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Dwarven Glory II Wyrm Well

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DWARVEN GLORY II: WYRM WELL

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This module is designed for
3-5 characters with a challenge
rating of 2.

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DWARVEN GLORY II: WYRM WELL

Dwarven Glory is intended as a series of fast play adventure stories. Each of the adventures are playable as one-shot scenarios. Some are loosely linked. Dwarven Glory takes place in the world of Aihrde (Erde, Earth, etc.) in the southern Rhodope Mountains, the Smoking Giants, specifically within the edge of the Darkenfold forest. These mountains lie on the far-western edges of the map as supplied by Troll Lord Games. Usage of Dwarven Glory in other settings or transplanted anywhere in Aihrde is as easy as finding an old mountain chain on your map.

Wyrms Well is a short dungeon adventure. The characters have been led to or discovered an old uprooted tree. The treefall has exposed a stone staircase and doorway. Beyond lies a deep, long-buried dwarven dungeon haunted by the creatures of yesterday. Known to utilize great magics to supply even a simple fastness with luxury, the dwarves often unearthed powers greater than themselves. Explore the depths of the Wyrms Well and learn why even dwarves may come to fear the dark.

The adventure is designed for 3-5 2nd-level characters. A cleric is strongly advised!! There are several high-hit-dice monsters in the dungeon but several healing potions are supplied in order to help keep the characters robust and active . . . or alive as the case may be. It is designed for the Castles & Crusades® Role Playing Game.

VOCABULARY

Blutsut: A religious decoration, usually derived from a dwarf's beard. By using the dwarves beard hair an item can be made magical.

Kutzthu: Literally "under castle" or underground castle. Dwarves built many castle beneath the ground, far from dungeons these were lavishly-decorated living and defensive quarters.

INTRODUCTION

In the far west, upon the slopes of the Umhart Mountains, lie the ancient remains of a once great dwarven civilization. In those far-flung days the Kingdom of Grausumhart echoed the greatest of dwarven glories. Her people were strong and built many fair cities and towns upon the slopes of the Umhart Mountains and colonized much of the world's mountains to their east and south, coming even to the edges of the Rhodope. They worked with natural stone and woods imported from the lands of the Muen in their building and ever their works mirrored the thoughts of the All Father as they sought to mimic his skills. So in time, their cities and towns were marvels; wondrous facades of stonework, walls, towers, bastions standing as strong guardians for the sumptuous palaces, courtyards,

temples and sprawling homes that rose from the mountain heights. Their buildings grew ever greater until the greatest dome was peaked with a high point as a finger made to reach for the heavens. They built beneath the ground as well, tunneling great caverns where they captured water and built underground worlds of atriums, huge galleries, grottos and the like. They prospered for two thousand years, ruled by the Uthkin Kings.

They were a prosperous and powerful folk, but the price of their glory in time became greater than they could bear. Grausumhart eventually succumbed to the weight of the world and fell into ruin. Her proud towers and walls fell to war or neglect. Her cities and towns dwindled. Her underground grottos flooded and left foul and dank. The greater parts of her people were slain or scattered.

But those days, mired as they are in the depths of time, are but echoes heard now by few and remembered by only the oldest and most learned of the lore drakes. Grausumhart's cities have all but vanished from the face of Aihrde; only ruins remain, and even these have become as much a part of those ancient mountains as the stone and are faded now, as is much of the Dwarven Glory.

FOR THE CASTLE KEEPER

In ages past, the dwarves built many roads over the Rhodope Mountains, for trade between the kingdoms was vital and this huge chain stood between the Dwarves of Grausumhart and the Brass Halls of Norgorad-Kam. The remnants of many these roads criss-cross the Rhodope Mountains. The trained eyes of rangers, dwarves, druids and the like can detect these roads as they snake up and down the jagged hills. Doing so makes travel through the hills and mountains a much less onerous task.

