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Written and Illustrated by Jeremy Hart for use with Old School Essentials.

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JH ILLOS

AHAGGAR

Ahaggar hail from the Astral plane. Mortals often consult with them on matters of lore and divination. But, they are cunning beings and often have hidden motives.

AC 3 [16], **HD** 10* [45hp], **Att** 1 x bite (1d10), **THACO** 11 [+8], **MV** 240' (80') flying, **SV** D6 W7 P8 B8 S10 (10), **ML** 6, **AL** Neutral, **XP** 1600, **NA** 1 (1d3), **TT** None

• **COMPEL ASTRAL PROJECTION** Anyone within 60' of an Ahaggar or its projected image can be compelled to leave their physical bodies to appear before the Ahaggar in person upon the Astral Plane. A **Save versus Spell** is allowed to avoid the effect if the target is unwilling.

• **HIVE MIND** All Ahaggar are mentally linked and share a sort of collective consciousness. This is not limited by planar barriers.

• **LEGEND LORE** Ahaggar are able to access vast amounts of knowledge via their connection to their kin and the Astral Plane.

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

At Will *Clairvoyance, Dispel Magic, Invisibility, Locate Object*
3 x Day *Charm Monster, Magic Jar, Lightning Bolt*
1 x Day *Contact Higher Plane*

• **PENETRATING SIGHT** The Ahaggar can see through any illusions, invisibility, or any such similar magical effects.

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

• **TELEPATHY** May communicate mentally within 60'. Those contacted are not compelled to communicate, but the Ahaggar will have an empathic sense of their thoughts regardless.

• **VULNERABILITY** If an Ahaggar is physically outside of the Astral Plane for one day it suffers a -2 penalty on all rolls. Additionally they take 1d6 damage per day as well.

DESCRIPTION

[REFEREE'S NOTE: This description presumes the party encounters the monster via a mirror or some other source of reflection.] Within the reflection, a silvery smoke appears to ripple and swirl. Slowly a horrific serpentine apparition emerges from the turbulent vortex. The thing's face is a mass of fangs, tentacles and four gleaming eyes. The thing presses its face against the reflection as if it were peering through a pane of glass. Its jaws are hinged horizontally and begin to move in a fashion that might approximate speech. A moment later its words can be heard resonating in the back of the PCs' minds. The creature's telepathic voice is clear, bright and musical. It sounds almost as if it were a sequence of silvery bells or chimes playing a melody upon a moonlit breeze. It enquires who has summoned it and why? [REFEREE'S NOTE: The creature may attempt to force the PCs to astrally project and appear before it on the Astral Plane.]

[REFEREE'S NOTE: This description assumes a more standard encounter.] In the middle distance, you see an enormous silvery serpentine thing. It hovers above the ground as if unaffected by gravity, its long, thin form wriggling and writhing as if it were swimming through the air. Its face is a horrific mask composed of tentacles, fangs and four flashing eyes. Its gleaming, serrated smile appears to hinge horizontally. Although it is snake-like in its general morphology, it does possess two humanoid arms. But, these arms end in only three long digits tipped with long and curving talons. The thing is clearly very interested in your group but it does not approach within bowshot. If attacked, it simply disappears. [REFEREE'S NOTE: It turns invisible and continues its surveillance of the party.]

TACTICS

These creatures are loathe to enter physical combat. Unless the situation is extremely dire, they will turn invisible and flee at the nearest opportunity.

LORE

These alien monstrosities are known as Ahaggar. They are supernatural beings native to the Astral plane and rarely encountered in the mortal realm. They are believed to be servants of an all but forgotten deity. This deity has strong associations and affinities with the moon, silver, cats, dreams and mirrors. It is rumored by some that certain Elven tribes within the deep forests of the world still pray to the liege of the Ahaggar. These rumors name the ancient deity "The Grandfather Serpent That Watches Over Our Dreams", of course its name is much less prosaic in the original Elven. The significance of this concept is great, as few Elves will ever allow themselves to sleep and dream as other mortal races do.

The Ahaggar (and presumably their master) are generally a neutral faction in the grand cosmology. However they do attempt to steer events from time to time. They have incredible memories and can access virtually any lore on any topic, past or present. Sages speculate the Ahaggar owe this ability to a sort of collective consciousness they share as well as their intimate proximity to the mental energy of mortals which saturates the Astral Plane. The Ahaggar use their vast knowledge to predict future events and often employ mortals to further their machinations. In most cases, these mortals form divination cults that worship the Ahaggar and their lord. If an Ahaggar is physically present in the mortal realm for an extended period of time they will begin to weaken. To mitigate this, they will often possess a willing devotee of their cult to use as a vessel.

ECOLOGY

Ahaggar are wholly spiritual beings. It is unknown what (if any) biological processes underpin their existence. There is no recorded evidence of their diet or reproductive cycle. They are native to the Astral Plane and weaken quickly if ever physically present within the mortal realm. Some speculate they spring wholly formed from the Astral Plane itself and draw their motive force from the mental energy flowing through it. They seem quite ageless and although aware of the passage of time, they sometimes struggle with the concept.

SEEDS

1.) The party has been employed by a religious organization (more of a cult of bored, rich fops actually) to investigate the strange behavior of their leader. They say that the individual in question has begun acting very strangely these past few weeks. They suspect the individual might be possessed by some otherworldly force. An otherworldly force they may or may not have summoned through an ornate mirror. A mirror they miraculously found in their secret meeting hall. The mirror inexplicably turned up amidst the rest of their ritual paraphernalia and they could all sense its power immediately. They had been utilizing it for all manner of scrying and divination until recently. Of late their leader has been sending them on tasks that run contrary to usual operations. Additionally, they've also been instructed to conduct a much more vigorous campaign of recruitment for their supposedly secret fellowship.

2.) The party has been employed by an Elven clan to eradicate a growing resurgence of belief in a religion from their ancient past. The Elves state this religion is fostered by a mischievous demon. The demon and its minions offer secret knowledge and predictions to gain trust from mortals and build a cult. The mortal followers are then employed to sow chaos and strife which inevitably brings ruin to the common folk.

3.) The party has been employed by a burgeoning religious order in the hinterlands. They claim an avatar of their deity has been trapped in the mortal realm and are willing to pay exorbitant amounts of coin to anyone that can help the creature return to the Astral Plane.

LOOT

Ahaggar will retreat from most physical confrontations. This is especially true if the outcome of any altercation does not favor them. As a result, gathering loot from their dead bodies after defeat is virtually unheard of. However, they have a tendency to leave various magical mirrors laying around the mortal realm. Each mirror is quite valuable and capable of casting Locate Object, Clairvoyance and Contact Higher Plane at will. Unfortunately, they can also be used by an Ahaggar within the Astral Plane as a version of the Magic Jar spell. These mirrors can thus be employed by Ahaggar to possess the body of a mortal. It's speculated the Ahaggar leave such items laying about to preserve the interest in their cult. There are in fact several recorded incidents of religious "conversion" due to these strange mirrors.

AURHAI

Aurhai are demonic creatures that resemble large and voluptuous humanoid females, albeit bestial ones. They are cunning and covetous beings that plot to bring pestilence and ruin to mortal lands. Once a land has been turned to nought but carrion picked at by crows, the Aurhai reveals herself and selects the best trinkets for her hoard.

AC 0 [19], **HD** 8** [36hp], **Att** 2 x claw (1d8), 1 x bite (1d8 + poison), **THACO** 12 [+7], **MV** 150' (50') / 180' (60') flying, **SV** D8 W9 P10 B11 S12 (8), **ML** 8, **AL** Chaotic, **XP** 1750, **NA** 1 (1d6), **TT** H

- **GATE** Can open a portal to its home plane **1 x Day**.
- **MAGICAL POWERS** Each can be used as indicated below:

  At Will *Animate Dead, Cure/Cause Disease, Charm Person, ESP*

  3 x Day *Insect Plague, Invisibility, Polymorph Self*
- **MENTAL RESISTANCE** Immune to mind-affecting or mind-reading spells **(e.g. charm, hold, sleep)**.
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magical attacks.
- **POISON** Those that fail a save suffer a -2 to all rolls for 1d6 turns and their movement is halved. **(save vs poison)**.

DESCRIPTION

A large and seemingly female humanoid. It possesses great bat-like wings and the legs of a goat. As if it were some infernal mockery of a faun. Its brutal, slightly bestial visage is crowned with a ring of horns or spines. Its eyes burn like coals from the darkened hollows beneath its protruding brow. Its arms end in vicious-looking claws.

Despite its obviously unwholesome and malevolent origins, it does not seem hostile. It speaks to you in a surprisingly alluring voice that is both melodious and husky. It is a voice that entices and promises secret pleasures no matter the words it conveys.

TACTICS

The creature would not have revealed its true form to the party unless it felt confident that it could manipulate events to its benefit. Perhaps it has them surrounded by an army of undead. Perhaps they are grossly outmatched solely by it. Or, perhaps it sees in them potential pawns with which it can further its agendas. DM discretion is advised.

LORE

These beings are demons known as Aurhai. They are cunning and covetous things that plot to bring pestilence and ruin. They do so through a variety of methods. They foment rebellions, poison wells, spread disease, seduce and murder royal heirs, as well as all manner of other acts to sow general discord. The Aurhai are masters of deception and manipulation with infinite patience and immortal lifespans.

Legends say that many have infiltrated the courts of nobles and nestled their like ticks for generations. They can steer empires to ruin with whispers alone. It is a game to them, this destruction they sow. And, they tend to it as one might a garden. Their ultimate goal is always the same though. To reduce the civilization they infest to anarchy and then, eventually a rotten carcass fit only for the crows to pick at.

Once the game is complete, the Aurhai reveals herself in all her unholy glory. She then deigns to pick through the coffers and select only the most choicest trinkets for her hoard. She may even decide to rule over the necropolis with an army of the citizenry now turned undead at her beck and call. However, this will not please her forever. And, she will eventually move on to repeat the game elsewhere.

Aurhai are formidable opponents. They are supernatural beings with a variety of magical powers, mainly devoted to obfuscation and manipulation but also extending into pestilence and poison. Additionally their flesh is proofed against mundane attacks, only magical means can harm them.

ECOLOGY

Aurhai are not mortal, they are demons and any biological functions are entirely optional. They do not need to eat, sleep or breathe but can and do if they choose to. They are vain and trifling creatures though, so they will often use magical means to disguise themselves in such a manner that they have easy access to lavish opulence and juicy intrigue.

SEEDS

1.) A ward of the city is experiencing an epidemic of vice and degeneracy. Crimes of passion, larceny and outright murder have disturbed the normal functions of society. The high priests of the city have investigated the phenomenon and have determined a corrupting spiritual presence is at work in the area. The party has been hired or coerced into investigating. They eventually discover a cult of nobles is being influenced by an Aurhai in disguise. This cult has been pooling resources to fuel the degeneracy and violence within the ward.

2.) The party has been hired by a member of the nobility to investigate the death of his/her lover. In the midst of the investigation the party discovers the deceased lover was conspiring with a sibling of their client to usurp the lands and title of their client. But as they dig deeper the plot thickens with further intrigue and betrayal. It seems the knives are out on every side of the court. But to what end, who would benefit from all this chaos? A lone Aurhai in various guises has been weaving plots and counterplots within the nobility for decades and her machinations are now coming to a frothing boil.

LOOT

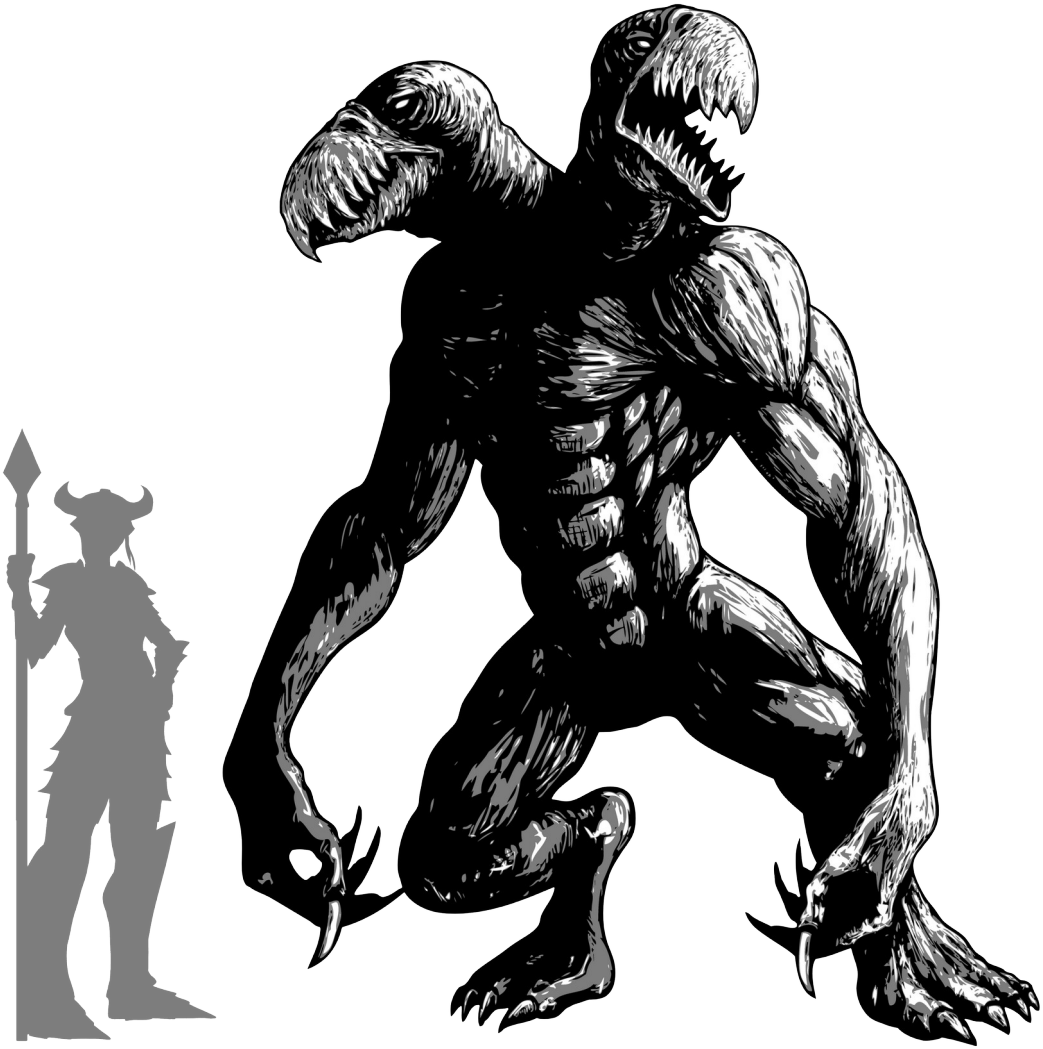
Aurhai are obsessed with the accumulation of wealth. Some joke that the greed of Aurhai would make Dragons blush and they would not be overly exaggerating. In addition to the treasure indicated by the Aurhai's Treasure Type value, it is advised the party find twice the indicated gems and jewellry. Her hoard will always be guarded by well-equipped packs of undead.

