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CINDERGARD

Titanic and fearsome, these beings appear demonic but they are not. Nor are they elementals, although they possess a strong affinity to the elemental planes of earth and fire. These creatures are charged by greater powers to stand vigil as sentinels. They often guard planar gateways.

AC 0 [19], HD 17***** [76hp], Att 2 x claws (4d6 + 1d12 heat + petrify) or 1 x breath (see below), THACO 8 [+11], MV 150' (50'), SV D2 W3 P4 B3 S6 (17), ML 12, AL Neutral, XP 7750, NA 1 (1d3), TT None

- **DEATH THROES** When the Cingergard dies there is 2-in-6 chance that it explodes, and each creature within 30' must make a **save versus death** or take 17d6 damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in the area.
- **FIRE BREATH** 3-in-6 chance per round of breathing fire. 90' long cone of fire. All caught in the area suffer damage equal to the Cingergard's current hit points. **Save versus breath** for half damage.
- **FLAMING BLOOD** If damaged by an edged weapon, emits a spurt of magma: attacker suffers 2d6 damage (**save versus death to avoid**).
- **HEAT** A Cingergard emits intense heat. Anything within a 10' radius will take 1d12 damage. There is a 1 in 6 chance per round that combustible materials ignite.
- **IMMUNITY** Unharmd by gas; unaffected by **charm, hold, and sleep** spells. Immune to poison and fire.
- **INVISIBILITY** As the spell and **at-will**.
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magical attacks.
- **PETRIFY** Those who fail their **save versus petrify** are burnt from within. They become crumbling, ashen statues.
- **REGENERATION** A damaged Cingergard gains 1 hit point at the start of each round, as long as it is alive.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

A gigantic, demonic-looking being stands before you. The thing stands easily twenty feet in height. Its physique is squat and densely muscled. Its flesh appears stony and gray. Its head is crowned with four curving horns that emerge from an angular bony carapace. In the shadows of its craggy brow it possesses four eyes which burn with an infernal, orange glow. The face of the creature has a marked simian aspect to it and deep within the fanged maw of the beast a similarly orange glow emanates. The being is humanoid and its fore-limbs end in long, stony talons. These weird claws also exhibit a dim, orange glow suggesting a dangerously heated surface.

A palpable aura of heat and the reek of brimstone accompany it. The titanic creature exudes a feeling of primal, elemental might and yet it does not seem particularly aggressive. In fact, if the party does not attack it will address them in the language of elementals (earth and fire). Its voice is a slow avalanche of bass, guttural syllables. [REFEREE'S NOTE: It will ask them why they have come to this place. If they have some special permission it may allow them to pass.]

TACTICS

Despite their bestial and brutal mien, Cindergard are not foolish combatants. They are often encountered in areas they have guarded for many centuries and will make ample use of their environment. Cindergard will typically open their attack with a cone of fire focused on any obvious spellcasters. Afterward they will move into melee and continue to target obvious spellcasters with their petrifying claw attack. If the spellcasters flee or the Cindergard meets considerable resistance, it will turn invisible and seek a better angle of attack to eliminate the spellcaster(s) or the next greatest threat.

LORE

Cindergards are typically encountered as sentinels protecting planar gateways to higher realms. As they have the ability to become invisible at will, they rarely reveal themselves. Oftentimes the only sign of their presence is an inexplicably blackened and scorched bit of earth. Cindergard usually will not show themselves unless their post is threatened.

They are not demons, devils, elementals, giants or automata despite their resemblance to all those creatures. However, they do possess a strong affinity to the elemental planes of earth and fire. They are often placed at vital gateways between planes and must guard their post for considerable spans of time, possibly centuries or even millennia. They never waver from their vigil. They are unsleeping sentinels of tremendous power but are not particularly hostile. If approached respectfully, these creatures can be great sources of unlikely information due to the accumulated wisdom of their interminable lifespans.

Their supernatural flesh is invulnerable to mundane weapons, only magical forces can harm them. They are immune to flame and toxins. Their dense flesh can reknit itself rapidly. Not only are their bodies

proofed against myriad mortal threats, but their minds are stalwart bulwarks as well. No mortal enchantment can cloud their reason. Additionally they possess incredible vision which can penetrate any darkness, enchantment, illusion or sorcerous transmutation.

The elemental inferno contained within a Cindergard is expressed several ways. The blood of a Cindergard is as hot as magma and will burn any that manage to slice a Cindergard. This immense heat emanates from the Cindergard at all times and is particularly conducted in its stony talons. Wounds from the claws of a Cindergard can burn victims to ash. Cindergard are also able to channel their internal fire into a devastating breath weapon. And lastly, should a Cindergard ever be slain, there is a considerable chance it will explode, taking most of the surrounding area with it.

ECOLOGY

Not much is known about the plane these creatures originate from but it is assumed to be heavily influenced by the elemental energies of earth and fire. Cindergard speak the languages of earth and fire elementals. Cindergard are mortal beings albeit titanically powerful ones. They do not seem to require air, food, drink or sleep. Nor do they appear to age. No young of their kind have ever been seen.

SEEDS

1.) The party has been tasked with getting through a portal guarded by a Cindergard and into the plane beyond. Perhaps they can parley with the creature and convince it of the merit of their quest. If not, it will be a difficult fight. [REFEREE'S NOTE: Consider that perhaps the NPC that gave them the mission also provided the party with significant knowledge about the Cindergard. This would allow them to prepare their supplies to face the particular sorts of threats posed by a Cindergard.]

2.) The party finds themselves fleeing from a terrifying opponent and the only way to escape the threat is through a portal guarded by a Cindergard. [REFEREE'S NOTE: Out of the frying pan and into the fire? Consider these options: 1.) Perhaps the party encountered some NPC earlier that provided them with a scroll or item which the Cindergard would accept as permission to pass. 2.) Perhaps the Cindergard might be convinced to aid the PCs in defeating the threat they are fleeing from.]

3.) The party has somehow discovered a plot by an immensely powerful and malignant being (perhaps a lich, demon or devil) to bring an invading army into the mortal realm. The plot revolves around a complicated detour across several elemental planes (the circuitous route is to avoid scrying eyes). Inevitably the invasion will exit through a portal watched by a Cindergard. [REFEREE'S NOTE: The party must find the portal and convince the Cindergard which guards it of the threat. They may be forced to assist the Cindergard in defending the gate, potentially from the other side of the portal.]

LOOT

Cindergard care nothing for the accumulation of treasures, but will discreetly conceal the remains of those they have defeated near their post. [REFEREE'S NOTE: There is also a strong likelihood that a Cindergard guards a portal to a place of not only immense mystical importance but also incredible treasures.]

DOROTUR

Enormous, hell-wrought harbingers of entropy. They hasten decay and ruin wherever they appear in the mortal realm.

AC 0 [19], **HD** 20**** [90hp], **Att** 2 x claw (6d6), 1 x bite (6d6), **THACO** 6 [+13], **MV** 150' (50'), **SV** D2 W2 P2 B2 S4 (20), **ML** 12, **AL** Chaotic, **XP** 7750, **NA** 1 (1), **TT** None

- **IMMUNITY** Unaffected by cold or poison. Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**).
- **MAGICAL POWERS** Each can be used as indicated below:
 - At Will** *Dimension Door, Invisibility, Phantasmal Force*
 - 3 x Day** *Animate Dead, Dispel Magic, Web*
 - 1 x Day** *Cloudkill, Invisible Stalker*
- **MAGIC RESISTANCE** Their weird physiology grants them a +2 to all saving throws vs. magic.
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic.
- **PLANAR TRAVEL** May travel to another plane. **1 x Day**
- **RUINOUS EMANATION** The Dorotur emits an energy that brings rot and ruin. The taint spreads and can blight entire kingdoms. Any creature within 300 yards of a Dorotur must **save vs. spells** or suffer -2 penalty to all rolls and all movement is halved. All gold and silver becomes tarnished, rusting scrap. All food and water becomes foul and poisonous. All magic has a 50% chance of failing: check everytime a spell is cast or an item used. Once a Dorotur has established a lair, the creeping taint will spread a further mile every night (cannot cross large bodies of water).
- **SWALLOW WHOLE** On a bite attack roll of 20, or 4 or more than the target number required, indicates that a horse-sized (or smaller) victim is swallowed. Inside the Dorotur's belly: suffer 6d6 damage per round (until the monster dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death.
- **TELEPATHY** May communicate mentally within one mile. Those contacted are not compelled to communicate, but the Dorotur will have an empathic sense of their thoughts regardless.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

You see a gigantic, heavily muscled and horned humanoid being. The fearsome creature stands at least thirty feet tall and possesses a general shape resembling a gorilla. It is hunched and powerfully built, seemingly only partially bipedal. It appears to be a demon or some sort of wholly alien aberration. It has a weird, gnarled skull-like visage with four eyes and a single gigantic horn. Upon closer observation you note that the bestial thing's entire head is covered with a sort of carapace that tapers to that weird, prodigious horn. The carapace and horn have a peculiar, blasphemous iridescence that to merely look upon elicits waves of exhaustion, nausea, nose bleeds, etc. In some aspects the horn resembles that of a beetle or a narwhal. Its horrific mouth is festooned with the tearing teeth of an apex predator. Its lower jaw is cleft and echoes the design of insect mandibles. The creature is entirely nude and possesses no visible generative organs. It carries no weapons or tools.

The stench of the thing is overwhelming and unnatural, a pungent miasma of woe and rot. A silent, creeping entropy pulses from the being. You can feel its taint penetrate you and crawl through your flesh. Its mere presence makes your bones ache. The palpable malignancy of the thing washes over you, causing the hair on the nape of your neck to rise in dread and sapping your will to fight.

[REFEREE'S NOTE: The being is capable of communication via telepathy but tends to view mortal creatures with disdain and may simply ignore any interlopers that discover it. Also, if the party happens across the creature they may already be within the effect of its Ruinous Emanation.]

TACTICS

A Dorotur will usually use Dimension Door while concealed with Invisibility in an attempt to bathe its targets within its Ruinous Emanation. If/When a majority of the party has succumbed to the effects of the Ruinous Emanation it will reveal itself by attacking. There is a 2 in 6 chance it goes for spellcasters first. If necessary it will use Dimension Door to move around the formation to get at any spellcasters. If the Dorotur feels threatened (or simply grows bored), it may Web the party, drop a Cloudkill on the area and then turn invisible again. It will likely continue to linger, bathing the party in its Ruinous Emanation as they struggle to free themselves.

LORE

These malignant beings are known as Dorotur. They are a huge variety of demon rarely encountered outside of the infernal realms. When they do appear in the mortal realms they usually herald a time of strife, decay and deprivation. All things in their aura will fall utterly to pestilence and ruin. Their mere presence causes food to rapidly decay into a foul slurry. Gems will lose their luster. Silver is overcome with a verdigris-like fungal growth. Additionally, through some bizarre alchemy their aura of corruption also causes gold to rust. Further, not even magic is proofed against the creeping decay, as even the stoutest enchantments lose their stability and fail. These effects are concentrated on the Dorotur and strongest within its direct proximity but the longer one of these fiends is present, the further the field of entropy spreads. Eventually entire kingdoms may fall to famine, pestilence and strife.

Dorotur are by and by a prosaic lot, at least as far as demons go. Unlike many of their brethren, they do not scheme, wheedle or plot. They are an inevitable and inexorable manifestation of decay. All things

end in time, the Dorutur merely hasten the fated day of ultimate demise. They bring ruin as a matter of course and usually not entirely out of direct malice. [REFEREE'S NOTE: Due to their rarity in the mortal realms, most scholars are hard-pressed to know anything concrete about Doritur.]

ECOLOGY

Dorutur are supernatural beings with no true internal functions. They do not require food, drink or sleep. They also do not require air to survive. They seem especially resistant to cold and ice which has caused many sages to posit they are from a frozen plane deep within the infernal realms. Within such a bleak hellscape, their entropic energies are surmised to have negligible consequences.

SEEDS

1.) An arch-demon has bound a Dorutur in a pit beneath the capitol city. The malignant taint of the Dorutur has taken hold and has been spreading throughout the city. All of the wells have turned brackish and rancid. The food on the streets and in the stores has turned to blackened mush. And the economy has all but collapsed as any coinage greater than copper has been overtaken by some sort of eldritch rot. The silver has sprouted greenish fungal blooms. And, bizarrely even the gold has begun to rust. Great clouds of buzzing flies have chased many from the streets that seek to flee for the countryside. Plague is inevitable unless the root of the corruption can be expunged. No one has any inkling as to what has brought the capitol to such an accursed state.

2.) Re-read the previous seed. Now imagine the same city a few decades later. The once thriving city is now a thoroughly blighted necropolis where only the dead now hold court. What sort of secrets might be left behind? Are there rumors of wealth untold in the city's coffers that somehow resisted the blight that befell all other gold and silver? Is there a potent mystical artifact secreted beneath a temple that the party has been charged to recover? What might a party in such a place encounter? What sort of things would creep in to occupy the ecological vacuum? Perhaps undead, demons, devils or even constructs somehow proofed against the all pervasive entropy. And, for further consideration, how far has the corrupting influence spread? Has it occupied an entire corner of the kingdom? Or, maybe it has covered an entire island?

LOOT

An individual Dorutur is very unlikely to have anything of value as its entropic aura destroys most things adventurers would consider valuable.

FOLDMAGE

Foldmages hail from a strange and distant realm that few have knowledge of. They are alien beings of mysterious and often malignant intent. They tend to abduct folk for weird experiments. Some of the very unfortunate are taken never to return.

AC 3 [16], HD 5+1*** [23hp], Att 1 x stunning blast (5d6 + paralysis), THACO 14 [+5], MV 150' (50') / 360' (120') flying, SV D10 W11 P12 B13 S14 (5), ML 8, AL Neutral, XP 750, NA 1d4 (2d4), TT N, 0
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- **IMMUNITY** Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**).
- **MAGICAL POWERS** Each can be used as indicated below:
 - At Will** *Dimension Door, Floating Disc, Invisibility, Phantasmal Force*
 - 3 x Day** *Charm Person, Telekinesis, Teleport*
 - 1 x Day** *Sleep*
- **MAGIC RESISTANCE** A Foldmage receives a +4 bonus on saving throws vs. magic and magical effects.
- **PLANAR TRAVEL** May travel to another plane **1 x Day**.
- **STUNNING BLAST** The Foldmage targets one creature within 120 ft. and blasts its mind with psychic force attempting to stun it into submission. In addition to damage, the target must succeed on a **Save versus spells** or be paralysed for 2d4 turns.
- **TIME STOP** 2-in-6 chance per round of briefly stopping the flow of time for everyone but itself within a 120' diameter shimmering sphere. No time passes for other creatures, while the Foldmage can take 2 rounds in a row, during which it can use actions and move as normal. If the Foldmage leaves the sphere, the effect ends. If creatures enter the sphere from outside, they become frozen.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

A tall and oddly built but nominally humanoid being. It stands approximately twice the height of a human. It has four arms, each ending in a dexterous three-fingered hand. It appears to have five eyes, two are set in neat pairs beneath a deep, angular brow. And, the fifth is rather large and placed in the center of the creature's forehead. Its eyes have an unearthly, opalescent and luminous quality. The pale flesh of the creature's face is smooth and nearly featureless. It has no nose or ears. It is also quite bald and lacks eyebrows as well. You assume it may be entirely hairless. Despite its markedly expressionless visage, it somehow possesses a haughty, arrogant mien. Its legs are of a bestial, and agile construction in addition to being muscular and clawed.