The roads were once thriving avenues, filled with great caravans, marching soldiers, traveling troops and so forth. The Kings of Grausumhart looked upon the great babbling concourse in dismay. In order to help maintain order upon the mountain roads, the dwarf kings assigned captains to settle the region, bringing with them their families, troops and the families of the troops. So it was that many young dwarves set out upon the eastern road, armed and equipped for a new life on the frontiers. They were given land grants for those areas under their control. Many of them built castles and keeps to safe guard the roads, others constructed dungeons. It much depended upon the terrain as the dwarves were and are an industrious folk and can build above and well as below ground.

So it was that the family of Rochstun settled in Gaither Hargon, a small valley that overlooked the tumbled slopes of the Rhodope,

the windy Blue River and the Ethvold forest. Here the Rochstun constructed a series of small buildings for their livestock, but for their safety, as the country here was wild and dangerous, they constructed an underground castle, what the dwarves call a Kutzthu, an “under castle.” These quarters were expansive, including living quarters, guard quarters, a temple and an audience chamber. The Rochstuns grew wealthy during their long period of stewardship, both from tolls and through wergild paid for rescuing those in distress.

In order to hide their wealth, the Lords of Kutzthu Rochstun devised a cunning treasure. In the deeps of the under castle, in the well room, they carved a great fresco into the wall and illuminated it with illusions. The fresco depicted a forest scene with creatures real and imagined, but within the real wall of the fresco, guarded by the illusion lay the treasure of the keep. Those who looked at the fresco believed they were looking at extra-dimensional space, only those who did not see it would ever stand the chance of finding the hidden artifacts.

But the fresco illuminated more than the walls, for the magic of it was great enough that one of its subjects, a wyrm, escaped the picture and entered the well. There it lay in hiding, striking out at any who entered the well. When the creature slew the lord and his lady they dwarves buried them in their chamber. The remaining dwarves were forced to abandon this room and close its doors forever. The fallen lord was childless, so his captains took the belt of his office and attempted to continue his rule. Shortly thereafter, the dwarves began fighting amongst themselves to determine who would rule the under castle Rochstun. They eventually slew each other in a pitched battle in the feast hall. The wyrm lived on in the well, cursed with an immortality it did not understand, caught as it was between the world beyond the castle and the well room.

In time, the under castle became haunted by other creatures and is little more than a dungeon on the edge of the world.

ENTRYWAY

Small amounts of rubble lay about the entrance but it does not block the doorway.

The trail is interrupted by the remains of an old elm tree. Some passing storm or wind gust uprooted the tree, tearing it from its moorings in the ground. The slope above it is rocky and covered in dense vegetation. Clusters of scrub oak and huckleberry bushes, as well as thick patches of grass, mingle with large rocks that jut out from the slope or lay stacked amidst the undergrowth like so many dinner plates. The crowded slope attests to a hill face traveled by little more than rabbits and wolves. However, the tree's demise has torn loose a large rock which has tumbled from the hill face and exposed a deep hole. The rift is wide and promises to be deep.

It is easy to discern that this hole is actually an entry way. Even a casual glance at the tree and large rock allow one to see a stone

wall, obviously the side of a tunnel. Approaching, they discover that the entrance is 10 feet wide and 8 feet high. There is no door, only a frame, but a very careful examination of the door frame reveals slots where a door once stood.

The halls beyond are well worked stone affairs, with cobbles on the floors and stone-braced ceilings. Torch sconces line the walls, interspersed every 30 feet. The tunnels are all very similar, 10 feet wide and 8 feet high. Only the front rooms and tunnels show any sign of disturbance. Here, some moisture has crept into the halls allowing some fungi to grow. There are small animal signs as well; some type of rodent or rabbit perhaps slipping beneath the weathered roots of the old elm tree to make their den within.

1 FOYER

The door is slightly ajar, but swollen enough from the moisture that it is jammed shut. Opening it requires a successful strength check (CL 2).