BOLAC

Bolac are filthy brutes that prowl the wilderness. They are said to be descended from demons. Although they primarily feed on carrion, they are quite comfortable with fresher fare. They are fast and lethal horrors. Beware their terrifying screech and festering bite.

AC 5 [14], **HD** 5+5** [27hp], **Att** 2 x claw (1d8) + 2 x bite (1d8), **THACO** 14 [+5], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Chaotic, **XP** 575, **NA** 1 (1d4), **TT** C + 2000gp

• **DEMONIC RESILIENCE** Bolac only take half damage from acid, cold, fire and lightning. Additionally, they are immune to poison.
• **FESTERING BITE** Any damage inflicted via the Bolac's bite can only be healed by natural means (no magical healing is possible). Additionally, the points of damage inflicted by the bite of a Bolac also indicate the percentage chance of the victim contracting a blood infection which will slowly kill them (in 2d20 days) and then transform them into a Ghoul. No additional saving throw is allowed versus the disease. The percentage chance of infection is cumulative with multiple bites. The infection is supernatural in origin and can only be cured via a Remove Curse spell or similar magic.
• **GRAB AND BITE** +2 bonus to bite attacks, if a claw hits.
• **HORRIFYING SCREECH** Can loose a frightful scream **3 x Day**. Those that hear it (within a 90' radius) must **save versus spells** or flee from the Bolac for 1d4 turns.
• **MIMICRY** The Bolac can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful **save versus spells**.
• **NAUSEATING STENCH** Oils on the skin of the creature have a smell that sickens humans and demihumans: **save versus poison** or suffer –2 to hit, while in melee with Bolac.
• **REGENERATION** A damaged Bolac gains 1 hit point at the start of each round, as long as it is alive.



DESCRIPTION
A massive, bent and leprous thing. It is easily the size of a large bear, perhaps larger were it not so stooped. It appears to be humanoid in form with bestial legs and long ape-like arms. The long arms end in filth-caked talons and seem to indicate the beast is only partially bidpedal. It has two bald avian heads (very vulture-like) upon its powerful shoulders. Its beady eyes flicker with feverish, phosphorescent witchlight.

The stench of the thing is beyond revolting, an almost indescribable bouquet. A nauseating melange of excrement and overripe death. As its twin gaze fastens upon you, its serrated beaks clack and grind in anticipation while an almost snivelling whine emerges from the horrific thing. Within the next heartbeat, both heads loose a wretched screech that makes your blood run cold as panic threatens to overwhelm your sense of reason.

TACTICS
These are brutish but cunning creatures. They will allow those that flee sufficient time to distance themselves from one another. Inevitably the more heavily armored targets will soon be outpaced by their more lightly armored companions. Once they are sufficiently scattered, the creature will charge past the slower PCs to attack the softer targets in the front. [REFEREE'S NOTE: The creature may have an entourage of Ghouls lurking about as well. If so, these Ghouls would be sent versus the harder targets.]

LORE
These creatures are known as Bolac. They are abominable horrors thought to be the offspring of demons. They prowl the wilderlands feasting on carrion and caravan alike.

Although their demonic lineage has never been proven, the Bolac has an affinity for filth, rot and hunger that is far more than what a mortal creature should be capable. In fact their great, tearing beaks can infect victims with a wasting disease that eventually transforms them into Ghouls. According to many sages, such a thing is almost impossible. They say a mortal being should not be able to transmit the curse of undeath, and yet the Bolac can and do. And, the Ghouls they beget can create other Ghouls as well. These Ghouls are favorably disposed to the Bolac but not under its strict control.

Furthermore, their mortal flesh is considerably tougher than what it ought to be. They can survive blasting incantations far more easily than they should. They can endure virtually any environmental extreme and are totally immune to toxins. And, should they be injured, their stinking flesh will knit itself back together in phenomenal time.

ECOLOGY
Bolac are mortal creatures with a bit of demonic ancestry. The demonic ancestry makes them exceptionally tough and vile, but it does not make them invincible. They do require rest, but how much is a matter of debate. They also require nourishment and seem constantly ravenous even after a feast. They must also breathe, but they seem to be entirely immune to toxins and perhaps even disease. They

appear to reproduce sexually but have no dimorphic sex-based features. It is assumed they lay eggs but neither eggs nor immature Bolac have ever been sighted.

SEEDS

1.) Unbeknownst to all, a Bolac tribe has been instructed to form a Ghoul horde by their demonic grandsire within the infernal realm. To this end, the Bolac tribe has been slowly infesting outlying farming communities. Once their numbers are sufficient they are plotting to lay siege to the capital. They plan to infiltrate en masse during the boisterous disorder of the autumn harvest festival. In the meantime, officials are growing concerned at the ebbing harvest totals. A number of villages have reported a debilitating illness spreading throughout the hinterlands of the kingdom that has crippled efforts to reap their fields.

2.) The party awakens in the night to the sounds of whomever was supposed to be on watch in a pitched argument (or a passionate tryst) with another member of the party. A quick glance around the fire reveals their absence. If the party chooses to ignore the altercation, the situation beyond the firelight will become much more pitched. Screaming sounds. Choking sounds. Gurgling sounds. [REFEREE'S NOTE: The sounds are coming from a Bolac. Its two heads are impersonating the missing PCs. The Bolac is not alone, it has 1d3+1 Ghouls lurking just outside the firelight. The Ghouls will attempt to paralyse anyone that investigates the noise once they have left the circle of illumination. If successful, the voices of the new PCs will also be added to the show in a more fervent attempt to lure additional partymembers into the darkness. IMPORTANT: For this to work best, you might want to have notes ready to discreetly pass to the players whose characters are being impersonated by the Bolac.]

LOOT

Bolac tend to build vast hoards of shiny baubles. However, the actual value of much of their hoard is not equal to the gaudy allure. Sages familiar with the creatures posit that this is due to their avian (possibly raven) ancestry.

BREGHIN

Breghin are the undead shades of executioners. They usually haunt the sites they worked their grisly trade at in life but can be summoned via dark magic to ply their craft elsewhere.

AC 3 [16], **HD** 3+3** [16hp], **Att** 1 x weapon (1d10) or 3 x tendrils (1d3 + constriction), **THACO** 16 [+3], **MV** 150' (50') flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 100, **NA** 1 (1d4), **TT** E

• **CONSTRICTION** Tendrils of solid shadow in a 20-foot cone grab and constrict after a hit. Each constricting tendril inflicts: 1d3 automatic damage per round, plus a –1 penalty to attacks. Additionally, the victim cannot move until the tendril is severed. Severing a tendril requires a hit with a cutting weapon inflicting 3 or more damage.
• **DARKNESS** As the spell. **3 x Day**.
• **MUNDANE DAMAGE IMMUNITY** Only harmed by magic or silver.
• **UNDEAD** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells **(e.g. charm, hold, sleep)**.
• **VORPAL ATTACKS** The Breghin's weapon attacks will decapitate on a natural 20. The target dies if it can't survive without its head. A creature is immune to this effect if it doesn't have or need a head. Such a creature instead takes an extra 6d8 damage and is stunned for 1d6 rounds. Victims slain from this attack become Zombies in 1d6 days in eternal service to the Breghin. Zombies created in this fashion appear totally unimpeded by the lack of a head. They are capable of sensing their environment and maneuvering within it even though headless. Any newly created Zombie will seek out the lair of the Breghin which created it.

DESCRIPTION

You glimpse what appears to be a tall, human-sized figure in the darkness. The being is wearing a strange mask. The outline of its form is indistinct. It is like looking at a shadow within another shadow. Were it not for the thing's mask you may not have seen it. Upon closer scrutiny you notice that its form is indeed writhing and fluid. The whole of its body looks to be composed of a squirming, liquid darkness from which a riot of tenebrous tendrils roil from. You also notice that it grips a very large axe.

TACTICS

The creature will charge the party immediately and attempt to ensnare them in its tendrils so they cannot flee. Once it has netted them, it will attack the weakest of the group. The creature will not make any effort to communicate. If encountered in its lair, there is a very good chance that it will have several headless Zombie minions in the vicinity.

LORE

These weird creatures are most commonly known as Breghin. They are undead beings thought to be the manifestations of executioners that revelled overly much in their appointed tasks.

Breghins appear to be only semi-solid. That is to say they are corporeal undead, but the substance of their form has little or no resemblance to the mortal physiology they once possessed. They have no organs, muscles or bones but neither are they wrought from insubstantial mist like Wraiths. Instead they are composed of an ectoplasm that looks like writhing, stinking coagulated darkness. Their form is a constant twitching, squirming riot of the foul stuff. Only their macabre mask and weapon lend them some semblance of a center mass. They are able to extend tendrils of this eldritch shadowstuff out to distances of twenty feet or so. The Breghin uses the tendrils to entangle their prey and stop it fleeing.

Breghins are undead and immune to a host of conditions and maladies that effect mortals. Chiefly, they are immune to damage from mundane attacks that are not silvered. Additionally, their minds are so lost to bloodlust and torment that they are immune to charm and enchantment magic. Their weird ectoplasmic form seems unaffected by gravity and allows them to fly.

When vanquished, a Breghin will dissolve into tarry black mess that slowly seeps into the earth. A circle of black mushrooms will bloom their during particularly ill-omened astrological configurations. Sages that have studied the Breghin's mushrooms have noted they have powerful hallucinogenic properties. The mushrooms can be brewed into a potent tea that triggers a berserk fury. Those that imbibe the stuff will gain a +2 to-hit and damage for 1d6 turns. However, once all their enemies are slain, they must pass a **Save vs. Spells** or attack their companions.

Breghins have not forgotten their executioner's craft in undeath. If anything, they have honed their skills. In most cases, a Breghin can decapitate a victim with little difficulty. This makes them especially dangerous foes. Those who are decapitated by a Breghin will return as Zombies before the week is out. They will be compelled to seek out and serve the Breghin which slew them. Breghins will always flee if their existence is seriously threatened.

ECOLOGY

Breghin are undead. They no longer have any mortal requirements. They do not need to eat, drink or rest. Nor do they breathe. They tend to make their lair in the vicinity of the execution plaza where they performed their gruesome trade in life. Often, the site will no longer resemble the chopping block or gallows. In many cases the stars were simply right (or wrong) enough to allow the corrupted essence of the Breghin to seep back into the mortal realm, sometimes many, many years after their death. They may also be summoned at such places through various necromantic rites. A Breghin's age can often be determined by the size of the horde of headless zombies that throng the vicinity of its lair.

SEEDS

1.) The party is traveling overland in unfamiliar territory and happen upon a crossroads as dusk is settling in. The area seems to have once been much more popular. It looks to be the sort of venue where a public pronouncement might be made. A remnant of a raised platform constructed of finished stone sits squarely in the middle of the crossing. It's difficult to say how long ago the site was in use, possibly decades or even centuries. Not long after they enter the site, perhaps only a few minutes headless zombies will begin to swarm out of the woods. Curiously, the lack of heads does not seem to hinder the zombies in anyway. They will attempt to overwhelm and restrain the party until their master, a Breghin appears to decapitate them.

2.) The party has been tasked by a council of nature priests with eradicating a Breghin and its flock. A recent celestial alignment of ill omen about a fortnight hence loosed a Breghin from an ancient and forgotten execution plaza near one of their sacred groves. They ask that the party collect as much of the liquid remains of the Breghin as they can and return in to them for rituals of banishment. They offer 100gp to each member of the party as well as 200gp for the remains.

