80% of its divine power passes to the entity worshipped, 10% is retained by the sacrificer for his own ends, and 10% remains residual within its blood and organs. This is why XP value = special component value = sacrifice value.

A living creature bleeds off divine power each day equal to 6% of its XP value. Casters use some of this to fuel their spells, but the rest is dissipated or bequeathed to a god through worship. A cleric that leads a congregant in worship collects about 10% while the god collects the rest – which is why 50 0-level congregants (worth 5xp each) generate ($5 \times 50 \times 6\% \times 10\% \times 7$) 10gp worth of divine power for their cleric.

Sages theorize that living creatures recover the power they bleed off biologically, by means of ingesting food, and that the reason undead "feed" is similar. In any case, a truly dead creature's divine power simply bleeds off without means of recovery. To prevent this, monster parts containing divine power must be stored in special containers.

Animals	Component	Enc. (st)	Value (gp)	Associated Effects
Animal, Ordinary* (any)	by monster	by monster	by monster	*charm animal [2 HD+], summon animal [4 HD+], predict weather*
Animal, Giant (any)	by monster	by monster	by monster	*growth of animals*
Ape, White	skull	1 ⅔	80	*mirror image, speak with animals*
Baboon, Rock	skull	⅔	20	*mirror image, speak with animals,*
Bat, Giant	ears	⅔	20	*silence 15' radius*
Bat, Giant Vampiric	ears	⅔	20	*silence 15' radius*
	fangs	⅙	10	*hold person, hold monster, cause light wounds*
Bear, Black*	claws	⅜	30	*dismember*
	stomach	⅝	50	*sleep*
Bear, Grizzly*	claws	1 ⅘	100	*dismember*
	stomach	1 ⅘	100	*sleep*
Bear, Cave	claws	2 ⅘	160	*dismember*
	stomach	2 ⅘	160	*locate animal or plant, sleep*
Bear, Polar*	claws	4	240	*dismember*
	stomach	3 ⅔	200	*resist cold, sleep*
Boar, Ordinary*	tusks	⅝	50	*curse of swine*
Boar, Giant	tusks	3 ⅔	200	*curse of swine, righteous wrath*
Camel*	kidneys	⅔	20	*create water*
Cat, Mountain Lion*	claws	1	65	*swift sword*
Cat, Lion*	claws	1 ⅘	100	*swift sword*
	heart	1 ⅘	100	*command animals, command person, remove fear*
Cat, Panther*	claws	⅝	50	*swift sword*
	heart	⅜	30	*haste*
Cat, Tiger*	claws	2 ⅘	160	*silent step, swift sword*
	eyes	2 ⅘	160	*strength of mind*
Cat, Sabre-tooth	claws	5	300	*swift sword*
	tusks	5	300	*sharpness, striking, +1 weapons*
Crocodile, Large*	skull	5 ⅔	320	*sharpness, silent step, striking, +1 weapons*
Crocodile, Giant	skull	30	1,800	*sharpness, silent step, striking, +2 weapons*
Dog, Hunting*	heart	⅔	15	*fellowship, locate animal or plant, locate object*
Dog, War*	heart	⅜	35	*detect danger, fellowship*
Elephant*	tusks	11 ⅘	700	*striking, vigor*

Animals	Component	Enc. (st)	Value (gp)	Associated Effects
Fish, Giant Piranha	teeth	1	65	*righteous wrath*
Fish, Giant Rockfish	gills	1	60	*water breathing*
	poisoned spines	3 ⅔	200	*neutralize poison, poison*
	rocky scales	3 ⅔	200	*chameleon, invisibility*
Fish, Giant Sturgeon	teeth	13 ⅔	800	*earth's teeth, sharpness*
	stomach	12 ⅔	750	*find treasure, hold person*
Hawk, Giant	eyes	⅜	30	*eyes of eagle*
	flight feathers	⅜	35	*fly*
Herd Animal* (any)	genitals	⅛ – 1 ⅘	10-80	*fellowship, sanctuary*
Horse, Riding* (any)	mane	⅔ – 1	20-65	*floating disc, vigor*
Horse, War* (any)	mane	⅔ – 1	20-65	*floating disc, haste, vigor*
Hyena*	jawbone	⅜	35	*dismember, striking*
Hyena, Giant	jawbone	6 ⅔	380	*dismember, striking, +2 weapons*
Lizard, Giant Draco	wings	2 ⅔	140	*jump*
Lizard, Giant Gecko	feet	1	65	*spider climb*
Lizard, Giant Chameleon	dorsal scales	3 ⅔	200	*chameleon, invisibility*
	tongue	2 ⅔	150	*choking grip, hold person, striking*
Lizard Giant Tuatara	eyelids	5 ⅔	320	*infravision, mass infravision*
Octopus, Giant	radial muscles	8 ⅔	500	*haste*
	ink sac	10	600	*darkness, obscuring cloud*
	tentacles	8 ⅔	500	*choking grip, hold person*
Rhinoceros*	horn	5 ⅔	320	*cure disease, detect poison, neutralize poison, salving rest*
Rhinoceros, Woolly	horn	6	600	*cure disease, detect poison, neutralize poison, salving rest*
Shark, Great White*	tail	8 ⅔	500	*righteous wrath, vigor*
	skull	10	600	*sharpness, +1 weapons*
Snake, Spitting Cobra*	fangs	⅛	6	*cause blindness, poison*
	tongue	1/	6	*snake charm, sticks to snakes*
Snake, Pit Viper*	fangs	⅖	18	*poison*
	pit organs	⅛	10	*haste*
	tongue	⅛	10	*snake charm, sticks to snakes*
Snake, Sea Snake*	fangs	⅜	35	*poison*
	tongue	⅜	30	*snack charm, sticks to snake*
Snake, Giant Python	spine	5	300	*choking grip, hold person*
	tongue	⅝	50	*snake charm, sticks to snakes*
Snake, Giant Rattlesnake	fangs	⅘	45	*poison*
	tongue	⅘	45	*snake charm, sticks to snakes*
	rattle	⅘	45	*cause fear*
Squid, Giant	ink sac	5	300	*darkness, obscuring cloud*
	tentacles	4 ⅜	270	*choking grip, hold person*
Stegosaurus	neck plates	16 ⅘	1,000	*shield, vigor*
Titanothere	horn	10	600	*striking, +1 weapon*
	hooves	10	600	*vigor*
Toad, Giant	tongue	⅜	35	*earth's teeth, choking grip*
	stomach	⅖	15	*find treasure*
Triceratops	primary horn	10	600	*striking, +1 weapon*
	head plate	10	600	*shield*
Tyrannosaurus Rex	skull	46 ⅘	2,800	*dismember, sharpness, +3 weapons*
Varmint, Giant Ferret	snout	⅛	15	*locate animal or plant*
Varmint, Giant Rat	tail	⅛	5	*cause disease, cure disease, delay disease, plague*
Varmint, Giant Shrew	paws	⅛	10	*haste, jump*
Varmint, Giant Weasel	teeth	2	115	*cause light wounds, choking grip*
	whiskers	1 ⅘	100	*locate animal or plant*
Whale, Narwhal	horn	20	1,200	*detect curse, detect danger, detect evil, detect poison*
Whale, Sperm	air sacs	110	6,500	*adaptation, lower water, obscuring cloud*
	spermaceti	100	6,000	*light, produce flame, slipperiness, water walking*
Wolf*	teeth	⅜	35	*bane, fellowship, skinchange*
Wolf, Dire	teeth	2 ⅔	140	*bane, fellowship, skinchange*

**May only be harvested for special components if of unusual characteristics, see p. 135*

Beastmen	Component	Weight (st)	Value (GP)	Spells
Beastman (any)	canine teeth or by monster	by monster	by monster	*vigor*
Beastmen, Dire (any)	canine teeth or by monster	by monster	by monster	*ogre power, righteous wrath, remove fear, vigor*
Bugbear	feet	1	65	*silent step*
Bugbear, dire	feet	9 ⅜	570	*silent step*
Centaur	hooves	1 ⅔	80	*haste, swift sword*
Merman	caudal fin	1	10	*water breathing*
Minotaur	horns	5 ⅔	320	*locate animal or plant, righteous wrath*
Ogre	knucklebones	2 ⅔	140	*ogre power*
Ogre, dire	knucklebones	13 ⅓	790	*giant strength*
Thrassian	eyes	1 ⅓	70	*command person, infravision*
	wings	1 ⅓	70	*ogre power, winged flight*
Troglodyte	glands	⅔	20	*chameleon, stinking cloud*

Constructs	Component	Weight (st)	Value (GP)	Spells
Construct (any)	by monster	by monster	by monster	*adaptation*
Gargoyle	leering head	2 ⅔	135	*protection from normal weapons, winged flight*
Golem, Amber	amber heart	26	1,550	*detect invisible, locate animal or plant, sphere of visibility*
Golem, Bone	skull	18 ⅔	1,100	*resist cold, resist fire, swift sword*
Golem, Bronze	bronze slag	77	4,600	*giant strength, produce fire, sword of fire, +4 weapons*
Golem, Iron	iron slag	98	5,900	*cloudkill, giant strength, resist cold, resist fire, +4 weapons*
Golem, Stone	stone rubble	50	3,000	*anti-magic shell, giant strength, globe of invulnerability, slow, trans. rock to mud*
Golem, Wood	heartwood	⅚	50	*wall of wood, warp wood*
Statue, Animated Crystal	crystal skull	1	65	*detect evil*
Statue, Animated Stone	lava slag	5 ⅚	350	*burning hands*
Statue, Animated Iron	iron head	3 ⅔	200	*protection from normal weapons*

Giants	Component	Weight (st)	Value (GP)	Spells
Giant Humanoid (any)	by monster	by monster	by monster	*giant strength, growth*
Cyclops	eye	23 ⅔	1,400	*bestow curse, clairvoyance, scry, wizard eye*
Ettin	y-shaped spinal cord	14 ⅓	850	*detect danger, ESP, telepathy*
Giant, Hill	pituitary gland	10	600	*magic missile*
Giant, Stone	pituitary gland	11 ⅔	700	*magic missile*
Giant, Frost	pituitary gland	14 ⅓	850	*magic missile, resist cold*
Giant, Fire	pituitary gland	16 ⅔	1,000	*magic missile, resist fire,*
Giant, Cloud	pituitary gland	20	1,200	*eyes of the eagle, magic missile*
Giant, Storm	pituitary gland	30	1,800	*call lightning, lightning bolt, magic missile, water breathing*
Troll	blood	4 ⅔	280	*regeneration, trollblood*
	claws	3 ⅔	200	*swift strike*
	severed limb	3 ⅔	200	*restore life and limb*
Troll, Dire	blood	9	540	*regeneration, remove fear, righteous wrath, trollblood, vigor*
	claws	6 ⅔	380	*giant strength, swift strike*
	severed limb	6 ⅔	380	*restore life and limb*

Fantastic Creatures	Component	Weight (st)	Value (GP)	Spells
Fantastic Creature (any)	by monster	by monster	by monster	*summon fantastic creature*
Amphisbaena	fangs (each)	2	120	*poison*
	flesh	5 ⅔	340	*charm person, snake charm, sticks to snakes*
	spine (each)	2	120	*choking grip, hold person*
Arane	central eye pair	5 ⅚	350	*detect magic, dispel magic, spell storing*
	mandibles	4	240	*poison*
	leg tarsus	4	240	*spider climb*
	spinneret	4	240	*web*
Basilisk	eyes	8 ⅔	500	*cone of paralysis, flesh to stone, hypnotic pattern*
	gizzard	8 ⅔	500	*stone to flesh, transmute rock to mud*
Blink Dog	brain	1 ⅔	100	*dimension door, teleport*
	heart	⅜	35	*detect danger, fellowship*

Fantastic Creatures	Component	Weight (st)	Value (GP)	Spells
Chimera	dragon wingtips	6 4/6	400	*burning hands, fireball, fly, winged flight*
	lion claws	5	300	*sharpness, swift strike*
	lion mane	5	300	*command animals, command person, remove fear, strength of mind*
	goat horns	5	300	*polymorph other*
Cockatrice	beak	3 2/6	200	*hold person, hold monster, flesh to stone*
	gizzard	2 3/6	150	*stone to flesh, transmute rock to mud*
Demon Boar	blood	11 4/6	700	*curse of swine, skinchange*
	skin	10	600	*protection from normal weapons*
	tongue	11 4/6	700	*charm person, charm monster, enslave*
Doppelganger	eyes	1	65	*death spell, fate, mirror image, opposition*
	skin	1 1/6	70	*alter self, chameleon, polymorph (any)*
Dragon (any)	*See sub-table on p143*			
Dragon Turtle	beak	53 2/6	3,200	*dismember, sharpness, swift strike*
	lungs	53 2/6	3,200	*cone of cold, water breathing*
	shell-plates	51 4/6	3,100	*cataclysm, lower water, water walking*
Farahavar	brain	10	600	*detect magic, detect ritual magic, dispel magic, spell storing*
	flight feathers	8 2/6	500	*fly, winged flight, summon winged steed*
	hands	8 2/6	500	*cure disease, cure wounds, lower water, move earth*
	heart	8 2/6	500	*atonement, bless, commune, cure disease, detect evil*
	tongue	8 2/6	500	*angelic choir, bless, holy chant, prayer, tongues*
Gorgon	gizzard	6 4/6	400	*stone to flesh, transmute rock to mud*
	iron horns	6 4/6	400	*striking, wall of iron*
	lungs	13 2/6	800	*cloudkill, flesh to stone*
Griffon	eyes	2 3/6	150	*command animal, command person, eyes of eagle, remove fear*
	flight feathers	2 3/6	150	*fly, winged flight*
	talons	2 3/6	150	*striking, sharpness, uncanny gyration*
Hag	eyes	15 5/6	950	*clairaudience, clairvoyance, scry, wizard eye*
	hair	15 5/6	950	*alter self, charm person*
	teeth	15 5/6	950	*augury, divination, fate*
	tongue	15 5/6	950	*bestow curse, tongues*
Harpy	vocal cords	3/6	35	*charm person, charm monster, enslave, enthrall*
	wings	3/6	30	*winged flight*
Hell Hound, Lesser	set of teeth	3/6	35	*burning hands, produce fire, resist fire*
	tongue	3/6	30	*detect invisible, sphere of visibility*
Hell Hound, Greater	set of teeth	8 2/6	500	*burning hands, fireball, flame strike, produce fire, resist fire, wall of*
	tongue	5	300	*firedetect invisible, sphere of visibility*
Hippogriff	eyes	3/6	30	*eyes of the eagle*
	flight feathers	3/6	35	*fly, winged flight*
Hydra (12 heads)	blood	11 4/6	700	*longevity, vigor, regeneration [regenerating], water breathing [aquatic]*
	scales	11 4/6	700	*mirror image, opposition*
	set of skulls	11 4/6	700	*swift strike*
Khepri	brain	10	600	*clairaudience, clairvoyance, telepathy*
	chitinous crown	10	600	*charm monster*
	facial ovipositors	10	600	*cause fear, fear, hold person, panic*
	embryonic larvae	10	600	*cause disease, enslave*
	mandibles	10	600	*choking grip, detect invisible*
	spinal fluid	10	600	*levitate, water walking*
Kraken	small tentacle	66 4/6	4,000	*choking grip, hold person*
	large tentacle	70 5/6	4,250	*cataclysm, all water elemental effects*
	ink sac	66 4/6	4,000	*darkness, obscuring cloud*
	stomach	66 4/6	4,000	*find treasure*
Lamia	fingers	11 4/6	700	*confusion, feeblemind, weakness of mind*
	hair	11 4/6	700	*all illusion effects*
	heart	11 4/6	700	*all enchantment effects*
	tongue	6 4/6	400	*read languages, tongues*
Lammasu	blood	155	9,300	*cure wounds, dispel evil, divine grace, protection from evil, spell storing*
	flight feathers	6 4/6	400	*winged flight*
	heart	155	9,300	*anti-magic shell, dispel magic, globe of invulnerability*

Fantastic Creatures	Component	Weight (st)	Value (GP)	Spells
Leyak	blood	5 ⅚	350	*longevity, regeneration*
	entrails	4	240	*fly, spell storing*
	eyes	4	240	*cause fear, fear, panic*
	tongue	4	240	*cause wounds, choking grip*
Lycanthrope, Werebear	blood	4 ⅚	290	*protection from normal weapons, skinchange*
	scalp	4 ⅙	270	*dismember, sharpness, sleep*
Lycanthrope, Wereboar	blood	2	115	*protection from normal weapons, skinchange*
	scalp	1 ⅙	100	*righteous wrath, summon berserkers*
Lycanthrope, Wererat	blood	⅜	35	*protection from normal weapons, skinchange*
	scalp	⅜	30	*silent step, speak with animals*
Lycanthrope, Weretiger	blood	3	180	*protection from normal weapons, skinchange*
	scalp	2 ⅚	170	*silent step, swift strike*
Lycanthrope, Werewolf	blood	1 ⅛	70	*protection from normal weapons, skinchange*
	scalp	1	65	*fellowship, summon hero*
Manticore	barbed spikes	6	360	*magic missile, spiritual weapon*
	wingtips	5 ⅔	320	*winged flight*
Medusa	eyes	1 ⅙	100	*cone of paralysis, flesh to stone, hypnotic pattern*
	hair-lock of snakes	⅚	50	*poison, neutralize poison*
	skin	⅚	50	*stone to flesh*
	tongue	⅚	50	*bless, bane, divine grace*
Owl Bear	claws	1 ⅙	100	*dismember*
	stomach	1 ⅙	100	*sleep*
Pegasus	mane	⅛	15	*summon winged steed, vigor*
	flight feathers	⅛	20	*fly, winged flight*
Phase Tiger	pelt	5 ⅔	320	*phase door, projected image, shimmer*
Remorhaz (10HD)	gizzard	25	1,500	*disintegrate, fireball, flame strike, produce flame, wall of fire*
	stomach	5	300	*find treasure*
	teeth	7 ⅜	450	*earth's teeth, sharpness*
Roc (any)	eyes	2/8/65	120/480/3900	*eyes of the eagle, scry [giant roc]*
	flight feathers	3.5/12/70	210/720/4200	*fly, gust of wind, all air elemental effects [giant roc]*
	talons	4/15/75	240/900/4500	*sharpness, striking, swift strike, uncanny gyration, cataclysm [giant roc]*
Rust Monster	antennae	3 ⅔	200	*cancellation, disintegrate*
Sea Serpent	stomach	5 ⅔	320	*choking grip, find treasure*
Shadow	residue	1	60	*enervate, nondetection*
Skittering Maw	dorsal fin	8 ⅔	500	*righteous wrath*
	gills	8 ⅔	500	*water breathing*
	teeth	10	600	*poison, sharpness*
Sorcerous Sphere	brain	20	1,200	*all enchantment effects*
	eye	20	1,200	*wizard eye, all detection effects*
	maw	20	1,200	*magic mouth, ventriloquism, telepathy*
	tentacle	20	1,200	*all blast effects*
Sphinx	flight feathers	15	900	*fly, winged flight*
	heart	20	1,200	*anti-magic shell, globe of invulnerability, spell turning*
	tongue	15	900	*cause fear, fear, panic*
Stirge	proboscis	1 per 10	6	*cause light wounds, choking grip*
	wings	1 per 10	6	*levitation*
Throghrin	blood	⅔	20	*trollblood*
	claws	1	60	*hold person, hold monster*
Treant	heartwood	10	600	*command plant, control plants, speak with plants*
	leg-trunks	8 ⅔	500	*growth of plants, massmorph, wall of wood, warp wood*
Unicorn	horn	16 ⅔	1,000	*all healing effects, detect evil, divine grace, purify food and water*
	hooves	5 ⅚	350	*dimension door, haste, vigor*
Wyvern	eyes	2	120	*eyes of the eagle*
	stinger	6	360	*poison*
	talons	6	360	*sharpness, striking, uncanny gyration*
	wingtips	5	300	*fly*
Yali	heart	6 ⅔	400	*detect evil, strength of mind*
	tail	6 ⅔	400	*choking grip, hold person*
	tusks	8 ⅔	500	*sharpness, striking, weapon +3*

Dragons sub-table	Component	Enc. (st)	Value (gp)	Spells
Dragon, Spawn	gizzard +1 component from color list	⅔ each	15 each	*call dragon, find treasure* all effects associated with color
Dragon, Very Young	+ wingtips	1 each	65 each	fly, winged flight
Dragon, Young	+front claws	3 ⅜ each	205 each	swift strike
Dragon, Juvenile	+ teeth	5 ⅔ each	320 each	sharpness
Dragon, Adult	+ 1 component from abilities list	8 ⅔ each	500 each	effects associated with special ability
Dragon, Mature Adult	No new component	10 ⅚ each	650 each	no new effects
Dragon, Old	No new component	13 ⅜ each	815 each	no new effects
Dragon, Very Old	+ 1 component from abilities list	17 each	1,020 each	effect associated with special ability
Dragon, Ancient	No new component	20 each	1,200 each	no new effects
Dragon, Venerable	+1 component from abilities list	26 ⅔	1,600 each	effect associated with special ability plus *cataclysm* (all components)
Dragon, Black	piceous gland	By age	By age	disintegrate, magic missile, resist acid
Dragon, Blue	caesious gland	By age	By age	call lightning, lighting bolt, resist electricity
Dragon, Brown	fuscous gland	By age	By age	control winds, gust of wind, scouring wind
Dragon, Green	luteous gland	By age	By age	cloudkill, poison, stinking cloud
Dragon, Metallic	nacreous gland	By age	By age	burning hands, fireball, flame strike, resist fire, wall of fire
Dragon, Red	pyrrhous gland	By age	By age	burning hands, fireball, flame strike, resist fire, wall of fire
Dragon, Sea	aqueous gland	By age	By age	*cone of cold, lower water, water breathing*
Dragon, White	niveous gland	By age	By age	cone of cold, resist cold, wall of ice
Dragon, Wyrm	caseous gland	By age	By age	cause disease, cloudkill, plague
Dragon, Various Abilities	blood heart horn jawbone lungs rear claws secondary elemental gland tail bone ventral scales wing claws	By age	By age	*poison* [poisonous blood], *polymorph* [polymorph] *growth, vigor*[massive size], *fear, panic* [fear aura] *hold person, hold monster* [paralyzing blow] *dismember, death spell, finger of death* [decapitating bite] *stinking cloud* [horrific stench] *striking, uncanny gyration* [clutching claws] *wall of ice/fire* [elemental aura] *giant strength* [tail lash] any protection effects [gem-encrusted hide, invulnerability] *haste* [wing claws]

Humanoids	Component	Enc. (st)	Value (gp)	Spells
Humanoid (any)	heart or by monster	by monster	monster	*summon berserker, summon hero*
Dwarf	scalp	⅙	10	*find traps, find treasure*
Elf	liver	⅔	15	*detect secret doors, longevity*
Faerie, Pixie	pixie dust wings	⅙	13	*faerie fire, glitterdust, invisibility, invisibility 10' radius, diminution, winged flight*
Faerie, Sprite	tongue wings	1 per 20 1 per 20	3 3	*bestow curse, faerie fire,* *diminution, winged flight*
Gnome	eyes	⅙	10	*infravision, mass infravision*
Grimlock	ears	⅔	20	*cause blindness, silence 15' radius*
Halfling	none	0	0	*worthless for all purposes*
Morlock	eyes	⅙	10	*Infravision, mass infravision*
Nymph, Dryad	hair heartwood	⅔ ⅔	15 15	*charm person, charm monster, enslave* *growth of plants, speak with plants*
Nymph, Naiad	gills tears	1 per 10 1 per 10	6 6	*summon animals, water breathing* *charm person, charm monster, enslave*

Oozes	Component	Enc. (st)	Value (gp)	Spells
Ooze (any)	by monster	by monster	by monster	*conjure ooze, putrefy food and water*
Black Pudding	burnt remnants	26 ⅔	1,550	*adaptation, cause wounds, disintegrate, opposition, resist cold*
Gelatinous Cube	burnt remnants	2 ⅔	135	*chameleon, cause wounds, hold person, hold monster*
Gray Ooze	electrocuted remnants	1	65	*cause wounds, resist cold, resist fire, slipperiness, warp wood*
Green Slime	sterilized residue	⅜	38	*cause disease, cure disease, delay disease, plague, slipperiness*
Ochre Jelly	burnt or frozen remnants	5 ⅔	350	*cause wounds, warp wood*
Yellow Mold	dried spores	⅔	40	*cloudkill, cure disease, death spell, delay disease*

Summoned Creatures	Component	Enc. (st)	Value (gp)	Spells
Summoned Creature (any)	by monster	by monster	by monster	*contact other plane*
Child of Nasga	fangs	10	600	*poison*
	golden eyes	11 4/6	700	*charm person, enthrall, hypnotic pattern*
	heart	10	600	*torpor*
	pit organs	10	600	*infravision*
	spine	10	600	*choking grip, hold person*
Dao	brown ichor	18 2/6	1,100	*all illusion effects, create food and water, invisibility, move earth, transmute rock to mud*
Djinni	silver ichor	21 4/6	1,300	*all illusion effects, create food and water, control weather, gaseous form, invisibility, magic carpet, summon djinni, scouring wind*
Elemental, Air	gaseous residue	18 2/6 – 50	1,100 – 3,000	*all air elemental effects*
Elemental, Earth	solid residue	18 2/6 – 50	1,100 – 3,000	*all earth elemental effects*
Elemental, Fire	burning residue	18 2/6 – 50	1,100 – 3,000	*all fire elemental effects*
Elemental, Water	watery residue	18 2/6 – 50	1,100 – 3,000	*all water elemental effects*
Efreeti	brass ichor	50	2,950	*all illusion effects, create food and water, invisibility, flame strike, magic carpet, summon efreeti, wall of fire*
Invisible Stalker	clear ichor	18 2/6	1,100	*invisibility, invisibility 10' radius, invisible stalker, locate object, nondetection*
Marid	blue Ichor	65	3,900	*all illusion effects, create food and water, invisible, lower water, obscuring cloud, purify water, water breathing*
Rakshasa	brain	6	360	*detect good*
	eyes	12	720	*invisibility, invisibility 10' radius*
	hair	12	720	*fly*
	heart	12	720	*hallucinatory terrain*
	ichor	18 5/6	1,130	*polymorph self*
Salamander, Flame	red ichor	18 2/6	1,100	*burning hands, flame strike, fireball, produce fire, resist fire, wall of fire*
Salamander, Frost	white Ichor	35	2,100	*cone of cold, resist cold, swift strike, wall of ice*

Undead	Component	Enc. (st)	Value (GP)	Spells
Undead (any)	by monster	by monster	by monster	*control undead, smite undead, speak with dead*
Blood Hound	skull	2/6	24	*animate dead, deathless minion*
	tongue bone	2/6	24	*cause light wounds, choking grip*
Death Charger	human skull	4/6	45	*animate dead, deathless minion*
	human humerus	4/6	40	*striking*
	horse hooves	4/6	40	*vigor*
Desert Ghoul	claws	3/6	30	*cause disease*
	skin	3/6	35	*alter self, deathless minion*
Draugr	cremated ashes	30 4/6 – 51 4/6	1,840 – 3,100	*bestow curse, cause disease, cause fear, darkness, faerie fire, gaseous form, giant strength, passwall, protection from normal weapons, skinchange; divination, summon weather [9 HD+]*
Flay Fiend	skin sack	2/6	19	*choking grip, hold person, uncanny gyration*
Ghoul	claws	2/6	20	*cause disease, hold person, hold monster*
	skin	1/6	10	*deathless minion*
Haugbui	claw-like hands	5/6	50	*swift sword, undead legion*
	skin	1/6	15	*deathless minion*
Hoarflesh	eyes	5/6	50	*cone of cold, wall of ice*
	claws	1/6	10	*striking*
	frozen skin	2/6	20	*deathless minion, resist cold*
Mummy	right hand	4 3/6	260	*cause disease*
	wrappings	3 2/6	200	*cause fear, fear, panic, protection from normal weapons, resist cold*
Mummy Lord	canopic organs	11 4/6	700	*magic jar, insect plague, summon weather*
	dried skin	10	600	*necromantic potence*
	eyes	10	600	*bestow curse, charm person*
	hands	10	600	*cause disease, finger of death, ogre power*
	wrappings	10	600	*cause fear, fear, panic, protection from normal weapons, resist cold*
Nathaghol	brains	10	600	*locate object*
	feet	10	600	*silent step, spider climb*
	skin	10	600	*chameleon, regenerate*
	stomach	19 1/6	1,150	*bestow curse*

Undead	Component	Enc. (st)	Value (GP)	Spells
Necropede	head	5 ⅚	290	*animate dead, deathless minion, wall of corpses*
	upper arms	4	240	*choking grip, dismember*
	lower arms	4	240	*spider climb, swift strike*
Skeleton	skull	⅙	13	*animate dead, deathless minion, undead legion*
Spectre	ectoplasm	13 ⅘	820	*energy drain, enervate, necromantic potence, protection from normal weapons, unseen servant*
Vampire (9 HD)	blood	10	600	*deathless minion, necromantic potence, torpor*
	eyes	10	600	*charm, command person, enslave, summon animals*
	fangs	11 ⅘	700	*enervate, energy drain*
	heart (impaled)	10	600	*gaseous form, torpor*
	skin (unburnt)	10	600	*protection from normal weapons, skinchange*
Venous Sentinel	heart	⅘	38	*cause light wounds, swift strike*
Wight	claws	1	60	*energy drain, enervate*
	skin	⅙	10	*protection from normal weapons*
	skull	⅙	10	*deathless minion*
Wraith	ectoplasm	3 ⅔	200	*energy drain, enervate, necromantic potence, protection from normal weapons, unseen servant*
Zombie	brain	⅔	20	*animate dead, deathless minion, undead legion*
	cadaver	⅙	10	*wall of corpses*

Vermin	Component	Enc. (st)	Value (GP)	Spells
Vermin (any)	by monster	by monster	by monster	*feeblemind*
Ankheg	acid gland	5	300	*magic missile*
	antennae	2	125	*detect danger, locate animal or plant*
	mandible	2	125	*choking grip, hold person, sharpness*
Ant, Giant	antennae	1 ⅔	80	*find treasure, insect plague*
Bee, Giant	stinger	1 per 10	6	*cure light wounds, insect plague, poison*
Beetle, Giant Fire	light organs	⅙	15	*insect plague, faerie fair, light, produce fire*
Beetle, Giant Bomb.	acid vestibule	⅔	20	*magic missile, insect plague*
Beetle, Giant Tiger	chitinous spurs	1	65	*insect plague, shield*
Caecilian	stomach	4 ⅜	270	*find treasure*
	teeth	5	300	*earth's teeth*
Carcass Scavenger	set of feelers	1	65	*swift sword*
	stinger tips	1 ⅙	70	*hold person, hold monster*
Centipede, Giant	legs	1 per 20	3	*slow*
	mandibles	1 per 20	3	*sleep*
Crab, Giant	carapace fragment	⅚	50	*shield*
Fly, Giant Carnivorous	tarsal segments	⅔	20	*jump, uncanny gyration*
Leech, Giant	sucker	6 ⅘	400	*cause light wounds, enervate*
	salivary gland	4 ⅜	270	*cure light wounds, salving rest*
Locust, Cavern	antennae	⅙	10	*insect plague, jump*
	salivary gland	⅔	20	*magic missile, stinking cloud*
Purple Worm	stinger	25	1,500	*poison*
	stomach	5	300	*find treasure, locate object*
	teeth	40	2,400	*earth's teeth, move earth, passwall*
Rhagodessa, Giant	mandibles	1	65	*sharpness, striking*
	suction pits	2 ⅜	150	*hold person, spider climb*
Rot Grub	dried grub	1 per 12	5	*cause wounds, death spell, finger of death*
Scorpion, Giant	carapace	⅜	35	*protection from normal missiles, shield*
	stinger	1 ⅘	100	*poison*
Shrieker	mushroom-cap	⅚	50	*confusion, detect danger, magic mouth, inaudibility, silence 15' radius*
Spider, Giant Black Widow	mandibles	⅜	30	*poison*
	leg tarsus	⅔	20	*spider climb*
	spinneret	⅔	20	*web*
Spider, Giant Crab	mandibles	⅔	20	*poison,*
	leg tarsus	⅙	10	*spider climb*
	palps	⅙	10	*chameleon*
Spider, Giant Tarantula	barbed bristles	2	120	*magic missile, poison*
	leg tarsus	⅘	40	*spider climb*
	spinneret	⅘	40	*web*



CREATING MONSTERS

The monsters that appear in *Adventurer Conqueror King System* run the gamut from ordinary animals and normal men to titanic dragons and awe-inspiring rocs. Despite the vast difference in scale and power these monsters can demonstrate, the mathematics behind them remains the same. The following steps will enable you to generate monsters that fall within the typical ranges of creatures in *ACKS*.

MONSTER CREATION STEPS

1. Begin with a concept for the monster. A concept can be as general or specific as the Judge desires. Useful sources of concepts include myth and legend; ancient and medieval bestiaries; fantasy and science fiction; comic books; and other games.

2. Choose your monster's type. The monster types are animal, beastmen, construct, enchanted creature, fantastic creature, giant humanoid, humanoid, ooze, summoned creature, undead, and vermin (see ACKS, p. 151). A monster can belong to multiple types. Monster type established the number and type of special abilities the creature may have. It determines the effectiveness of various charm, detection, hold, protection, and sleep spells against the creature. Monster type also interacts with the creature's HD to determine its saving throws. See the Monster Type table, below.

3. Choose your monster's hit dice. The weakest creatures have less than 1 HD, while the most powerful have 36 HD or more. HD is an abstract measure of a creature's fighting ability and toughness, roughly paralleling a character's class level. A monster's HD will influence the monster's mass and normal load, and determine its armor class and damage. HD also determines the monster's base XP value, which in turn influences its treasure type.

4. Determine the monster's saving throws by cross-referencing its Hit Dice with its type on the Monster Type table and rolling or choosing an appropriate value.

5. Select an appropriate body form for the monster based on your concept and its type. For instance, a monster might have a canine body form (like a dire wolf or hellhound), a formic body form (like a giant ant), or a serpentine body form (like a giant python or sea serpent). The choice of body form will interact with the monster's HD to determine its mass and normal load, and determines its natural attacks. See the Monster Body Form table, below, for further details.

6. Determine the monster's weight in pounds. The formula for weight is (HD × 10)BME. BME is the monster's body mass exponent, a value that varies between 0 and 3 depending on the monster's body form. BME values are found on the Monster Body Form table. The lower a creature's BME, the more ferocious and dangerous it is for its size. Thus a tiger (BME 1.52) is far more dangerous pound-for-pound than a light horse (BME 2.31).

7. Determine the monster's size category by finding its weight on the Monster Size Category table, below. Size category modifies AC, and also has an impact on many ancillary characteristics used in *Lairs & Encounters* and *Domains at War*.

8. Determine the monster's normal load in stone. The formula for normal load is (weight × carrying capacity factor). Carrying capacity factor (CCF) is a value which ranges from 0.01 to 1.0, depending on the monster's body form. Carrying capacity factors are found on the Monster Body Form table.

9. Determine the monster's armor class. The formula for monster AC is 0.8 × HD for up to 9 HD. HD after 9 do not increase AC. Round to the nearest whole number, rounding 0.5 up if odd and down if even. Body form may provide a bonus or penalty to AC, as shown on the Monster Body Form table. Size category may provide a bonus or penalty to AC, as shown on the Monster Size Category table. Draconine body form follows slightly different rules (see footnote on p. 149.

10. Choose the monster's natural attacks. The recommended natural attacks for each body form are listed on the Monster Body Form table. The Judge may add, remove, or modify these natural attacks as appropriate for the type of monster he is creating. Monster attack throws are determined based on Hit Dice (as per ACKS, p. 102).

11. Determine the monster's damage from its attacks. The monster's attacks should inflict an average of 2 hp of damage per HD the monster possesses. This damage may be divided among all their attacks as desired. For instance, a monster with 5 HD should inflict an average of (5 × 2) hp of damage per round. If the monster has two attacks, it might deal 2d4 damage with each. The Monster Natural Attack table offers recommended monster damage by natural attack at various HD ranges.

12. Decide the monster's movement rate. The recommended movement rates for each body form are listed on the Monster Body Form table.

13. Assign special abilities to the monster. A monster may have from zero to five special abilities. The Judge may choose the number based on his concept, or may randomly determine the number by rolling the dice listed for its type on the Monster Type table. For each special ability, the Judge should roll or choose one selection from the Monster Special Abilities table, below. Note which, if any, special abilities count towards the monster's XP value, and record these as asterisks next to its HD. Note that some special abilities may change the monster's natural attacks, damage, armor class, or movement rate. Update those characteristics where appropriate.

14. Calculate the monster's XP value. To calculate a monster's XP, begin with the base XP value for its Hit Dice on the Monster Experience Table, below. Add the value for the XP bonus per *, multiplied by the number of special abilities the monster has.

15. Choose the monster's typical dungeon encounter and typical wilderness encounter. Each typical encounter entry should be listed as: [Collective Noun] (Number Encountered) / [Collective Noun] (Number Encountered).

The first collective noun (e.g., "gang") and subsequent number encountered ("2d4") describes encounters outside of the creature's lair. The second collective noun ("lair") and subsequent number encountered ("1 warband") describes encounters inside the creature's lair. The number encountered in the lair is usually a distinct number of monsters (such as "2d6"), but sometimes is based on the ranges encountered outside the lair (e.g., "1 warband"). The latter is common for monsters that have a clan or tribal structure. If the monster does not make a lair, then list only one collective noun and range. If the monster is not found in one of the two settings (dungeon or wilderness), list "none." The Monster Organization table, below, offers recommendations for typical encounters.

16. Determine the monster's treasure type. First, determine the monster's average treasure value by multiplying the XP value of one monster by 4 times the average number of monsters encountered in its lair. Then decide whether the monster accumulates treasure by hoarding, by raiding, or by accident. Consult the Monster Treasure Type table, below, cross-referencing its average treasure value with its method of treasure accumulation to find its treasure type.

17. Determine the monster's degree of intelligence. Monsters can possess sapient intelligence; animal intelligence; or mindless. The Monster Intelligence by Type table shows the options available for each type of monster and the Animal Intelligence by Body Form shows trainability modifier and base training time.

18. Choose the monster's alignment from the available options on the Monster Alignment table, below.

19. Review your monster and make any adjustments desired. Optionally, calculate its taming and training characteristics following the procedures in the Monster Taming and Training Characteristics section, below.

20. Tabulate your design in a monster listing and write up a short summary of its appearance, behavior, and habitat. Your monster is complete!

MONSTER TYPE

Monster types are groups of creatures with similar characteristics. The monster types are **animal**, **beastman**, **construct**, **enchanted creature**, **fantastic creature**, **giant humanoid**, **humanoid**, **ooze**, **summoned creature**, **undead**, and **vermin**. A creature can belong to multiple types. For instance, skeletons are undead constructs, while efreeti are enchanted summoned creatures. Monster type determines the effectiveness of various **charm**, **detection**, **hold**, **protection**, and **sleep** spells against the creature, the creature's saving throws, and the number of special abilities it may possess.

Animal: Animals are a type of monster that includes apes, rock baboons, bats, bears, boars, camels, cats, crocodiles, dogs, elephants, ferrets, fish, hawks, herd animals, horses, lizards, mules, octopuses, rats, rhinoceroses, shark, shrews, snakes, squids, toads, weasels, whales, wolves, and any other creatures of sub-human intelligence that occur in the real world. Giant animals are merely larger version of normal animals, and therefore part of this type. Prehistoric animals, such as cave bears, dinosaurs, mastodons, saber-toothed tigers, and titanothere are also animals. **Charm animal**, **speak with animal**, and related magic items only work on animals. They are also vulnerable to **charm monster** and **hold monster** spells.

Beastman: Beastmen are a special type of monster that was created through ancient magic by blending a humanoid with an animal or fantastic creature. Beastmen include bugbears, centaurs, gnolls, goblins, hobgoblins, kobolds, lizardmen, lycanthropes, mermen, minotaurs, ogres, orcs, trolls, and troglodytes.

Construct: Constructs are a type of mindless, unliving monster that includes animated statues, gargoyles, golems, skeletons, and zombies. (Note that skeletons and zombies are undead constructs.) Because they are not truly alive, all constructs are immune to gas and poison. Further, they are unaffected by **charm**, **sleep**, or **hold** spells**.** All constructs are enchanted creatures for the purposes of spells such as **dispel evil** and **protection from evil**.

Enchanted Creature: Enchanted creatures are a special type of monster that can be kept at bay by **protection from evil** and destroyed or driven off by **dispel evil.** All constructs, summoned creatures, and undead are enchanted creatures, as are lycanthropes, shadows, and other fantastic creatures that can only be harmed by magical weapons.

Monster Type	Susceptibilities	Immunities	Saving Throws	No. Special Abilities
Animal	Charm/hold animal or monster	None	Fighter (HD/2)	1d4-2
Beastman	Charm/hold person or monster	None	Fighter (HD)	1d4-2
Construct	Dispel/protection from evil	Charm, hold, sleep, gas, poison, various	Fighter (HD/2 x 1d2)	2d6-7
Enchanted Creature	Dispel/protection from evil	Various	Fighter (HD/2 x 2d2)	1d10-5
Fantastic Creature	Charm/hold monster	Various	Fighter (HD/4 x 1d8)	2d6-7
Giant Humanoid	Charm/hold monster	Various	Fighter (HD)	1d4-2
Humanoid	Charm/hold person or monster	None	Fighter (HD)	1d4-2
Ooze	Charm/hold monster	Charm, hold, sleep, various	Fighter (HD/2)	1d4
Summoned Creature	Dispel/protection from evil	Various	Fighter (HD/2 x 2d2)	1d10-5
Undead	Dispel/protection from evil, Control undead, Turn undead	Charm, hold, sleep, gas, poison, various	Fighter (HD)	2d6-7
Vermin	Charm/hold monster	Usually none	Fighter (HD/2)	1d4-2

Body Form	Sample Monsters	BME	CCF	Attack Routine	Movement	AC
Accipitrine	Hawk (any)	1.37–1.39	0.125–0.250	2 talons	450'–480' (fly)	0
Aquiline	Roc (any)	1.63–1.67	0.020	2 talons, 1 bite	450'–480' (fly)	+1
Ankhegine	Ankheg	1.71	0.090	1 bite	90', 60' (burrow)	+5
Apian	Giant Bee	0.68	0.050	1 sting	150' (fly)	+1
Arachnine	Spider (any), Rhagodessa	1.41–1.68	0.213–0.426	1 bite	60'–120', 120' (web)	+1
Basilicine	Basilisk	1.38	0.066	1 bite	60'	0
Bovine	Herd Animal (any)	1.96–2.00	0.020	1 horn	240'	0
Cameline	Camel	2.31	0.030	1 bite, 1 hoof	150'	+1
Cancrine	Giant Crab	1.83	0.420	2 pincers (large claw)	60'	+5
Canine	Dog (any), Hellhound, Wolf	1.61–1.70	0.033	1 bite	120'–180'	0
Cetacean	Whale (any)	1.70–2.19	0.020	1 bite	180'–240' (swim)	+3
Coleopteran	Beetle (any)	1.62	0.430	1 bite	120'–150'	+3
Crocodilian	Crocodile (any)	1.98	0.20	1 bite	90', 90' (swim)	+3
Dinosaurian	Dinosaur (any)	1.81–2.02	0.020	1 bite; 1 tail; or 1 tusk	60'–120'	+1
Dipterous	Giant Carnivorous Fly	0.46	0.033	1 bite	90', 180' (fly)	0
Draconine	Dragon	1.98	0.020	2 claws, 1 bite	90', 240' (fly)	+2*
Elephantine	Elephant, Mastodon	1.96–2.02	0.020	2 tusks	120'	+1
Equine	Donkey, Horse (any), Mule	2.10–2.31	0.020	1 or 2 hooves; or 1 bite, 1 hoof	120' – 240'	+1
Feline	Large Cat (any)	1.50–1.53	0.060	2 claws, 1 bite	150'–210'	0
Formic	Giant Ant	1.36	0.020	1 bite	180'	+3
Humanoid	Giant Humanoids, Humanoids	1.88 – 2.5	0.033	1 weapon; or 2 claws, 1 bite	120'	0
Lacertine	Giant Lizard (any)	1.35	0.020	1 bite; 1 bite, 1 horn; 2 claws, 1 bite	120'	+1
Monadine	Ooze (any)	2.08	0.000	1 envelopment	0' – 30'	0
Murine	Giant Rat	2.17	0.020	1 bite	120', 60' (swim)	+1
Musteline	Giant Ferret, Giant Weasel	1.94	0.020	1 bite	150'	+3
Octopine	Giant Octopus, Giant Squid	1.07	0.033	1 bite, 8 tentacles	90'–120' (swim)	-3
Piscine	Giant Fish (any)	1.80 – 2.16	0.020	1 bite, 0–4 feelers, 0–4 spines	90'–180' (swim)	+1
Porcine	Boar, Giant Boar	1.75	0.033	1 tusk	120'–150'	0
Pterosaurian	Pteranodon, Pterodactyl	1.35–1.48	0.031–0.063	1 bite	180' 240' (fly)	0
Ranine	Giant Toad	1.72	0.033	1 bite	90'	0
Rhinerocerine	Rhinoceros (any)	2.02–2.08	0.020	1 tusk	120'	+1
Salamandrine	Salamander (any)	1.64	0.020	2–4 claws, 1 bite	120'	-1
Scolopendrine	Carcass Scavenger, Centipede	1.52	0.020	1 bite, 0–8 tentacles	120'	0
Selachian	Shark (any)	1.89	0.020	1 bite	180' (swim)	+3
Serpentine	Snakes (any), Sea Serpent	0.90 – 1.31	0.066	1 bite; 0–1 constriction	90'–120', 120' (swim)	0
Simian	White Ape, Rock Baboon	1.60	0.060	2 claws; or 1 bite, 1 weapon	120'	0
Soricine	Giant Shrew	2.33	0.020	2 bites	180'	+3
Ursine	Bear	1.71	0.033	2 claws, 1 bite	120'	0
Vermian	Caecilian, Purple Worm	1.51 – 1.93	0.020	1 bite; or 1 bite, 1 sting	60'	-3
Vespertilionine	Bat (any)	1.43	0.125	1 bite	120'–180' (fly)	+1
Wyverine	Wyvern	1.72	0.020	2 talons and 1 bite, 1 sting	90', 240' (fly)	+1

**Draconine AC is +2 + ½ per HD up to 20 HD. They disregard weight modifiers to AC.*

Fantastic Creature: Fantastic creatures are a type of monster characterized by magical powers, impossible combinations of body parts, or both, including basilisks, blink dogs, centaurs, chimera, cockatrice, demon boars, doppelgangers, dragons, dragon turtles, gorgons, griffons, harpies, hell hounds, hippogriffs, hydra, lamia, lammasu, lycanthropes, manticore, medusa, minotaurs, owl bears, pegasi, phase tigers, remorhaz, rocs, rust monsters, sea serpents, shadows, stirges, throghrin, treants, unicorns, wyverns, and similar monsters. Fantastic creatures cannot be affected by **charm person** or **hold person** spells but are usually vulnerable to **charm monster** and **hold monster** spells.