The door opens to a wide, rectangular room. Frescoes adorning the walls depict dwarves building fortifications, forging weapons, marching to war and the like. A stone table with six stone stools dominates the center of the room. Along the walls and scattered across the floor are all manner of rotten debris, much of it covered in a thick, violet-colored fungus. The fungus is everywhere in fact, clumped in thick tangles around the table where small spores rise in the disturbed air.

The fungus is actually a living creature, a violet fungus. It has been living off the rodents that make their way into the room. Any characters who venture into the room alert the creature and it attacks with its four tentacles, attempting to drag its victims to its body.

VIOLET FUNGUS (*This neutral creature's vital stats are HD 2d8, HP 12, AC 13. It does not have primary attributes. It attacks with its four tentacles for 1d4 points of damage each. When the creature scores a successful strike, the victim is subject to an acid attack. The victim must make a successful constitution save or suffer one point of damage per turn until death and a -2 to all actions until death occurs. Remove disease, neutralize poison, cure critical wounds or a more powerful curative spell negates affects.*)

Hidden in the room's debris are four cure critical wounds potions which cure 5d8 points of damage and the effects of the fungus.

2 GUARD ROOM

The door is missing from this room. The chamber within is largely empty. Iron racks line the walls in the back and along the north wall. Chains, evenly spaced at 6-foot intervals, line the south wall. A successful intelligence check (CL 2) reveals these to be weapons racks. The weapons racks are devoid of anything serviceable and the only thing there is what appears to be a knot of hair, long and hanging over one of the hooks almost casually.

Another check reveals the chains to be the supports for bunk beds; the wood however has long since rotted to dust.

The back wall is lined with a mural. This depicts a series of dwarves. From left to right in this order: 1) they are preparing themselves for battle, 2) combing their beards, 3) gathering the loose hair, 4) putting on armor, 5) tying some wrap around their weapons, 6) marching to war, armored in sheets of plate, armed with battle axes. Their beards are tied in decorative knots and they appear to be marching in uniformity. The beards in all the murals however are very outlandish and seem to coil down and around the axes. Beneath the murals, written in dwarven runes are the following words: "In Our Beards Lies Our Power." This is followed by the dwarf word, *blutsut*. Anyone with a legend lore skill can determine what this is (CL 3) or someone with intimate knowledge of dwarven history and culture. A careful examination of the mural reveals that each axe or hammer that the dwarves carry has an identical wrap coiled around the throat (the area near the grip of the ax) of the ax. It is wrapped in a geometric, decorative fashion.

These wraps are in fact strands of hair taken from the dwarven beards, they are called *Blutsut*. They imbue a magical quality to any item that they are wrapped around that has a haft. They must be wrapped around the item in the same manner depicted in the murals. There is one such wrap left, hanging upon the weapons rack as mentioned. If someone figures it out, and wraps their weapon's haft in the manner depicted the item becomes magical, gaining a temporary +1 to damage and hit probability.

3 CISTERN

The front door is stuck and requires a successful strength check to open it (CL 4). Two people can attempt simultaneously, with one rolling the actual dice but both adding their strength attribute bonus.

Inside the room, it is very damp, dominated as it is by a large pool, filled with water. Stone benches line the walls and pegs for hanging clothing. The pool itself is lined with copper tiles and decorative molding rounds it off. A fountain at the end of the pool, complete with brass handle and the face of a goblin, offers a source of fresh water. The pool is fed by the fountain and by underground valves. All are still working. Any overspill flows out small drains at the top of the pool, down a series of pipes and out into the valley. These drains can be closed or opened with small latches just beneath the water's surface. They are open now and water trickles out of the fountain font.

There is nothing of value in the room, however, opening the valve on the font triggers a light spell. A long strand of gold, woven into the decorative shapes in the wall, ceiling, floor, and pool begins to glow, giving the room a warm, golden light and casting light into the dark water. The fountain speaks as well "Open the drains or

flood the hall." The bottom of the pool sparkles, too, reflecting dozens of tiny points of light.

Removing the gold would be difficult and render it valueless. However, if someone is bold enough to go into the water they find the well-preserved bones of a dwarf skeleton. In its hand, is a leather pouch and all about it are coins, 12 in all. These coins are magical (see Bag of 12 below).