LOOT

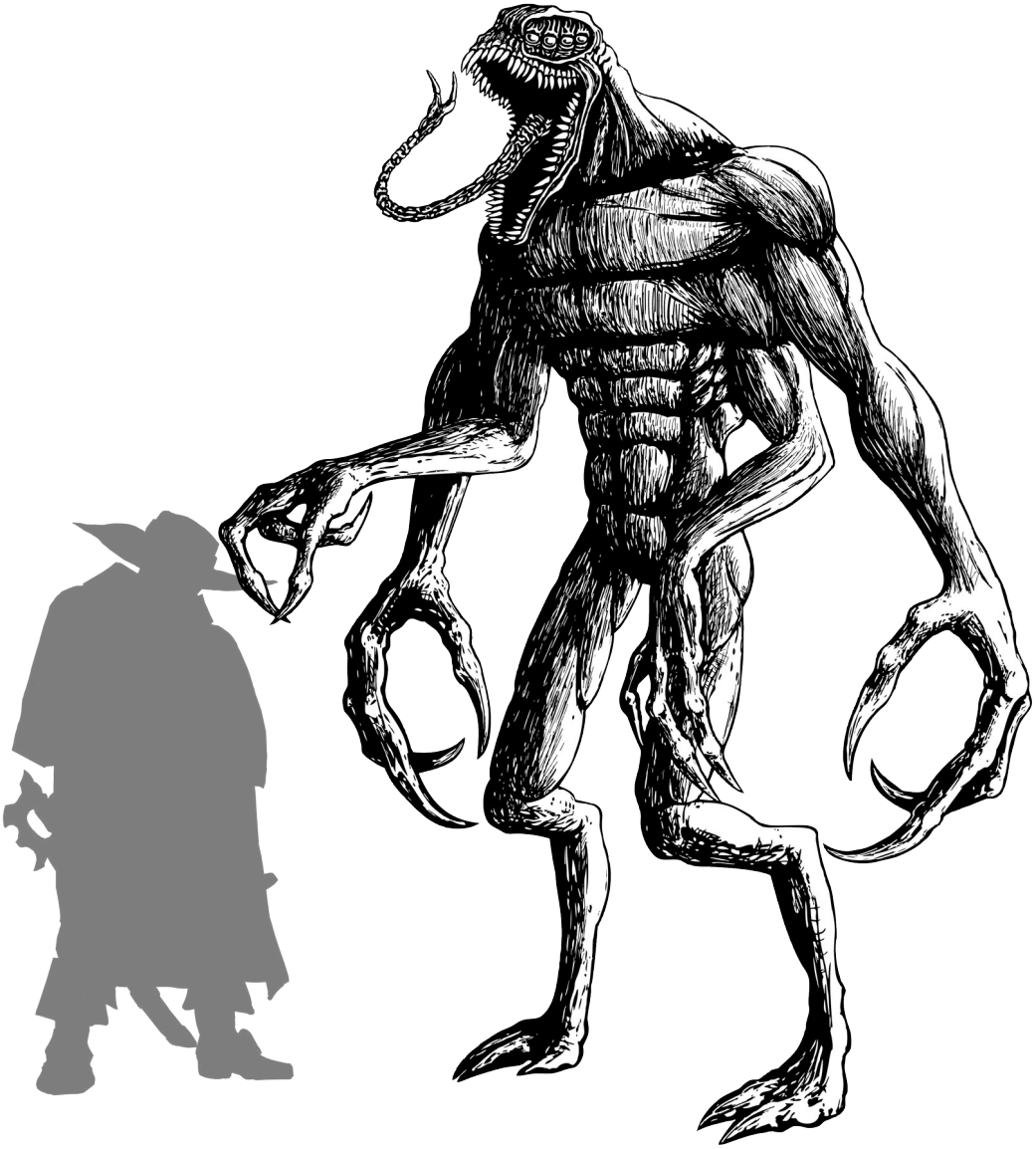
In addition to what is indicated in the Treasure Type of the statblock, a Breghin will leave behind their mask and melee weapon if slain. Neither of these are magical per se, but may be utilized in a ritual to summon a Breghin (perhaps even the same one in a new form). Anyone with a suitable receptacle can also collect some of the foul liquid remains of a dissolved Breghin, the nasty stuff is worth 2d6 x 10gp to the right people.

CHIRPER

Albinid, subterranean mutants that creep onto the surface to ravage and feed under the cloak of night.

AC 6 [13], **HD** 4** [18hp], **Att** 3 x claw (1d8), 1 x bite (1d8 + poison), **THACO** 16 [+3], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (4), **ML** 7, **AL** Chaotic, **XP** 175, **NA** 1d3 (2d6), **TT** V

• **AGGRESSIVE** Attack same size or smaller creatures on sight. Pursue until the victims are out of sight.
• **BLOOD SCENT** Can smell blood up to 300' away.
• **BLIND SIGHT** Can "see" in total darkness. But is "blinded" while deafened and unable to smell.
• **FEEDING FRENZY** Triggered by the scent of blood: always attack; no morale checks.
• **JUMP** Can leap up to 30' high and 60' horizontally.
• **KEEN SENSES** Only surprised on a 1. May also track by scent.
• **LIGHT SENSITIVITY** -2 to hit in brightly lit areas. Will not willingly go out in sunlight.
• **POISON** Those that fail a save suffer a -2 to all rolls for 1d6 turns and their movement is halved. **(save vs poison)**.
• **RECKLESS ATTACK** May forego any attempt at defense in melee and gain a +4 to-hit its targets. However it is also +4 to be hit as well.
• **SURPRISE** On a 1-4, due to stealth.



DESCRIPTION

A tall, gangly albino thing with a gaping mouth full of nasty-looking teeth. It appears reptilian but also has some insectile or possibly arachnid features. It has six limbs. It stands on two lean, bestial legs that seem built for sprinting and leaping. It has four arms organized into two sets. The upper set appear to be stronger and somewhat larger. The lower set seem smaller and more suited to finer manipulation. All of its limbs end in filth-encrusted claws.

The skin of the creature is the color of dirty bone. Perhaps it is a weird, subterranean abomination that rarely sees daylight. It has multiple pink eyes set deep in wide orbits on each side of its skull. Its head bobs and weaves in an almost owl-like manner. It appears not to be aware of your presence. Occasionally a long, forked tongue flicks out of its mouth to scent the air. It also chirps and chirrups in a soft, rasping voice.

TACTICS

So long as the party is in an illuminated area and remains silent as well as motionless, the creature cannot detect them. But, the moment they move or make a sound, it will charge at them.

LORE

These creatures are known simply as Chirpers. They are named for their soft chirping vocalizations. The name is a bit of dark humor though. It makes them seem innocuous, but this could not be further from the truth. They are vicious subterranean predators that are completely aggressive, wholly carnivorous and totally fearless.

They possess a remarkable array of sensory adaptations that have allowed them to thrive in the sunless environment of the subterranean realm. However, when they enter into any illumination their vision is greatly impaired. And, so they must employ their various other senses to detect their prey.

They are very nimble and strong despite their gangly frames. Their additional set of arms allows them to grapple most victims easily. And, their bite is quite toxic as well. Once the scent of blood is in the air, the creatures tend to go wild with bloodlust. Their attacks will become more powerful and frenzied.

Despite their ferocity, they are not such a threat individually. A well-armed party can dispatch one Chirper with little chance of casualties. However, be very careful if you ever encounter several of them.

In large groups they can be fearsome combatants. Luckily, these creatures also tend to be cannibalistic and therefore encountering groups of them is rare.

They have minimal intelligence and speak a bit of Deepcommon. They seem to have no tool use in their culture but do have some crude concept of spirituality. Scrawled drawings upon the walls of their dens are testimony to what might be their deity, a great toothy maw.

ECOLOGY

Chirpers are subterranean predators. They are almost never encountered above ground. Although they are loathsome abominations they do not appear to supernatural creatures. They must eat, drink and sleep as any mortal race does. They seem to be totally carnivorous. Evidence in their dens often suggest they are egg-layers although no young have ever been seen. Further, it is not known if they reproduce asexually or heterosexually.

SEEDS

1.) The party is taking a rest near some caves. Throughout the day they often hear weird chirping sounds echoing in the caves themselves and in the rocky terrain surrounding their campsite. A Chirper has developed an interest in them, but it will not attack until darkness falls.

2.) The party has been contracted by an NPC such as a wizard or eccentric noble, to seek out a Chirper den and steal some of its eggs. The NPC wants to raise the creature in captivity to study it. The NPC is willing to pay an enticingly exorbitant fee.

LOOT

Chirpers are primitive creatures primarily concerned with hunting, feeding and breeding. They do not need much in the way of wealth. However, they are cunning beings which recognize that civilized folk and adventurers are drawn to shiny baubles. So, they will build whatever trove they are capable of to bait their traps. The quality of items in the trove is generally cheap, but always looks impressive, perhaps even gaudy. The whole trove is likely to have a value of 300gp to 500gp in assorted coins, gems and items.

DUSKIRE

Duskire are monstrous, winged fiends from another plane. They are vicious and cruel creatures that roam the skies and terrorize the lands beneath.

AC 5 [14], **HD** 2+2* [11hp], **Att** 2 x claw (1d6), 1 x bite (1d4), **THACO** 17 [+2], **MV** 120' (40') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Chaotic, **XP** 35, **NA** 1d6+3 (2d6+3), **TT** U

- **IMMUNITY** Immune to mind-affecting or mind-reading spells **(e.g. charm, hold, sleep)**.
- **PSIONIC STUN** 3-in-6 chance per round of loosing a cone of psionic energy: end 10' wide, 50' long. **Save versus paralysis**. The effect lasts for 1d6+3 rounds.
- **LIGHT SENSITIVITY** -2 to hit in brightly lit areas. Will not willingly go out in sunlight.

DESCRIPTION

As the sun begins to dip below the horizon you glimpse several gangly humanoids with large bat-like wings flying towards you. Each of them has a large bulbous head with what looks like a glowing red gem in the middle of its forehead. Below the gem and beneath a craggy, ridged brow two cruel eyes burn with the same hellish, red light. The creature's nose is also somewhat bat-like and pressed nearly flat to its skull. Beneath its flaring nostrils is a predator's grin of jagged ivory. The fearsome mouth is framed by an assortment of tendrils that seem almost beard-like. All of its long, muscular limbs appear to be equipped with hooked, prehensile claws.

TACTICS

As they near you, the grating, unnerving sound of their hyena-like chatter fills the air. As soon as they are within range, they will attempt to use their Psionic Stun ability to paralyze victims. Any paralyzed victims will be grabbed and carried aloft soon after.

The demeanor of the creatures is one of calculating, predatory hunger. They are no simple brutes. The creatures appear to be quite intelligent, cunning and entirely cruel. They will prefer to attack en masse and will target the weakest prey first.

LORE

These creatures are known as Duskire. The foul things are notoriously vicious and cruel. They get their name from their proclivity to attack at dusk as well as their cruelty. They favor attacking at dusk because they abhor any strong source of light (especially daylight) and are much more difficult to sight and target with missile weapons when they fly with the setting sun at their backs.

Duskires are nocturnal pack-hunting predators that stalk the skies and swoop down to carry the unwitting aloft. They can loose a powerful psionic blast to stun their prey so as to make their abduction easier. The dazing effect is generally short in duration, but victims rarely come to their senses before the Duskires have carried them up into the sky.

The cruelty of Duskires is revealed in their hunting practice moreso than anything else. As, you see, Duskires are carrion eaters. They will seek to stun their prey, and carry them aloft only to drop them from a great height. Once their victims have expired and their carcasses have begun to bloat, the Duskires will return to feast on the putrefying flesh.

The peculiar gem in the middle of a Duskire's forehead is magical and can be removed. It is the means through which these foul beings stun their prey. Any Magic-User acquiring one of the gems may attempt to identify and use it.

ECOLOGY

Duskires are predators from another plane. It is not known how or why they find themselves in our world. They often sweep down en masse to carry away their hapless and unlucky prey. If successful, they will carry their victims aloft usually over a chasm of jagged stone and then drop them from a precipitous height. The Duskires return later to feast upon the carrion slurry of their victims once the remains are suitably ripe.

They will never be seen in the daylight hours. Although they are indeed loathsome abominations they do not appear to supernatural creatures. They must eat, drink and sleep as any mortal creatures do. They seem to be totally carnivorous and possess a basic culture utilizing barter. Evidence in their dens suggest they are egg-layers although no young have ever been seen. Further, it is not known if they reproduce asexually or heterosexually.

SEEDS

1.) The party has set up their nightly camp near some caves at the foothills of a mountain range. Throughout the day they will hear muffled sounds echoing in the caves surrounding their campsite. A small group of Duskire have taken notice of the party and will attack once darkness falls. The Duskire will attempt to abduct someone from the watch. If they manage to do so, they drag the individual into the sky and drop them on a bone strewn mountain ledge far above the campsite. The Duskires do not seek to kill their abductee, but rather to use the unlucky fool as bait. The Duskires intend to lure the rest of the party into attempting the perilous climb to assist their friend. Should the party succeed in a rescue, the Duskires will likely attack en masse. Until then though, they will observe from hiding the progress of the group.

2.) The party is on 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 an artifact was wrecked upon its shores. Regardless, upon arrival the party discovers the whole island is filled with towering pillar-like limestone mountains. The mountains are riddled caverns that produce disturbing wailing-like sounds as the tropical wind gusts through their peaks. Duskires emerge from the caves to prowl the night skies above the island. The Duskires will harry the party incessantly during their nights on the island. And, when they attempt to leave will pursue them. During the daylight hours, the island is eerily peaceful save for the weird wailing of the wind.

