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AXIOM INVOKER

Cunning, inscrutable and relentless. Axiom Invokers appear to be an interdimensional offshoot of Humans. They function as a sort of Multiversal constabulary. They only appear when the balance of creation is at risk.

AC 1[18], **HD** 9*** [40hp], **Att** 3 x Magic Missiles (1d6+1), **THACO** 12 [+7], **MV** 120' (40') / 360' (120') flying, **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Lawful, **XP** 3600, **NA** 1 (1d4+3), **TT** T

- **CYMATICS** Axiom Invokers can generate and manipulate sound to an incredible degree. They can use this power to access certain frequencies allowing them to disrupt and alter the fabric of reality. This is the font from which their magical powers flow.
- **IMMUNITY** Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**). Cannot be blinded.
- **MAGICAL POWERS** Each can be used as indicated below:
 - At Will** *Hold Portal, Knock, Magic Missile, Read Magic, Shield, Silence 15' Radius*
 - 3 x Day** *Dimension Door, Dispel Magic, Haste, Mirror Image, Sleep*
 - 1 x Day** *Disintegrate, Invisibility*
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magical attacks.
- **PLANE SHIFT** The Axiom Invoker may shift to any location within the Multiverse or to its home dimension. **1 x Day**
- **TELEPATHY** May communicate mentally within 60'. Those contacted are not compelled to communicate, but the Axiom Invoker will have an empathic sense of their thoughts regardless.
- **TELEKINESIS** May lift and manipulate objects of up to 1000lbs. at a distance of 90'. May paralyze or crush an opponent within that range, **save versus paralysis** or be paralyzed and suffer 4d6 damage.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

An imposing figure of human size and proportions in ornate plate armor. The plate armor it wears is bedecked in livery bearing all manner of esoteric glyphs. The heavily armored figure appears to flicker and shimmer within a thin silvery mist that surrounds it. A subtle, nearly inaudible hum vibrates the air in its vicinity. Its armor shines brightly as if reflecting an unseen light. Occasional loops and whorls of blue-white energy emanate from the being in a pulsing, coruscating aura.

Upon seeing you, it calls to you in a human voice that sounds much more thick and resonant than you would expect. For all the depth and richness of the voice, it is also quite cold and emotionless. The language it speaks is unfamiliar but the meaning of its words appears in your mind.

TACTICS

Axiom Invokers are highly intelligent and will make ample use of their environment to subdue any targets. They are reluctant to move into melee until their adversary is softened up. If more than one Axiom Invoker is present, the others will move in invisibly to surround the target from different angles. [REFEREE'S NOTE: Axiom Invokers generally intend to subdue their targets and then cart them away for incarceration. Only the most vile and destabilizing of foes are targeted with lethal force.]

LORE

Axiom Invokers are extradimensional beings from a mysterious subdimension somehow outside the Multiverse. They can travel vast distances and between the planes of existence quite easily through the application of their eldritch craft. Their magic is built upon mastery of sound. This ability allows them to weave complex vibratory patterns. By manipulating sound in this way, they can access certain root cymatic frequencies. These frequencies underpin the physical laws of most planes within the Multiverse (to varying degrees). Axiom Invokers use these skills to fold space, manipulate gravity and alter the passage of time.

Axiom Invokers appear human under their armor. Their eyes however, are featureless silvery orbs and look to made from the same shining, silvery metal as their armor. These bizarre optics allow their vision to pierce any darkness as well as any magical transmutation. Further, they cannot be blinded. They may actually be human and their otherworldly origin explains the strangeness of their eyes.

Axiom Invokers are part of an ancient, alien and clandestine organization charged with keeping the Multiverse balanced. They serve as a sort of Multiversal constabulary, but they only involve themselves in the flow of the Multiverse during times of significant threat. If you see one of these beings, it is very likely that something of catastrophic importance to the Multiverse is happening in your vicinity.

The extradimensional origin of Axiom Invokers usually assures their neutrality in most mundane matters. Because they come from outside the flow of time and space as we understand it, they seem rather dispassionate.

No creature taken away by an Axiom Invoker has ever returned to tell any tales. Axiom Invokers themselves only say that those they take away are imprisoned in a manner and in a place where they are no longer a danger to the fabric of the Multiverse.

ECOLOGY

Axiom Invokers appear to be human, or at least very human-like. They are able to eat and drink the same foodstuff as humans, but these activities don't appear to be necessary. They do not seem to require rest. Males and females have been seen, but not any children. Nothing significant is known of their culture, home or the organization which they serve.

SEEDS

- 1.) The party has been recruited to defend an NPC (perhaps a powerful wizard) that has been targeted for arrest and detention by Axiom Invokers. The NPC has already repelled one attack, albeit narrowly. The NPC is able to inform the party of the relative abilities of the Axiom Invokers so they can prepare.
- 2.) The party finds a severely injured Axiom Invoker. The Axiom Invoker reveals details about a cabal of liches that have unlocked a school of magic that will allow them to travel time. Their combined power, immortal lifespan and ruthless ambition represents a significant threat to the balance of the Multiverse. The Axiom Invoker implores the PCs to assist in thwarting the abominable threat.
- 3.) In the midst of a dungeon delve or some other exploration, the PCs come across a pitched battle between an Axiom Invoker and a powerful spellcaster. [REFEREE'S NOTE: How might you complicate this for your players? Perhaps the spellcaster calls out to them offering wealth beyond their dreams? Perhaps the Axiom Invoker looks alien and dangerous to the players?]

LOOT

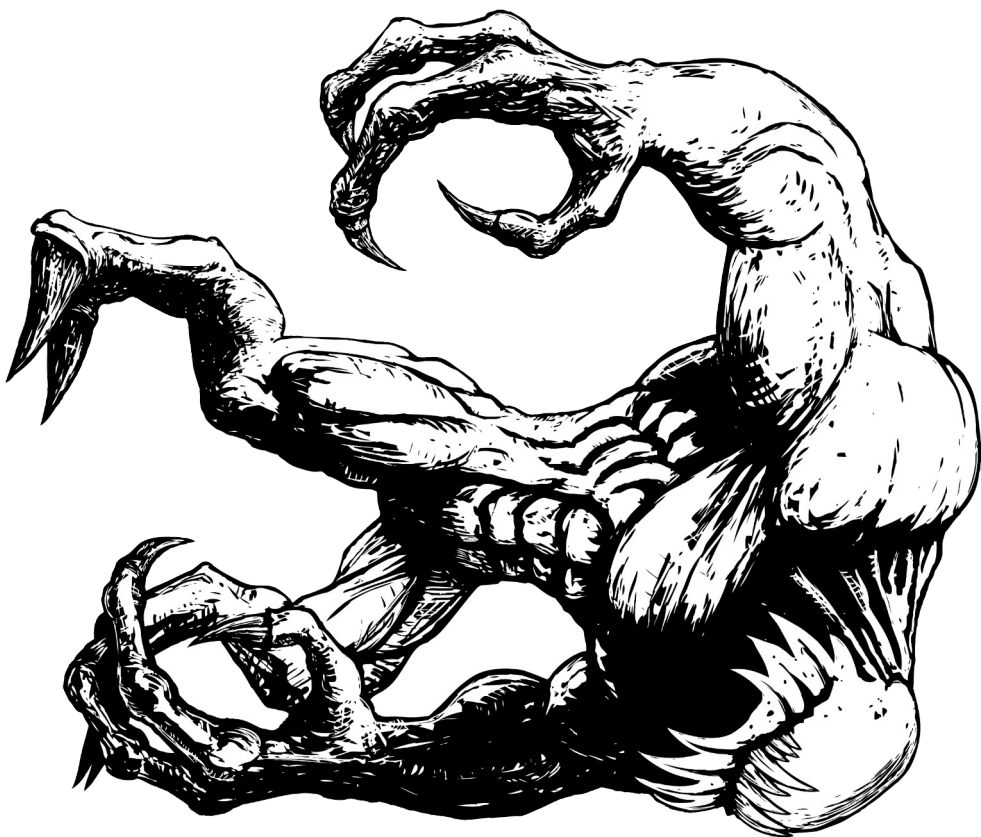
In addition to what is indicated in the statblock, the following is suggested. Every Axiom Invoker will have numerous scrolls (1d6 Magic-User and Cleric). A tome of cymatic rituals which a Magic-User could study to learn the Magical Powers indicated in the statblock. Magical shackles that re-size to fit any wrist. A list of the true names of various demons, devils and celestials. 1d6 Potions of Healing (triple potency). Unfortunately their finely crafted plate armor loses any magical properties it may have had if it is removed from the Axiom Invoker (or the being has been slain). Any coinage in their possession will come from a wide variety of (possibly alien) cultures.