4 DINING HALL

Two double doors open up into this huge room, though the doors themselves are so heavy that they barely hang any more. A simple push causes them to fall off their hinges and crash to the floor. The vaulted chamber has iron chandeliers hanging on long chains from the stone ceiling, some with candles still in them. Three large stone tables dominate the center of the room. A fourth stone table sits perpendicular to these, obviously the table where the Lord of the Manor sat. Stone benches lie about the room, some thrown over in the shape of a wall. Bones, old weapons and the like lay scattered about the room, many of them heaped up around the wall of benches. It looks as if a great battle took place here long ago. A careful look at the bones reveals them to all be dwarven.

Along the back wall are ovens, cabinets, a butcher block, as well as all manner of cookware that lay scattered about the floor. The area obviously served as the kitchen area for the undercastle.

Piled and stacked in the far corner of the room are the remains of scores of ancient casks, barrels, crates and boxes. They seem to once have held perishable goods that have long since dissolved or rotted away.

Anyone making a successful wisdom check (CL 0) notices a gold chain hanging on one of the chandeliers.

Any attempt to retrieve it however animates five skeletons and many of the bones. The skeletons arm themselves and attack. The animated bones do little more than they are able, crawl around, or flip about. The skeletons can be turned or killed, the bones can suffer a similar fate, though stomping on all the animated pieces will take some time. The bones pursue the party unless turned, following them throughout the dungeon complex. They have a movement of 1 foot per round.

5 SKELETONS (These neutral creatures' vital stats are HD 1d8, HP 4 each, AC 13. Their primary attributes are physical. They attack by weapon doing the appropriate damage by type. Piercing or slashing weapons do ½ normal damage.)

Each intricately-worked chain link resembles a dwarf carrying some item that connects with the next link in the chain. The chain is worth 100gp.

On the western wall, beneath a torch sconce, is a secret door.

4 CASTLES & CRUSADES

5 RECORD HALL

This room has long gone undisturbed. Its walls are lined with stone shelves and the shelves contain stacks of bone case scrolls. The remains of a desk and chair lie on the floor, little more than petrified wood and dust. The dust is undisturbed, a grim testament to how long the room has gone undisturbed. The scrolls contain rolled-up sheaves of paper. The paper is very, very brittle and unless some extraordinary caution is taken, it dissolves as it is unrolled. Each scroll case is marked with a year and series of months. The scrolls are little more than financial records from the Dwarven Lords who ruled here so many thousands of years ago.

One shelf has several scroll cases on it that do not have the date marked on their ends. These cases, 4 in all, contain magical scrolls. They are as follows: *magical aura*, (0th-lvl illusionist), *undetectable aura* (1st-lvl illusionist), *false trap* (2nd-lvl illusionist), and *illusory wall* (4th-lvl illusionist). In the third scroll is a trap. The dwarven smith placed an ike demon in the scroll. When opened it immediately attacks whoever opened the scroll case.

IKLE DEMON (*This chaotic evil creature's vital stats are HD 1d6, HP 4, AC 14. Its primary attributes are physical. It attacks with an engulf attacking for 1d4 points of damage. See New Monsters below for more details*).

6 SECRET TEMPLE

Beyond the secret door in the record room is a narrow hallway and a set of steps, long unused. The steps open into a circular chamber, where on a dais in the center of the room stands a statue of the All Father. This bearded dwarf-like figure looks benignly forward, toward the step. A successful wisdom check reveals a secret compartment in its base. The statue is impossible to move, but twisting its hand causes a spring to trigger and a drawer opens in its base. In the drawer lies a single green gem valued at 200gp. Removing the stone triggers a trap. Gas begins to spray from the statues mouth and everyone within a 10 foot radius must make a successful constitution (CL 1) save or suffer 1d4 points of damage.