LOOT

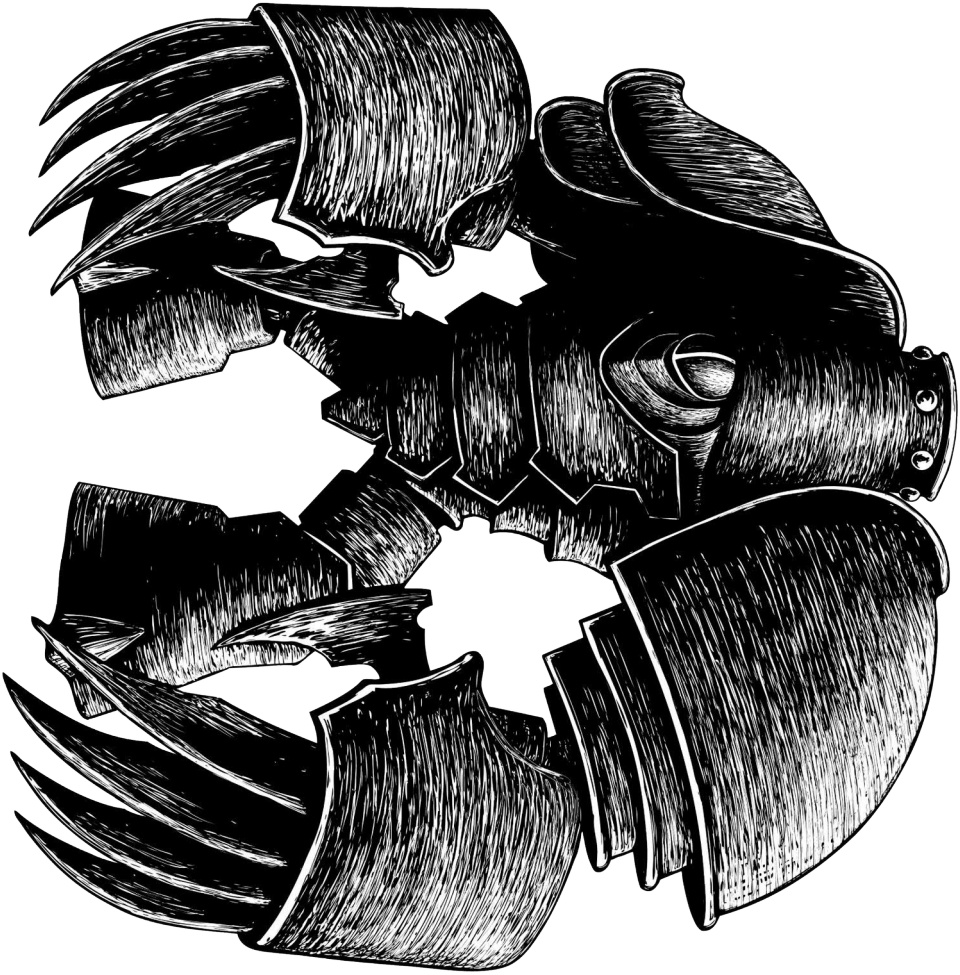
Although Duskires have little need for what adventurers would consider treasure. The will often amass a hoard of shiny trinkets. They utilize these baubles as bait to lure the foolhardy into open terrain where they can swoop down upon them more easily.

FERRUM TEMPESTUS

A variant of the standard Iron Golem with gigantic blade-like claws. Something resembling a chimney sprouts from its back.

AC 0 [19], **HD** 14** [63hp], **Att** 2 x claw (3d6), **THACO** 9 [+10], **MV** 90' (30'), **SV** D4 W5 P6 B5 S8 (14), **ML** 12, **AL** Chaotic, **XP** 2300, **NA** 1 (1), **TT** C

• **FRENZY** Each round of combat, there is a 1-2 chance on a 1d6 that a Ferrum Tempestus will go into a Frenzy (treat as a *Haste* spell). **(i.e. Att and MV are doubled for 3 turns)**.
• **IMMUNITY** Unharmed by gas. Immune to mind-affecting or mind-reading spells **(e.g. charm, hold, sleep)**. Also immune to paralysis, petrifaction and poison.
• **MAGIC RESISTANCE** +2 to all saving throws vs. magic.
• **MUNDANE DAMAGE IMMUNITY** Only harmed by magic.
• **TELEPATHY** May communicate mentally within 60'. Those contacted are not compelled to communicate, but the monster will have an empathic sense of their thoughts regardless.



DESCRIPTION

An immense humanoid figure about fifteen feet in height and very nearly just as broad. It looks to be composed entirely of blackened metal. What might be its head is seated in the middle of its torso between two large pauldrons and beneath a large chimney. One could safely assume this thing to be a construct of some sort. Its huge, gauntleted hands end in large, blade-like claws. Its movements are slow, heavy and ponderous accompanied by the screeching grind of metal on metal.

A few moments after noticing the party, gouts of black smoke belch from the chimney of the construct and it surges towards you with a surprising burst of speed and agility. Where once it was a plodding hunk of metal, now it is rushing towards you with a keen and murderous intent. Its lethal, bladed hands slashing like scythes eager for a bloody harvest.

LORE

These beings are known as Ferrum Tempustus or "iron whirlwind" in the Common tongue. They are constructs and have been rightly compared to Iron Golems. However, these machines are less durable than iron golems and much more intelligent. Some sages speculate they may even have a mind of their own.

When necessary a Ferrum Tempestus burns some eldritch substance within its body that causes smoke and vapor to billow from the chimney that squats on its back between its massive shoulders. This allows them to put on a burst of speed that gives them an additional edge in combat, turning the cumbersome, plodding brute into a whirling dervish of slashing blades and heavy armor.

The techniques to build a Ferrum Tempestus are not widely known amongst even the most learned of archmagi and artificers. Rumors say they are designed and built solely by a secretive faction of Dwarves and Gnomes in a distant kingdom. And, while they are reluctant to share the secrets of the construction of a Ferrum Tempestus, they are willing to sell completed constructs for the right price.

ECOLOGY

Ferrum Tempestus are constructs that do not require food, drink, rest or air to breathe. They also do not age. However, in time they do seem to deteriorate somewhat. They are typically encountered in an area they are charged with guarding. However, unlike true golems, once they are freed from their master's will they can leave their designated task and explore the world.

SEEDS

1.) In the bowels of an ancient and abandoned wizard's tower the party encounters a Ferrum Tempestus. The construct's master died centuries ago and it has been trapped here ever since. It would have preferred to be out in the world exploring, but has been unable to exit the tower due to the narrow

stairways and doorways. Although the construct is exceedingly angry at the loss of liberty and in an enraged state. The party may be able to communicate with it. And, if they manage to free it from the tower may acquire a useful ally.

2.) A powerful wizard has contracted the party to seek out a secretive cabal in a distant kingdom. The wizard believes the cabal has the necessary tomes, tools and formulae to construct a Ferrum Tempestus. The wizard wants the party to deliver a message to the cabal requesting construction of a Ferrum Tempestus on the wizard's behalf. Unfortunately for the party, the cabal does not take kindly to strangers and does not know them or the wizard they work for. This will likely lead to an early demise for the party at the hands of many frighteningly efficient murder machines if they cannot think on their feet.

LOOT

A Ferrum Tempestus requires no sustenance or shelter and as a result, has no real concept of wealth and material possessions. However, it does have a compulsion to hoard shiny things imprinted upon it by its creator. If the party manages to find its lair they can discover what is in the statblock. The construct itself may also be salvaged and sold to the right buyer if it can be transported.

GNASHER

Vicious little demons. They are dangerous individually but deadly in numbers.

AC 6 [13], **HD** 2**** [9hp], **Att** 2 x claw (1d4), 1 x bite (1d4 + paralysis) or 1 x ram (1d8 + stun), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Chaotic, **XP** 2850, **NA** 1d4+1 (2d6+1), **TT** B

• **BLOOD FRENZY** +4 to-hit any creature that does not have all its Hit Points. Once the Gnasher makes a successful hit it no longer has to check Morale for the rest of the encounter.
• **IMMUNITY** Immune to poison.
• **MAGIC RESISTANCE** +2 to all saving throws vs. magic.
• **MUNDANE DAMAGE IMMUNITY** Only harmed by magical attacks.
• **PARALYSIS** For 2d4 rounds **(save versus paralysis)**. Creatures larger than Ogres are unaffected. After paralysing a target, all Gnashers in the vicinity will attack it.
• **RAM** Stunned for 3 rounds **(save versus paralysis)**.

DESCRIPTION

You see a small, muscular humanoid crouched in the shadows. Its body is a dark, rusty red in color. It has short horns and eyes that glow like fiery embers from deeply shadowed sockets. All of its limbs are tipped with nasty-looking talons. Its lips are peeled back over its nasal passages revealing the bony, gristle of its mouth. A mouth which is filled with short, sharp teeth that gnash and grind, as if in anticipation.

TACTICS

Very soon after noticing the party, the creature will attack. However, it may be reluctant to do so without a few of its fellows to aid in the assault. If the creatures outnumber the party two to one, they will attack immediately. If they are of equal number or less, they are more likely to harass the party and attack from a position of advantage later.

When the creatures do finally muster the bravery to attack, they rocket forward on all fours with astonishing speed and agility.

LORE

These creatures are demons most commonly known as Gnashers. They are so named due to their habit of gnashing and grinding their teeth prior to attacking. Individually they are not much of a threat, but in groups, they can be very dangerous. Despite their small size, they can overcome much larger opponents quite easily in a group.

They are quite strong despite their size and very adept at tripping and grappling their targets. Additionally, their bite contains a toxin which can cause total paralysis. Also, they go into a berserk frenzy once the scent of blood is in the air. Many who have lived to tell the tale caution that it is best not to engage them in melee.

ECOLOGY

Gnashers originate throughout the hell dimensions and spill over into the mortal realm through dimensional tears near places of great famine and war. In rarer cases they are summoned by foolhardy magicians. Luckily they are incapable of breeding and their numbers in the mortal realm are generally low enough they can be eliminated before they become a serious threat.

Gnashers are supernatural beings with a radically different biology from mortals. As such, they do not need to eat, drink, breathe or sleep unless they choose to. Likewise, their unnatural forms make them highly resistant to most forms of attack, including elemental forces and magic. This allows them to survive in numerous environments throughout the Multiverse.

SEEDS

1.) Alas, a novice wizard was reading certain dusty tomes he should not have. The poor chap attempted to summon a creature he expected to help him pass an exam. But instead, he summoned a host of Gnashers that devoured him and have now run amok in the wizardry college. Several other student wizards have disappeared during the night since the ritual. The party has been contracted to root out and slay the beastly things.

2.) The party happens across a tumbled down house in the woods. It does not seem to have been inhabited for several years. Windows are missing. The sun shines through several holes in the ceiling. But, regardless of its shabby appearance, it looks to be a decent place for an extended rest. What the party does not know, is this ruin is where an old hedge wizard once lived. That is until he mistakenly summoned several Gnashers that ate him. His gnawed bones lie still in the root cellar along with his ritual tools. The Gnashers are even now creeping about waiting for an opportunity to attack the party.

LOOT

Gnashers are fairly primitive creatures but they are very cunning. Although unlikely to carry what most adventurers would consider wealth on their person, they will make use of coins and baubles as bait.

HULD

Huld are bestial monsters that reproduce by means of a transmogrifying curse. They prowl the deepest, blackest pits. Seeking out the darkness that most resembles the lightless environment of their kinds' accursed origin.

AC 5 [14], **HD** 3+3*** [16hp], **Att** 1 x claw (1d4), 1 x bite (1d8 + 1d8 acid), **THACO** 16 [+3], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Chaotic, **XP** 125, **NA** 1d4 (2d6), **TT** C + 1000gp

• **ACID BREATH** Can be used up to **3 x Day**. All caught in the area suffer damage equal to the Huld's current hit points (**save versus breath** for half). The cloud continues to inflict damage on 1d4 subsequent rounds. Each round the damage is halved. Shape of the breath weapon: **Cloud:** 40' long, 20' wide, 10' high.
• **CLIMBING AND LEAPING** Skilled climbers; can jump up to 20'.
• **GRAB AND BITE** +2 bonus to bite attacks, if a claw hits.
• **IMMUNITY** Cannot be blinded. Huld's do not have eyes but rather sense heat via specialized organs similar to that of some snakes. This in combination with their other senses allows them to perceive their environment in a manner roughly equivalent to sighted creatures.
• **INFECTIOUS BITE** Any damage inflicted via the Huld's bite can only be healed by magical means. Additionally, the points of damage inflicted by the bite of a Huld also indicate the percentage chance of the victim contracting a blood infection which will slowly **(in 2d20 days)** transform them into a Huld. No additional saving throw is allowed versus the disease. The percentage chance of infection is cumulative with multiple bites. The infection is supernatural in origin and can only be cured via a Remove Curse spell or similar magic. Once the infection is confirmed, the victim gains Regeneration (as described below) as the transformation progresses.
• **REGENERATION** A damaged Huld gains 1 hit point at the start of each round, as long as it is alive.
• **SURPRISE** On a 1-3 due to stealth.
• **TELEPATHY** Hulds can communicate with other Hulds via telepathy.

DESCRIPTION

Your party heard what you thought was the plaintive wail of a child or perhaps the mewling of a cat so you investigated. You soon glimpse a hulking, angular bestial form prowling the darkness in the near distance. It looks to be roughly the size of a horse but built like a very large and hairless wolf. As you observe the thing more closely you notice its freakish head and face as well as its skeletal structure. It looks to be capable of bipedal locomotion but is likely a bit clumsy at it. And, the creature has an enormous head with an equally large maw. The powerful muscles of its crushing jaw are readily apparent beneath the skin. Numerous jagged tusks of bone jut from its yawning maw indicating a carnivorous diet. It appears to lack eyes. The sockets that ought to contain its eyes are deeply-shadowed, hauntingly empty orbits. And yet this lack of visual organs does not seem to hinder it. The creature soon appears to have become aware that you have spotted it. In the next moment it quickly scuttles back into deeper darkness, making the same strange vocalizations that had attracted the party. If the party does not follow, the sounds soon fade into the distance.

TACTICS

These creatures will rarely make a frontal assault. This is especially true if they are outnumbered. If ever put in such a situation they will usually retreat to seek out more of their loathsome kin and plan an ambush. In lieu of an ambush they may simply strike quickly at an isolated partymember dragging them into the darkness or quickly tearing them to bits.

