# DRAGON LORE

# **The Thousand Maw**



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# **The Thousand Maw**

Author Joshua Stevens

Editor Gary Wegley

Cover Artist

Tom Tullis

Interior Artist Andy Taylor

> Publisher Tom Tullis

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They came in the moonless night, rushing down from the Broken Hills to raid and slaughter. The eerie beating of drums began at sundown, carried to our terrified ears on the night wind. Little did we know that those drums would be our dirge. We thought ourselves safe, for we never entered their hills and we lived quietly in our vale. In the dead of night, they sprang up from seemingly everywhere. Borne atop crawling beasts, they burned everything in their wake. Looking over my shoulder as I ran, it was as if the village had been crushed beneath a tidal wave of fire. I could hear the screams as they put the men to the axe . . . the vile orcs had even started eating their flesh before they were dead! As quickly as they came, they were gone, slinking back into their stony hills. Oh Gods preserve me, for the Thousand Maw have butchered all that I loved.

-- The account of the Last Midwife of Ganth.

# SCOURGE OF THE BROKEN HILLS

Long the undisputed lords of the Broken Hills and surrounding plains, the Tribe of the Thousand Maw has ruled the region with an iron fist for nigh on fifty years and counting. Coming from seemingly nowhere, or perhaps rising from the bowels of the earth below the Broken Hills, the Thousand Maw slaughtered the other orc tribes that previously inhabited the area. Pouring from the various caves that mark the region, riding atop monstrous centipedes that trampled all before them, their numbers were seemingly limitless. In those early bloody days, they crushed everything with a combination of fire, fear, and violent bloodshed. Now, the Broken Hills are inhabited by few but their howling horde, leaving the Thousand Maw to practice their black rites of worship and raid the surrounding countryside with impunity.

Now, though the Broken Hills themselves are god-forsaken and shunned by all but the Maw, the surrounding lands are fertile and want for settling. After the razing of Ganth several years ago, however, no one has been bold enough to stay anywhere near the Broken Hills for longer than a fortnight. Following the inscrutable clicks and dark will of their pale insectoid god with a cultlike fervor, the Thousand Maw range from their hills ever farther each season to spread death and havoc. It is said that the Maw never take prisoners, and many midwives know to slit the throats of any babe left in their care should the Maw come calling, as prisoners are nothing more than food.

For good reason, death is considered a far more merciful fate than being carried off into the night on the back of a massive centipede, as foul orcs cut pieces of your flesh from your bones to sate their hunger on the journey home.

# SAVAGES OF A BYGONE AGE

Orcs by their very nature are fearsome, brutish creatures who revel in dealing death. Regardless, the orcs of today exist as weaker, diluted strains of their ancestors, descendants of the fierce boar. The members of the Thousand Maw are Neolithic throwbacks to their porcine ancestors, breeding in isolation for millennia and thus their blood runs closer to boars than modern-day orcs.

Nearly a half foot taller than their more evolved kin, and laden in sinewy muscle that extends from their feet to their jutting brows, the members of the Thousand Maw are covered in light patchy hair over their entire bodies. Their tusks are promi-



nent and sharpened at the ends, and members of the tribe often file their teeth into jagged points, making both excellent tools for rending flesh. Each member adorns his or her body with a variety of unique piercings and bears their battle scars proudly. As a sign of devotion to their God and tribe, each member also bears a strange tattoo on either their chest or arm of a large white centipede, scorched into their flesh with a brand. With blood-red eyes lined in thick kohl to protect against the rays of the sun, and bodies painted in the charnel ash and stink of the burned corpses of their fallen enemies, the Thousand Maw are terrifying to behold.