Anyone who says a prayer to the All Father is granted a bonus of +1 on any check, swing, or save that comes within one point of success. The player should be told about this until the event occurs at which point they suddenly feel invigorated and fresh and succeed at a task they know they should have failed. The CK should hint that the prayer affected the outcome of the event.

7 GUEST QUARTERS

This long narrow room was designed to hold multiple guests. The remnants of curtain rods and hooks hang from the ceiling, delineating where "rooms" once were. Stone platforms in the shape of beds protrude perpendicular to the walls, the curtains and mattresses are long gone. Guests would have enjoyed curtained beds in days of yore, but no more. A strange odor dominates the

room, heady and thick. At the center of the room, the stone work is damp and very smooth. Otherwise the room is a shambles, cold, dark, and damp.

This room is home to several orbut, mindless creatures who evolve from the residue of magical spells, items or creatures. The creature's long stem is attached to the ceiling and it too is coiled up so that it is almost flat. These creatures are mindless but very aggressive. They attack anything that comes within reach.

The orbut is camouflaged and difficult to see (CL 4). It hangs on the ceiling waiting for any moving thing to come underneath it. If anyone should walk beneath the creature it strikes out. For that matter, if they roll anything beneath the creature it strikes out.

ORBUT, 3 (*These creatures' vital stats are HD 2, AC 12, HP 11, 10. Their primary attributes are mental. They attack with a single acidic bite that does 1d4 points of damage. They can attempt to swallow prey as outlined in the New Monsters section.*)

There is nothing of value in the room.



8 BARRACKS

All manner of debris fills this very large room. Once it housed 24 dwarven warriors and soldiers, with bunks, tables, chairs, weapons racks and trunks to store their goods in. The furniture is of course long disused and fallen into ruin. Some of it looks to be intact, but moving, opening or any amount of fuss around the piece dissolves it into dust. The room looks to have been ransacked as well as very little is orderly, but rather thrown about to one side or the other.

A casual search of the room reveals a dwarf skeleton lying in the far corner beneath a shield. He is wearing a helm, breast plate, and arm and leg grieves. A short sword lies on the floor next to him. The armor and shields are pincushioned with crossbow bolts, 17 in all. The shield is still serviceable, as are the arm and leg grieves. The rest would need some mending however.

9 AUDIENCE CHAMBER

This long room is dominated by large marble columns. Each column is topped by a dwarven statue bent and straining as if through its sheer strength it is holding up the ceiling. The room once served as an audience chamber for the dwarf lord who ruled here. A throne rests at the room's far end.

Now it is home to a ghost naga, a foul creature of great evil who sets upon whoever enters the room.

GHOST NAGA (*This lawful evil creature's vital stats are HD 4d8, HP 18, AC 16. Its primary attributes are mental. It attacks with a bite for 1-2 points of damage and tail slap for 1-2 points of damage. The ghost naga can, 3 times daily, emit a loud terrifying shriek which causes fear in any who fail a charisma save. The ghost naga can also become incorporeal 3 times a day and phase through walls and doors. While incorporeal, it cannot be struck except by magical weapons, nor can it attack. it also has the ability to constrict victims for 3-12 points of damage on the round after a successful tail strike. Victims must make a successful strength save to break the creature's hold.*)

Treasure: Scattered about the throne area are all manner of bones and debris. In the rubbish is a *cure light wounds* healing potion, a +1 dagger, a +1 cloak of resistance, a golden ring worth 50gp and 150gp worth of assorted coins.

10 COURTYARD

The door opens to a gigantic vaulted chamber with a host of columns evenly spaced about the room. The ceiling is about 40 feet above the floor; the columns offer the room support. Stone benches circle each column. Like wise, each column has 4 iron braziers hanging from horizontal poles about half way up the column. The room's walls are decorated with frescoes of dwarves in various activities, most making war and making merry. The room was once a gathering place and courtyard. There is nothing of value in the room.

6 CASTLES & CRUSADES

11 LORD'S CHAMBERS

This room's doors are made of iron. The door is locked (CL 2). It's also tightly sealed in the frame, allowing for no air, light or sound to carry through the door. Knocking the door down requires a successful strength check (CL 5). As with other doors, up to two people can attempt to knock it down at a time. The person with the highest strength makes the roll, but both strength bonuses are added to the roll.