LORE

These creatures are known as Hulds. They are loathsome horrors spawned by some eldritch corruption from another plane. The bite of a Huld is powerfully acidic but also transmits a disease somewhat akin to lycanthropy that will slowly transform victims into Hulds as well. The transformation usually takes a few weeks but has been known to happen in just a few days. Those that are afflicted begin to dream of alien vistas and lightless worlds. Once fully transformed they will seek out the deeper darkness of the subterranean realm. Not only does this acid make their bites that much more deadly, but they are also able to belch out a cloud of it. This dense cloud of aerosolized acid will hang in the air and cling to surfaces. The acid will continue to dissolve anything it comes into contact with for several minutes.

Hulds are vicious creatures but they are no simple beasts. They retain their mortal cunning but forget much of their previous lives. Some of them retain remnants of their original language and are capable of basic speech. Amongst their kind, they communicate via telepathy. They also make odd vocalizations that sound like those of a cat or a wailing infant. They are capable of walking on their hindlegs as well as tool use. In fact, every digit of every limb is prehensile and opposable which when combined with their claws makes them excellent climbers. They can also leap great distances with little effort.

Hulds appear to be adapted to an entirely lightless environment and have no eyes whatsoever. In the empty hollows of their eyesockets they instead have specialized organs that sense heat in a manner similar to some types of snakes. Sages suspect that the odd vocalizations Hulds make also supplement their perceptive abilities like that of the echolocation of bats. This combination of heat-sense and sonar allows the Hulds to navigate in the complete absence of light. Some speculate the olfactory senses of Hulds are also quite acute, but this is unknown.

ECOLOGY

Hulds are mortal, but are thought to be extremely long-lived. However, no one has been able to determine the lifespan of the mysterious creatures. They require air, food and water but seem to have little need for rest. They appear to be entirely carnivorous. No sign of any young or mated pairs has yet been recorded. It is speculated they are wholly dependent on their curse to reproduce. Hulds have some regenerative capacity to mitigate life in harsh environments but also have voracious appetites to fuel it. Their acidic spittle combined with their powerful jaws allows them to digest their prey completely, even the bones. Hulds have rarely been encountered above ground. They seem to prefer subterranean environments but are not pained by light as some eldritch horrors are.

SEEDS

1.) During an underground expedition the party comes across the ruins of a Dwarven camp. There are ample blood trails and drag marks, but no bodies. The remnants of gear show bite marks from very large and powerful jaws. There are also numerous signs of an acid being deployed. The sandy earth of the camp reveals large clawed footprints that do not conform to those of any creature the party is familiar with. The beasts have only three digits per foot. And they seem to move about bipedally or quadrupedally. If they investigate for more than 1d6+3 rounds, the party will hear, the plaintive wail of a small child, possibly a baby. [REFEREE'S NOTE: This is of course a Huld. You might allow them a Wisdom check to recognize the sound is not a child. If they are close with their check, you might suggest that it sounds more like a cat. A total success should reveal the sound is neither an infant or a cat. And then the hair on the back of their neck stands up as they realize it is instead something very unnatural.]

2.) It is a dark and moonless night. About halfway through the night a disheveled woman stumbles into the circle of their firelight. She is despondent and mumbling. She keeps repeating "so dark, it is so dark". Her clothing is torn and covered in blood. She appears to have been severely wounded but her flesh has begun to heal. She looks to have been savaged by a huge beast as evidenced by the healing bites. But she also appears to have been severely burned by an acid of some sort, it has burned deep pits into her flesh. These burns also seem to be healing at a somewhat miraculous rate. Her eyes are circled in black as if bruised and seem sunken in her skull. She is clearly in shock from whatever ordeal she survived. If the party attempts to treat her injuries and provide her comfort, they will notice her becoming more and more gaunt by the hour. [REFEREE'S NOTE 1: In 2d12 hours her transformation into a Huld will be complete. As the disease progresses she will go into a deeper delirium and ramble about a lightless alien world of nought but rocky spires and a deep hunger. If she is unattended upon her transformation roll a 1d6. On a 1-4 she slinks away into the darkness to find her new kin, on a 5-6 she attacks the party ravenous from the exertion of her transformation.] [REFEREE'S NOTE 2: As her transformation progresses, her mind is becoming more and more attuned to the telepathic communion of the other Huld in the area. There is a 1 in 10 chance every hour that 1d4+1 curious Hulds come to investigate.]

LOOT

Hulds will often accumulate fairly large communal hoards. However, the things they accumulate might not have value to adventurers. Often the Hulds will have a collection of random items they treasure due to subconscious remembrances of their former lives. So, as a Referee you might want to enhance the creeping horror by having broken toys, cards, a tankard, etc. mixed in with the usual treasure.

IGNUS MORTIS

Ignus Mortis were once mortal spellcasters with some Red Dragon blood in their lineage. Their draconic grandsire has granted them this boon of fiery undeath.

AC 1 [19], **HD** 9***** [40hp], **Att** 1 x claw (1d10), **THACO** 12 [+7], **MV** 180' (60') flying, **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Chaotic, **XP** 3400, **NA** 1 (1), **TT** G

• **DAMAGE IMMUNITY** Only harmed by magic. Totally immune to fire damage.
• **HEAT** An Ignus Mortis emits intense heat. Anything within a 10' radius will take 1d10 damage.
• **MAGICAL POWERS** An Ignus Mortis casts spells as a 9th Level Magic-User. The spells below can be altered to your preference and are only provided for convenience. Assume the Ignus Mortis has access to all spells of each level it can cast.

Level 1 *Charm Person, Magic-Missile, Sleep*
Level 2 *Invisibility, Phantasmal Force, Sleep*
Level 3 *Dispel Magic, Fireball, Haste*
Level 4 *Dimension Door, Wall of Fire*
Level 5 *Conjure Elemental*

• **PYROMANCY** An Ignus Mortis has unparalleled mastery of fire magic and may utilize it in various ways. All caught in the area suffer damage equal to the current hit points of the Ignus Mortis **(save versus spell for half)**. Can be used up to **3 x Day**. Forms of Pyromancy:

Burst *50' long, 40' wide, 20' high*
Cone *2' wide at the mouth, 30' wide at far end*
Ray *300' long, 5' wide*

• **REJUVENATION** An Ignus Mortis cannot be truly slain. Even if defeated it will reform completely healed in 1d6 days unless special precautions are taken.
• **TELEKINESIS** May lift and manipulate objects of up to 500lbs. at a distance of 120'. May paralyze or crush an opponent within that range. **save versus paralysis** or be paralyzed and suffer 3d6 damage.
• **UNDEAD** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells **(e.g. charm, hold, sleep)**.
• **VULNERABILITY** An Ignus Mortis suffers a -4 penalty vs. water and cold based magical effects.

DESCRIPTION
You see a blazing conflagration about nine feet tall apparently attempting to mimic a humanoid form. In the midst of the swirling inferno the only point that truly seems solid is a singular human skull. Everything else is a roaring tumult of supernatural fire in the rough semblance of a robed man . As you observe it a little bit longer, you begin to notice the flames generally conform to a shape that might be that of a wizard or a sorcerer. A wide and angular collar frames the skull and below that are definite arms with long spidery fingers. Beneath the narrow waist the form of the thing broadens to a cone resembling a wizardly mantle billowing in a strong wind.

TACTICS
The creature is likely insane but is still quite cunning. It will target other spell-casters first and then engage any fighters or similar characters from the air and at distance. If the outcome does not favor it, the creature will flee.

LORE
These creatures are known simply as Ignus Mortis, loosely translated as Fiery Death. They are the undead revenants of spellcasters that had some Red Dragon in their lineage. At some point in their careers they discovered their ancestry allowed them a path to immortality should they choose to risk it. The supplicant must perform a ritual that transmutes their corporeal body into an astral state. Afterwards they rise through the planes seeking the grandsire of their draconic line. Once they transition to an astral state there really is no going back. And they may well wander the outer planes for eternity in search of the ancient wyrm. But should they prove successful, their grandsire grants them the peculiar boon of this form of undeath. Most are driven insane by the transformation but as they age and the centuries pass they often begin to recall their former lives.

An Ignus Mortis is the roaring, raging consumptive force of supernatural fire made incarnate. They are driven to burn everything they can, and in so doing they believe they are elevating the matter to a higher spiritual realm. Most of the magical knowledge they possessed in their mortal lives is lost in the roiling madness of their tortured minds. They are consumed solely with the evocation and mastery of fire. Most of these creatures are totally insane and unreasonable. They will immolate any mortal that approaches them without a second thought. But legends in some Wizarding guilds speak of a few encounters with a handful of these creatures that did allow parlay however brief.

A very important thing to keep in mind if ever you should battle an Ignus Mortis, is that their bodies are entirely inconsequential. They have no vital function whatsoever and are merely a mental projection of the Ignus Mortis. That is to say, the creatures remember having a humanoid form and they subconsciously shape the raging conflagration they emit to resemble one. (Those with experience traveling the Astral Plane will be familiar with the phenomenon.) Only that damnable skull truly matters and all your attacks should target it. Mundane attacks are generally ineffective against them. They seem especially vulnerable to elemental ice and water evocations. And should you manage to defeat an Ignus Mortis, its vengeful spirit will eventually rekindle (usually in 1d6 days) to prevent this, certain precautions may be taken such as placing the skull in a warded box or burying it within the hallowed grounds of a

righteous religious order. The general belief is they cannot be truly slain only imprisoned. But some contest that extremely powerful magic can prevent them from reconstituting on the mortal plane.

ECOLOGY

Ignus Mortis are undead beings. They have transcended all mortal frailties and seem to draw their vital energies from the very essence of entropy. They do not require any form of nourishment or rest. And, they cannot be truly slain. If they are defeated, even to the point of being utterly atomized, they will reform in 1d6 days unless special precautions are taken (usually involving powerful magical wards or blessed ground). As undead beings, they do not age and will persist throughout the centuries, perhaps even millennia. They cannot reproduce and seem to prefer a solitary existence.

SEEDS

1.) The party is contracted by a secretive conclave of wizards. The conclave wants to reclaim an ancient tome from the vaults beneath a tower of one of their esteemed alumni. According to their records, this archmage conducted a ritual to travel into the upper planes in search of the boon of immortality from an ancient dragon residing beyond the mortal realm. The conclave's records indicate the wizard has been gone for three centuries. In the many years since, they have studied the ritual he conducted and believe he may have returned to his tower in the form of an Ignus Mortis. They have some knowledge of the Ignus Mortis (so you can reveal a bit of the Lore section if you wish) but do not wish to engage the revenant of their old colleague directly for fear that his fiery wrath might be kindled against them.

2.) The party is adventuring underground when they encounter a bizarre network of tunnels. The tunnels all appear to have been carved through the stone by some intense heat that has left the stone vitrified. They are circular, irregular in diameter and meandering. One might compare the tunnels to a honeycomb or an ant colony. If the party should delve deeply into the glassy tunnel network they will encounter the fiery minions of an Ignus Mortis and perhaps even the undead pyromaniacal mage as well.

LOOT

The peculiar state of an Ignus Mortis renders them somewhat averse to many forms of treasure. They are essentially bodiless and constantly surrounded by a blazing corona. The intense heat they emit usually destroys most mundane items in a few moments. Only items of potent enchantment can resist the raging inferno that surrounds them. They often mitigate this by manipulating matter at a distance with telekinesis and keeping valued items in a vault warded against fire. However, these precautions are rarely perfectly effective.

In game terms consider the following ideas. The Ignus Mortis will have no coins per se, instead it will have melted heaps of precious metal. Gems might be cracked. Enchanted items will be generally unscathed, although potions and scrolls might be placed in warded containers. Another option might include the personal scrolls and spellbooks of an Ignus Mortis be constructed from enchanted paper or thin sheets of metal.

KAHLIWA

Kahliwa are alien creatures resembling flightless birds. Their weird biology is dependent on sunlight and minerals found in volcanic springs as well as blood. They are fiercely territorial and have elaborate behaviors that involve the flayed skin of their recent kills.

AC 4 [15], **HD** 2** [9hp], **Att** 1 x claw (1d8), 1 x bite (1d8 + blood drain), **THACO** 18 [+1], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (2), **ML** 11, **AL** Chaotic, **XP** 30, **NA** 1 (2d6), **TT** None

• **BLINDING FLASH** When combat begins, there is a 2 in 6 chance on 1d6 the Kahliwa spreads its highly reflective plumage creating a dazzling effect that can temporarily blind opponents for 1d4 rounds **(save versus petrify)**. A Kahliwa may only use this ability in bright sunlight.
• **BLINDSIGHT** Can "see" in total darkness; immune to sensory attacks such as blindness or deafness.
• **BLOOD DRAIN** Attaches to victim on a succesful hit, doing 1d8 automatic damage per round.
• **BRITTLE** Takes double damage from blunt weapons and sonic attacks.
• **DISPLAY** If the Kahliwa is amongst other Kahliwa and there is a corpse present, the Kahliwa will skin the corpse and stretch the flesh across its plumage. The process takes 1d4 rounds. Afterwards the Kahliwa will perform a sort of ritualized dance to attract mates and intimidate rivals, this usually takes another 1d6 rounds. There is a 50% chance this activity results in a fight between rivals.
• **FLAMMABLE** Takes double damage from fire.
• **MENTAL RESISTANCE** Immune to mind-affecting or mind-reading spells **(e.g. charm, hold, sleep**).

DESCRIPTION

You see a large, strange bird-like creature in the distance. Its outline is reminiscent of an ostrich or some other such large, flightless avian. It could stand shoulder to shoulder with a horse, but its neck is much longer. It shimmers in the sun. The light refracts off of it in a dazzling rainbow of brilliance. Colors scintillate from its plumage that appears to be glass or some other sort of crystalline substance. As your eyes adjust to the flashing display, you note the sheen of a reddish golden metal beneath the jagged feather-like structures in addition to what might be hooked blades and barbs. Perhaps the thing is some sort of construct or some other bizarre plaything for mad sorcery.

