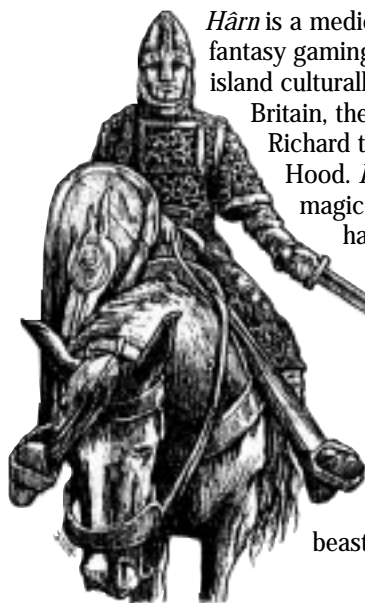


THE SETTING



Hârn is a medieval world designed for fantasy gaming. The setting is a large island culturally like 12th Century Britain, the Age of Chivalry, Richard the Lionheart, and Robin Hood. *Hârn* is magic-rare, not magic-weak; powerful mages have a hand in many "natural" events. Despite small pockets of civilization, *Hârn* is a wild land that conceals strange ruins, wild barbarian tribes, and terrifying beasts.

LEVEL OF PLAY (5th to 15th)

Nasty, Brutish and Short (hereafter *NB&S*) is intended for a group of characters in the d20 system ranging from 5th to 15th Level. The six adventures within are rated in difficulty, from Low to Very High. These ratings are subjective, but can be used to modify the scenarios to reflect the experience of players.

Character Races

Hârn's races are rich and varied. They are given only a brief mention here to help with d20 character creation.

HUMANS: The most populous race on *Hârn*, humans can be found everywhere, from the extensive wilderness forests and mountains, to the thousands of manors that dot the countryside, to the urbanized cities of the major kingdoms. Human characters offer the widest range of possibilities and make the most interesting and diverse Player-Characters.

DWARVES: The dwarves of *Hârn* are called the *Khuzdul*. They reside in a heavily fortified, subterranean mountain kingdom called *Azadmere*, and seldom travel to human lands. The *Khuzdul* have a burning hatred for the *gargun*. This animosity often lures them from their secure fortresses into the realm of adventure.

ELVES: *Hârn*ic elves are called the *Sindarin*. They reside in the elven kingdom of *Evael* located within the pristine *Shava Forest*, but a few elves can be found anywhere in search of adventure. Unless they meet with violent death, or magical disease, a *Hârn*ic elf lives forever (or at least for a very long time).

HALF-ELVES: The human/elf crossbreed is rare on *Hârn*. Half-elves are mortal, but have a slightly extended natural life span over their human cousins. Unlike most half-breeds, they are often welcome in both human and elven settlements, enjoying a relative sense of freedom.

HALFLINGS, GNOMES, & HALF-ORCS: These races do not exist on *Hârn* although there are legends of them in ages past. Adding a few isolated communities of Halflings or Gnomes to a GM's personal *Hârn* is fine, but half-orcs should be avoided. *Hârn*ic orcs are unable to breed with other races. However, *Ilvir*, one of ten major deities, could easily create an *Ivashu* that resembled a half-orc, or anything else for that matter.

Character Classes

All d20 character classes exist on *Hârn*.

ROGUES abound in cities, as do FIGHTERS and PALADINS at manned castles and keeps. BARBARIANS and DRUIDS tend to live in the less settled lands, while BARDS and CLERICS are easily placed wherever the story happens to unfold.

Powerful WIZARDS and SORCERERS can be found anywhere on *Hârn*, especially on or near the island of *Melderyn* which is known as the Wizard's Isle. The main antagonist for players in *NB&S* is a *Gray Mage*, a very powerful Wizard indeed.

MONKS with neutral or evil alignment can be priests of *Naveh*. Otherwise, clerical orders associated with a fighting order, especially *Agrikan* orders, often have temples where unarmed combat is stressed.

