

Aenochia



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Castles & Crusades®



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Monsters of Ahrde III

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MONSTERS OF AIHRDE III

AUTHOR: STEPHEN CHENAULT

EDITOR: CORY CASERTA

COVER ART: BRYAN SWARTZ

INTERIOR ART: BRYAN SWARTZ, JASON WALTON, PETER BRADLEY

ART DIRECTION/COVER DESIGN: PETER BRADLEY

INTERIOR DESIGN/LAYOUT: TROLL LORD GAMES



P.O. Box 251171, Little Rock,
AR 72225

email: troll@trolllord.com

Web site: www.trolllord.com or
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This supplement contains 5 monsters of varying challenge levels.

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CHIMERA, LESSER

NO. APPEARING: 1-12

SIZE: Large

HD: 3 (d8)

MOVE: 40 ft.

AC: 14

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

SPECIAL: Darkvision, Poison, Scent, Twilight Vision

SAVES: M

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 3

XP: 70+3

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

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

They travel in small packs, called flocks of up to 12 and are very territorial, defending their range against all other predators. They hole up in a cave or around other rocky features. They hunt in packs, two or three usually, ranging out and herding prey into a well-known trap area, such as a box canyon, defile, or the like, where the whole pack pounces. When hunting humans, humanoids, or demi-humans, they call out to each other in broken common in order to disconcert and scatter the prey.



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

Poison: Anything bitten by the snake tail must make a successful constitution save against poison (CL 3) or lose 1d2 points of dexterity in the following round and a further 1d4 points of strength in the next round.

Lesser Chimera in Aihrde

Lesser chimeras are found throughout Aihrde, but are rare in the far east. They are more common in the mountains that range from Kayomar to the northern wastes. Lesser chimeras are valued by mages, scribes, and the like; or, at least their hides are. The spinal hair shaft is so thick that it can be hollowed out and made to serve as an excellent quill. They are virtually indestructible and for that reason, such quills cost about 5gp each.

ELDRITCH GOBLINS

NO. APPEARING: 1

SIZE: Small

HD: 1 (d10)

MOVE: 20 ft.

AC: 24

ATTACKS: By weapon, (see below)

SPECIAL: Darkvision 60ft, Eldritch Goblin Qualities, Mounted Combat, Silence

SAVES: M

INT: Supra-Genius

ALIGNMENT: Neutral Evil

TYPE: Humanoid

TREASURE: Special

XP: 3250+20

Eldritch goblins are immortal. They take a variety of shapes and forms, though all are goblinous in nature. Some are taller than normal goblins, others smaller, so much so that they are only a foot or so high. Their features are akin to an old knotted black-jack oak, twisted and wrinkled like dried bark. This is representative of their age, the older the goblin the more knotted and thick his skin. Younger eldritch goblins, - those only several centuries old - still possess something of the smooth, stretched skin of their lesser kindred. Of course, some of the elders are possessed of luminescent beauty, a reflection of their magical quality (*see below*). Eldritch goblins have a great love of things, and they are always carrying them around, often tied to their persons, articles that they have come across in their adventures, articles they found interesting such as a beaded glass jar, a box of peculiar workmanship, a bone, etc. They are also fond of jewelry and wear ear, finger, and toe rings, bracelets, arm bands, and the like. In clothing, they are as varied as any species, some preferring colors bright and glaring, others armor, still others, drab cloaks or rags.

Eldritch goblins belong to any of the greater goblin communities, though they stand apart from the vast horde and often travel alone. Some rule their lesser kin; others live amongst them as strangers, revered as god-like figures. But few of the eldritch goblins work in concert with each other as their purposes are different. Some few, however, develop friendships with their eldritch brethren and spend lives in adventure. If more than a dozen are encountered at

any one time it is very rare and usually an indication that something huge is happening in the goblin communities; war, or the like.

Within the community of eldritch goblins, there are lesser eldritch, and greater. The greater are possessed of some power or charm that defies most worldly powers. Lesser eldritch have lesser powers as noted below.