Giant Humanoids: Giant humanoids are a type of monster that includes cyclops, ettin, giants, trolls, and other creatures that would be humanoids were it not for their great size and 5 or more Hit Dice. Giant humanoids cannot be affected by **charm person** or **hold person** spells, but are vulnerable to **charm monster** and **hold monster** spells.

Humanoids: Humanoids are a type of monster that includes bugbears, dryads, dwarves, elves, gnolls, gnomes, goblins, hobgoblins, kobolds, lizardmen, men, mermen, morlocks, neanderthals, naiads, ogres, pixies, sprites, and troglodytes, and other creatures no larger than an ogre and possessing 4 or fewer Hit Dice. Humanoids (other than

humans) with character classes are called demi-humans. Humans and demi-humans do not cease to be humanoids even if they achieve 5th level or higher. All humanoids are vulnerable to **charm person** and **hold person** spells.

Oozes: Oozes are a type of mindless monster that includes black puddings, gelatinous cubes, gray oozes, green slimes, ochre jellies, and yellow molds. Oozes have a variety of different immunities and vulnerabilities, but all are immune to **charm**, **hold**, and **sleep** spells.

Summoned Creatures: Summoned creatures are a special type of monster that can be kept at bay by **protection from evil** and destroyed or driven off by **dispel evil.** Summoned creatures include djinni, efreeti, elementals, invisible stalkers, and salamanders. Summoned creatures of Chaotic alignment are inherently evil for the purposes of **detect evil** and **protection from evil** spells. Summoned creatures are usually vulnerable to **charm monster** and **hold monster** spells.

Undead: The undead are a type of monster that include spectres, zombies, skeletons, wights, wraiths, vampires, and others. These beings were alive at one time, but through foul magic or by dying at the hands of another undead type, have risen again as undead horrors. Most undead do not make a sound when moving. All such creatures are immune to the effects of gas and poison. Further, they are unaffected by **charm**, **sleep**, or **hold** spells of any sort**.** All undead are inherently evil for the purposes of **detect evil** and **protection from evil** spells.

Vermin: Vermin are a type of mindless monster that includes caecilian, cavern locusts, giant ants, giant killer bees, giant beetles, giant crabs, carcass scavengers, giant centipedes, insect swarms, giant leeches, purple worms, rhagodessa, rot grubs, giant scorpions, shriekers, spiders, and other lower life forms. Vermin have such minimal intelligence that they cannot be affected by spells that affect animals. They are usually vulnerable to **charm monster** and **hold monster** spells.

Variant Saving Throws: At the Judge's discretion, a monster can be assigned a saving throw progression of cleric, dwarf, elf, mage, or thief in lieu of fighter. Cleric saving throws are appropriate for monsters with divine spellcasting or spell-like abilities. Mage saving throws are appropriate for monsters with arcane spellcasting or spell-like abilities. Thief saving throws are unusual, but may be appropriate for monsters with thief class abilities or a general focus on ambush and stealth. Dwarf and elf saving throws should only be assigned to monsters that have some close kinship with those races.

MONSTER BODY FORM

Select an appropriate **body form** for the monster from the table below. The choice of body form will interact with the monster's HD to determine its AC, weight, and normal load, and determines its natural attacks and movement. It also impacts the monster's organization (p. 155 and intelligence (p. 158), discussed separately.

Hybrid Body Forms: If desired, a monster may have a hybrid body form. The Judge may assign the hybrid the movement capabilities of either or both body forms. If it has the movement of both, this counts as a special ability. The hybrid will have the AC modifier of the body form from which it was assigned its movement capabilities. If it has the movement of both, it will have whichever AC is better. A hybrid may be assigned the attacks of either or both body forms. If it has the attacks of both, this counts as a special ability. A hybrid may have the BME and CCF values of either body form or a mid-range value between the two.

MONSTER HIT DICE

Hit Dice are an abstract measure of a monster's fighting ability and toughness. The weakest monsters have less than 1 HD, while the most powerful have 36 HD or more. Hit Dice affect a monster's hit points, size category, armor class, attack throws, saving throws, damage, experience point value, treasure type.

Bonus Hit Points: Some monsters may have a bonus of one or more hit points applied to their Hit Dice. These monsters have a Hit Die listing such as "1+1" or "4+2". Each bonus point counts as 0.25 Hit Dice for purposes such as calculating monster weight, armor class, carrying capacity, and damage.

MONSTER WEIGHT, SIZE CATEGORY & AC

A monster's weight is determined by its HD and its body mass exponent, according to the formula $weight = (HD \times 10)^{BME}$. The monster's mass then determines its size category, as shown on the table below. A creature's size category usually determines its height and length. Wingspans of flying creatures will typically be three times length.

EXAMPLE: The Judge is creating a 20 HD monster inspired by Shelob from *The Lord of the Rings*. It has an arachnine body form with BEM 1.68, so the monster weighs $((20*10)^{1.68})$ 7,340 lbs. That classifies the arachnine as huge size. To befit its size, the Judge chooses the maximum CCF of 0.426. The monster's carrying capacity is therefore (7,340 × 0.426) 3,126 stone – enough to wrap up and carry off an entire shire of meddlesome halflings.

Square-Cube Law (Optional): In real life, animals are proportionately weaker the heavier they are, because strength increases with area (square) while weight increases with volume (cube). The ratio which governs strength and weight is known as the square-cube law. If you want to take into account the square-cube law's effects on carrying capacity, find a creature of the same body form with a known weight to use as a baseline. Your new monster's carrying capacity will be (baseline monster's CCF) × (new monster's weight)] × [(new monster's weight / baseline monster's weight)$^{2/3}$ / (new monster's

Monster Size Category						
Mass	35 lbs or less	36 to 400 lbs	401 to 2,000 lbs	2,001 to 8,000 lbs	8,001 to 32,000 lbs	More than 32,000 lbs
Size Category	Small	Man-Sized	Large	Huge	Gigantic	Colossal
Length/Height	Less than 2' long/tall	Less than 8' long/tall	8' to 12' long/tall	12' to 20' long/tall	20' to 32' long/tall	32' or more long/tall
AC Modifier	+1	0	-1	-2	-4	-8

weight / baseline monster's weight)]. This rule dramatically reduces the carrying capacity of larger monsters.

We only recommend using this rule when creating new monsters that are one or more size categories larger than is typical for that body form. It's not worth worrying about the square-cube law when dealing with weight variances like those of a panther and a lion, or an elephant and mastodon, but it will make a difference if you are creating a 20 HD 3,000 lb giant cat or 65-ton 36 HD elephant.

EXAMPLE: The ersatz Shelob weighs 7,340 lbs. A giant tarantula weighs 500 lbs and has a normal load of 100 stone. Since the spider is in a larger size category than other monsters of its body form, the Judge decides to use the square-cube law. The huge new spider's carrying capacity is therefore [(0.426) × (7,340)] × [(7,340/500)$^{2/3}$ / (7,340/500)] = 1,277 stone.

AC Modifier: Armor class starts at 0 and increases with Hit Dice at a rate of 0.8 AC per HD for the first 9 HD. (Round the result to the nearest whole number, rounding 0.5 up if odd and down if even.) Additional HD thereafter do not increase AC. More massive monsters are, by virtue of size and bulk, easier to hit than smaller monsters. This is reflected with a modifier to armor class on the Monster Size Category table, above. Body forms may also provide a bonus or penalty to AC, as shown on the Monster Body Form table. AC may also vary by one point in either direction due to minor differences in agility, natural armor, etc. between species. Roll 1d6 or choose. 1-2: -1 AC; 3-4: +0 AC; 5-6: +1 AC.

EXAMPLE**:** The ersatz Shelob has 20 HD, but only the first 9 count for AC purposes, so it has a base AC of (0.8 × 9) 7.2, rounded to 7. As an arachnine, it has an AC modifier of +1. As a huge monster, the arachnine has an AC modifier of -2. Its final AC is (7 + 1 - 2) 6. The Judge decides his arachnine has a thick, spiky carapace, so he adjusts its AC by +1 to 7.

Monster Size and Hit Dice

Size	Maximum Hit Dice
Man-Sized or less	9
Large	13
Huge	17
Gigantic	25
Colossal	40

Unnaturally Tough Monsters: The rules for Hit Dice, body mass exponent, and weight assume a naturalistic progression of size, durability, and fighting power. Ogres are bigger than orcs, so they have more HD; elephants are bigger than horses, so they have more HD. But some masters are unnaturally tough – they possess HD that are disproportionate to their size and weight, whether due to combat skill, innate power, or magical enhancement.

To create an unnaturally tough monster, just calculate the creature's weight, carrying capacity, and size category using some arbitrarily low HD value that yields the desired results. Then calculate its hit points, attack throws, Armor Class, damage, saving throws, experience point value, and treasure type using another, higher HD value. (This process can be used in reverse to create unnaturally weak monsters.)

In the absence of magic, there is a limit to how unnaturally tough a monster can be. The Monster Size and Hit Dice table, above, shows the maximum HD permitted for monsters of various size categories. Enchanted creatures and undead can ignore these restrictions. See **Advancing Monstrous Henchmen**, p. 120, for additional rules for advancing monsters past the usual limits.

Monster Natural Attack

HD	Bite (large)	Bite (medium)	Bite (small)	Claw (large)	Claw (small)	Hoof	Horn	Stinger	Talon	Tail/ Tentacle	Tusk	Weapon
1 or less	1d6	1d4	1d3	1d3	1d2	1d3	1d3	1d6	1d2	0	1d3	1d6
1+ and 2	1d8	2d3	1d4	1d3	1d2	1d4	1d3	1d8	1d3	1	2d3	1d6
2+ and 3	1d8	2d3+1	1d6	1d3	1d3	1d6	1d4	1d8	1d4	1d2	2d4	1d8
3+ and 4	1d10	2d4	1d8	1d4	1d3	1d8	1d4	1d10	1d6	1d3	2d4	1d10
4+ and 5	2d6	2d4+1	1d10	1d4	1d4	1d8	1d6	2d6	1d8	1d4	3d4	1d12
5+ and 6	2d8	2d6	2d6	1d6	1d4	1d8	1d6	2d8	1d10	1d4	3d4	2d6
6+ and 7	2d8	2d6+1	2d6	1d8	1d6	1d8	1d8	2d8	2d6	1d6	4d4	3d4
7+ to 9	2d8	2d8	2d8	1d10	1d6	1d8	1d8	2d8	2d8	1d6	4d4	2d8
9+ to 11	3d8	2d10	2d8	2d6	2d3	1d8	1d10	3d8	2d10	1d8	3d6	3d6
11+ to 13	3d8	3d8	2d10	2d8	1d8	1d8	1d10	3d8	3d8	1d8	3d6+1	4d6
13+ to 15	3d8	3d10	2d10	2d10	2d4	1d8	1d12	3d8	3d10	1d10	4d6	5d6
15+ to 17	5d6	4d8	2d10	3d8	1d10	1d8	1d12	5d6	4d8	1d10	4d6+1	6d6
17+ to 19	6d6	4d10	4d6	3d10	1d12	1d8	2d6	6d6	4d10	2d6	5d6	3d10
19+ to 21	7d6	5d8	4d6	4d8	3d4	1d8	2d6	7d6	5d8	2d6	5d6+1	4d10
21+ to 25	8d6	6d8	5d6	4d10	3d6	1d8	2d8	8d6	6d8	2d8	4d8	6d10
25 to 30	9d6	6d10	6d6	5d8	3d8	1d8	2d8	9d6	6d10	2d8	4d8+1	8d10
31+ to 35	3d20	7d10	7d6	6d8	3d10	1d8	3d6	3d20	7d10	2d10	5d8	10d10
36+	4d20	8d10	8d6	6d10	4d8	1d8	3d6	4d20	8d10	2d10	6d8	10d12

EXAMPLE: The Judge is creating a fantastic creature with a humanoid body form (BME 1.88). He wants the creature to be man-sized, about 250 lbs, but to have fighting ability superior to that of a hill giant (8 HD). Normally, an 8 HD humanoid with BME 1.88 would weigh $(8*10)^{1.88}$ = 3,782 lbs, so he must create an unnaturally tough monster. For the purposes of weight and size, he sets its HD at 1+2, yielding a 162-pound man-sized monster. For all other purposes its HD is 8. The Judge cannot make its HD 10 or more, because man-sized fantastic creatures cannot exceed 9 HD, even if unnaturally tough. (If the monster were an enchanted creature or undead it could possess 10, 15, or even 40 HD while still being man-sized.)

MONSTER ATTACK TABLE

In most cases, the monster's attack sequence should inflict an average of 2 hp of damage per HD the monster possesses divided among all their attacks. But how much should each of those attacks do? The **Monster Natural Attack** table offers recommended monster damage for some common natural attacks at various HD ranges. These values are extrapolated from those that appear in *ACKS* and can be used to help determine a new monster's damage from its attacks. These values are guidelines only, however, and the Judge should feel free to diverge from them as necessary to balance the monster.

EXAMPLE #1: The Judge is creating an 8 HD monster with an ursine body form called the *koalataur*. An ursine's natural attacks are 2 claws and 1 bite. Its average damage per attack sequence should be around (8 × 2) 16 points. The Judge chooses 2 small claws (at 8 HD, these deal 1d6 points of damage each) and 1 small bite (at 8 HD, this deals 2d8 points of damage). The koalataur's average damage per attack sequence is (3.5 + 3.5 + 9) 16 points.

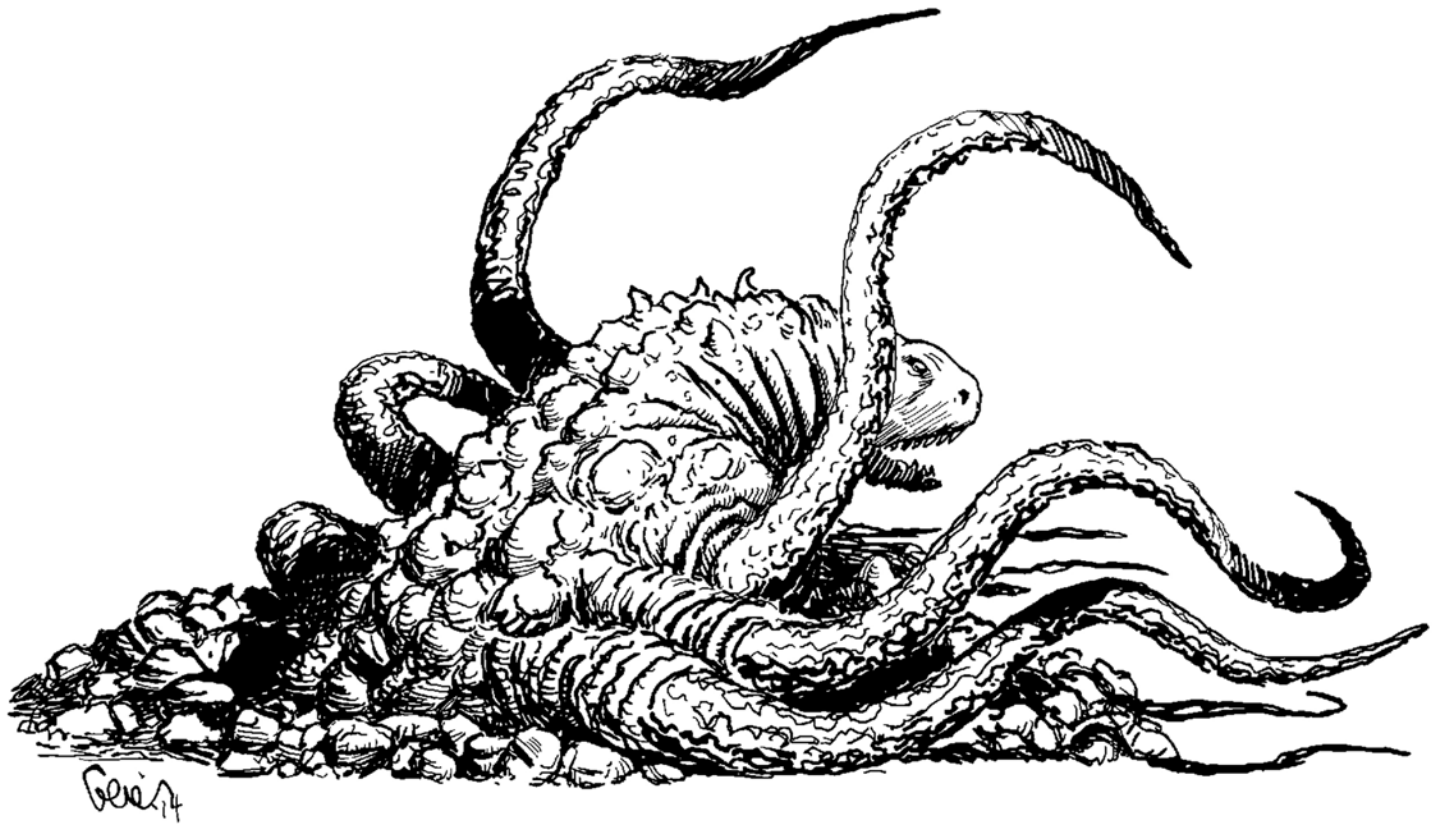
EXAMPLE: #2: The Judge is creating a 10 HD scolopendrine body form tentatively called a *crawling horror*. A scolopendrine's natural attacks are 1 bite and 0-8 tentacles. Its average damage per attack sequence should be around (10 × 2) 20 points. The Judge first chooses 1 medium bite dealing 2d10 points of damage. That equates to an average of 11 points of damage per round, so the Judge must distribute another 9 points of average damage across the monster's other attacks. He opts for 6 tentacles dealing 1d2 points of damage each. The crawling horror's average damage per attack sequence is [11 + 6 × (1.5)] 20 points.

Monsters with Weapons: Some monsters may use weapons in lieu of or in addition to natural attacks. Monsters using a normal weapon such as a sword, battle axe, or mace inflict an average of 2.5 hp of damage plus 1 hp of damage per full HD the monster possesses. The amount should be increased or decreased if the weapon is small (e.g. dagger), large (great axe), etc.

EXAMPLE: A 1-HD orc with a battle axe deals an average of (2.5 + 4) 3.5 hp of damage, or 1d6. A 4+1 HD ogre with a battle axe deals an average of (2.5 + 4) 6.5 hp of damage or 1d12. Ogres typically use clubs, however, so damage is reduced to 1d10.

MONSTER SPECIAL ABILITIES

A monster may have from zero to five special abilities, in addition to any immunities from its monster type. The Judge may choose the number based on his concept, or may randomly determine the number by rolling the dice listed for its type on the Monster Type table (re-printed below).



For each special ability, the Judge should roll or choose one selection from the Monster Special Abilities table, below. When rolling on the Monster Special Abilities table, re-roll any results that duplicate abilities the monster already possesses, except where otherwise noted. At the Judge's discretion, particular special abilities may be chosen based on existing powers, or adjusted to match earlier results. For example, if the first ability a monster gains is a lightning aura, and a later roll indicates an immunity, it would make sense for the immunity to be versus lightning. All results are cumulative. Note that some special abilities may change the monster's natural attacks, damage, armor class, or movement rate. Update those characteristics where appropriate.

The Judge should always feel free to modify the text of the special abilities, whether to tweak their balance, create new mechanics, or simply be whimsical. An Aura doesn't have to extend 2' per HD; a breath weapon doesn't have to do 1d6 points of damage per HD. Strictly following these rules will result in monsters whose capabilities are well-aligned with those already existing monsters of the *ACKS* canon, but sometimes the most interesting monsters are the ones that are totally different from the canon.

Major and Minor Special Abilities: On the table, special abilities are divided into **major abilities,** marked with one or more asterisks (*), and **minor abilities**, marked with one or more hashtags (#). These classifications are important for calculating a monster's XP value – minor abilities are worth approximately one-eigth as much per hashtag.

After all special abilities have been assigned, add up the number of # from all minor abilities and divide by 8. Add this number to the number of * from major abilities. Round the total to the nearest whole number, rounding .5 down if even, up if odd. Now record the total next to the monster's HD; this will be used to calculate the monster's XP value in the next step.

EXAMPLE #1: The koalataur is an animal, so it has 1d4-2 special abilities. The die roll is a 3, so it has one special ability. The Judge rolls 1d100 and gets an 83, so it has a Swallow Attack. This is a major ability (*). The Judge notes that the koalataur is an 8* HD monster.

EXAMPLE: #2: The crawling horror is a fantastic creature, so it has 2d6-7 special abilities. The dice yield a 11, so it has 4 special abilities. The Judge rolls 1d100 four times and gets a 25, 42, 77, and 85, resulting in Grab, Invisibility, Stealth, and Swiftness respectively. Invisibility does not fit with his concept for the monster, so the Judge disregards that result and instead selects Ongoing Damage, which works nicely with Grab. He decides that a successful hit with a tentacle triggers the Grab, and that grabbed victims are then gnawed on, suffering 2d10 points of Ongoing Damage per round (equal to the crawling horror's primary attack) until they free themselves. Grab and Ongoing Damage are both major abilities (*) while Stealth and Swiftness are minor abilities (##). The crawling horror has [(2+2)/8] + (1+1) = 2.5 major abilities, which rounds to 2. The Judge notes that the crawling horror is a 10** HD monster.

Spell-like special abilities count as one or more minor abilities (#) each. Multiply 2 × the level of the spell-like ability by the usage factor shown on the adjoining table.

Usage	Usage Factor	Usage	Usage Factor
At will	1	1/day	0.4
1/turn	0.8	1/week	0.3
1/3 turns	0.7	1/month	0.2
1/hour	0.6	1/season	0.1
3/day	0.5	1/year	0.05

EXAMPLE #3: A lamia can cast *illusion* at will (4th level, usage 1), *command word* at will (1st level, usage 1), *mirror image* once per day (2nd level, usage 0.4), and *charm person* once per day (1st level, usage 0.4). Its spell-like abilities count as [(2 × 4 × 1) + (2 × 1 × 1) + (2 × 2 × 0.4) + (2 × 1 × 0.4)] 12.4 minor abilities. 12.4 minor abilities equals 1.55 major abilities, rounded to 2. A lamia also has the major ability to drain wisdom with its touch, an unusual ability (*). A lamia therefore has 3 major abilities, and is recorded as a 9*** HD monster.

Special Disabilities: A monster may also be assigned special disabilities. For each special disability assigned to a monster, it may be assigned one additional special ability, up to the maximum number permitted for a monster of that type. Disabilities may also reduce the number of * recorded next to the monster's HD, if the Judge's assesses it is likely to meaningfully weaken the creature in play, or if it entirely offsets an otherwise-potent special ability.

A list of sample disabilities appears below:

1. Hateful towards particular creature type; attacks on sight regardless of circumstances
2. Instantly killed by ordinary spell effect (such as cure disease) or condition (such as daylight) (counts as 2 disabilities)
3. Rendered dormant by otherwise ordinary condition (such as daylight)
4. Sensitive to common environmental condition; suffers -1d3 attack penalty
5. Substantial reduction in movement rate or loss of the special movement capability typical for its body type
6. Vulnerable to particular type of attack; suffers double damage or loses normal immunity or resistance
7. Vulnerable to particular type of attack; paralyzed for one round per die of damage the attack deals

EXAMPLE: A monster has immunity to normal weapons. This counts as a special ability (*) for XP purposes. However, the monster suffers double damage against magical weapons. The Judge decides that this more than offsets the creature's immunity to normal weapons since in actual play it will tend to take double damage. He removes the * from its immunity.

Roll	Special Ability
01–02	Acid*: The monster's attacks destroy non-magical armor or clothing on a successful hit. A non-magical weapon that strikes the monster dissolves immediately after dealing damage. Magical weapons and armor are allowed a saving throw using the wearer's save versus Death, adding any magical bonus to the roll if applicable.
03–04	Aura*: The monster is surrounded by a damaging aura that deals damage to susceptible creatures each round. The aura has a radius of 2' per HD, and deals 1d8 damage per round. Roll 1d8 for the type of aura: 1 – fire; 2 – lightning; 3 – freezing vapors; 4 – poison vapor; 5 – scouring wind; 6 – acid; 7 – blistering steam; 8 – fetid gas.
05	Berserk*: The monster gains a +2 bonus to attack rolls and is immune to fear. Its morale score is raised to +4.
06–07	Bonus Attack: The monster gains one or more bonus attacks. Roll 1d6: 1–3 one bonus attack dealing damage equal to its primary attack, 4–6 two bonus attacks each dealing damage equal to its secondary attack (or half its primary attack). If the bonus attack increases the monster's average damage to more than 4 points per HD, it counts as a special ability (*) for XP purposes. Otherwise it is a minor ability (##).
08–09	Breath Weapon*: The monster gains a dragon-like breath weapon usable 3/day. The breath weapon deals 1d6 points of damage per HD of the monster, with a saving throw v. Blast reducing damage by half. Roll 1d8 for the type of breath weapon or choose: 1 – fire; 2 – lightning; 3 – freezing vapors; 4 – poison vapor; 5 – scouring wind; 6 – acid; 7 – blistering steam; 8 – fetid gas. Area of effect and special properties are as per a dragon.
10–13	Charge##: The monster is capable of making charge attacks that deal double damage. Choose one natural attack type for the charge.
14–15	Charm*: The monster can enslave victims to its will 3/day or by gaze. The target must save v. Spells or be totally enthralled by the monster. If the monster has 3 HD or less, the save is at +2. If the monster has 9 HD or more, the save is at -2.
16–17	Class Powers/Proficiencies: The monster gains 1d4 class powers or proficiencies, selected based on the monster's overall design (Judge's choice), excluding spellcasting. If the monster has all the powers of a class, it counts as a special ability (*) for XP purposes. Each class power counts as one #.
18–19	Energy Drain**: Victims of the monster's primary attack lose 1 or more levels of experience. If the monster has 6 HD or less, it drains 1 level of experience. If it has 7 HD or more, it drains 2 levels of experience.
20–23	Flying##: The monster is capable of flying at an exploration movement rate equal to twice its base movement rate. If it already flies, it becomes capable of making dive attacks that deal double damage. If a dive hits a victim smaller than itself, it grabs and carries him off, unless the victim makes a successful save v. Paralysis. If it already has a dive attack, re-roll.
24–25	Grab*: Victims of the monster's primary attack must save v. Paralysis or be grabbed. Grabbed victims are helpless until they escape by making a successful saving throw v. Paralysis on their turn.
26–31	Hug##: If the monster hits with more than half its attacks during its attack sequence, it deals additional damage: 2d6 if man-sized, 2d8 if large, 2d10 if huge, 2d12 if gigantic, and 2d20 if colossal.
32–37	Immunity: The monster gains an immunity. Roll 1d12: 1 – fire##; 2 – lightning##; 3 – cold##; 4 – acid##; 5 – sleep, charm, hold, and poison*; 6 – fear##; 7 – blunt weapons##; 8 – edged weapons##; 9 – piercing weapons##; 10 – bronze/iron/wood weapons#######, 11 – all nonmagical weapon*, 12 – all elemental effects*. Re-roll if the monster is already immune to the effect.
38	Incorporeal*: The monster is formless, weightless, and unable to interact with physical objects except through its attacks or special abilities. If an incorporeal monster has 4 HD or less, it can only be harmed by silver weapons. If an incorporeal monster has 5 HD or more, it can only be harmed by magical weapons. It may select energy drain and flying as special abilities.
39	Infectious:#: The monster is able to transform its victims into others of its kind. Creatures slain by the monster might rise as monsters of its type unless appropriate measures are taken; or victims suffering loss of half or more of their hit points to the monster's natural attacks might become a monster of its type after 2d6 days.
40–41	Initiative*: The monster is extremely fast, and always has the initiative each round.
42–43	Invisibility*: The monster is naturally invisible. It may act freely, including attacking, without becoming visible.
44	Magic Resistance*: The monster gains magic resistance with a target value of (20-HD).
45–48	Ongoing Damage*: Once the monster has hit its victim, it does ongoing damage each round equal to its most damaging attack. Special effects (energy drain, poison, etc.) are not ongoing.
49–51	Paralysis*: Victims of the monster's primary attack(s) must save v. Paralysis or be paralyzed. Roll 1d6: 1–2 paralysis lasts for 1d10 rounds, 3–6 paralysis lasts for 2d4 turns.
52–53	Petrification**: Any victim that either (1–3) meets the monster's gaze or (4–6) is struck by the monster's attack(s) is required to make a saving throw v. Petrification or be turned to stone.
54–61	Poison*: Victims of the monster's primary attack(s) must save v. Poison or die. If the monster has 3 HD or less, the save is at +2. If the monster has 9 HD or more, the save is at -2.
62–63	Regeneration*: The monster regenerates hit points each round, with the ability to re-attach lost limbs, unless the damage is of two particular types (usually fire and acid). The amount regenerated will be HD/2 per round.
64–68	Resistance: The monster gains resistance to two effects. Roll 1d12: 1 – fire#; 2 – lightning#; 3 – cold#; 4 – acid#; 5 – sleep, charm, hold, and poison####; 6 – fear#; 7 – blunt weapons#; 8 – edged weapons#; 9 – piercing weapons#; 10 – bronze/iron/wood weapons###, 11 – all nonmagical weapons####, 12 – all elemental effects####. If the same effect is rolled twice, the monster becomes immune (as above). Re-roll if the monster is already immune to the effect.
69–71	Spellcasting: The monster may cast spells as if it were a classed character with a level equal to its HD (maximum 14th level). Roll 1d10: 1 bladedancer*, 2–3 cleric*, 4–5 mage**, 6 shaman*, 7 witch**, 8 priestess**.
72–75	Spell-like Abilities: The monster gains 1d4 spell-like abilities. Generate the abilities as if rolling for spell scrolls or select appropriate abilities based on the monster's other powers (Judge's choice). Each spell-like ability counts as one or more minor abilities (#). Multiply 2 x spell level x the usage factor (see below).

Roll	Special Ability
76–80	Stealth##: The monster is difficult to notice. Roll 1d6: 1–2 characters encountering the monster at any time suffer a -1 penalty to surprise rolls; 3–4 characters encountering the monster in its natural habitat suffer a -1 penalty to surprise rolls; 4–6 characters encountering the monster in its natural habitat suffer a -2 penalty to surprise rolls.
81–83	Swallow Attack*: The monster can swallow whole victims smaller than itself on an unmodified attack throw of 19 or 20. A victim that is swallowed whole takes damage equal to the monster's most damaging attack each round until the monster is killed or the victim dies.
84–86	Swift##: The monster moves rapidly. Its movement rate is increased by 30' for every 120' of base encounter movement
87–88	Terrifying*: Any being seeing the monster must succeed in a saving throw versus Paralysis or become paralyzed with dread. This affect passes if the monster leaves the victim's range of vision, or if the monster engages in combat.
89–94	Tough: The monster is unusually tough or hardy. Its AC is increased by 1d4 points. If this increases its AC to more than its HD x 1.5, this counts as an *. Otherwise it counts as ##.
95–99	Trample##: The monster gains a trample attack which it may use in lieu of its normal attack sequence. The trample attack should inflict an average of 2 hp of damage per HD the monster possesses. The monster gains a +4 bonus to attack man-sized targets when trampling. If the monster is not at least large sized, re-roll.
100	Unusual*: The monster has a rare, unique, or special power determined by the Judge. Examples include the rust monster's ability to destroy metal armor and weapons, and the vampire's ability to assume gaseous form when reduced to 0 hit points.

MONSTER EXPERIENCE POINTS

To calculate a monster's XP, begin with the base XP value for its Hit Dice on the **Monster Experience Table**, below. Add the value for the XP bonus per *, multiplied by the number of special abilities the monster has.

Monster Experience Points

Monster HD	Base XP	Bonus XP/ Ability
Less than 1	5	1
1	10	3
1+	15	6
2	20	9
2+	35	12
3	50	15
3+	65	35
4	80	55
4+	140	75
5	200	150
5+	260	200
6	320	250
6+	380	300
7	440	350
7+	500	400
8	600	500
9	700	600
10	850	700
11	1,000	800
12	1,200	900
13	1,400	1,000
14	1,600	1,100
15	1,800	1,200
16	2,000	1,300
17	2,200	1,400
18	2,400	1,500
19	2,600	1,600
20	2,800	1,800
21*	3,000	2,000

**For monsters of HD 22 and higher, add a cumulative 250 XP for the Base and Bonus categories.*

MONSTER ORGANIZATION

Choose the monster's **typical dungeon encounter** and **typical wilderness encounter.** Each typical encounter entry should be listed as: [Collective Noun] (Number Encountered) / [Collective Noun] (Number Encountered). The first collective noun (e.g., "gang") and subsequent number encountered ("2d4") describes encounters outside of the creature's lair. The second collective noun ("lair") and subsequent number encountered ("1 warband") describes encounters inside the creature's lair.

The number encountered in the lair is usually a distinct number of monsters (such as "2d6"), but sometimes is based on the ranges encountered outside the lair (e.g., "1 warband"). The latter is common for monsters that have a clan or tribal structure. If the monster does not make a lair, then list only one collective noun and range. If the monster is not found in one of the two settings (dungeon or wilderness), list "none."

At this time, the Judge also selects the monster's **% In Lair**. This can range from None, for nomadic monsters that maintain no den or nest of any sort, to 100%, for purely sedentary monsters that never leave their lair. The average % In Lair is 25%, although this varies widely by body form and even within body forms depending on the monster's diet and metabolism.

The **Monster Organization** table, below, offers recommendations for typical encounter and % In Lair by body form. These are presented as an average number of Hit Dice for each type of encounter (wandering dungeon, lair dungeon, wandering wilderness, lair wilderness). Monsters with HD which exceed the recommended HD are usually solitary (1).

EXAMPLE #1: The koalataur is an 8 HD ursine. An ursine's recommended monster organization is sloth (10 HD) for wandering dungeon or wandering wilderness and den (10 HD) for lair dungeon or lair wilderness. 10 HD divided by 8 HD yields 1.25, so there should be 1.25 monsters in a typical encounter. A roll of 1d2 yields an average of 1.5, which is both close to the recommended number and seems like it could represent individuals and/or mated pairs. The Judge records the koalataur's typical dungeon encounter as sloth (1d2)/den (1d2) and typical wilderness encounter as sloth (1d2)/den (1d2). He selects the default % In Lair of 25%.

Monster Organization						
Body Form	**Sample Monsters**	**% In Lair**	**Wandering Dungeon**	**Lair Dungeon**	**Wandering Wilderness**	**Lair Wilderness**
Accipitrine	Hawk (any)	20%	None	None	Flight (36 HD)	Aerie (48 HD
Aquiline	Roc (any)	20%	None	None	Flight (36 HD)	Aerie (48 HD
Ankhegine	Ankheg	15%	Cluster (18 HD)	Nest (22 HD)	Cluster (18 HD)	Nest (22 HD)
Apian	Giant Bee	35%	Flight (2 HD)	Hive (10 HD)	Swarm (10 HD)	Hive (10 HD)
Arachnine	Spider (any), Rhagodessa	70%	Cluster (7 HD)	Den (7 HD)	Cluster (7 HD)	Den (7 HD)
Basilicine	Basilisk	40%	Bask (22 HD)	Nest (22 HD)	Bask (22 HD)	Nest (22 HD)
Bovine	Herd Animal (any)	None	None	None	Herd (18 - 72 HD)	None
Cameline	Camel	None	None	None	Caravan (10 HD)	None
Cancrine	Giant Crab	90%	Clutter (5 HD)	Nest (11 HD)	Cluster (11 HD)	Colony (21 HD)
Canine	Dog (any), Hellhound, Wolf	10%	Pack (18 HD)	Den (26 HD)	Route (26 HD)	Den (26 HD)
Cetacean	Whale (any)	None	None	None	Pod (36 HD)	None
Coleopteran	Beetle (any)	40%	Cluster (9 HD)	Nest (14 HD)	Scourge (14 HD)	Nest (14 HD)
Crocodilian	Crocodile (any)	None	None	None	Bask (15 HD)	None
Dinosaurian	Dinosaur (any)	None	None	None	Herd (25 HD)	None
Dipterous	Giant Carnivorous Fly	35%	Scourge (7 HD)	Nest (7 HD)	Swarm (7 HD)	Nest (7 HD)
Draconine	Dragon	55%	Flight (20 HD)	Lair (20 HD)	Flight (20 HD)	Lair (20 HD)
Elephantine	Elephant, Mastodon	None	None	None	Herd (100 HD)	None
Equine	Donkey, Horse (any), Mule	None	None	None	Herd (100 HD)	None
Feline	Large Cat (any)	10%	Pride/Troop (12 HD)	Den (12 HD)	Pride/Troop (12 HD)	Den (12 HD)
Formic	Giant Ant	10%	Scourge (20 HD)	Nest (56 HD)	Swarm (56 HD)	Nest (56 HD)
Humanoid	Giant Humanoids, Humanoids	35%	Gang (5 HD)	Lair (35 HD)	Warband (35 HD)	Village (200 HD)
Lacertine	Giant Lizard (any)	25%	Lounge (10 HD)	Lair (20 HD)	Lounge (10 HD)	Lair (20 HD)
Monadine	Ooze (any)	None	Solitary	None	Solitary	None
Murine	Giant Rat	10%	Pack (6 HD)	Den (9 HD)	Horde (9 HD)	Den (9 HD)
Musteline	Giant Ferret, Giant Weasel	25%	Pack (9 HD)	Den (11 HD)	Fesnying/Sneak (11 HD)	Den (11 HD)
Octopine	Giant Octopus, Giant Squid	None	None	None	Pod (12 HD)	None
Piscine	Giant Fish (any)	None	None	None	School (15 HD)	None
Porcine	Boar, Giant Boar	None	Sounder (10 HD)	None	Sounder (15 HD)	None
Pterosaurian	Pteranodon, Pterodactyl	None	Flight (7.5 HD)	None	Flight (7.5 HD)	None
Ranine	Giant Toad	None	Knot (6 HD)	None	Knot (6 HD)	None
Rhinerocerine	Rhinoceros (any)	None	None	None	Herd (36 HD)	None
Salamandrine	Salamander (any)	25%	Band (20 HD)	Nest (30 HD)	Swarm (30 HD)	Nest (30 HD)
Scolopendrine	Carcass Scavenger, Centipede	10%	Claw (7 HD)	None	Claw (7 HD)	None
Selachian	Shark (any)	None	None	None	Shiver (20 HD)	None
Serpentine	Snakes (any), Sea Serpent	None	Quiver (3.5 HD)	None	Quiver (3.5 HD)	None
Simian	White Ape, Rock Baboon	10%	Troop (14 HD)	Den (28 HD)	Band (28 HD)	Den (28 HD)
Soricine	Giant Shrew	40%	Pack (11 HD)	Den (22 HD)	Drove (22 HD)	Den (22 HD)
Ursine	Bear	25%	Solitary or Sloth (10 HD)	Den (10 HD)	Solitary or Sloth (10 HD)	Den (10 HD)
Vermian	Caecilian, Purple Worm	25%	Clew (12 HD)	Nest (12 HD)	Herd (30 HD)	Nest (30 HD)
Vespertilionine	Bat (any)	35%	Flock (11 HD)	Nest (11 HD)	Flock (11 HD)	Nest (11 HD)
Wyverine	Wyvern	30%	Flight (10 HD)	Aerie (25 HD)	Wing (25 HD)	Aerie (25 HD)

EXAMPLE: #2: The crawling horror is a 10 HD scolopendrine. A scolopendrine's recommended monster organization is claw (7 HD) for wandering dungeon or wandering wilderness. Since 10 HD exceeds 7 HD, the Judge records his monster's typical dungeon encounter as solitary (1) and typical wilderness encounter as solitary (1). Since his critter is so large, he decides it is less nomadic than other scolopendrines, and sets % In Lair to 30% instead of the default 10%.



MONSTER TREASURE TYPE

Determine the monster's **average treasure value** by multiplying 4 times the XP value of one monster times the average number of monsters encountered in its dungeon lair. (If the monster has no dungeon lair, use its wilderness lair.)

Average Treasure Value = 4 × Monster XP Value × Average Number Encountered

Then decide whether the monster accumulates treasure by hoarding, by raiding, or by accident. Consult the **Monster Treasure Type** table, below, cross referencing its average treasure value with its method of treasure accumulation to find its treasure type(s). Adjust the treasure value up or down by one or more rows if the monster should have more or less treasure than usual for its HD.

EXAMPLE: #2: The crawling horror is a 10** HD monster, so it has an XP value of (800 + 750 +750) 2,300. It is solitary, so the average number encountered is one. Its average treasure value is therefore (4 × 2,300 × 1) 9,200. The crawling horror accumulates treasure only by accident, so its method of treasure accumulation is Incidental. Therefore, its treasure type is M, F.