Money

The silver penny (d) is the base currency on *Hârn*. One penny (1d) is the daily wage for menial labor, although skilled artisans like weaponcrafters can earn as much as 6d per day.

4 farthings	= 1 penny	1d
12 pennies	= 1 shilling	12d
20 shillings	= 1 pound	240d

The farthing is a silver penny literally divided into four quarters. The shilling and the pound are not actual coins, but rather names given to **quantities** of pennies.

The dwarves mint a gold coin, called the *Khuzan Crown*, worth an amazing 320d. Since this is roughly one year's pay for most *Hârn*ians the Crown is very rare. Most folk have never seen one.

NOTE: For a detailed price list of goods and services, and economic information such as average incomes by occupation, see our publication *HârnWorld*. Our website www.columbiagames.com also has extensive support material.

MAGIC

All d20 magic will function normally on *Hâr*, where arcana tends to be subtle and powerful, but rare. Magic-users belong to one or more convocations of the *Shek-Pvar*. The equivalent convocation to the d20 School of Magic is detailed below:

Convocation d20 School of Magic

<i>Lyahvi</i>	Illusion
<i>Peleahn</i>	Evocation
<i>Jmorvi</i>	Transmutation
<i>Fyvria</i>	Abjuration, Necromancy
<i>Odivshe</i>	Conjuration
<i>Savorya</i>	Enchantment, Divination

NOTE: *Shek Pvar* convocations have more extensive affinities than shown; *Fyvria*, for example, is a school with affinity for all living things. Also, some GM spells may not fall readily into the *Shek-Pvar* Convocations. *HârMaster Magic* is the best guide to these and all arcane matters.

Spells

Several spells listed in *NB&S* require conversion and clarification for the d20 magic system as follows. The page reference where the spell is located is listed [page #].

VII NEUTRAL SPELL [*Fana* 3]

Use *Arcane Lock*, level 5, as a ward spell.

TONGUE OF GWADIRA [*Ejatus* 7]

TYPE: Enchantment.
LEVEL: Sor/Wiz 7.
COMPONENTS: V, S.
CASTING TIME: 1 action.
RANGE: Close 25 feet + 5ft./level.
TARGET: One humanoid of medium size or smaller.
DURATION: Indefinite.
SAVING THROW: Will negates.
SPELL RESISTANCE: Yes.

Makes religiously inclined victims transfer their devotion for a deity to the caster. The victim gets a Will save upon the casting of the spell. If they resist, then they can not be affected by the same spell from the same caster for one day. Those who succumb to the spell's effects are called "pawns" and will carry out the caster's wishes to the best of their ability. The caster can have a total number of pawns equal their level at any one time. The spell can be resisted whenever the pawn is subjected to another spell or enchantment that causes "compulsion" (such as Dominate Person), allowing them another Will save. If that save roll fails, the spell stays in effect until another compulsion spell or enchantment is cast upon them. Victims making their Will save break the bonds of the spell, but have little or no recollection of the time spent under its influence.

GALRA'S ENHANCEMENT [*Ejatus* 7]

TYPE: Enchantment.
LEVEL: Cler 5, Sor/Wiz 6.
COMPONENTS: V, S, F.
CASTING TIME: 1 action.
RANGE: Touch.
TARGET: Creature or person touched.
DURATION: 1 month/level.
SAVING THROW: Will negates (harmless).
SPELL RESISTANCE: Yes.

Spell allows creatures or persons affected to tap into their magical potential if they have Wisdom 13 or more. Such characters **automatically** gain the ability to cast spells at SORCERER level 1 until the spell terminates. Affected characters have the **option** to accept SORCERER as a preferred multi-class while the spell remains in effect. This has two key effects: 1) SORCERER levels gained become permanent; 2) Multi-class XP penalties take effect immediately, but are not retroactive.