Surviving as they have into the present age, the Maw have learned metalworking, but this is the extent of their technology. Pragmatic survivalists above all else, the Maw see their foes merely as sources of food, and freely consume their enemies post-battle. Instead of metal armor, the Maw wear bits of fur and pieces of centipede exoskeleton, keeping them in tune with their more feral roots. The Maw know nothing of civility and respect only those things that are more terrible than themselves. The modern orc Gods are completely foreign to them, and they consider all other orcs to be feeble heathens whose weakness stems from the worship of impotent Gods. Instead, the Maw worship forces of nature and forgotten pagan beings, seeing their avatars manifest in the forms of ferocious predators. As such, strength and the ability





to slaughter one's enemies are the only currency of any value to the Maw.

# LIFE AMONG THE THOUSAND

Perhaps it is this belief in the survival of the fiercest that has led the Thousand Maw into the worship of Kurzna-Magaa, a massive albino centipede rumored to possess many strange and eldritch powers. Known alternatively to the Maw as the Dread Mother, the Many-Legged God, and the mighty Crawler in the Dirt, Kurzna-Magaa represents the living embodiment of the Maw's god of death. Coming under her sway when they first arrived in the Broken Hills, the Maw were awe-struck by her power, size, and the sheer ease with which she consumed their mightiest warriors. From the moment of that first terrifying introduction, the Maw have been her faithful servants. Her many hundreds of venomous children, centipedes of varying sizes depending upon their age, are blessed creatures to the Maw and are also objects of veneration themselves. These Children of the Many-Legged God serve as companions, guards, sources of food and armor, and mounts to the zealous orcs, who see the Children as their only true equals.

Accordingly, the Maw view themselves each as individual legs and mouths of their insectoid god, taking their namesake from Kurzna-Magaa's likeness. Each believes they exist only to carry out her will, much as her hundreds of legs serve only to carry her forth. At the lower levels of their society, the individual is completely unimportant to the Maw, and all things must be done for the glory of the tribe. Honor is earned only in battle and service to the Maw, and a good life is marked by slaying one's enemies, distinguishing oneself in battle, and bearing many warrior children to keep the tribe strong. Through distinguishing oneself in battle, one rises in status and thereby comes closer to the Many-Legged God. Any other pursuit is heresy, punishable by sacrifice to the Crawler. Cowards and heretics are thus flung into the God's Bowl (see below), and fed to the Crawler's children. Much as the Maw eat the Crawler's weakest children for sustenance, so too do the Crawler's children devour those among the Maw unworthy of basking in the Crawler's greatness.

It is widely believed that orcs are handicapped by their propensity to turn on one another, which prevents them from achieving any lasting military foothold in a region. The Maw are then unique among their kind, in that they have banded together tightly and hate all outsiders equally. Violence amongst members of the tribe is thus fairly uncommon, and is usually limited towards culling the weak from the breeding stock, or challenging one's superiors to death matches at opportune times to increase one's standing. By defeating one's superior, an orc replaces them, thus furthering the Maw's creed that only the strongest shall remain. This degree of organization and basic concern for the common betterment is unknown among orcs of other tribes, and is the main reason why the Thousand Maw (aside from their numbers and ferocity) have risen to control the Broken Hills for the past fifty years.

# HILLS OF SHORN AND BLACKENED STONE

Jutting from dark soil like rows of chipped teeth, comprised largely of hardscrabble and pebbles, the Broken Hills have long been a foreboding locale. Only the hardiest creatures survive in this span of desolate hills, which mark the otherwise verdant



plains like a black eye on a courtesan's face. Legends abound that the hills were once as fertile and pristine as their surroundings, but were blasted to flesh-scraping rubble millennia ago by dark sorcery, shearing them in twain and earning the place its name. Pockmarked throughout with interconnecting caves and tunnels, the Broken Hills moan loudly in the wind, as if the voices of those slaughtered by the Maw forever sing on in an unending, lonely refrain.