They are fluent in all the human, demi-human, and most other humanoid languages, having keen intelligence and long lives to learn them. They revel in the history of their being and judge one another by their deeds and accomplishments, battle honors not the least. They are not averse to traveling with any of the other races, carrying no particular hatreds for other creatures, secure in their own lifeless superiority.

Combat: Eldritch goblins utilize the same tactics as their lesser brethren, but they are even more vile and wicked in doing so. Unlike lesser goblins, eldritch goblins can match strategy with any dwarf, and they are not cowardly. They are more than willing to sacrifice any number of other goblins, orcs, or any other creatures in their service to gain a victory. Being immortal creatures, they have complete disdain for the lives of other beings.

Eldritch Goblin Abilities: Every eldritch goblin possesses a unique ability. The individual abilities greatly range in power from simple mimicry of a spell, class ability, or magic item, to extremely powerful, extraordinary powers comparable to those exhibited by artifacts or deities. Each eldritch goblin's ability is entirely up to the Castle Keeper.

Note: For quick and low-level encounters, Castle Keepers should generate eldritch goblin abilities by randomly rolling for or picking lower-level spells and skills, or the powers of minor magic items. Mid-level encounters, and encounters intended to generate story hooks and plot require more careful planning by the Castle Keeper and should be predetermined and worked into the adventure's story. For high-level encounters, especially those involving the elite eldritch goblin leaders, the Castle Keeper should create abilities comparable to the following examples: invulnerability to all weapons; can only be killed by a singular attack type; extremely high spell resistance; or polymorph at will. Indeed, the most evil and powerful Eldritch Goblins can prove to be the most deadly antagonists in the lands who possess a unique power bordering on god-like proportions.

Examples of an eldritch goblin's ability might be:

Lesser:

Exudes protection from good.
Never needs to eat.
Calls animals.
Summons rain.

Greater:

Slain only by stones thrown at an angle.
Can only die if he sleeps past mid-day.
Polymorph at will.
Can stop time as the wizard spell.
Shape Shifting.



Mounted Combat: Eldritch goblins are skilled in mounted combat when riding worgs. Without the need for an attribute check, eldritch goblins can saddle, mount, ride, and dismount. They can perform simple leaps, and obstacle maneuvers (no more than 3 feet in height and move around small items such as barrels). They can also fight from a mount during combat (melee and ranged) without penalty; control the mount in combat; guide a mount with the knees; and stay in the saddle when a mount rears or bolts. When fighting from a worg, an eldritch goblin can direct the mount to attack and still make his or her attack normally.

With a successful dexterity check, and by foregoing any attack or other action, eldritch goblins may direct their mounts to perform the following actions while mounted: cover, deflect, fall softly, leap, and charge.

Deflect: This entails the worg being moved between the opponent and the eldritch goblin, or positioned to offer maximum cover for the eldritch goblin, while at the same time allowing the mount to avoid blows. This maneuver gives a +2 bonus to the eldritch goblin's armor class and a +1 bonus to the worg's armor class.

Cover: An eldritch goblin can drop and hang alongside his/her worg, using it as three-fourth's cover. This grants a +3 bonus to the eldritch goblin's armor class from those on the opposite side of the worg. The eldritch goblin cannot attack or be holding anything while using this ability.

Fall Softly: An eldritch goblin can avoid any damage after falling from the worg, by rolling to the side or leaping off, including when the mount itself falls.

Leap: The eldritch goblin may direct a mount to leap obstacles as part of its movement. The obstacles jumped can be no taller than 2/3 the height of the worg.

Charge: An eldritch goblin is well trained in the use of a spear. When fighting from a mount and charging, an eldritch goblin inflicts triple damage upon a successful hit when wielding a spear.

Silence: Eldritch goblins are able to move silently, despite any accoutrements they carry or wear. This ability acts the same as the spell *silence*. However, the duration is permanent, or as long the goblin wishes to be moving quietly and it does not have a radius affecting the goblin and the equipment he/she is carrying.