BOOL

Amphibious tyrants that emerge from the waves to ravage coastal regions. They are conquerors and slavers. They are wholly carnivorous and absolutely cruel. Their territories on land are often ruled by compliant proxy governments that pay unspeakable tributes to their cold-blooded masters.

AC 6 [13], **HD** 5+1*** [23hp], **Att** 2 x claws (1d8 + poison), 1 x bite (1d6) or 1 x stunning blast (3d6 + stun), **THACO** 14 [+5], **MV** 120' (40') / 150' (50') swimming, **SV** D10 W11 P12 B13 S14 (5), **ML** 8, **AL** Chaotic, **XP** 750, **NA** 1d3 (2d6), **TT** G

- **AMPHIBIOUS** Can breathe air and water.
- **BLINDSIGHT** Can "see" in total darkness; immune to sensory attacks such as blindness or deafness.
- **POISON** Causes victims to become horribly sick for 1d6 turns (**save versus poison**): no physical activity possible except half speed movement. If the victim fails to recover within 3 turns, they collapse and are paralyzed for the remainder of the effect.
- **REGENERATION** Regains 1 Hit Point at the start of each round that it is alive.
- **RESISTANCES** Only takes half damage from cold and poison. Additionally, the Bool receives a +4 bonus on saving throws vs. these sources.
- **STUNNING BLAST** The Bool targets one creature within 120 ft. and blasts its mind with psychic force attempting to stun it into submission. The target takes 3d6 damage and must succeed on a **save versus spell** or be paralyzed for 1d6 turns. Once paralyzed victims recover they must succeed on a second **save versus spell** or be subject to a Charm Monster spell.
- **TELEPATHY** May communicate mentally within 60'. Those contacted are not compelled to communicate, but the Bool will have an empathic sense of their thoughts regardless.



DESCRIPTION

You hear a low gurgle in middle distance and see a dim glow. As you watch a hulking, faceless creature with a somewhat bulbous and faintly luminous head comes into view. It appears to be about twice the height of a human and physically quite powerful. The being's skin is a weird mottling of dark greens and blues. There is a frill around its elongated lower jaw, and from the jaw, in a pronounced underbite, jut many sharp fangs. The thing's hands and feet end in long, vicious-looking claws. The overall impression one gets upon viewing it is that of a deep-sea creature. It seems to possess attributes of various aquatic species.

TACTICS

The creature is not immediately hostile. In fact, if it is not attacked, it will pause a moment or two to assess the PCs. If it thinks it can best the party easily enough it will attack soon afterward. If the party poses a significant threat it will flee. It may attempt to communicate, but this is not likely to happen unless it has already overpowered the party. Before entering melee Bools will employ their Stunning Blast to disable any obvious spellcasters. If multiple spellcasters are present, Magic-Users will be targetted first.

LORE

These alien creatures refer to themselves simply as Bool. It is unknown if this is the singular or plural term. They are not a friendly or communicative race, but they have announced their name and their intentions in a few recorded accounts. They are conquerors. They are carnivores. They are slavers. They have a deeply ingrained belief in the superiority of their people over all others. For this reason they seek to subjugate any they can. When confronted with a superior force, they will retreat to plot a means of attack.

Their sheer might, durability and utter lack of compassion along with their telepathic minds make them very effective imperialists. They can survive indefinitely underwater and on land but seem to prefer the aquatic domain. For this reason, any holdings of their empire above the waves are likely to be ruled by a proxy, perhaps clandestinely.

The claws of the Bool inject a poison. Some seem especially vulnerable to the toxin and eventually fall into a coma from it. In addition to their claws they can employ a powerful psychic blast which is capable of stunning weaker minds. Those that are stunned by the mental assault often lose their free will and become mentally enslaved to the Bool. When a Bool employs this ability, the glow of its head will brighten significantly. The bite of a Bool is also quite fearsome but is usually only used to dispatch poisoned or stunned victims.

ECOLOGY

These monsters can be encountered anywhere, but their natural environment is aquatic, quite likely the deepest parts of the sea. They are physically very hardy and capable of subsistence anywhere they can access an ample supply of meat. Some sages have suggested that the Bool are not native to our oceans but rather hail from the titanic depths of a primeval sea on some far flung plane.

SEEDS

1.) The party happens upon a gravely injured Sea Elf washed up on the beach. He is an emissary from a nearby Sea Elven kingdom. The elf is dying but was sent to seek aid from some good folk above the waves to aid them in their plight. He tells of how a number of Bool have set about systematically destroying their trade routes. This individual claims to be the sole survivor of a group of skilled warriors. They were set upon and slaughtered by Bool, their feral Merman slaves and several large sharks.

2.) A beautiful woman of conspicuous wealth has hired the party to guard her on a sea voyage. She wishes to attend her niece's wedding on a private island. She feels it would be wise to travel in disguise and hopes to blend in with the motley party of adventurers. However, she also needs to be assured that her newfound bodyguards are competent enough to defend her honor in the event the shipboard ruffians learn of her station. At some point in the journey, the ship will be boarded by Bool. The Bool once discovered will flee, jumping overboard as soon as possible. However, they will follow the ship and attack later, perhaps once they reach the island.