The Thousand Maw have carefully mapped the miles of caves that perforate the Broken Hills, and have trapped many of them with deadfalls, spiked pits, and centipedes laying in wait. The Maw know the passages better than anyone else, and frequently use guerilla tactics to wreak havoc on their foes whenever their home is invaded. In the deeper caverns, large streams flow into several natural cisterns, which serve as home to several varieties of fish and provide both clean drinking water and an effective means of sanitation. The watercourse beneath the hills flows on for some distance, eventually filling Lake Elsifer several miles away.

# THE GOD'S BOWL

At the perfect geographic center of the Broken Hills, lined by natural rises and overlooking caves, sits a great well chiseled from granite. The stone is completely foreign to the area, and must have been imported from elsewhere. Its original purpose lost to the mists of time, the well is lined by stone daises carved with queer symbols and runes, and the well itself is surrounded by a large pentagram cut deeply into one long continuous rut around the well. Black iron cauldrons filled with oil and lit with foul-smelling flames sit at each point of the pentagram. The well opening itself is more than 50 feet in diameter, and spills downward into a yawning darkness with seemingly no bottom. This is the God's Bowl, and this is where Kurzna-Magaa dwells atop a writhing mass of her children, warming them until they are large enough to crawl forth from the well on their own. Under the absent light of each new moon, the Thousand Maw circle the well in their great numbers on their knees, bowing before the Crawler's might. Each of the five Doomsounder Generals ring the pentagram and beat their terrible drums to awaken the Many-Legged God, whilst their Witchwoman speaks in tongues and calls forth the Crawler to seek her succor. Those prisoners who have not yet been consumed are butchered on the daises, and their blood runs into the pentagram for the Crawler to drink when she rises.

# LEGS AND TEETH OF THE CRAWLER: THE THOUSAND AND THE AXEMEN

Each member of the Tribe is raised to be a warrior from birth, as One of the Thousand. The Thousand are savage and brutal, and are used as front line fodder in any conflict. Armed with spears and soft chitin armor, the Thousand often wear their hair long and braid it with small bones and other fetishes. The Thousand typically strike with lit torches first, attempting to burn their enemies out before falling on them with their spears. Each member of this unseemly horde longs to prove themselves in battle, and one day become an Axeman.

The Axemen are drawn from the ranks of the Thousand. When a member of the Thousand performs some noteworthy act, they are given the right to raise challenge to become one of the Axe-



men. If the challenging orc can beat four of his comrades in armed combat to the death, he or she is awarded a magical battleaxe, a steel shield with an emblazoned centipede and a suit of hardplate chitin armor, and becomes a member of the Axemen. The Axemen are the honor guard of the Maw, serving as shock troops and given special tasks to perform. Many Axemen ritualistically rip their hair out, to prevent enemies from latching onto it in battle.

# ONE OF ONE THOUSAND (ORC SAVAGE) CR 2 XP 600

Orc warrior 4 CE Medium humanoid **Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception -1

# Defense

**AC** 14, touch 10, flat-footed 14 (+4 armor) **hp** 26 (4d10+4) **Fort** +5, **Ref** +1, **Will** +0 **Defensive Abilities** ferocity

# OFFENSE

**Speed** 30 ft. **Melee** spear +8 (1d8+6/x3 plus poison) **Ranged** spear +4 (1d8+4/x3 plus poison)

# **STATISTICS**

Str 18, Dex 11, Con 12, Int 7, Wis 8, Cha 6 Base Atk +4; CMB +8; CMD 18 Feats Mounted Combat, Power Attack Skills Intimidate +2, Ride (giant centipede) +4 Languages Common, Orc

# ECOLOGY

**Environment** Broken Hills or underground beneath Broken Hills **Organization** solitary, gang (2-4), squad (11-20), or warband (30-250, plus 1 axeman per 5 savages, and 1 doomsounder general per 200-250 savages) **Treasure** NPC gear (soft chitin armor, 3 spears\*, other treasure)

\*These spears are coated in giant centipede poison - Fort DC 13, 1 rd. for 6 rds., 1d3 Dex damage, 1 save.