Percentile Conversions

There are several instances where a percentile base-chance or modifier is given within the text of *NB&S*. There are two options that a GM can take when using the d20 system. The simplest method, when a percent chance is given, is to make a d100 roll. For example, on *Korego* 7, there is a 20% chance for the PCs to retrace their steps if they hail from *Tashal*. Simply making the d100 roll as written is easiest. For modifiers, especially to PC actions, make each 5% listed in the book equal 1 point on a d20 roll. Hence, if a player needs to make a roll modified by -10% in the text, they would suffer a -2 modifier using the d20 system.

Lock Ratings

Hâr interior maps contain "lock ratings" rated 1-10. These have the following d20 equivalents:

Lock Rating	d20 Difficulty Class
1	18
2	20 (simple lock)
3	22
4	25 (average lock)
5	28
6	30 (good lock)
7	32
8	35 (difficult lock)
9	38
10	40 (amazing lock)

CHARACTERS & CREATURES

d20 statistics for *Hârn* orcs are given here. Abilities are derived from *HârnMaster*. GMs may add items or weapons to equipment as desired.

GARGUN

There are five sub-species of *Hârn* orcs. Stats given are for level three (3) warriors.

GARGU-ARAK (*Small/Streaked Orc*)

The smallest and lightest of the *gargun*, the Araki have streaky brown or tawny fur and average three feet in height. They like to be semi-nomadic, but often find themselves enslaved by *Gargu-khanu* tribes.

ARAKI WARRIOR: SZ S (humanoid), Alignment NE, CR 0.5, Init +0, HD 3d8 (12 hp), Speed 30.

Abilities: Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 8.

Armor: AC 15 (+1 size, hide, buckler).

Attack: Shortbow +4 (1d6), Blowgun +3 (1d4), *Mankar* +3 (1d6).

Face: 5ft x 5ft. **Reach:** 5ft.

Save: Fort +2, Ref +3, Wil +0.

Skills: Climb +4, Hide +4, Listen +5, Move Silently +6, Spot +7, Wilderness Lore +4.

Feats: Alertness, Weapon Focus (Shortbow).

Special: Darkvision 60ft.

GARGU-KYANI (*White Orc*)

The second smallest of the *gargun*, the white orcs average 3' 10" with pale brown to off-white coloring. They are the most structured and "intelligent" of the *gargun* and keep animals, such as wolves and dogs, as pets. The *Kyani* prefer high alpine regions and are well adapted to winter temperatures and extensive snowfields.

KYANI WARRIOR: SZ S (humanoid), Alignment LE, CR 0.5, Init +0, HD 3d8 (12 hp), Speed 30.

Abilities: Str 11, Dex 11, Con 11, Int 11, Wis 11, Cha 9.

Armor: AC 15 (+1 size, hide, buckler).

Attack: *Mankar* +4 (1d6), Shortbow +3 (1d6).

Face: 5ft x 5ft. **Reach:** 5ft.

Save: Fort +3, Ref +1, Wil +0.

Skills: Climb +8, Hide +6, Listen +5, Move Silently +4, Spot +5, Wilderness Lore +5.

Feats: Alertness, Weapon Focus (*Mankar*).

Special: Darkvision 60ft.

GARGU-HYEKA (*Common/Brown Orc*)

The *Hyeka* are encountered all over *Hârn*. They average just under 4 feet in height and their fur ranges from black to auburn in color. *Hyeka* are the best *gargun* engineers and constantly modify and expand their cavern dwellings to suit their needs.

HYEKA WARRIOR: SZ S (humanoid), Alignment LE, CR 0.5, Init +0, HD 3d8 (12 hp), Speed 30.

Abilities: Str 11, Dex 11, Con 11, Int 11, Wis 11, Cha 8.

Armor: AC16 (+1 size, scale mail, buckler).

Attack: *Mankar* +4 (1d6), Shortbow +3 (1d6).

Face: 5ft x 5ft. **Reach:** 5ft.

Save: Fort +4, Ref +1, Wil +0.

Skills: Climb +4, Hide +3, Move Silently +4, Stonemasonry +6, Listen +5, Spot +5, Wilderness Lore +3.

Feats: Alertness, Skill Focus (Stonemasonry), Weapon Focus (*Mankar*).