LOOT

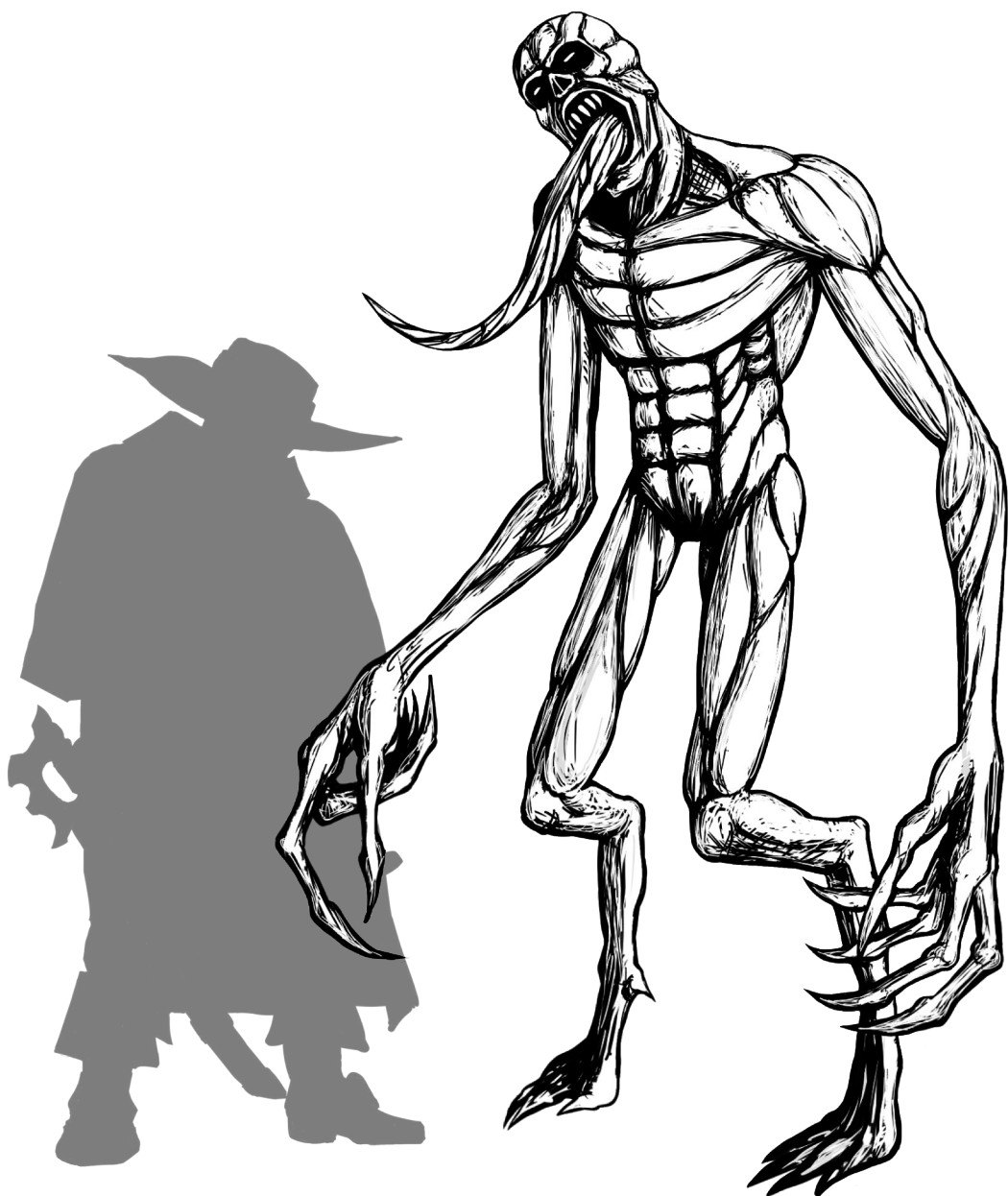
Individual Boos rarely have any treasure on them. However, Boos have incredible amounts of magical loot stowed in their lair. Unfortunately, their lair is always safely stowed somewhere beneath the waves. The treasure seems to be the ill-gotten gains of piracy and coastal raids.

ELDRITCH GHOUL

Eldritch Ghouls are undead abominations that trace their lineage to a debased royal house in the ancient past. They are horrific to look upon, but under the light of a full moon they can disguise themselves as young and beautiful nobles.

AC 4 [15], **HD** 6**** [27hp], **Att** 3 x claw (1d6), 1 x bite (1d6 + paralysis), **THACO** 14 [+5], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Chaotic, **XP** 1175, **NA** 1 (1d3), **TT** I

- **CHARM** Anyone who hears the voice of an Eldritch Ghoul must **save versus spells** or be charmed: move towards the Eldritch Ghoul (resisting those who try to prevent it); defend the Eldritch Ghoul; obey the Eldritch Ghouls commands (if understood); unable to cast spells or use magic items; unable to harm the Eldritch Ghoul. A character who saves is unaffected for the rest of the encounter. Killing the Eldritch Ghoul breaks the charm.
- **ILLUSORY APPEARANCE** The Eldritch Ghoul covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another humanoid creature. The changes wrought by this effect fail to hold up to physical inspection. For example, the Eldritch Ghoul could appear to have smooth skin, but someone touching it would feel its slimy, raw flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a **save versus spells** to discern that the Eldritch Ghoul is disguised. This ability only functions under the light of a full moon.
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic.
- **PARALYSIS** If the Eldritch Ghoul makes a successful bite attack the target must **save versus paralysis** or be paralyzed for 1d6+3 rounds.
- **TELEPATHY** May communicate mentally within 60'. Those contacted are not compelled to communicate, but the Eldritch Ghoul will have an empathic sense of their thoughts regardless.
- **TELEPORT** May teleport 300'.
- **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**). Those slain by an Eldritch Ghoul become Zombies three days later (under their killer's control).



DESCRIPTION

A large, lanky, nightmarish and apparently skinless abomination. It looks humanoid but its limbs are elongated out of proportion to its trunk, as if it could run equally well on all fours. The thing's eyes are milky white orbs in a raw face of twitching muscles. It wears a perpetual, carnivorous rictus grin punctuated by a prehensile, muscular glossus that reaches past its chest. Merely saying that the thing is hideous to look upon is an understatement.

It speaks directly into your mind and its mental voice is syrupy and soothing. As it steps out of the shadows and into the moonlight, you no longer see an undead horror, but rather a dapper young man of means and obvious aristocratic lineage with an affable grin. He greets you as an old friend. As he grips your shoulder in camaraderie, he leans in to whisper something in your ear. In the next moment, he has bitten you and a chill flows through your body, paralyzing you.

TACTICS

Eldritch Ghouls are cunning and cowardly fiends. They will attempt to teleport behind what appears to be the weakest target and paralyze it. It will then attempt to charm a stonger target to gain a meatshield. They will not hesitate to flee if ever signifcantly wounded.

LORE

It is not known how exactly Eldritch Ghouls came about. Some surmise they are the undead revenants of a debased royal line that bartered away their souls in exchange for eternal youth and earthly power. Not an entirely unheard of thing in this dark world. But, this pact was wrought with powerful beings within the Unseelie Court and as such the undead state of Eldritch Ghouls has a bit of the Fey to it.

These foul beings are frighteningly quick and strong despite their lanky frames. Their bite can cause paralysis similar to the typical Ghoul. They are telepathic and capable of charming victims with a sort of darkling Fey glamour. They can also slip into the Ethereal plane for brief moments, allowing them to teleport short distances.

They can cast a powerful illusion over themselves under the light of a full moon. This illusion returns them to their original mortal appearance but enhanced with the eldritch glamour of the Fey. For this reason, the vain fiends like to hold sumptuous open air banquets and balls under the full moon near crossroads where they might lure in unsuspecting travelers.

Any slain by an Eldritch Ghoul will return as Zombies three days later under their killer's control.

ECOLOGY

Eldritch Ghouls are often found in and around the crumbling remnants of noble estates on the edges of civilization. Some few wander from their ancestral homes and into the cities where they usually hide in the sewers until the moon is full. Once they are covered in their eldritch glamor they will emerge and purchase a new property to name their own. Often they will charm an unfortunate soul and turn them into a steward of their new home. The charmed victim then manages the Eldritch Ghoul's public affairs in between full moons (likely even procuring bloody sustenance for their master). And the locals

generally take no notice that the “mysterious gentleman” that employs him arrives home from a journey abroad roughly every full moon.

SEEDS

1.) A number of unexplained disappearances are being investigated by the constabulary. All of the victims have been young, attractive women. They have been taken from all corners of the city with no apparent motive. There are never any signs of struggle and the abductions always occur on the night of a full moon. The constabulary need help and have recruited the PCs to aid in their investigation. They suspect some foul witchery to be at work, maybe even a lycanthrope of some kind.