The Eldritch Goblins and Aihrde

The eldritch goblins were First-born Dwarves corrupted by Thorax in ancient times. He twisted them and made them hate their Dwarven brethren. He taught them a vile sorcery, and in time, their form became deformed. Too, the Eldritch Goblins saw into Thorax's memory, and there they found the secret of immortality and other dark powers. Most are evil and vicious, ever seeking to begin again the great wars between Dwarf and Goblin.

Eldritch Goblins cannot spawn their own kind without a queen. Instead, a mating of eldritch goblins results in a typical goblin ("lesser goblin"). Only a queen lays eggs from whence eldritch goblins hatch. Hundreds of years passed without a Queen, but a new queen has appeared, and the race is spreading again across Aihrde. The race worships Oglotay, the first queen, the reincarnation of Oglotay herself.

HOUNDS OF DARKNESS

NO. APPEARING: 1-2

SIZE: Large

HD: 20 (d12)

MOVE: 60 ft.

AC: 22

ATTACKS: Bite (4d8)

SPECIAL: Detect Chaos, Good, Keen Senses, Leap, Swallow Whole

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: Nil

XP: 12,550 +20

These malevolent hounds tower above the earth, standing 15-20 feet at the shoulder and weighing over 6 tons. They have broad chests and tapered waists, with wide heads, short snouts filled with fangs. Their fur is short in the summer, sometimes splotchy, falling out altogether, exposing wrinkled, reddish-pink skin. In winter months, they grow a shaggy coat of fur, usually dark red or reddish-black in color. Their eyes burn with an eldritch fire that glows in the dark, sending wisps of blue smoke rising from their heads. Their breath is a gale of fetid stink. When they walk, the world rumbles; when they leap, it shakes; and when they do battle, it quakes.

Though they are rare, the hounds are found in all climes and all terrains. They generally hunt alone, though they are occasionally found in pairs. They will eat anything and do not reason when they are hungry. If well fed, they tend to only hunt faerie creatures of all stripes, especially elves. They have a peculiar ability to sniff out creatures that are good or chaotic, both dispositions for which they have an unreasoning hatred. They never make dens, nor stop



moving. Once in a great while, they settle in a region and hunt the region over, particularly if that area has an abundance of its favorite food.

Elves have a wholly natural fear and hatred of these creatures, for they often terrorize their villages and towns. Few can tame them, but some have tried and fewer still have succeeded, most ending their days as dog meal.

Combat: The hounds have a tremendous sense of smell and keen sense not unlike a dragon's. When their prey is located, they attempt to lay in wait for it, hoping that the victims come within their leaping range so that they can pounce and devour the hapless creature. When this fails, if they are discovered for instance, they attack by charging outright, leaping and attempting to swallow their victim.

Keen Senses: A hound of darkness sees twice as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet and the scent ability. They have superior hearing as well and are able to pinpoint almost any opponent unless the target is magically hidden such as with an *invisibility* spell.

Leap: Hounds of darkness are able to make massive leaps, whether standing still or from a run. If standing still, they can leap up to 50 ft., whereas from a charge they can leap a full 75 ft. Any creatures they land upon must make a successful dexterity save or suffer a crushing blow from the creature's weight for 8d10 points of damage. A successful save negates all damage. Due to the creature's massive size, dodging is not impossible and any leap attack only has a CL of 10.

Swallow Whole: Hounds can try to swallow any medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 3d8+7 points of crushing damage per round plus 8 points of acid damage from the hound's gizzard. A swallowed creature can cut its way out by using claws or a small or tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole;

another swallowed opponent must again cut its own way out. The gizzard can hold three medium-size or six small opponents.

The Hounds of Darkness in Aihrde

Unklar first used his forges in the Klarglich, the Pit of Woe, to bring forth these fiendish beasts. The evil hounds were forged from the tortured bodies of the fey, twisted into the shapes of massive dogs. Beaten, battered and starved they became wild with rage. When at last they were released they left the pits in a rush and scattered throughout the world. In those days of the Winter Dark, they were seen in all the corners of the world, even swimming the oceans in their hunt for elven prey. It is rumored that one of these beasts slew the elven queen, Londea in the Shelves of the Mist. They were hunted by the Prince Meltowg Lothian for many years until his death. And the annals speak of three that he slew single-handed. The creatures remain though, haunting the world and elves in particular. They are driven by lingering pain from their tortured births, as much by hate. Their only purpose was to root out the high elves from their places of hiding. With the banishment of Unklar, they roam the world without a master, seeking elves to kill or a new master to follow, some few lair in dark places to abide their days in misery.