The door opens to a gush of wind as if a vacuum were being filled. A heavy musty odor prevails within. In the center of the room stands a large, iron-wrought double bed. Lying on its still-intact mattress are two dwarves. The first, and larger of the two, is arrayed in armor with a shield at his feet and a large battleaxe clutched in both hands. The smaller of the two is also decked out in armor though she clutches a small, thick-bladed sword. There is a shield at her feet as well. Ornate daggers are strapped to their belts. Both dwarves are little more than hollow, dried husks, though their facial features and hair are well preserved.

Any cleric or dwarf entering the room should make a wisdom check (CL 1). If successful they determine that the room is a burial chamber and sanctuary and that looting the grave will yield worldly treasure, but leaving it in peace may yield spiritual dividends.

If they do leave the dwarves in peace, the dwarf spirits will aid them in the battle with the well wyrm in room 12 by granting the party the benefits of two bless spells. The dwarves appear in the room as soon as battle is joined, passing through the characters and into the wyrm, one after the other. First the dwarf lord passes through leaving the whole party *blessed*. Then the dwarf lady passes through with the same affect.

If the party decides to loot the treasure they gain no benefits from the dwarven spirits. The axe is a +1 battle axe and the sword is a +1 short sword. The armor and shields are in good shape but not magical.

12 WELL ROOM

Here lies the heart of the dwarven glory. This small circular chamber houses a single well, raised about 3 feet out of the floor with a small ledge running all around it. The walls are adorned with one brightly-painted fresco depicting a tumbling, rocky slope, which vanishes into a thick hedge of hardwood trees. It shows a river in the distance and a huge sprawling forest that stretches as far as the eye can see. The fresco makes it look as if the viewer stands upon the edge of the eastern Rhodope Mountains overlooking the Darkenfold Forest.

This fresco wraps around the entire room to include the door. There are no figures in the fresco unless the CK places them there. It depicts night or day at the CKs choice. Staring at any one section of the fresco for very long creates an illusion of the fresco

being real and that the viewer is actually looking outside at the open country. In any case, it does show what is going on on the slopes several miles to the east.

The fresco can actually serve as a portal to the slopes of the eastern Rhodopes, overlooking the Darkenfold. The magic of the illusion is so powerful that anyone looking upon it runs the risk of triggering the illusion to open an extra-dimensional space between the room and the outside world.

Anyone looking at the wall must make an intelligence check (CL 4). A successful intelligence save uncovers the illusion and reveals the fresco as nothing more than a painting. Any player who rolls a 1 does not see the illusion, but worse they believe it to be so real that they can step through the portal to the outside world. They have to actively say they try to step into it in order to step through it. If they do, they step out of the room and into the Darkenfold Forest (or any forest that is near) and are completely separated from the party. Once through, looking back does not reveal the room, but only a rising slope and the snow capped peaks of the Rhodopes.* As this "opening" occurs there is a small chance that any monster on the other side, in the forest passing through, can accidentally step into the room. This is left entirely to the CKs discretion.

This is how the dakmour wyrm entered the room. The dwarf lord stumbled into the ancient illusion and the dragon came through and attacked him. It has since taken up residence in the well. The creature is very sensitive to the presence of any living creature in the room above and as soon as they enter, it stirs in the deeps and begins climbing the walls of the well to the room. Five rounds after the party enter the room, the well wyrm pulls itself up and out of the well, rising from the deeps to fall upon the party. He pulls himself up and out of the well with two tentacles and attacks with the other two and his huge maw. He is deadly silent and unless someone is actively searching down the well he gains a +4 on his surprise roll.

This creature is a dakmour wyrm. It has a long, narrow body with four tentacles or 'arms.' It has a long, tooth-filled snout. It moves much like a snake, but is able to use its tentacles to grasp and pull itself forward in a sudden rush. Though powerful and resilient, its scales offer no real natural protection.