2.) The party is traveling overland and happen across a sort of masquerade ball near a crossroads. It seems a bit odd, but there are guards and the moon is bright and full. The partygoers seem jovial and benevolent. So, the party decides to rest a bit and sample the food and drink despite the rather eccentric nature of the gathering. There are several Eldritch Ghouls in the gathering and as the night winds down they will start to feast on the mortals in their midst.

3.) The party finds itself in a quaint little hamlet. As the party had been enjoying their libations in the sole tavern of the settlement, a ruckus has been building. The folk have gathered there in numbers. There has been much shouting and calls for retribution. They are enraged over the ongoing abduction of their kin. Dozens have gone missing this past month. They are certain that the mysterious nobleman that took up residence in the old castle overlooking their valley is to blame. [REFEREE'S NOTE 1: Dozens of them are equipped with pitchforks, torches, clubs, and so on. They seem to be building up their courage before they storm the castle. Many are encouraging the party to join them.] [REFEREE'S NOTE 2: The villagers are not wrong, the stranger in the castle is an Eldritch Ghoul, but he is not alone. I suggest you stock the castle with various undead creatures, not just Zombies but perhaps more intelligent undead such as Wights. And perhaps even a Werewolf because of the whole full moon motif associated with Eldritch Ghouls. Perhaps the Eldritch Ghoul's manservant is the Werewolf? That way he can run free while his master dons his illusory flesh.] [REFEREE'S NOTE 3: If the party is a high level, you might see fit to include some elements of the masquerade ball (Seed 2) with this idea. But the partygoers would all be sapient undead that would likely destroy the peasants in short order leaving the PCs to fend for themselves.]

LOOT

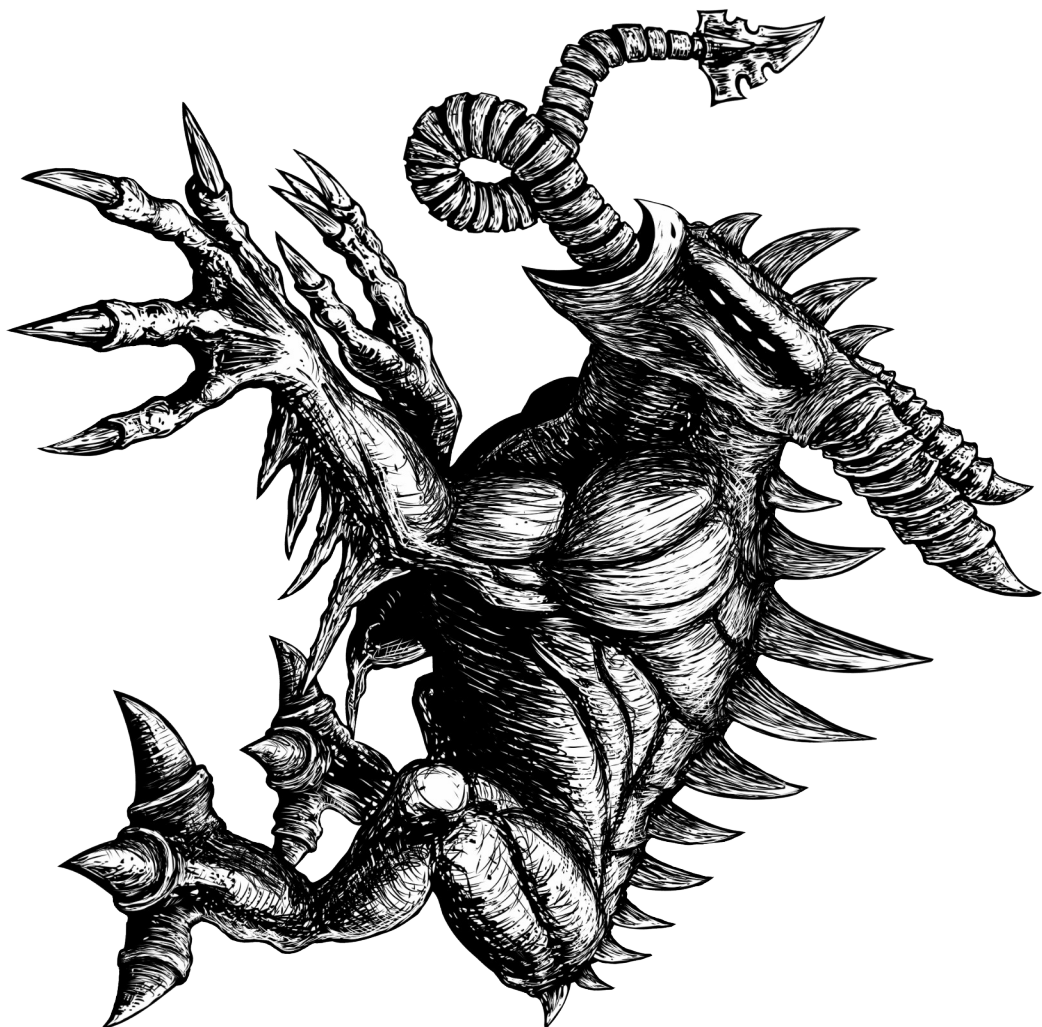
All Eldritch Ghouls will amass finery to further augment their regal facade. Things such as expensive clothing, fine art, jewellery, cutlery of precious metals, etc. should be well represented in their hoard.

GARGAVORAX

Fearsome beasts from some blasted dimension. They are cunning pack-hunters with voracious appetites and an invulnerability to fire. Their darting, bladed tongue, transmits an agonizing venom.

AC 3 [16], **HD** 7*** [31hp], **Att** 2 x claw (1d8), 1 x bite (1d6) or 1 x tongue (2d8 + poison), **THACO** 13 [+6], **MV** 180' (60'), **SV** D8 W9 P10 B10 S12 (7), **ML** 9, **AL** Chaotic, **XP** 1650, **NA** 1 (1d4+3), **TT** D

- **BLOOD FRENZY** +4 to-hit any creature that does not have all its Hit Points. Once the Gargavorax makes a successful hit it no longer has to check Morale for the rest of the encounter.
- **IMMUNITY** Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**). Also immune to poison and fire.
- **KEEN SENSES** Only surprised on a 1.
- **REGENERATION** A damaged Gargavorax gains 3 hit points at the start of each round, as long as it is alive.
- **TONGUE** Attack up to 20' away. +2 to hit one target (+4 to hit if unarmored). Targets must **save versus poison** or suffer from painful, jerking spasms for 2d6 turns. Those affected suffer a -4 penalty to attack rolls and AC. After 5 turns, they become exhausted: fall to the ground, helpless.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

A large four-legged beast. It is about half-again the size of a draft horse. It has an aspect of something like a reptilian gorilla combined with a lion. Further, its face has a decidedly avian mien complete with a vicious-looking beak. It has long, goatish horns. Three pairs of glowing eyes are set deeply beneath scaly brows on each side of its skull. An improbably long tongue tipped with something akin to a bony spear point darts in and out of its mouth and at times lingers about coiling and writhing as if scenting something in the air. All four of its limbs end in vicious-looking talons. Its forelimbs are longer, allowing for a semi-erect posture. It appears to possess large, somewhat crude hands. Regardless of any resemblance to mundane beasts, this thing is an apex, eldritch predator by any metric.

The creature is a bright, iridescent green in coloration with reddish orange accents on its frills, horns, beak and talons. Despite its bestial mien its manner also betrays a considerable degree of cunning. If more than one is encountered they will display pack tactics and basic communication via short barks, guttural chirps, hisses and growls.