Monster Treasure Type						
Average Treasure Value	**Hoarder (B, D, H, N, Q, R)**		**Raider (E, G, J, L, O)**		**Incidental (A, C, F, I, K, M, P)**	
0–250	None		None		None	
251–500	B	(500gp)	A	(275gp)	A	(275gp)
501–750	B, A	(775gp)	C	(700gp)	C	(700gp)
751–1,000	D	(1,000gp)	C, A	(975gp)	C, A	(975gp)
1,001–1,500	D, B	(1,500gp)	E	(1,250gp)	F	(1,500gp)
1,501–2,000	D x 2	(2,000gp)	G	(2,000gp)	C x 2, A	(1,675gp)
2,001–2,500	H	(2,500gp)	E x 2	(2,500gp)	F, C	(2,200gp)
2,501–3,000	D x 2, B x 2	(3,000gp)	G, C, A	(2,975gp)	F x 2	(3,00gp)
3,001–3,500	H, D	(3,500gp)	G, E	(3,250gp)	I	(3,250gp)
3,501–4,000	H, D, B	(4,000gp)	J	(4,000gp)	F x 2, C	(3,700gp)
4,001–5,000	H x 2	(5,000gp)	J, D	(5,000gp)	K	(5,000gp)
5,001–6,000	H x 2, D	(6,000gp)	L	(6,000gp)	K, C	(5,700gp)
6,001–7,000	H x 2, D x 2	(7,000gp)	L, D	(7,000gp)	I x 2	(6,500)
7,001–8,000	H x 2, D x 3	(8,000gp)	L, G	(8,000gp)	M	(8,000gp)
8,001–9,000	N	(9,000gp)	J x 2, D	(9,000gp)	M, C	(8,700gp)
9,001–10,000	N, D	(10,000gp)	L, J	(10,000gp)	M, F	(9,500gp)
10,001–11,000	N, D x 2	(11,000gp)	L, J, E	(11,250gp)	M, I	(11,250gp)
11,001–12,000	N, H	(11,500gp)	O	(12,000gp)	M, I, C	(11,9750gp)
12,001–16,000	N, H x 2	(14,000gp)	O, J	(16,000gp)	M, K	(13,000gp)
16,001–20,000	N x 2	(18,000gp)	O, L	(18,000gp)	P	(17,000gp)
20,001–24,000	Q	(22,000gp)	O, L, J	(22,000gp)	P, K	(22,000gp)
24,001–28,000	Q, H, D	(25,500gp)	O x 2	(24,000gp)	P, M	(25,000gp)
28,001–32,000	Q, N	(31,000gp)	O x 2, L	(30,000gp)	P, M, K	(30,000gp)
32,001–36,000	Q, N, H, D	(34,500gp)	O x 2, L, J	(34,000gp)	P x 2	(34,000gp)
36,001–40,000	Q, N x 2	(40,000gp)	O x 3	(36,000gp)	P x 2, I	(37,250gp)
40,001–50,000	R	(45,000gp)	O x 3, L	(42,000gp)	P x 2, M,F	(41,500)gp
50,001–60,000	R, N	(54,000gp)	O x 4, L	(54,000gp)	P x 3	(54,000gp)
60,001–75,000	R, Q	(67,000gp)	O x 5, L	(66,000gp)	P x 3, M, K	(67,000gp)
75,000–90,000	R, Q, N x 2	(85,000gp)	O x 7	(84,000gp)	P x 5	(85,000gp)
90,000 or more	R x 3	(135,000gp)	O x 8	(96,000gp)	P x 6	(102,000gp)

Monster Intelligence by Type			
Body Form	**Sample Monsters**	**TM**	**Training Period**
Accipitrine	Hawk (any)	+1	2 months
Aquiline	Eagle (any)	+1	2 months
Ankhegine	Ankheg	-2	4 months
Apian	Giant Bee	0	6 months
Arachnine	Spider (any), Rhagodessa	+2	12 months
Basilicine	Basilisk	0	6 months
Bovine	Herd Animal (any)	-1	6 months
Cameline	Camel	+1	5 months
Cancrine	Giant Crab	-2	6 months
Canine	Dog (any), Hellhound, Wolf	+1	1 month
Cetacean	Whale (any)	+2	3 months
Coleopteran	Beetle (any)	-2	4.75 months
Crocodilian	Crocodile (any)	-2	11 months
Dinosaurian	Dinosaur (any)	-1	12 months
Dipterous	Giant Carnivorous Fly	-2	5 months
Draconine	Dragon	+3	3 months
Elephantine	Elephant, Mastodon	+3	3 months
Equine	Donkey, Horse (any), Mule	+2	1 month
Feline	Large Cat (any)	+1	5.5 months
Formic	Giant Ant	0	6 months
Humanoid	Giant Humanoids, Humanoids	Sentient	Sentient
Lacertine	Giant Lizard (any)	-2	10 months
Monadine	Ooze (any)	-3	12 months
Murine	Giant Rat	0	2.5 months
Musteline	Giant Ferret, Giant Weasel	0	3 months
Octopine	Giant Octopus, Giant Squid	+1	12 months
Piscine	Giant Fish (any)	-3	9 months
Porcine	Boar, Giant Boar	+2	2 months
Pterosaurian	Pteranodon, Pterodactyl	-1	5 months
Ranine	Giant Toad	-2	5 months
Rhinerocerine	Rhinoceros (any)	0	6 months
Salamandrine	Salamander (any)	-2	10 months
Scolopendrine	Carcass Scavenger, Centipede	-3	4.5 months
Selachian	Shark (any)	-3	6 months
Serpentine	Snakes (any), Sea Serpent	-3	5 months
Simian	White Ape, Rock Baboon	+3	1 month
Soricine	Giant Shrew	0	3 months
Ursine	Bear	+1	3 months
Vermian	Caecilian, Purple Worm	-3	9 months
Vespertilionine	Bat (any)	+1	5 months
Wyverine	Wyvern	+3	3 months

Animal Intelligence by Body Form	
Monster Type	**Intelligence**
Animal	Animal
Beastman	Sapient
Construct	Mindless or Sapient
Enchanted Creature	Animal, Mindless, or Sapient
Fantastic Creature	Animal or Sapient
Giant Humanoid	Sapient
Humanoid	Sapient
Ooze	Mindless
Summoned Creature	Animal, Mindless, or Sapient
Undead	Sapient or Mindless
Vermin	Animal or Mindless

MONSTER INTELLIGENCE

A monster's type determines whether it may possess sapient, animal, or no (mindless) intelligence. The **Monster Intelligence by Type** table shows the options available for each type of monster. The Judge should select whatever is appropriate given his creative vision for the monster.

Monsters of animal intelligence will have a trainability modifier and training period determined by their body form. The **Animal Intelligence by Body Form** table has recommended trainability modifiers and training periods for the various body forms. The Judge may modify these as desired.

EXAMPLE: The crawling horror is a fantastic creature. Consulting the Monster Intelligence by Type table, the Judge sees a fantastic creature can have either animal or sapient intelligence. He envisions his monster as brutish and instinctual, so he gives it animal intelligence. Reviewing the Animal Intelligence by Body Form table, he sees that a scolopendrine form has trainability modifier -3 and base training period 4.5 months. The Judge decides that his monster is more cunning but more vicious than a typical scolopendrine; he improves the trainability modifier to -1, but worsens the creature's base training period to 6 months.

MONSTER ALIGNMENT

A monster's alignment is restricted by its type:

a. Animals, being typically concerned with mere survival, are generally Neutral. Some animals, blessed by gods or powerfully symbolic of virtue and order, may be Lawful. The Narwhal is an example of a Lawful animal. Animals, as part of the natural world, are never Chaotic.

b. Beastmen, as the product of ancient sorcery that crossed humans with animals and monsters, are typically Chaotic. Some, such as centaurs, have escaped the taint of Chaos, but being unnatural and monstrous they are almost never Lawful.



c. Enchanted creatures and fantastic creatures may be of any alignment. If sapient, their alignment will vary based on their ethical beliefs and innate dispositions. If of animal or mindless intelligence, they are typically Neutral, but it is not uncommon for them to be Lawful or Chaotic. The magical nature and sorcerous origin of enchanted and fantastic creatures might cause them to serve Law or Chaos in a brute manner. Wyverns are an example of Chaotic fantastic creatures of animal intelligence.

d. Humanoids and giant humanoids may be of any alignment, depending on their ethical beliefs and innate disposition. Thus, Dwarves are Lawful, Elves are Neutral, and Morlocks are Chaotic. Individual members of these species may, of course, vary from the typical alignment of their kind.

e. Oozes and vermin, though disgusting and destructive, are nevertheless typically Neutral. Particularly horrific monsters of these types, created with dark sorcery, might be Chaotic. Giant scorpions, which are said to have been born from the blood of a Chaotic demigod, are an example of Chaotic vermin.

f. Summoned creatures may be either Neutral or Chaotic, depending on their disposition. Being alien to the natural world, they are never Lawful. Djinn are an example of Neutral summoned creatures, while Efreeti are Chaotic.

g. Undead are always Chaotic.

These alignment restrictions by type and intelligence are summarized on the Monster Alignment table. As always, the Judge is the final arbiter of his monster's characteristics and can overrule these restrictions if desired.

MONSTER TAMING AND TRAINING CHARACTERISTICS

The **Monster Taming and Training Characteristics** table (p. 124) introduces several new characteristics for monsters, including lifespan, supply cost, trained value, untrained adult value, child value, and baby value. While not strictly necessary, these characteristics can be useful to know in campaign play.

Monster Lifespan: The age categories that constitute a monster's lifespan are calculated by working backwards from the monster's maximum age. Three methods are available to compute maximum lifespan for a new monster:

1. There is a known correlation between a creature's full-grown weight and its maximum lifespan. Starting with the new monster's weight in pounds (calculated on p. 150), its maximum lifespan in years will approximate 10.14 × (Monster Weight/2.2)0.18. This formula is most accurate for common mammals. Monsters with high brain mass (intelligence) will tend to live longer than this formula indicates, as will birds and reptiles.

2. If the new monster is very similar to an existing creature with a known lifespan and weight, the new monster's lifespan in years can be calculated as a ratio of that baseline. The formula is New Monster Maximum Lifespan = Baseline Monster Lifespan × (New Monster Weight/Baseline Monster Weight)0.25

3. If the new monster is based on a real-world creature, or a creature from myth and legend, that has a known or reputed lifespan, that value can simply be used.

Once the monster's maximum lifespan is known, its other age categories can be calculated using the table below. These percentages are based on averages across all monsters in *ACKS*. If desired, the Judge can set the monster's age categories by hand, or model them on a similar monster's age categories.

EXAMPLE: The crawling horror is a 10 HD monster with the scolopendrine body form, weighing 1,100 lbs. The Judge calculates that his monster has a weight-based maximum lifespan of [10.14 × $(1{,}100/2.2)^{0.18}$] = 31 years. Since Scolopendrine monsters are essentially giant centipedes, he looks up the maximum lifespan and weight of a centipede on the internet. He finds that centipedes live a surprisingly-long 5 years despite weighing just 140 milligrams (0.0003 lbs). Using that as a baseline, he determines that the maximum lifespan of his 10 HD monster will be (5 years) × $(1{,}100 \text{ lbs} / 0.0003 \text{ lbs})^{0.25}$ = 219 years. He chooses to use the latter value, rounded to 220 years. From there, he calculates the monster's lifespan as 0/2/11/22/88/132/176/220.

Monster Type	Animal Intelligence	Mindless Intelligence	Sapient Intelligence
Animal	Lawful or Neutral	-	-
Beastman	-	-	Neutral or Chaotic
Construct	-	Any	-
Enchanted Creature	Any	Any	Any
Fantastic Creature	Any	-	Any
Giant Humanoid	-	-	Any
Humanoid	-	-	Any
Ooze	-	Neutral or Chaotic	-
Summoned Creature	Neutral or Chaotic	Neutral or Chaotic	Neutral or Chaotic
Undead	-	Chaotic	Chaotic
Vermin	Neutral or Chaotic	Neutral or Chaotic	-

Baby	Child	Youth	Adult	Middle-Aged	Old	Ancient
0% Of Maximum	1% Maximum	5% Maximum	10% Maximum	40% Maximum	60% Maximum	80% Maximum

Trained Value: A monster's trained value in gold pieces is equal to its monthly wage × 33. A monster's monthly wage is, in most cases, calculated from its Battle Rating. *Domains at War: Battles* includes detailed rules on how to calculate a monster's Battle Rating and monthly wage (see p. 92). Judges without access to *Domains at War: Battles,* or who simply prefer to avoid the complex calculations therein, can use the following simplified formula to estimate trained value:

Trained Value = (Creature's AC+1) × (Creature's HD) × (Creature's HD + 1) × (1 + Creature's # of special abilities) × 24

Only special abilities that warrant an asterisk (*) count for these purposes. Round calculated values of 10,000gp or less to the nearest 100gp, and larger values to the nearest 250gp.

EXAMPLE: The Judge has created a monster with AC 5, 8 HD, and 2 special abilities. Its trained value is [(5+1) × (8) × (8+1) × (1 + 2) × 24] or (6 × 8 × 9 × 3 × 24), equaling 31,104. This rounds to 31,000gp.

Value Category	Modifier
Untrained Adult Value	67%
Child Value	50%
Baby Value	25%

Other Values: Untrained adult, child, and baby values of monsters can be approximated as a percentage of trained adult price, as shown on the accompanying table. Round values of 10,000gp or less to the nearest 100gp, and larger values to the nearest 250gp. These percentages are based on averages across all monsters in *ACKS*. The Judge should feel free to adjust them where appropriate for the monster.

EXAMPLE: The Judge has created a monster with a trained value of 31,000gp. It will have an untrained adult value of (67% × 31,000gp) 20,770gp, which rounds to 20,750.

A review of the Monster Taming and Training Characteristics table makes it clear that the untrained, child, and baby values for monsters presented there vary widely from 67%/50%/25% percentage calculations above.

The actual values in *Lairs & Encounters* were calculated with a robust spreadsheet that takes into account the net present value of money based on the monster's ages, the changing cost of food as the monster grows, the cost to charm or train the monster, and more. If there is interest within the *ACKS* community we may work to develop an online calculator for our Judges.

SAMPLE MONSTER CREATION

The following example walks through the creation of a monster from scratch, following each step in order:

1. Perusing the *ACKS* rulebook, the Judge has noticed that many of the monsters, such as the griffon and wyvern, were commonly used in medieval heraldry. But one of his favorite heraldic creatures, the double-headed imperial eagle of the Byzantine Empire and Holy Roman Empire, is missing! The Judge decides to create a **double-headed eagle**, sacred bird of a powerful empire in his campaign.

2. The double-headed eagle, being an animal with an impossible combination of body parts, is clearly a **fantastic creature**.

3. The griffon and wyvern are both 7 HD creatures. Since the double-headed eagle is rarer than those monsters, and used as a symbol of empire, he makes it a slightly more powerful **8 HD monster**.

4. As an 8 HD fantastic creature, the double-headed eagle saves as a Fighter of level (HD/4 × 1d8). The Judge rolls a 4, so the double-headed eagle will save as an 8th level Fighter.

5. Because his monster is modeled after an eagle, the Judge chooses the **aquiline** body form.

6. As an aquiline, the double-headed eagle can have a **body mass exponent** (BME) of 1.63 to 1.67. The Judge wants his eagle to look powerful but not oversized, so he selects a mid-range value of 1.65. The double-headed eagle's weight, according to the formula $(HD \times 10)^{BME}$, is 1,380 lbs.

7. With a weight of 1,380 lbs, the double-headed eagle falls within the **Large size category**. The Judge decides it will be 10' long with a 30' wingspan. It has a -1 penalty to AC because of its size.

8. Now it's time to calculate the double-headed eagle's normal load. The formula for normal load is (weight × carrying capacity factor). As an aquiline, the double-headed eagle can have a **carrying capacity factor** (CCF) of 0.020. The double-headed eagle has a normal load of (1,380 × 0.020) 28 stone. This seems reasonable, as it is between the normal load of a 6 HD roc (15 stone) and a 12 HD roc (30 stone).

9. Next the Judge calculates the double-headed eagle's AC. The formula for monster AC is (0.8 × HD), rounding to the nearest whole number. Therefore the double-headed eagle has an AC of (8 × 0.8) 6.4, rounded to 6. As an aquiline, it gains a +1 bonus to AC. As a large monster, it suffers a -1 penalty to AC. Its final AC is (6 +1 – 1) 6.

10. An aquiline's natural attacks are 2 talons and 1 bite. The Judge knows he wants the double-headed eagle to be able to bite with both its heads, but the second bite will be added later, during special abilities.

11. The average damage dealt by each of the double-headed eagle's attack sequences should be around (8 × 2) 16 points. Looking at the monster attack table, he notes that an 8 HD talon attack has a recommended damage of 2d8 points. If the eagle's attack sequence included those two talons, its average damage would be (9 + 9) 18 points per round – already over the recommended 16 points, and leaving nothing for the bite attack. Since his concept called for the eagle to have a bite attack, the Judge opts for 2 talons dealing 2d4 points of damage each and 1 bite dealing 2d6 points of damage.

12. As an aquiline, the double-headed eagle can have a flying movement rate of 450' to 480'. The Judge chooses the slower

movement rate, 450', since he envisions the eagle as big and burly rather than sleek and fast.

13. It's time to assign special abilities to the double-headed eagle. Since the double-headed eagle is a fantastic creature, the Judge rolls 2d6-7 for its special abilities. The result is a 10, so the monster has 3 special abilities. The Judge has already picked two special abilities he wants the double-headed eagle to have, so there's no need to make a random roll for them. The first ability he chooses is **bonus attack**, giving the eagle an additional bite dealing 2d6 points of damage. The second ability he chooses is **flying**. Since the double-headed eagle can already fly, it becomes capable of **dive attacks** instead. The Judge decides to roll for the third special ability. The d100 roll yields a 41, **initiative**. Like a pit viper, the double-headed eagle will always have the initiative. Initiative is a major ability (*) while bonus attack and flying are both minor abilities (##).Adding the number of # from all minor abilities divided by 8 yields 0.5; adding 0.5 to the number of * from major abilities results in a total of 1.5, which rounds to 2. Therefore the Judge notes that the double-headed eagle is an 8** HD creature.

14. Now the Judge calculates the double-headed eagle's XP value. On the Monster Experience table, the base XP value for its Hit Dice is 600, while the value per XP bonus is 500. The double-headed eagle is therefore worth [600 + (2 × 500)] 1,600 XP.

15. After reviewing the Monster Organization table for aquiline body forms, the Judge decides that the double-headed eagle is only encountered in the wilderness. Its organization is flight (1d8) when encountered away from its lair, and aerie (1d10) in its wilderness lair.

16. The Judge decides that, like dragons, double-headed eagles collect treasure. That makes it a hoarder. There will be an average of 5.5 double-headed eagles in a lair, so their **average treasure value** is (1,600 XP) × (4 × 5.5) 35,200. Cross-referencing the average treasure value (35,200) with the hoarder type on the Monster Treasure table, the Judge sees that the double-headed eagle has treasure type Q, N, H, D.

17. As a fantastic creature, the double-headed eagle can possess either animal or sapient intelligence. Since he's already determined that the double-headed eagle collects treasure, the Judge decides it's of sapient intelligence.

18. A sapient fantastic creature can be of any alignment. Since the double-headed eagle is the sacred bird of a powerful empire in his campaign, the Judge decides it should be of Lawful alignment. Lawful creatures represent the forces of civilization and order.

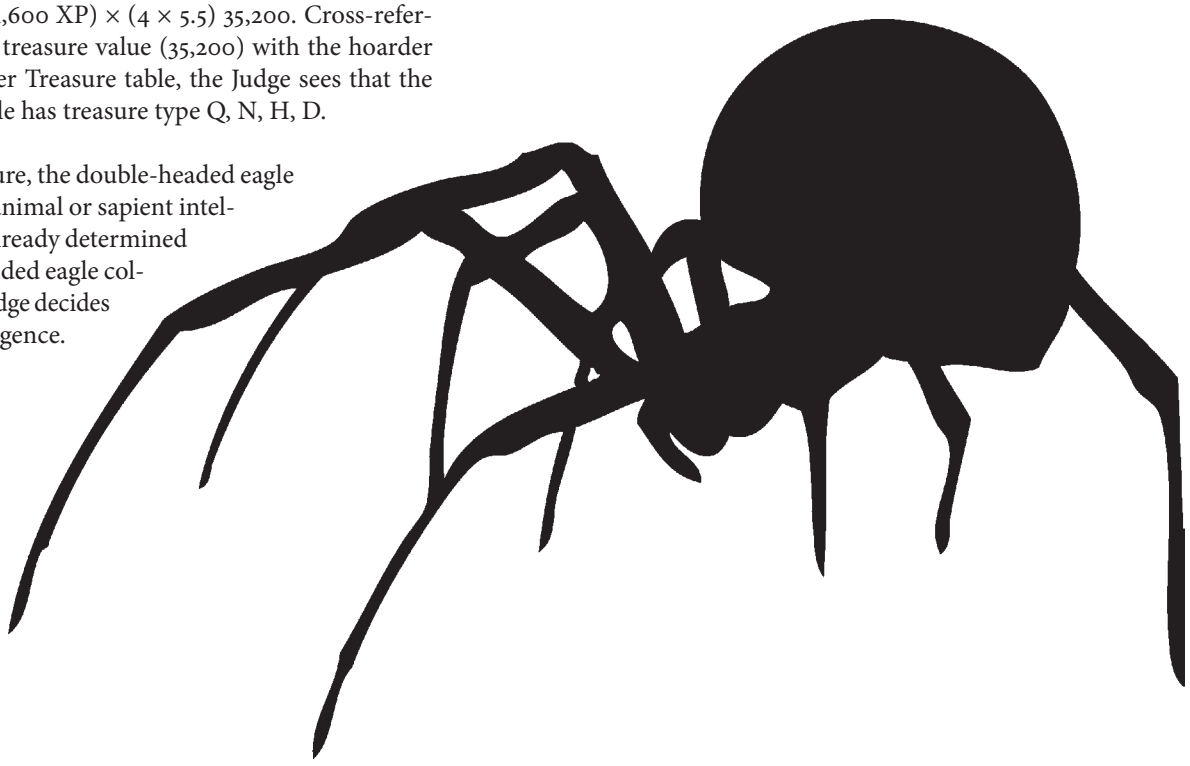
19. The Judge decides to calculate the double-headed eagle's lifespan using the real-world golden eagle as a baseline. A golden eagle has a maximum lifespan of 30 years and a weight of 11 lbs. The double-headed eagle therefore has a maximum lifespan of 30 years × $(1{,}380 \text{ lbs}/11 \text{ lbs})^{0.25}$ = 100 years. This gives it **lifespan age categories** of 0/1/5/10/40/60/80/100.

20. The double-headed eagle's trained value is equal to (AC+1) × (HD) × (HD + 1) × (1 + # of Special Abilities) × 24. Its **trained value** is (7+1) × (8) × (8+1) × (1 + 2) × 24 = 41,472, which rounds to 41,500gp. This makes it more valuable than a griffon (30,000gp) but less valuable than a manticore (55,000gp).

21. The double-headed eagle's untrained adult value is (41,500gp × 67%) 27,805gp, rounded to 27,750gp. Its child value is (41,500gp × 50%) 20,750gp. Its baby value is (41,500gp × 25%) 10,375gp.

22. The Judge decides to calculate the double-headed eagle's taming and training characteristics. These include its lifespan, trained value, untrained adult value, child value, and baby value.

23. At this point, all of the calculations to create the double-headed eagle are finished! The Judge reviews its characteristics and turns to crafting a write-up of the monster.





CHAPTER 5: MONSTER LISTINGS



As noted in *ACKS* (p. 151), monsters with similar characteristics are grouped into monster types. The new monsters introduced in *Lairs & Encounters* are categorized below.

New Monsters by Type	
Type	**Monsters**
Animal	Hyena, Hyaenodon
Beastman	Dire Orc, Dire Gnoll, Dire Bugbear, Dire Ogre, Dire Troll, Thrassian
Construct	Iron Golem, Stone Golem
Enchanted Creature	All Constructs, All Summoned Creatures, All Undead, Hag, Leyak
Fantastic Creature	Amphisbaena, Arane, Farahavar, Hag, Khepri, Kraken, Leyak, Sorcerous Sphere, Sphinx, Yali
Giant Humanoid	Dire Bugbear, Dire Gnoll, Dire Ogre, Dire Troll
Humanoid	Dire Orc, Grimlock, Thrassian
Ooze	-
Summoned Creature	Dao, Chaos Hulk, Child of Nasga, Marid, Rakshasa
Undead	Blood Hound, Death Charger, Desert Ghoul, Draugr, Flay Fiend, Haugbui, Hoarflesh, Mummy Lord, Nathaghol, Necropede, Venous Sentinel
Vermin	-

AMPHISBAENA

% In Lair: 10%
Dungeon Enc: Solitary (1) / Den (1d2)
Wilderness Enc: Solitary (1) / Den (1d2)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 5
Hit Dice: 6**
Attacks: 4 (2 bites, 2 constricts)
Damage: 1d4 +, poison/1d4 +, poison/2d8/2d8
Save: F3
Morale: 0
Treasure Type: K
XP: 820

Among the most perilous of desert denizens, amphisbaena are the offspring of an escaped sorcerous creation of times gone by, great snakes 30' long with heads at each end of their sinuous bodies. An amphisbaena winds its intricately-patterned sand-colored body sideways across the sand, each head leading by turn, leaving great twisting tracks in its wake as it seeks prey to sate its appetite.

An amphisbaena attacks with two bites, one from each head. The bites are venomous, and a bitten victim must succeed in a saving throw versus Poison or die 1d4+2 turns later. On a successful bite, it also constricts the victim bitten for an additional 2d8 points of damage. Thereafter, constriction continues on subsequent rounds. A constricted character may break the amphisbaena's hold with a successful saving throw versus Paralysis; breaking the hold takes a full round during which no other actions can be made. An amphisbaena can simultaneously constrict two different creatures.

Desert nomads consider the flesh of an amphisbaena a potent aphrodisiac (and it is a special component for *philters of love*), but obtaining it is a dangerous proposition.

ARANE

% In Lair: 70%
Dungeon Enc: Solitary (1)/Den (1d3)
Wilderness Enc: Solitary (1)/Den (1d3)
Alignment: Chaotic
Movement: 120' (40')
↳ **Web:** 120' (40')
Armor Class: 3
Hit Dice: 6***
Attacks: 1 (bite or web)
Damage: 1d8 + poison
Save: F6
Morale: 0
Treasure Type: J (per arane)
XP: 1070

Arane resemble 8' long jumping spiders with hairless, glossy, purple-black carapaces, and an overlarge central pair of eyes surrounded by others., Although they may be mistaken for any giant spider, they are anything but unthinking. Sly, patient, and intelligent, the arane weave plots as deftly as they weave a web, and often work with others of their kind, surrounding themselves with frightened minions or others of a similarly wicked nature.

These crafty beings spin webs in strategic locations around their lairs, and may also spray webbing at victims to capture them or keep them fresh for later consumption. These swift bursts of webbing may be done 3 times per day, and can be flung to a range of 30', covering a 10'-diameter area. All targets in the area must make a saving throw versus Blast or suffer effects identical to the **web** spell, however the web does not dissolve and cannot be dispelled.

The bite of an arane is venomous, and a victim will die in 1d4 turns unless a saving throw versus Poison is made. 20% of arane cast spells as Witches of a level equal to their HD. These individuals dominate other arane, have an XP value of 1570, and a Treasure Type of L instead of J.

BLOOD HOUND

% In Lair: 20%
Dungeon Enc: Pack (1d4)/Abattoir (2d6)
Wilderness Enc: Route (2d6)/Abattoir (2d6)
Alignment: Chaotic
Movement: 150' (50')
Armor Class: 3
Hit Dice: 2***
Attacks: 2 (talon/tongue)
Damage: 1d6/1d6 + 1d4 blood drain or trip
Save: F2
Morale: N/A
Treasure Type: None
XP: 47

Created from a lithe human corpse, skin stripped to ease movement and entrails removed to reduce weight, a blood hound is no hound at all, but a necromantic attack beast. The joints of the arms and legs are twisted and re-set, permitting the blood hound to crawl swift and low to the ground. The tongue is set with a hollow tip of sharp bone, and reattached with its base inside the mouth rather than down the throat; this, gives the blood hound a piercing tongue attack that it can use in close quarters. The tongue is also used to drain a victim's blood, replenishing the blood hound's necrotic flesh and permitting it to retain its flexibility.

In combat, blood hounds claw with ragged, filthy, bone-like talons, and lash with their piercing tongue, although they sometimes attempt to wrap their tongue around an opponent's leg and drag them down to the ground, instead (see Knockdown, *ACKS* p. 109). This trip requires the victim to make a saving throw versus Paralysis to remain standing and disentangle. Any tongue attack that inflicts damage means the tongue attaches to the victim and begins to drain its blood. This deals 1d4 points of damage from blood sucking immediately, and sucks 1d4 points of damage worth of blood every subsequent round. The attached tongue can be severed if a total of 4 or more points of damage is dealt in one blow. If the tongue is severed, the blood hound can no longer make tongue or trip attacks.

Like all undead, blood hounds are immune to **sleep**, **hold**, and **charm** spells. They are turned as ghouls.

CHAOS HULK

% In Lair:	None
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Chaotic
Movement:	1d12 x 10' (third)
Armor Class:	5
Hit Dice:	10****
Attacks:	1d6
Damage:	1d12 + chaos infection
Save:	F10
Morale:	N/A
Treasure Type:	None
XP:	3,650



Raw chaos given physical form, a chaos hulk is a roiling, shifting, twisting mass of tissues, constantly growing and reabsorbing limbs, mouths, eyes, and other organs of all varieties, natural and alien. Feathers, scales, skin, slime, carapace, bone, all these elements and more may be present on a hulk at any single moment, only to mutate again moment later.

Insane and unpredictable, a chaos hulk is by turns idiot and genius. Roll 1d20 on the following table each round to determine the hulk's actions:

1	It cackles and sways to unheard music.
2	It stands utterly motionless and unchanging for the entire round.
3	It rants gibberish in tongues known and unknown.
4	It mews piteously, twitching and drooling.
5	It savagely attacks itself for the round.
6	It attempts to devour the nearest thing, living or dead, animate or inanimate.
7	It assaults the nearest shadow or inanimate object.
8	It screams terrible howls and roars as it thrashes wildly.
9	It flees the area in a random direction as swiftly as possible for the entire round.
10	It experiences a round of lucidity, and may even briefly converse with others.
11–20	It attacks the nearest living things madly, without regard for its own safety.

When a hulk attacks, it bites or lashes out with whatever mouths, claws, barbed tentacles, or other damaging appendages and organs it possesses at that moment, but its most frightful power is its infectious touch; anyone damaged by a hulk's attack risks infection by primal chaos, both physical and mental. Such a victim must make a saving throw versus Spells or be infected mentally and a saving throw versus Death or be infected physically too.

If infected mentally, the victim must roll every round on the hulk's action table above to determine how he acts. If infected physically, the victim's body becomes a pulsing, undulating mass of flesh exuding and withdrawing muscular tendrils and random limbs and organs, gurgling and screaming in pain and torment. A physically infected individual can do nothing until he recovers, unless also mentally infected – then he will act as determined by his random roll each round. An infected individual can make the appropriate saving throws every round, success indicating that the natural physical state and/or mind of the individual reasserts itself.

Due to their ever-changing nature, hulks regenerate 1d12 hit points per round. This same shifting renders them immune to transformative magics, as well as **charm**, **sleep**, and **hold** spells of any variety. As Chaotic summoned creatures, they are inherently evil for the purposes of the **detect evil** and **protection from evil** spells.

CHILD OF NASGA

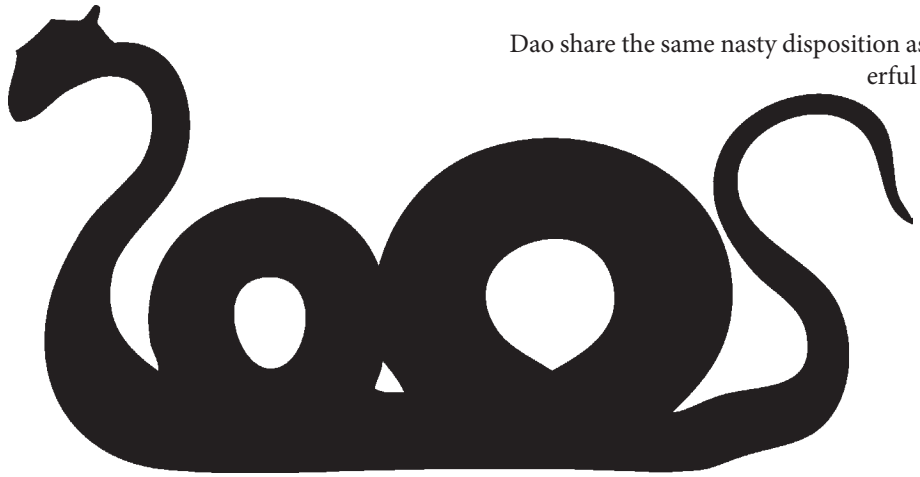
% In Lair:	90%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Chaotic
Movement:	120′ (40′)
Armor Class:	6
Hit Dice:	8*****
Attacks:	2 (bite, constrict)
Damage:	1d4 +d4, poison/2d8
Save:	C8
Morale:	+4
Treasure Type:	N, H
XP:	3,100

Beautiful yet alien, sensuous and wicked, the Children of Nasga are 20' long snakes with silken black scales, androgynous human-like faces, and a cunning intellect. Devoted to Nasga, the Serpent, they are known to have served the most powerful clerics and anti-paladins of that chthonic faith in ages past, or in some cases to have led Nasgan cults of their own. With the fall of the Zaharan Empire, most of the Children of Nasga were bound into great etched copper bowls sealed with magical runes and wax, there to await in slumber until the Awakening, when the Chthonic gods will call them forth to fulfill their dark purposes again.

A Child of Nasga prefers to charm others with its dulcet voice and golden eyes. Any individual hearing its voice and meeting its gaze must make a saving throw versus Spells at a –2 penalty or be charmed as the **charm person** spell. The foul creature may also spend a whole round performing a hypnotic dance, swaying sinuously; anyone within 30' who sees this dance must make a saving throw versus Spells or stand transfixed, unable to take any actions for 2d6 rounds.

Should combat be necessary, a Child of Nasga is still a foe to be reckoned with. Its heat pits enable it to sense heat to a distance of 60'. It attacks first with a venomous bite. If it hits, the victim must succeed at a saving throw versus Poison or die 1d4+2 turns later. On a successful bite, it also constricts the victim for an additional 2d8 points of damage. Thereafter, constriction continues on subsequent rounds. A constricted character may break the Child's hold with a successful saving throw versus Paralysis; breaking the hold takes a full round during which no other actions can be made.

Like other summoned creatures, Children of Nasga may be kept at bay with **protection from evil**, and may be destroyed or driven off with **dispel evil**.



DAO

% In Lair:	None
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Chaotic
Movement:	90′ (30′)
↳ Burrow:	150′ (50′)
↳ Fly:	60′ (20′)
Armor Class:	6
Hit Dice:	8+3*
Attacks:	1 (fist)
Damage:	3d6
Save:	F14
Morale:	+4
Treasure Type:	None
XP:	1,100

Although they resemble stone giants, dao are actually an intelligent type of earth elemental, cousin to other genies such as djinn, efreet, and marid.

Like all of geniekind, dao may only be affected by magic and magical weapons. Dao have several spell-like abilities, each of which can be used 3 times per day. They have four creation abilities, including **create food and water**, **create temporary objects of metal** (the softer the metal the longer it lasts, with gold lasting 24 hours while iron lasts 1 round; 10 stone maximum), **create permanent goods** (items made of wood, rope, and other kinds of softer goods; 10 stone maximum), and **create illusion** (as the spell **phantasmal force** but affecting both sight and sound, with an the effect that is permanent until touched or dispelled). Dao can also make themselves **invisible**, **move earth**, **transmute rock to mud** (or vice versa), and create a **wall of stone**. All these abilities function as if cast by an 11th level spellcaster.

A dao can become a **rolling boulder** after 3 rounds of preparation. The boulder may be up to 24' in diameter. When in boulder form, the dao may move 120' (40') over land, or 60' (20') through earth and rock. The boulder deals 2d6 points of damage to any creatures it contacts, and damages structures as a battering ram. Beings with 2 or fewer Hit Dice must make a saving throw versus Blast or be knocked down when contacted.

As creatures of elemental earth, dao are very strong, and are able to transport 80 stone easily. They may transport a maximum of 160 stone for a period of 3 turns. However, after this period a dao will have to spend 1 full turn resting.

Dao share the same nasty disposition as efreet, but, being less powerful creatures, they cannot grant **wishes**. As such, they are rarely forced to serve or captured in lamps or rings, save in rare circumstances where their powers over earth are required.

DEATH CHARGER

% In Lair:	35%
Dungeon Enc:	Throng (1d4)/Abattoir (2d6)
Wilderness Enc:	Horde (2d6)/Abattoir (2d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	4
Hit Dice:	4*
Attacks:	3 (2 hooves, 1 weapon)
Damage:	1d6/1d6/by weapon
Save:	F2
Morale:	N/A
Treasure Type:	None
XP:	135

Undead cavalry, death chargers are created by necromantically bonding and stitching the upper body of a zombie-like humanoid to the back of a re-animated warhorse. In effect, this creates a fearless, unquestioning cavalryman who cannot be forcibly dismounted and acts in silent unison with his mount. Even though slowed by zombification, death chargers can manage as much speed as a heavier warhorse and never need food or rest.

Necromancers most often arm their death chargers with simple spears or lances, the better to inflict heinous damage on a charge with, and typically equip them with a tied-on crude wooden shield on the other arm, too (the AC bonus is already figured into the statistics above).

Like all undead, they are immune to poison and **charm**, **hold**, and **sleep** spells. Death chargers are turned as wraiths.

DESERT GHOUL

% In Lair:	20%
Dungeon Enc:	Pack (1d6) / Lair (2d8)
Wilderness Enc:	Horde (2d8) / Lair (2d8)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	4
Hit Dice:	3*
Attacks:	3 (2 claws, bite)
Damage:	1d3/1d3/1d8
Save:	F3
Morale:	+1
Treasure Type:	Ex2
XP:	65

These flesh-eating monstrosities are common to the deserts of Aurëpos. In their natural form, they appear as bestial, crouched humanoids with hyena-like features. However, they can **alter self** at will to take on the form of the last humanoid creature they have eaten. When transformed, the desert ghoul gains the exact physical qualities (including height, weight, gender, hair color, hair texture, skin color, voice, and facial features) of the new form, but not any mental characteristics, special abilities, or equipment. A desert ghoul can transform back into its natural form instantly.

Desert ghouls delight in feasting on the innocent, and enjoy masquerading as children and old women right up until the moment they attack. Desert ghouls' transformations are so horrific to behold that adventurers first witnessing one must make a saving throw versus Paralysis or be unable to take action for one round.

Like other ghouls, desert ghouls attack with claws and bite. Their attacks do not paralyze their victims, but any humanoid creature that suffers the loss of 50% or more of its total hit points to a desert ghoul is infected with **ghoul fever** and will become a desert ghoul in 2d6 days. This transformation can be prevented with the cleric spell **cure disease** if cast before the disease has taken full hold.

Desert ghouls are immune to poison and **charm**, **hold**, and **sleep** spells. They are turned as ghouls.



DIRE BEASTMEN

	Dire Orc	Dire Gnoll	Dire Bugbear
% In Lair:	30%	20%	25%
Dungeon Enc:	Gang (2d4) / Outpost (1 warband)	Gang (1d6) / Outpost (1 warband)	Gang (1d6) / Outpost (1 warband)
Wilderness Enc:	Warband (1d6 gangs)/Camp (1d10 warbands)	Warband (1d6 gangs)/Camp (1d10 warbands)	Warband (1d6 gangs)/Camp (1d8 warbands)
Alignment:	Chaotic	Chaotic	Chaotic
Movement:	120' (40')	120' (40')	120' (40')
Armor Class:	5	6	7
Hit Dice:	4+1*	5+1*	6+2*
Attacks:	1 (weapon)	1 (weapon)	1 (weapon)
Damage:	1d10 or weapon +2	2d6 or weapon +4	2d8 or weapon +6
Save As:	F5	F6	F7
Morale:	+4	+4	+4
Treasure Type:	Nx2, L (per warband)	Q, O (per warband)	Q, O, N, L (per warband)
XP:	215	460	570

	Dire Ogre	Dire Troll
% In Lair:	20%	40%
Dungeon Enc:	Gang (1d6) / Outpost (1 warband)	Gang (1d4) / Outpost (1 warband)
Wilderness Enc:	Warband (1d6 gangs)/Camp (1d6 warbands)	Warband (1d6 gangs)/Camp (1d4 warbands)
Alignment:	Chaotic	Chaotic
Movement:	120' (40')	120' (40')
Armor Class:	8	9
Hit Dice:	7+2*	9+5**
Attacks:	1 (weapon)	3 (2 claws, 1 bite) or 1 (weapon)
Damage:	3d6 or weapon +7	1d10/1d10/2d8 or weapon +8
Save As:	F8	F10
Morale:	+4	+4
Treasure Type:	R, O, L (per warband)	R, Ox2, L (per warband)
XP:	790	1,300



Dire beastmen were the last and greatest creations of the dark science of Zahar. Bred in secret and few in number, the dire beastmen played no part in the Empyrean War. For centuries they have lurked in hidden citadels deep in the Waste. Occasional rumors of their existence from adventurers returning from that harsh land have been dismissed as exaggerated tales. But they are real, and their numbers are growing…

Dire beastmen are as cunning as they are ferocious. They are naturally stealthy, so characters encountering them suffer a -1 penalty to surprise rolls. Once a battle starts, dire beastmen will usually fight to the death. They are immune to fear, and never retreat, surrender, or take prisoners unless ordered to do so by a powerful master. When fighting humans or demi-humans, they add +2 to their attack throws due to their ferocity. Dire beastmen prefer the taste of human flesh over all other foods.

Each dire beastman gang will be led by a champion with one additional Hit Die, a +1 bonus to AC, and a +1 additional bonus to damage rolls. Each dire beastman warband will be led by a sub-chieftain with two additional Hit Dice, a +2 bonus to AC, and a +2 additional bonus to damage rolls. A dire beastman outpost or camp will be led by a chieftain with four additional Hit Dice, a +3 bonus to AC, and a +3 additional bonus to damage rolls.

Dire beastman outposts and camps are typically situated in highly defensible locations in the remote wilderness such as dungeons, ruins, and fortresses. Dire beastmen will build palisades and ramparts where necessary to shore up their defenses. Certain additional creatures may be present, as discussed below. However, no female or young specimens of the dire beastman races have ever been encountered in their outposts or camps. Dire beastmen have proven sterile when captured, so the nature of their reproduction is unknown.

All dire beastmen except dire orcs are considered giant humanoids. As such they are immune to **charm person** and **hold person**, although they remain susceptible to **charm monster** and **hold monster**.

Dire Orc: These pig-faced monsters stand 7'4" tall and weigh 525 lbs, on average. Their thick hides provide a +2 bonus to AC. Like ordinary orcs, they fight with scimitars, spears, flails, axes, spears, polearms, short bows, and crossbows. They wear leather armor and carry shields or wear scale armor. Unlike ordinary orcs, they have no fear of sunlight.

Dire orcs often use giant boar as mounts. Each gang encountered has a 10% chance to be mounted on giant boars. Each warband encountered has a 20% chance to have ¼ of its gangs mounted on giant boars. If a gang is mounted, its champion will also be mounted. If any gangs within a warband are mounted, the sub-chieftain will be mounted, and if any warbands within a lair or village are mounted, the chieftain will be mounted.

There is a 60% chance a dire orc camp will be guarded by 5d6 trained giant boars. There is a 75% chance that 3d6 dire gnolls will be present, a 66% chance for 2d6 dire bugbears, a 50% chance for 1d6 dire ogres, and a 25% chance for 1d4 dire trolls. In addition, the camp has an 85% chance of a shaman and a 60% chance of a witch doctor. A shaman is equivalent to a sub-chieftain but has Clerical abilities at level 1d8. A witch doctor is equivalent to a champion but has Mage abilities at level 1d6.

Dire Gnoll: Standing 8'4" tall and weighing 750 lbs, on average, dire gnolls have thick hides that provide a +3 bonus to AC. They wear leather armor and carry shields or wear scale armor. They favor polearms, two-handed swords, battle axes, morning stars, and long bows.

There is a 60% chance a dire gnoll camp will be guarded by 4d6 trained giant hyenas. There is a 75% chance that 4d4 dire orcs will be present; these may (20%) be mounted on giant boars. There is a 66% chance for 2d6 dire bugbears, a 50% chance for 1d6 dire ogres, and a 25% chance for 1d4 dire trolls to be present. In addition, a dire gnoll camp has a 70% chance of a shaman and a 60% chance of a witch doctor. A shaman is equivalent to a sub-chieftain but has Clerical abilities at level 1d6+1. A witch doctor is equivalent to a champion but has Mage abilities at level 1d6.

Dire Bugbear: These hairy brutes stand 9'2" tall and weight 1,000 lbs on average. Dire bugbears excel at ambush, and deal double damage when attacking with surprise. Characters encountering them suffer a -2 penalty to surprise rolls. Their thick, shaggy hides provide a +4 bonus to AC. Dire bugbears fight with morning stars, swords, and axes in melee, but will usually hurl spears, hammers, and other throwing weapons before closing. Unlike their ordinary cousins, dire bugbears typically wear armor, either leather with shield or scale.