# TACTICS

Members of the Thousand are wild, surrounding their enemies and attacking en masse. From the backs of their centipede mounts, they pepper their opponents with hurled spears before closing in to stab their foes to death. Easily distracted, the Thousand will often fall onto their slain enemies and will begin devouring their flesh in the very midst of battle. Taught to live only for the glory of the Maw, members of the Thousand engaged in battle always fight to the death.

# ORC AXEMAN

**CR4** 

XP 1,200 Orc barbarian 4 CE Medium humanoid **Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

# DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +7 armor, +2 shield) hp 34 (4d12+8) Fort +6, Ref +3, Will +1 Defensive Abilities ferocity, uncanny dodge

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#### OFFENSE

Speed 20 ft. Melee +1 battleaxe +9 (1d8+5/x3 plus poison) Special Attacks rage (12 rds.), rage powers (2) [mighty swing, unexpected strike]

#### **STATISTICS**

Str 18, Dex 14, Con 14, Int 8, Wis 10, Cha 6
Base Atk +4; CMB +8; CMD 20
Feats Mounted Combat, Power Attack
Skills Intimidate +2, Perception +3, Ride (giant centipede) +1
Languages Common, Orc
SQ fast movement, trap sense +1

# ECOLOGY

**Environment** Broken Hills or underground beneath Broken Hills

**Organization** solitary, gang (2-4), or warband (30-250 orc savages, plus 1 axeman per 5 savages, and 1 doomsounder general per 200-250 savages) **Treasure** NPC gear, hardplate chitin armor, heavy steel shield, +1 battleaxe\*, other treasure \*Coated in giant centipede poison - Fort DC 13, 1

rd. for 6 rds., 1d3 Dex damage, 1 save.

#### TACTICS

Smarter and more cautious than the Thousand, the Axemen prefer to wait in reserve and strike in a second wave after the Thousand have softened up their targets. Wading into battle, the Axemen fly into a rage and use their battleaxes to cleave through their enemies. Axemen typically move on from opponents affected by the poison on their axes, as members of the Thousand stream from behind and finish them off. If engaged in oneon-one battle, Axemen will fight to the death as a matter of honor. If facing multiple opponents or bad odds, Axemen will withdraw if possible.



THE CRAWLER'S CHAMPIONS:

#### **ORC DOOMSOUNDER GENERAL**

From the Axemen, the five fiercest and most violent are chosen to lead the horde. Allowed to drink a small amount of Kurzna-Magaa's black bile, the Axemen are transformed into hulking brutes that are terrors on the battlefield. As the Crawler's chosen, the Doomsounder Generals are gifted with grisly drums crafted from femurs and centipede flesh drawn tight with sinew. Pounding their great mauls against their gruesome drums, the Doomsounders are allowed the privilege of stirring their god from her slumber each month. There may only be five such Doomsounder Generals at any given time, and any member of the Axemen may challenge for the position in one-on-one combat to the death. The Doomsounders hold their positions largely through fear and the weight of their



reputations, and answer only to the Witchwoman herself. Each Doomsounder General leads approximately 200 to 250 members of the Thousand, and roughly 50 to 60 Axemen under their banner.

# ORC DOOMSOUNDER GENERAL CR 8 XP 4,800

Orc barbarian 5/fighter 3 CE Medium humanoid **Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +8

# DEFENSE

**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 armor) **hp** 64 (5d12+10+3d10+6) **Fort** +9, **Ref** +3, **Will** +2

**Defensive Abilities** armor training 1, bravery +1, ferocity, improved uncanny dodge, trap sense +1

# OFFENSE

Speed 20 ft.