[REFEREE'S NOTE: If the party spots a Gargavorax via Infravision, they will notice immediately that it emits much more heat than a mundane creature. It does not radiate enough heat to damage, but it will be immediately noticeable that the creature is not natural.]

TACTICS

A lone Gargavorax will seek to ambush their prey. Unfortunately for the Gargavorax, they are not very stealthy so they tend to attack under cover of darkness. When attacking from the darkness they will use their tongue to attack at distance to disable prey before moving into melee. [REFEREE'S NOTE: Although darkness will conceal them from normal vision, to those with Infravision a Gargavorax is immediately visible. Their affinity for heat as well as their heightened metabolism gives them an obvious heat signature that no normal creature should have.]

If more than one Gargavorax is attacking, they will coordinate their tongue attacks to disable the most vulnerable targets first.

LORE

Rumor holds that these scaly horrors are an invasive species from another plane. A number of those that have encountered them say the monsters prefer to lair in places of extreme heat. And so, their plane of origin is assumed to be a fiery one.

They are formidable opponents, their brute strength combined with their talons and beak are considerably dangerous. Secondly, their long stabbing tongue has an incredible range out to twenty feet or so and can penetrate plate armor with ease (woe to the more lightly armored). Lastly, the frightening tongue attack also possesses a toxic venom that causes an excruciating burning agony. As the venom courses through their veins, they will twitch and wrench in paroxysms of pain. If the victim convulses thusly for long enough, they will collapse helpless and exhausted. The poison sacs of the beast can fetch at least 200 gold from an alchemists' guild if they can be safely extracted.

Invariably these things are hostile to normal folk and fauna. They will quickly dominate most other species in their territory. Thankfully, they do not range far and will always lair in the hottest area they can occupy. The creatures appear to be reptilian or avian and possibly related to dragons, hence their affinity for heat and venomous nature.

ECOLOGY

Very little is known about the origin of these creatures. It is speculated they are planar beings but from which plane they came none can truly say. They seem to prefer hot and humid environments, volcanic jungles or tropical swamps would be ideal. But, due to their cunning, durability and aggression they can and do lair in virtually any terrain.

SEEDS

1.) A pack of these beasts has been ravaging the countryside. Several villages have been destroyed and countless numbers slain. Beyond the slaughter, harvest is also drawing near and the grain stores will likely run low with too few to complete the labor.

2.) An insane wizard has been summoning these beasts to our plane. The wizard plans to use them as guardians for his tower. He has constructed an immense basalt tower surrounded by a moat of lava. In addition to the Gargavorax, other fiery monsters are likely present.

3.) One or more important NPCs have recently gone missing on jungle safari. Recent reports from the area include descriptions of these beasts. The party has been recruited to rescue the NPCs and destroy as many of the monsters as they can. In addition to whatever reward is offered them, the party can collect a 500gp trophy for each carcass returned.

LOOT

An individual Gargavorax will have no treasure on it. However, its poison sacs may be extracted as described above in the Lore section. The Gargavorax pack will hoard their loot in a communal location of extreme heat. If the party manages to find the trove, softer metals like gold are likely semi-melted. And everything is extremely hot to the touch (any scrolls may be burnt). At your discretion, the treasure may inflict burning damage to those handling it. Additionally, the area itself may be a hostile environment that also inflicts damage and sorts of penalties from toxic fumes, smoke, lava flows, steam geysers, etc.

GLOOM WALKER

Twisted, loathsome and insane things. They are the bullying outcast bastards of fey creatures and degenerate giants. They prowl the gloom of forest and moor terrorizing innocent folk.

AC 6 [13], **HD** 3+3*** [16hp], **Att** 1 x weapon (2d8) or 1 x bite (1d8), **THACO** 16 [+3], **MV** 150' (50'), **SV** D12
W13 P14 B15 S16 (3), ML 7, AL Chaotic, **XP** 125, **NA** 1 (1d4+3), **TT** C

- **AMBUSHER** If the Gloomwalker manages to surprise a target, it gains a +4 bonus to-hit and inflicts double damage.
- **FADE TO BLACK** Teleports via shadows to get close to an enemy, attack, then reappear 1d4 × 10' away. If they have initiative, can teleport away without the opponent being able to counter-attack. If in serious danger, the Gloomwalker can flee by entirely disappearing.
- **INVISIBILITY** Can become invisible at will.
- **SURPRISE** On a 1-4, due to stealth.



DESCRIPTION

You hear an odd, whining, grumbling, muttering in the middle distance. When you look, you see a large humanoid figure. Crowning its wretched form are wide and crooked ram's horns. It stands upon powerful goatish legs. It looms over twice the height of a large man and grips a gigantic sword in its over-sized fist. The creature's physique is taut, muscular and hunched. It skulks about in a heavy pool of shadows. A palpable malice is writ in every line of its form and its eyes burn like bright orange embers in the craggy shadows of its maddened face. Its gaze bores into you. It twitches as if in fear or on the edge of a fit. You can hear it gnashing its awful teeth. It hisses and whispers what sound like curses or accusations.

Even at this distance, the scent of long unwashed flesh offends your nostrils. A moment later the thing is gone as if never there. Perhaps it was an apparition? Another moment later, the acrid scent returns but much closer. You hear a hateful cry of petulant rage from behind you.

TACTICS

Gloomwalkers are bullies, and like all bullies they are inherently cowards. They will never make a direct, frontal attack. They will always attempt attack from ambush and will flee anything resembling a fair fight. But, they will always return when least expected to exact revenge.

LORE

Many believe Gloomwalkers are the bastards of low and degenerate giants such as Fomorians, Hill Giants and Ogres forced upon various fey races. Their birthings almost invariably kill the fey parent and they are forced to fend for themselves. Due to their eldritch lineage they are able to speak the languages of both parents from birth. Despite their size, they are quite stealthy and are adept at delivering horrifically powerful attacks on unwary targets. They are also able to turn invisible and teleport via shadow, this additional layer of stealth and mobility greatly aids them in ambushing prey. They grow quickly and are very hardy.

Their process of maturation is never a happy one. The fey loathe and fear them. The giants bully and torment them. In some few cases, they find others of their hybrid kin and form loose tribes, but the social order within these tribes is a continuous brutal struggle of might makes right and base skullduggery. Inevitably this environment of violence, ridicule, betrayal and marginalization drives them quite mad. They have a perpetual victimhood complex which drives them to attack those weaker than themselves, but always through some means of deceit or ambush.

These pitiful creatures have no culture of their own and steal whatever they possess. Their massive weapons are stolen from giants. When not in the mood for murder, they will use their stealth to steal the

scraps of meals from giants' caves. Their strong, pointed teeth can easily crush the bones they so often must subsist upon.

ECOLOGY

Gloomwalkers are typically encountered in woodland settings. They like to lurk invisibly alongside shadowy roads in thick forests. Such an environment suits their cowardly tactics of ambush quite well. If their first attack does not kill their victim outright, they will flee to continue the harassment later and always when the victim is most vulnerable.

SEEDS

1.) The stretch of road through the darksome forest has become cursed. Few if any who have travelled it of late have lived to tell the tale. The tale that is, of a tall, frightful, horned demon with burning orange eyes that strikes out of nowhere, all the while cursing and muttering in some weird language. The monster's speech is described as guttural and coarse or lilting and melodic. It wields a massive sword and stinks worse than a pig sty.

2.) During a night of rest around the campfire in some primeval forest, one of the party's mounts or hirelings is brutally killed. It looks as if they were decapitated by the single stroke of some massive blade. Pieces of the body are later found that show bite marks left by broad, jagged teeth. Whoever was on watch saw nothing, but did hear a guttural and insane giggling from the darkness not long after the deathcry of the victim along with a lingering sour, rotten stench.