There is a 60% chance a dire bugbear camp will be guarded by 4d6 trained cave bears. There is a 75% chance that 4d4 dire orcs will be present; these may (20%) be mounted on giant boars. There is a 66% chance for 2d6 dire gnolls, a 50% chance for 1d6 dire ogres and a 25% chance for 1d4 dire trolls to be present. In addition, a dire bugbear camp has an 85% chance of a shaman and a 75% chance of a witch doctor. A shaman is equivalent to a sub-chieftain but has Clerical abilities at level 1d8. A witch doctor is equivalent to a champion but has Mage abilities at level 1d6.

Dire Ogre: Standing 10'6" and weighing 1,500 lbs, dire ogres have tough, thick hides and extensive blubber, for a +5 bonus to AC. Dire ogres are shorter but stronger than hill giants, and can throw rocks dealing 3d6 points of damage to a range of 250'. They fight with clubs or axes and either leather armor with shield or scale armor.

There is a 75% chance that a dire ogre camp will have 4d4 dire orcs present; these may (20%) be mounted on giant boars. There is a 66% chance for 2d6 dire gnolls, a 50% chance for 1d6 dire bugbears, and a 25% chance for 1d4 dire trolls to be present. In addition, a dire bugbear camp has a 60% chance of a shaman and a 35% chance of a witch doctor. A shaman is equivalent to a sub-chieftain but has Clerical abilities at level 1d6. A witch doctor is equivalent to a champion but has Mage abilities at level 1d4.

Dire Troll: Wiry and lanky like ordinary trolls, dire trolls are almost 50% larger, standing 11' tall and weighing 1,650 lbs on average. They regenerate at twice the rate of ordinary trolls (6 points of damage per round). Unlike ordinary trolls, they may be equipped with weapons, often favoring flails, whips, and nets. Their rubbery skin and great speed grant a +6 bonus to AC.

There is a 75% chance that a dire troll camp will have 6d4 dire orcs present; these may (20%) be mounted on giant boars. There is a 66% chance for 3d6 dire gnolls, a 50% chance for 2d6 dire bugbears, and a 25% chance for 1d6 dire ogres to be present. In addition, a dire troll camp has a 60% chance of a shaman and a 35% chance of a witch doctor. A shaman is equivalent to a sub-chieftain but has Clerical abilities at level 1d6. A witch doctor is equivalent to a champion but has Mage abilities at level 1d4.



DRAUGR

% In Lair:	25%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Chaotic
Movement:	120' (40')
↳ **Swim:**	120' (40')
Armor Class:	7
Hit Dice:	7-9****
Attacks:	2 (claws) or 1 weapon
Damage:	1d10/1d10 or by weapon x2
Save:	F7 to F9
Morale:	+3
Treasure Type:	Q
XP:	1840/2600/3100

While wights may be found in barrows throughout Jutland and Rorn, the most terrible of undead there are the draugr, undead who retain their human intellect, albeit an intellect riven with cruelty and a relentless desire for raw flesh and blood. Driven by these urges, they range far and wide from their barrows, even taking to the waves to plague those aboard ship.

Draugr have swollen blue flesh and reek of decay, but are possessed of great strength and supernatural power. Like all undead, they are immune to poison and **charm**, **hold**, and **sleep** spells. Further, electricity and cold do only half damage, and they are unaffected by normal weapons. Unlike vampires, they are not harmed by daylight, but instead are rendered inactive by it, and so slumber in their barrows during the day until nightfall or an intruder awakens them. Draugr exposed to sunlight must make a saving throw v. Paralysis each round or be rendered helpless.

Draugr have the ability to use each of the following spell-like abilities three times per day: **bestow curse** (the reverse of **remove curse**), **cause disease** (the reverse of **cure disease**), **cause fear** (the reverse of **remove fear**), **darkness** (the reverse of **light**), **faerie fire**, **passwall,** and **skinchange** into a cat, flayed bull, horse, or seal. Draugr with 9 hit dice (or more) can use the following additional abilities once per week: **divination**, and **summon weather**. All draugr have the ability to take **gaseous form** at will.

Reducing a draugr to zero hit points does not destroy the creature; it merely forces the draugr into its **gaseous form** on its next action. Any additional damage dealt to a draugr forced into **gaseous form** has no effect. A gaseous draugr will reform with full hit points after resting in its barrow for 8 hours. If a draugr is slain in its barrow and its head immediately cut off, this will prevent it from entering **gaseous form** for 8 hours. If its body is then burnt and its ashes scattered in a lake, river, or ocean, the draugr is fully destroyed.

Sometimes draugr will equip themselves with weapons and shields selected from the grave goods in their barrows. Increase the draugr's AC by the value of any armor or shield equipped. Draugr armed with weapons have one attack per round, dealing double damage by weapon. A draugr's weapons and armor are left behind if it assumes **gaseous form**.

Anyone slain by a draugr within its barrow will rise after 24 hours as a haugbui in thrall to the draugr. Draugr are turned as vampires, but may make a saving throw versus Spells to ignore the effects of being turned.

FARAVAHAR

% In Lair:	35%
Dungeon Enc:	Solitary (1)/Wing (2d3)
Wilderness Enc:	Wing (2d3)/Satrapy (2d4+1 Wings)
Alignment:	Lawful
Movement:	60' (20')
↳ **Fly:**	480' (160')
Armor Class:	5
Hit Dice:	8****
Attacks:	2 talons or by weapon
Damage:	2d8/2d8 or by weapon
Save:	C10
Morale:	+2
Treasure Type:	R (per wing)
XP:	2,600

Faravahar are ancient creatures whom sages assign a part in the cosmic war that ended on the Day Without Night. They are creatures of Law and Light, and are strongly allied with the Empyrean gods. Some texts imply they have operated as advisors or prophets in elder ages – it is believed that those who are truly dedicated to Law, should the Faravahar allow themselves to be found, will find a staunch ally and wise counsel.

Depicted in ancient artwork as winged wise men, Faravahar are truly avian humanoids. Owlish heads sit upon a slightly elongated neck, and feather coloring amongst mature males about the head and neck give the impression of being bearded. Faravahar stand about 8 1/2 feet tall on their hind legs, which end in a foot of 6 opposed fingers, each taloned – strong enough to allow the Faravahar to clutch to sheer surfaces but nimble enough to wield tools and their specially designed crossbows. Their forearms, mounted at their shoulder just under the wing joint, appear thin and emaciated in comparison - these hands, structured the same as their feet, are used for delicate work and spellcasting.

Naturally, Faravahar coloring tends to bronze and gunmetal; rarely intruding into copper and silver. They tend to dye their feathers any number of gemstone hues, and often have some affectation towards certain patterns. Faravahar of rank clad themselves in light silk stoles, dropping just below the waist, usually clipped to feather roots for control during flight. They favor jewelry of delicate construction, and their artwork often interacts with the light of the Sun – intricate glasswork or sculpture that plays with shadow or reflection.

They reside in very small settlements, usually numbering around 20 adults, preferring forested highlands where they can build against sheer cliff sides or inaccessible mountaintops. They favor open, airy architecture that blends in with the surrounding area – from a distance, their settlements may be taken as interestingly complex natural formations. They will often set up labyrinthine tunnels for storage or as a defensive measure – as the Faravahar can climb with their strong hind claws, these tunnels often run vertically. Male and female Faravahar are equally capable in combat. Up to 2d3 eggs and young may be found in a Faravahar settlement – they reproduce rarely, and a new child is a cause for years-long celebration.

Each Faravahar wing will be lead by a *spara*, a Faravahar of 9 HD. Each settlement is guided by a *satrap* of 11 HD. Faravahar are powerful spellcasters – casting as a mage *and* cleric of their HD, just as a Nobiran Wonderworker. They are immune to all disease, including magical diseases.

FLAY FIEND

% In Lair:	35%
Dungeon Enc:	Throng (1d4)/Abattoir (2d6)
Wilderness Enc:	Horde (2d6)/Abattoir (2d6)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	2
Hit Dice:	1***
Attacks:	1 (constrict and suffocate)
Damage:	1d4 + suffocation
Save:	F1
Morale:	N/A
Treasure Type:	None
XP:	19

Painstakingly removed intact from a humanoid corpse, the skin may be imbued with necromantic energies, animating it and thereby creating a flay fiend. Moving with a fluid, sagging motion, a flay fiend

attacks by twisting itself around or engulfing a foe, slowly crushing and suffocating it, the victim's struggles clearly visible within.

A successful attack engulfs the victim and constricts prohibiting any action beyond using brute strength to try and win free. The attack immediately causes 1d4 damage on that and every subsequent round and begins to suffocate the unfortunate individual. A trapped victim must make a saving throw versus Paralysis to free themselves; breaking the hold takes a full round during which no other actions can be made. Attacks on a flay fiend that has engulfed a victim do half damage to the flay fiend and half damage to the victim. If a trapped victim does not break free and is not dead from constriction before 10 rounds have elapsed, he will die from suffocation at that point.

Because of their malleable, yielding nature, blunt weapons only do half damage to flay fiends, while slashing and piercing weapons do normal damage. Like all undead, they are immune to **sleep**, **hold**, and **charm** spells. They are turned as zombies.

GOLEM

	Iron Golem	Stone Golem
% In Lair:	None	None
Dungeon Enc:	Solitary (1)	Solitary (1)
Wilderness Enc:	Solitary (1)	Solitary (1)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	6	5
Hit Dice:	16***	12***
Attacks:	1 (fist) plus breath	1 (fist) plus breath
Damage:	4d10 plus poison	3d8 plus slow
Save As:	F8	F6
Morale:	N/A	N/A
Treasure Type:	None	None
XP:	5,900	3,900

Iron Golem: These golems are made of meteoric iron, wrought into man-like forms approximately 12' tall. Their mighty fists do 4d10 points of damage. Once every 7 melee rounds, an iron golem will breathe out a 10' × 10' × 10' cloud of poisonous gas. Creatures within the area of effect must save v. Poison or die.

Iron golems can only be harmed by magical weapons of +3 or greater power and are immune to cold-based attacks. Electrical-based attacks, such as **lightning bolts**, do no damage, but will **slow** an iron golem for 3 melee rounds. Fire-based attacks will cure an iron golem rather than damage it.

Stone Golem: Stone golems appear as 10' tall humanoid statues. Once every other melee round, a stone golem will breathe out a 10' × 10' 10' cloud of heavy, clogging dust. Creatures within the area of effect must save v. Breath or be **slowed** for 2d6 rounds.

Stone golems can only be harmed by magical weapons of +2 or greater power. They are immune to most spells. **Disintegrate** will destroy a stone golem, while **stone to flesh** will make the golem vulnerable to normal attacks for one round. A **transmute rock to mud** spell will **slow** a stone golem for 2d6 rounds, but a **transmute mud to rock** spell will restore all of a stone golem's lost hit points.

GRIMLOCK

% In Lair:	35%
Dungeon Enc:	Gang (1d12) / Lair (1 warband)
Wilderness Enc:	Warband (1d8 gangs) / Vault (1d3 warbands)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	2
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	By weapon +1
Save:	F2
Morale:	+2
Treasure Type:	G (per warband)
XP:	20

Grimlocks are hideous eyeless humanoids that dwell in the lightless subterranean depths. They are virtually never seen on the surface, and few sages are even aware of their existence; of those that are, most believe that "grimlocks are to morlocks what morlocks are to men: twisted and degenerate dwellers of the underdark below." Only those who have plumbed the darkest of the ancient annals know the truth: The grimlocks were created as a servitor race by the khepri (see p. 173), who crossbred morlocks with various subterranean creatures. They were made eyeless so that the khepri could freely expose their true faces without driving their minions to madness. Since the destruction of the khepri kingdoms, the grimlocks have eked out a savage existence.

Grimlocks have dull gray skin that helps them blend into their environment. Characters encountering grimlocks in mountains or underground have a -2 penalty to surprise rolls. Though grimlocks are blind, they possess an exceptional senses of smell and hearing that enables them to easily navigate the world around them. No spells or other effects that rely on sight (including **light**, **hypnotic pattern**, most **illusions,** gaze attacks, etc.) will affect grimlocks, but the spell **silence 15' radius** will effectively blind them.

Each grimlock gang will be led by a champion with AC3, 3 Hit Dice, 16 hit points, and a +2 bonus to damage rolls from strength. Each grimlock warband will be led by a sub-chieftain with AC4, 4 Hit Dice, 20 hit points, and a +2 bonus to damage rolls. A grimlock lair or village will be led by a chieftain with AC5, 6 Hit Dice, 28 hit points, and a +3 bonus to damage rolls. As long as the chieftain is alive, the grimlocks will gain a +1 to morale rolls. Grimlock lairs and vaults will have females and young equal to 100% and 200% of the number of males, respectively. Female grimlocks fight as morlocks, but young never fight (1hp each).

When grimlocks are encountered in a vault, certain additional creatures will be present. Grimlocks take captives for food or slave labor, so there will be 1 prisoner for every 10 grimlocks in the vault. In addition, a vault has a 50% chance of a shaman being present, and a 25% chance of a witch doctor. A shaman is equivalent to sub-chieftain statistically, but has Clerical abilities at level 1d6. A witch doctor is equivalent to a champion statistically, but has Mage abilities at level 1d4. Finally, there is a 5% chance that a khepri will be present, ruling over the grimlocks.

HAG

% In Lair:	70%
Dungeon Enc:	Scourge (1d2)/Covey (3)
Wilderness Enc:	Swarm (1d4)/Covey (3)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	6
Hit Dice:	9****
Attacks:	2 (claws)
Damage:	1d4+4/1d4+4
Save:	C9
Morale:	+2
Treasure Type:	R
XP:	3,100

Hunched, twisted humanoids of female form, hags are hideously ugly, with distorted features, long spindly arms, lank hair, and filthy talon-like nails. Although superficially human, they are inhumanly strong supernatural beings with iron-hard skin, a natural aptitude for the arcane arts, and a malicious intelligence.

They inhabit the forlorn and forsaken places of the world, the dismal swamps, tumble-down ruins, yawning caves, and blasted heaths. Although sometimes encountered ranging the wilds gathering ingredients or on errands of evil, they are most frequently found in their lairs in groups of three, cackling as they study or work villainy. Despite their taste for man-flesh, they may forgo such food if the opportunity to sow greater woe presents itself, and while the desperate sometimes seek out their magical aid, the support of a hag always comes at a terrible cost that may not be apparent until much later.

Hags may use the following spell-like abilities once per day: **alter self** (often used to appear as a beautiful maiden) and **bestow curse** (the reverse of **remove curse**). They also have the abilities of 9th-level Witches (Judge's choice of tradition), including using appropriate magical items, researching spells, brewing potions, and creating magical items.

Because of their supernatural nature, they can be kept at bay by **protection from evil** and destroyed or driven off by **dispel evil**.



HAUGBUI

% In Lair:	Always
Dungeon Enc:	Throng (1d4)/Barrow (1d6)
Wilderness Enc:	Horde (1d6)/Barrow (1d6)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	4
Hit Dice:	3*
Attacks:	2 (claws)
Damage:	1d8 each
Save:	F3
Morale:	N/A when controlled, +4 otherwise
Treasure Type:	None
XP:	65

Risen from those slain by a draugr in its barrow, haugbui are silent, decaying corpses that largely resemble zombies and may be mistaken for them at first glance with disastrous results. Only the speed with which they move, and their gnarled, claw-like hands, give them away for what they truly are.

Haugbui normally attack twice per round with their vicious claws. Sometimes their draugr masters will equip them with weapons and shields buried in their barrow. When so equipped, they have AC 5 and one attack per round, dealing damage by weapon +2.

Like their draugr masters, haugbui crave fresh flesh, and devour it greedily when opportunity permits. Fortunately for all living creatures, haugbui are unable to leave the barrows they arose in, and while the death of their draugr master frees them from its command, they then become little more than thoughtless predators, ready to savagely attack and feast upon any trespassers into their barrow home. Like all undead, they are immune to **sleep**, **hold**, and **charm** spells. They are turned as wights.

HOARFLESH

% In Lair:	35%
Dungeon Enc:	Throng (1d4)/Abattoir (2d6)
Wilderness Enc:	Horde (2d6)/Abattoir (2d6)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	5
Hit Dice:	3**
Attacks:	1 (claw)
Damage:	1d10
Save:	F3
Morale:	N/A
Treasure Type:	None
XP:	80

The hoarflesh, the frozen dead, are born of those unfortunate souls who perish in the frozen wilds of Jutland and Rorn. Some of those who die as the ice creeps into their bones and veins animate as these frozen undead, perfectly preserved as they were at the moment of death. They are marked by any visible wounds, the icy sheen of their pale frozen flesh, and the cold light in their eyes, and even in cold lands, the air chills at their approach.

Silent, thoughtless, they crave nothing but the heat of the living, and their ice-taloned hands inflict 1d10 damage. The frozen dead are immune to cold-based attacks, and radiate intense cold so that anyone in a 20' radius automatically suffers 1d4 hit points of damage per

round. Their frozen flesh is vulnerable to heat, however, and they take an extra 50% damage from heat- and fire-based attacks.

Anyone slain by a hoarflesh rises in 24 hours as a hoarflesh themselves. Like all undead, they are immune to **sleep**, **hold**, and **charm** spells. They are turned as wights.

HYENA

	Hyena, Ordinary	Hyena, Giant (Hyaenodon)
% In Lair:	25%	25%
Dungeon Enc:	Pack (1d4+1) /Den (5d6)	Solitary (1) /Den (2d4)
Wilderness Enc:	Clan (5d6) /Den (5d6)	Pack (1d4+1) /Den (2d4)
Alignment:	Neutral	Neutral
Movement:	150′ (50')	120′ (40')
Armor Class:	2	4
Hit Dice:	2+1	6+1
Attacks:	1 (bite)	1 (bite)
Damage:	1d8 + bone-crush	2d10 + bone-crush
Save:	F1	F3
Morale:	-1	0
Treasure Type:	Special	None
XP:	35	380

Ordinary Hyena: Ordinary hyenas are pack hunters that rove the warm savannahs and shrub lands. They typically measure 4' – 5.5' in length and weigh 90 to 150lbs. They have huge skulls with powerfully-built jaws set on squat, bear-like bodies with short hind legs. Fur is typically greyish-brown or yellowish-grey with irregular spots.

Wrongly despised as cowardly scavengers, hyenas are actually cunning predators capable of taking down wildebeests. Hyenas prefer to attack in packs and are more confident when their numbers are greater. If they do not outnumber their prey by at least 3:1, or if 50% of their number has been lost, their morale drops to -2. Hyenas have incredibly powerful jaws, and on a natural attack throw of 20, a hyena's bite will inflict double normal damage and break one of its target's bones (typically a leg) unless the target succeeds on a saving throw versus Death. Even if the target makes its saving throw, the hyena will still inflict double normal damage to it.

Hyenas organize themselves in large clans that can number as many as 90 animals. No more than 15-25 are typically encountered at once, however, as the hyenas are dispersed across a wide hunting range. Hyenas mark their territory with a white, gooey cream known as hyena butter that they secrete from their rectum. The foul-smelling substance is sometimes collected by shamans and witches as an unguent. There will be 1d4gp worth of hyena butter per hyena encountered.

Hyaenodon: These prehistoric beasts resemble ordinary hyenas, but measure 10' in length and weigh 1,100lbs. Like hyenas they have oversized skulls and massive jaws on bear-like bodies. Their fur is tawny and leonine, with a prominent crest. Larger and slower than ordinary hyenas, hyaenodon hunt alone or in small packs. Their bite has the same bone-crushing characteristics of their smaller brethren.

KHEPRI

% In Lair:	75%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)/Vault (2d3)
Alignment:	Chaotic
Movement:	120′ (40')
Armor Class:	4
Hit Dice:	8******
Attacks:	2 (fists) or 1 (kiss)
Damage:	1d12 or special
Save:	C8
Morale:	+2
Treasure Type:	N x2 (per khepri); R (per hierarch)
XP:	3,600 (9,000 for hierarch)

In the crumbling pyramids of Kemesh and other ruins predating the Day Without Night can be found curious carvings and frescoes depicting the worship of a being called the Khepri. Always depicted as a dark-skinned human with a scarab beetle as a head, the Khepri is believed to have been a god, an avatar of one of the Chthonic deities. The truth is more terrifying: The khepri was not a god; *they* were a race, the dominant race in Aurëpos in the era before man, their dark rule contested only by their eternal foes, the faravahar



(see p. 170). Few khepri survived the devastation of the Day Without Night. Most of the survivors slumber in hidden vaults in remote places. The few khepri that have been roused to action have been great and malevolent actors in Aurëposean history, often serving as prophets and teachers of Chthonic beliefs in order to lay the groundwork for the Awakening.

Khepri hegemony was founded on the race's mental powers. All khepri have the ability to use each of the following spell-like abilities at will: **body equilibrium** (like **water walking**, but extending to all loose or unstable surfaces, such as sand), **clairaudience**, **clairvoyance**, **choking grip**, **detect invisible**, **levitate**, **shimmer**, and **telepathy.** Khepri can also **charm monster** once per day.

The legend of the beetle-headed god arises from the alien appearance of the creatures. A khepri's torso and limbs resemble those of a tall and muscular jet-black humanoid, but its head is protected by a smooth, shiny black carapace. A crown of chitin extends from the brow of this carapace, while three three long mandibular appendages extend like legs from either side of it, the whole resembling a beetle's body. But it is not. The front portion of the khepri's carapace consists of segmented plates that can be opened to reveal an utterly inhuman face within, upon which countless khepri larvae squirm and writhe. Any character seeing a khepri's true face must save versus Paralysis or be paralyzed by fear until the khepri goes out of sight, closes its face plate, or attacks.

In lieu of a melee attack, a khepri can "kiss" an adjacent paralyzed victim. The khepri's larvae leap onto the helpless victim's face, burrow into his skull via his mouth, nose, and ears, and make their way to his brain. One round after being kissed, the victim must make a saving throw versus Poison. If the saving throw fails, the victim dies from shock. If the saving throw succeeds, the victim survives but is **enslaved** (as the spell) by the khepri.

The larvae can be destroyed (before or after the saving throw) by casting a **cure disease** spell on the victim. Destroying the larvae frees an enslaved victim, but does not revive a slain one. An enslaved victim is also freed if the khepri who kissed him is slain. If the larvae are not destroyed, they will grow inside the victim, feeding on his essence. After 2d4 weeks, the character will slip into a state of unconsciousness, during which the engorged larvae will weave a cocoon around his head. 72 hours later, the victim will awaken to his new life as one of the khepri. Once the character has fallen unconscious, no magic can save him except a **wish** or **miracle**. Death is usually the kinder alternative.

Khepri are usually solitary creatures, but from time to time hapless adventurers will stumble upon one of the ancient vaults the khepri built to survive the Day Without Night. A khepri vault will be led by a hierarch with 11 (or more) Hit Dice. Khepri hierarchs can use the following additional abilities: **phantasmal killer**, **scry (with clairaudience and ESP**), **strength of mind**, and **weakness of mind** once per day; **alter self** and **dimension door** three times per day; and **telekinesis** at will. They are also capable of brewing potions, creating constructs, creating crossbreeds, and performing necromancy as a mage of their HD, and can collect divine power and perform blood sacrifices as a chaotic cleric of their HD. Hierarchs sometimes use their ability to **alter self** to infiltrate human society in furtherance of some Chaotic end.

KRAKEN

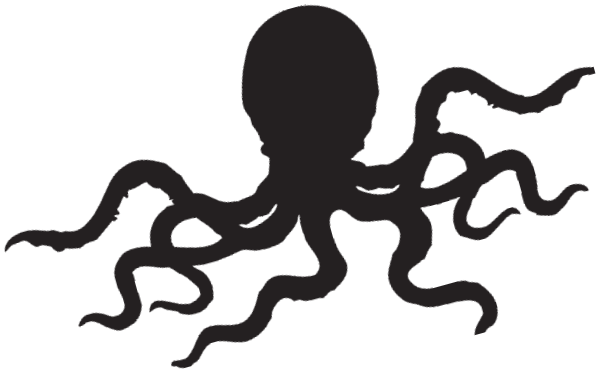
% In Lair:	10%
Dungeon Enc:	None
Wilderness Enc:	Solitary (1)
Alignment:	Neutral
Movement:	180′ (60') (swim)
Armor Class:	3
Hit Dice:	36**
Attacks:	9 (8 tentacles, bite)
Damage:	2d12 (all tentacles)/3d20
Save:	F15
Morale:	0
Treasure Type:	F, I, K, M, P
XP:	18,350

Kraken are the scourge of the deep, squid of truly colossal size, their bodies and mantles reaching lengths of 60', their cruelly-barbed tentacles, 2 large and 8 smaller, doubling this length. These monstrous beasts take cephalopod intellect to its animal extreme, and while not truly intelligent, are nonetheless cunning predators, and will freely attack and devour smaller whales, sharks, giant squids, and other oceanic denizens, as well as boats, sometimes snatching unsuspecting sailors from atop the decks of their vessels.

Their large tentacles are used to wrap around entire ships, dealing 2d20 structural hit points of constriction damage. When constricting a ship, the kraken will also attack with its great beak for an extra 12 points of structural hit point damage for each round.

The kraken's smaller tentacles are used to grab smaller creatures on ships or near water. These tentacles constrict victims when they successfully attack, and deal 2d12 points of damage each per successive rounds. The kraken may also attack with its beak for 3d20 points of damage. A smaller tentacle can be cut off if a total of 30 hit points or more of damage is dealt with one blow, while a larger one requires a minimum of 50 hp damage. A kraken will swim away if it is losing an encounter, spraying a 180' radius cloud of black ink to obscure its escape.

Kraken are able to swallow whole creatures of man size or smaller on an attack throw at least 4 higher than the target value, and on any unmodified attack throw of 20. A creature that is swallowed suffers 3d20 points of damage each round, and drowns after 10 rounds. The damage stops when either the creature dies or the kraken is killed. If the swallowed creature has a sharp weapon, it may attack the kraken from inside its belly with an attack penalty of -4. Should a swallowed creature die and remain in the kraken's belly for 6 turns, it is irrecoverably digested. Because of their propensity to swallow creatures whole, an encounter with a kraken may yield treasure even if the creature is encountered outside its lair. Such treasure (if any) is found inside the creatures' bellies.



LEYAK

% In Lair:	25%
Dungeon Enc:	Solitary (1)/Coven (3)
Wilderness Enc:	Solitary (1)/Coven (3)
Alignment:	Chaotic
Movement:	120' (40')
↳ Fly:	120' (40')
Armor Class:	2/5 when flying
Hit Dice:	6***
Attacks:	1 (tongue)
Damage:	1d4 +1d4 blood drain
Save:	M6
Morale:	0
Treasure Type:	O
XP:	1,070

Foul creatures, leyak appear as nothing more than normal human women during the hours of daylight, but when night falls they may reveal their true nature. Descendants of a cult of wicked sorceresses whose attempt to gain immortality went awry, they may detach their heads from their bodies and take to the air, glistening entrails trailing from the neck. While the hollow body lies prostrate, they prowl the night in search of nourishment. They prefer the flesh and blood of infants and children, but will settle for older prey or even corpses if fresher provender is unavailable or too dangerous to obtain.

Clever and patient, they will bide their time and avoid fair confrontations, and strive to avoid discovery. They are keenly aware that if their headless and helpless body is slain or if they fail to re-join by daybreak, they will die.

When they take to the air as a flying head their eyes betray a subtle green glow. Leyak encountered as flying heads are so terrifying in appearance that any being seeing one must succeed in a saving throw versus Paralysis or become paralyzed with dread. This effect passes if the leyak leaves the victim's range of vision, or if the leyak engages in combat. They attack by lashing out with a long, sharp, proboscis-like tongue, draining blood with it. Any tongue attack that inflicts damage attaches to the victim and begins to drain its blood. It deals 1d4 points of damage from blood sucking immediately and sucks 1d4 points of damage worth of blood every subsequent round. The attached tongue can be severed if a total of 8 or more points of damage is dealt in one blow. If the tongue is severed it can no longer make tongue attacks that night, but will have regenerated by the following eve.

While their flight and tongue certainly make them perilous, they are more dangerous by far when one considers that they have the spell-casting abilities of 6th-level Mages.

Despite being ageless, they are not undead, but as supernatural creatures, can be kept at bay by **protection from evil** and destroyed or driven off by **dispel evil.**

It is whispered that they sometimes induct particularly promising evil sorceresses into their ranks, turning them into leyak with a foul ritual involving the ingestion of leyak flesh and blood. Certainly, some are older and more powerful than the leyak presented here.

MARID

% In Lair:	None
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Neutral
Movement:	90' (30')
↳ Fly:	150' (50')
↳ Swim:	240' (80')
Armor Class:	9
Hit Dice:	12***
Attacks:	1 (fist)
Damage:	4d8
Save:	F18
Morale:	+4
Treasure Type:	None
XP:	3,900

Although they are sometimes mistaken for storm giants, marid are actually an intelligent type of water elemental, cousin to other genies such as dao, djinn, and efreet.

Like all of geniekind, marid may only be affected by magic and magical weapons. Marid have several spell-like abilities, each of which can be used 3 times per day. They have four creation abilities, including **create food and water**, **create temporary objects of metal** (the softer the metal the longer it lasts, gold lasts 24 hours while iron lasts 1 round, 10 stone maximum), **create permanent goods** (items made of wood, rope, and other kinds of softer goods of 10 stone maximum), and **create illusion** (as the spell **spectral force**, with an the effect that is permanent until touched or dispelled). Marid can also make themselves **invisible**, create an **obscuring cloud**, **lower water**, **purify water**, and bestow the ability to **breathe water**. All these abilities function as if cast by a 12th level spellcaster.

When on a body of water, a marid can become a **towering wave** 24' wide and 12' high. When in wave form, the marid may move 120' (40') over water. The wave deals 3d6 points of damage to any creatures it contacts, and forces the creature contacted to make a swimming throw (as described in *ACKS* Chapter 6) or begin drowning. Ships take 3d6 points of shp, and galleys or rowed vessels must make a saving throw of 16+ or sink.

Marid are very strong, and are able to transport 120 stone easily. They may transport a maximum of 240 stone for a period of 3 turns. However, after this period a marid will have to spend 1 full turn resting.

Like efreet, marid may grant up to 3 **wishes** every 101 days. Marid are powerful creatures, and difficult to break to a spellcaster's will, so magical items calling upon the services of marid are rare and highly prized.



MUMMY LORD

% In Lair:	50%
Dungeon Enc:	Solitary (1) / Solitary (1)
Wilderness Enc:	Solitary (1) / Solitary (1)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	8
Hit Dice:	11**** or more
Attacks:	1 touch or weapon
Damage:	1d12 or by weapon +4, mummy rot
Save:	F11 or more
Morale:	+4
Treasure Type:	Q
XP:	4,200 (or more)

Mummy lords are long-dead kings, high lords and sorcerers transformed by necromantic arts into powerful undead. Mummy lords may possess the proficiencies and special abilities of characters of at least 11th level of experience, with anti-paladin, cleric, mage, ruinguard, and warlock being the most common classes.

Mummy lords are dreadful to behold, and any character seeing one must save versus Paralysis or be paralyzed by fear until the mummy lord goes out of sight or attacks. In melee, a hit by a mummy lord does 1d12 points of damage and inflicts the creature struck with **mummy rot**.

The tomb of a mummy lord is always well-appointed with grave goods, and if the monster was a warrior in life, its weapons and armor may be available for the mummy lord's use. If armored, increase the mummy lord's AC by the value of any armor or shield equipped. If armed, mummy lords deal damage by weapon, adding +4 to the damage roll due to their great strength (plus any fighter damage bonus, where appropriate). A mummy lord's malignancy extends into whatever weapon it wields, so characters will still be infected by **mummy rot** if struck by an armed mummy lord.

The evil rituals used to create mummy lords imbue the monsters with the ability to **bestow curse** (the reverse of **remove curse**) and **charm person** at will. Once per day they may summon an **insect plague** and once per week they may **summon weather**.

Mummy lords can only be damaged by spells, fire, or magic weapons, all of which only do half damage. They are immune to **sleep**, **charm**, and **hold** spells. Mummy lords are turned as vampires, but may make a saving throw versus Spells to ignore the effects of being turned.

When a mummy lord is reduced to zero hit points (or otherwise physically destroyed), its disembodied spirit returns to the canopic jar containing its organs, while its body instantly breaks apart into an insect swarm. The swarm will be 30' × 30' in size, centered on the point where the mummy lord's body was destroyed. The swarm immediately inflicts 2 points of damage to any character engulfeD- ouble damage is dealt to characters wearing no armor. The swarm cannot be damaged, but disperses after one combat round.

The insects will converge on the mummy lord's tomb 1d10 nights later, where they re-form the mummy lord's body. The monster's disembodied spirit then re-takes possession of its body, at full hit points. However, if the tomb is utterly sealed against insects (possible only through magic) then its body cannot re-form; and if the mummy lord's canopic jar is removed from its tomb, it cannot re-take possession of its body. A mummy lord can only be permanently destroyed if its canopic jar is destroyed, either before the mummy lord's body is destroyed or while its disembodied spirit is within the canopic jar.

Mummy lord lairs are typically guarded by lesser undead, including 1d12 mummies and either 4d6 zombies or 3d10 skeletons. Their canopic jars are kept well-hidden and protected by mundane and magical traps.

NATHAGHOL (GLINTERSNATCH)

% In Lair:	100%
Dungeon Enc:	Solitary (1) / Lair (1d4)
Wilderness Enc:	Pack (1d4) / Lair (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	8
Hit Dice:	10***
Attacks:	3 (claws, bite)
Damage:	1d8/1d8/3d6
Save:	F10
Morale:	N/A
Treasure Type:	Q, N
XP:	2,950

In the tombs of the great sorcerers of ancient Zahar, as well as in the silent vaults of their paramours and valued servants, there were buried great gleaming treasure hordes alongside the butchered slaves who bore them deep into the gloom and darkness. There these treasures were to remain, sealed within until the bleak re-birth of the dead as foretold by the Zaharan Deathspeakers and Eunuch-Priests. As in every land and every time, the lure and lay of this buried wealth proved too great for the greedy, the foolhardy, the heedless, the desperate, and the foolish to resist. A frightful fate awaited those caught trespassing in the tombs of the Zaharans – transformation into a nathaghol. The grisly punishment, laid down by the followers of Kaleth and Ravanor, only bolstered the grim reputation of Zahar as a wellspring of malice, cruelty, and sadistic cunning.

The nathaghol, sometimes called glintersnatches in the common tongue of the Auran Empire, linger to this day in crumbling vaults and lost, forsaken places. Sentenced to deathlessness for their crimes of avarice against Zahar, these warped aberrations now use the greed of ages to lure others into death.

At one time a nathaghol was humanoid, but now it is nothing near. A lidless, eyeless face sniffs vainly in the darkness, with flensed flesh peeled back from its gaping mouth and nose. A now-distended jaw allows for the unnatural feeding of coins and jewels into the creature's blackened, snaggle-toothed maw. Flayed and oozing skin hugs tightly to cracked and oddly angled bones that creak and whine even as the abomination shuffles along in a hunched, awkward, unnatural gate. A wheezing, unholy breath resembling the sound of shifting coins in an overfull sack sounds balefully when the monster becomes excited or exerts itself.

Nathaghol possess a dreadful strength and an awful cunning, and these creatures can **climb walls**, **hide in shadows**, and **move silently** as 7th level thieves. They can cast **locate object** at will, but only to locate coins, gems, jewelry, or magical items.

Nathaghol hunger for coins, gems, jewelry, and magical items. Oftentimes they suckle, chew, and swallow such items they happen

upon, which then work their way euphorically yet painfully through the nathaghol's body in 1d4 turns, dropping beneath them as it passes through. If they ingest a gem, piece of jewelry, or small magical item, they regenerate 3 hit points per round for as long as the item works through its body. A nathaghol can only 'see' or 'smell' beings carrying wealth – coins, gems, jewelry, or magical items. Someone who carries no such precious metals is invisible and typically irrelevant to this creature. Note that even silver thread or a gold button will be sniffed out by the nathaghol and rouse its unnatural hunger.

Once per day the nathaghol may spend a round to physically tear open its own belly to retrieve a previously swallowed bit of treasure. The coin, gem, or jewel is then placed in a desired location or hurled at a victim. A living creature within 60' who gazes upon a treasure retrieved in this way must save versus Spells or be overcome with a dire **curse**: A selfish, cruel, and ravenous desire to possess the **cursed** wealth overcomes them, and the greed-ridden target will engage in scheming, fighting and killing all others while vying for the cursed treasure. An affected creature with no living (or remaining) rivals for the **cursed** treasure will then swallow it - ingesting the cursed wealth causes 6d6 points of damage as it turns to acid in their belly and is destroyed.

Additionally, the first time in a day a nathaghol is struck by a slashing weapon in combat, 1d6 **cursed** pieces of treasure fall from its body, forcing a number of saving throws equal to the number of coins falling from the wound in a jingling clatter. A nathaghol's treasure remains **cursed** and dangerous from the time it leaves their body until the rising of the next dawn. A **remove curse** cast on the treasure or affected creature cleanses it, as does completely submerging the treasure in holy water for one round.

NECROPEDE

% In Lair:	35%
Dungeon Enc:	Scourge (1d2)/Abattoir (1d4)
Wilderness Enc:	Swarm (1d4)/Abattoir (1d4)
Alignment:	Chaotic
Movement:	180' (60')
Armor Class:	3
Hit Dice:	6**
Attacks:	3 (slams)
Damage:	1d8/1d8/1d8
Save:	F6
Morale:	N/A
Treasure Type:	None
XP:	820

A necropede is a terrible abomination, the necromantic fusion of multiple humanoid torsos, stitched in-line, the creation's many arms serving as legs, propelling the foul thing swiftly across all manner of terrain, and even up walls and cliffs. Most necropedes are constructed using six torsos, but they may be made with more or less (and have 1 Hit Die per torso).

In combat half of a necropede's torsos rear up, striking out with many limbs, or twisting around an opponent, binding and crushing with its many arms. When a necropede strikes with half or more of its slam attacks, it automatically wraps itself around the opponent and immediately causes 3d8 damage on that and every subsequent round as the necropede crushes them. The necropede's hold may be broken with a successful saving throw versus Paralysis; breaking the hold takes a full round during which no other



actions can be made. Like all undead, they are immune to **sleep**, **hold**, and **charm** spells. They are turned as spectres.

RAKSHASA

% In Lair:	25%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Chaotic
Movement:	120' (40')
↳ **Fly:**	480' (160')
Armor Class:	7
Hit Dice:	10****
Attacks:	2 (claws)
Damage:	1d12, poison/1d12, poison
Save:	F10
Morale:	+2
Treasure Type:	N, Hx2
XP:	3,650

Primarily found in Somirea, rakshasas are supernatural beings of Chaos who delight in destruction and feasting upon the flesh of those who cross them. They particularly enjoy tormenting priests of Law, and actively desecrate graves, tear apart shrines, and otherwise bring ruin to such religious trappings as they encounter.

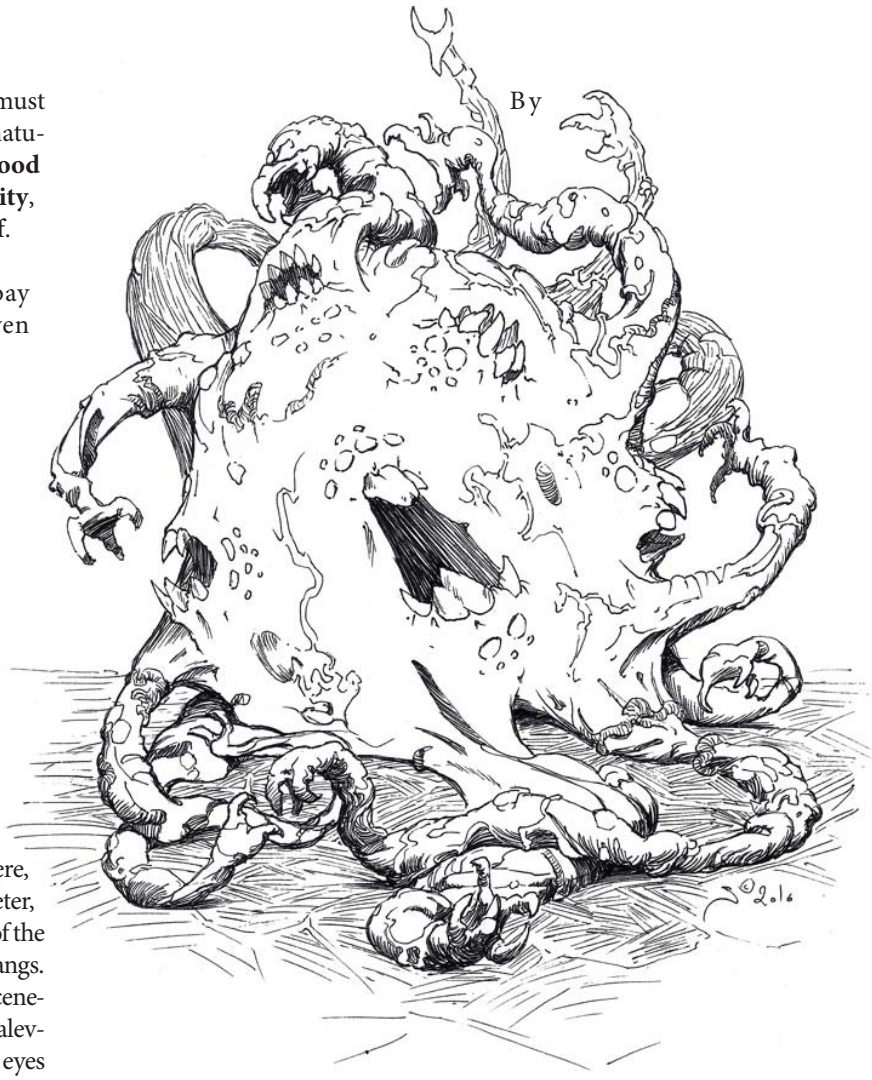
These hideous beings are ugly, ogre-sized humanoids with black skin, eyes that glow like red embers, wild red hair, large curving fangs, and wicked black claws. Despite this brutal appearance, they are sly, crafty creatures who dress in fine silks and ornaments, and freely associate with others of similarly evil bent, whether leading groups of malevolent intent, or following those more powerful than themselves.

The black claws of rakshasa are poisonous, and anyone struck must succeed in a saving throw versus Poison or die. Rakshasa can naturally fly, soaring without wings, and at-will can cast **detect good** (the reverse of **detect evil**), **hallucinatory terrain**, **invisibility**, **invisibility 10' radius**, **phantasmal force**, and **polymorph self**.

Like other summoned creatures, rakshasa may be kept at bay with **protection from evil**, and may be destroyed or driven off with **dispel evil**.

SORCEROUS SPHERE

% In Lair:	80%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Chaotic
Movement:	30' (10') (fly)
Armor Class:	8
Hit Dice:	12****
Attacks:	1d4 (bites)
Damage:	1d4 each
Save:	M12
Morale:	+4
Treasure Type:	P
XP:	4,800



A strange product of sorcerous experimentation, a sorcerous sphere, also known as a spell tyrant, is a floating sphere some 3-ft. in diameter, its flesh thick, gnarled, run-through with pulsating veins, the front of the sphere set with a multitude of maws, each replete with twisted fangs. Spaced randomly about its surface, up to a dozen tentacles twist obscenely, each tipped with a dexterous, tentacular hand. Intelligent and malevolent, a sorcerous sphere observes the world through many cruel eyes set around its mouths, but its greatest power comes from its command of the arcane arts, for it is are able to learn and cast spells. Possessed as it is of multiple limbs and mouths, a sorcerous sphere can cast multiple spells simultaneously, making it a severe threat to any beings it encounters. As they grow in age and power, they are said to develop more mouths and tentacles, enabling them to cast ever more spells at the same time.

These beings are selfish, cruel, and self-serving, but are also not above cooperating with others when it furthers their interests. As a result, many are often found in the company of evil allies, or directing henchmen and underlings. They only seem unwilling to bear the company of others of their kind.

These details reflect the abilities of a typical sorcerous sphere with six limbs; older, more powerful individuals may possess up to twelve limbs and commensurately greater abilities.

Although sorcerous spheres can lunge and bite with several maws at the same time, they generally eschew physical combat as unbecoming, engaging in it only reluctantly, much preferring to strike with spells and magical items from a safe vantage point or distance, making good tactical use of their ability to fly and hover to avoid most harm.