It is clad almost entirely in what looks like exquisitely crafted leather armor. A metallic breastplate sits atop of the leather suit, providing additional protection to the being's torso and groin. Something about the design of the breastplate's collar and shoulders suggests a wizard's raiment. Although the creature does not seem particularly bellicose it looks quite capable of defending itself in combat.

TACTICS

The creature is reluctant to engage in any sort of prolonged combat. Any interaction it has with mundane folk will usually be brief and in a situation that favors the Foldmage. Oftentimes a Foldmage will appear suddenly (from invisibility or teleportation), disable as many targets as possible and then abduct a disabled individual. If a conflict is unavoidable, it will attempt to charm one or more targets to engage in melee on its behalf while it engages the rest of the party (usually from the air). It will use its mobility and stealth to great advantage (remember it can fly, teleport and turn invisible).

LORE

These enigmatic and malignant beings are known to some loremasters as Foldmages. They are alien to our plane. They are powerful sorcerers and psionics that often come here to abduct living creatures for various mysterious purposes. Foldmages are highly intelligent and will usually communicate with sapient beings they encounter. Unfortunately, they often do not come in peace. They are also rumored to be a very proud and haughty people. They are the sort of callous folk that abuse their power and are just as likely to abduct you or your loved ones before they even deign to acknowledge your words.

Foldmages are masters of an arcane science far beyond the ken of most mortals. They can fly, craft illusions, and turn invisible at will. Additionally they can fold space, dominate the wills of mundane folk as well as manipulate time and gravity. Some sages claim the Foldmages can only access our plane during certain ill-omened celestial alignments. These sages speculate this may indicate their plane is quite distant from ours and they must wait for certain eldritch vibrations to be in concordance before the Foldmages can gain access to our world.

ECOLOGY

Little is known about the plane these creatures originate from. There are only a handful of accounts from individuals that claim to have seen the homeland of the Foldmages, and nothing of value has ever been gleaned from the tales. The descriptions chiefly describe a bright and white space of indeterminable size filled with a sort of thick fog which distorts sounds. Within the space the witnesses only ever encountered orbs of living, shimmering light that constantly cycled through an infinite variety of complex hues and geometric shapes. These accounts never describe other beings besides the orbs. Nothing within that strange place indicated the passage of time and memories of it are only ever fragmentary at best.

On our plane, these creatures can be encountered anywhere and at any time but they do tend to appear more frequently on or around solstices, equinoxes and eclipses.

SEEDS

1.) One or more important NPCs (nobles, archpriests, relatives of a partymember?) have recently been abducted by these creatures. The party must seek them out and free them from captivity before the stars are no longer right and the creatures have stepped beyond our realm with the abductee(s) in tow. [REFEREE'S NOTE: This might require further investigation by the party. Perhaps they witness the Foldmage appear and abduct the NPC but then must seek out a sage to learn what the Foldmage is. And, perhaps upon finding such a sage they might find the lore provided is wholly inaccurate.]

2.) An eldritch malady has befallen the land. Some sort of arcane, planar disturbance seems to be emanating from reflective surfaces within the area of the affliction. The disease causes those that gaze into a reflective surface to be slowly transmogrified into highly reflective metal and crystal. Eventually they stiffen into statues. A traveling sage from a foreign land has speculated that Foldmages are the cause and are conducting some bizarre experiment on the local population.

LOOT

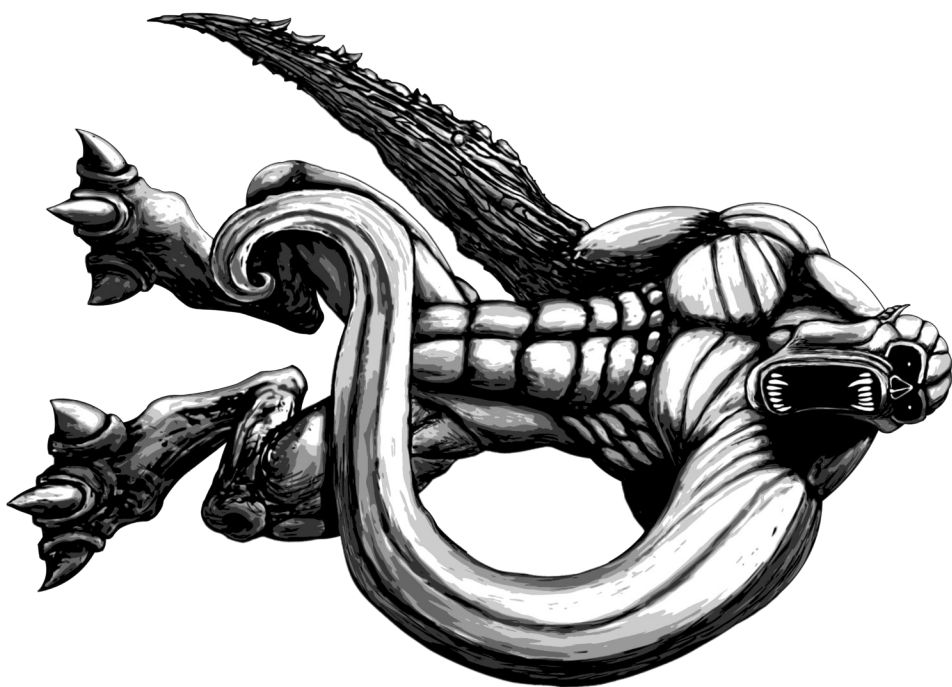
Foldmages are keenly interested in the magic of our realm and will steal spellbooks. There is a 25% chance a Foldmage has at least 1 stolen spellbook. Any other treasure found on them will be scrolls or potions. [REFEREE'S NOTE: It might be fun to have any scrolls or potions found on the Foldmages to have a high-tech or weird science feel. For example, scrolls might be something like translucent geometric solids, perhaps gems of unknown origin which by means of psychometry transfer the spell knowledge into the "reader's" mind. This might also be a good chance to introduce some weird magic from another OSR supplement. And, potions might be some form of pill instead of the usual vial of liquid.]

GRENDEL

Bestial abominations which were once normal men and women. They have been transformed into this loathsome state by a curse transmitted via a Grendel's bites. There seems to be a spiritual element to the curse beyond the mere corruption of the flesh, for the afflicted speak the language of demons.

AC 6 [13], **HD** 4**** [22hp], **Att** 1 x bite (1d8 + poison), 1 x tentacle (1d4 + constriction), 1 x bone spur (1d8 + impale), **THACO** 16 [+3], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Chaotic, **XP** 275, **NA** 1d3+1 (1d8+3), **TT** None

- **CONstriction** Grabs and constricts after a hit. 1d4 automatic damage per round, plus a -1 penalty to attacks. Constricted targets may move or act but not both. A **save versus paralysis** allows escape. Constricted targets are automatically stabbed or bitten on the Grendel's next turn.
- **IMPALE** If the Grendel makes a bone spur attack and scores a hit that exceeds its target number by 4 or is a natural 20, the attack inflicts an additional 1d8 damage.
- **INFECTION** A character who loses more than 1/2 their hit points from a Grendel's natural attacks (i.e. bites, claws) contracts a transmuting disease similar to lycanthropy. Humans become Grendels (run by the Referee, henceforth); non-humans die. The disease takes full effect in 6d12 turns, showing signs of infection after half the time. A Remove Curse spell will cure the infection.
- **LEAP** Can jump up to 30'.
- **MAGIC RESISTANCE** +2 bonus to saves versus spells
- **POISON** Causes victims to become delirious for 1d6+3 rounds (**save versus poison**): no physical activity possible except half speed movement.
- **RAVENOUS** Attack any moving creature.
- **REGENERATION** A damaged Grendel gains 3 hit points at the start of each round, as long as it is alive.
- **SURPRISE** On a 1-3 due to stealth.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

A weird and vicious looking monstrosity lurches into view not too far distant. It looks to be about seven or eight feet tall. It stands upon powerful bestial legs that seem well adapted to running and leaping. It is entirely naked and appears devoid of any generative organs. Thick scars cover its flesh. The sinewy and agile creature lacks anything remotely resembling hands. One arm ends in a long, bony spur and the other is an even longer, tentacular appendage. As its head swivels towards you, its gaze narrows and its jaw opens impossibly wide revealing the stout dagger-like teeth of a carnivore. A moment later, the great aberrant thing has leapt at you from an improbable distance.

TACTICS

Despite their bestial and brutal mien, Grendel are not entirely mindless combatants. They will utilize tactics similar to wolves and other such pack-hunting predators. Their tactics often vary depending on what they are hunting and how vulnerable their prey is. If the Grendel outnumber a party even slightly, they will likely attack immediately and from ambush if possible (they are somewhat stealthy). If they encounter resistance then they will resort to hit and run tactics to exhaust their targets. They will harry them incessantly, chasing them through shadowed warrens and caverns, perhaps dividing a formation and depleting its resources. When their prey is sufficiently weakened, they'll separate, effectively surrounding their prey. Then they will attack from different angles simultaneously. [REFEREE'S NOTE: If the prey is human, the Grendel may leave them wounded and incapacitated so as to transmit their transmogrifying curse.]

LORE

Rumor holds that these strange monstrosities were once normal folk, but they have since been changed into these abominable creatures through some virulent transformative infection. A number of learned individuals that have encountered them and lived to tell the tale recount the things gibbering in the language of demons as they went about slaughtering and despoiling.

There are a few traumatized souls that have witnessed others bitten by the creatures and overtaken by a violent fever soon afterwards. The disease progresses quickly and signs of it can be seen at work in the flesh of victims within an hour or less. The feverish victims first gnash at their own tongues and rave about things unseen. They claim to see shadowy things in the corners of the room whispering to them in a strange language. Not long after, their bones will begin to warp and stretch. However, none have seen the complete transformation as the infected always flee into the wilds or are stolen away by other Grendels before it is finished.

Some sages and priests believe these beings are produced through a demonic possession somehow spread by their venom, perhaps in a fashion similar to lycanthropy or vampirism. These scholars and holy men speculate that the presence of these foul beings may be a sort of insurgency from the infernal realms or perhaps other malevolent forces prior to a major invasion. It has also been noted that if a family member is transformed into a Grendel they will often return to attempt to infect their kin. It is believed that these relationships persist in the new mutated state as it is rare to encounter a single Grendel. Little if any of their original personality remains once transformed however.

ECOLOGY

Little is rightfully known about the origin of these creatures but there is much speculation. The most common hypothesis is that they are infernal beings, but they have never been observed in the company of any truly hellspawned fiends, be they devil or demon. Some sages posit the loathsome things are merely another sorcerous abomination created by foul magic and foolish wizards. They appear to be asexual and reproduce through their bite. Thanks to their cunning, durability and aggression they can and do lair in virtually any terrain. It has been noted that Grendels found in harsher climates are much more aggressive. Presumably the constant stress of the terrain drives them to greater hunger. This inevitably leads them to be much more aggressive in terrorizing the population.

SEEDS

1.) A gang of these beasts has been ravaging the countryside. Several villages have been destroyed and countless numbers lost. Beyond the human tragedy, harvest time is also drawing near and the grain stores will likely run low with too few to complete the labor. This will have significant ramifications for the kingdom at large. The party has been offered a good sum of coin to aid in the destruction of the foul creatures. [REFEREE'S NOTE: If you're feeling kind, you might wish to share some of the Lore section with your players. Although Grendel have no particular vulnerability, the players may devise some clever plan nonetheless.]

2.) The party has gotten rumors of strange goings on beneath the city. This information has come chiefly from the Thieves Guild. Many of their beggars and pickpockets have gone missing but the local authorities have taken no notice of the loss of what they likely consider human detritus. Unbeknownst to all, a debased cult deep in the sewers has been plotting to bring the ruinous taint of their foul deity down upon the city. To reach their despicable goals they have managed to spread the Grendel's transformative affliction amongst their wretched flock.

LOOT

Grendels are little more than beasts that hunger only for slaughter. They do not wear armor or use weapons. And, they have no real culture or economy. They don't tend to accumulate treasure. It is advisable the Referee keep this in mind when planning encounters with them. [REFEREE'S NOTE: You might consider leaving telltale remnants of the transformation from human to Grendel laying about a scene. Perhaps burst armor, torn clothing and demolished walls alongside copious bloodsprays. But curiously, no bodies. Or, at least not any human bodies. Imagine a farm where the livestock is picked clean but all that remains of the farmers are ragged clothes.]

INDOMITABLE

Titanic mechanical beings constructed by powerful magic. Sages whisper the forms of the powerful constructs are wrought from the hearts of dying stars. While not particularly malicious, they are certainly not to be trifled with.

AC -2 [21], **HD** 20*** [90hp], **Att** 1 x sword (6d12 + paralysis) or stomp (see below), **THACO** 6 [+13], **MV** 120' (40'), **SV** D2 W2 P2 B2 S4 (20), **ML** 12, **AL** Neutral, **XP** 5450, **NA** 1 (1), **TT** None

- **CAUSE FEAR** Will cause a target within 240' to flee for 3d6 rounds unless it **saves versus spells**.
- **BLADE BARRIER** The Indomitable summons a whirling, scything orrery of jagged metal shards from its own form. Can be used up to **3 x Day**. Radius 120'. All caught in the area suffer damage equal to the Indomitable's current hit points per round (**save versus wands** for half). The effect persists for 2d6 rounds without concentration.
- **CAUSE FEAR** Creatures within 240' flee for 3d6 rounds **saves versus spells** to resist. **3 x Day**
- **IMMUNITY** Immune to mind-affecting or mind-reading spells (e.g. **charm, hold, sleep**). Also immune poison, paralysis and petrification.
- **IMMUTABLE FORM** An Indomitable is immune to any spell or effect that would alter its form.
- **LIGHTNING ABSORPTION** Whenever the Indomitable is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.
- **MAGICAL POWERS** Each can be used as indicated below:
 - At Will* **Dimension Door, Invisibility, Magic Missile**
 - 3 x Day** *Lightning Bolt, Mirror Image, Telekinesis*
 - 1 x Day** *Anti-Magic Shell*
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magical attacks.
- **PARALYSIS** The sword of an Indomitable is charged with electricity that paralyzes any struck by it for 1d4 turns (save versus paralysis).
- **PLANAR TRAVEL** May travel to another plane. **1 x Day**
- **QUAKE** The Indomitable slams its oversized fist into the earth, creating a localized earthquake that knocks those within a 90' radius prone. **Save versus petrify** or be stunned for 1d4 rounds.
- **REGENERATION** Regains 3 Hit Points at the start of each round that it is alive.
- **STOMP** Will stomp on paralyzed targets for 8d8 damage.
- **TELEPATHY** May communicate mentally within 60'. Those contacted are not compelled to communicate, but the Indomitable will have an empathic sense of their thoughts regardless.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

A towering armored construct standing approximately twenty-five or thirty feet tall and very nearly just as broad. It grips a massive sword in one of its gigantic fists. Its other fist is oversized and appears to be intended somewhat as a shield. A single unblinking eye glows in the center of the huge dome that is its head. The air around the thing is thick with static electricity. Random arcs and sparks flicker across the dense, pitted metal of its body. The stone beneath its feet almost seems to sag from the sheer mass of the thing.

As you approach it, a deep and resonant bass tone blurts out from the titanic figure. The abrupt brutality and volume of the discordant tone shakes the earth and air around you. It grips your spine with a primal fear. Moments later, a hollow, emotionless voice speaks into the back of your skull. It wants to know your intentions.