LOOT

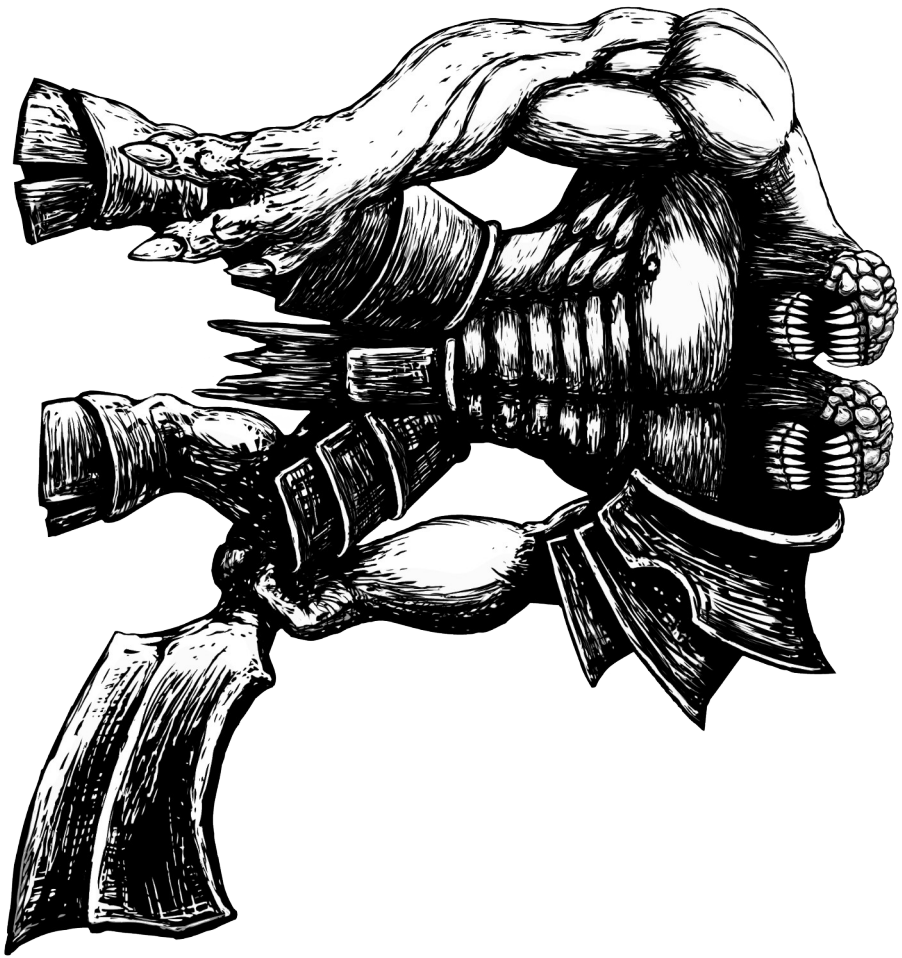
In addition to the loot indicated in the statblock of the creature, they will always have a giant-sized weapon. There is no way an average PC could wield it without magical assistance. There is a 1-in-6 chance the Gloomwalker has a pen of captives or livestock somewhere nearby as well.

GOLGREK

Demonic horrors wrought from two corrupted spirits entwined in a conspiracy so vile that it has damned them to eternal torment as these blasphemous two-headed hulks.

AC 4 [15], **HD** 5+1**** [23hp], **Att** 2 x cleaver (3d6) or 1 x fist (1d6), 2 x bite (1d6 + poison), **THACO** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (5), **ML** 10, **AL** Chaotic, **XP** 925, **NA** 1 (1), **TT** D

- **BLINDSIGHT** Can "see" in total darkness; immune to sensory attacks such as blindness or deafness.
- **BLOOD FRENZY** +4 to-hit any creature that does not have all its Hit Points. Once the Golgrek makes a successful hit it no longer has to check Morale for the rest of the encounter.
- **BONUS DAMAGE ON GREAT HIT** If the Golgrek's attack roll with its cleaver hits by 4 or more, or is a natural twenty, the attack does an additional 1d6 damage.
- **GRAB AND BITE** If the Golgrek scores a hit with a fist, its bite attacks that round gain a +2 bonus to hit.
- **IMMUNITY** Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**) as well as poison.
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic.
- **POISON** Causes victims to become horribly sick for 1d6 turns (**save versus poison**): no physical activity possible except half speed movement.
- **RAVENOUS** Attack any moving creature.
- **TWO HEADS** Surprised only on a 1.



DESCRIPTION

A massive, two-headed humanoid. Neither of its misshapen heads possesses a face except for a mouth full of jagged teeth. The thing stands about twice the height of a man and has the mass of an Ogre. How it manages to perceive the environment is unknown, but it does appear to be alert and quite aware nonetheless.

The thing wields a bladed weapon that looks more like a massive two-handed cleaver than a sword. Illumination slides from the surface of the blade in a peculiar way. A faint scent of vanilla and cloves seems to waft from the creature. It will shout out to any interlopers in a weird, guttural language that some might recognize as something from the infernal planes.

TACTICS

Golgreks are not unreasoning brutes, but their minds are seething cauldrons of rage and resentment. They will likely attack any moving target within range immediately. They will show no preference for harder or softer targets, they will simply attack. And once combat is joined, they will not withdraw until slain.

LORE

Golgreks are known to be some variety of demon. That much is beyond debate, however speculation over which sort of sinful soulstuff they are wrought from continues. The most banal theory posits they are merely a sort of Ettin from the nether realms. Other more learned sorts suspect they are a composite of souls taken from the conspirators in some foul plot and perpetually war against each other for dominance of the body. But they are forever denied supremacy due to the two-headed nature of their new incarnation. And the most fanciful of explanations come from the romantic and poetic, they suggest Golgreks are forged from the tragic souls of lovers turned against one another.

Whatever the source of dark emotion from which these foul creatures coagulate, they unanimously express their discontent with their lot through savage violence against others. They are perpetually on the edge of a rage and will not be soothed, however they may be cowed into submission by mightier and fouler beings.

ECOLOGY

These creatures are wholly supernatural, as such the mortal necessities of breathing, drinking, eating, sleeping, etc. are not necessary. They can experience them if they wish, but do not require them as mortal beings do. However, Golgreks are especially fond of the flesh of sapient beings. The screams of their victims soothe the seething rage that is their constant companion.

SEEDS

1.) 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. In the final machinations of the plot, the conniving duo committed ritual suicide believing they would achieve some sort of apotheosis and evolve into a new form from which they could rule the stolen lands eternally. However, they were rebirthed into a Golgrek and are now insane with rage and despair at their current predicament.

2.) A wizard with an unhealthy obsession for duality has put the party in a labyrinth of mirrors. The wizard may have kidnapped them or tricked them or perhaps even hired them. However it happened, they are now in a dungeon characterized by themes such as mirrors, multiplicity and reflection but also duality. Monsters such as Golgreks will be encountered, but also Doppelgangers and other fiends that play on perceptions and distortion of reality.

3.) In the distance the party hears the frightened shrieking of a woman. Upon investigation, the party spies a voluptuous maiden cowering within a circle of standing stones. If the party enters the circle and tries to assist her, she reveals herself to be a succubus and they are transported to a similar labyrinth as described above.