Sorcerous spheres have the abilities of 12th-level Mages, including using appropriate magical items, researching spells, casting rituals, creating necromantic constructs, and so on.

virtue of their alien physiology, the typical sorcerous sphere can cast up to 3 spells simultaneously (1 spell per pair of limbs), if desired, using spells from their repertoire normally. They may also use their multiple limbs to wield several magical items at the same time instead of casting spells, if they possess such devices. Unfortunately, their limbs are too weak to make effective physical attacks.

SPHINX

% In Lair:	20%
Dungeon Enc:	Solitary (1)/Den (1d4)
Wilderness Enc:	Pride (1d4)/Den (1d4)
Alignment:	Any
Movement:	150' (50')
Fly:	300' (100')
Armor Class:	8
Hit Dice:	12**
Attacks:	2 (claws)
Damage:	2d10/2d10
Save:	F12
Morale:	+2
Treasure Type:	N, H (per sphinx)
XP:	3,000

Hybrid creatures created in a bygone age, sphinxes are powerful creatures with leonine bodies, human heads, and large feathered wings. Highly territorial, these carnivores are known to attack interlopers into what they consider their domain. Rather than attack, they may also demand tribute or food, and like the felines that provide much of their ancestry, they enjoy toying with victims, whether

tricking them, engaging them in riddling contests, or otherwise tormenting them, depending on just how wicked the individual sphinx's outlook is.

Most sphinxes are Chaotic or Neutral, but a very small number are surprisingly Lawful, these latter sphinxes restricting their depredations to unintelligent prey and known Chaotic victims. For a price, Neutral and Lawful sphinxes have even been known to offer their services as caravan guards along wilderness trails.

Three times per day, a sphinx can deliver a **terrifying roar**. All creatures hearing the roar must make a saving throw v. Paralysis or flee until the sphinx is no longer in sight or a minimum of 3 rounds has elapsed. Like most fantastical creatures, sphinxes are immune to **charm person** and **hold person**, but can be ensorcelled with the **charm monster** and **hold monster** spells. In addition a sphinx can ignore any spell or spell-like effect with a Magic Resistance throw of 8+.

All sphinxes speak the common tongue, and frequently speak ancient or archaic languages as well. 20% of sphinxes possess the spellcasting abilities of a mage of a level equal to their HD. These sphinxes are considered the wisest and most powerful of their prides and inevitably lead the others. They have an XP value 4,800 and a Treasure Type of Nx2.

VENOUS SENTINEL

% In Lair:	35%
Dungeon Enc:	Throng (1d4)/Abattoir (2d6)
Wilderness Enc:	Horde (2d6)/Abattoir (2d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	3
Hit Dice:	2**
Attacks:	1d6 (slashes)
Damage:	1d4 (+1/round) each
Save:	F2
Morale:	N/A
Treasure Type:	None
XP:	38

The necromantically-animated heart and veins of a humanoid, a venous sentinel is a terrible, alien thing, a pulsing heart set at the center of a mass of writhing, sharp-tipped arteries and veins. Sometimes created during the mummification process when the heart and arteries and carefully removed, venous sentinels can be found set as guardians in Zaharan tombs, as well as secured in canopic jars, ready to attack when inadvertently released.

These undead skitter forth obscenely on their many veins, while using others to slash and pierce foes, draining them of their vital fluids. A venous sentinel slashes and stabs with numerous sharp veins each round, making 1d6 attacks, each inflicting 1d4 damage. Veins that pierce flesh begin to drain the victim of blood, immediately causing 1 point of damage from blood sucking and sucking a further 1 point of damage worth of blood every subsequent round. Multiple strikes of this nature can drain blood from the same victim. An attached vein can be cut off if a total of 3 or more points of damage is dealt with one blow. Like all undead, they are immune to **sleep**, **hold**, and **charm** spells. They are turned as ghouls.

THRASSIAN (GREATER LIZARDMAN)

% In Lair:	30%
Dungeon Enc:	Solitary (1) / Lair (1)
Wilderness Enc:	Solitary (1) / Dominion (2d4)
Alignment:	Chaotic
Movement:	60' (20')
↳ Swim:	120' (40')
↳ Fly:	30' (10')
Armor Class:	6
Hit Dice:	4+1
Attacks:	3 (2 claws or weapons, 1 bite)
Damage:	1d4+1/1d4+1/1d10+1 or by weapon +3
Save:	F4
Morale:	+2
Treasure Type:	J (per Thrassian), L (dominator), N (tyrant)
XP:	140

Magically bred from a cross of men and giant lizards long ago by unknown arcanists, the Thrassians once held much of the Ammas Aurë region in their scaly claws. Such was their power that primitive man worshiped them as gods and served them as slaves. Yet from this height, the Thrassian people fell to abyssal lows. Some taint in the Thrassian bloodline caused them to slowly degenerate into primitive savagery. Had they been kinder to their subject peoples, the Thrassians might have slipped into obscurity peacefully. Instead they were violently overthrown by the Zaharans, who seized power from their former masters and formed their own dark empire.

Of the handful of Thrassians that survived the Zaharan uprising, most fled to the outlying swamps and jungles, where they continued their devolution to the primitive lizardmen of today. The few true Thrassians that presently exist are slaves sorcerously bred for the amusement of Kemeshi nobles. Other civilized lands remember the Thrassians only from aged histories, and look on their degenerate ancestors with contempt as brutes. The time of the Thrassians has passed.

Or has it? The lizardmen claim it is yet to come. Their scaly shamans teach that the greatest of the Thrassian priest-kings escaped the wrath of the Zaharans, and even now slumbers in a hidden vault; and that when he awakens, he shall stride forth with a legion of Thrassian warriors and lead his children to restore the empire of old. The sages deem this a fable, merely the lizardmen's version of the Chthonic myth of the Awakening. If it were true, however, and one of the Thrassian tyrants of old did return, then the shores of the Ammas Aurë would become an abattoir, as the Thrassians avenged a thousand years of humiliation with blood and slaughter.

Thrassians stand 7' to 8' tall, resembling massive lizardmen with large heads characterized by prominent and protruding fangs and glowing yellow eyes that grant 120' infravision. Dragon-like wings erupt from their shoulder blades, giving them crude flight capabilities. They typically fight with bites and claws, but sometimes wield weapons, favoring tridents (pole arms) for battlefield formations and javelins for aerial skirmishing. Their immense strength grants them a +3 bonus to damage with weapons. They typically wear partial leather or hide armor atop their thick, scaly hides.

Thrassians are the natural leaders of lizardmen, and are rarely encountered without a substantial force of followers and servants. A Thrassian has a 75% chance to be guarded by 1d8 lizardman champions and 5d8 lizardman warriors. A Thrassian has a 10% chance of

either Priest or Mage abilities at level 4. Thrassian Priests are worth 215 XP each, while Thrassian Mages are worth 280 XP each.

When Thrassians are encountered in a dominion, there will be 1d8 lizardmen champions and 5d8 lizardman warriors serving *each* Thrassian. The Thrassians and their lizardmen followers will collectively be led by a Thrassian dominator with AC 9, 8+1 Hit Dice, and 40 hit points, dealing +2 damage with natural attacks or +4 damage with weapons. A dominator has either Priest (75%) or Mage (25%) abilities at level 8. A dominator may possess magic items in addition to any held by the dominion. For each category of item (potion, sword, etc.), there is a 40% chance that he possesses an item of that category. Dominators are worth 1,100 XP if Priests and 1,600 XP if Mages.

Thrassian dominions will also have 1d4x10 noncombatants and 1d4x20 eggs for every 20 lizardmen. Thrassian noncombatants fight as gnolls. Eggs do not fight. If properly tended, 5% of a dominion's eggs will hatch into Thrassians, 20% will hatch into lizardman champions, and the remaining 75% will hatch into ordinary lizardmen. As long as the dominator is alive, the dominion's members gain a +2 to morale rolls.

According to legend, Thrassian dominators are themselves commanded by Thrassian tyrants, though such a creature has not been seen in over a thousand years. If encountered, a tyrant has AC 10, 11+1 Hit Dice, and 55 hit points, dealing +3 damage with natural attacks and +5 damage with weapons. (Some tyrants achieved even greater power as undead, after the flesh…) All tyrants are spellcasters, with either Priest (75%) or Mage (25%) abilities at level 11. Like dominators, tyrants may possess magi items, with a 55% chance per category of an item. Tyrants are worth 7,200 XP if Priests and 10,400 XP if Mages.

YALI

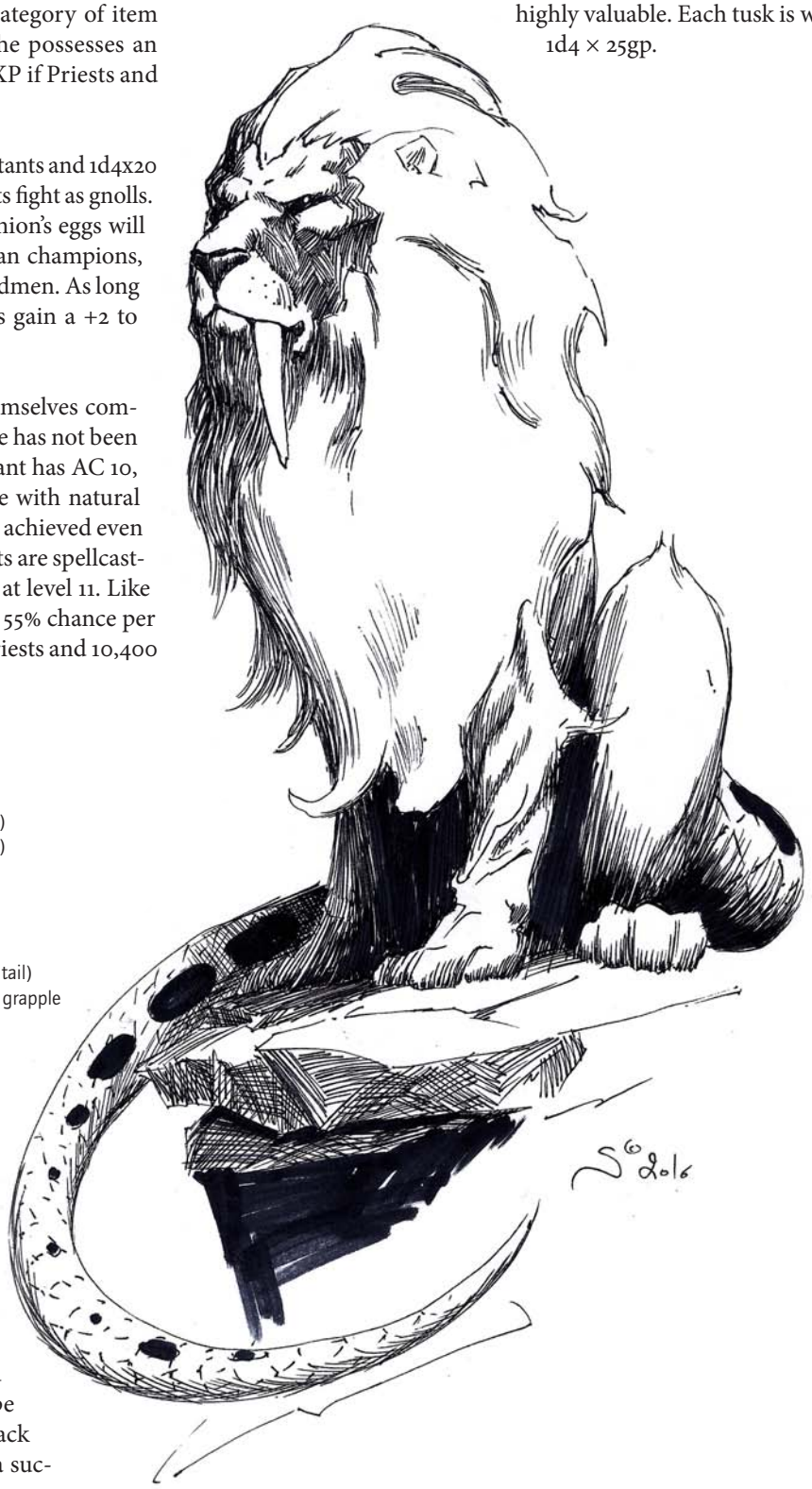
% In Lair:	25%
Dungeon Enc:	Pride (1d2)/Den (1d4)
Wilderness Enc:	Pride (1d2)/Den (1d4)
Alignment:	Lawful
Movement:	150' (50')
Armor Class:	5
Hit Dice:	9*
Attacks:	3 (2 claws, 1 bite or 1 tail)
Damage:	1d10/1d10/2d12 or grapple
Save:	F5
Morale:	+4
Treasure Type:	M,K + Special
XP:	1,300

These awe-inspiring creatures commonly serve as sentinels and guard-beasts capable of defending temples of Lawful gods from wicked interlopers.

Primarily found in Somirea, yali are huge majestic lions, 6' at the shoulder, with short elephant-like tusks enhancing an already terrible bite. They also have long, serpentine tails that can lash around and grab an opponent, whether to prevent their escape from death or apprehend them. A successful tail attack grabs the target, but the hold may be broken with a successful saving throw versus Paralysis; breaking the hold takes a full round during which no other actions can be made.

Although no more intelligent than a particularly alert and cunning lion, yali are famed for their loyalty to their temple masters, steadfast courage, and natural ability to **detect evil** (as per the spell). They are instinctively aggressive towards beings sensed as evil, and will attack them unless instructed to do otherwise by their handlers.

The ivory from the tusks of a yali is highly valuable. Each tusk is worth 1d4 × 25gp.



APPENDIX ONE

TREASURE MAPS



This Appendix includes 6 treasure maps based on those found in the lairs herein. Each map has been artistically rendered by cartographer Cecil Howe for use as player handouts to provide campaign flavor.

p. 183: A leather skin stretched across the inside of an ancient dwarven shield and painted with a treasure map. It can be found in the Dwarf Lair (p. 38) and leads to the Medusa Lair (p. 73). The Dwarven script translates as "Reclaim the treasures from the crypt of our forefathers before others do!"

p. 184: A birchpaper treasure map showing the path from an elven fastness to a haunted dragon statue. It can be found in the Elf Lair (p. 40) and leads to the Wraith lair (p. 112). The phrases, top and bottom, are an Elvish poem, translated into Common as "two great emeralds on the statue lie / guarded by those who refuse to die."

p. 185: A clay tablet carved with cuneiforms showing the location of an ancient calendar stone. It can be found in the NPC Mages Lair (p. 83) and leads to the Shadow lair (p. 101). The cuneiform represents Ancient Zaharan, and reads "The calendar of the cosmogonic suns shows the time of change at hand."

p. 186: A papyrus treasure map showing the location of the burial vault of an ancient sorcerer-king. It can be found in the Merchants lair (p. 76) and leads to the Sphinx lair (p. 104). The map is annotated in Classical Auran script that translates as "What lies beyond the bronze doors of Uragasi?" Uragasi was the first sorcerer-king of the Zaharans. The various fort names are also Classical Auran, from the Borderlands setting.

p. 187: A bone rune stick carved with a treasure map to the barrow-mound of Magnhild the Dragonslayer. It can be found in the Dragon Turtle lair (p. 36) and leads to the Draugr lair (p. 37). The runic inscriptions represent Jutlandic, and translate as "sky dons her black cloak / the slayer of dragons awakens / from the sleep of the sword. / By dawn the grass is red / with the dew of slaughter."

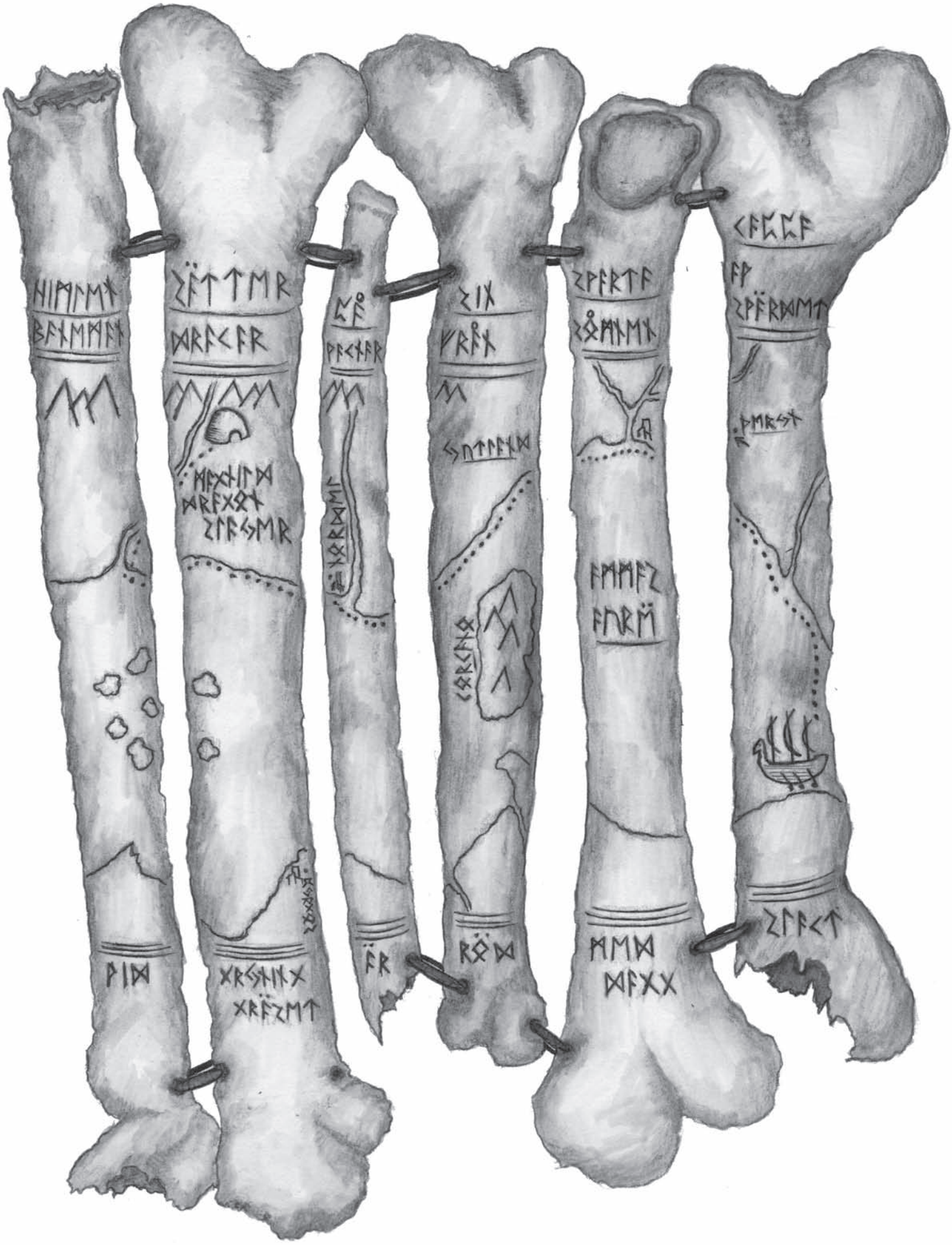
p. 188: A papyrus map showing the seasonal travel route of a caravan from Opelenea, through Kemesh, around the Waste, and back. It can be found in the Nomads Lair (p. 77). Since caravan travel through these arid lands requires careful planning in time and distance to manage water supplies, the map shows which stars/constellations will be overhead when the caravan reaches certain points. The constellations on the map are from the Auran Empire setting. They are, counter-clockwise from the upper-right : the Void, the Empress, the Cowl, the Eye, the Manticore, the Scorpion, the Naga, the Prince, and the Wolf.