TACTICS

An Indomitable usually opens any encounter with one of its disabling abilities, such as Cause Fear or Quake. Often its main goal is to remove any interlopers from the area it has been tasked with guarding. If it can achieve this goal without bloodshed, it will do so. If it must resort to force, it will target any obvious magic-using characters first. Remember, although it appears rather slow and plodding it can use Dimension Door at will, so it can easily get past any front-line fighters. Indomitables can also use Invisibility at will, allowing them to obscure and reposition themselves with similar ease if they must. Indomitables are not bloodthirsty but once combat is joined they are ruthless and methodical with a myriad of ways to crush their foes.

LORE

Indomitables are suspected to be the creations of gods or very powerful wizards. The precise means of their construction are not known. Typically these beings are encountered as guardians at places of great significance. Places such as planar portals, an archmage's tower, etc. It is rare, but not unheard of that Indomitables are sent into battle or in pursuit of some great foe. They are capable of crossing the entire Multiverse if necessary to complete their mission. These immense constructs are quite formidable opponents and never waver from their appointed task. Although they may seem a bit dim compared to the average human, they are no simple machines. They possess a ruthless, calculating intelligence and a fair degree of intuition.

The thick metal of which they are formed is nigh impregnable to weapons or magic. It is also highly charged with electromagnetism which endows them with some rather unusual, magical abilities. The simplest expressions are bolts of lightning and darts of force. However, they are also able to manipulate gravity and magnetic fields to levitate objects, cause earthquakes, etc. Additionally, they can cause a cloud of razor-sharp shards to rise from their metal body and orbit it at a high velocity, creating a whirling cyclone of destruction. The strange metal even allows them to turn invisible, conjure illusory duplicates and fold space to teleport or shift planes. Some sages suggest that this incredibly dense and exotic metal is drawn from the heart of a dying star. The sword of an Indomitable is forged from the same metal and discharges a blast of lightning when it strikes a target, often paralyzing those it does not slay outright.

The single, unblinking eye of an Indomitable is proofed against all darkness, natural and supernatural. Its peerless gaze can penetrate all illusions, invisibility and transmogrifications. Indomitables are not capable of speech but can communicate telepathically.

It is not uncommon for these titanic sentinels to stand their vigil invisibly. In such cases, there will be telltale signs of electrical or seismic disturbance in the area they are guarding. Often, if so cloaked by invisibility, they will use their bone-chilling alarm to frighten away any trespassers and thus avoid any unnecessary conflict.

ECOLOGY

Indomitables are magical constructs with no natural life cycle. They do not require food or drink. Nor do they need to breathe or sleep. Their method of construction remains a mystery to even the most learned of sages. There are rumors that only a limited number of these beings may exist at any time throughout the Multiverse.

SEEDS

- 1.) The party must enter a weird and hellish pocket dimension wrought by a coven of Liches. The Liches have devised a method to travel time. If unchecked, the very fabric of the Multiverse could begin to unravel. The only way to enter this pocket dimension is through a portal guarded by an Indomitable.
- 2.) The party has been tasked with investigating a mountain pass. Lately, the pass seems more prone to avalanche, and those learned in such matters believe it is beyond any natural frequency. Some sort of foul sorcery is suspected. Winter is coming soon and it is vital for the survival of many towns beyond the pass that it remains clear or they will starve. [REFEREE'S NOTE: An Indomitable has been assigned to invisibly guard a portal to the lower planes which erupted in the mountains near the pass. How will the PCs solve the dilemma?]
- 3.) While traveling, the party must cross a bridge spanning a deep mountain gorge. On the other side of the bridge is an Indomitable. [REFEREE'S NOTE: Is the Indomitable visible or invisible? If it is invisible, how will the PCs react to its warning klaxon when they approach?]

LOOT

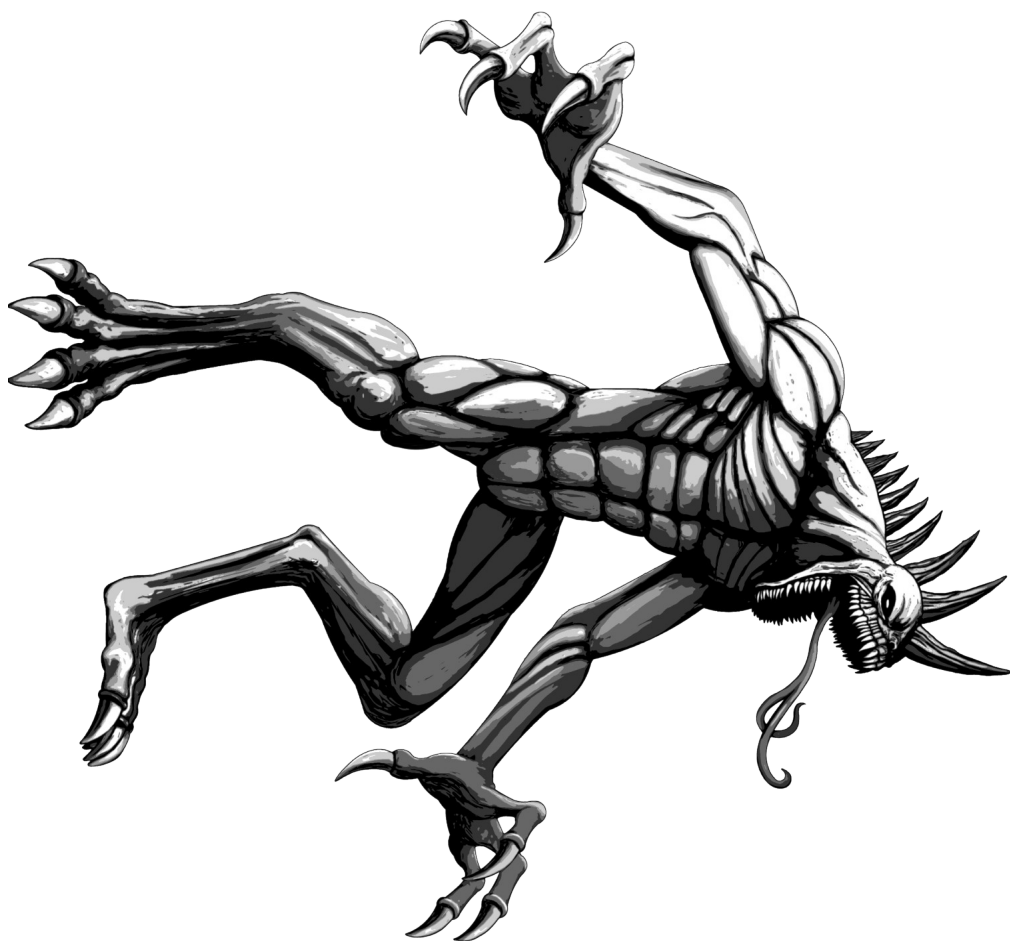
Indomitables have no actual treasure although they are often guarding places of immense value. Perhaps there is some treasure littering the landscape, remnants of foes and fools that have fallen in battle with it. The strange metallic form of the Indomitable is worth a king's ransom as well.

KAGARA

Descendents of a forgotten warrior caste. They once served an ancient draconic empire pre-dating the current epoch of mammalian civilizations by several eons. They have preserved their folk by regressing to the purity of a barbaric culture eschewing any remnants of technology.

AC 6 [13], HD 6*** [27hp], Att 2 x claw (1d8), 1 x bite (1d10 + poison) or poison breath (5d6), THACO 14 [+5], MV 180' (60'), SV D10 W11 P12 B13 S14 (6), ML 10, AL Chaotic, XP 1050, NA 1d4 (2d6), TT C + 3000gp
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- **AMPHIBIOUS** Kagara can breathe air and water.
- **BLOOD FRENZY** +4 to-hit any creature that does not have all its hit points.
- **IMMUNITY** Immune to poisons.
- **LEAP** Can jump up to 45'.
- **POISON** Causes victims to be wracked with burning agony for 1d6+3 rounds (**save versus poison**): no physical activity possible except half speed movement.
- **POISON BREATH** 2-in-6 chance per round of breathing chlorine gas. One target. **Save versus breath** for half damage. Cone of chlorine gas: end 10' wide, 50' long.
- **SURPRISE** On a 1-3 due to stealth.



DESCRIPTION

A large, reptilian creature about the height of two tall men. A row of long spiky growths runs from its forehead down to the middle of its back. It is lean but powerfully muscled. It appears to be built for speed as indicated by its long, powerful limbs. It stands on two legs but often runs on four. It is primarily a drab gray-green in coloration with bright yellow eyes. What little bit of lips it has are pulled back in a permanent rictus grin revealing the savage, rending teeth of an apex predator. All four of its limbs end in vicious-looking talons. An acidic tang wafts from its scaly flesh.

[REFEREE'S NOTE: The creature is reasonably intelligent and capable of speaking in the Draconic tongue, but it usually regards anything fleshy that it encounters as food. This threat of violence is doubly true if the party does not possess any reptilians in their midst.]

TACTICS

Kagara will often attempt to attack from ambush. Whether discovered or not, they will open with a blast of chlorine gas. Usually they will target the most heavily armed and armored of the party first.

[REFEREE'S NOTE: Keep in mind the Kagara's leaping ability if they ever need to move past the first rank to attack softer targets like archers and spellcasters.]

LORE

Kagara are descendants of a warrior caste from an incredibly ancient and nearly forgotten empire of reptilians. This empire once dominated more than the current known world but their slave-castes eventually rose up and the masters fled to another plane of existence during the rebellion. The current sapient reptile races of the known realm such as Lizardmen, Kobolds and Troglydites all likely descend from this ancient empire of reptilian folk.

The Kagara are predators first and foremost. They are highly intelligent, but have eschewed much of any culture since the fall of the ancient reptilian empire. As such, they no longer smelt metal, wield weapons or don armor. Nor do they place stone upon stone or build any sort of construction. They have reverted to tooth, claw and raw savagery. This barbaric philosophy has served them well for they have not turned to dust as much of their ancient home and culture has.

They are exceedingly swift, strong and deadly. They can leap great distances with ease. They are also amphibious and can remain submerged indefinitely, however they are better sprinters than swimmers. Additionally, they can exhale a cloud of poisonous gas as a Green Dragon might.

ECOLOGY

The Kagara are egg-layers that reproduce heterosexually. There seems to be little sexual dimorphism in their species, perhaps the males tend to be slightly larger. They are a fierce and proud race. They do not fear sapient mammals, but they prefer to avoid them and any of the associated complications. As such, they are usually encountered in remote locations, deep underground, in dense jungles, on desert islands or within impenetrable swamps. They prefer warmer climates over cooler ones.

They have a tribal culture with a chief typically heading a tribe of twenty or so. If larger groups cohabitate, they will form a council of chieftains that votes democratically on matters of import. The older and more experienced of the council will often be given two votes rather than one in most cases. Sometimes, younger chieftains are granted this privilege of an additional vote if it is known they have had experience in similar situations.

SEEDS

1.) A Cleric within the party or an NPC has gotten the PCs to embark upon a quest to a remote desert island to collect something. That something could be an artifact, rare components for a ritual, etc. Perhaps a ship carrying a relic from their order was wrecked upon its shores or within its vicinity. Regardless, the group has been charged with going to the island to gather something. [REFEREE'S NOTE: The island is home to a tribe (or tribes) of Kagara. They are the dominant species on the island. Is this known to the party or not? If so, then having someone who can speak Draconic will be a definite asset. If it is not known who rules the island, they will be dealing with a savage tribe of giant reptilians every step of their quest.]

2.) The party has been contracted to travel into a remote and dangerous environment to rescue a group of NPCs that have gone missing. If rescue is impossible, the party is instructed to recover and return whatever might be of import to the client. Why were the NPCs there? Perhaps they were a group of nobles hunting exotic beasts? Perhaps they were sages and naturalists studying a particular kind of plant or animal? Perhaps they were also adventurers that were there in the employ of this same group that is now employing the party. Regardless, the party is going to encounter at least one tribe of Kagara. However, will they know in advance if the area is Kagara territory?

LOOT

Virtually nothing on them. However, due to their draconic affinities they do tend to amass a communal hoard.

LUMENAEYL

Foul demons that are a sort of lifelong curse. They target an individual for torment and appear every fifteen years for fifteen days. They bond psychically with their victim and nestle like a tick in their minds. They surveil their victims and plot the most exquisite tortures for when they next emerge.

AC 5 [14], HD 4+4*** [22hp], Att 2 x claws (1d8), 1 x bite (1d8 + poison), THACO 15 [+4], MV 120' (40') / 360' (120') flying, SV D10 W11 P12 B13 S14 (4), ML 9, AL Chaotic, XP 650, NA 1 (1), TT C

- **IMMUNITY** Unaffected by fire or poison. Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**).
- **MAGICAL POWERS** Each can be used as indicated below:
 - At Will** Charm Person, Light/Darkness, Phantasmal Force, Sleep
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic or silver.
- **POISON** Causes victims to be wracked with delirium for 1d6+3 rounds (**save versus poison**): -2 to attack rolls and saves; half speed movement.
- **PSYCHIC VAMPIRISM** The Lumenaeyl is healed by one half of the damage it inflicts on a target.
- **SOUL BOND** The Lumenaeyl is able to perceive the world through the senses of a single victim as well as read their thoughts so long as they are on the same plane of existence.
- **TELEPATHY** May communicate mentally with anyone out to a range of 1 mile. Those contacted are not compelled to communicate, but the Lumenaeyl will have an empathic sense of their thoughts regardless.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

A hideous and obviously demonic creature about the size of a large human. It is hunched and wiry with long arms ending in vicious-looking claws. Large, leathern bat-like wings sprout from its back. Long horns curve backwards from the top of its bat-like head. Its has widely spaced eyes that burn like stars in sunken orbits. Its horrific mouth is agape in what seems like unbridled mirth. Its lips are perpetually peeled back revealing jagged and gleaming teeth. The teeth of the creature are clearly those of a carnivore and reminiscent of a shark or some similar aquatic predator. Its entire form is aglow from within by an odd magenta-colored aura. From time to time the unearthly radiance shimmers like ripples on a pond.

Despite the obvious evil of the thing, it does not seem immediately hostile. As its gaze fastens upon you, you can feel its probing, alien malevolence creeping into your hindbrain. When it speaks into your mind, its mental voice is conniving and mocking.

TACTICS

Fundamentally, Lumenaeyls are bullies and cowards. They are also highly intelligent. They will be reluctant to engage in a frontal assault. They are much more likely to use their magic to disable and disorient before attacking. When they do attack they would prefer a single, isolated target. For example, they might drop a Sleep spell and then attempt to use a Charm Person on those who manage to resist. The Lumenaeyl will then assess the threat from whoever remains. If the potential threat is still too much, a Lumenaeyl will flee to fight again. All of its magic is "At Will" so it can try again later with only a little frustration. [REFEREE'S NOTE: As Lumenaeyls can use Phantasmal Force at will, it might be a good idea to plan several illusions that might be useful to separate and disorient its targets. Something like an illusory footbridge over a river or a rug over a pit.]

LORE

This creature is a rare form of lesser demon known as a Lumenaeyl. These fiends are named after the odd radiance they shed. This eldritch light allows them to access several magical powers with which to cloud and befuddle mortal minds.

A Lumenaeyl binds itself to the soul of an individual and targets them for lifelong torment. It will name that individual their "beloved" and then make their life a living hell. The Lumenaeyl will mock and horrify their "beloved" at every opportunity, but never physically harm them. A Lumenaeyl will actually protect its "beloved" from serious injury or death. Although, it will gleefully torture and slay those closest to them. Lumenaeyls feed on the pain and suffering of mortals. But, they draw their greatest nourishment from the grief and despair of their "beloved".