LOOT

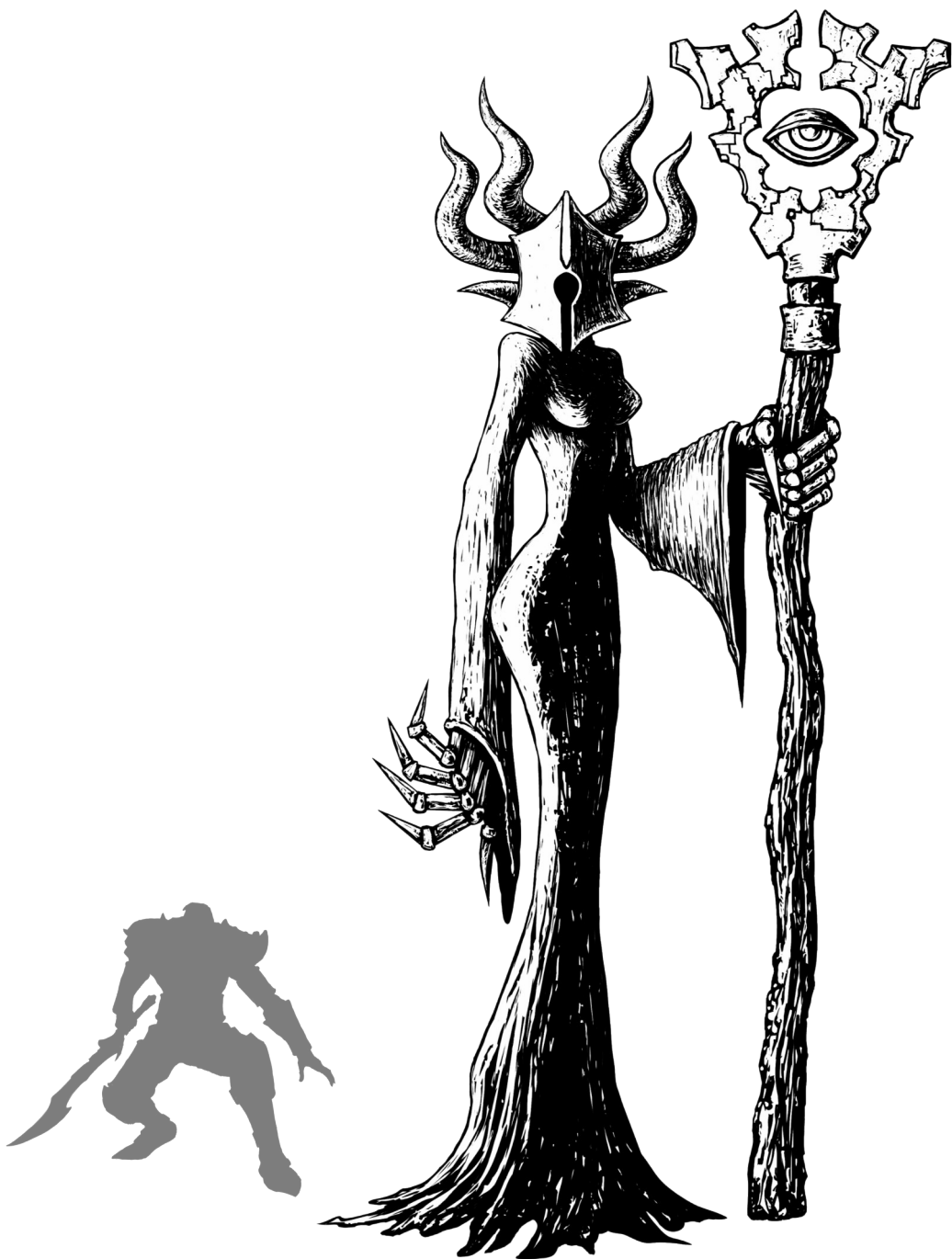
Golgreks do not need much in the way of wealth, but they do tend to build a considerable hoard. Additionally, their massive cleaver-sword is quite impressive and composed of some weird hellish iron. It might fetch up to 300 to 500gp from the right buyer. [REFEREE'S NOTE: The Golgrek's cleaver could be treated as a Two-handed Sword with a +3 enchantment that retains the +1d6 damage on a Great Hit as described in the statblock. But first, it must be magically shrunk to fit a PC's scale (or perhaps the PC is enlarged). If you're feeling generous you might rule that it shrinks to fit the wielder, however what right-minded PC would want to wield such a weapon after seeing its eagerness to find a new owner? They would likely consider such a blade as cursed, and perhaps it might be? Perhaps the blade also imparts the Golgrek's Blood Frenzy ability. However, in addition to the bonus to hit a wounded opponent, the morale boosting quality might translate as not allowing the wielder of the cleaver to leave the battlefield until all their enemies are slain?]

HARUSPEX

Large, enigmatic, beings that resemble mechanical women. Haruspex remain so motionless they are often mistaken for statues. They are seers beyond mortal measure that travel the Multiverse witnessing happenings of cosmic significance.

AC 2 [17], **HD** 9+3**** [43hp], **Att** 1 x fist (1d8), **THACO** 11 [+8], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Neutral, **XP** 3700, **NA** 1 (1d3), **TT** G

- **BLADE BARRIER** The Haruspex conjures a whirling, scything orrery of magical blades. Radius 60'. All caught in the area suffer damage equal to the Haruspex's current hit points per round (**save versus wands for half**). The effect persists for 2d6 rounds without concentration. **3 x Day**
- **IMMUNITY** Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**). Also immune to energy drain, poison and paralysis.
- **INSCRUTABLE** Immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell.
- **FOREKNOWLEDGE** A Haruspex cannot be surprised and has a +4 bonus on attack rolls, ability checks, and saving throws. Any opponents suffer a -4 penalty on attack rolls, ability checks, and saving throws.
- **MAGICAL POWERS** Each can be used as indicated below:
 - At Will** *Dimension Door, Know Alignment, Locate Object, Read Languages*
 - 3 x Day** *Haste, Invisibility, Lightning Bolt, Mirror Image*
 - 1 x Day** *Feeblemind, Geas*
- **MAGIC RESISTANCE** Their weird physiology grants them a +2 to all saving throws vs. magic.
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magical attacks.
- **PLANAR TRAVEL** May travel to another plane **1 x Day**
- **TELEPATHY** May communicate mentally within 60'. Those contacted are not compelled to communicate, but the Haruspex will have an empathic sense of their thoughts regardless.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.
- **SURPRISE** On a 1-4, as they are often mistaken for statues.



DESCRIPTION

A stately and enigmatic female figure about twice the height of a human stands nearby. It grips a staff capped with a sigil composed of a luminous alloy. Sparks of electricity flow across the surface of the metal. Within the sigil a single eye hovers, it is composed of the same metal. The eye actively studies its environment. The eye is a stark contrast to the bearer. While she stands near motionless, a virtual statue, the eye is very mobile. It never ceases its observation.

The creature's face is entirely hidden beneath a multi-horned helm. The helmet appears to be crafted of the same metal as the staff's sigil. The being is virtually shrouded head to toe in a long, black robe. The hands that emerge from the robe's sleeves are likewise of the same metal as the horned helmet and staff ornament. The large hands are out of proportion to the delicate form they are attached to.

The being does not seem the least bit aggressive. It stands in mute observation until addressed. When it replies, its voice is a harsh, metallic blurt of static and noise. Anyone capable of understanding Dragon may understand bits and pieces of its words. After a few moments, the being will begin to speak via Telepathy.

It refers to itself as Haruspex. It states it is here "to witness" and may assist those who are worthy. It states that it "knows all and sees all within the Multiverse" although it acknowledges that such a statement is a mere jest in the grand scheme of things. Its manner is cordial if somewhat dispassionate.