Special: Darkvision 60ft.

GARGU-VIASAL (*Red Orc*)

The most cannibalistic sub-species, the *Viasal* devour their dead unless the death was caused by some form of "illness". They are extremely aggressive, second only to the formidable *Gargu-khanu*. *Viasal* average four feet in height and are auburn to red in color.

VIASAL WARRIOR: SZ S (humanoid), Alignment CE, CR 0.5, Init +0, HD 3d8+3 (15 hp), Speed 30.

Abilities: Str 12, Dex 11, Con 12, Int 13, Wis 7, Cha 8.

Armor: AC 16 (+1 size, studded leather, large wooden shield).

Attack: *Mang* +4 (1d8+1), Shortbow +3 (1d6).

Face: 5ft x 5ft. **Reach:** 5ft.

Save: Fort +5, Ref +2, Wil +1.

Skills: Climb +4, Hide +3, Listen +5, Move Silently +4, Spot +5, Wilderness Lore +3.

Feats: Alertness, Weapon Focus (*Mang*), Rage (2x/day).

Special: Darkvision 60ft.

GARGU-KHANU (*Great or Black Orc*)

The largest, strongest, and most brutish of *gargun*, the black orcs average a height of 4'2" and have dark brown or black fur. They are the warrior elite of the *gargun* and often subjugate the other species.

KHANU WARRIOR: SZ M (humanoid), Alignment CE, CR 1, Init +0, HD 3d8+3 (15 hp), Speed 30.

Abilities: Str 13, Dex 11, Con 13, Int 11, Wis 13, Cha 9.

Armor: AC 17 (+1 natural toughness, scale mail, large wooden shield).

Attack: *Mang* +4 (1d8+1), Shortbow +3 (1d6).

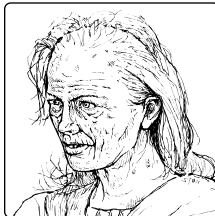
Face: 5ft x 5ft. **Reach:** 5ft.

Save: Fort +6, Ref +1, Wil +0.

Skills: Climb +4, Listen +5, Move Silently +4, Spot +7, Wilderness Lore +3.

Feats: Alertness, Weapon Focus (*Mang*), Rage (2x/day).

Special: Darkvision 60ft.



Dyalne of Dulye

A 112 year old renegade *Gray Mage* from *Melderyn* who plans to recreate the empire of *Lothrim the Foulspawner*. She is far from mad and is an extremely powerful adversary. GMs are advised to keep Dyalne in the

background for as long as possible.

HUMAN: Wizard 15 (Gray Mage)

CR 17, Alignment LE, Size M, Init +1 (dex), HP 76, Speed 30.

Abilities: Str 11 (0), Dex 13 (+1), Con 15 (+2), Int 17 (+3), Wis 17 (+3), Cha 12 (+1).

Armor: AC 19 (+1 Dex, +2 Leather, +4 Ring of Protection).

Attack: Melee +7/+2. **Ranged:** +8/+3.

Save: Fort +7, Ref +6, Will +12.

Skills: Alchemy +18, Concentration +20, Knowledge (History) +18, Knowledge (Arcana) +21, Sense Motive +7, Scry +17, Spellcraft +21, Wilderness Lore +4.

Feats: Brew Potion, Combat Casting, Craft Wondrous Item, Empower Spell, Forge Ring, Heighten Spell, Maximize Spell, Scribe Scroll, Silent Spell, Still Spell.

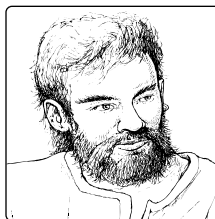
Equipment: +2 Leather armor, +3 Quarterstaff (1d6+3), Spellbook x 3, +4 Ring of Protection, Spell Components, Various Magical Items and Artifacts (GM discretion).

Spells Known: all/8/7/5/5/4/4/6.

Spells/day: 4/5/5/5/4/4/3/2.