As the party observes the spectacle of the thing it is also observing them in its way. The thing cocks its head to one side and seems to scent at the air intently. You see now that it appears to have no eyes but rather several deep grooves running the length of it jagged, bladed beak. [REFEREE NOTE: Soon the wind will shift, alerting the creature to their presence. Once this happens it throws back its head and screeches a loud, rasping "KAHLIWA" several times. It and then charges at them. The thing has remarkable speed. Moments later it is upon them and several more are rushing at them, drawn by the call of the first.]

LORE

These weird creatures are alien to our plane. They are known as Kahliwa (after their weird vocalization). They are competitive pack-hunting predators. Their eldritch, alien nature is obvious once one inspects their carcasses. They appear to be composed of glass and metal. Specifically some alloy of copper forms their base structure and organs while their plumage is composed of brittle and jagged crystals. The crystals seem to be some amalgam of salt and silicates. And their internal organs are quite simple rubbery things resembling an assemblage of pumps and siphons. This same rubbery quality extends to their muscles too, making them wholly inedible but highly flammable.

Sages that have studied the creatures believe they come from a plane that is much more rich in the minerals they need for their bizarre, eldritch metabolisms. On their home plane they are still likely to be predators but not nearly as aggressive as they are on ours. On our plane, they appear perpetually on the verge of starvation and therefore very daring and aggressive.

When a Kahliwa attacks with its beak it will attempt to tear a hole in the flesh of its prey just large enough to insert its head. It will then drain the victim's blood with an alarming alacrity. The prey creature will visibly deflate as if it were a wineskin being drained by a drunkard. As this happens, the plumage of the Kahliwa will take on a disturbingly lovely pink hue. If the Kahliwa is alone that will be the end of it. It simply gets its fill and leaves the corpse. If they are in a pack, they will put on a display of dominance for their fellows. The grisly scene has left even the most stout-hearted adventurers aghast.

The Kahliwa will use its long neck (which greatly resembles a serrated blade) to saw open the corpse. Once this is accomplished it engages its various hooks, blades and jagged plumage to skin the corpse. Then the Kahliwa will stretch the gory mess across its stubby wings and tail as it struts about. Displaying its prowess to potential mates and rivals. Often this results in fights within the group. There are several tales of encounters from survivors wherein they describe such a fight and its occurrence allowing them to flee the scene.

ECOLOGY

Kahliwa appear to be artificial beings, but they are not. They are natural predators from a very alien plane. It's thought by many sages that conditions on our plane are much harsher for the Kahliwa and this drives them to be highly aggressive. Planar travelers have encountered them most often in zones between the elemental planes of earth and fire. On our plane they seem to prefer arid environments or areas where geysers and hot springs are common. It's thought that the Kahliwha can obtain their necessary minerals from the hot springs and pools to supplement their diet somewhat when prey is scarce. They also appear to derive some sustenance from the sun itself, as such they are quite inactive at night.

SEEDS

1.) An elven enclave is seeking to reclaim one of their ancient sites. Unfortunately the ruin has been overtaken by a desert during the past few centuries. And even worse luck, the whole area has been infested with Kahliwa as well. They offer each character the princely some of 1000gp each if they can manage to retake the area and hold it for a fortnight. Perhaps some arcane device in the ancient site has malfunctioned and caused a planar rift which has allowed the Kahliwa to infest the place? If so, are there any other such alien creatures prowling about?

2.) The party has been tasked by a council of nature priests with eradicating a flock of Kahliwa that have been migrating into their territory. Several of their order have already been slain by the creatures. They will pay the party 30gp per Kahliwa head.

3.) The party has been contracted by an eccentric noble to capture and return a male and a female Kahliwa for a menagerie of exotic and alien beasts.

LOOT

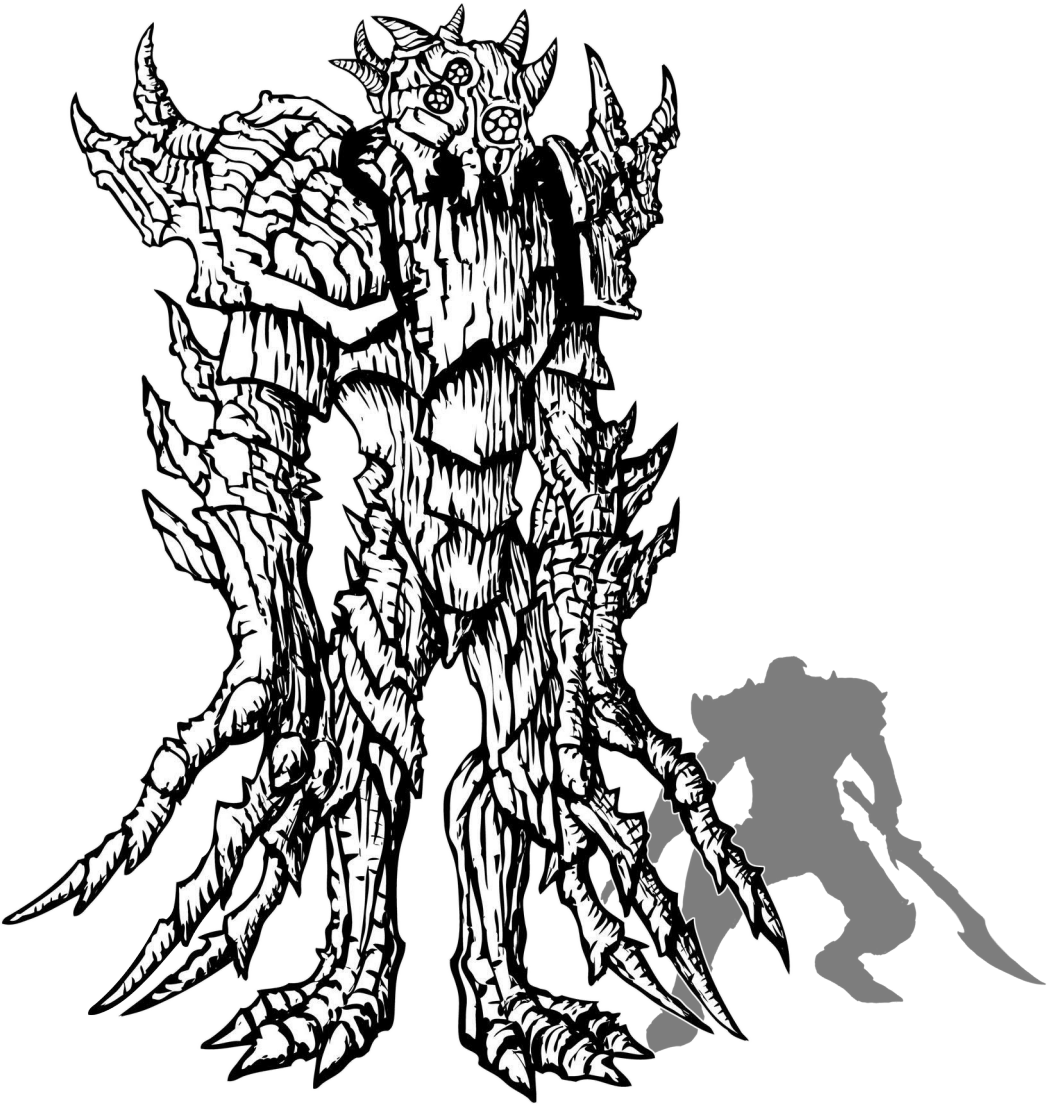
Kahliwa are cunning animals but they do not keep any treasure in their nests. However, enterprising characters with connections to wizards and other such peculiar folk might be able to sell them slain Kahliwa as curiousities or spell components. If one of your players comes up with a creative idea, a single intact Kahliwa corpse might fetch 1d6 x 10gp.

KILLDRONE

Reanimated dead infected with an alien disease. They are transmogrified and forever enslaved as part of a vast collective serving some abominable, insectivle hive queen.

AC 2 [17], **HD** 6+6** [33hp], **Att** 2 x claw (1d10), **THACO** 13 [+6], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (6), **ML** 12, **AL** Chaotic, **XP** 65, **NA** 1d8 (2d8), **TT** None

• **BLOOD FRENZY** +4 to-hit any creature that does not have all its hit points. Once the Killdrone makes a successful hit it no longer has to check Morale for the rest of the encounter.
• **IMMUNITY** Immune to damage from fire and poison.
• **INFECTION** A character who loses more than half their hit points from the natural attacks of a Killdrone (i.e. bites, claws) contracts a disease which will transform them into a Killdrone. The disease takes full effect in 2d12 days, showing signs of infection after half the time.
• **KEEN SENSES** Only surprised on a 1.
• **LIMITED TELEPATHY** The Killdrone can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.
• **MUNDANE DAMAGE IMMUNITY** Only harmed by magical attacks.
• **REGENERATION** A damaged Killdrone 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 weird and wicked looking humanoid comes into view not too far distant. It stands about the height of a human. It appears to be covered from head to toe in some baroque armor. It moves with a stiff and clumsy gait. Perhaps that ornate armor fits the individual poorly? As the being comes closer you realize it is completely encased in the armor. And, the armor seems very bizarre indeed. It looks like a chitinous carapace with insectile features such as mismatched composite eyes and clacking mandibles. The heavy, chitinous plates seem to be poorly articulated and impede the movement of the creature.

Its long arms end in razor-sharp slashing talons and it lunges to attack you. As it does so you feel a dull buzz in your brain and experience a vision of an immense hive populated with a myriad of other such beings as this. And above the mass of drones there is a singular horrific thing that rules over them all, a queen of sorts? The vision seems to convey without words that this being intends to convert you to its hive society.

TACTICS

There is no reasoning with this monster. Although some intelligence is suggested from its behavior, it has a singular focus to bring more souls into its freakish collective. It will likely fight to the death.

LORE

Rumor holds that these strange beings were once normal folk. But, they have since been transmogrified into these monstrosities through some sort of infection. A number of learned individuals that have encountered them and lived to tell the tale claim these freaks are the reanimated corpses of those slain by other beings such as this. Apparently the creatures pass some sort of egg into those they have slain. The egg then returns them to a warped, shambling semblance of life, granting them an unnatural vigor and completely stealing their minds. A warped shell and rending claws soon encase the converted victims. The carapace continues to grow throughout their weird half-life and they eventually grow into armored behemoths.

They are completely unreasoning and aggressive. They are driven only to slay and spread the taint of their parasitic infection. They are hardy combatants but not especially challenging for seasoned adventurers. However, once blood has been spilled their attacks become much more vicious, perhaps some hormone is released which pushes them into a frenzied state? They seem to have enhanced vision as well and are not impeded by darkness or illusions of any kind.

There are a few brutal souls that have retained their minds after rebirth. But these rare individuals were invariably murderous thugs already. Tales in taverns tell that these individuals dream of the hive queen and must eventually seek her out or go mad. It is sometimes said they are her betrothed and desire her sexually. When they spread their bloodthirsty seed into her it enhances the vigor of her future broods.

ECOLOGY

Little is rightfully known about the origin of these creatures. It is speculated they are extraplanar in origin. They are extremely durable beings virtually immune to mundane weapons. They are highly resistant to fire and poison. They are not resistant to cold but are not especially vulnerable either. As such, they can lair in virtually any climate but tend to avoid the polar regions unless there is a source of heat for the hive, such as a volcano or some other geothermal source perhaps? They are highly aggressive and territorial, wars between rival hives are not unheard of.

SEEDS

1.) A group of these creatures has been ravaging a nearby hamlet. Several villagers have been slain. The village has gathered the corpses of their fallen brethren in a central building while awaiting the return of their priest from his annual pilgrimage. Beyond the current tragedy, the corpses will soon reanimate and begin to slaughter for their queen.

2.) The party has gotten word of strange goings on from the Thieves Guild. Many of their beggars and pickpockets have gone missing recently. Unbeknownst to all, a Killdrone that has retained its mind has been slowly spreading its taint amongst the castoffs of society. Many urchins, beggars and thieves have already been converted and serve the hive. The leader is planning a massive assault on an isolated ward of the city.

LOOT

They may retain some of the gear they possessed prior to transformation, but this is unlikely.

SANVARA

Sanvara are enigmatic spiritual beings of gigantic stature. They can be found throughout the Multiverse. They are obsessed with the acquisition of knowledge, especially magical knowledge.

AC 4 [15], **HD** 9+3** [43hp], **Att** 4 x fist (3d6), **THACO** 11 [+8], **MV** 120' (40') flying / 120' (40') flying, **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Neutral, **XP** 2300, **NA** 1 (1), **TT** G

• **GATE** Can open a portal to its home plane **1 x Day**.

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

At Will *Invisibility, Phantasmal Force, Speak with Animals, Speak with Plants*

3 x Day *Dimension Door, Fire Ball, Wall of Fire*

1 x Day *Contact Higher Plane, Control Weather*

• **MAGIC RESISTANCE** +2 to all saving throws vs. magic.