N


DAU GEMAU MAWR AR CERFLUN
N
BEDD Y
DDRAIG
GWARCHOD GAN YSBRYDION

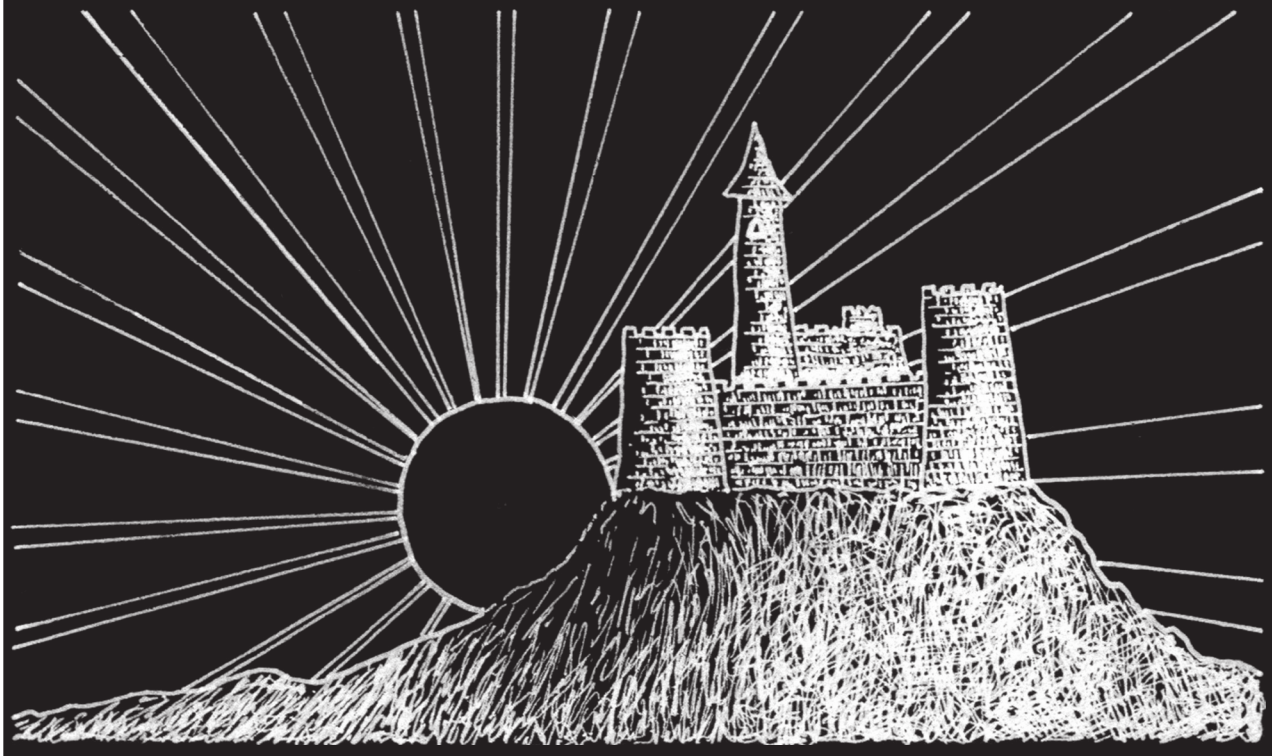


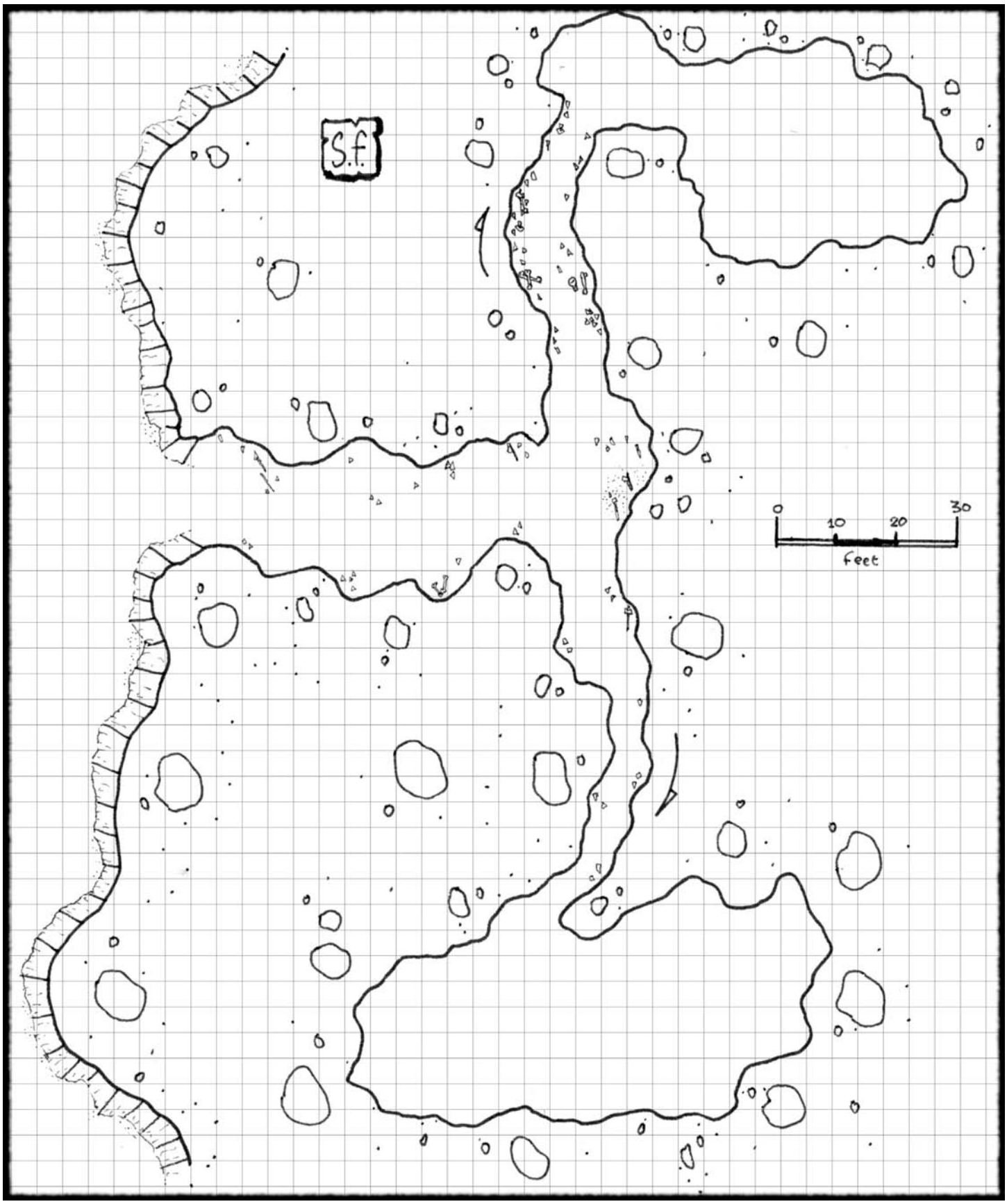

TVROS
SPEN
TVROS
ASTER
TVROS
TEM
TVROS
LVIN
TVROS
DRAV
VTHESALTER
ZERANGEDOS
VRAGASIN

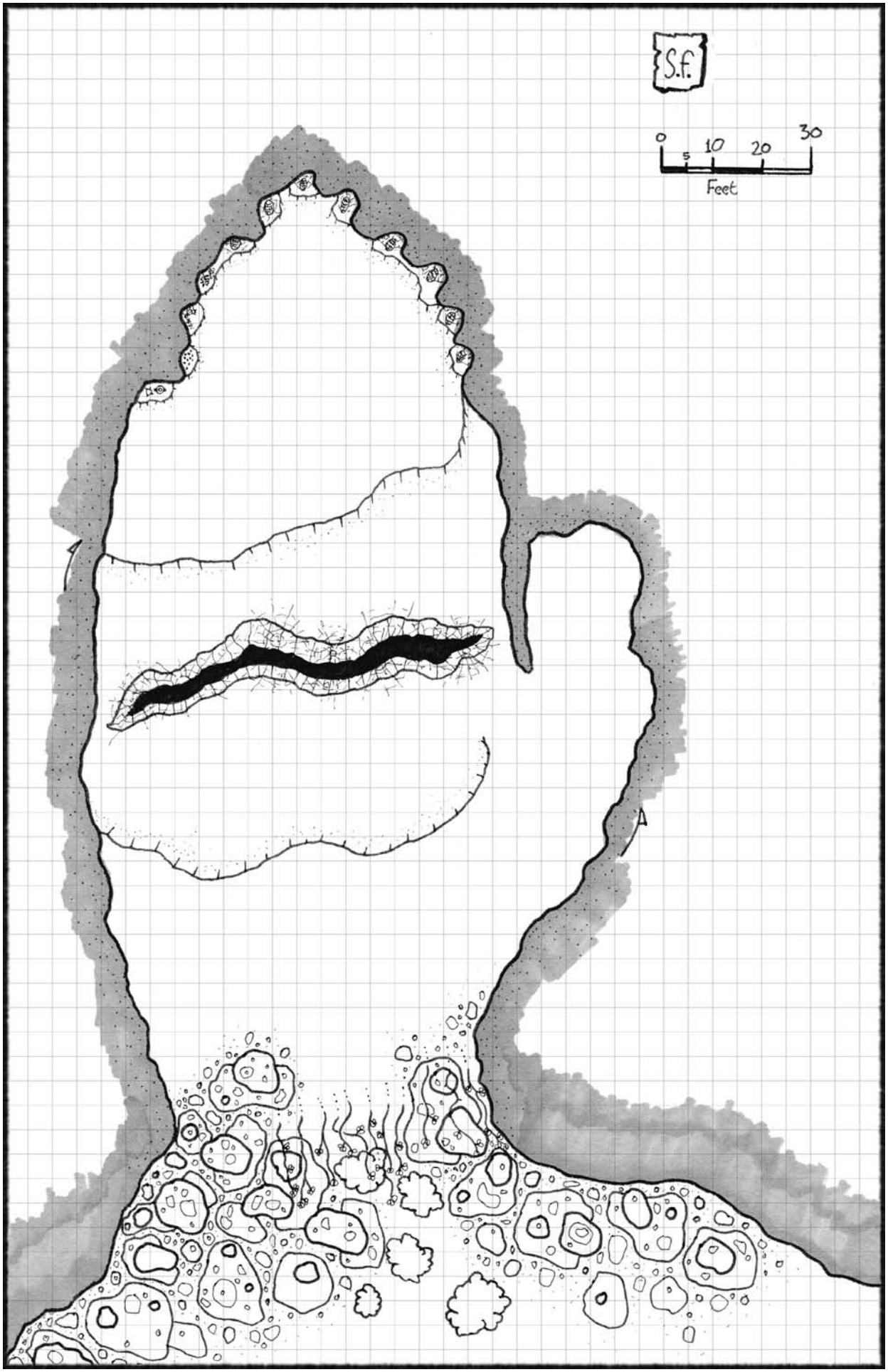


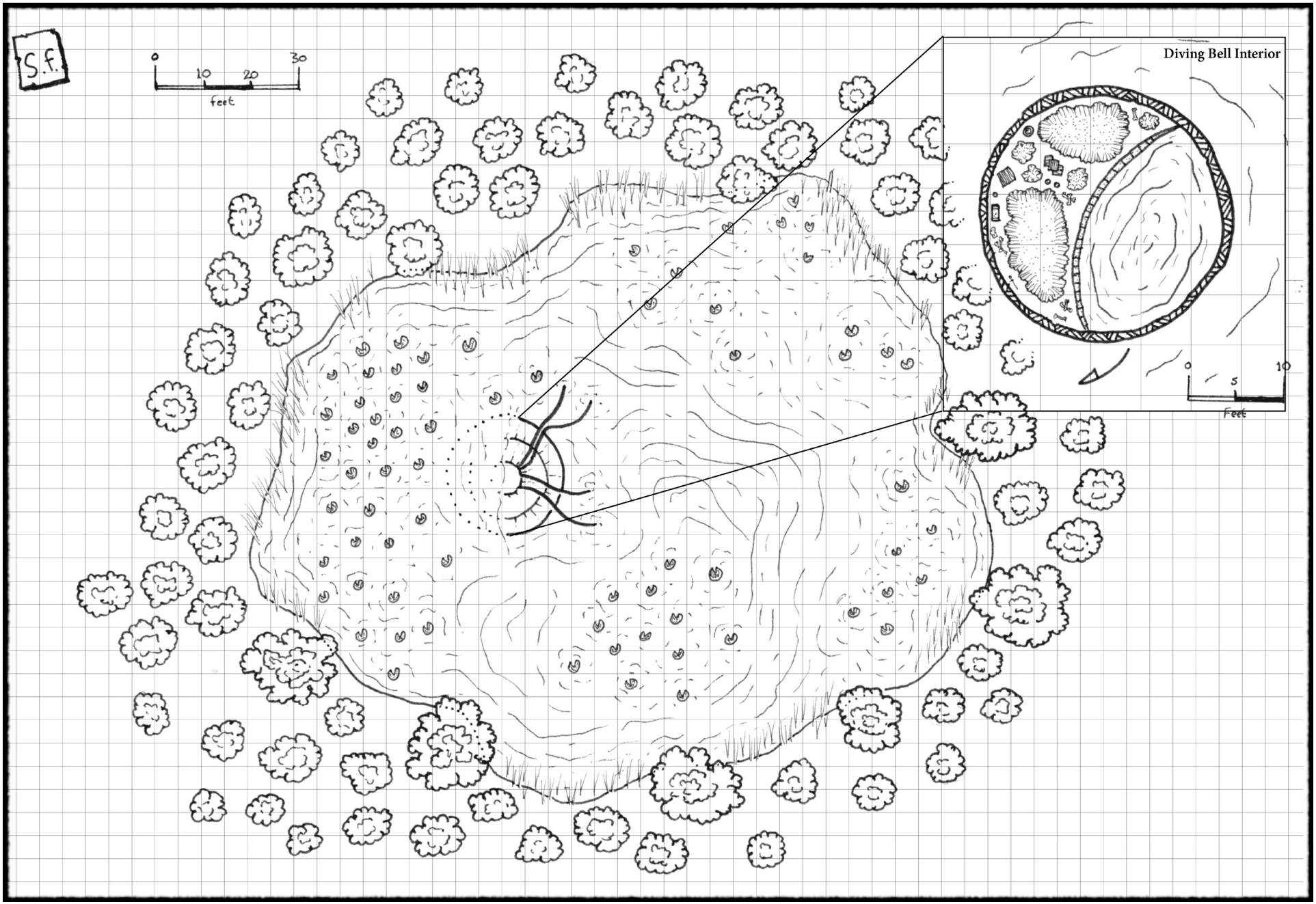
APPENDIX TWO

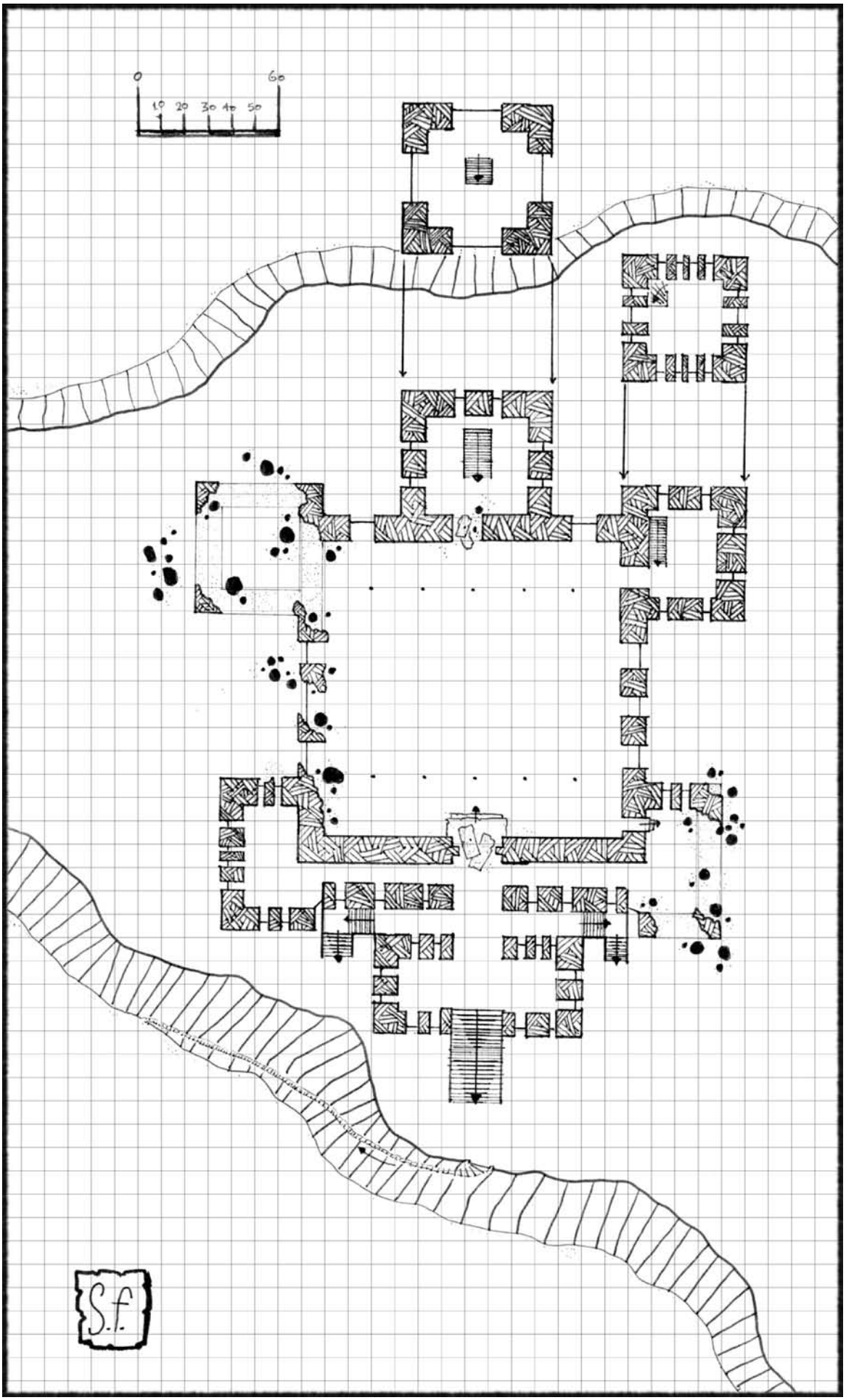
LAIR MAPS

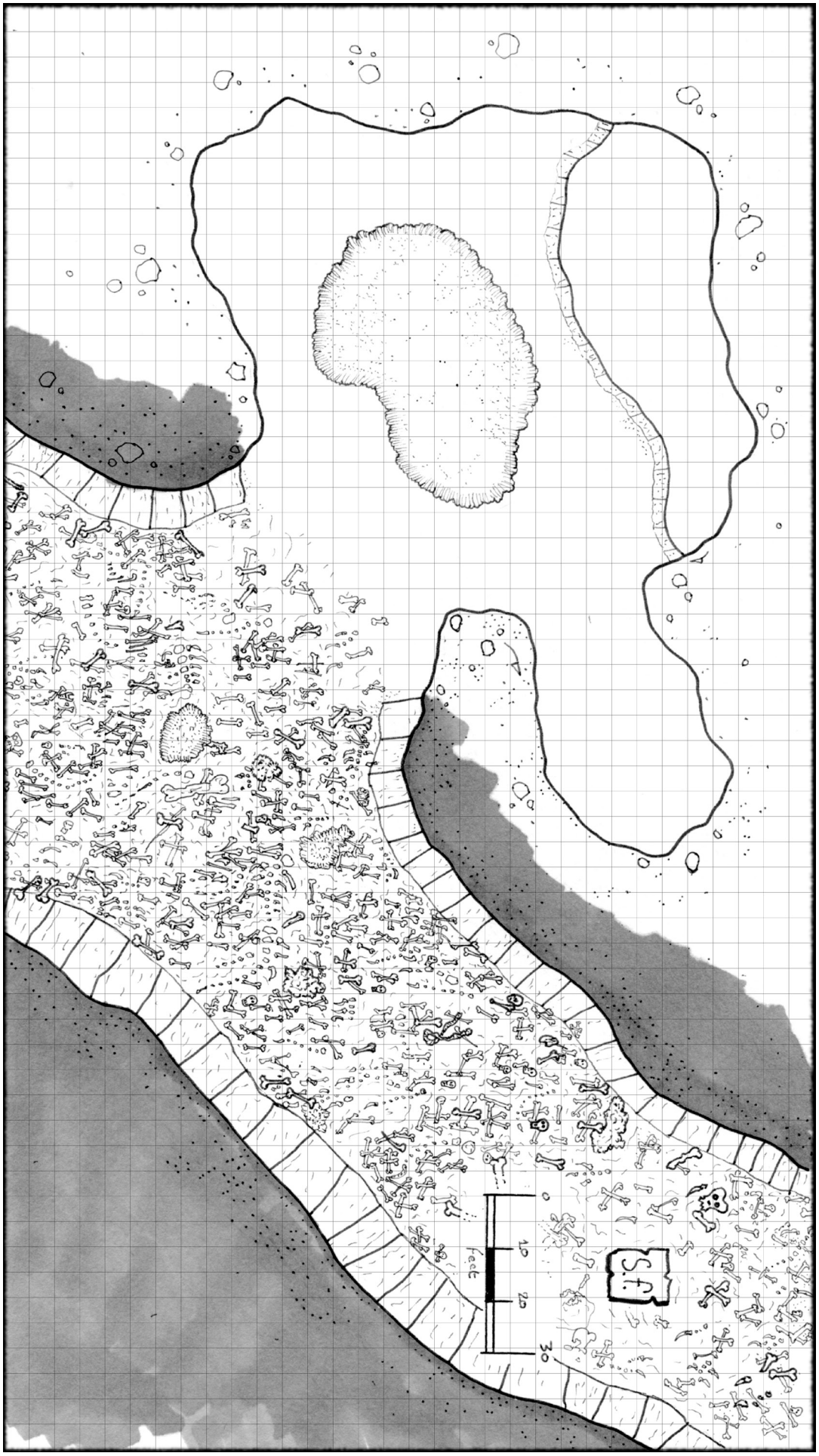


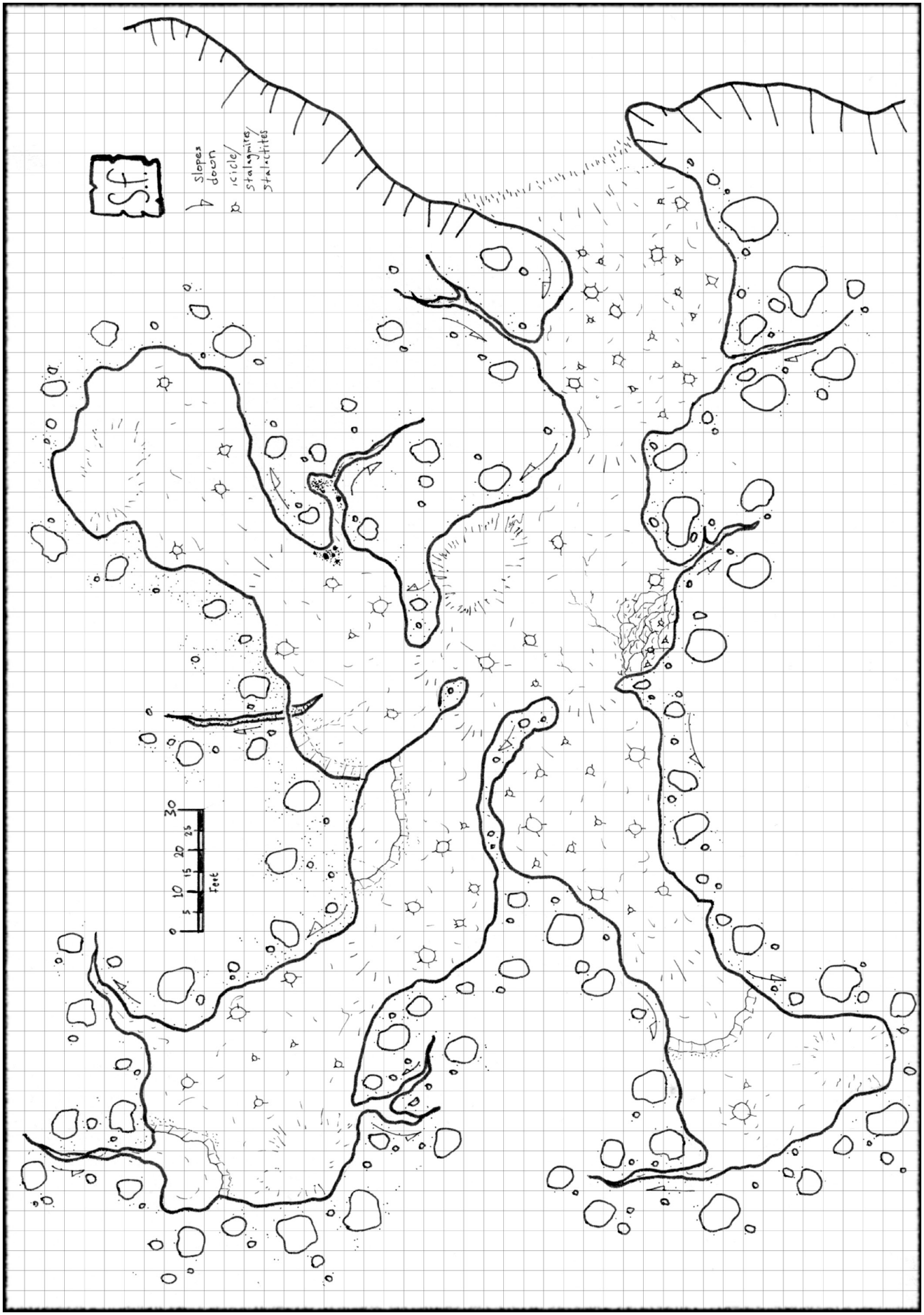

S.f.
0
10
20
30
Feet

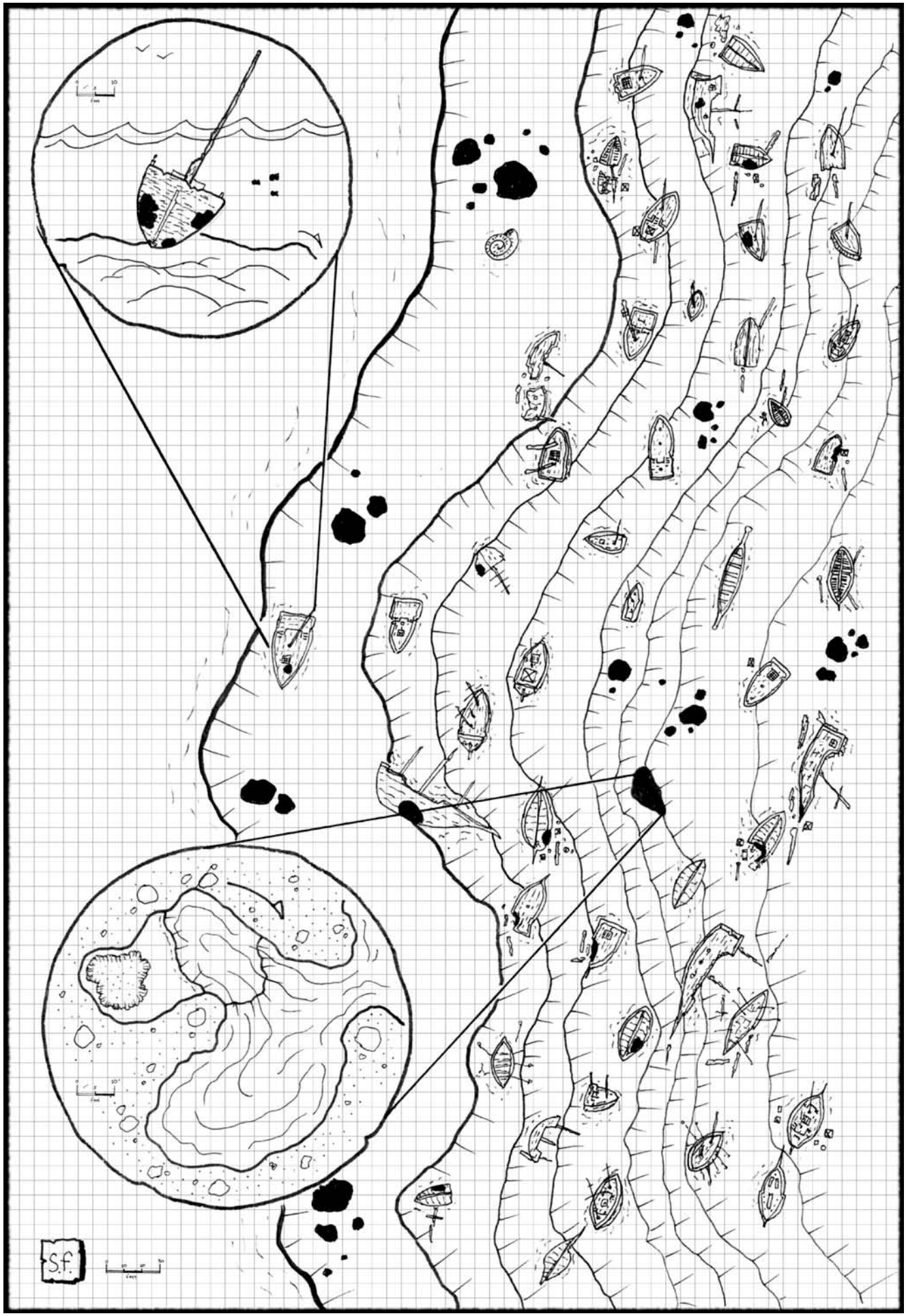

S.F.
0
5
10
20
30
Feet
A

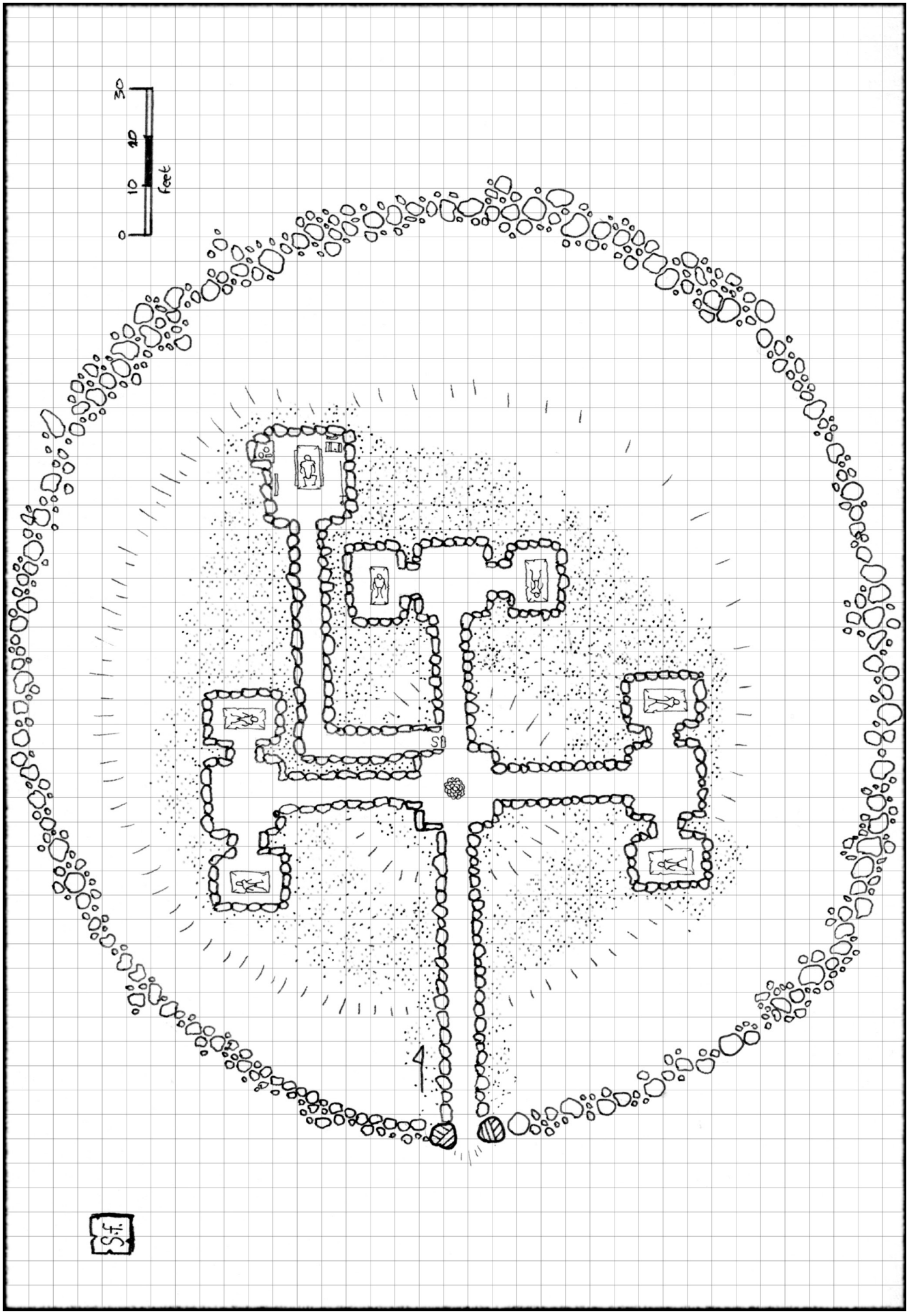

S.f.
0
10
20
30
feet
Diving Bell Interior
0
5
10
Feet

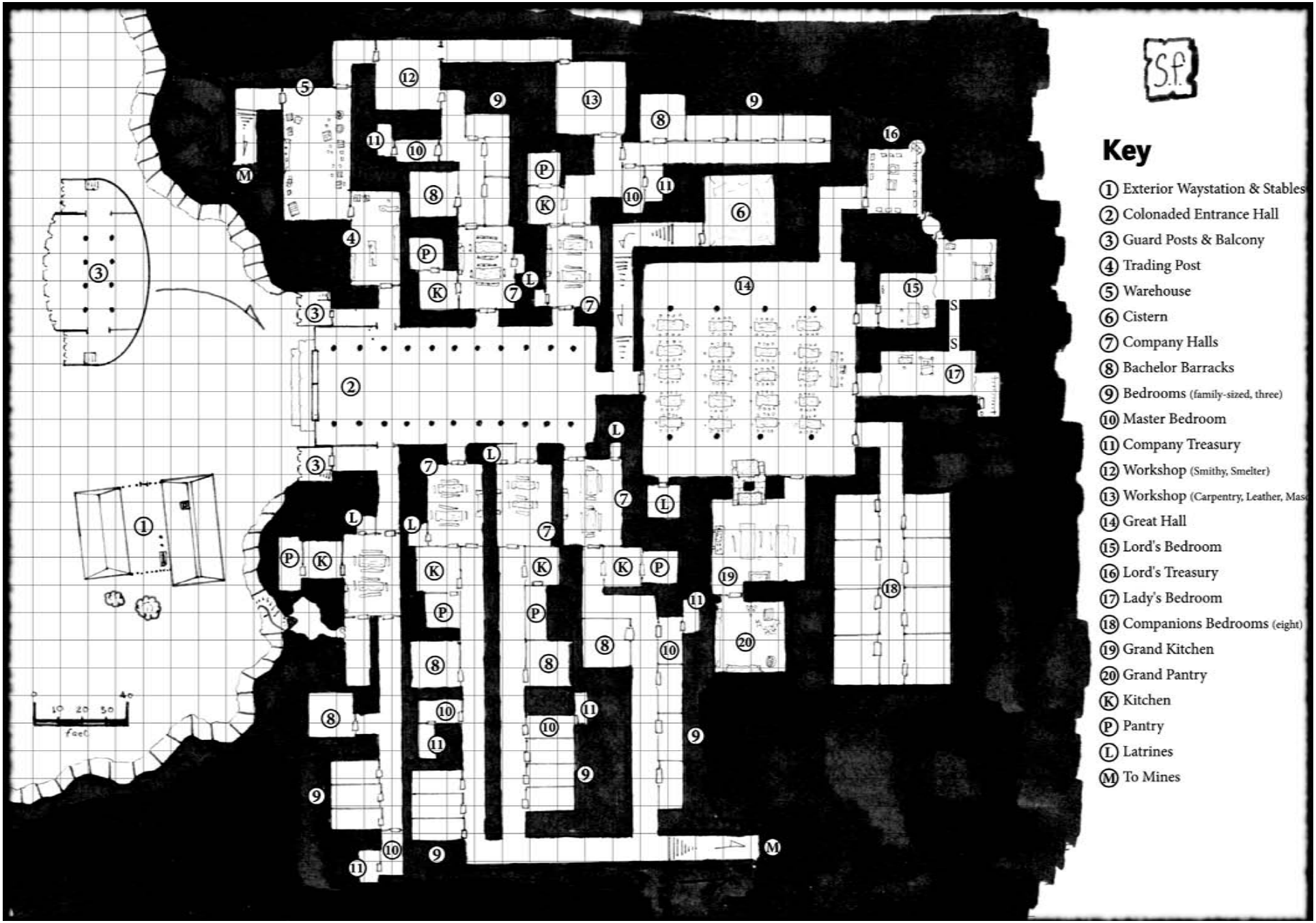

0
60
10
20
30
40
50
S.f.

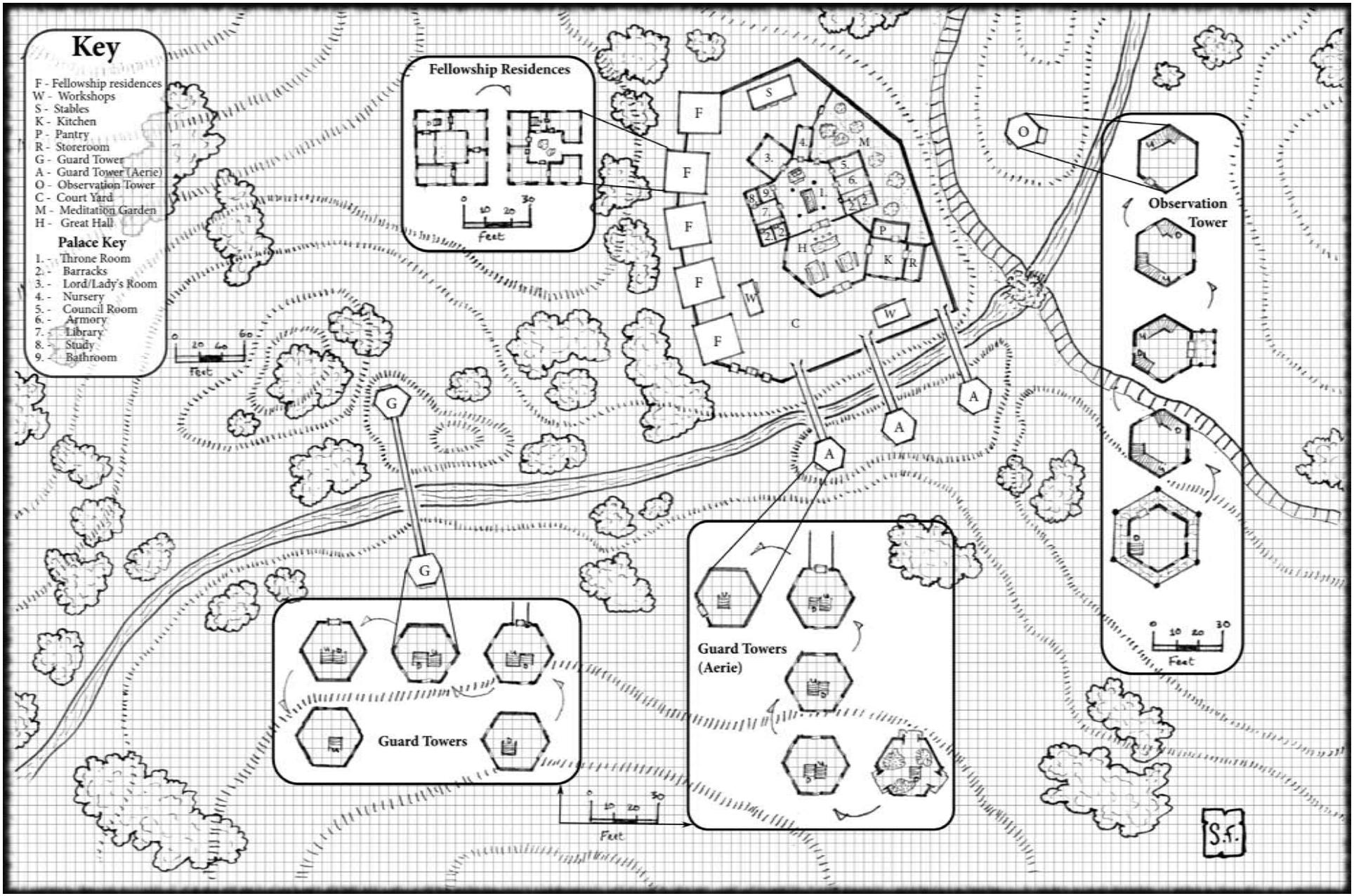

0
15
feet
25
30
S.f.

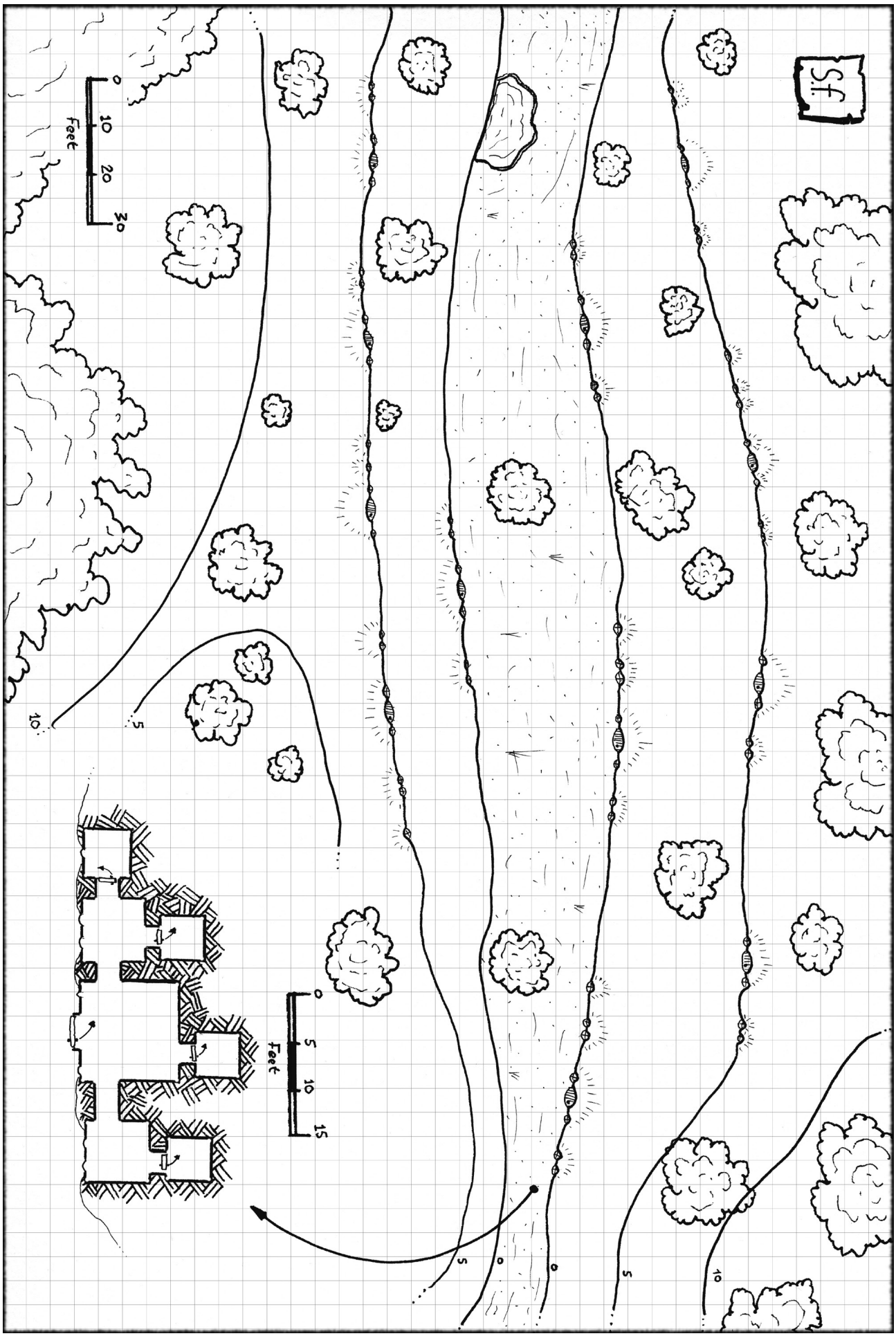

S.f.
Slopes down
icicle/ stalagmite/ stalactites
30
25
20
15
10
5
0
feet

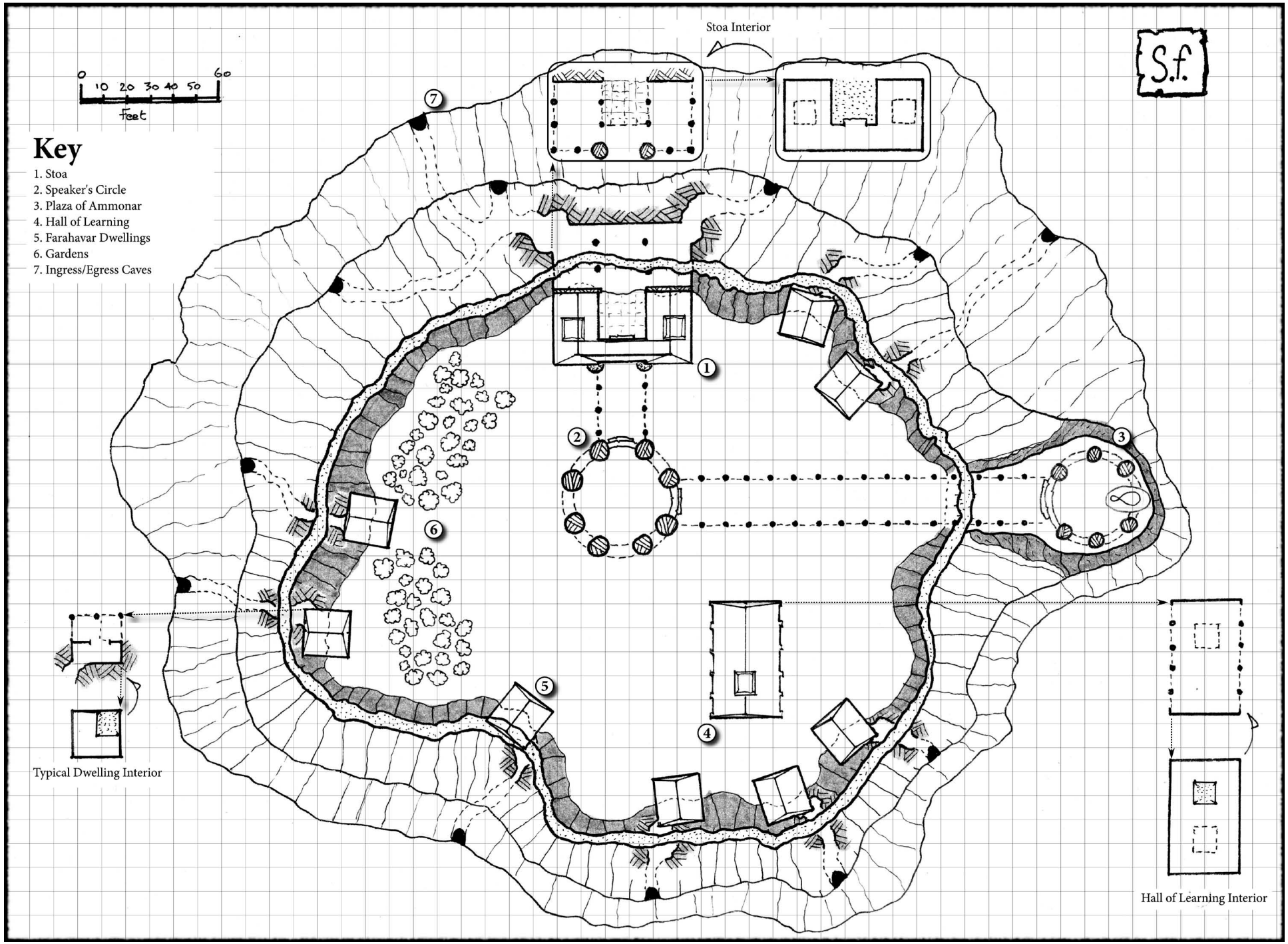

S.f.

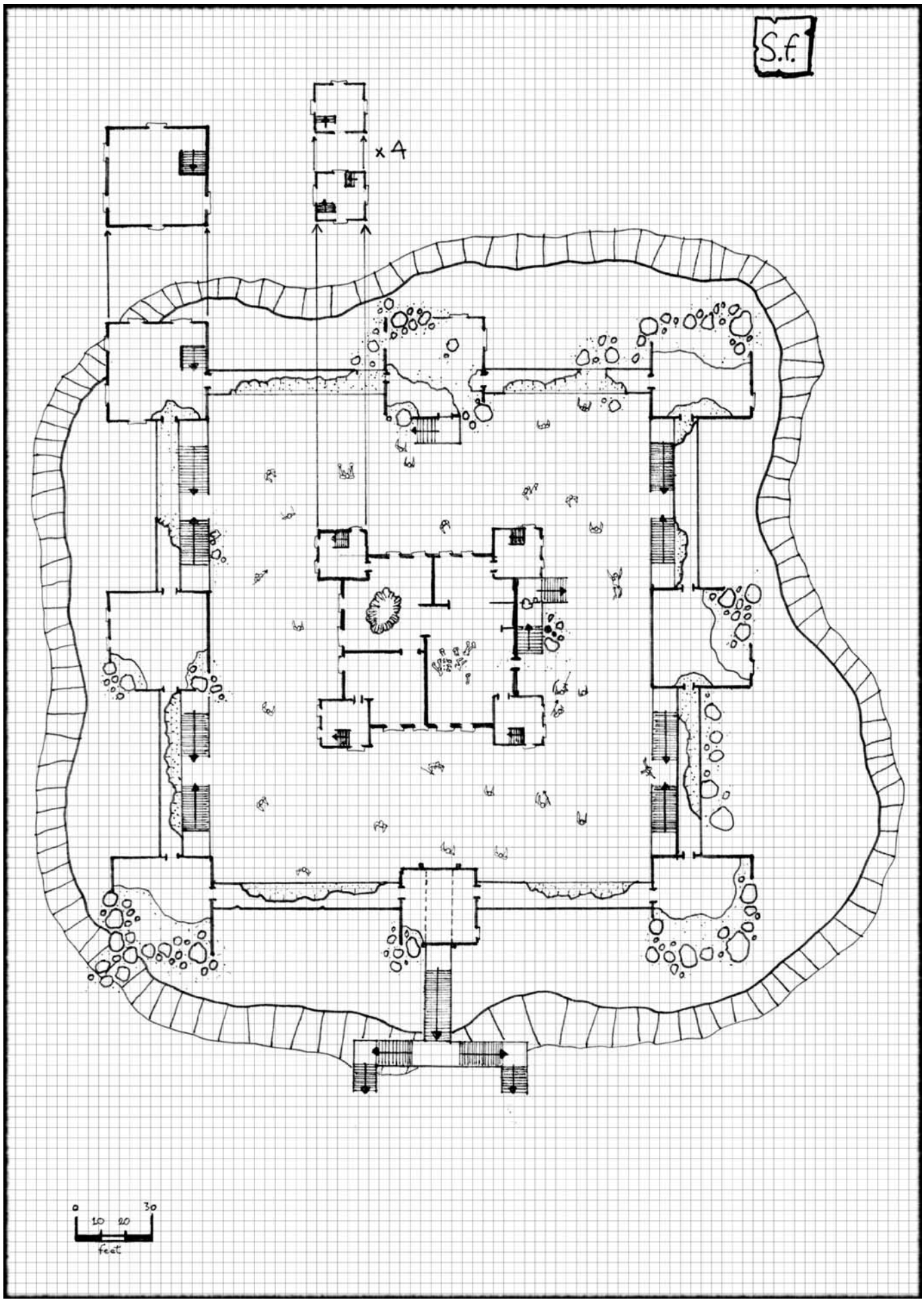

30
20
10
0
feet
S.f.

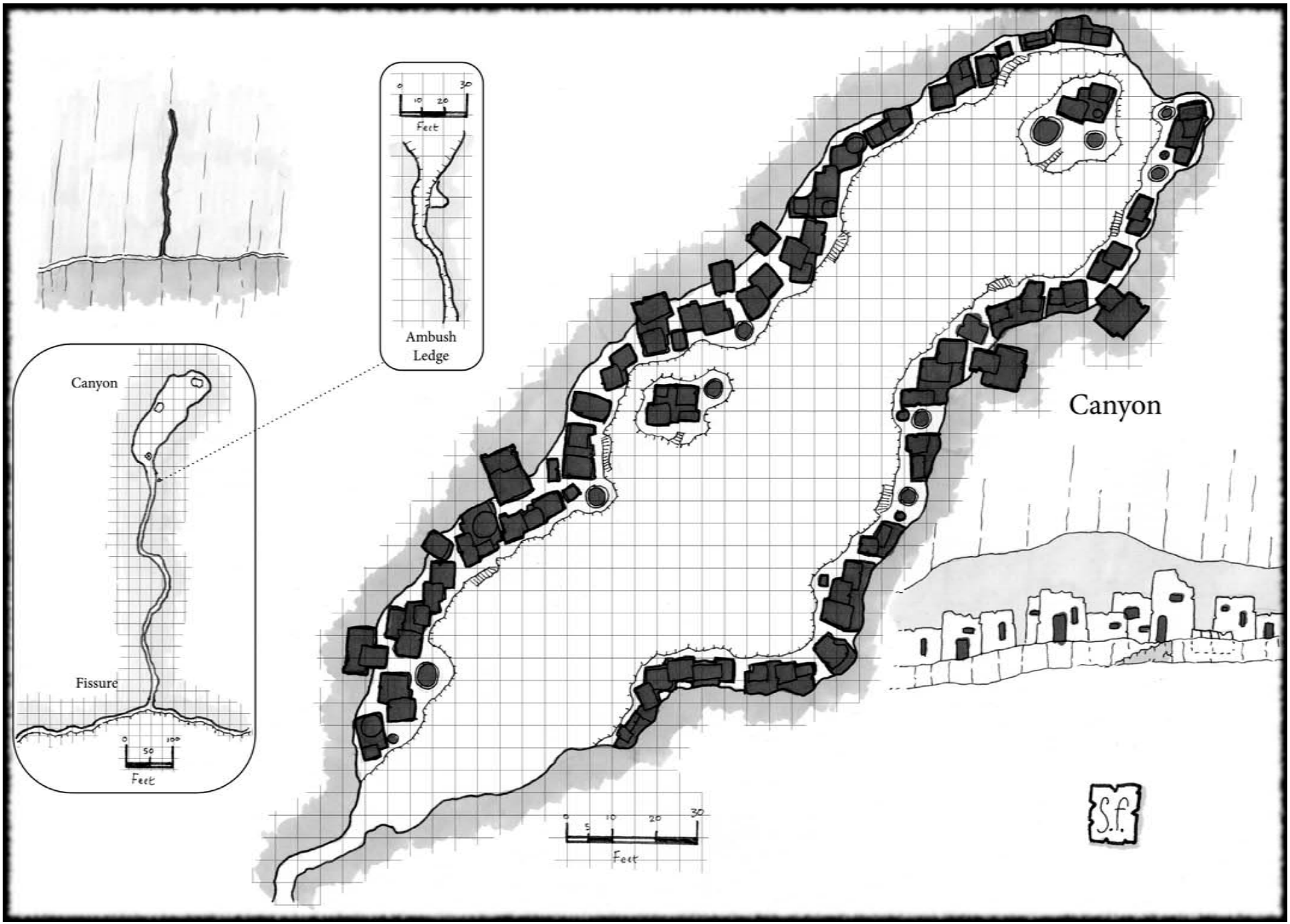

S.f.
Key
1 Exterior Waystation & Stables
2 Colonaded Entrance Hall
3 Guard Posts & Balcony
4 Trading Post
5 Warehouse
6 Cistern
7 Company Halls
8 Bachelor Barracks
9 Bedrooms (family-sized, three)
10 Master Bedroom
11 Company Treasury
12 Workshop (Smithy, Smelter)
13 Workshop (Carpentry, Leather, Mas
14 Great Hall
15 Lord's Bedroom
16 Lord's Treasury
17 Lady's Bedroom
18 Companions Bedrooms (eight)
19 Grand Kitchen
20 Grand Pantry
K Kitchen
P Pantry
L Latrines
M To Mines
10 20 30 40
feet

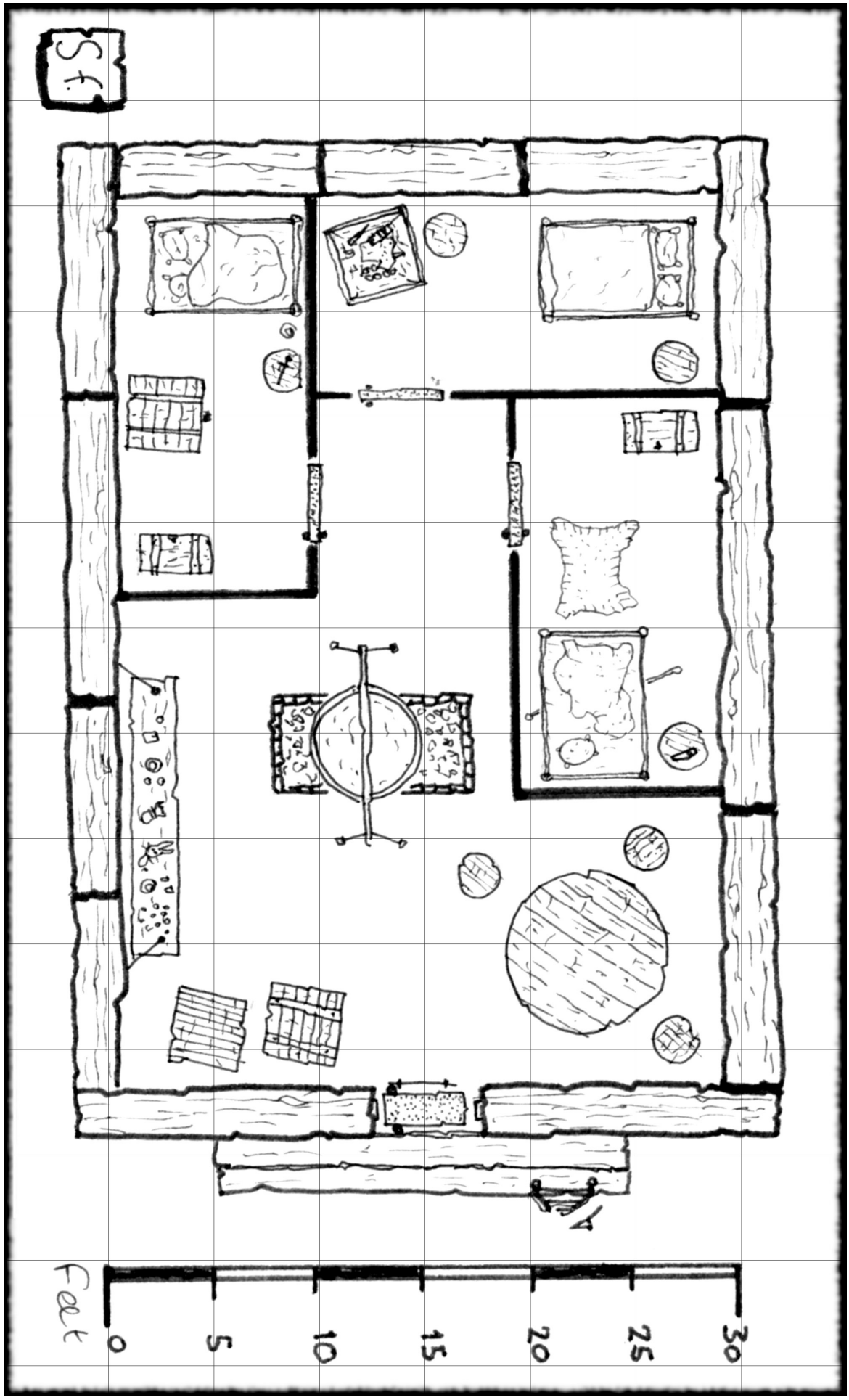

Key
F - Fellowship residences
W - Workshops
S - Stables
K - Kitchen
P - Pantry
R - Storeroom
G - Guard Tower
A - Guard Tower (Aerie)
O - Observation Tower
C - Court Yard
M - Meditation Garden
H - Great Hall
Palace Key
1. - Throne Room
2. - Barracks
3. - Lord/Lady's Room
4. - Nursery
5. - Council Room
6. - Armory
7. - Library
8. - Study
9. - Bathroom
Fellowship Residences
Feet
Observation Tower
Guard Towers
Guard Towers (Aerie)
S.f.

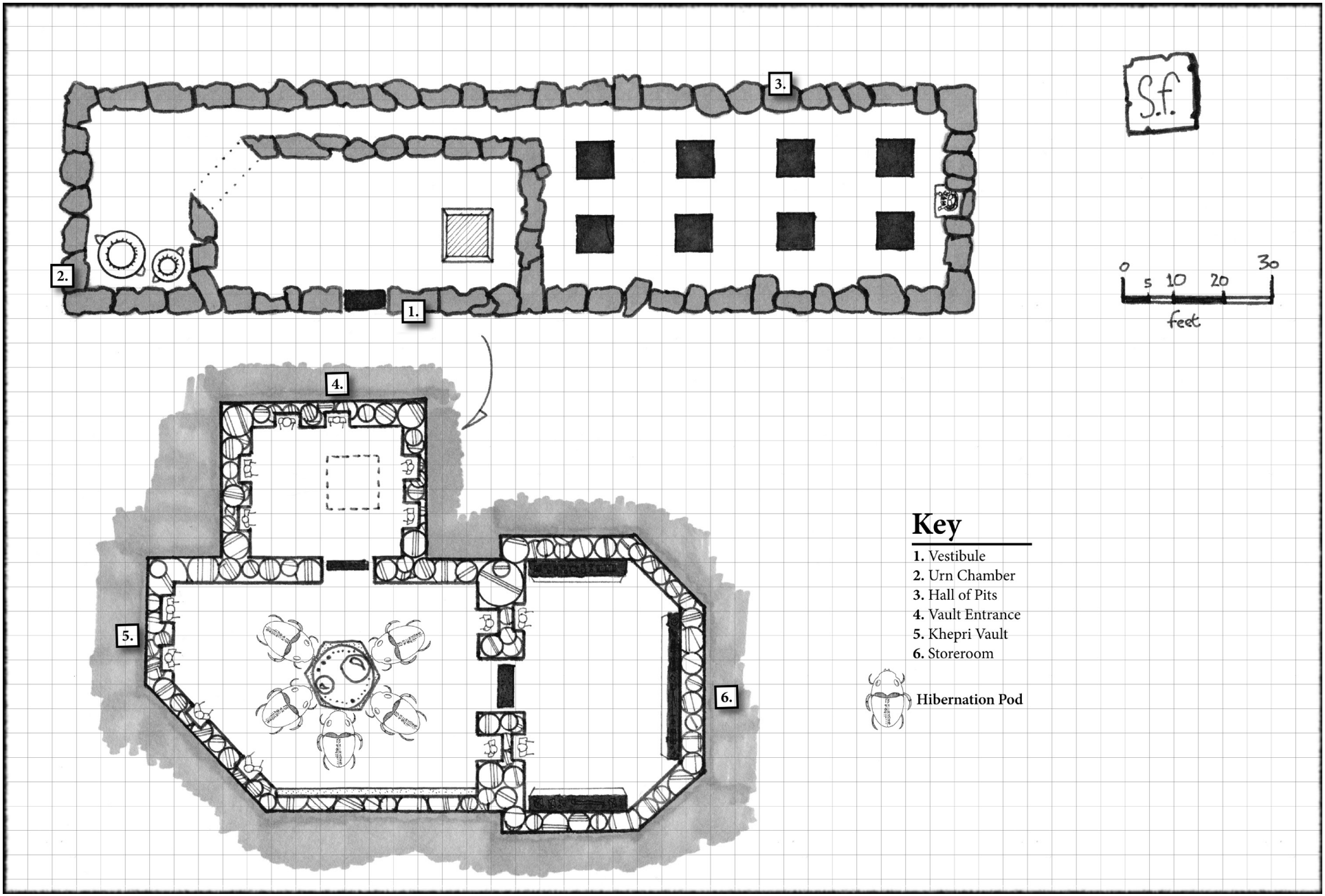

sf
0
10
20
30
Feet
0
5
10
15
Feet

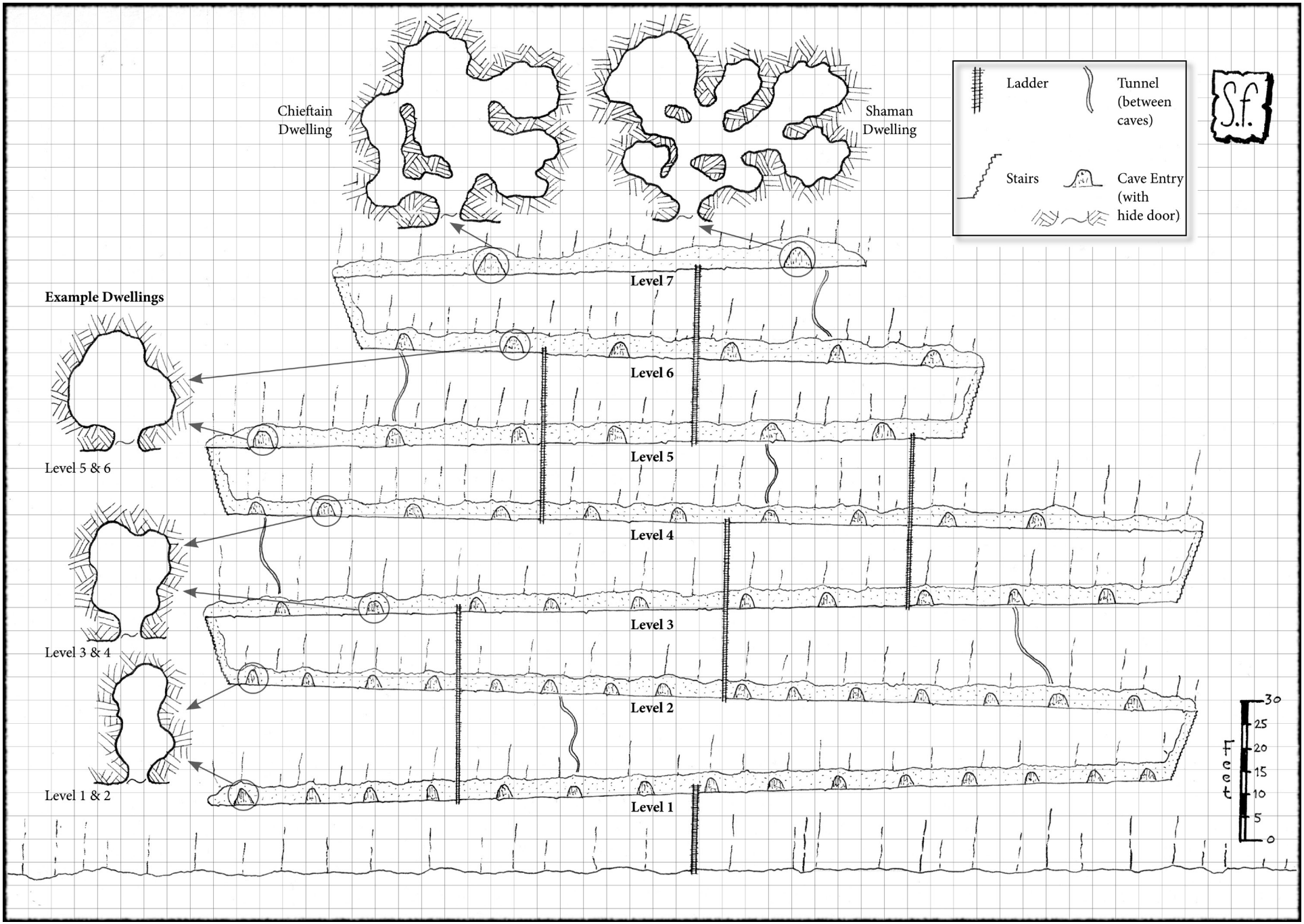

Stoa Interior
S.f.
0 10 20 30 40 50 60
Feet
Key
1. Stoa
2. Speaker's Circle
3. Plaza of Ammonar
4. Hall of Learning
5. Farahavar Dwellings
6. Gardens
7. Ingress/Egress Caves
Typical Dwelling Interior
Hall of Learning Interior

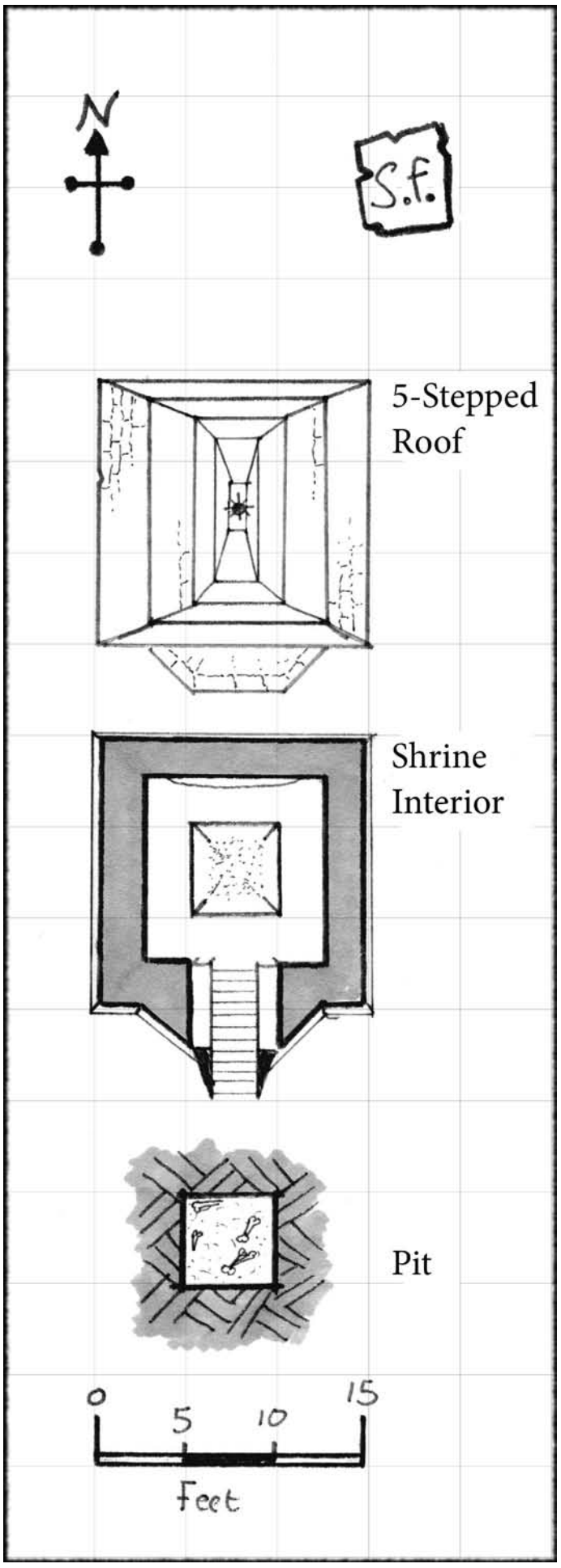

S.f.
x4
0
10
20
30
feet

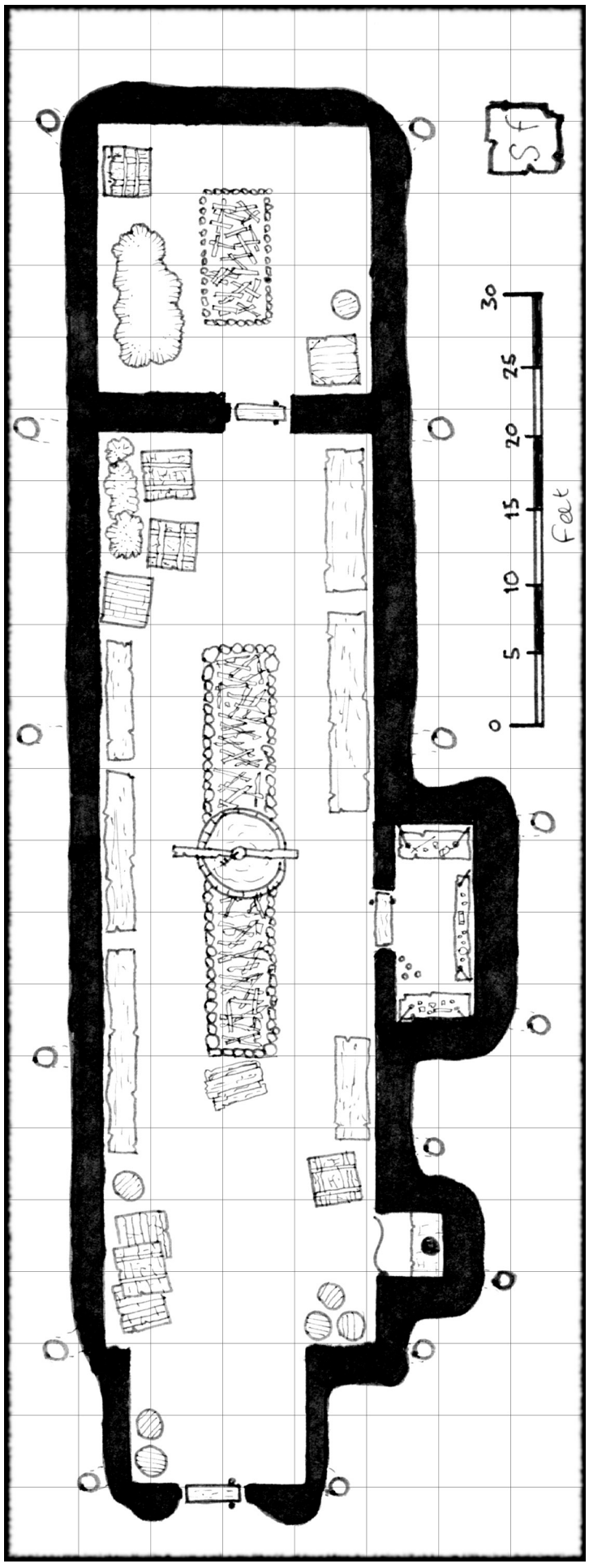

Ambush Ledge
Canyon
Fissure
Feet
Canyon
S.f.