Grindin Dyrak

A dwarven smith hoping to win back the mines of *Fana* for his clan. He is amiable and friendly as dwarves go, and can be used as an ally for the PCs beyond the adventure "*The Last Worst Hope*" where he appears.



DWARF: Fighter 6

CR 5, Alignment LG, Size M, Init +5 (+4 improved initiative, +1 dex),

HP 58, Speed 20.

Abilities: Str 15 (+2), Dex 13 (+1), Con 16 (+3), Int 10 (0), Wis 10 (0), Cha 16 (+3).

Armor: AC 21 (+1 Dex, +2 Chain shirt, +2 Small steel shield).

Attack: Melee +8/+3. **Ranged:** +7/+2.

Save: Fort +10, Ref +3, Will +4.

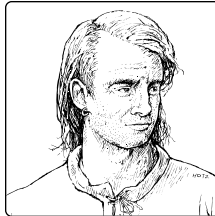
Skills: Appraise +2, Climb +5.

Crafts: Weaponsmith +5, Diplomacy +4, Handle Animal +1.

Feats: Blind-Fight, Dodge, Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack.

Special: Darkvision 60', Stonecunning.

Equipment: +2 Chain shirt, +2 Small steel shield, +1 Battleaxe (1d8+3), +1 light crossbow (1d8+2), 30 bolts.



Dernil of Hort

An ex-scout for a *Thardic Legion*, Dernil has been carrying out sinister trade with the *gargun* of *Korego*. He is a dangerous adversary, but uses his wits in situations that may prove beyond his fighting prowess.

HUMAN: Ranger 10/Rogue 2

CR 10, Alignment NE, Size M, Init +6 (+4 improved initiative, +2 dex), HP 84, Speed 30.

Abilities: Str 14 (+2), Dex 15 (+2), Con 13 (+1), Int 11 (+0), Wis 14 (+2), Cha 15 (+2).

Armor: AC 19 (+2 Dex, +1 studded leather, +2 buckler).

Attack: Melee +13/+8/+3. **Ranged:** +13/+8/+3.

Save: Fort +8, Ref +8, Will +5.

Skills: Bluff +10, Climb +13, Handle Animal +8, Jump +12, Move Silently +12, Ride +10, Sense Motive +10, Spot +12, Tumble +8.

Feats: Alertness, Combat Reflexes, Dodge, Mobility, Improved Initiative, Run, Track.

Special: Evasion, Favored Enemies (humans +3, orcs +2, *ivashu* +1), Sneak Attack (1d6), Two-Weapon Fighting.

Spells/day: 0/2/2.

Equipment: +1 Studded leather armor, +2 Buckler, +1 Longsword (1d8+4), +2 Longbow, 20 normal arrows, various weapons and armor for trade (GM discretion).

Mercenary Legionnaires

Five ex-legionnaires, loyal to Dernil as long as he can pay them for their services. They make a good wage working for their treacherous leader and have no moral qualms when it comes to dealing with the *gargun*.

HUMAN: Fighter 5

CR 4, Alignment LE, Size M, Init +5 (+4 improved initiative), HP 41, 43, 44, 46, 44, Speed 30.

Abilities: Str 15 (+2), Dex 11 (0), Con 14 (+2), Int 10 (0), Wis 11 (0), Cha 11 (0).

Armor: AC17 (large steel shield, chainmail).

Attack: Melee +7. **Ranged:** +5.

Save: Fort +6, Ref +1, Will +1.

Special: Proficient with all simple and martial weapons, and all armor and shields.

Skills: Climb +5, Handle Animal +2, Jump +3, Move Silently +4, Ride +5, Spot +3.

Feats: Improved Initiative, Point Blank Shot, Power Attack.

Equipment: Chainmail armor, Large steel shield, +1 Glaive (1d10+3), Shortsword (1d6+2), Longbow (1d8+1), Arrows (20).



Cylesa the Mask

A former priestess of the *Order of Kukshin**. She is currently in *Korego*, plotting a way to escape and get revenge against Gwadir (Dyalne of Dulye). For a full write-up of Cylesa, see *Korego*.