This torment does not persist for long. A Lumenaeyl is only active for 15 days every 15 years. After its fortnight of terror, it must hibernate. As it sleeps though, its presence is also nestled in the soul of its "beloved" like a fat tick. The Lumenaeyl will be able to perceive the world through its "beloved" while it hibernates. It will always be there, waiting and spectating. It uses this time to plot the best ruin it can bring to its "beloved" when next it wakes. The only way to thwart this unwanted surveillance is by moving the Lumenaeyl's "beloved" to another plane of existence.

Lumenaeyls can hear the thoughts of any mortal being within a 1 mile radius (as per Telepathy in the statblock). Additionally, the psychic parasitism of the demon enables it to heal itself through the infliction of pain upon others. It is healed by half the amount of damage that it causes to its targets.

ECOLOGY

Lumenaeyls are demons. And demons usually possess no mortal necessities. They typically do not eat, drink, sleep or breathe unless they choose to. However, Lumenaeyls seem to have at least two necessities most of their infernal kin do not. Lumenaeyls must eat, they draw sustenance through the anguish and suffering of mortals, particularly their "beloved". And, they also must sleep. In fact, they can only be active for 15 days every 15 years.

SEEDS

1.) A disheveled and drunken wizard tells of how he has been tormented his whole life by a Lumenaeyl. It began shortly after his birth. The devil slaughtered his parents. Then it served him as a tormenting wet-nurse for several days before depositing him at the door of an orphanage. Then it returned 15 years later, not long after he had become an apprentice to a hedge wizard. The wizard had sensed his ill fortune and hoped to train him to defend himself when next the beast arrived. But alas, not even their combined skills were enough. The devil butchered and skinned his teacher before the apprentice's eyes. It promised that when next it appeared in 15 years time it would present the finest and most supple set of boots made from the hedge wizard's skin. This disheveled and drunken wizard tells the party, he has just celebrated his 30th birthday and expects the Lumenaeyl to return any day now. He offers the party 500 gold pieces to aid him in the fight. If they accept, he divulges much of the lore written above.

2.) The last scion of a wealthy merchant family is expecting the return of a Lumenaeyl. The fiend has slaughtered all of his family. This has left him alone in the world. It has also made him very jaded. Absent a wife or an heir (thanks to the Lumenaeyl), he focused on the accumulation of wealth. He will turn 60 in a few weeks and awaits the demon's return. He has no intention of fighting the beast and merely wishes the torture to end. He has contracted the party to guard him onboard a long voyage at sea. His destination is a remote island. He offers the party 500 gold pieces as well as some exceptional equipment in payment. The party will also be given luxurious accommodations on the ship. [REFEREE'S NOTE: The client will not divulge the threat of the demon until it appears. He may even refer to the demon sardonically as "old friend" when it appears. How will the PCs react to this demonic intruder about the ship and their employer's seeming indifference to the malignant creature?]

LOOT

Mementos taken from previous escapades of torture and torment. They could range from innocent to grim and gory. Perhaps the favorite childhood toys of their beloved. Or, perhaps the severed hand of the fair maiden they had hoped to marry with the engagement ring still intact.

NIGHTGAUNT

Demonic-looking alien things from a spiritual plane. They feed upon the psychic energies of mortal souls that enter their realm during dreams. Unfortunately some of these creatures gain entry into the mundane realm and as a consequence of their feeding, they accidentally kill many mortal folk.

AC 6 [13], HD 3+1*** [14hp], Att 2 x claw (1d6 + constrict), 1 x tail (1d6 + poison), THACO 16 [+3], MV 150' (50') / 360' (120') flying, SV D12 W13 P14 B15 S16 (3), ML 10, AL Neutral, XP 125, NA 1d4 (2d6), TT 0

- **BLINDSIGHT** Can "see" in total darkness; immune to sensory attacks such as blindness or deafness.
- **CONstriction** Grabs and constricts after a hit. 1d3 automatic damage per round, plus a -1 penalty to attacks. Constricted targets may move or act but not both. A **save versus paralysis** allows escape. Constricted targets are automatically tickled on the Nightgaunt's next turn.
- **IMMUNITY** Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**). Also immune to poisons.
- **POISON** Causes victims to become delirious for 1d6+3 rounds (**save versus poison**): no physical activity possible except half speed movement.
- **SURPRISE** On a 1-5 due to preternatural stealth.
- **TELEPATHY** May communicate mentally within 120'. Those contacted are not compelled to communicate, but the Nightgaunt will have an empathic sense of their thoughts regardless.
- **TICKLE** The Nightgaunt stabs its poisoned tail into a nerve cluster, paralyzing its victim for 2d4 turns **save versus paralysis**.



DESCRIPTION

An ebon-skinned demonic-looking thing. It hovers in the middle distance upon its great, bat-like wings making absolutely no sound whatsoever. And in further defiance of reason, it also seems to be displacing little if any air with its silent wing beats. It has curving horns and a long, forked, barbed tail. The creature is slightly larger than human size and quite muscular, but it is all lean sinew. It is nominally humanoid in shape, but appears to possess slightly longer limbs which all end in hooked prehensile claws. It seems particularly agile and perhaps also quite strong.

Some peculiarity of its matte ebon flesh seems to absorb light, rendering the fiend nigh invisible in the rising gloom. It is utterly silent. It draws nearer and you can see it has no face. Only a blank, flat suggestive expanse where a face ought to be. Perhaps this bizarre spectacle is merely some cunning illusion?

[REFEREE'S NOTE: Although it lacks the necessary organs for speech, it understands all languages and is telepathic. If it communicates, it will seem rather simplistic and almost childlike. It is chiefly concerned with flying, grabbing, playing and "tickling".]

TACTICS

Nightgaunts will always attack from stealth, usually swooping out of the sky as silent as a whisper. They will attempt to disable their prey (usually by means of their paralyzing Tickle) and carry them aloft.

[REFEREE'S NOTE: The Nightgaunts will take their prey on a perilous and frightening ride. Ascending, descending, dropping and catching. Occasionally playing catch with others of their flock. Usually the Nightgaunts catch their prey before they impact anything solid. Usually.]

LORE

Nightgaunts are strange beings from another plane. They call their home the Dreamlands. Many sages that have studied the creatures believe this is a planar convergence between the Astral and Ethereal planes where mortal minds go when dreaming.

Nightgaunts are natural telepaths and draw nourishment from the fear and excitement of mortals. To feed, they ensnare a sleeping mortal's dreamself and "tickle" them with their barbed tail, inducing a paralytic state and then soar into the sky with the mortal in tow. All the while feeding off the intense emotions and psychic energy of the mortal's mind. The mortal might experience this as a nightmare of falling or an exciting dream of flying. A common and harmless enough thing.

In many cases, the Nightgaunt will drop the mortal from a great height only to swoop down and catch them just before impact. They do this to stimulate greater emotion. Sometimes they aren't fast enough though, and the mortal impacts the surface. In the Dreamlands, this is not a problem. However, if these creatures try to feed on the Material Plane, the results can be much more tragic.

The preternatural silence of a Nightgaunt has been attributed to its peculiar biology. The strange creatures somehow exist on two planes at once. That is to say, when encountered on the Material Plane a Nightgaunt is also partly co-present in the Dreamlands. And this strange planar alchemy mutes sound

almost perfectly. Sages familiar with Nightgaunts believe this strange planar alchemy also allows the creature to navigate their environment without any conventional sense organs whatsoever. These sages hypothesize Nightgaunts utilize ambient psychic resonance to orient themselves in a similar manner as a bat uses sound.

If pressed on their origin, some will mention a sort of legendary deity figure they call Nodens. They are sworn to serve him but have not seen him in a very long time.

ECOLOGY

Little of certitude is known about the Dreamlands. A few planar explorers claim to have seen the place but their descriptions of it vary, even within their own party. It seems recollection of that eldritch domain is mercurial at best.

Nothing is known of the life cycle of Nightgaunts. It is presumed that they procreate in the Dreamlands. At some point in their life they are summoned to the Material Plane. Or perhaps, they simply become lost and find themselves here. Their childlike intellect makes it impossible for them to accurately detail their journey to the mortal realm.

They draw nourishment from the psychic energy of mortals and do not appear to breathe or sleep.

SEEDS

1.) Some Nightgaunts have taken up residence in the belfry of a cathedral. The priests are quite fearful of the demonic-looking creatures. The Nightgaunts have taken several clergy and parishioners on flights. A few have not returned.

2.) A Nightgaunt has been feeding on a character for several nights. It steals the sleeping victim away in the night and returns them quite horrified in the morning. The victim recalls being unable to move and having intense dreams of falling and flying. The scratches and bruises upon their flesh cause them to wonder if the dreams are really happening.

LOOT

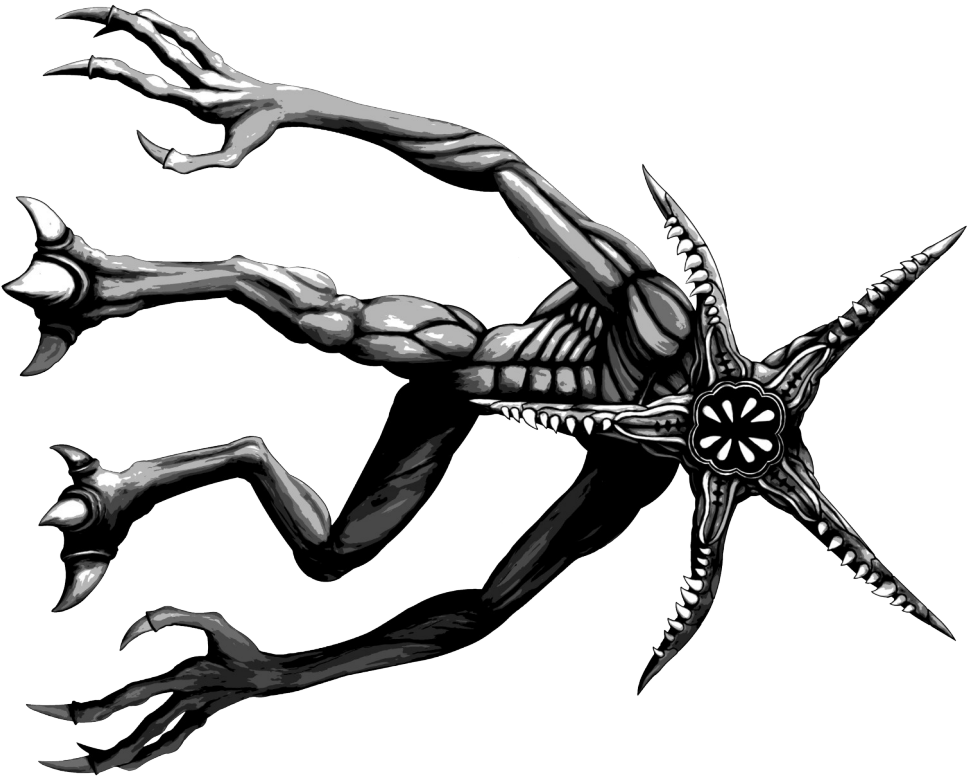
The usual loot in a Nightgaunt's nest will be exceedingly random but should always include at least one spellbook of blasphemous magic. Even though the creatures do not have eyes with which to read the tomes, they are drawn to the weird eldritch emanations.

NYDIEM

Lesser demons that have gained access to the mortal realm. Remarkably, the wretched things have been able to successfully breed. They prefer heavily forested terrain and can swing from tree to tree like some sort of hell-spawned primate. They are ravenous, pack-hunting predators.

AC 6 [13], HD 1+2*** [6hp], Att 2 x claws (1d6), 1 x bite (1d6), THACO 18 [+1], MV 150' (50'), SV D12 W13 P14 B15 S16 (1), ML 10, AL Neutral, XP 27, NA 1d4+1 (1d6+3), TT C, O
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- **AMBUSER** If attacking from surprise, first attack is +4 to hit and inflicts x2 damage.
- **BLINDSIGHT** Can "see" in total darkness; immune to blindness.
- **BRACHIATION** Can increase movement speed to 180' (60') in heavily forested areas.
- **CLIMBING AND LEAPING** Skilled climbers; can jump up to 20'.
- **CONSTRICTION** Tentacles around mouth grab and constrict after a hit. 1d6 automatic damage per round. **Save vs paralysis** at -2 to escape.
- **GRAB AND BITE** +2 bonus to bite attacks, if a claw hits.
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic or silver.
- **SEVERING TENTACLES** Requires a hit from an edged weapon that inflicts 4 or more damage.
- **SURPRISE** On a 1-3, due to stealth.
- **VORPAL BITE** On a bite attack roll of 20, or 4 or more than the target number required, indicates that tentacles surrounding the mouth have grabbed onto the target's head. 1d6 automatic damage per round. **Save vs paralysis** at -2 to escape. If they do not escape in 1d4 rounds, the Nydiem has cracked open their skull, eaten their brain and they die. [REFEREE'S NOTE: You might decide this is more difficult if the victim is wearing a helmet.]



DESCRIPTION

[REFEREE'S NOTE: Take note, this creature is not alone, at least one more of its kind is always lurking in the shadows waiting to attack from surprise. You might allow perceptive PCs a chance to detect the lurker(s).]

[REFEREE'S NOTE: This description is of a Nydiem with a closed mouth. Note the more benign "teardrop-shaped head".] You see a tall, roughly humanoid being. It seems only partial bipedal. Its oddly teardrop-shaped head is probing through the branches of a fruit tree. Presumably it is foraging for something sweet. The shoulder of its wiry form stands about the height of a human as it crawls about on all fours. Its flesh is a dull, olive green and grants it considerable camouflage. Upon closer observation you recognize the total absence of eyes on the weird thing's head. You also notice it has fully prehensile hands with long claws. Luckily the weird thing seems to be a herbivore.

[REFEREE'S NOTE: At this point, if not discovered already, the creature's companion(s) appear.] You hear a faint rustle behind you and turn to see another one of the mysterious creatures. A heartbeat later its weird head has split open in a roughly pentagonal shape. A bit like a starfish. Five long, barbed tentacular organs radiate from a horrific, fanged, lamprey-like maw. The colors within its mouth are especially bright pinks and magentas, oddly reminiscent of some exotic flower. It hisses at you and charges.

TACTICS

These creatures prefer to ambush their prey and never hunt alone. Usually they will stalk their prey awaiting an ideal environment for concealment with few routes of egress. When they make their presence known, one of the pack will expose itself to their prey whilst its companions attempt to attack from surprise. [REFEREE'S NOTE: Nydiems are adept at laying traps baited with treasure but they lack what most folk would term common sense. It might be a good idea to plan an interesting scene with perhaps some gaudy bauble dangling from a tree branch in a deep but narrow ravine. Or, perhaps a similar bauble glinting from a cave that can only be entered one at a time. They may even simply lay a trail of gold coins leading to a pit trap.]

LORE

These horrific creatures are a form of lesser demon known as Nydiem. Amongst demonkind they are rather unique. As you see, somehow the wretched things have learned the trick of reproducing themselves here in the mortal realm. They also possess several mortal frailties, namely they must eat and drink. Loremasters have posited that the intake of food and drink is what allows them to reproduce, but this remains unconfirmed. Regardless, the beasts always seem ravenous.

Nydiem are consummate pack-hunters, they never hunt alone. Additionally they are skilled ambush predators. They are apparently best adapted to heavily forested, nearly lightless environments. They can brachiate through heavily forested areas at considerable speed. Further, they are able to leap great distances with little effort.

The tentacles which ring a Nydiem's mouth will grab and hold a target allowing the creature to gnaw into a limb. Once so ensnared it is exceedingly difficult to break free from the Nydiem's kisses. The tentacles can be severed with a solid blow from an edged weapon. But woe be to the fool unlucky enough to have their head so entrapped, they are surely doomed without swift aid.