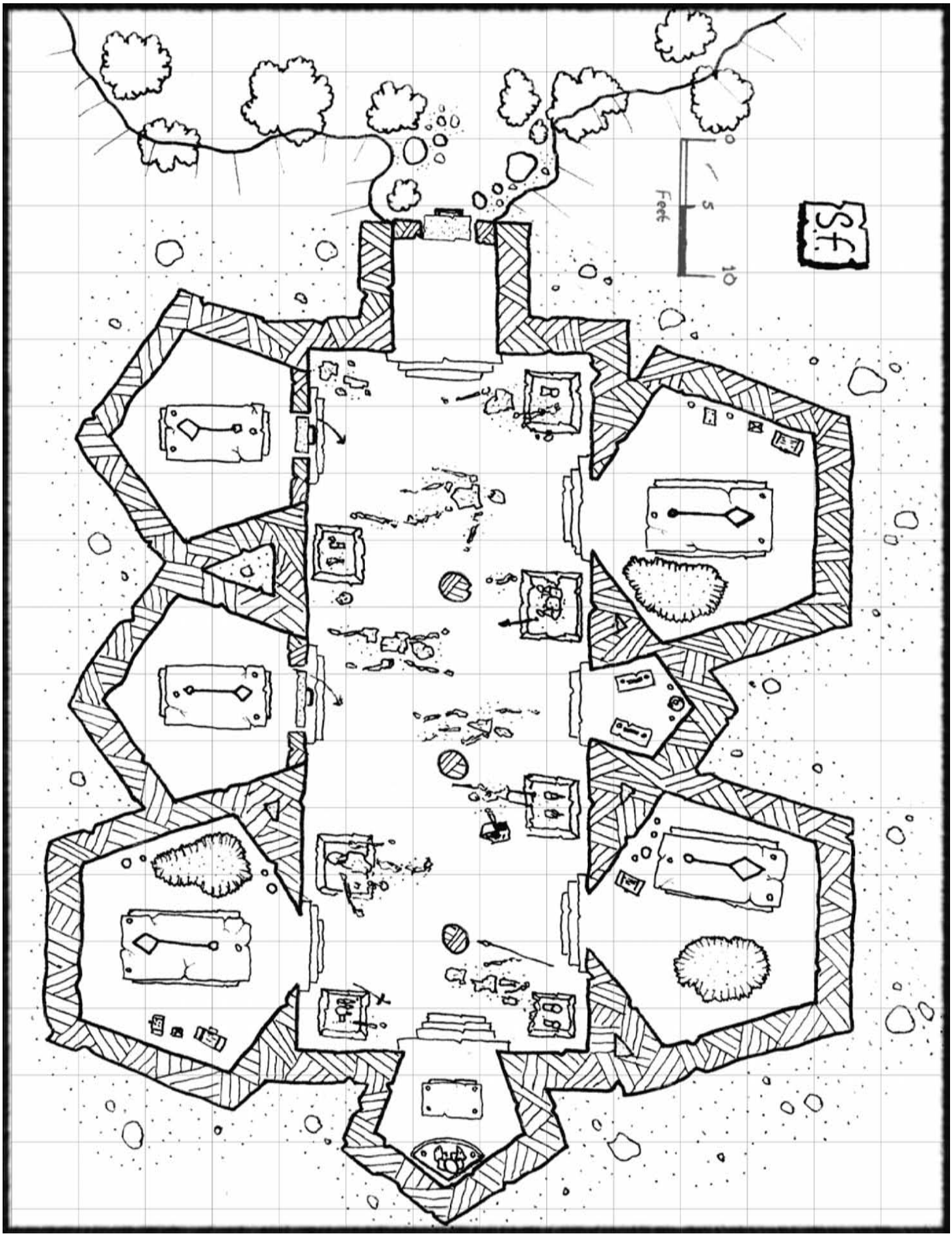

Feet
0
5
10
15
20
25
30

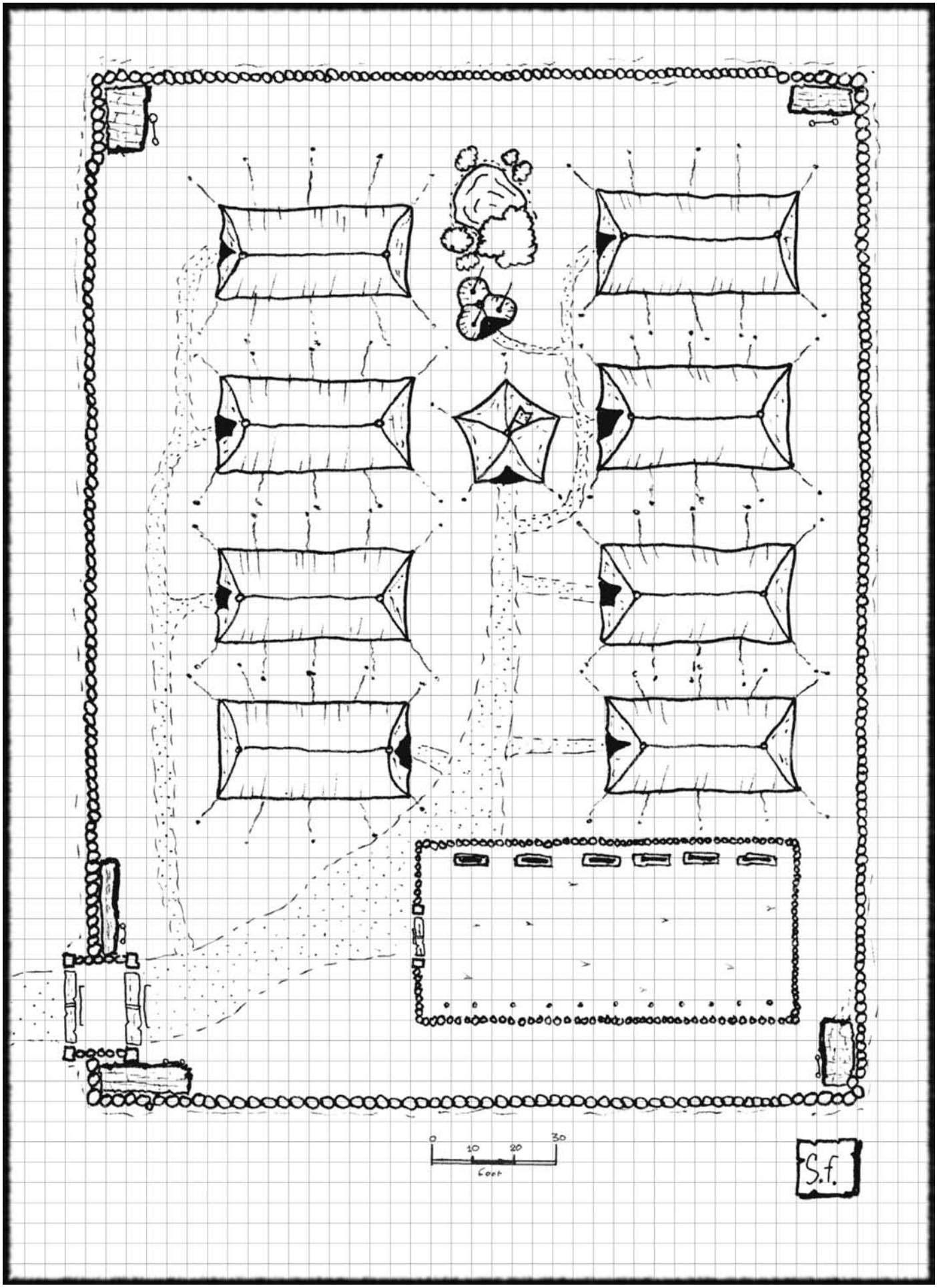

3.
S.f.
2.
1.
0
5
10
20
30
feet
4.
5.
6.
Key
1. Vestibule
2. Urn Chamber
3. Hall of Pits
4. Vault Entrance
5. Khepri Vault
6. Storeroom
Hibernation Pod

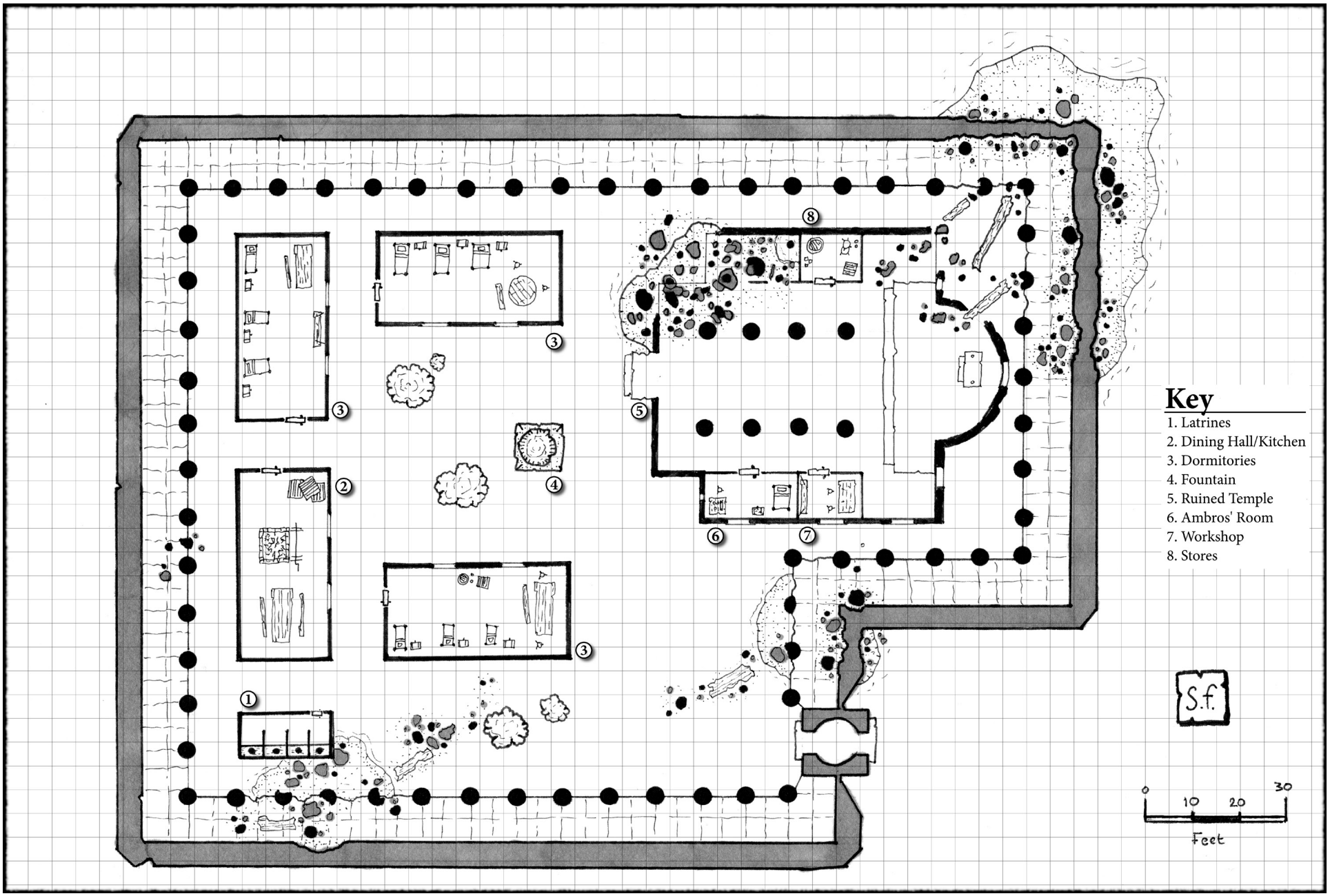

Chieftain Dwelling
Shaman Dwelling
Ladder
Tunnel (between caves)
Stairs
Cave Entry (with hide door)
S.f.
Example Dwellings
Level 5 & 6
Level 3 & 4
Level 1 & 2
Level 7
Level 6
Level 5
Level 4
Level 3
Level 2
Level 1
30
25
20
15
10
5
0
feet

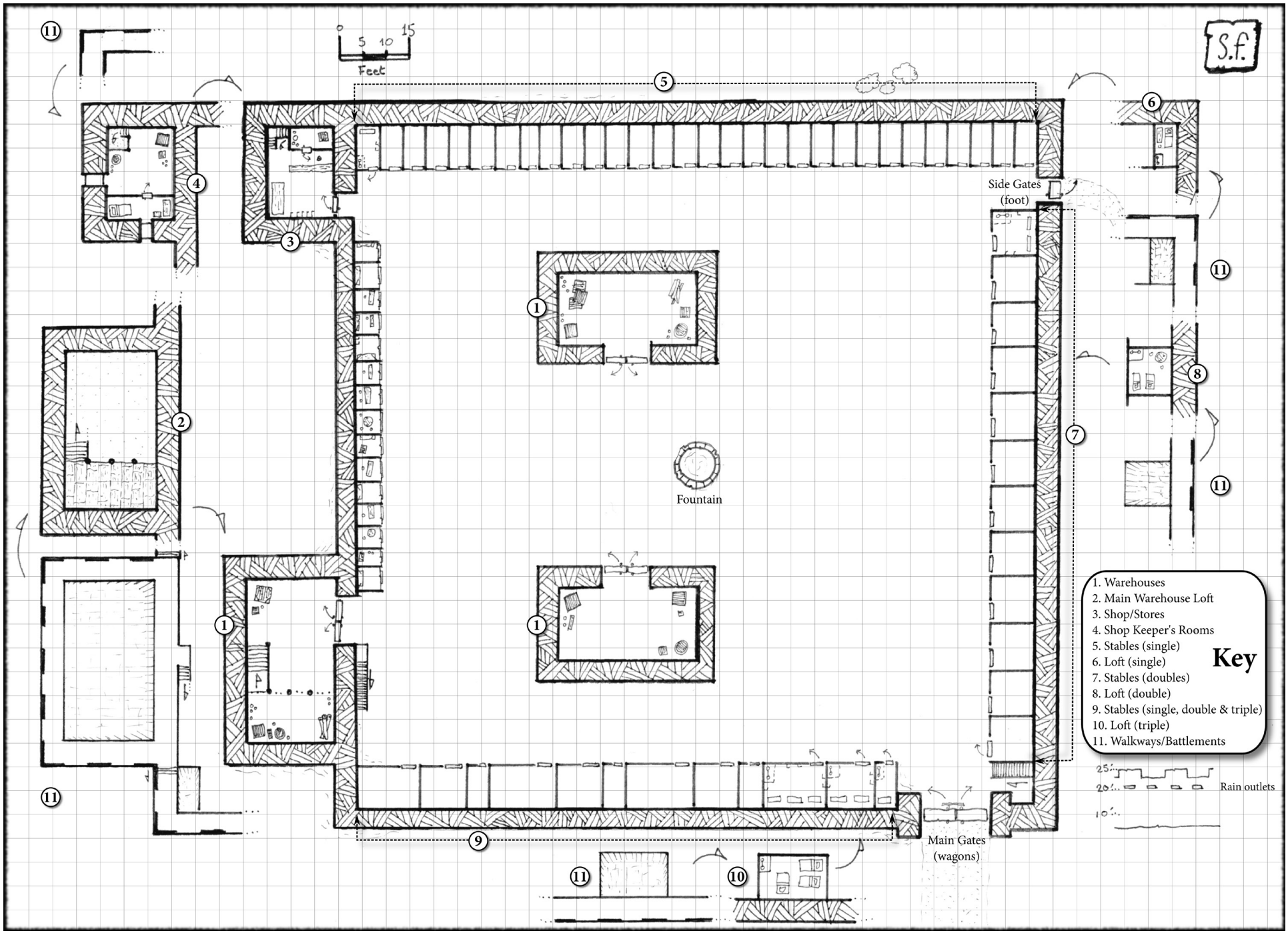

N
S.f.
5-Stepped Roof
Shrine Interior
Pit
0 5 10 15
Feet

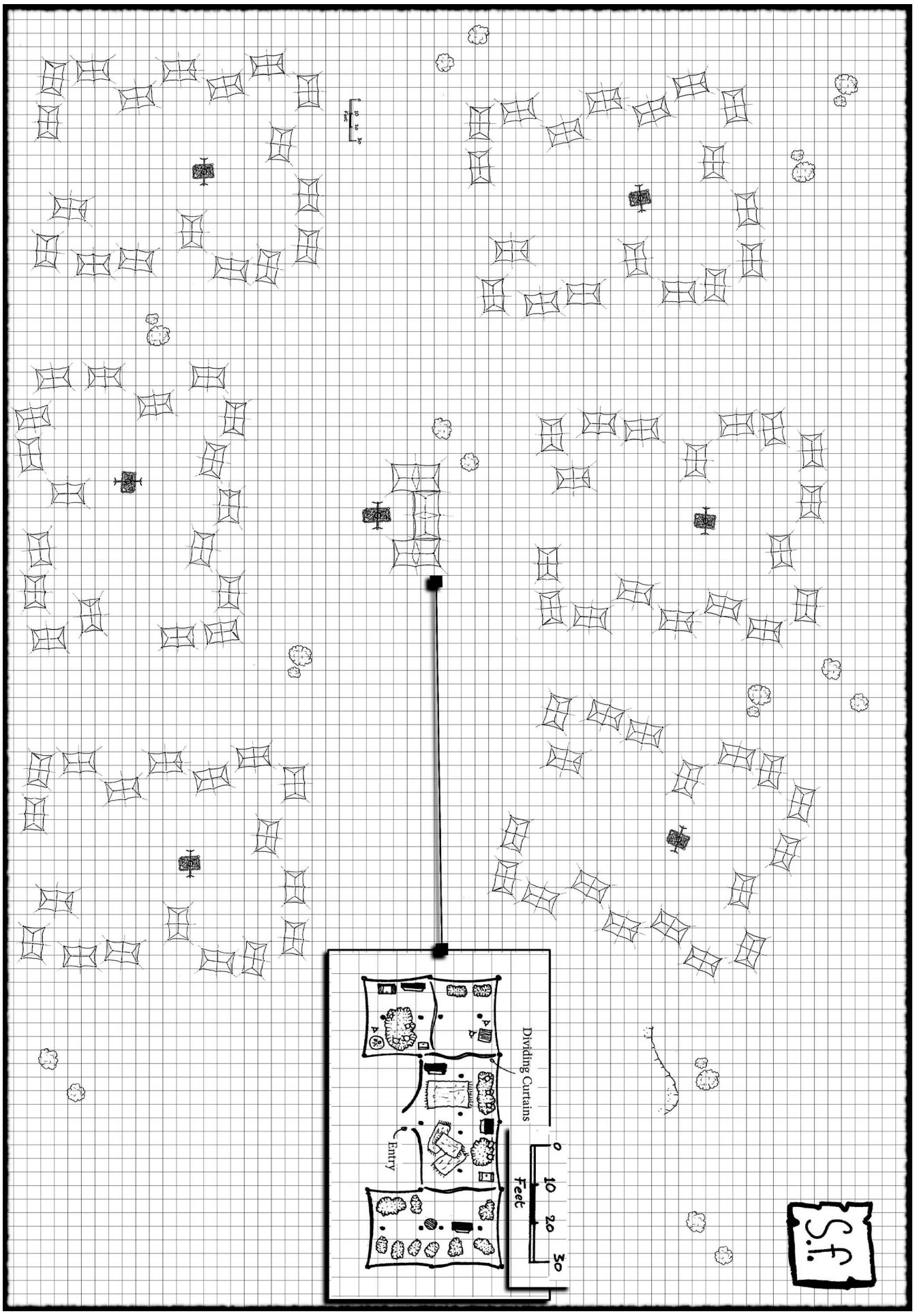

S.f.
0 5 10 15 20 25 30
Feet

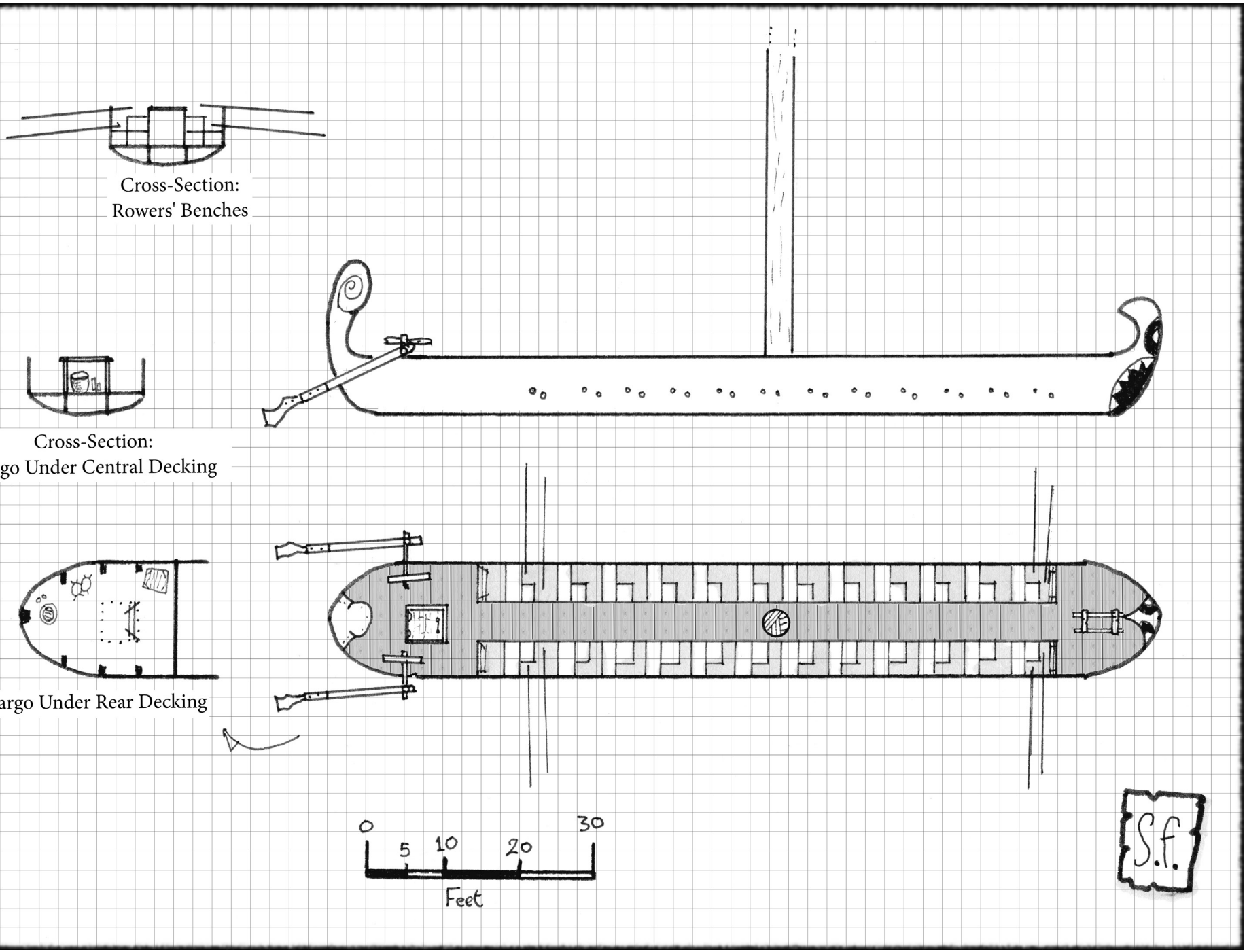

Feet
0
5
10
5ft.

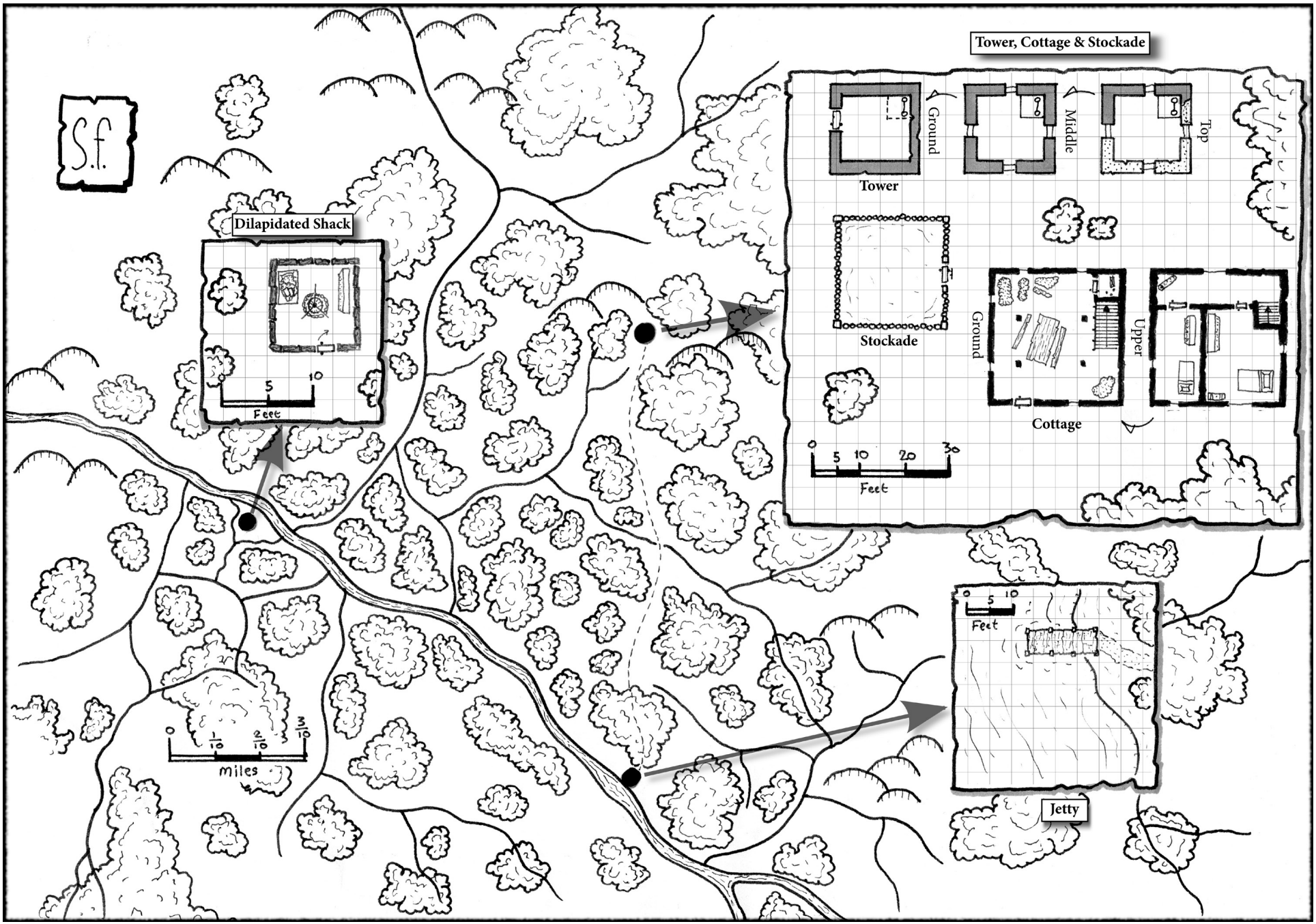

0
10
20
30
Feet
S.f.

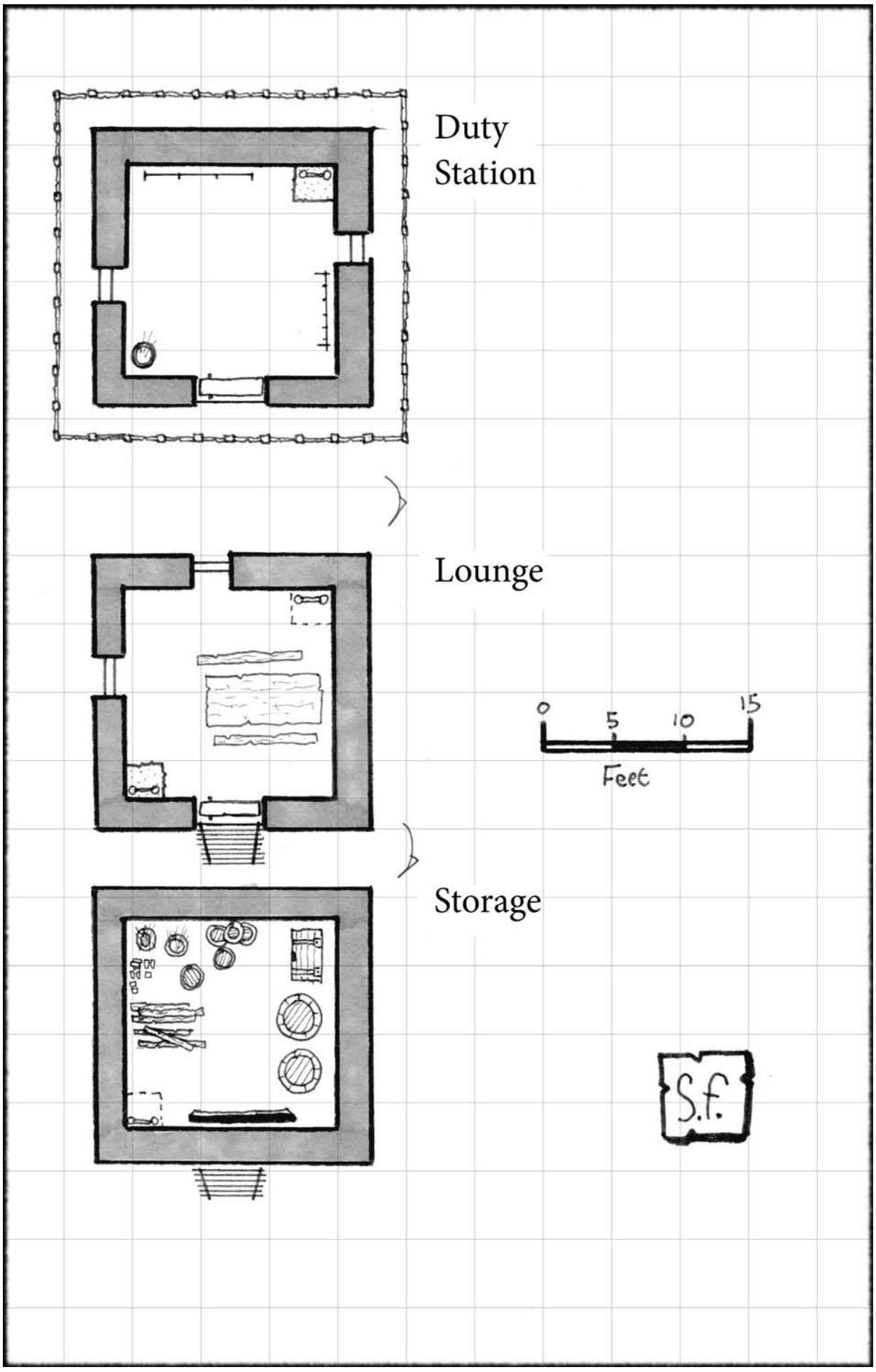

Key
1. Latrines
2. Dining Hall/Kitchen
3. Dormitories
4. Fountain
5. Ruined Temple
6. Ambros' Room
7. Workshop
8. Stores
S.f.
0
10
20
30
Feet

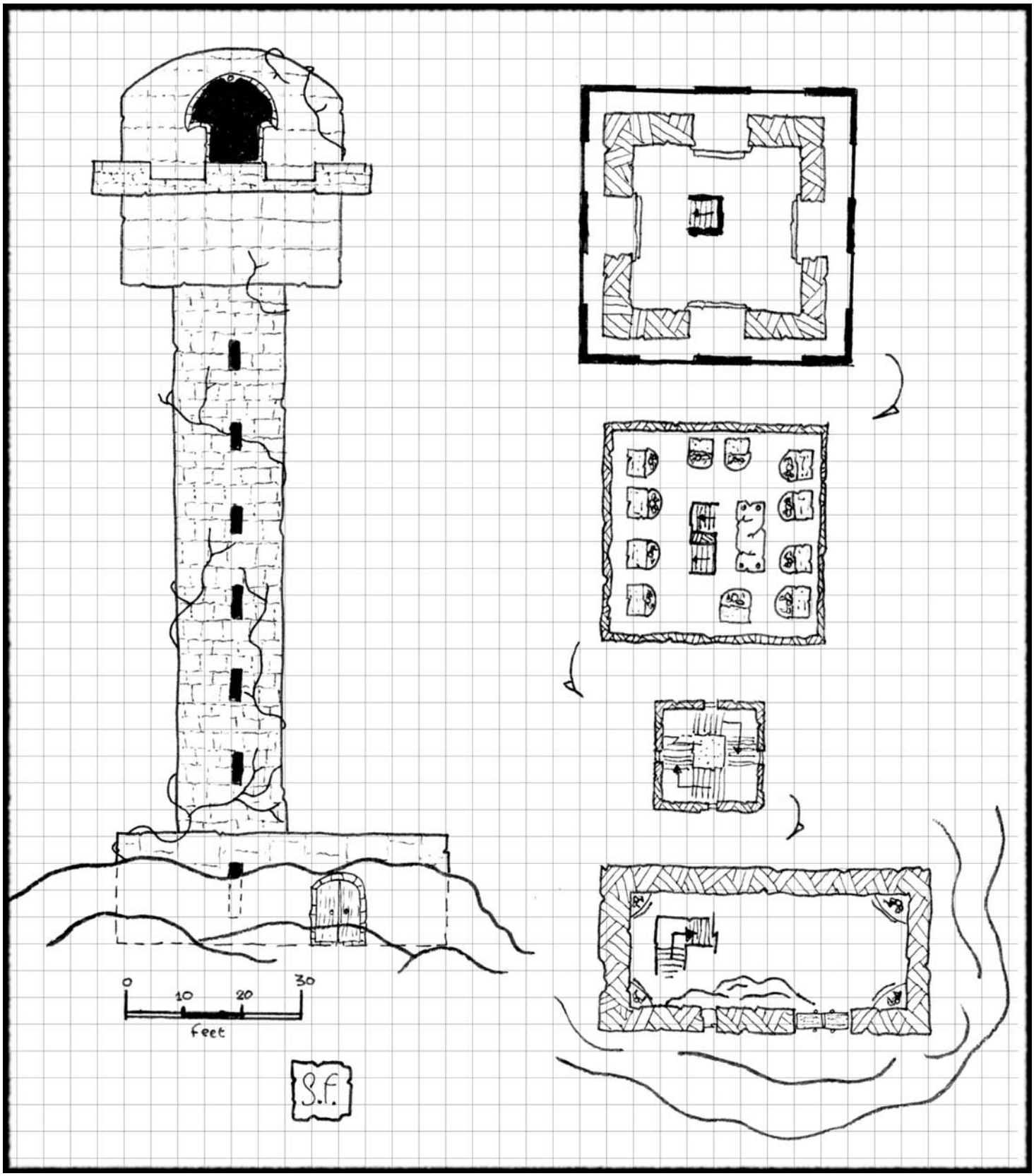

5 10 15
Feet
S.f.
Side Gates
(foot)
Fountain
Main Gates
(wagons)
Key
1. Warehouses
2. Main Warehouse Loft
3. Shop/Stores
4. Shop Keeper's Rooms
5. Stables (single)
6. Loft (single)
7. Stables (doubles)
8. Loft (double)
9. Stables (single, double & triple)
10. Loft (triple)
11. Walkways/Battlements
25'
20'
10'
Rain outlets

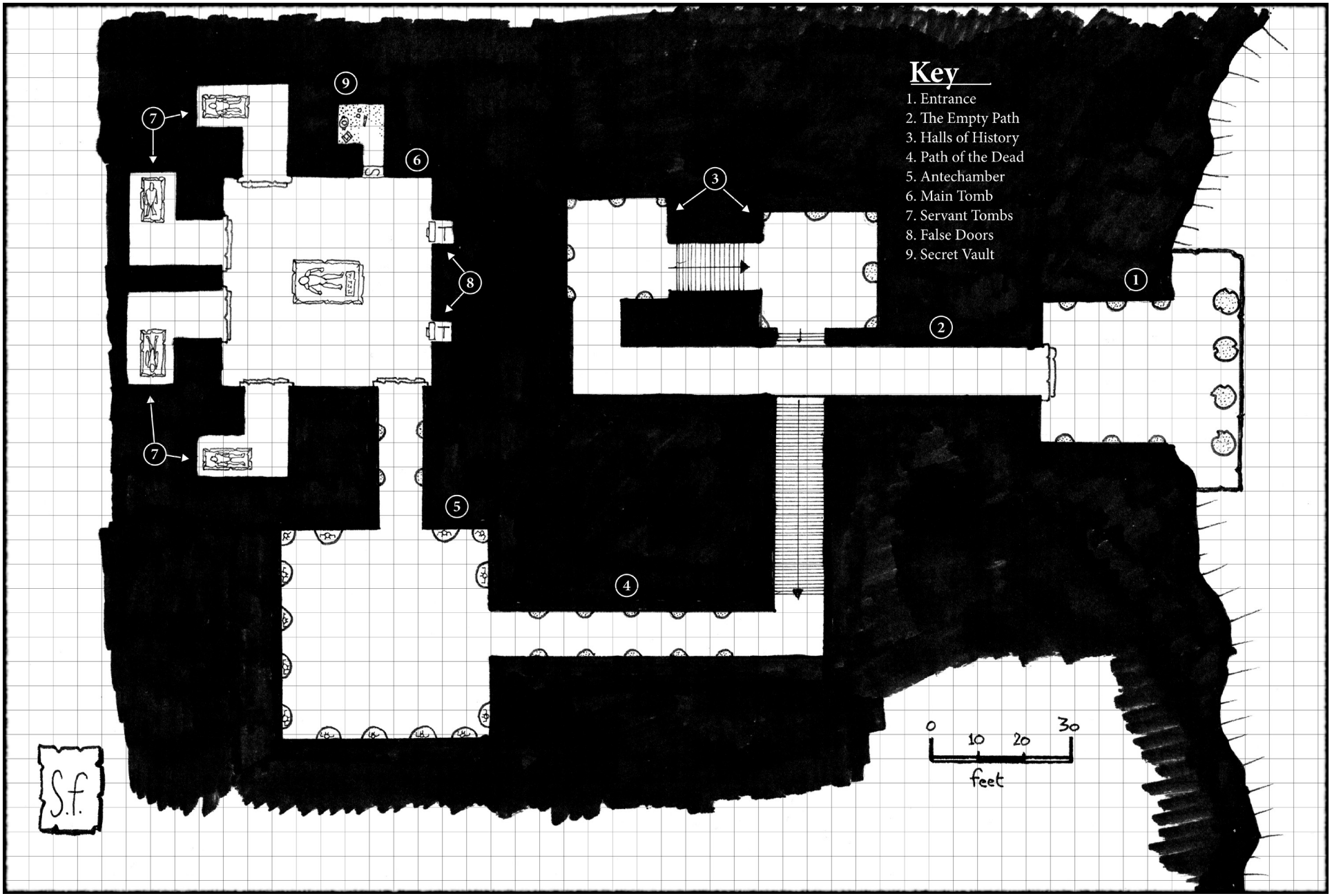

Dividing Curtains
Entry
0
10
20
30
Feet
S.f.