HUMAN: Cleric 10/Rogue 4

CR 12, Alignment: LE, Size M, Init +5 (+4 improved initiative, +1 dex), HP 97, Speed 30.

Abilities: Str 13 (+1), Dex 12 (+1), Con 14 (+2), Int 17 (+3), Wis 14 (+2), Cha 12 (+1).

Armor: AC19 (+1 Dex, +2 Chainshirt, Large Wooden Shield).

Attack: Melee +11/+6. **Ranged:** +11/+6.

Save: Fort +10, Ref +8, Will +10.

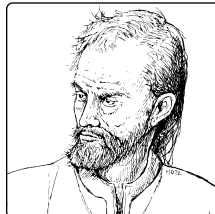
Skills: Climb +5, Concentration +8, Decipher Script +6, Diplomacy +8, Disguise +5, Escape Artist +5, Gather Information +3, Innuendo +4, Jump +5, Knowledge (Arcana) +10, Knowledge (Religion) +4, Listen +5, Move Silently +4, Scry +8, Spellcraft +4, Spot +6.

Feats: Combat Casting, Improved Critical (Dagger), Improved Initiative, Leadership, Quickdraw, Spell Focus (Enchantment).

Special: Sneak Attack +2d6, Evasion, Uncanny Dodge, Rebuke Undead.

Equipment: +2 Chain Shirt, Large wooden shield, +2 Dagger (1d4+2), +1 Mace (1d8+1), Sickle (1d6), Whip (1d2s), various magical items belonging to Dyalne/Gwadir (GM's discretion).

Spells/day: 6/6/6/4/4/3.



Jendrik of Jahl

A master of the *Lia-Kavair** from *Shiran*, searching for Cylesa the Mask, his past love. He believes her to be held captive in *Korego*, and is using the PCs to discover the truth.

HUMAN: Rogue 10 /Fighter 2

CR 10, Alignment LE, Size M, Init +6 (+4 improved initiative, +2 dex), HP 66, Speed 30.

Abilities: Str 13 (+1), Dex 15 (+2), Con 13 (+1), Int 14 (+2), Wis 10 (0), Cha 12 (+1).

Save: Fort +7, Ref +9, Will +3.

Armor: AC 22 (+2 Dex, +3 studded leather, +2 buckler).

Attack: Melee +10/+5. **Ranged:** +11/+6.

Skills: Appraise +7, Balance +12, Bluff +11, Climb +11, Diplomacy +5, Disable Device +10, Disguise +9, Escape Artist +6, Forgery +6, Gather Information +6, Handle Animal +5, Hide +12, Innuendo +6, Intimidate +7, Intuit Direction +8, Jump +9, Listen +8, Move Silently +12, Open Lock +8, Pick Pocket +6, Ride +8, Search +6, Spot +4.

Feats: Ambidexterity, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Special: Sneak Attack +5d6, Evasion, Uncanny Dodge, Defensive Roll.

Equipment: +3 Studded leather, +2 Buckler, +2 Shortsword (1d6+4), +1 Dagger (1d4+1), +1 Longbow (1d8+2), Arrows (30).

* Order of Kukshin

One of two *Agrikan* clerical orders restricted to women. The order sponsors the unique (and merciless) female fighting-order, *Crimson Dancer*. Both orders are of *Rethemi* origin, but now conduct most of their business in *Orbaal*, having been banished from *Rethem* in 701. The order's only official temple is located at *Quimen Keep* in central *Orbaal*.

* Lia Kavair

Better known as the "Thieves Guild" the *Lia-Kavair* controls a host of semi-illicit activities such as gambling and prostitution, and criminal activities such as extortion, purse-cutting, and smuggling. The guild has no official recognition, but receives tacit support from powerful groups because it tends to keep crime under control. The *Lia-Kavair* is always interested in maintaining the status-quo. Strict, if unwritten, rules prevent any segment of society from being over-victimimized. Troublesome "unguilded" criminals quietly disappear or are betrayed to the authorities for punishment. A single chapter headed by one "guildmaster" usually dominates in any one town. The guild will rarely intervene to free or defend a member who has been caught, nor would such intervention be effective with most governments. The cardinal rule is never get caught.