ECOLOGY

Nydiem are a rare breed of demon. At some point in the distant past they entered the mortal realm and have since been able to breed for several generations. They also seem to require mortal sustenance to fuel their detestable existence. It is unknown if they can be starved or slain from thirst. Their flesh possesses some of the unholy fortitude of their infernal kin, and is invulnerable to mundane weapons that are not silvered.

SEEDS

1. The party happens across a rather large mirror deep in a foreboding wood. The mirror is roughly twice the height of a full-grown man and twice again as wide. The form of the thing is odd, sort of an oblong diamond shape. It stands on one of its shorter ends, the angle resting in an ornate base nearly concealed beneath the detritus of the forest. Upon closer investigation the mirror is revealed to be a silvery, nearly translucent metal. The base is inscribed with an indecipherable runic script of some sort. [REFEREE'S NOTE: If the party manages to read the script, it explains the mirror opens a magical gateway to another plane during the darkest phase of the moon. The inscriptions claim to allow travel in either direction. What the party will not know is the mirror has been in this black forest for centuries. Additionally the portal links the weird, hellscape forest plane of the Nydiem to our mortal realm. Further, 1d6+3 Nydiem have exited the eldritch mirror every month since its arrival. As night falls the Nydiem will creep out to hunt the PCs.]

2.) The party finds itself encamped alongside a narrow river. The river winds its way through a steep and narrow canyon in a heavily forested area. Even at midday the dense canopy renders a sort of twilight gloom that is palpably eerie. [REFEREE'S NOTE: Why are the PCs here? Were they traveling by boat and landed here for a rest? Were they traveling on the plain above the canyon and thought this area might make a good campsite? Regardless of why they are here, try to maneuver them deeper into the shadowy woods of the canyon.] As the party probes deeper, they will encounter a gruesome orchard of sorts, dozens of corpses in various states of decay hang from the trees. Immature Nydiem scabble over the bodies, gnawing at the putrid flesh. [REFEREE'S NOTE: Treat the young fiends as half-strength Nydiem for hit points and attack damage. They will flee if attacked but adult Nydiem will begin to appear from the gloom 1d6 rounds later.]

LOOT

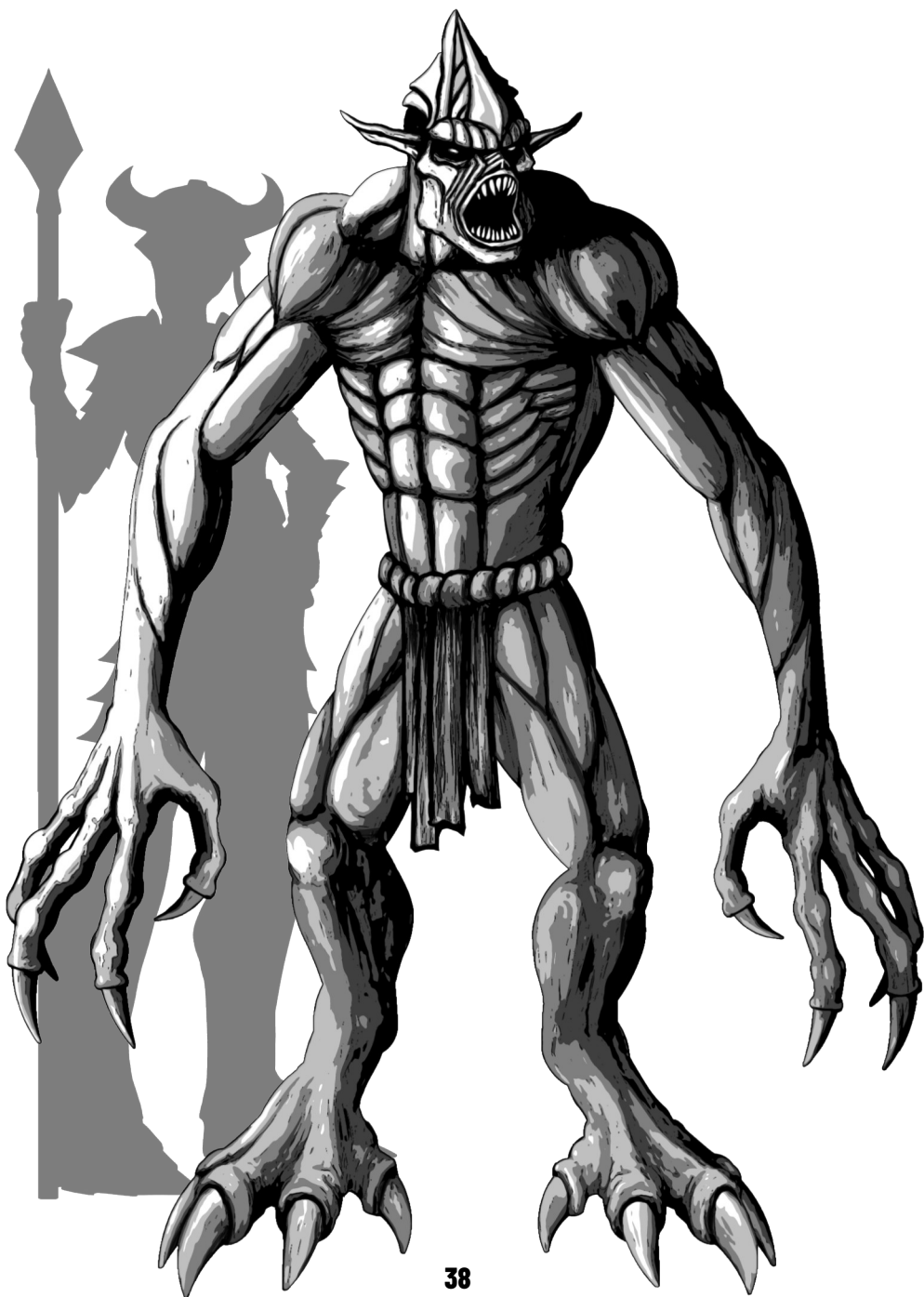
Nydiem are keenly aware of the power treasure holds over mortal folk and will make good use of it as bait. Curiously they are drawn to collecting magical scrolls despite their lack of eyes.

SARK

Sarks are reptilian humanoids created by a degenerative curse that only affects elves. The origin of the Sark curse stems from a feud amongst ancient draconic factions.

AC 5 [14], HD 4* [18hp], Att 2 x claw (1d6), 1 x bite (1d4) or 1 x ram (stun), THACO 16 [+3], MV 180' (60'), SV D10 W11 P12 B13 S14 (4), ML 8 (10 in larger packs), AL Chaotic, XP 125, NA 1d8 (2d10), TT None

- **COLD-BLOODED** Sarks prefer hot climates. Cold temperatures will make them sluggish. Due to their cold blood, they are only capable of functioning normally during the day and the first few hours of darkness. Cold-based attacks will reduce their movement by half and only allow them a single attack per round.
- **INFECTION** An elf who loses more than half their hit points from the natural attacks of Sarks (i.e. bites, claws) contracts a curse that will transform them into a Sark. Characters are allowed a **save vs. poison** to resist. The disease takes 1d6+1 days before the victims are fully transformed, showing signs of infection after half the time. The disease can be removed by a 10th level or higher caster via a Remove Curse spell (if cast within a week of infection).
- **RAM** Stunned for 3 rounds (**save versus paralysis**).
- **STRENGTH IN NUMBERS** Packs of 4 or more Sarks have morale 10. If the pack is reduced to less than 50% of its original size, this morale bonus is lost.



DESCRIPTION

You see several (1d6+2) medium-sized humanoids clinging to a patch of shadows in the middle distance. They appear primitive and bestial. They are clad in rags and carry no tools or weapons. Their green, scaled skin and long claws suggest they are reptilian. Their skulls are heavily armored with angular bony plates. This crown of bone exaggerates their heavy brow. Their glistening black eyes can be glimpsed flashing in the shadowed depths. They have short muzzles which display the eager serrated smile of a hungry predator. The creatures appear to be communicating amongst each other in guttural hisses, barks and growls. The creatures are incapable of communication with normal folk. They seem to be only partially bipedal.

[REFEREE'S NOTE: They will assess the party for 1d4+1 rounds. If they outnumber the party two to one, they will attack soon. If not, they will slink away. The party might spot one or two lingering just out of bow shot. They will continue to observe stealthily and from a distance until they have sufficient numbers to mount an assault that favors them. Should they fail to gather more of their kin, it is possible they will rush into the party's midst and attempt to drag away a smaller target.]

TACTICS

Sarks are aggressive and cunning but have primitive minds, they are little better than wolves or apes in this regard. They are fast and nimble, preferring to run on all fours. In combat they will often ram an opponent with their armored head, before tearing at them with tooth and claw.

LORE

These creatures are known as Sarks. Their name is derived from the peculiar hissing barks they use to communicate amongst themselves. They are quite rare, so lore regarding them should be difficult for players to come by. They are elves transformed by an ancient curse similar to lycanthropy. The curse originates long before the age of humans and even elves. But, the story is intimately wrapped up in the origin of elves.

During the earliest days of the mortal realm, dragons were the supreme rulers. Their natural affinity for magic, powerful minds and bodies made them the obvious sovereigns. But there was a creeping ennui amongst them. Despite their great power many of them merely sought to accumulate gold and sleep. During their long slumbers, they would cast their spirits out of their bodies, traveling astrally into the broader cosmos, discovering other planes. And so, gradually they simply became less interested in this realm.

Many of these ancient dragons became more and more consumed with this exploration of the Multiverse via astral travel. But they also recognized the need for a younger, more vital race to fill the vacuum the absence of dragons had made. The idea took hold amongst these ancient dragons as few things ever had. Unfortunately, a schism developed amongst them. Those that would later be known as the metallic dragons sought to merge their bloodline with that of a mysterious and spiritual race they had encountered on their astral journeys. This race possessed an innate connection to all things magical, much like the dragons themselves. This race of beings we now term the fey folk. And in mixing with these fey folk, the first elves were born. The other faction, those that would be known as the chromatic

dragons saw such a mixing of bloodlines as abomination. They instead seeded the reptilian races such as kobolds, lizardmen and troglodytes. However, the chromatic faction was not satisfied to simply create their own heirs. They also sought to sabotage the creation of elves. So, they wrought the curse which created the Sarks. The disease that would transform elves into reptilians. They infected several elven settlements hoping that it would continue to spread. Somehow it did not.

ECOLOGY

Sarks are mortal creatures, they must eat, sleep and drink to survive. They breed true amongst their kind and also fill their ranks by infecting others (although they are not aware of this). Elves that survive a Sark bite and become infected will slowly be transformed (as described above). The disease can be removed by a 10th level or higher caster via a Remove Curse spell (if cast within a week of infection). Sarks prefer hot climates. Cold temperatures will make them sluggish. Due to their cold blood, they are only capable of functioning normally during the day and the first few hours of darkness.

SEEDS

1.) During a desert trek, the party happens across a break in the mountains. The break seems relatively recent (probably due to an earthquake). Beyond the break, in the distance they see an immense ruin. A complex of soaring towers now eroded to glinting splinters jutting from the sand. As the party explores the site, they notice a bright, silvery metal filigree seems to reinforce the structures. Additionally there are several monuments and statues amongst the towers as well as lesser structures (perhaps shrines). One particular statue appears to depict a beatific elven woman in an elaborate gown. A long, serpentine creature entwines her. Further investigation reveals an inscription in an archaic script, those capable of reading Elven or Dragon can decipher bits and pieces. The text claims this to be the first city of a new race. An intermingled people of fey and dragon. [REFEREE'S NOTE: As the party explores the curious place, they have drawn the attention of several Sarks. The Sarks will attack at dusk.]

2.) The party happens across a ruined temple-fortress in an isolated mountain valley. It appears to be a remnant of the same civilization described in Seed #1, but not quite as ancient. This place is also overrun with Sarks. The site was once holy to metallic dragons and then usurped by an ancient black dragon. Dwarven folklore from the area names the place, Aena. [REFEREE'S NOTE: An INT check might reveal that Aena is a legendary figure known as The Dragon Of Revenge.] Standing stones within the center of the razed temple recount the "abomination" of the elven race's birth.

LOOT

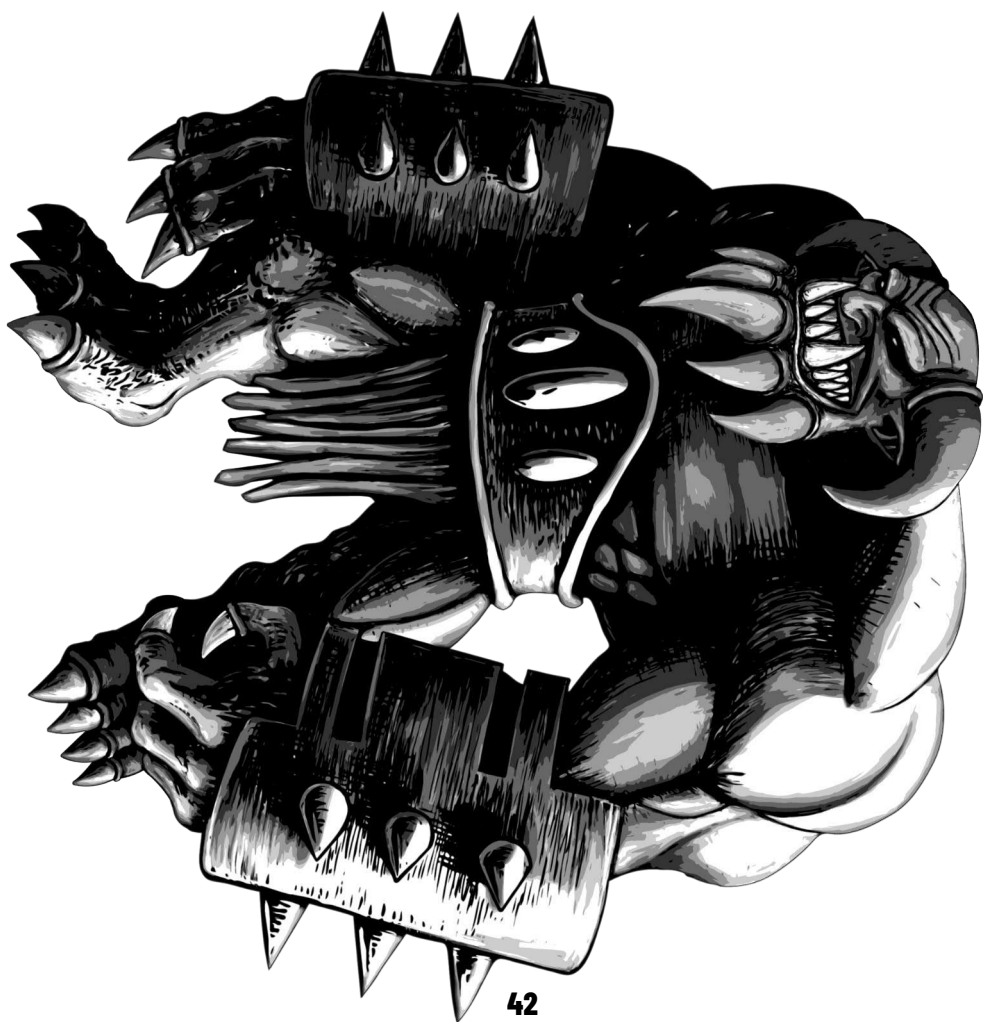
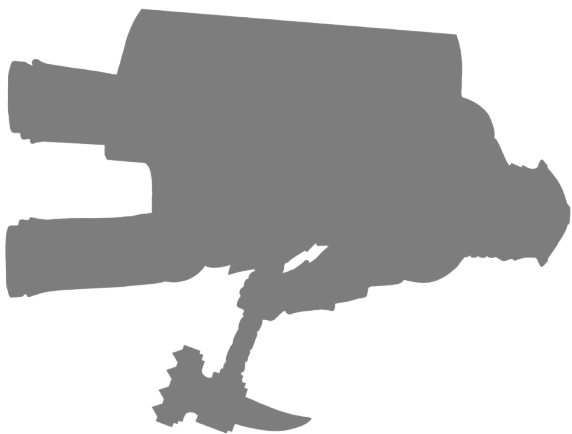
Sarks are little better than animals. They will not have any personal wealth. However, the areas in which they are found will likely be rich in ancient elven artifacts. For example, lots of mithral stuff (knives, swords, armor, etc.). Elven cloaks and boots. Perhaps a priceless mithral tome revealing the origins of the elves.