Cross-Section:
Rowers' Benches
Cross-Section:
Cargo Under Central Decking
Cargo Under Rear Decking
0
5
10
20
30
Feet
S.f.


S.f.
Dilapidated Shack
5
10
Feet
Tower, Cottage & Stockade
Ground
Middle
Top
Tower
Stockade
Ground
Upper
Cottage
0
5
10
20
30
Feet
0
1/10
2/10
3/10
miles
0
5
10
Feet
Jetty

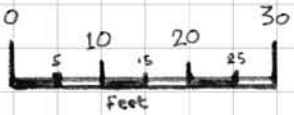

Duty
Station
Lounge
0
5
10
15
Feet
Storage
S.f.


0
10
20
30
feet
S.F.

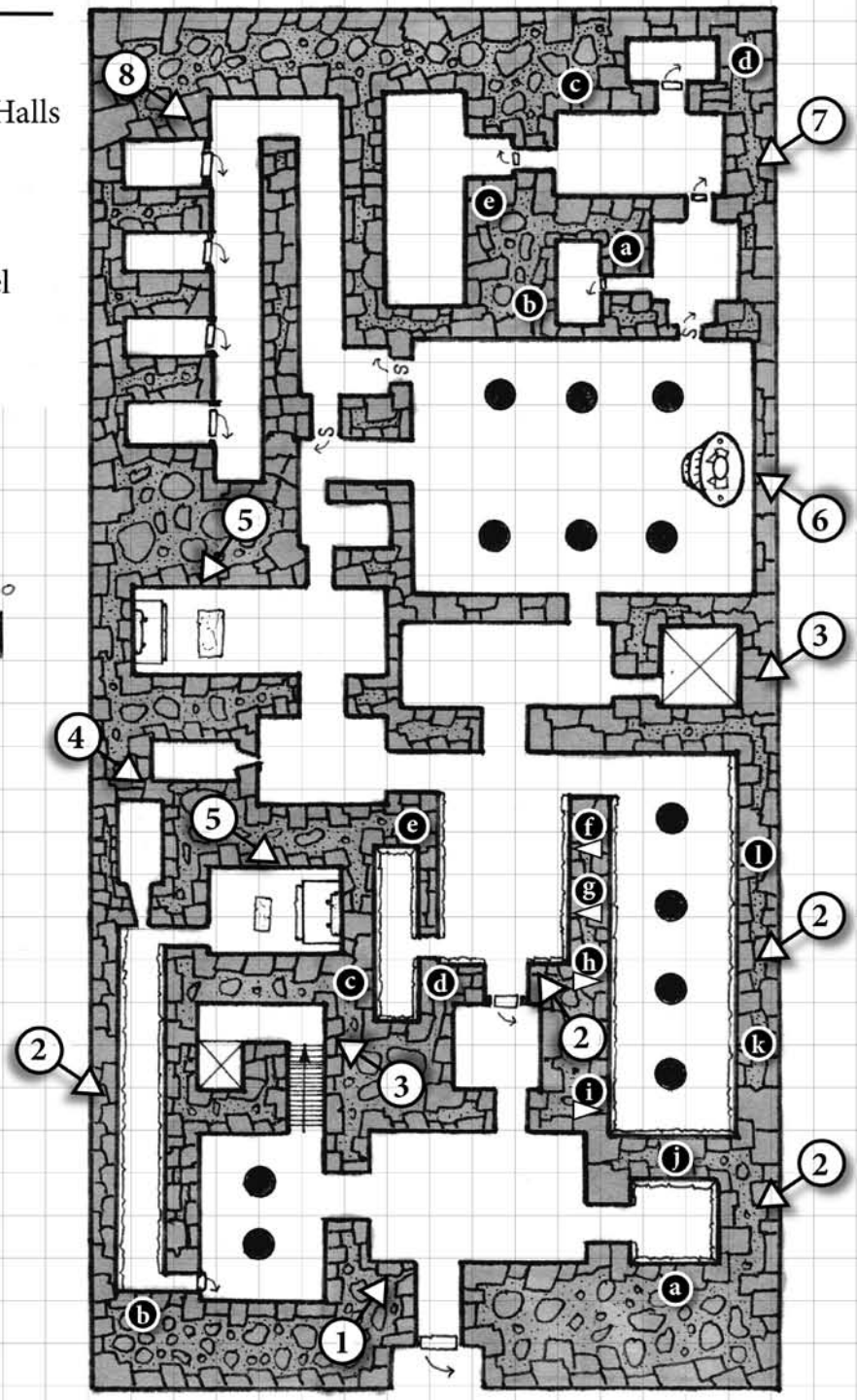

Key
1. Entrance
2. The Empty Path
3. Halls of History
4. Path of the Dead
5. Antechamber
6. Main Tomb
7. Servant Tombs
8. False Doors
9. Secret Vault
0
10
20
30
feet
S.f.

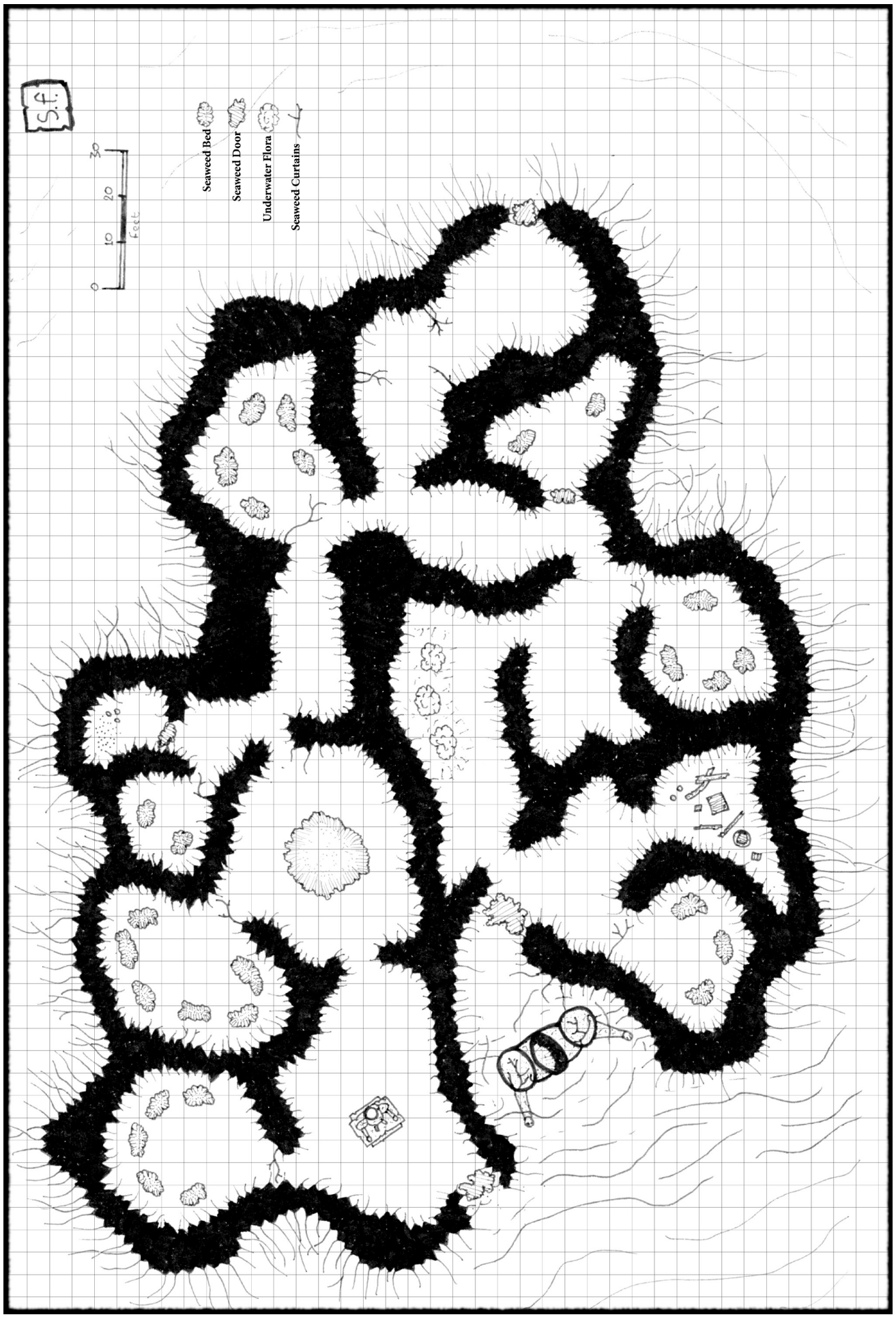
Key

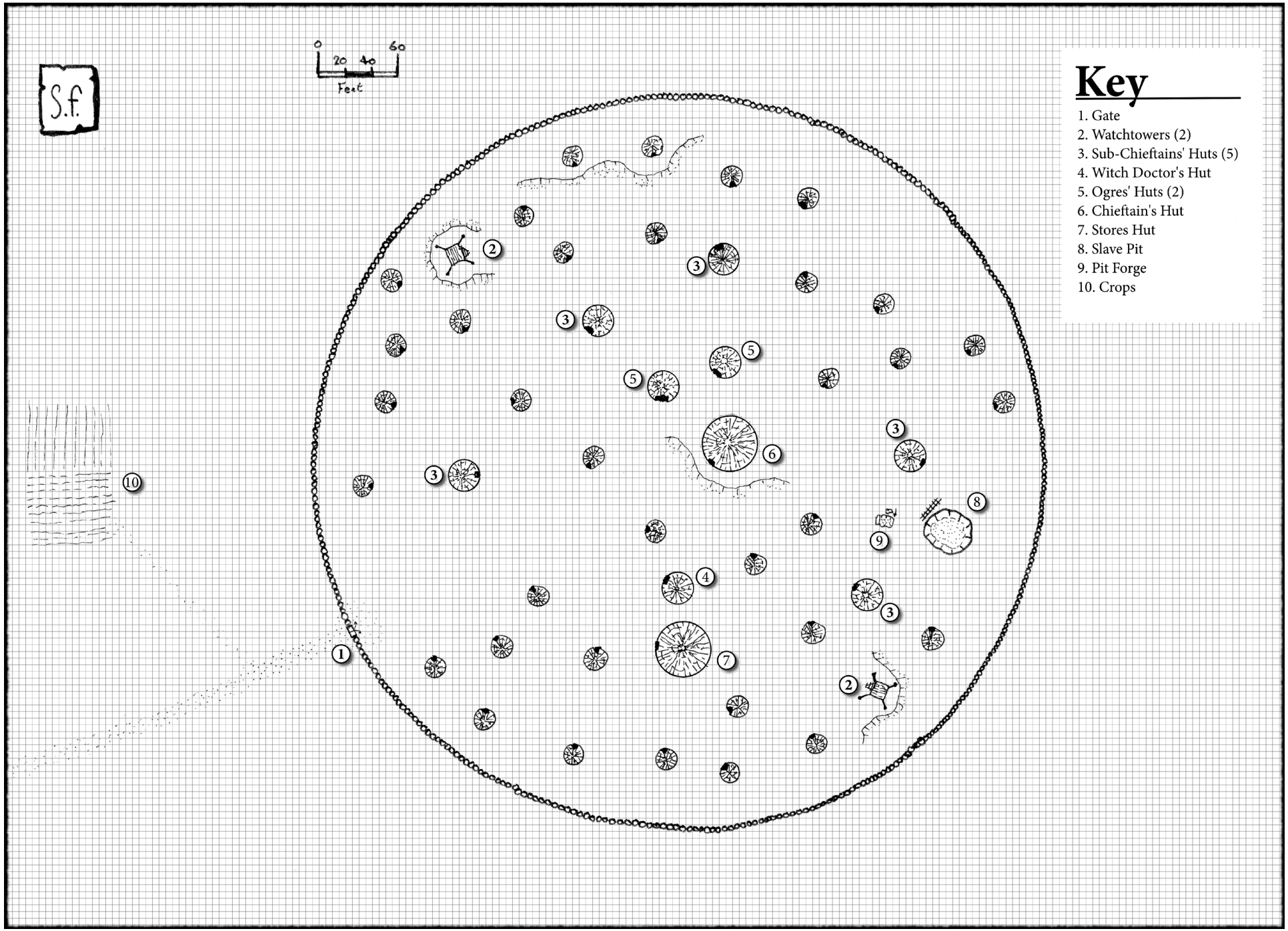
1. Vestibule
2. Frescoed Corridors/Halls
3. Funeral Shafts
4. Serdabs
5. Chapels
6. Funerary Cult Chapel
7. Treasure Vaults
8. Nathaghol Closets

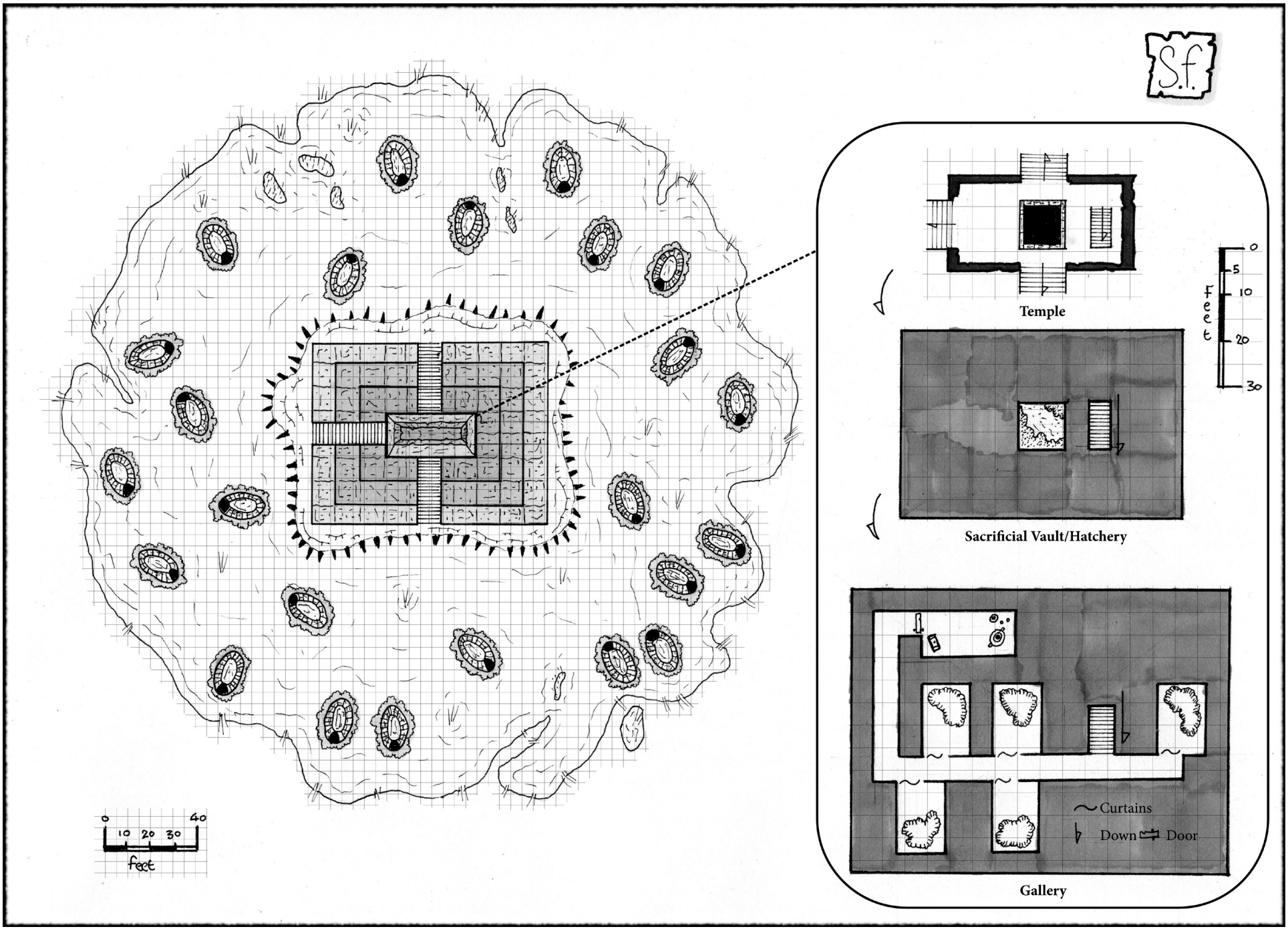


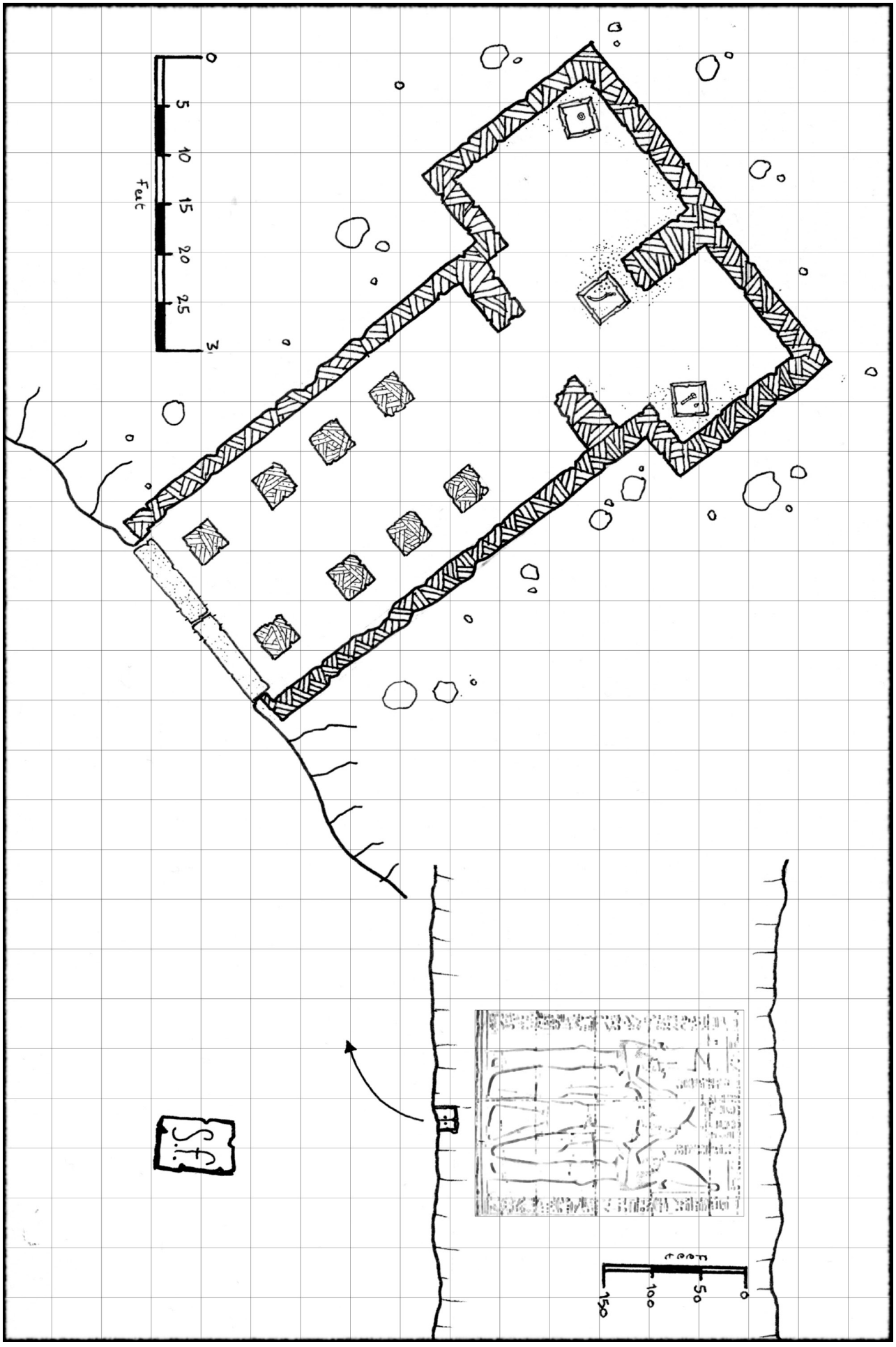


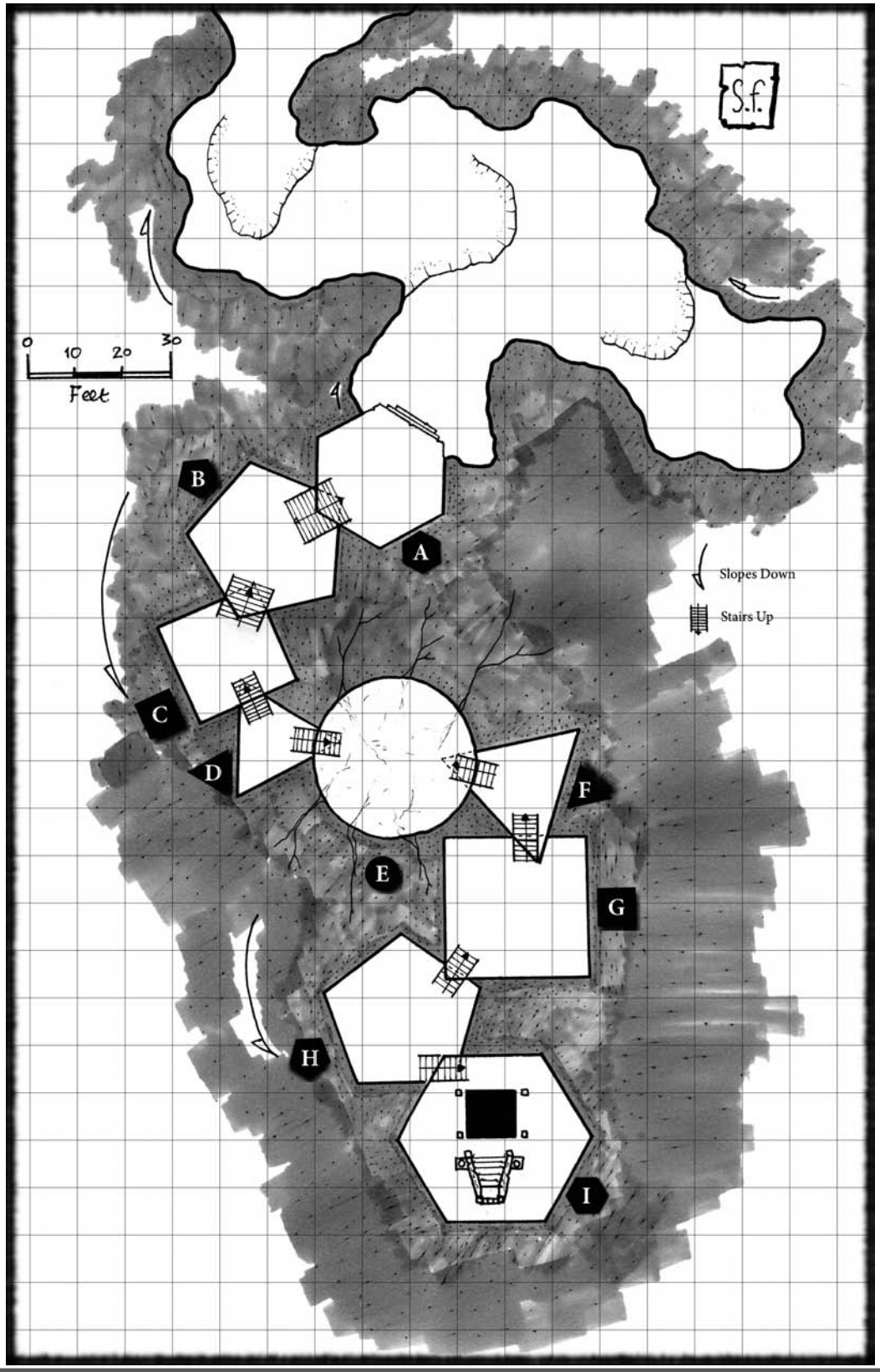



S.F.
Seaweed Bed
Seaweed Door
Underwater Flora
Seaweed Curtains
0
10
20
30
Feet

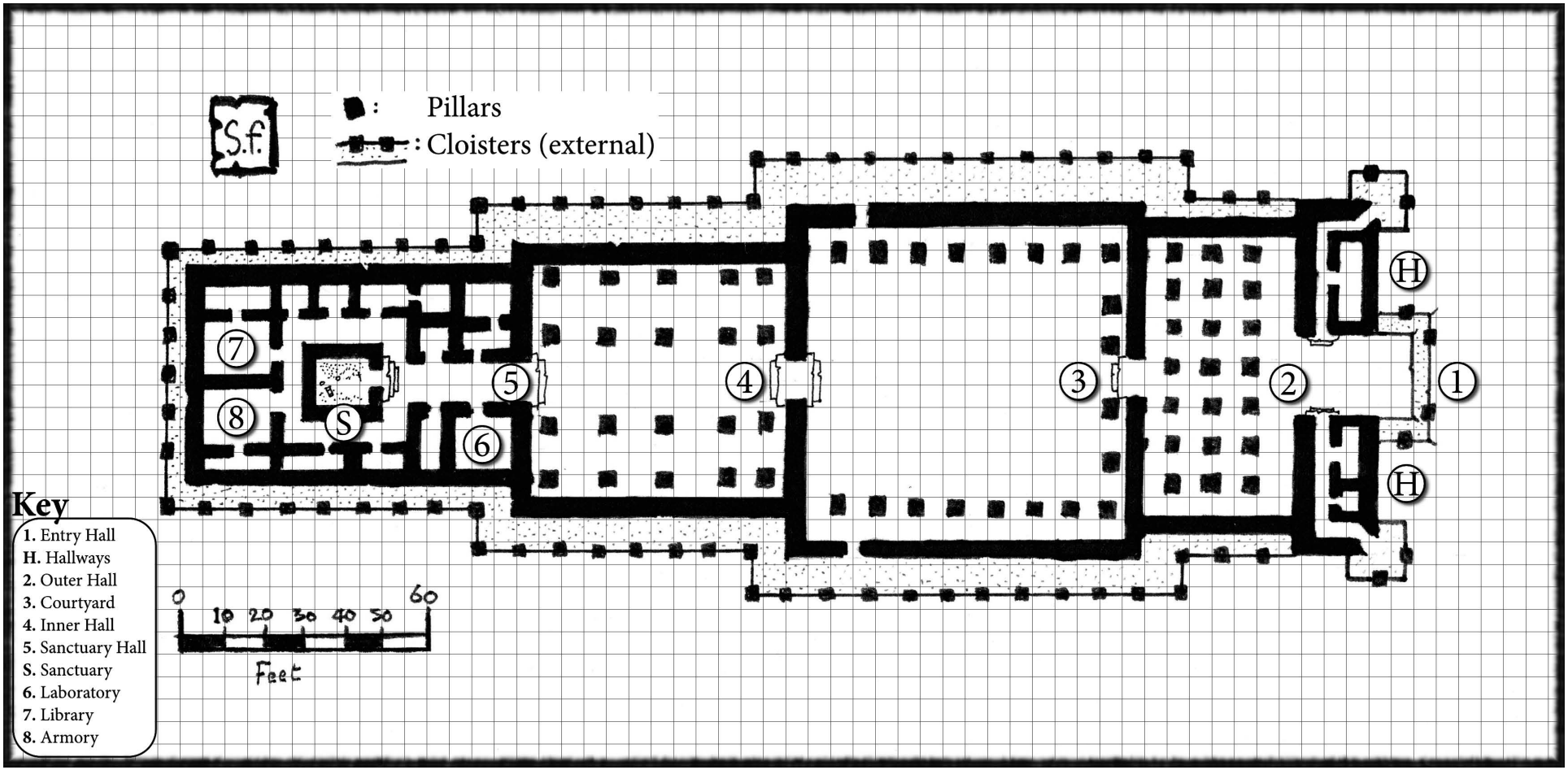

S.f.
0
20
40
60
Feet
Key
1. Gate
2. Watchtowers (2)
3. Sub-Chieftains' Huts (5)
4. Witch Doctor's Hut
5. Ogres' Huts (2)
6. Chieftain's Hut
7. Stores Hut
8. Slave Pit
9. Pit Forge
10. Crops

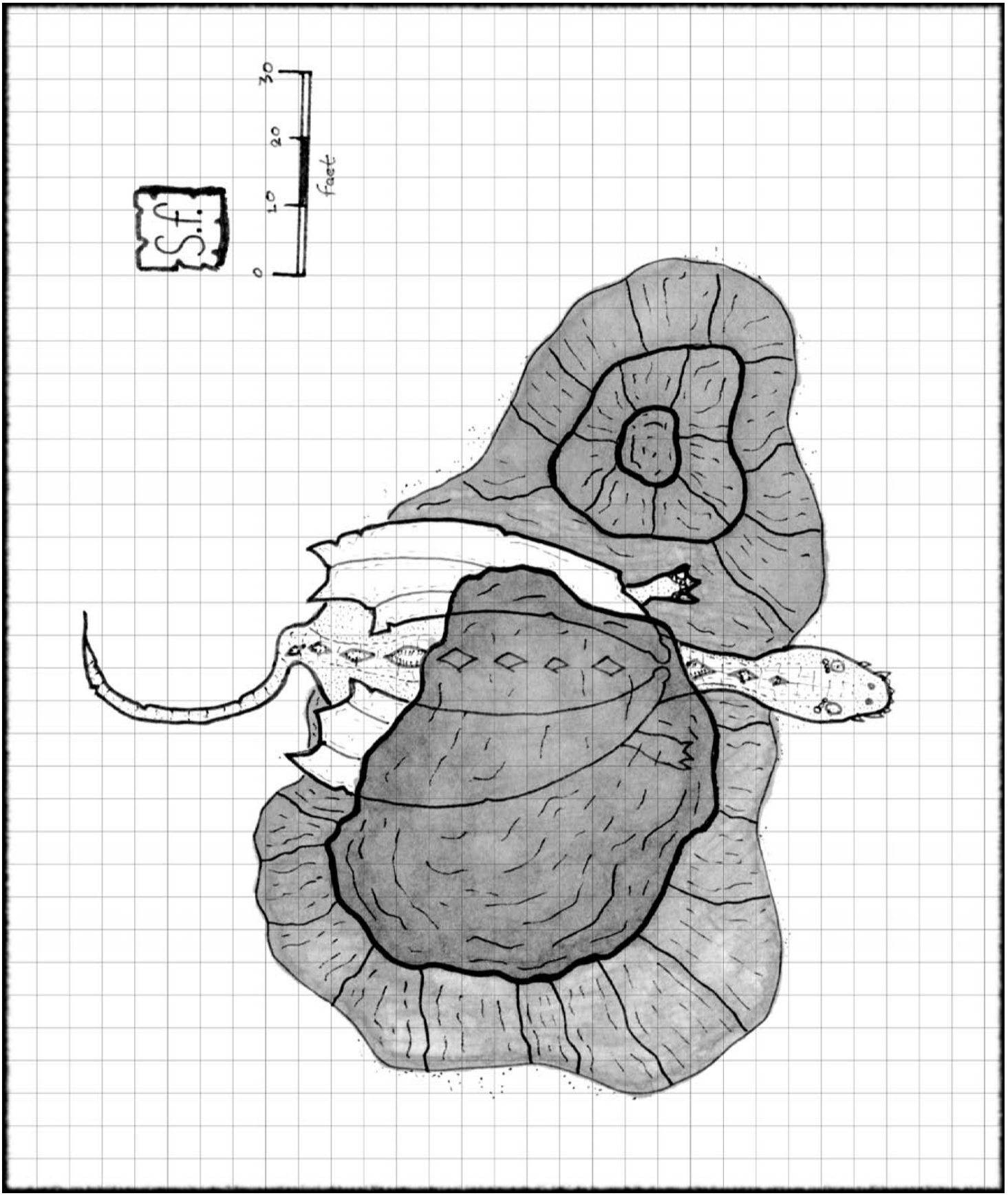

S.f.
Temple
Sacrificial Vault/Hatchery
Gallery
Curtains
Down
Door
0
5
10
20
30
feet
0
10
20
30
40
feet


0
5
10
15
20
25
Feet
3'
S.F.
0
50
100
150
Feet



Chamber	Shape	Edges	Vertices	Faces	Sigil	Spell Effect
A	Icosahedron	30	12	20	Entropy	-4 caster levels
B	Dodecahedron	30	20	12	Entropy	-3 caster levels
C	Hexahedron	12	8	6	Entropy	-2 caster levels
D	Tetrahedron	6	4	4	Entropy	-1 caster levels
E	Cylinder	2	0	2	Both	No effect
F	Tetrahedron	6	4	4	Energy	+1 caster levels
G	Hexahedron	12	8	6	Energy	+2 caster levels
H	Dodecahedron	30	20	12	Energy	+3 caster levels
I	Icosahedron	30	12	20	Energy	+4 caster levels


S.f.
: Pillars
: Cloisters (external)
7
8
S
5
6
4
3
2
1
H
H
0
10
20
30
40
50
60
Feet
Key
1. Entry Hall
H. Hallways
2. Outer Hall
3. Courtyard
4. Inner Hall
5. Sanctuary Hall
S. Sanctuary
6. Laboratory
7. Library
8. Armory


S.F.
0
10
20
30
feet

INDEX

A

Ability Scores for Monsters 122
Adult Flying Creatures 123
Animal Friendship 124

B

Beast Friendship/Friend of Birds and Beasts 124

C

Charm 124
Claws, Fangs, Stingers, and Talons 132
  Claws/Talons 132
  Fangs 132
  Stinger 132
Creating Monster
  degree of intelligence 148
Creating Monsters
  alignment 148
  armor class 147
  body form 147
  concept 147
  damage 147
  hit dice 147
  movement rate 147
  natural attacks 147
  normal load 147
  saving throws 147
  size category 147
  special abilities 147
  treasure type 148
  type 147
  typical dungeon encounter 147
  typical wilderness encounter 147
  weight 147
  XP value 147

D

Drovers (D) 124

E

Expanding and Modifying Special Component Lists 137
  Limitation on Common Effects 137
  Number of Special Components 137
  Selection of Associated Effects 137

G

Guards (G) 124

H

Hallowed Pinnacle of Good 50, 67
handlers 123
Hunters (H) 124

I

Illuminated Pinnacle of Good 31

L

Lair 52
  Amphisbaena 16
  Ant, Giant 16
  Ape, White 17
  Arane 17
  Baboon, Rock 18
  Basilisk 18, 19
  Bat, Lair 18
  Bear, Black 19
  Bear, Cave 19
  Bear, Grizzly 19
  Bear, Polar 19
  Bee, Giant Killer 19
  Beetle, Giant Bombardier 20
  Beetle, Giant Fire 20
  Beetle, Giant Tiger 20
  Blink Dog 20
  Blood Hound 20
  Bugbear 20
  Caecilian 21
  Cat, Lion 22
  Cat, Mountain Lion 22
  Cat, Panther 22
  Cat, Sabre-Toothed Tiger 22
  Cat, Tiger 22
  Centaur 22
  Centipede, Giant 23
  Child of Nasga 23
  Chimera 23
  Cockatrice 24
  Crab, Giant 24
  Cyclops 24
  Death Charger 25
  Desert Ghoul 25
  Dire Beastmen 26
  Dog, Hunting 27
  Doppelganger 27
  Dragon, Black 28
  Dragon, Blue 29
  Dragon, Brown 30
  Dragon, Green 31
  Dragon, Metallic 31
  Dragon, Red 32
  Dragon, Sea 33
  Dragon Turtle 36
  Dragon, White 33
  Dragon, Wyrm 34
  Draugr 37
  Dwarf 38
  Elf 40
  Ettin 42
  Faerie, Pixie 42
  Faerie, Sprite 43
  Faravahar 43, 46
  Fly, Giant Carnivorous 46
  Gargoyle 47
  Ghoul 47
  Giant
    Rhagodessa 100
    Roc 100
    Scorpion 101
  Giant, Cloud 49
  Giant, Fire 48
  Giant, Frost 48
  Giant, Hill 47
  Giant, Stone 48
  Giant, Storm 49
  Gnoll 50
  Gnome 51
  Gorgon 53
  Griffon 54
  Grimlock 54
  Hag 56
  Halfling 57
  Harpy 59
  Haugbui 59
  Hawk, Giant 60
  Hell Hound
    Greater 60
    Lesser 60
  Hippogriff 60
  Hoarflesh 60
  Hobgoblin 61
  Hydra 62
  Khepri 62
  Kobold 65
  Kraken 67
  Lamia 67
  Lammasu 67
  Leyak 68
  Lizard
    Giant Draco 69
    Giant Gecko 69
    Giant Tuatara 69
  Lizardman 69
  Locust, Cavern 70
  Lycanthrope

Werebear 70
Wereboar 71
Wererat 71
Weretiger 71
Werewolf 71
Manticore 72
Medusa 73
Men
Berserker 74
Brigands 74
Merchants 76
Nomads 77
NPC Clerics (Acolytes) 82
NPC Fighters (Veterans) 82
NPC Mages 83
NPC Thieves (Bandits) 84
NPC Witch 85
Pirates 80
Mermen 86
Minotaur 87
Morlock 89
Mummy 89
Mummy Lord 90
Nathaghol 91, 94
Necropede 95
Nymph
Dryad 95
Naiad 95
Ogre 96
Orc 97
Owl Bear 98
Pegasus 99
Phase Tiger 99
Rakshasa 99
Remorhaz 99
Rust Monster 100
Salamander
Flame 100
Frost 100
Shadow 101
Skeleton 101
Skittering Maw 102
Sorcerous Sphere 102
Spectre 103
Sphinx 104
Spider
Giant Black Widow 105
Giant Crab 105
Stirge 105
Swarm
Bat 105
Insect 106
Rat 106
Thrassian 106
Throghrin 108
Treant 108
Troglodyte 108
Troll 109
Unicorn 110
Vampire 110
Varmint
Giant Ferret 111
Giant Rat 111
Giant Shrew 111
Giant Weasel 111
Venous Sentinel 111
Wight 112
Wolf 112
Dire 112
Wraith 112
Wyvern 114
Yali 114
Livestock (L) 124

M

Monster Alignment 158
Monster Attack Table 152
Monsters with Weapons 152
Special Disabilities 153
Monster Body Form 150
Hybrid Body Forms 150
Monster Experience Points 155
Monster Hit Dice 150
Bonus Hit Points 150
Monster Intelligence 158
Animal Intelligence by Body Form 158
Monster Intelligence by Type 158
Monster Organization 155
Monster proficiency 118
Monster Special Abilities 152
Major and Minor Special Abilities 153
Monster Taming and Training Characteristics 159
Monster Lifespan 159
Other Values 160
Trained Value 160
Monster Treasure Type 157
average treasure value 157
Monster Type 148
Animal 148
Beastman 148
Construct 148
Enchanted Creature 148
Fantastic Creature 149
Giant Humanoids 149
Humanoids 149
Oozes 150
Summoned Creatures 150
Undead 150
Variant Saving Throws 150
Vermin 150
Monster Weight, Size Category & AC 150
AC Modifier 151
Square-Cube Law (Optional) 150
Unnaturally Tough Monsters 151
monster whispering 123
Mounts (M) 124

P

Pelts and Meats 133
Rugs, Capes, Coats, and Trophies 133

R

Rugs, Capes, Coats, and Trophies
Armored Hides 133
Baby, Child, and Adolescent Pelts and Meats 134
Fur Pelts 133

S

Sacrosanct Pinnacle of Good 43
Smoldering Furnace of Elemental Fire 32, 49, 60
Speak with Animals 125
Special Components 135
Harvesting with Proficiencies 136
Permanent Wounds and Harvesting (Optional Rule) 136
Storing 136
Metamphora 136
Value and Encumbrance of 136

T

Taming 122
Tim is In Trouble" Memorial Rule 117
trainability modifier 122
Training 122
training period 122
Tricks 122

V

Value and Encumbrance of Special Components 136
Default Effects 136
Great-Souled Creatures 137
Mundane Market Value 137
Ordinary Animals 137
Summoned Creatures 137
Young Monsters 137
Venoms 135

W

War Mounts (WM) 124
Workbeast (WB) 124

DESIGNATION OF PRODUCT IDENTITY

The following is designated as product identity: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, logos, symbols, graphic designs, and trade dress.

Autarch™, Adventure Conqueror King™, Adventurer Conqueror King System™, ACKS™, Axioms™, Domains at War™, Lairs & Encounters™, Guns of War™, and The Sinister Stone of Sakkara™ are trademarks of Autarch™. Auran Empire™ is a trademark of Alexander Macris. The Auran Empire™ brand and all proper names, dialogue, plots, storylines, locations, and characters relating thereto are copyright 2011, Alexander Macris and used by Autarch™ under license.

DESIGNATION OF OPEN GAME CONTENT

All text and tables, with the exception of material specifically excluded in the declaration of product identity, are open game content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (" Wizards"). All Rights Reserved.

1. Definitions: (a)" Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)" Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) " Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)" Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) " Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) " Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) " Use" , " Used" or " Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) " You" or " Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder' s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Adventurer Conqueror King System Copyright 2011, Autarch; Authors Alexander Macris, Tavis Allison, Greg Tito, and Ryan Browning.

ACKS Domains at War Copyright 2014, Autarch; Author Alexander Macris

ACKS Lairs & Encounters Copyright 2016, Autarch; Author Alexander Macris

ACKS Players Companion Copyright 2012, Autarch; Authors Alexander Macris, Tavis Allison, Greg Tito, and Ryan Browning.

ACKS The Sinister Stone of Sakkara Copyright 2015, Autarch; Authors Matthew Skail & Alexander Macris

Axioms, Copyright 2016, Autarch; Author Alexander Macris et. Al

Basic Fantasy Role-Playing Game Copyright 2006-2008, Chris Gonnerman.

Castles & Crusades: Players Handbook Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support Copyright 2005, Troll Lord Games.

Labyrinth Lord Copyright 2007-2009, Daniel Proctor; Author Daniel Proctor.

Labyrinth Lord Advanced Edition Companion Copyright 2010, Daniel Proctor; Author Daniel Proctor.

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Copyright 2011, LotFP; Author James Edward Raggi IV

Ankheg from the Basic Fantasy Field Guide Copyright 2010, Chris Gonnerman and Contributors, based on original material by Gary Gygax.

Cave Cricket from the Tome of Horrors Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Rot Grub from the Tome of Horrors Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

END OF LICENSE



ADVENTURER CONQUEROR KING SYSTEM™

LAIRS & ENCOUNTERS™

Lairs & Encounters is the ultimate supplement for fantasy RPG sandbox campaigns. Designed for use with the *Adventurer Conqueror King System*™ (*ACKS*™), it is readily compatible with other fantasy role-playing games built on the same core rules.

In *Lairs & Encounters* you will find:

» More than **165 ready-to-play monstrous lairs**—one for every major monster in the *Adventurer Conqueror King System*. The lair listings are designed to be used both as dynamic points of interest that can be discovered while wandering through the wilderness and as obstacles to a would-be ruler's attempt to secure land for a domain.

» A cartographic compendium of **36 lair maps** for the Judge's use and **6 treasure maps** to hand out to your players.

» A catalog of **30 new monsters**, including the chaos hulk, child of Nasga, dire beastman, draugr, desert ghoul, hag, khepri, and mummy lord.

» New subsystems for sandbox play, including rules for **populating 6-mile hexes with lairs** based on the terrain and extent of settlements in the region and rules for **searching for lairs** in the wilderness, factoring in terrain density, aerial reconnaissance, splitting up to cover more ground (never split the party!), and more.

» Additional mechanics for monsters, including **ability scores for monsters**, **proficiencies for monsters**, and **young monsters**.

» A complete system for **taming and training monsters**, with details on the lifespan, roles, tricks, trained and untrained value, supply cost, training period, and trainability modifier of every monster in the game.

» A complete system for **creating your own unique monsters**. In the *ACKS Player's Companion* we gave you mechanics to create balanced new character classes and new spells; now we bring our same rigorous attention to balance and customization to monsters.

Your players may wander lost in the wilderness of your campaign world, but with *Lairs & Encounters* you'll be ready wherever they go!

AUTARCH LLC
www.autarch.co

ACKS CORE™

AUT1013
Printed in the U.S.A.

MSRP: $30.00