Melee +1 maul +14 (1d10+8/x2 plus poison) Special Attacks rage (20 rds.), rage powers (2) [animal fury (gore with sharpened tusks), mighty swing]

# **STATISTICS**

**Str** 21, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 6 **Base Atk** +8; **CMB** +13; **CMD** 24

**Feats** Cleave, Great Cleave, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack **Skills** Intimidate +6, Perception +8, Ride (giant centipede) +7

Languages Common, Orc SQ fast movement

# ECOLOGY

**Environment** Broken Hills or underground beneath Broken Hills **Organization** solitary, or warband (30-250 orc savages, plus 1 axeman per 5 savages, and 1 doomsounder general per 200-250 savages)

**Treasure** NPC gear, +1 hardplate chitin armor, +1 maul\* (treat as greatclub), drums of panic (members of the Thousand Maw are immune), other treasure

\*Coated in titan centipede poison - Fort DC 20, 1 rd. for 6 rds., 1d6 Dex damage, 2 saves.

# TACTICS

The Doomsounders beat their drums to aid their armies, striking fear into their enemies' hearts before wading into battle. Doomsounders prefer to focus on important targets, and pursue them until dead. Utilizing their maul, power attack, and rage (animal fury) ability with reckless abandon, Doomsounders love nothing more than to mash their enemies into pulp. If grievously wounded,





Doomsounders will withdraw and send their hordes to overwhelm their foes, if they cannot defeat them in single combat. Withdrawing from battle in this way inevitably leads to a challenge from one of the Axemen after the battle concludes, as retreat is seen as weakness.

# Voice of the Crawler: Orc Witchwoman

The Maw believe that only Doomsounders drink of the Dread Mother's sacred bile and become her vessel, and only one Witchwoman may exist at any time within the ranks of the Maw. Select women among the tribe dabble in dark rites, forming a discrete coven who act as healers and surgeons after battle. Unlike the other ranks of prestige within the Maw, the Witchwoman may never be challenged. The Witchwoman thus reigns until death, or until she displeases Kurzna-Magaa (which also ends in death). From the ranks of her former coven, a new Witchwoman is chosen. Seen as the living will of the Crawler, the Witchwoman acts as the direct voice of Kurzna-Magaa, and is paid the utmost respect. Her orders are obeyed without question, for they are seen as coming from the Crawler herself, and any who dare question the Witchwoman are soon fed to the Children of the Many-Legged God. The Witchwoman bears a long ceremonial frontal claw from Kurzna-Magaa, much as a Queen bears a royal scepter, and dresses in dark robes stained in blood.

# ORC WITCHWOMAN XP 9,600

# CR 12

Orc cleric (Scion of the Crawler template) 10 CE Medium humanoid **Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +2

# DEFENSE

AC 19, touch 11, flat-footed 19 (-1 Dex, +5 armor, +3 natural, +2 bracers) hp 75 (10d8+30) Fort +10, Ref +2, Will +9 (+13 vs. mind-affecting effects) Defensive Abilities ferocity

# OFFENSE

**Speed** 30 ft., climb 30 ft. **Melee** Talon +13/+8 (1d6+6/x2 plus poison) **Special Attacks** channel energy 5d6 (3/day)

Spells Prepared (CL 10th)

**Orisons** - bleed, detect magic, guidance, stabilize

**1st** (5/day) - cure light wounds (x2), doom (x2), shield of faith;

**Domain Spell:** cause fear (Death)

2nd (5/day) - cure moderate wounds, dark ness, desecrate, enthrall, silence;

Domain Spell: death knell (Death)

**3rd** (3/day) - animate dead, bestow curse, blindness/deafness;

**Domain Spell:** animate dead (Death)

**4th** (3/day) - airwalk, cure critical wounds (x2);

Domain Spell: death ward (Death)

5th (2/day) - breath of life, flame strike;

**Domain Spell:** slay living (Death)

# STATISTICS

Str 18, Dex 8, Con 16, Int 8, Wis 15, Cha 11 Base Atk +7/+2; CMB +11; CMD 20 Feats Brew Potion, Channel Smite, Combat Casting, Craft Magic Arms and Armor, Improved Channel Skills Climb +9, Knowledge (religion) +12, Ride (giant centipede) +9, Spellcraft +9 Languages Common, Orc



**SQ** animal companion (giant centipede - 6 HD), aura (chaotic evil), domains (Animal; Death), orisons, telepathy (centipedes only) 100 ft.