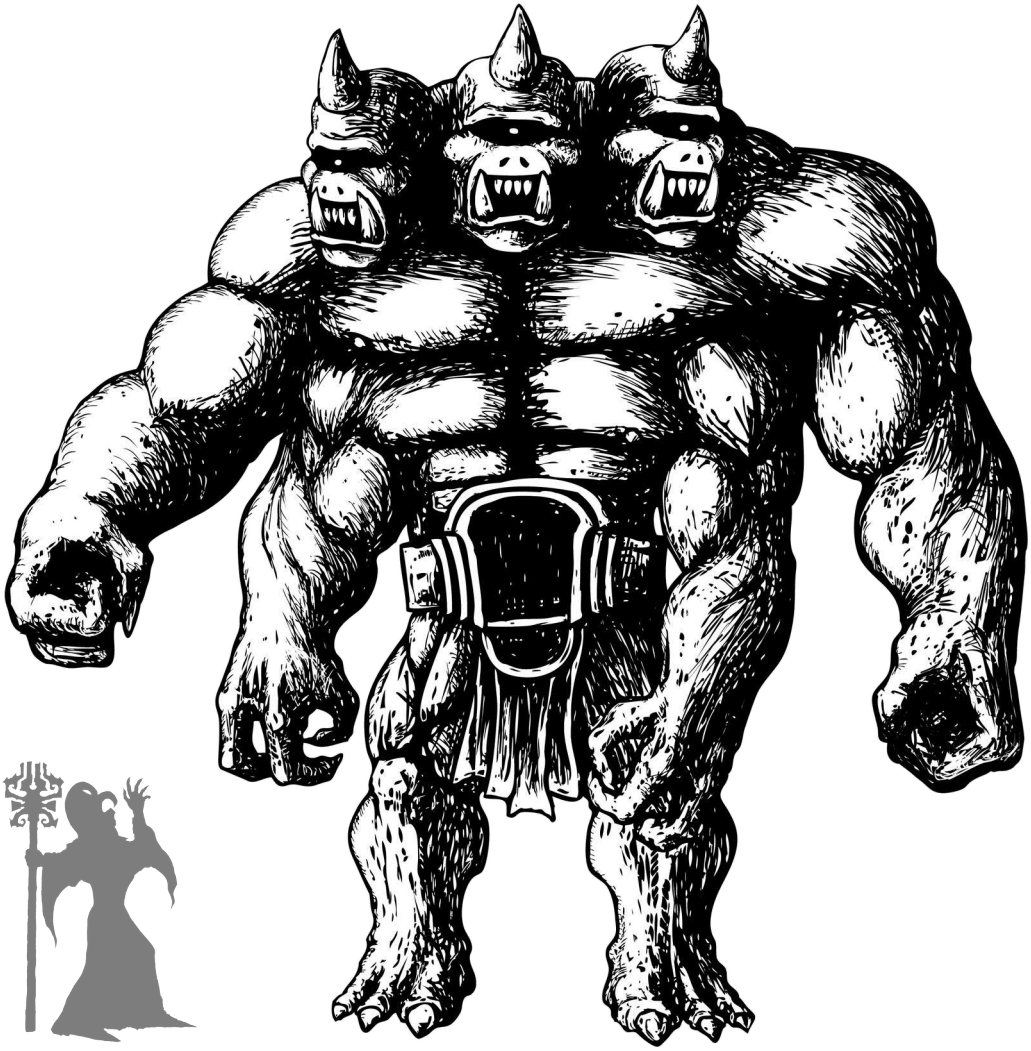
• **MUNDANE DAMAGE IMMUNITY** Only harmed by magic.

• **TELEPATHY** May communicate mentally within 120'. Those contacted are not compelled to communicate, but the monster will have an empathic sense of their thoughts regardless.

• **THREE HEADS** Can only be surprised on a 1 in 6. And has an additional +2 to all saving throws vs. blindness, deafness, charm and sleep.

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

• **WAKEFUL** When one of the Sanvara's heads is asleep, at least one other head is awake.



DESCRIPTION

An immense three-headed, four-armed and powerfully built humanoid. Each of its heads possesses a single eye and a single horn. The three faces upon its three heads are vaguely simian and have prominent tusks jutting from their lower jaws. The thing towers over you, easily twenty feet in height. It is clad solely in a broad girdle. It has an odd mien to it, almost as if it is equally ascetic as well as brutish. Observant characters might notice that it seems very light on its feet for such a large creature, almost as if gravity doesn't effect it as one might expect.

TACTICS

The thing does not seem immediately hostile. Although it is physically quite intimidating, insightful characters will know it is more curious than violent. It will not attack immediately. It will always attempt to communicate first. If any of its spoken languages fail, it will use telepathy. The being speaks with a sort of blunt logic that is befuddling and somewhat mystical.

LORE

These beings are ancient spirits sometimes referred to as Sanvara. They are consumed with the pursuit of knowledge and understanding. They speak a variety of languages. All of the languages they speak have ancient roots associated with magical, esoteric knowledge. They are especially interested in such things as the elemental forces of fire, time, knowledge and historicity. Although they are not considered elemental beings themselves, a deep and abiding respect for all things elemental is commonplace throughout their culture. Their native language sounds like something akin to Draconic, but highly accented and archaic by comparison. Scholars familiar with the Sanvara legends believe the creatures were birthed spontaneously at the origin of the Multiverse. Even further, some of these scholars hypothesize that Sanvara are co-creators of the Multiverse. They posit that the eternal explorations and intense curiousity of the Sanvara somehow forces the expansion of creation.

Although not inherently evil, these creatures are not mortal and tend to have a certain dispassionate attitude when it comes to dealing with many of frailer beings they encounter. They may parley with those they deem wise or subdue and steal from those they deem foolish. In all likelihood though, they will take whatever they desire by whatever means necessary. They will make an effort not to kill other beings, but they are selfish creatures.

These otherworldly creatures are without a doubt a font of knowledge. Each head possesses a genius level intellect and is well-versed in countless topics. In fact, this singular being comprises a trio of

geniuses that have been discoursing on the nature of reality and meaning since time essentially began. Mages and priests that can earn their favor might acquire hidden knowledge as well as a source of potential future magical research.

ECOLOGY

Little is certainty is known about the true origin of these creatures. It is thought that they likely come from a place and time beyond mortal conception. They are certainly of extraplanar origin. But it is a matter of speculation whether or not they are biological or spiritual in origin as there are no varying sexes or children amongst them. They are indeed an enigmatic group and prefer to remain so.

SEEDS

1.) One of these creatures has been wreaking havoc in a nearby library or museum. The creature does not seem to have any truly violent intent (other than its relentless pursuit of knowledge). The library or museum has offered an attractive sum of gold to end the siege upon its trove.

2.) At some point in a dungeon delve or ruin crawl the party encounters one of these creatures. The mystical being is equally confounded with a megadungeonesque conundrum. Perhaps they might cooperate with the Sanvara to overcome the obstacle?

LOOT

In addition to their garment, they will always possess a Bag Of Holding. Within the bag are various tomes on all manner of topics related to the Sanvara's studies. There should be at least a dozen magical scrolls as well as the Sanvara's own book of ritual magic. All of this will be in addition to what is indicated in the Sanvara's statblock.

SHADRAZGHUL

Shadrazghul are malignant predators from another plane. They are highly skilled in magic but are trapped in our realm. Rumors say they teach black-hearted folk their secrets in exchange for unspeakable favors.

AC 6 [13], **HD** 6*** [54hp], **Att** 1 x blow (1d8 + vanish), **THACO** 14 [+5], **MV** 120' (40') / 90' (30') flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 7, **AL** Chaotic, **XP** 950, **NA** 1 (1), **TT** F

• **IMMUNITY** Immune to mind-affecting or mind-reading spells **(e.g. charm, hold, sleep)**.
• **MAGICAL POWERS** A Shadrazghul can cast spells as a 6th Level Magic-User. The spells below can be altered to your preference and are only provided for convenience. Assume the Shadrazghul has access to all spells of each level it can cast.

Level 1 *Charm Person, Ventriloquism*
Level 2 *Invisibility, Phantasmal Force*
Level 3 *Fireball, Haste*

• **PHASED** A Shadrazghul is perpetually out of alignment with the physical world. Although it is visible, It shifts into the physical world to attack and then quickly shifts out again. The Shadrazghul cannot be targeted with any physical attack unless the strike is made on the same initiative number as the Shadrazghul during combat.
• **PSIONIC STUN** A Shadrazghul can loose a powerful psionic blast that stuns every creature within 60' **(save versus spell at -4 to avoid)** for 1d4+1 rounds. **1 x Day**.
• **VANISH** A target subjected to this attack be both paralyzed and turned invisible for 3d4 turns **(save versus paralyze to avoid)**. The Shadrazghul will be able to detect the character, but the victim's fellows will think he has simply vanished.

DESCRIPTION

In the middle distance, you see a weird humanoid creature. It appears to be roughly the size of a large bear but with the hunched and muscular aspect of a gorilla. To say the creature is ugly is at the least an understatement. Its visage is lumpen and alien. Its grotesque head is frog-like, or perhaps fish-like but with four eyes. Paradoxically it has large feathered wings. The strange being appears intelligent and is clad simply in a broad girdle and breechcloth.

The flesh of the creature has a peculiar shimmering, opalescent quality to it and casts a faint nimbus. Additionally its movement is preternaturally silent. Judging by the shape of its rather prominent teeth it is a carnivore. It will approach the party slowly in a submissive posture and with obvious trepidation. But insightful characters will see the cunning and malevolent gleam in its bulging, alien eyes. Once within range it will use its Psionic Stun attack.

TACTICS

A Shadrazghul will rarely mount a frontal assault. It prefers to send its minions out to do its dirty work. If it ever has to fight on its own, a common tactic of the Shadrazghul is to feign weakness or peaceful intentions just long enough to get close enough to use their Psionic Stun. Afterwards, they will target Magic-Users and Clerics with their Vanish attack. Once they have disabled any threat of magical attack, they will take to the air and utilize their own spells from the safety of the air. If the Shadrazghul has the ability to plan an encounter it will always have 1d6 + 1 corrupted locals to serve as its footsoldiers. It will cast Haste on them and then retreat to support them with spells. If the fight begins to turn against them, they will not hesitate to flee. Ultimately they are cowards, but they will always seek revenge.

LORE

These weird creatures are known as Shadrazghul. They are predatory creatures from another plane. Through some accident of metaphysics they are stranded in our world. But, they are perpetually out of phase with our planar axioms. This lends them a peculiar resistance to non-magical attacks. Additionally, their touch paralyzes victims and temporarily shifts them out of normal reality. Those affected by this ability are effectively invisible to non-magical detection from anyone in normal space.

In addition to their touch attack, all Shadrazghul are spellcasters and psionics. They can loose an incredibly powerful incapacitating psionic blast but this taxes their energy so they can only employ it once per day. They are also highly competent sorcerers and can cast spells as a 6th Level Magic-User. Shadrazghul often form alliances with aspiring Magic-Users of low morals in the vicinity of their lair. The loathsome aliens will trade magical knowledge for supplies and slaves from these corrupt souls.

ECOLOGY

The weird preternatural flesh of the Shadrazghul renders them virtually impervious to non-magical environmental extremes. They can easily survive in polar, tropical or desert climates. But no matter the climate, they will always seek out an isolated community that contains at least one corruptible sorcerer which they can utilize as a lackey. Once they have found a suitable population to parasitize they will find a nearby aerie. Some sort of space that most creatures without wings would have great difficulty reaching is always their preference.

Shadrazghul are believed to be omnivorous but prefer to consume the flesh of sapient creatures whenever possible. Some scholars have suggested that they draw psychic nourishment from the remnants of fear in the meat they consume. On nights of certain astrological potency, evidence of eldritch ritual practice by the Shadrazghul may appear in the vicinity of their lair. Phenomena such as bloody rain filled with one-eyed toads or a sudden swarm of stinging skull-faced locusts are some examples of the weirdness their malignant influence tends to bring about.

Shadrazghul are believed to be solitary creatures. No one has ever reported more than one in a sighting. They are assumed to be mortal creatures but the span of their life definitely exceeds that of normal folk. Recovered diaries taken from the homes of mad hermits upon their deaths have revealed connections to what are likely Shadrazghuls. In most cases, the diary entries date back to the earliest days of the madmen's childhoods. Often they detail the Shadrazghul instructing the fiends to abduct children, poison wells, etc.

SEEDS

1.) A call has gone out for seasoned heroes with inquisitive minds and courageous hearts. A series of villages have experienced numerous child abductions. And the local sheriff has been given authority by the crown to deputize adventurers (like the PCs). The party will slowly discover during the course of their investigation a loose network of witch-cults operating in the area. As time goes on, the crops begin to exhibit strangely robust yet unwholesome growth. Wells become overrun with worms that infest the flesh of those that drink the water. And, more and more children begin to disappear. Fear and paranoia begins to grip the villagers across the countryside. All the while in the background, a lone Shadrazghul is preparing a ritual sacrifice that will summon a powerful demon to do its bidding. The witch-cults are the thing's minions gathering victims for the ritual. The malign influences in the environment are mere telltale signs of the corruption growing in the area prior to the foul alignment in the heavens that will make the demon's emergence possible. Will the party manage to uncover the alien's lair before the ritual?

2.) The party happens across a virtual pillar of stone rising from the landscape. About ninety feet up the pillar a wide cave mouth can be seen and from it a strange, eldritch glow emanates. At the base of the pillar, a blazing bonfire rages whilst scantily clad figures dance and cavort to beating drums. Upon closer observation, the party notices at least one captive (1d4) has been tied to a post near the fire.