KARZAK THE GHOST

A dwarven ghost that haunts the catacombs of *Fana*.

DWARF: SZ M (undead), Alignment: LG, CR 9,
HD 7d12 (hp 45), Init +5 (+4 improved initiative, +1 dex),
Speed: fly 30ft (perfect).

Abilities: Str 16, Dex 12, Con --, Int 15, Wis 13, Cha 11.

Armor: AC 17 (+1 dex, +6 ethereal chainmail).

Attack: Incorporeal Touch (1d4), +3 Ethereal Battleaxe.
(1d8+6).

Special Attacks: Manifestation, Corrupting Touch, Frightful
Moan, Horrific Appearance, Corrupting Gaze, Telekinesis.

Face: 5ft x 5ft. **Reach:** 5ft.

Save: Fort +5, Ref +4, Wil +7.

Skills: Hide +12, Listen +12, Search +10, Spot +10.

Feats: Combat Casting, Dodge, Improved Initiative,
Mobility, Scribe Scroll.

Special: Rejuvenation, Turn Resistance.

Spells: all/4/2/2/1, Spells/day: 2/3/2/2/1.

ADWELNA

This Ivashu is a bloated worm-like creature slowly stalks its prey to exhaustion before swallowing it whole. Victims suffer for several hours inside its gullet before the digestive enzymes cause merciful death.



ADWELNA: SZ L (aberration), Alignment N, CR 2,
HP 3d8+15 (27 hp), Init -1 (dex), Speed 10.

Abilities: Str 15, Dex 8, Con 20, Int 7, Wis 13, Cha 4.

Armor: AC 16 (-1 size, +7 natural).

Attack: Tentacle +4 (1d8+6).

Special Attacks: Multiple attack, Improved grab, Constrict,
Swallow whole.

Face: 5ft x 15ft. **Reach:** 5ft.

Save: Fort +3, Ref +3, Wil +5.

Skills: Listen +6, Spot +4.

NETERI (Water Sprite)

Neteri is one of many small water sprites called the *Elmithri* that dwell on *Hârn*.

ELMITHRI: SZ S (Fey), Alignment N, CR 1, HD 1d6 (3 hp),
Init +4 (Improved Initiative), Speed 20 (swim 30).

Abilities: Str 6, Dex 11, Con 10, Int 9, Wis 8, Cha 16.

Armor: AC 11 (+1 size).

Attack: Charm Person.

Special Qualities: Water breathing, Low light vision.

Face: 5' x 5'. **Reach:** 5'.

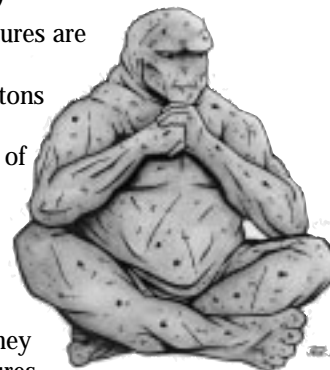
Save: Fort +0, Ref +5, Wil +3.

Skills: Animal Empathy +6, Bluff +4, Escape +4, Hide +6
(+11 in water), Listen +2.

Feats: Dodge, Improved Initiative.

HRU (Rock Giant)

These strange creatures are massive *ivashu** up to fifteen feet tall and four tons in weight. *Hru* are nocturnal. During hours of daylight they transform into a large boulder or a pile of rocks. They are found in colonies of up to forty, most often in rocky highland areas. They are fairly sociable creatures whose low-pitched rumbling conversations are very uncomfortable to the human ear. Despite their imposing stature, *Hru* are fairly passive and friendly. They will not attack unless provoked or sense hostile intent.



HRU: SZ L (aberration), Alignment NG, CR 11,
HD 8d8+120 (152 hp), Init -2 (Dex), Spd 20.