# ECOLOGY

**Environment** Broken Hills or underground beneath Broken Hills

**Organization** solitary (unique)

**Treasure** NPC gear, +1 soft chitin armor, Talon of the Crawler\* (treat as +2 sickle), dust of sneezing and choking (the Witchwoman uses this offensively), bracers of armor +2, other treasure \*Coated in titan centipede poison when wielded by Witchwoman - Fort DC 20, 1 rd. for 6 rds., 1d6 Dex damage, 2 saves.

# TACTICS

The Witchwoman prefers not to engage enemies in direct combat, and is ringed by centipedes and guards at all times to prevent any harm from coming to her while she casts spells from afar. If she is engaged directly, the Witchwoman strikes with her ceremonial claw, using a potent combination of channel smite and titan centipede poison to debilitate her opponent. If faced with multiple foes, the Witchwoman blows her dust of sneezing and choking into the largest grouping of her enemies. During battle, the Witchwoman strides about the battlefield animating the corpses of fallen members of the tribe and healing (or even raising) her doomsounder generals to keep the Maw's lines strong. If faced with unfavorable odds, the Witchwoman flees without hesitation (casting airwalk if she must), her escape blocked by any centipedes in her vicinity.

# BLACK BILE OF THE MANY-LEGGED GOD

When the mighty Kurzna-Magaa is summoned from the depths of the God's Bowl each month under the new moon, she gifts the Thousand Maw's Witchwoman with her bile if she has been appeased. Prying open a segment of the Crawler's pale carapace along her underbelly, the Witchwoman pierces Kurzna-Magaa's flesh and drains the thick oily fluid into a great bowl. This foul bile serves as the base component for creating several magical potions known only to the Orc Witchwoman, gifted to select members of the Maw before raids to aid them in battle. Further, the Crawler's bile is the very source of the Witchwoman's power and her link to the Many-Legged God, and must be consumed anew each month lest the Witchwoman lose Kurzna-Magaa's favor.

# HUNTER'S WOAD [OIL]

Aura faint divination and transmutation; CL 5th; Duration Special; Slot -; Price 750 gp; Weight -

# DESCRIPTION

Brewed in shallow clay bowls, this thick black paste must

be smeared on bare skin. Thereafter, the woad is good for

24-hours and can be activated by the bearer at will. Within

the 24 hour period after application, the bearer gains

tremor sense 30 ft. as long as they touch the ground, for 5 minutes after activation.

# CONSTRUCTION

**Requirements** Brew Potion, Kurzna-Magaa's bile, Find traps; **Cost** 375 gp.



# BLADDER OF A THOUSAND LEGS [POTION]

**Aura** faint transmutation; **CL** 5th; **Duration** 5 minutes **Slot -; Price** 750 gp; **Weight** <sup>1</sup>/<sub>2</sub> lb.

# DESCRIPTION

Usually contained in either a bladder or a lung, this

oily black concoction grants a +15 competence bonus

to its imbiber's Climb checks.

# CONSTRUCTION

**Requirements** Brew Potion, Kurzna-Magaa's bile, Creator must have 10 ranks in the Climb skill or a natural Climb speed; Cost 375 gp.

# **MIND-SHROUD** [POTION]

**Aura** faint abjuration; **CL** 5th; **Duration** 10 minutes

Slot -; Price 750 gp; Weight -

# DESCRIPTION

Boiled inside of decapitated heads after all of the orifices have been sewn shut, this onyx-colored liquid

stings the throat when consumed and smells like rotting

flesh. The imbiber of this disgusting brew gains a +5 bonus on all saves vs. mind-affecting effects.