LOOT

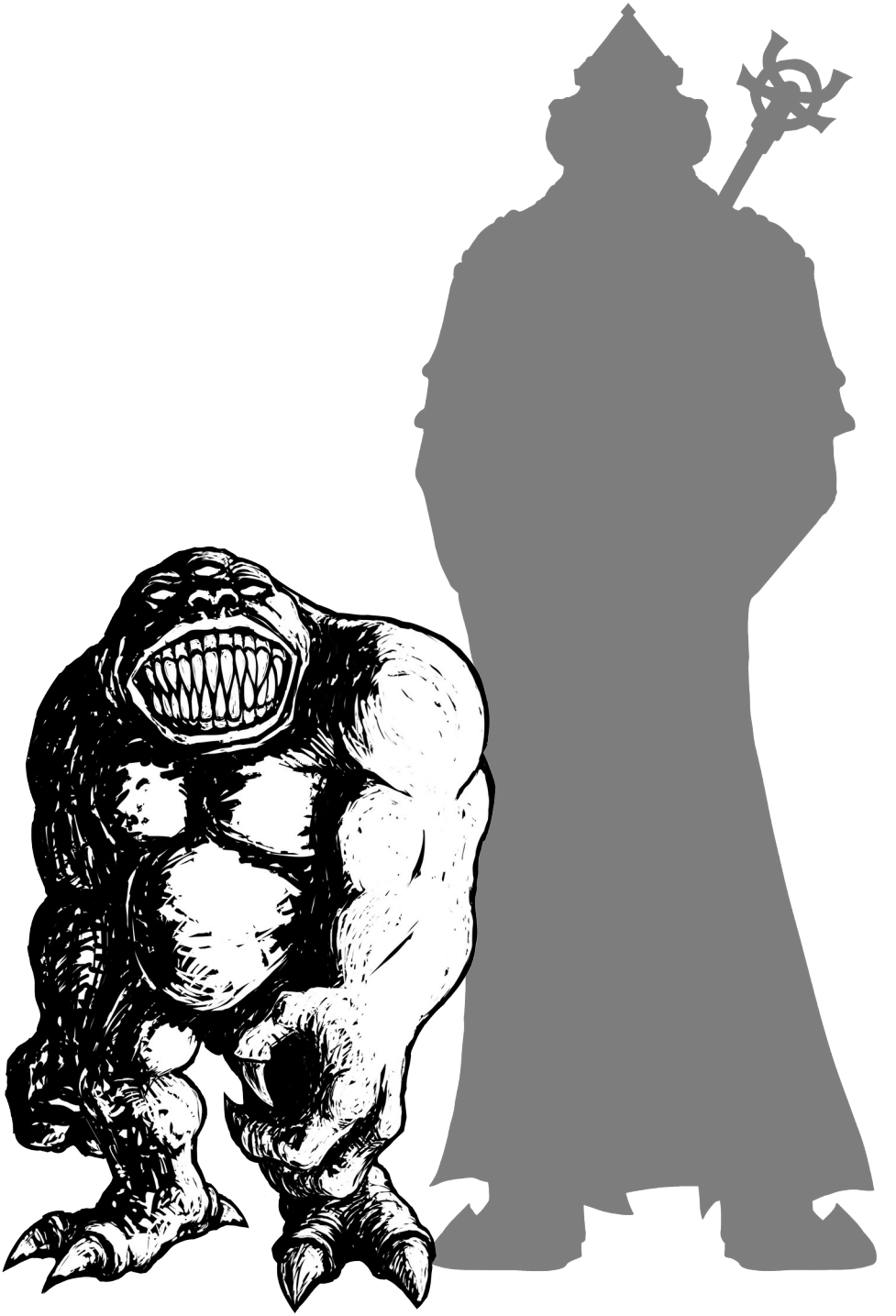
Shadrazghul are scholars of the arcane and tend to have several spellbooks (all written in a different hand). They will also have dozens of scrolls. In addition to their library, they do amass a hoard of suitably shiny baubles as well. They often utilize their gaudiest trinkets as bait to lure the greedy and foolhardy into their clutches.

UGUGU

Ugugu are diminutive and reclusive subterranean folk. They are a generally peaceful people and are well-adapted to dwelling in the deeper darkness.

AC 8 [11], **HD** 1+2*** [6hp], **Att** 2 x claw (1d6), 1 x bite (1d8 + poison), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Neutral, **XP** 950, **NA** 1d4+1 (3d4), **TT** V

• **AMPHIBIOUS** The Ugugu can breathe air and water.
• **GRAPPLE** Human-sized or smaller targets must succeed on a **save versus paralysis** or be grappled and suffer an automatic 1d6 per round, a -1 to-hit rolls, and be unable to move until passing saving throw.
• **POISON** Those that fail a save suffer a -2 to all rolls for 1d6 turns and their movement is halved. **(save vs poison)**.
• **PSIONIC CHARM** Targets must **save versus spells** or be charmed: move towards the Ugugu (resisting those who try to prevent it); defend the Ugugu; obey the Ugugu's commands (if understood); unable to cast spells or use magic items; unable to harm the Ugugu. A character who saves is unaffected for the rest of the encounter. Killing the Ugugu breaks the charm.
• **SURPRISE** On a 1–4, due to the ability to change colour to match their surroundings. Lurk by rock walls and await victims.



DESCRIPTION

You notice a stout and somewhat portly little creature about the size of a Dwarf standing in the middle distance. It has three luminous eyes that blink at you lazily. It does not appear to be hostile. Although it seems peaceful, it is equipped with long, pointed teeth and its limbs are stoutly muscled and end in powerful-looking talons.

Upon closer scrutiny you notice it appears to be entirely hairless and its rough skin is somewhat chameleon-like, allowing it to blend into its surrounding environment. It appears to be a reptilian or an amphibian.

TACTICS

The creature will attempt to communicate if the situation is appropriate. If attacked, it will flee, likely retreating to a body of water where it will hide beneath the surface. Or it will seek out some other place where its camouflage can conceal it from threats. They may also attempt to employ their Psionic Charm ability to befriend those they meet.

LORE

These creatures are known as Ugugus, at least that is what they term themselves in Deepcommon. They are a rare breed of subterranean folk usually only found in the deepest depths of the darkest places. Very few know of them or their language. They are generally peaceful and friendly. If threatened, they will flee from any danger. However, they are entirely carnivorous and have been known to use their Psionic Charm ability to lure victims into traps. Although, they generally use their psychic enchantments to hunt the vermin and subterranean fish of their environment, if food is scarce they are not above eating other sapient creatures.

They are densely built and well adapted to subterranean life. The compact power of their pot-bellied frames makes them competent grapplers sometimes able to overpower creatures larger than themselves. Not only are they able to conceal themselves through their chameleon-like camouflage abilities, but they are also completely amphibious and can breathe air or water. Additionally, their unhygienic living standards and diet has made their bites quite toxic.

ECOLOGY

Ugugus, live deep, deep below ground. None have ever been seen above ground. They seem to have developed a very basic culture and society but make little or no use of tools. Perhaps they are so supremely adapted to their environment they have never had need to do so.

Most sages that have studied the creatures suggest they follow a similar life cycle as mundane amphibians. They suggest that the Ugugu have two biological sexes and lay eggs that metamorphose

into tadpoles, which then mature into adults. It is also suggested they hibernate beneath water when food is scarce or when the temperature drops too low.

SEEDS

1.) The party encounters a small group of Ugugu near an underground lake. The strange little toothsome creatures appear to be relaxing on the sandy beach. They are a little surprised to encounter the party but not especially afraid. If the party doesn't attack, the Ugugu invite them to join them for a meal. As they gaze placidly at the water, strange fish, eels, and various crustaceans approach them in the shallows of lake. Occasionally one of the Ugugu group wades into the water and scoops up a sizable creature and unceremoniously bites its head off. Afterwards, the Ugugu tosses it onto the beach. In a short time, there is a plethora of fresh food available. The Ugugu will offer the party their fill of the bounty.

2.) In the lower levels of a flooded dungeon, one of the party members or a hireling has fallen under the sway of a lone Ugugu. The Ugugu swam into the dungeon long ago through an underground river, but has since been trapped due to a collapse. The Ugugu will compel the character to leave rations out for it to eat. If the charmed character runs out of food, the Ugugu will have the character attempt to steal food for it. Eventually, the Ugugu may even compel the character to enter a trap where the monster can more easily dispatch and devour them. But, this will be a last resort.

LOOT

An individual Ugugu has little need of anything in its native environment. But all will likely have a handful of crystals and gemstones totalling about 50gp in value. A communal hoard will likely have a much larger collection of such gemstones (possibly double or treble the amount of gemstones).

ZOLAGAH

Zolagahs are large carnivorous plant monsters about the size of an ogre. They are not singular creatures, but are rather part of a hive mind.

AC 7 [12], **HD** 6*** [27hp], **Att** 2 x claws (2d6), breath, **THACO** 14 [+5], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12 (6), **ML** 12, **AL** Neutral, **XP** 80, **NA** 1d4 (2d6), **TT** V

- **BREATH** The Zolagah has two forms of breath weapon. It can use either **At Will**.
    - **Cloud** Zolagah can exhale an intoxicating pollen cloud in a 20 foot cone. Those within the area of effect must make a **saving throw versus poison** or become overwhelmed by vivid psychedelic hallucinations for 1d4 turns. Victims of the cloud suffer a -4 to attack rolls and can only move at half speed and they cannot apply their Dexterity or shield bonus to AC. A saving throw ends the effect.
    - **Spit** A Zolagah can also spit a gob of digestive acid to a range of 90 feet. If struck, a victim suffers 4d8 acid damage. The spit continues to inflict damage on 1d4 subsequent rounds. Each round the damage is halved. The acid will destroy leather armor and cloth.
- **DAMAGE RESISTANCE** Zolagah only take half damage from all weapon attacks.
- **DISTRUST FIRE** And those who wield it.
- **HIVE MIND** Has a shared awareness with other Zolagah in a 3 mile radius; if a single Zolagah is encountered there is a 50 percent chance of 3d4 others arriving within 1d6 rounds.
- **IMMUNITIES** Immune to mind-affecting or mind-reading spells **(e.g. charm, hold, sleep)**. Also immune to poison.
- **SURPRISE** On a 1–3 in areas of heavy vegetation due to camouflage.

DESCRIPTION

In the distance, you spot a huge faceless creature roughly the size of an ogre. Most of its body is a mossy, verdant green in color. It seems to be some sort of animate plant. The head is a simple, gaping, faceless maw surrounded by wooden tusk-like projections somewhat reminiscent of a flower. It has long and powerful-looking arms that easily brush the ground. Its hands and feet end in claws of the same wooden substance that rings the creature's mouth. The creature will charge and attack immediately. It will fight to the death. It bellows a weird, guttural howl as it moves towards you. As it nears, you notice a strong and intoxicating floral scent surrounds the monster.

LORE

These strange beings are known as Zolagah. They originate from distant jungles but have been spreading into the more temperate climes of the world lately. They are animate and mobile carnivorous plants. They are not singular creatures, but are rather part of a hive mind. The typical number of Zolagah in a network ranges between 3 and 12. Due to this shared awareness they are rarely alone for long. If a single Zolagah is encountered there is a 50 percent chance of 3d4 others arriving within 1d6 rounds. A Zolagah can release an intoxicating pollen cloud. Those within the area of effect soon become overwhelmed by vivid psychedelic hallucinations and incapable of defending themselves. Additionally, a Zolagah can spit a gob of digestive acid to a range of 90 feet. The acid is quite potent and will destroy non-metallic gear and continue to burn long after the initial contact. Due to their weird plant physiology, the Zolagah are highly resistant to weapon attacks.

ECOLOGY

Zolagah are plants. They require sunlight, water and fresh air to survive. But, to thrive they require copious amounts of flesh. If they manage to slay a being of suitable proportions such as a hill giant, ogre or a large orc, they will plant their seed within the corpse to reproduce. They cannot reproduce without the corpse of such a being to grow their seed within.

SEEDS

1.) An eccentric noblewoman has hired the party to trek into the nearby swamp and recover some rare flowers for her private garden. She offers a rather high reward of 5000gp pieces per specimen they can bring her. What the party does not know, is that the woman is an evil witch that has seeded the swamp with several monsters including Zolagah. Her Zolagah especially, need to be fed. She considers the

swamp a menagerie of sorts for her collection of plant monsters such as Zolagah, but also Shambling Mounds, evil Treants and various aggressive fungi. The whole of the swamp should be well-stocked with assorted nasty, low-life monsters such as Giant Spiders and Carrion Creepers as well. If at any point in the trek the party seems to be getting the better of her pets, there is a 30% chance she will appear and attack the party.

2.) The party has been contracted by some woodland community to eradicate an infestation of monsters from their forests. The creatures first appeared a month ago and since that time their numbers have grown to at least a dozen, possibly more. Since their appearance, game has grown scarce and travel is hazardous. The monsters seem to appear with greater frequency near marshes and other such swampy terrain. The community offers the party 500gp per creature slain.

LOOT

Zolagah are not wholly unintelligent beings, but they have little need of anything so they don't tend to carry treasure with them. Any treasure they do accumulate, they will usually mass in a large and tempting pile in the middle of their territory to lure in fresh meat. So, be sure to leave some gleaming armor and weapons amidst a heap of gold and gems out in an obvious location. (If the witch from Seed #1 appears and the party defeats her, they will acquire a Bag of Holding, a Cloak of Displacement, a Helm of Teleportation, and a Ring of Control Plants. The Ring of Control Plants is cursed and will compel the wearer to develop a murderous attitude towards non-plant beings (the curse develops slowly for a period of 1d4 weeks). These items are in addition to whatever treasure is indicated in the Zolagah statblock.

APPENDIX:

MONSTERS BY HIT DICE

HD1	UGUGU
HD2	DUSKIRE
	GNASHER
	KAHLIWA
HD3	BREGHIN
	HULD
HD4	CHIRPER
HD5	BOLAC
HD6	KILLDRONE
	SHADRAZGHUL
	ZOLAGAH
HD8	AURHAI
HD9	IGNUS MORTIS
	SANVARA
HD10	AHAGGAR
HD14	FERRUM TEMPESTUS

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