STRANGLE FIEND

Demons with a penchant for strangulation. When found in the mortal realm they are often in league with assassins, murderous cults or brutal monsters such as orcs.

AC 4 [15], **HD** 8*** [36hp], **Att** 2 x fist (1d10 + constriction), **THACO** 12[+7], **MV** 120' (40') / 180' (60') flying, **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Chaotic, **XP** 2300, **NA** 1 (1), **TT** F

- **CAUSE FEAR** Will cause a target within 240' to flee for 3d6 rounds unless it **saves versus spells**.
- **CONstriction** Grabs and constricts after a hit. 1d6 automatic damage per round, plus a -1 penalty to attacks. Constricted targets may move or act but not both. A **save versus paralysis** allows escape. Constricted targets are automatically struck with a fist on the Strangle Fiend's next turn.
- **IMMUNITY** Unaffected by poison. Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**).
- **MAGIC RESISTANCE** +2 bonus to saves versus spells.
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic or silver.
- **TELEPATHY** May communicate mentally within 120'. Those contacted are not compelled to communicate, but the Strangle Fiend will have an empathic sense of their thoughts regardless. May also use this ability on corpses. The dead are compelled to communicate and answer truthfully.
- **TELEPORT** May teleport 300'.



DESCRIPTION

You see a large, muscular demonic creature. Its densely-muscled form stands about ten feet tall. It has beady eyes of blazing crimson which burn like embers in the shadowy depths of its horned and fanged visage. A virtual lion's mane of horns encircles its brutish face which reminds you of a clenched fist. A feeling of panic threatens to overwhelm you as its gaze bores into your soul.

The creature has huge clawed hands at the end of its powerful arms. The hands clench and unclench as if eager to choke something. The being speaks in a low, gravelly voice. It seems fond of chuckling to itself in a dry, mirthless way.

[REFEREE'S NOTE: It does not appear immediately hostile but it is palpably evil. It virtually radiates an aura of woe and despair. Weaker willed souls may be brought to a state of terror by its mere presence (its Cause Fear ability).]

TACTICS

If it feels it can gain the advantage of surprise and the environment is suitable, it will teleport behind a party member at the edge of the group. It will then grapple them from behind and fly upwards, beyond melee range. Once in the air, the demon will attempt to crush its victims, break their spine, or simply choke them to death in the vice-like grip of its immense hands. All the while it will chuckle in that same dry way. In some cases (particularly if it faces a formidable group), it will Cause Fear to drive a partymember from the formation. Once the terror stricken individual is sufficiently separated from its allies, the Strangle Fiend will move in (via Teleport) and carry it aloft as described above.

LORE

These beings are demons that delight in terrorizing and abusing weaker creatures. They are most commonly known simply as Strangle Fiends, because they are especially fond of taking life with their bare hands. They are physically very powerful and love to grapple, restrain and choke other creatures. The snapping of bones is music to their demented ears.

Like many such hellspawned creatures this form of demon possesses several magical abilities. It can teleport at will as well as fly. It can also drive weaker minds into paroxysms of terror merely with its gaze. And, its unnatural flesh is resistant to most non-magical attacks (they are vulnerable to silver) as well as being exceptionally resistant to spellcraft.

They are not unreasoning brutes however and may parley and even cooperate with those they deem useful. Although anyone foolish enough to put themselves in alliance with such a creature is usually a danger to themselves and others. It is not unheard of them leading an Orc warband or a cabal of

degenerate cultists. They usually tire of mortal intrigues and plots quickly enough, but stay for the murder and torture.

ECOLOGY

They can be encountered anywhere in the Multiverse but like all of their malignant kind they originate in some blasted, infernal pit. Most likely some festering layer of the netherworld often referred to as The Abyss. Strangle Fiends are supernatural beings and do not possess a normal physiology, they can subsist with or without such mortal necessities as food, water, air or sleep. As demons, these creatures also possess no life cycle to speak of. They do not age, mate or rear offspring in the traditional sense. But, they do sometimes mix their infernal seed with mortals to create various half-demon abominations.

SEEDS

1.) One of these creatures has become the head of a new guild of assassins. The foul being has survived many assassination attempts on it by rival guilds and guildmembers. The demon's total immunity to poison and virtual immunity to non-magical weapons have made it a difficult rival to dispatch. The demon has already sired half a dozen or so half-demon bastards that reside in its bloody court. And, the guild under the demon's tutelage has taken to kidnapping and ritually strangling the local nobility. The bodies are then deposited in public areas drained of blood with their heads twisted round. Notes are found pinned to the corpses. In many cases, the notes demand some form of payment or another victim will be plucked from their distinguished line.

2.) At some point during a rest, one of these demons approaches the party. Typically it will teleport behind whoever is on watch and grapple them. If successful, it will fly upwards, dragging the party member with it. After rendering the victim unconscious (or if they put up too much of a fight), the demon will simply drop them. [REFEREE'S NOTE: I recommend, with a human-sized or smaller victim in tow, the demon will ascend 30 feet per round. Will the rest of the party awaken in time to hear the companion struggling with the demon? How far have they ascended? How badly damaged will they be from the fall? Where will the victim fall? Perhaps target a hireling first and then drop their broken form from a considerable height into the campfire for maximum chaos.]

LOOT

Strangle Fiends do not typically carry treasure on them. But they do amass a decent hoard in their lair. Oftentimes, those with the most wealth will have followers they support or extract tribute from.

TEUNGKZUN

Alien beings which have a superficial resemblance to dragons. They gain access to our realm through the weird energies released during auroral displays and other electromagnetic phenomena.

AC 1 [18], HD 8*** [36hp], Att 2 x claws (1d8), 1 x bite (3d8), 1 x tail (1d8 + constriction) or 1 x breath (8d8), THACO 12 [+7], MV 90' (30') / 240' (80') flying, SV D8 W9 P10 B10 S12 (8), ML 9, AL Lawful, XP 2300, NA 1 (1), TT H

- **BREATH WEAPON** 2-in-6 chance per round or breathing a super-heated jet of plasma. 120' line. 5' wide. If the line is interrupted it creates a radius effect equal to half the remaining range. For example, if the line is interrupted at 60'; the remaining 60' is converted to a 30' radius. **Save versus breath** for half-damage.

- **CONSTRICTION** Grabs and constricts after a hit. 1d3 automatic damage per round, plus a -1 penalty to attacks. Constricted targets may move or act but not both. A **save versus paralysis** allows escape. Constricted targets are automatically blasted with its breath weapon on the Teungkzun's next turn.

- **IMMUNITY** Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**).

- **MAGICAL POWERS** Each can be used as indicated below:

At Will *Invisibility, Knock, Polymorph Self, Ventriloquism, Wizard Eye, Wizard Lock*

3 x Day *Charm Person, Phantasmal Force, Sleep*

1 x Day *Contact Higher Plane, Teleport*

- **MAGIC RESISTANCE** Their weird physiology grants them a +2 to all saving throws vs. magic.

- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic.

- **TELEKINESIS** May lift and manipulate objects of up to 1000lbs. at a distance of 120'. May paralyze or crush an opponent within that range. **Save versus paralysis** or be paralyzed and suffer 6d6 damage.

- **TELEPATHY** May communicate mentally with anyone out to a range of 1 mile. Those contacted are not compelled to communicate, but the Teungkzun will have an empathic sense of their thoughts regardless.

- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

You see a huge, dragon-like being. Its body is nominally draconic in shape with a long neck and leathern wings. On closer inspection, the being is more humanoid than most dragons with long, wiry arms and legs. Although it stands upright it leans forward suggesting it is only partially bipedal. Its wings have odd-looking claws that resemble the pincers of a crab or perhaps a scorpion's tail. It has a long tail which ends in an articulated (perhaps prehensile) fan of bone or chitin along with a stinger of some sort. The creature appears to be nude save for a helmet and talisman.

TACTICS

They are highly intelligent and will make optimal use of terrain. Additionally, they possess several ranged attack options to weaken any potential threats before entering melee. [REFEREE'S NOTE: Teungkzun are not prone to random violence and are likely to attempt communication before any conflict ensues.]

LORE

These creatures are known as Teungkzun. Some sages suspect the Teungkzun are here to study our realm and its denizens. Their name comes from the language of the fierce sea reavers that stalk the icy north. They are alien to our plane and are only able to cross over into our realm during particularly intense auroral displays or other electromagnetic phenomena. Teungkzun are drawn to these events and seem to draw energy from them. The folk that live alongside the territory of Teungkzun tell tales of seeing the creatures basking in the eldritch light of the auroras much as a terrestrial reptile might lay in the sun on a cold morning.

Although they resemble what most folk know as Dragons they most assuredly share no common ancestry. Sages familiar with such things have speculated these creatures are an example of parallel evolution, in other words two unrelated types of creatures evolving similar forms and capabilities. Whereas typical Dragons have a mastery of arcane magic, these beings are powerful psionics with indomitable wills. They are especially adept with telekinesis and telepathy.

These weird creatures are not composed of flesh and blood as most know it. Their bodies appear to be wrought from a grayish, rubbery matter. Despite what seem to be bony structures in their wings and tail, they possess no true skeleton of any kind. Very nearly, the whole of their weird anatomy is a tough spongiform substance permeated throughout with a complex array of networking honeycomb-like structures. And in place of organs they have eldritch gems that generate and manipulate unknown energies which somehow lend the beings the motive spark of life.

ECOLOGY

Teungkzun appear mortal but are extremely long-lived. Much like their more mundane counterparts they can bleed and die. However the substance they bleed is a silvery ichor that quickly evaporates into a thin mist that reeks of copper and cinnamon. Additionally, when wounded, their weird blood oozes from their injury as sap might from a tree. They appear to be entirely carnivorous but their bizarre metabolism reduces the meat they consume into raw nuclear energy. The waste byproduct of their internal processes is utilized to aid in their buoyancy during flight as well as fuel for their breath

weapon. Anything not put to use is excreted as a misty effervescence of gas and water. They possess no lungs but appear to draw breath via some form of osmosis.

They seem to be solitary creatures. No records of mated pairs or offspring exist. Sages speculate that Teungkzun which appear in our realm are only here temporarily and as such do not reproduce here. It is fairly common for these creatures to establish a territory and watch over the goings on within it.

SEEDS

1.) The party has been traveling in an icy, bleak and desolate wasteland for several days. All of them have been having increasingly strange dreams wherein an impenetrable darkness engulfs them. Within the dream, the cloying scent of cinnamon and copper fills the air. After a long, lonely silence a voice calls to them. It echoes to them from the darkness. At times it seems distant as if across a vast chasm. At others, it is like a whisper in their ear. The tone of the voice is curious but also somewhat threatening. It inquires as to their purpose in its territory. They are informed in stern terms that all creatures dwelling from the horizon to a certain landmark they just passed (river, mountain, etc.) are under its dominion. And the party will be punished severely should they harm any of these creatures or unduly alter the environment. [REFEREE'S NOTE: This is a Teungkzun speaking to them telepathically via their dreams. The Teungkzun is deadly serious about its threats and will return any violence the party might inflict upon the denizens of its territory. As a Referee, you might find it fun to make the party very aware of this surveillance and looming threat. It might facilitate a very tense sort of "walking on eggshells" feel to your story.]

2.) A remote mountain village has requested support from the nearest temple or keep regarding the ongoing disappearance of their children. [REFEREE'S NOTE: A Teungkzun has been luring the children into the woods with its telepathic voice. The Teungkzun has not harmed any of the children. It seems to be studying them. So far the alien dragon has concealed its true appearance from them. How will the Teungkzun react to the PCs investigating its activities. Will it reveal its true appearance to the party?]

LOOT

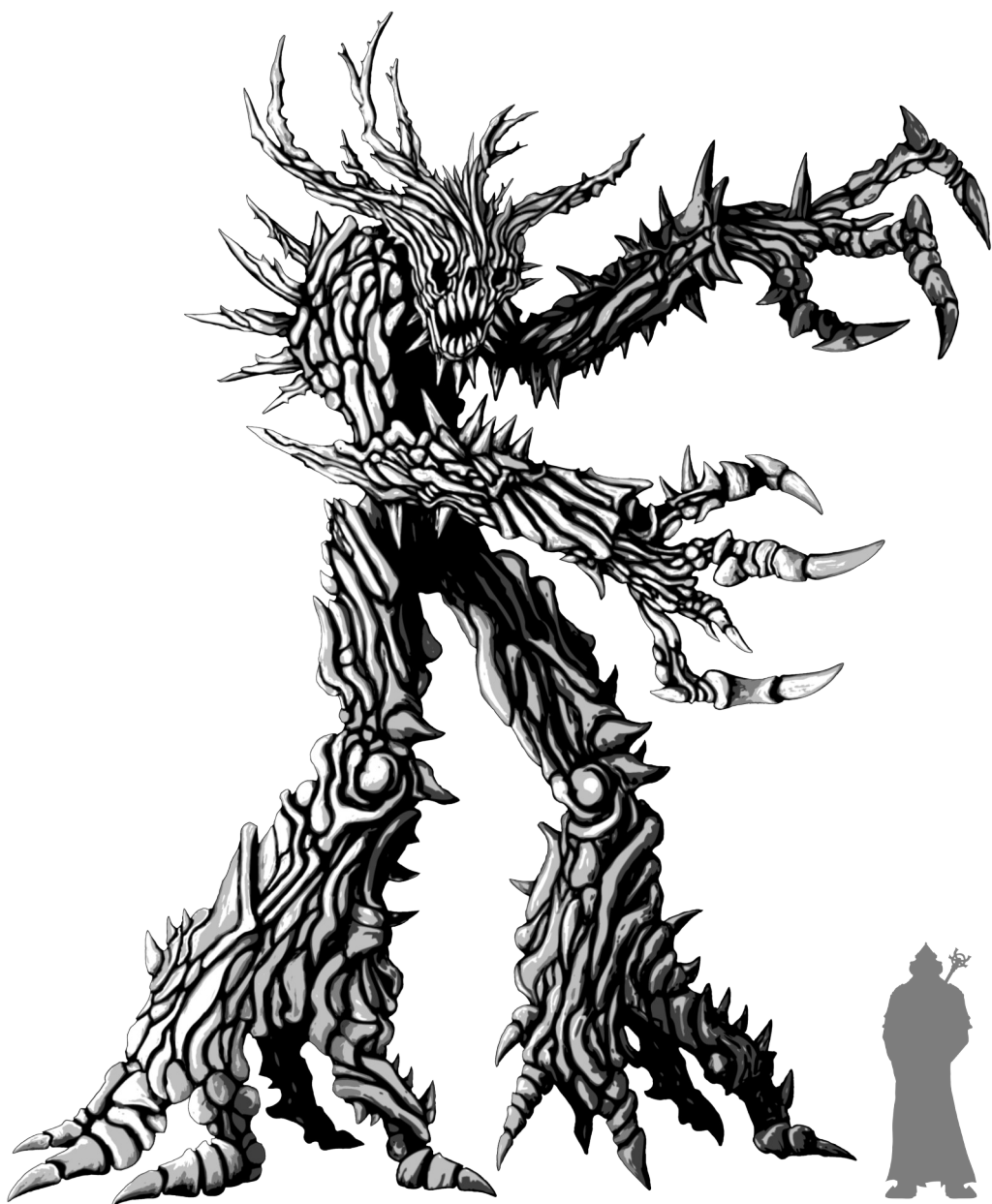
Teungkzun are fascinated with the magical energies of our realm but seem to have a poor understanding of their function. Regardless they tend to amass quite a bit of magical items in their lair. I suggest you double their chances of magic items in their horde, but greatly reduce the amount of coins they have. Additionally, their helmet and talisman enhances their psionic abilities. I suggest a Helm of Telepathy (but it is too large for normal folk). And, the talisman, although large, could be held in one hand and functions as a Ring of Telekinesis. [REFEREE'S NOTE: It is also probably that the gem-like organs of a Teungkzun could be harvested and sold.]