DAKMOUR WYRM (*This creature's vital stats are HD 6d8, HP 36, AC 12. Its primary attributes are physical. It attacks with four tentacles for 1d4 points of damage each and a bite which inflicts 1d8 points of damage. Its favorite tactic is to grab its prey in a tentacle and draw it up to the mouth to devour. If the wyrm scores a successful attack with a tentacle this acts as a "grab" attack and causes hemorrhaging. The victim can attempt to break free and does so on a successful strength check. If the victim fails however, during the following round the wyrm scores an automatic blood*

drain for an extra 1d2 points of damage. It is also able to slam a victim against the ground for a further 1d6 points of damage.)

The creature has no treasure but hidden in the fresco is a chest. Any character who *fails* their intelligence save, but does not roll a 1, and searches the room for secret doors has a chance of finding the chest. A successful wisdom check reveals its location and the adventurer can pull the chest out of the wall/illusion. Characters who make their intelligence save cannot find the treasure no matter what. Within the chest are 300gp, a +1 *ring of protection*, a scroll with a *sanctuary spell* on it, a +1 *battle axe*, 2 +1 *arrows*, a +1 *shield* and a scroll with a *feather fall* spell on it.

* **Note:** Any character sent through the dimensional space cannot return back through it, they must instead walk back up the mountain side and find the dwarven hold.

NEW MONSTERS

DAKMOUR WYRM

NO. APPEARING: 1

SIZE: L

HD: 6 (d8)

MOVE: xx ft.

AC: 12

ATTACKS: Four tentacles (1d4 each), Bite (1-8)

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

SAVES: P

INT: Inferior

ALIGNMENT: Chaotic Evil

TYPE: Dragon

TREASURE: 6

XP: 540 + 6

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

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

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

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

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

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

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

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

THE DAKMOUR WYRM IN AIHRDE

Dakmour wyrms are very prolific lesser dragons. Encountered throughout the tropical and temperate zones due to their highly adaptable nature, dakmour wyrms are the terror of many regions. Thief guilds the world over prize the suckers of the dakmour wyrms, for they can be used as climbing tools for a limited time, much like a hand claw. The tentacle's suckers are thick and durable and do not rot for several months. The suckers are attached to an open-ended

leather sheaf. This sheaf is placed over the hands and gives the climber added security (+2 per sheaf used) on their climb. They cost 25gp per sheaf and are good for four usages before they wear out.

IKLE DEMON

NO. APPEARING: 1

SIZE: Small

HD: 1 (d6)

MOVE: 20 ft.

AC: 14

ATTACKS: Choke for 1d4 points of damage

SPECIAL: Engulf, Incorporeal

SAVES: M

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: DEMON

TREASURE: Nil

XP: 25

Ikle demons have no particular shape or form. Upon first glance they look like a wisp of dark smoke, though a more careful observation reveals the vague shape of a man or woman's face, captured with a look of extreme fear. This terror is so written into the parchment of their expression that it leaves the viewer cold. They smell like burnt tar, so that anyone within a few feet is left with an acidic taste in their mouths.

These small creatures come from the negative planes. They are the evil spirits of petty criminals cursed to spend eternity in the shadows. They are numerous and found almost anywhere. Ikle demons are terrified of everything around them and seek only to hide from any light. However, if suddenly unearthed or exposed in some ways they do attack.

Though they are not technically undead, a cleric can turn them. Holy water does 1d8 points of damage on the creature.

COMBAT: When pressed, the ikle demons attack the nearest person to them by launching at their face. They attempt to engulf them. If they succeed, they enter the victim's mouth and nose, attempting to choke them. If left alone, it flees to the nearest darkest corner it can find.

Engulf: If an opponent is struck by an ikle demon, the creature engulfs the victim's head. The opponent must make a successful dexterity save in order to avoid damage. If they succeed they take no damage, if they fail the demon enters their throat and nose and begins choking them for 1d4 points of damage a round. Each round thereafter, the victim can make a dexterity check to see if they manage to break free from the creature's grasp. The victim cannot attempt to break free and take another action in any given round.