# CONSTRUCTION

**Requirements** Brew Potion, Kurzna-Magaa's bile, Resistance; **Cost** 375 gp.

# SCION OF THE CRAWLER (CR +2)

This template reflects Kurzna-Magaa's chosen, who have drunk deeply of her bile and have become her emissaries among non-centipedes. Invested with a sliver of the Crawler's great power, a Scion is the only individual creature capable of communicating with both Kurzna-Magaa and her Children, tasked with appeasing her and making her will manifest. The Thousand Maw only ever allow one such Scion to exist at a time in the form of their Witchwoman. Due to their beliefs (carefully orchestrated by the Maw's Witchwoman to maintain her power), the Maw believe only women can be so blessed. Should the Witchwoman fall in battle or displease the Crawler, another soon rises to take her place.

**Rebuild Rules:** AC: increase natural armor by +3; Attacks: any melee weapon wielded by a Scion is treated as if coated in Titan Centipede poison; **Defensive Abilities**: gains +4 bonus to saves vs. mind-affecting effects; **SQ** telepathy (centipedes only) 100 ft., centipedes usually obey a Scion without question; **Speed**: gains a Climb speed at its regular rate of movement and +5 to Climb skill; **Ability Scores**: +2 to Str and Con.

# THE CRAWLER IN THE DIRT

Centuries old, it is unknown how long the Crawler has dwelt in the Broken Hills or what she desires. What is known is that she slumbers for a month at a time, and when she awakens she sends the Thousand Maw forth to raid and pillage. Deep in the God's Bowl, the Crawler gives birth to hundreds of centipede children several times per year, each roughly a foot in length. Kurzna-Magaa appears to be asexual as she requires no mate, and often consumes large numbers of her young when



sacrifices are scarce. Only the strongest among her brood survive, growing to the size of horses and crawling forth from the God's Bowl to serve the Maw. Those that grow too large are either slaughtered by the Maw under the Crawler's orders and used for armor and meat, or are devoured by the Crawler herself. In this way the Crawler maintains her dominance, as her children are matriphagous, and any one could one day rise to challenge her if allowed to grow large enough.

# **hp** 38 (4d8+20) **Fort** +9, **Ref** +1, **Will** +1 **Immune** mind-affecting effects

#### OFFENSE

**Speed** 40 ft., climb 40 ft. **Melee** bite +9 (1d10+7 plus poison) **Special Attacks** poison

#### **STATISTICS**

**Str** 25, **Dex** 11, **Con** 20, **Int** —, **Wis** 10, **Cha** 2 **Base Atk** +3; **CMB** +12; **CMD** 22 (can't be tripped)

**Feats** Improved Initiative, Weapon Focus (bite) **Skills** Climb +16, Perception +10, Stealth +6 **Racial Modifiers** +4 Perception, +8 Stealth



# ECOLOGY

**Environment** Broken Hills or underground beneath Broken Hills

**Organization** solitary, pair, or colony (3–6); or special, see below.

Treasure none

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; save Fort DC 15; frequency 1/round

for 6 rounds; effect 1d4 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

#### TACTICS

As long as three horses placed end to end, the Children of the Many-Legged God can carry up to 3 medium-sized humanoids at a time. Members of the Thousand thus often ride into battle with 3 to a single mount, while members of the Axemen typically ride in pairs and use the remaining space for prisoners. Doomsounder Generals always ride alone into battle. The Children are obedient mounts and do as directed, bravely facing down anything in their path. If unmounted, the Children make use of their climb ability to surround their opponents before striking by surprise.