UNSEELIE TREANT

Animate trees writ into a vaguely humanoid aspect possessed of malevolent sapience and suffused with necrotic energy. They shun the sun and feed on the souls of living beings.

AC 1 [18], **HD** 8**** [36hp], **Att** 2 x fist (2d6 + energy drain), 1 x bite (1d10 + energy drain + poison),
THACO 12 [+7], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (8), **ML** 10, **AL** Chaotic, **XP** 2850, **NA** 1 (1), **TT** C

- **ANIMATE TREES** Each individual can animate 2 trees (within 60'; may switch trees at will). These fight as normal treants with movement rate 30' (10'). There is a 2 in 20 chance this spawns a new Unseelie Treant with all the knowledge and abilities of its creator.
- **GLOOMWOOD AURA** The Unseelie Treant emits an aura that drains life from people and animals but spurs vegetation to unwholesome and twisted growth. At the start of each of the monster's turns, each creature within 40' takes 1d6 damage and must **save versus spells** or become exhausted, suffering a -2 penalty to attacks, damage, and Armor Class until leaving the area of effect. Any sources of flame within a 500-foot radius will become a feeble green illumination and be unable to damage vegetation.
- **ENERGY DRAIN** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. The Unseelie Treant is healed by any hit points drained from its victims. A person drained of all levels immediately becomes a zombie, under the control of the Unseelie Treant that killed them.
- **IMMUNITY** Unaffected by poison. Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**).
- **MAGICAL POWERS** Each can be used as indicated below:
 - At Will** *Dimension Door, Light (Darkness), Phantasmal Force*
 - 1 x Day** *Growth of Plants, Mirror Image, Sleep*
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic or silver.
- **POISON** Causes victims to be wracked with frightful hallucinations for 2d6+6 rounds (**save versus poison**): Victims are very confused and may move at half speed or attack. Attack rolls and saves are -2.
- **SUMMON FOG** Within 240 yards of the Unseelie Treant. Visibility drops to 20'. Creatures in the fog move at half their normal rate. At the referee's option, they may also have a chance of getting lost. **3 x Day**
- **SUNLIGHT HYPERSENSITIVITY** -4 to-hit in brightly lit conditions such as sunlight or a Continual Light spell. Direct sunlight causes an Unseelie Treant 1d6 damage per round.
- **SURPRISE** On a 1-3, in a forest, due to being mistaken for a tree. Encounter occurs at 30 yards or less.



DESCRIPTION

You see a huge, gnarled vaguely humanoid figure. It stands easily twenty feet tall or more. It appears to be some sort of animated tree or plant but stamped with a decidedly ghoulish or demonic aspect. What must be its face strongly resembles a horned skull with the gnashing teeth of a carnivore. It stands before you in the middle distance. A miasma of darkness and fog emanates from the horrific thing. It mutters at you from deep within this murky eldritch fog. The blanket of gloom oozes from it and creeps toward you. The monster is not alone, it appears to be surrounded by a variety of other mutant vegetation and shambling undead as well.

TACTICS

Unseelie Treants are cruel and cunning but generally cowardly. They will not attack directly but will send waves of lesser creatures to attack any enemies. Once any threat has been sufficiently weakened, they will teleport into the fray to drain the lifeforce of their foes. If they are ever seriously threatened though, they will flee by teleporting into the nearest forest and summoning a heavy fog to mask their presence.

LORE

An Unseelie Treant is usually (but not always) the result of an evil, darkling fey awakening a tree to sapience. Unseelie Treants are also able to create others of their own kind through similar enchantments but usually it is a temporary animation. However the taint sometimes lingers and the minion becomes an independent creature. In rarer cases, these monsters come about through the degeneration or corruption of a normal treant. Some sages posit any sufficient corruption by necrotic energy could warp a normal treant into an Unseelie Treant. It's also rumored that some dark rituals exist that can birth an Unseelie Treant, the core component of this ritual is a mass slaughter within a dark forest. It's said that slaughter does not need to be fresh, so perhaps the remnants of an ancient battle where a forest has grown might suffice. The typical Unseelie Treant is thoroughly evil and hates all forms of civilization and animal life. It seeks to overtake any land it occupies by propagating more and more freakish plant life while at the same time extinguishing as many animals as it can.

Unseelie Treants are suffused with the same unholy energy that animates undead, as such they share many of the same dark abilities. Chief amongst the Unseelie Treant's bag of tricks is its ability to inflict Energy Drain, those slain via this attack immediately become zombies under the control of the Unseelie Treant that slew them. This has caused many sages to ponder whether or not the Unseelie Treants themselves might actually be a form of undead. Another similarity Unseelie Treants share with undead is a vulnerability to silver as well as sunlight.

These monsters are cunning and patient. They possess a host of magical powers to manipulate and befuddle the mind. They should not be underestimated. If one flees a battle, it is safe to assume that it may be luring its enemies into a trap of some sort.

ECOLOGY

Unseelie Treants are indeed freakish monsters, but they are still plants, and they must draw sustenance from their environment in much the same way as other plants. They require fertile soil and fresh air, but they can no longer draw any nourishment from the sun. Instead, they supplement this energy by

consuming the life force of the animals in their area. They often make use of their magic to entice children and travelers into the gloomy, chilling embrace of their woods with twinkling, ghostly lights.

It should also be noted, that these malignant plants are so antithetical to the natural world and their origin, that actual sunlight physically damages them. It burns their unwholesome and leprous bark like an acid.

A sure sign of these creatures is trees rooted in the rotting bodies of animals and people. As the Unseelie Treant expands its territory it will use its magic to animate other plants. Enabling massive, ancient trees and hedges of thorns to move forward and encroach upon settled lands. Growing closer and closer, night after night. As its grasp upon a realm expands, it places animal life into an enchanted slumber, drains its life and then allows its minions to use the bodies as compost.

These creatures may live on for centuries (possibly even millennia) just as normal treants might. The Unseelie Treants are predators though, and therefore tend to die from violence more often than their natural kin.

Through some arcane method, even newly awakened Unseelie Treants are gifted with knowledge and wisdom. They can all speak a variety of languages and move with surprising silence.

SEEDS

1.) The party has been resting in a small hamlet's sole tavern after a grueling trek through the wilderness. Everyone has a full belly and is several drinks deep when all of a sudden, a clamor arises from the town square. Not soon after a man enters the tavern to solicit volunteers to search the nearby wood. Apparently several children have gone missing and the normally peaceful wood has taken on a decidedly sinister aspect. An eldritch fog pours from it and an unnatural gloom has blackened its heart.

2.) A druid acolyte implores the party to assist in purging his wood of an Unseelie Treant. As the druid spins his tale his face grows tense and his voice cold. He says that others have gone before, his masters attempted to purge the unclean thing but failed. He is silent for a long moment and then discloses that he has seen the shambling remnants of his teachers and brethren creeping about the darkening wood in the encroaching gloom.

3.) Upon emerging from their most recent dungeon delve, the party discovers a menacing wood has sprung up around the entrance since they went below. A heavy fog oozes from the trees, almost like water over a fall. A preternatural gloom blots out any light that ought to shine through the trees.

LOOT

Unseelie Treants have no particular love for or interest in the trappings of civilization. Any treasure they do have will likely be used to grease the palms of unsavory warlocks and cut-throats. Any magical weapons or armor will be utilized by zombie minions.

WYRD WEAVER

Wyrd Weavers are demons that are aligned to chance, destiny, knowledge and duplicity. They seek information in all its myriad forms. From the harvesting and synthesis of this information they are able to predict future outcomes and bend probabilities to foment ruin and chaos.

AC 3 [16], **HD** 6+2***** [29hp], **Att** 2 x claw (1d8), 2 x bite (1d10 + poison), **THACO** 13 [+6], **MV** 120' (40') / 240' (60') flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Chaotic, **XP** 2150, **NA** 1 (1d4+1), **TT** C + 3000gp

- **EXPLOSIVE TELEPORT** Range 300'. Inflicts 2d6 damage in a 10' radius (at departure and arrival). **Save versus breath** for half.
- **IMMUNITY** Unaffected by poison. Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**).
- **MAGICAL POWERS** Each can be used as indicated below:
 - At Will** Charm Person, Darkness, Phantasmal Force, Silence 15' Radius, Ventriloquism
 - 3 x Day** Fire Ball, Invisibility, Mirror Image, Teleport
 - 1 x Day** Conjure Elemental, Polymorph Others
- **MASTER OF HALF TRUTHS** It is extremely difficult to disbelieve a Wyrd Weaver's words (**save versus spells**).
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic.
- **OMNIGLOT** Wyrd Weavers can read, speak and understand all languages.
- **POISON** Causes victims to be wracked with delirium and a burning agony for 1d6+3 rounds (**save versus poison**): no physical activity possible except half speed movement.
- **PRESCIENT** May re-roll OR force a re-roll. **3 x Day**
- **PSYCHOMETRY** The Wyrd Weaver is able to psionically perceive the history and future of objects it touches.
- **TELEPATHY** May communicate mentally within 60'. Those contacted are not compelled to communicate, but the Wyrd Weaver will have an empathic sense of their thoughts regardless.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

A weird two-headed bird thing about twice the size of a man. It appears to be nominally humanoid. Despite its generally avian mien, leathern, bat-like wings sprout from its back. It grips a large, ornate staff in hands that end in vicious-looking talons. It is clad in a mouldering black robe. A sulphuric reek emanates from the being. The creature babbles, caws and cackles with itself maddeningly in a myriad of languages. Each head shifts to a different language every sentence or so. It seems to take very little interest in other beings until it is addressed.

If it is addressed, both heads will turn towards the speaker with intense scrutiny, and it will speak into the minds of the PCs via telepathy. Both heads appear to have their own distinct mental voices and personality. However, it is impossible to determine from which head each voice originates, and often when they speak, they will do so in unison.

[REFEREE'S NOTE: The creature is unlikely to attack immediately. It will usually be eager to engage them in conversation. It may query the party on something as mundane as their intentions, the weather, the price of wine, etc. Or, it may attempt to draw them into more esoteric topics such as philosophical debate, the divine rule of the monarchy, the existence of a soul, etc. Inevitably the goal of the discourse is to foment discord and doubt within those it addresses. Once it has sown doubt, it will usually offer a solution of some sort. Of course the solution will only bring ruin. As the creature possesses two heads both capable of telepathy it is very difficult to keep track of which head is making a statement or asking a question.]

TACTICS

A Wyrd Weaver will rarely engage in a direct confrontation, their preferred weapons are guile and deception. If they must fight, they will make ample use of Darkness, Silence and Ventriloquism to sow confusion and isolate the partymembers. Then they will use Explosive Teleport to move in and out of the pockets of darkness. The Wyrd Weaver will attempt to poison as many as possible. The Wyrd Weaver will never fight to the death, if ever significantly threatened it will flee. Whether it flees the battle or wins it, a Wyrd Weaver will try to abduct a partymember. Usually they will use Polymorph Other to transform the victim into a small, innocuous animal (perhaps a cricket, mouse or bird). [REFEREE'S NOTE: This might be an interesting addition to a scene or adventure where the party gains access to the Wyrd Weaver's lair. Consider that the place is full of odd bric a brac, spellbooks and small cages containing little animals. All of the animals are previous victims that have been polymorphed and kept as pets?]

LORE

These creatures are demons that are spiritually aligned to chance, destiny, knowledge and duplicity. They seek information in all its myriad forms from lowly gossip to arcane mysteries. From the harvesting and synthesis of this information they are able to predict future outcomes and bend probabilities.

It is said that by merely touching an object they can see in their minds' eyes the provenance and trajectory of that item throughout history. However, when it comes to living things, such as people, their abilities to glean information and make predictions are a bit more limited. As a result, they like to

abduct individuals and imprison them for future interrogation as well as limiting the likelihood that they will interfere in the Wyrd Weaver's machinations.

Due to their immortal lifespans and knack for acquiring knowledge, these beings are often sought out for counsel on any manner of topics. Nevertheless, those foolish enough to ask anything of these fiends should know that, in all direct questioning, one head will lie and one will speak the truth. Some believe that this is a tactic these demons employ to limit the scope of a decision or event. By fundamentally presenting only two options, a known falsehood and a known truth, it fantastically skews the odds in favor of whatever the demon has planned. Many of these demons have thus constructed immense tapestries of chance and happenstance that span centuries, if not millennia. Ultimately, a string of mundane events it has inspired might fall like dominoes towards a major cataclysm the demon has been plotting its entire wretched existence.

ECOLOGY

These creatures prefer to make their lairs anywhere they can access large amounts of information. Such as in the abandoned towers of long-dead wizards, the libraries of monastic orders to forgotten gods, etc. In many cases, they will use their magical skills to fashion a pocket dimension in which to secrete their most treasured bits of oracular potency.

These creatures are immortal and unnatural. They do not breathe, eat, sleep or reproduce. They are usually encountered alone, although this need not always be true.

SEEDS

1.) A grieving king is seeking information about his lost son. All manner of sages and seers with their magical means have failed him. As a last resort, he wishes to consult a Wyrd Weaver. He has contracted the PCs to seek out one of the weird demons and to entice it to his court for consultation. A map to one of the demon's lairs is provided.

2.) The party has found a remarkable tome that predicts future events. The tome is in fact the work of a Wyrd Weaver. The fiend left the tome for them to discover so that it might ensnare them into its tapestry of plots and intrigues. [REFEREE'S NOTE: This might be a useful element in your broader campaign. You might be able to lure your players into hazards and wonders in the distant corners of your map with such a book. It would also be quite fun to introduce the predictions to your players. What weird events will they see predicted that come to pass?]