ICE ROUNDER (MUGI WORM, FLAT HEAD, OR TUOYEL)

NO. APPEARING: 1

SIZE: Large

HD: 8 (d8)

MOVE: 30 ft.

AC: 16

ATTACKS: Bite (2-12), Tail (1d6)

SPECIAL: Camouflage, Keen Senses, Rend (Roll)

SAVES: M

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 9

XP: 700+8

Ice rounder or flat head worms are long, flat creatures that are found in most cold climes. They are generally white or light gray, covered in coarse fur and are well adapted to hiding in the snowy tundra. Ideally built for travel in the deep snow, the ice rounder is a long creature, growing up to 15 feet in length. They have six thin, long double jointed legs with webbed toes. They have a broad, flat head, capped by a wide mouth, filled with discordant rows of hundreds of small, thin, razor-sharp teeth. The teeth protrude from the mouth at all angles, even beneath the creatures thin lips. Their eyes are wide, with huge bluish pupils, but they are nearly blind.

They are stationary hunters, camouflaging themselves in surrounding snow and extending their two whip

antenna out and under the snow. These appendages are 6-8 feet long and grow out from beneath the creature's chin. They resemble thin black whips and are very sensitive to ground movement or even heat variations. The ice rounder can tell the size of passing prey as well as its weight and speed. Anything that crosses over its antennae is instantly attacked.

Ice rounders are highly predacious and hunt constantly. They are rarely found in the company of other ice rounders. Their webbed feet allow them to swim which they do frequently in search of fresh hunting grounds. Their movement is the same in water as out.

Combat: As noted, ice rounders hunt through ambush. They lie in wait until some unsuspecting prey passes by; at which point they launch an attack. Using their mouths to bite and get a solid grip, they use the weight of their bodies to push the prey to the ground. If the prey struggles too much, they strike with their tail as well.

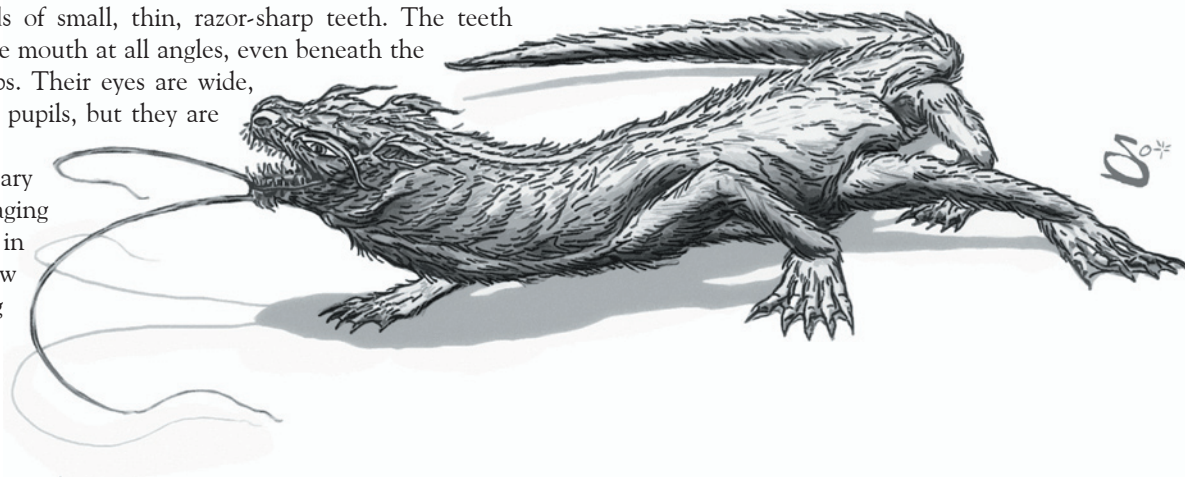
Camouflage: Ice rounders are able to blend into any snowy environment. They do so by lying still in the snow for hours, sometimes days on end. When concealing themselves, they have a +2 bonus to hide checks, and a +4 bonus to surprise rolls.