THE IKLE DEMON IN AIHRDE

Though most commonly encountered in the Shadow Realm, the ikle demons dwell everywhere. Cursed by their life's actions their souls wander without direction, forever denied access to the Dreaming or the Stone Fields. Ushered from the light by their own fears, they hide in dark places far from the roving minds of men. They are often captured by wizards, sorcerers, priests, dwarven smiths, goblins, shamans and the like and used as guardians.

ORBUT

NO. APPEARING: 1-6

SIZE: Large

HD: 2(d8)

MOVE: Nil

AC: 12

ATTACKS: Acidic bite (1d4)

SPECIAL: Acid, Swallow

SAVES: Mental

INT: Nil

ALIGNMENT: Neutral

TYPE: MAGICAL

TREASURE: 2

XP: 40

The orbut is a large semi-translucent creature. It consists of little more than a thick stem, that ranges up to 8 feet in length, and a wide mouth. The mouth caps the stem much as does the venus fly trap plant. The upper and lower jaws are lined with hundreds of small cilia, stem-like appendages that hang down from its maw. These appendages serve as the creature's only sense, warning it of motion.

The orbut grow in small pods, primarily in dungeons and are the result of the magic left over from spent spells, destroyed magic items or fallen magical creatures. The residue of most magic lingers long after it is gone and from time to time it coalesces into a semi-living creature. The orbut can grow on almost any surface, from floors to ceilings, in and out of water, and in any temperature environment.

Orbut are hard to see, their skin is so translucent and flexible that they are often mistaken for slime or moisture. A sure sign of the orbut is the sickly stench that permeates them and the acidic dropping left over from dissolving a victim. If one looks directly at an orbut, even one fully extended, they can see right through it, though things on the other side of the creature are distorted as if looking through rippled glass.

COMBAT: They attack anything that moves near them, whether it is living or not. They generally lay against the wall, or hang from the ceiling flatly contracted. When something moves beneath them they strike, swallow it, and begin breaking it down.

Camouflage: Orbut's are nearly translucent and can conceal themselves exceptionally well in their normal environment. When concealed and motionless, they receive a +5 bonus to hide checks, and +10 to surprise checks.

Swallow Whole: When the orbut attacks with its bite, a natural roll of 20 indicates that the intended victim (of small or medium size) is swallowed. Digestion begins immediately. Powerful corrosive acids will cause 1d6 hit points of damage each round, and will destroy non-metal goods and equipment. A victim with a small-edged weapon can attempt to cut free of the beast's gullet. These attempts automatically hit, but suffer -3 to all damage rolls due to the confining and constricting space.

THE ORBUT IN AIHRDE

The orbut are common creatures in Aihilde, remnants of the long reign of the dwarven peoples over Aihilde. Their many hundreds of dungeons, often built with magic or through magical means, created the perfect environment for these creatures. Many wizards have taken to capturing them and using them as guardians or pets for their towers or magic depositories.

NEW MAGIC ITEMS

Blutsut: This is a hair freely given from a dwarf's beard. When so given, the hair is imbued with magical properties. When properly used, they impart a +1 to any item they are used upon. They must be tied around an item and that item must be made of wood. If the hair touches anything metal it eradicates the bonus. This includes metal armor that the weapon the blutsut is tied upon touches. As soon as it touches metal, it loses its magical properties.

Bag of 12: This magical bag has 12 golden coins in it. There are six types of coins in it, two of each kind. Each type has the number 1 engraved in dwarven runes on one side and a pictograph engraved on the other. The pictographs are: several iron bars, bundled wheat with a dead bull beneath them, a rope and grapple, a book, a symbol of the All Father, and two hands shaking. These pictographs represent strength, constitution, dexterity, intelligence, wisdom, and charisma. When two of the same coins are held tightly in the palm the holder gains a +1 on that attribute check.