Abilities: Str 57, Dex 6, Con 40, Int 11, Wis 13, Cha 11.

Armor: AC 16 (-2 size, -2 Dex, +10 natural).

Attack: Slam +16/+11, Melee (2d8+28).

Face: 5ft x 5ft. **Reach:** 10ft.

Special Attacks: Push, Frightful Presence.

Save: Fort +23, Ref +2, Wil +4.

Skills: Listen +9, Spot +9.

Feats: Cleave, Power Attack, Sunder.

M'NOGAI (Green Slime)

A lustrous fungus that grows in damp shady locations. Although mostly dormant, the *M'Nogai* secretes an acid that rapidly converts organic material into a fermenting slurry which it then consumes. Some varieties are enchanted and immune to various types of harm.

M'NOGAI: SZ L (ooze), Alignment: N, CR 4, Init -5 (dex),
HD 4d10+10 (32 hp), Speed 0.

Abilities: Str 8, Dex 1, Con 14, Int -, Wis 1, Cha 1.

Armor: AC5 (-5 dex).

Attack: Improved Grab, Acid (40 pts damage per round).

Face: 5' x 5'. **Reach:** 5'.

Save: Fort -1, Ref -5, Wil +2.

Special: Blindsight, Damage Reduction, Regeneration.

Immunities: Poison, Sleep, Paralysis, Stunning, Cold & Fire,
Polymorphing, Flanking, and Critical Hits.

Ivashu

Enchanted creatures created by the god *Ilvir* who enjoys creating new life forms. When they die, *Ivashi* souls return to *Araka-Kalai* where they are reincarnated in a new (often different) body. Almost any conceivable type of creature has at one time or another been created by *Ilvir*, many of them strange combinations of two or three animals.

ARTIFACTS



Ring of Dominion

A silver ring of *Earthmaster** design. It is malfunctioning and has a slightly different effect than that of its original purpose. The ring **currently** allows the wearer to impose a Dominate Monster Spell (PHB p197) upon its

victims. Will saves made by the victims are at -5.

Anyone wishing to use the Ring of Dominion must have Wisdom **and** Intelligence scores of 12 or better.

The first time that the ring is used, the wearer must make a Will save DC 25 or suffer 2d6 hit points of damage as the artifact's power overcomes them. This effect happens only **once** per wearer, although this fact is not common knowledge.

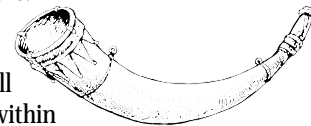
Caster Level: Special (*Earthmaster* Artifact).

Prerequisites: Forge Ring, Dominate Person, Dominate Monster, Empower Spell Metamagic Feat, Spell Penetration Feat, Heighten Spell Feat.

Horn of Kergis

A horn which, when blown, instills enemies with fear and gives allies perfect morale.

All enemies within 200 yards suffer from an empowered Cause Fear Spell (PHB p182) while all allies within 200 yards gain an enhanced version of Bless (PHB p180):



CAUSE FEAR: creatures with **8 (eight)** or more Hit Dice are immune to the effects.

BLESS: allies gain a morale bonus of +2 on attack rolls and a morale bonus of +2 on saving throws against fear effects.

Charges: 5, Weight: 1lb.

Caster Level: 10th.

Prerequisites: Craft Wondrous Item, Cause Fear, Bless, Empower Spell Metamagic Feat, Heighten Spell Metamagic Feat.

* The Earthmasters

Legends tell of an empire that flourished on *Hârn* 15,000 to 20,000 years ago, ruled by creatures who could travel vast distances instantaneously, change the weather, and control the minds of lesser creatures. Scattered across the island are mysterious ruins of these Ancients. Although above-ground remains tend to be poorly preserved, most *Earthmaster* sites have extensive, well-crafted underground chambers and tunnels. One legend describes the lost, *Earthmaster* city of *Lahr-Darin*, said to exist beneath some mountain on *Hârn*.

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D20 SYSTEM

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