Keen Senses: An ice rounder is almost blind and has little sense of smell, but it is possessed of highly keen senses in its antennae.

Rend: If the ice rounder scores a successful hit with its bite by rolling 19 or better, he grabs an opponent his huge, teeth-filled maw and immediately begins serrating the flesh, gaining an extra 1d8 damage each round it holds on. A successful strength check (CL 6) allows the victim to break free. If the creature remains in the ice rounder's jaws, the beast does a death roll, similar to that of an alligator. The victim must make a successful dexterity check (CL 6) or the affected limb is torn off for a further 1d12 points of damage a round until the wound is bandaged.

The Ice Rounder in Aihrde

These strange creatures emerged from the Great Salt Flats after the early days of the Great Wars when Unklar had taken control of the land. They flourished for the thousand year reign becoming a complete terror to folks all over Aihrde. They now inhabit the high peaks of almost all of the world's mountain ranges. They do wander down during the cold months, hunting more tender morsels than their normal mountain fare. They are still plentiful in the Great Salt Flats.



KIMER STEPPE DEVIL

NO. APPEARING: 2-5

SIZE: Medium

HD: 4 (d8)

MOVE: 40 ft.

AC: 16

ATTACKS: Bite (1d8), 4 Claw (1)

SPECIAL: Improved Grab, Scent

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 4

XP: 80+4

The Kimer steppe devils are mammalian creatures found in many climes but preferring the open country of steppes or prairies. They are long and sleek, with a narrow neck and head. They have a beak at the end of their snout used for digging out prey from the dry rocky ground, or tearing flesh from larger prey animals. Steppe devils are six-legged creatures that stand several feet at the shoulder, about the size of an adult greyhound. Each paw is six toed and clawed, though the claws are not used as weapons, but rather for gripping moving prey while they tear at it with their powerful jaws. Their fur is short, with dark spots. They are ferocious and almost fearless animals who scavenge as much as they hunt.

Kimer are normally pack creatures, usually traveling in packs of 2-5, though sometimes 1-2 pups are found with the pack as well. When a Kimer pack locates a good area for hunting, usually along a well traveled road, near ready sources of prey like farms or where

herd animals graze they dig elaborate dens. Dens are usually dug into the earth, under an overhang, etc. The Kimer drag prey back to the den where they rend it into pieces, dragging chunks down into the hole. Any treasure found is usually littered around the mouth of the den.

Combat: When a suitable prey is located, the steppe devil charges the victim, leaping onto its back and attempting to latch on, each claw that hits dealing 1 point of damage. Once the creature has a firm hold of three claws or more, it bites any exposed flesh, trying for the head or neck.

Improved Grab: When a steppe devil successfully strikes with three of its claws, it successfully latches onto the prey. In the following round, and any round the creature hangs on, the steppe devil has a +2 to hit with its bite. A successful strength check (CL 4 + the number of successful claw attacks) dislodges the creature. The kimer continues to try to latch on with any claw attacks it may have missed.

The Kimer Steppe Devil in Aihirde

Steppe devils are found mostly in the open savannah to the east of New Aenoch. They range as far north as the Frozen Salt Flats, and far to the east. However, during the long reign of Unklar, they were occasionally used as mounts and dogs by halflings. The Kimer clan was the first to tame these beasts and use them in battle. Since the fall of Unklar, they have spread their range into the Cradle of the World, reaching as far as the Inner Sea. Some are still used by those halflings who have retained their nomadic lifestyles. They are expensive to purchase and hard to train. Usually pups bring several hundred gold on the open market and a trained mount upwards to a thousand.



Coming Soon

Monsters of Aihirde IV

Eshchl, Io-Topek (Ape-Men), Lore Drake, Mogrl(the Iron Bound),
Sarab Pool