LOOT

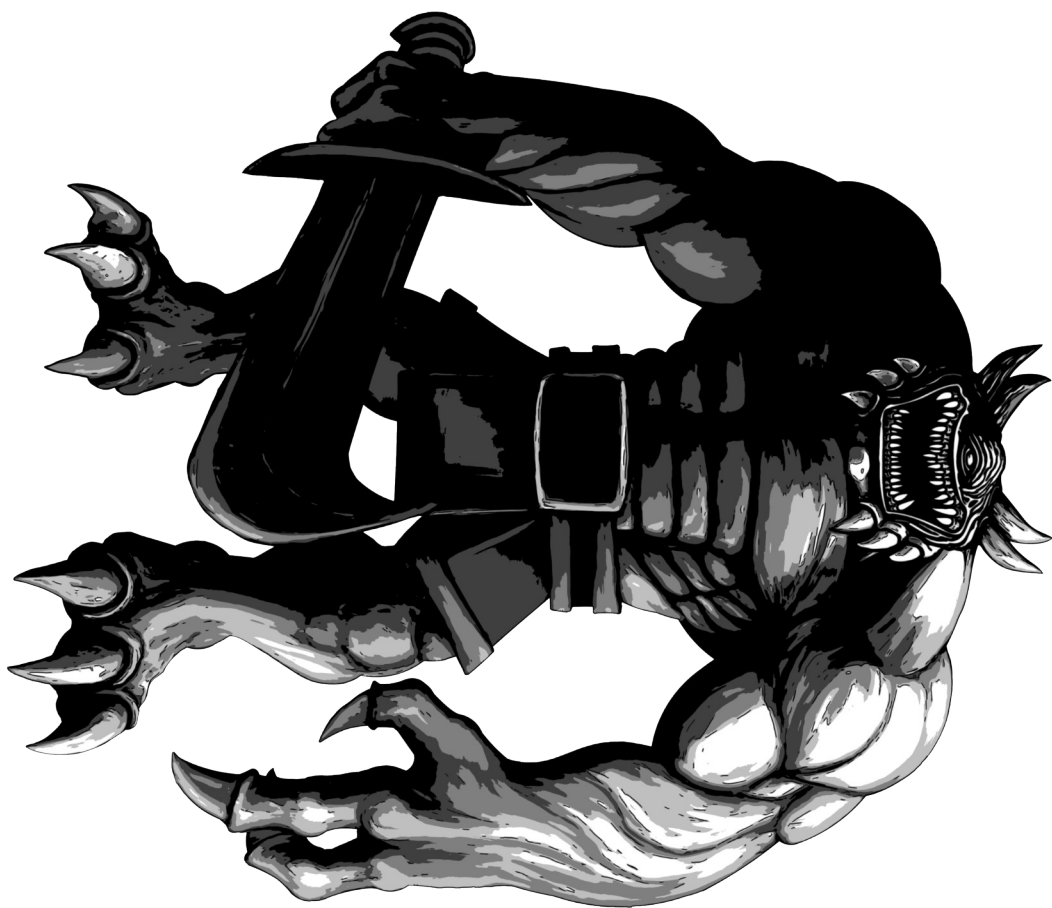
In addition to the usual loot indicated in the statblock, all Wyrd Weavers will have two journals (one for each head) that detail in several languages future events and how they will come to pass. These journals are potentially priceless but decoding their meaning will be exceedingly difficult. All Wyrd Weavers will have a set of cards, dice or a coin that can be controlled mentally to show whatever result the owner wills. Additionally all Wyrd Weavers carry a Staff of Power.

ZARASUR

Huge and enigmatic alien beings. They have a deep faith in a very fatalistic philosophy. While not inherently malicious, they can be rather callous towards smaller folk.

AC 0 [19], **HD** 12***** [54hp], **Att** 1 x bite (4d6), 1 x fist (2d10 + constriction) or 1 x sword (4d10 + paralysis) or 1 x disintegration gaze, **THACO** 10 [+9], **MV** 120' (40') / 120' (40') swimming, **SV** D6 W7 P8 B8 S10 (12), **ML** 10, **AL** Neutral, **XP** 5100, **NA** 1 (1), **TT** G

- **AMPHIBIOUS** Zarasur can breathe air and water.
- **CONstriction** Grabs and constricts after a hit. 1d6 automatic damage per round, plus a -1 penalty to attacks. Constricted targets may move or act but not both. A **save versus paralysis** allows escape. Constricted targets are automatically bitten on the Zarasur's next turn.
- **DISINTEGRATION GAZE** 2-in-6 chance per round of loosing a ray of incredibly destructive energy. One target within 90' must **save versus death** or die, collapsing into a fine powder. This ability can also be used on inanimate objects, each blast disintegrates roughly a cube of 10'.
- **IMMUNITY** Unaffected by poison. Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**).
- **INVISIBILITY** Can become invisible at will.
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic.
- **PARALYSIS** The sword of a Zarasur is charged with electricity that paralyzes any struck by it for 1d4 turns (**save versus paralysis**).
- **PLANAR TRAVEL** May travel to another plane. **1 x Day**
- **SWALLOW WHOLE** On a bite attack roll of 20, or 4 or more than the target number required, indicates that a horse-sized (or smaller) victim is swallowed. Inside the Zarasur's belly: suffer 3d6 damage per round (until the Zarasur dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death.
- **TELEPORT** May teleport 300'.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

You see a huge, heavily muscled humanoid with a freakish face. It stands an easy twenty feet or taller. It appears reptilian but also somewhat resembles a toad. Its impossibly large mouth is filled with a myriad of sharp teeth and its whole head is ringed with horns. The creature has only a single eye in the middle of its low forehead. Strange, eldritch energies coruscate from within that baleful orb.

It grips an immense, brutal-looking sword made from some pitted black, alien metal. It is clad solely in a broad belt and kilt. Despite its fearsome and alien mien, the being does not seem to be immediately hostile.

[REFEREE'S NOTE: Should the huge alien thing attempt to communicate, its voice is an impossibly deep and resonant bassy croak. But the language is not of the mortal realms. It seems to be a derivation of the tongue spoken by the elemental folk. Those that speak the language of Dragons may recognize bits of it with a successful INT check.]

TACTICS

These creatures are highly intelligent and generally peaceful unless provoked or hungry. And, if hungry they might even be persuaded to not eat the party if offered a week's worth of rations or one of their horses.

If a Zarasur can gain the advantage of surprise and the environment is suitable, it will attempt to ambush the party. Perhaps surfacing from a body of water just enough to use its Disintegration Gaze. Or teleporting into the middle of the party. There is a 2 in 6 chance it targets any obvious spellcasters first.

LORE

These beings are known as Zarasurs. They are outsiders to our realm and rarely encountered on the planes of mortal folk. They have no particular dislike of mundane creatures but nor are they overly concerned with their welfare either. They may be summoned to our plane through powerful magics or they may find themselves here merely lost. If not provoked, they may ignore mundane folk they encounter or, they may slaughter and eat them.

Zarasurs are highly intelligent and speak the language of elemental folk (those that know the language of Dragons may be able understand bits of its language with an INT check). They are totally amphibious which has caused sages to speculate that their native plane may be primarily water. The flesh of Zarasurs is incredibly dense and highly resistant to damage from mundane sources.

The single eye of a Zarasur is very keen and can see through all forms of darkness as well as penetrate illusions and magical transmutations. Further, they can blast their enemies with beams of destructive energy from it. Those that have communicated with Zarasurs describe them as enigmatic and deeply philosophical. The Zarasur assert that all of creation is something akin to a massive clock slowly winding down. They firmly believe in an inherent order throughout creation but do not believe this overarching order is intended to be a benevolent force. And, that at the end of creation there will be a

titanic battle between two ultimate survivors and the winner will decide what shape the next phase of creation (or new Multiverse) takes.

All Zarasurs carry a large, black sword composed of some alien metal. Sages speculate that it is similar to adamantine but also possesses some unusual energetic properties. Blows from the sword are accompanied by bursts of electrical energy that will burn and sometimes stun victims.

ECOLOGY

Zarasurs are not native to our mundane plane. It is still a matter of speculation what their native plane is like. Some believe it to be a very watery place filled with oceans and swamps due to the Zarasurs' amphibious nature. Despite their formidable stature and powers, Zarasurs are mortal folk that require food, drink and sleep. However, Zarasurs are thought to have incredibly long lifespans and continue to grow larger as they age.

SEEDS

1.) A wizard has summoned the party to assist him in an investigation of his colleague's disappearance. The wizard's colleague believed a Zarasur to be residing in the vicinity of a remote island. The fellow journeyed to the island with a small entourage of academics and mercenary soldiers to investigate the sightings of the mysterious creature. They never returned and there has been no correspondence from the group since.

2.) The party has been contracted by an isolated community on the southern edge of the continent. During the past month dozens of townsfolk as well as livestock have disappeared without a trace. Several of their children have reported sighting a huge frog-like demon thing with a giant sword lurking in the waters of a nearby lake.

3.) The party overhears gossip of strange goings on beneath the city. This information seems to derive mainly from beggars and urchins that reside in the maze-like warrens beneath the city. The rumors assert some fantastically large frog man with a single glowing eye and a gigantic black sword has made a lair in the largest cistern. Apparently the thing will trade bizarre (but usually valuable) trinkets for animal carcasses. Some rumors claim the thing has eaten folk as well, but crime is common in the undercity so it is possible they were merely murdered by the usual cut throats.

LOOT

Zarasurs are highly intelligent and avid collectors. They seem to have little need of anything but will accumulate a large hoard of treasure in their lair. However, due to their curiosity and alien mindset a good deal of what they gather is likely to seem rather odd and useless. The sword of a Zarasur will probably fetch a vast amount of coin from any wizard or alchemist.

ZOSARA

Accursed and malignant arch-fey. They abhor the natural world and seek to remake it in the image of their home within the plane of Shadow. A vast and silent forest, overripe with decay and blight.

AC 4 [15], **HD** 15**** [67hp], **Att** 2 x claw (2d8 + energy drain), **THACO** 9[+10], **MV** 180' (60'), **SV** D4 W5 P6 B5 S8 (15), **ML** 9, **AL** Chaotic, **XP** 5150, **NA** 1(1d3), **TT** G

- **AWAKEN** Magically grants permanent sapience and animation to a plant. **1 x Day**
- **ENERGY DRAIN** A successfully hit target permanently loses two experience levels (or Hit Dice). This incurs a loss of two Hit Dice of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. The Zosara is healed by any hit points drained from its victims. A person drained of all levels becomes a Wraith immediately, under the control of the Zosara.
- **GLOOMWOOD AURA** The Zosara emits an aura that drains life from people and animals but spurs vegetation to unwholesome and twisted growth. At the start of each of the monster's turns, each creature within 40' takes 3d6 damage and must **save versus spells** or become exhausted, suffering a -2 penalty to attacks, damage, and Armor Class until leaving the area of effect. Any sources of flame within a 500-foot radius will become a feeble green illumination and be unable to damage vegetation.
- **IMMUNITY** Unaffected by poison. Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**).
- **MAGICAL POWERS** Each can be used as indicated below:
 - At Will** *Animate Dead, Charm Person, Darkness, Invisibility, Silence 15' Radius*
 - 3 x Day** *Dimension Door, Phantasmal Force, Polymorph Others, Sleep, Telekinesis*
 - 1 x Day** *Feeblemind, Growth of Plants, Transmute Rock to Mud, Wall of Stone*
- **MUNDANE DAMAGE IMMUNITY** Only harmed by silver weapons or magic.
- **TELEPATHY** May communicate mentally within 120'. Those contacted are not compelled to communicate, but the Zosara will have an empathic sense of their thoughts regardless. May also use this ability on corpses. The dead are compelled to communicate and answer truthfully.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

A huge demonic humanoid with the head of a wizened, fanged unicorn. The thing stands about four times the height of man. It has a faint green luminescence about it, as if a nimbus of eldritch corruption emanates from its weirdling flesh. Its long arms end in vicious-looking, filth-caked claws. An indescribable scent, somehow reminiscent of rot and woe, drifts from it. Its mere presence seems to sap your vitality and make your bones ache.

Although clearly a malignant creature, it does not seem immediately hostile. In fact, it beckons for the party to come closer. It calls out in an entrancing and strangely melodic greeting.

TACTICS

The Zosara will try to draw the party into the radius of its life-sapping Gloomwood Aura and keep them there as long as possible. It may use any combination of magic and minions to keep the party within its malign sphere of necrotizing energy. It usually avoids melee until any potential threat is significantly weakened. If ever seriously threatened with defeat, a Zosara will not hesitate to flee but it will not forgive the blow dealt to its pride.

LORE

These creatures are malignant archfey from some shadowy nether realm where the Unseelie Court holds sway. They are known as Zosara. These fallen and corrupt nature spirits have power over decay and are able to drain the vital energy from animal life. Not only does this act of vampirism nourish them, but they can also channel this energy to dramatically spur plants to unwholesome growth as well as grant them consciousness and animation. They can also use the stolen life force to create undead. The sole motivation of Zosara is the corruption of the natural world. If they had their way, they would remake the world into some vast, silent nightmarish forest.

Zosara are master sorcerers. In addition to their ability to steal life and manipulate plants, they have a host of other magical talents as well. And, their eldritch flesh is immune to damage from non-magical sources. However something about their fey ancestry does render them vulnerable to silvered weapons. Beyond any reasonable measure, Zosara are potent threats and should not be trifled with in the absence of powerful magics to safeguard the brave souls who would bring an end to these bringers of blight.

ECOLOGY

Zosara, are wholly supernatural beings and do not possess a normal physiology, they can subsist with or without such mundane necessities as food, water, air or sleep. These creatures also possess no life cycle to speak of. They do not age, mate or rear offspring in the traditional sense. Some sages

speculate that Zosara will begin to weaken if denied the life essence of animals, but this has never been proven.

They are native to the planes of Shadow, but they can be encountered anywhere in the Multiverse. Zosara seem to have a preference for planes like ours. Planes with a fairly balanced mix of elemental forces. Although they have been encountered in the Astral and Ethereal planes, Zosara have specific abilities that require vegetation. Wherever they decide to set up a lair, there will generally be ample vegetation and corpses to animate. Places such as ancient forests, old cemeteries or forgotten battlefields are highly sought after by Zosara. If ever you find a forest growing out of the remains of a vast army, you might be treading upon the lands of a Zosara.

SEEDS

1.) The party has gotten word of an archdruid driven mad after the murder of his entire order. In pursuit of vengeance the archdruid has made a pact with a Zosara and summoned it to our plane. Between the vast magical power of the two of them, they have set about corrupting the land and turning it into a perpetually twilight mirror of the plane of Shadow. Whole villages have succumbed to the creeping darkness. The call has gone out for heroes to fight the encroaching blight.

2.) A Zosara has been wreaking havoc in a nearby kingdom. It's assumed that the horrific thing was summoned by some potent and malignant magic but this might not be the case. Regardless, the kingdom's coffers are wide open to any heroes willing to save them from the monster. [REFEREE'S NOTE: Consider how big the legions of a Zosara might have grown before the party manages to track it down. What sort of creatures will serve the Zosara. Due to the Zosara's Gloomwood Aura it's likely that most of its thralls will be plant monsters or undead, but this might not always be the case.]

LOOT

Zosara are inherently magical beings and are eager to possess further magical power. In addition to what is indicated in their statblock, they have a 25% chance of possessing a magical staff [Staff of Power (75%) or Wizardry (25%)], a Crystal Ball with ESP (75%) or possibly even a Ring of Three Wishes (5%). Additional lesser items such as a Ring of Spell Turning (25%) and a Mirror of Life Trapping (25%) are highly recommended as well. There is a strong likelihood (75%) a Zosara also has a collection of 1d6 spellbooks taken from dead wizards. Any treasure possessed by a Zosara will be in a Bag of Holding on its person.

APPENDIX:

MONSTERS BY

HIT DICE

HD1	NYDIEM
HD3	NIGHTGAUNT
HD4	GREDEL
	LUMENAEYL
	SARK
HD5	FOLDMAGE
HD6	KAGARA
	WYRD WEAVER
HD8	STRANGLE FIEND
	TEUNGKZUN
	UNSEELIE TREANT
HD12	ZARASUR
HD15	ZOSARA
HD17	CINDERGARD
HD20	DOROTUR
	INDOMITABLE

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