#### KURZNA-MAGAA, THE CRAWLER IN THE DIRT CR 13

(Advanced Unique Giant Centipede) **XP 25,600** 

N Colossal vermin

**Init** +4; **Senses** darkvision 60 ft.; Perception +28 **Aura** frightful presence (150 ft., DC 20)

# DEFENSE

AC 22, touch 2, flat-footed 22 (-8 size, +20 natural)

**hp** 170 (12d8+107) **Fort** +17, **Ref** +4, **Will** +6 **Immune** mind-affecting effects

# OFFENSE

**Speed** 60 ft., climb 60 ft. **Melee** bite +25 (2d10+15 plus poison) **Special Attacks** crush 4d6, sweep 2d6, poison

# **STATISTICS**

Str 41, Dex 11, Con 28, Int -, Wis 15, Cha 14
Base Atk +9; CMB +32; CMD 42 (can't be tripped)
Feats Cleave, Great Cleave, Improved Initiative, Power Attack, Vital Strike, Weapon Focus (bite)
Skills Climb +37, Perception +28, Stealth +14
Racial Modifiers +4 Perception, +8 Stealth
SQ Telepathy 100 ft. (centipedes and scions only)

# ECOLOGY

**Environment** Broken Hills or underground beneath Broken Hills **Organization** solitary **Treasure** none

# SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d6 Dex damage; cure 2 saves. The save

DC is Constitution-based and includes a +2 racial bonus.

**Thousand Legs (Su)** By rearing up and waving her thousands of legs in conflicting circular motions, Kurzna-Magaa can befuddle her opponents. This ability functions as the spell confusion, as if cast by a 12th level bard (DC 15), except it affects all beings facing Kurzna-Magaa who are looking at her. Kurzna-Magaa can use this ability at will,



but may take no other actions while using this ability.

#### TACTICS

Hanging back from battle, the Crawler only emerges if either her well, a large number of her Children, or the Witchwoman are in serious danger. Bursting forth from the well amidst the sounds of her thousands of skittering legs, the Crawler is a terror to behold as she cleaves beings with her jaws and paralyzes them with her potent poison. If surrounded, Kurzna-Magaa attempts to thin the ranks of her attackers by sweeping and crushing their numbers. If one of her opponents is particularly fierce, the Crawler may attempt to confuse them using her Thousand Legs ability before attacking. Kurzna-Magaa fights to the death to defend her well and her Children, and fights until she's at 40% of her HP in defense of her chosen Witchwoman before withdrawing into her well.

# SCAVENGED RICHES

The carcasses of the Children of the Many-Legged God can be harvested for both their exoskeletons and their poison. A Child's carapace is comprised of two layers, the hard shell overlaying the top of their bodies, which is worked to produce hardplate armor, and the secondary shell beneath, which while softer still provides remarkable protection. Both pieces of exoskeleton produce armors that are lighter and more durable than their mundane counterparts. Further, due to the inherent nature of the Children's toxicity, their exoskeletons imbue a resistance to any poison that is inflicted through wounds (but not inhaled or ingested) upon any creature protected by their shells. Many creatures find that the Children's shells cause severe skin irritation if pressed against bare flesh for extended periods of time, and thus most creatures wearing centipede armor typically also wear a cloth underlayer for protection.

# **CENTIPEDE POISON**

# **Giant Centipede Poison**

Type poison, injury; Save Fortitude DC 13 Frequency 1/round for 6 rounds Effect 1d3 Dex damage; Cure 1 save

# **Titan Centipede Poison**

Type poison, injury; Save Fortitude DC 20 Frequency 1/round for 6 rounds Effect 1d6 Dex damage, creatures reduced to 0 Dexterity are paralyzed for 1d3 hours; Cure 2 consecutive saves

# **CENTIPEDE ARMORS**

Armor	Cost	Armor Bonus	Max. Dex Bonus	ACP	Spell Failure	Spd.	Weight
Light Armor							
Soft Chitin Armor	200 gp	+4	+6	-1	20%	30/20	15 lbs.
Medium Armor							
Hardplate Chitin Armor	800 gp	+7	+3	-4	40%	20/15	25 lbs.

Centipede poison breaks down within hours of removal from the carcass, and cannot be stored in containers of glass, metal, or the like or else it loses its potency. Centipede poison is thus usually stored in animal bladders, as the organic nature of the bladders preserves the poison for over a month.

# 14 DRAGONLORE



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