If the being moves, it will be slow and purposeful, almost as if it were underwater. If it means to move beyond more than a step or two, it will simply disappear and reappear at its chosen destination.

TACTICS

The Haruspex are generally non-violent and will not attack unless provoked. If combat does break out they will immediately deploy their Blade Barrier. Then they will attempt to neutralize and spellcasters. If they risk defeat, they will not hesitate to flee the area. [REFEREE'S NOTE: You might decide the Haruspex is determined to witness a particular event and will behave more aggressively.]

LORE

It is said that these strange beings are older than the Material Plane itself. They are rumored to be older even than the Elemental Planes. They are rare creatures and not at all hostile. If endangered, they will likely flee at the nearest possibility. Their purpose seems to be as observers or perhaps recorders of a sort, dispatched across the Multiverse. They are said to refer to themselves as witnesses. It is also rumored that they are not singular beings but rather form a network of conjoined minds. It seems that

they are metallic and possibly constructs of some sort, but certainly far more advanced than a golem crafted by a mortal.

The Haruspex appear to be precognitive and perceive the nature of reality far beyond the ken of mortal beings. To others, this awareness might appear to be impossibly good luck. While in fact, the Haruspex has simply foreseen an inauspicious event about to befall it and chose not to be there at that moment in space-time. Conversely, they are able to place themselves in beneficial positions in space-time to gain significant advantage over any opponent. However, the Multiverse is a complex, fickle machine and even their foreknowledge is still fallible in discerning its motions from time to time.

ECOLOGY

Little is known about the origin of the Haruspex. They seem to have existed since long before the forging of the Material Plane. As such, they are outside of time and space as mortals comprehend. No males or younglings have ever been witnessed. It is assumed that Haruspex do not require food, drink, rest or air to breathe.

SEEDS

1.) A Haruspex has appeared in the archives of a Wizard's guild. It has stated that it is observing the emergence of a significant event. If a force is mustered to oust it, it simply disappears only to reappear moments later. The PCs have been contracted to sort out the problem.

2.) The party has been charged with seeking out and consulting a Haruspex for advice on some event or decision. Where will they find the creature? What will the event be? How will they win the creature's cooperation?

LOOT

A Haruspex carries nothing of value on it and if ever slain, a Haruspex will simply dematerialize along with all of its possessions. However, it does possess a considerable hoard in its lair. Unfortunately for the party, the lair of a Haruspex is never on the mortal plane.

HAZAKIH

Hazakih are the misbegotten offspring of demons and giants. Brutal and powerful. They can disguise their true form by shapeshifting on a whim. They are callous and psychotic bullies that toy with their victims in prolonged games of misdirection that always end in ruin.

AC 6 [13], **HD** 9*** [40hp], **Att** 2 x weapon (6d6) or 1 x fire breath (9d6), **THACO** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Chaotic, **XP** 3000, **NA** 1 (1), **TT** H

- **AMBUSER** If attacking from surprise, first attack is +4 to hit and inflicts x2 damage.
- **FIRE BREATH** 3-in-6 chance per round of breathing fire. 90' long cone. **Save versus breath for half damage**
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic.
- **SHAPECHANGER** As the Polymorph Self spell. **At Will**



DESCRIPTION

[REFEREE'S NOTE: Remember, this monster can change its shape drastically on a whim. And, it usually will not reveal its true form to the party immediately, or ever.]

A gigantic demonic-looking humanoid wielding an equally huge two-handed sword. It looms over you, easily the size of a small tower. The thing has large curving horns above a protruding brow and beady, luminescent eyes. It has a heavy jaw from which jut large tusk-like teeth. Other than its immense blade, it appears to possess only a girdle.

It does not seem immediately hostile. But, it is certainly very interested in you. If you speak to it, it will only grunt and mumble as if in vague agreement but probably not understanding completely. It does speak Giant and the language of demons (it will never reveal this knowledge of the demonic language). If spoken to in Giant, it will respond peacefully that it was only curious about the wanderers it saw. It will ask for stories of your travels and adventures.

TACTICS

The Hazakih will rarely reveal its true form initially. If and when it does reveal itself it will be away from the majority of the party. Usually a Hazikih will seek to isolate one member of a party at a time to toy with them. Often it will adopt an innocuous form to lure the individual away from the safety of the group. Once sufficiently secluded it will take on another form to attack from surprise. [REFEREE'S NOTE: There are more ideas listed below in the Lore section.] The Hazakih will rarely kill a victim until it has toyed with them for a prolonged period, usually over a period of several days. Despite the destructive power of a Hazakih, it will ALWAYS avoid a fair fight.

LORE

If the party is friendly toward the creature (in whatever form it takes) it is friendly towards them, for now. It may even travel with them for a time and defend them if necessary. It is studying them but at some point it will leave, only to return in another form to harass and eventually slay them in some prolonged, calculated way. For example, it may loom behind them as a towering shadow with its immense sword raised only to transform into a songbird in the next instant they turn around to address the threat. These sorts of sadistic trickster antics are what the creature craves. Whenever possible, it will isolate and injure members of the party prolonging their torture and its entertainment as long as possible.

These creatures are the misbegotten offspring of devils and giants. They are welcomed by neither line of their parentage and wander the Multiverse utilizing their power to torture and torment those weaker than themselves. The greatest delight of their miserable existence is to mislead and torture those they have gained the trust of. If they cannot gain the good graces of the unsuspecting, they will usually follow them in some unassuming and innocent shape until they have the best opportunity to assume their true form and harass them.

ECOLOGY

Hazakih, take most strongly after their demonic ancestry in regards to their biology. They are wholly supernatural beings and can subsist with or without such mundane necessities as food, water, air or sleep. Additionally they need no shelter, as no mundane force can harm their eldritch flesh whether it be from mortal blade or natural elements.

They can be encountered anywhere in the Multiverse, but because they are generally regarded as outcasts amongst the denizens of the lower planes they tend to avoid the infernal realms. However since their innate shapechange ability allows them to assume virtually any form they wish, they do not often begrudge their lot as outcast changelings.

SEEDS

1.) The party encounters a flea-bitten yet spunky, mongrel dog. It takes a liking to one or more of the party and follows along with them. This dog is a disguised Hazakih and it is assessing the party. If chased away it will return in another less obtrusive form such as a bird, a rabbit or even a cricket. If accepted, it will prove a loyal member of the group and do its best to become their unofficial mascot. It will be a valued member of the watch and keep them safe many times. But, in a week or so, it will tend to disappear from the side of whoever is on watch at the most inopportune times. In reality, the “dog” disappears and a new threat appears at virtually the same time. And of course, the new threat is the Hazakih in another form.

2.) A rather scholarly NPC type has contracted the party to guard him against a Hazakih he believes has targeted him. The NPC shares all the lore that he knows about such creatures and even claims to know the name of the beast that is tormenting him. He begs them to protect him and slay the beast.

[REFEREE'S NOTE: How much of the Lore section should you reveal to your players? Perhaps the NPC has some false or inaccurate information mingled in with his facts?]

LOOT

Most Hazakih tend to travel very light. If slain, the party will only acquire an immense sword and some soiled clothing. If they can locate the creature's lair, they will find whatever treasure is indicated in the statblock. Additionally they will find trophies taken from previous victims as well as their corpses. They may even find a collection of diaries filled with grisly details (written in the language of demons). These macabre catalogs of torture begin as stories of harmless pranks that inevitably spiral into psychotic brutality.

JUGGERNAUT

Fearsome beyond the ken of most mundane folk, the Juggernaut are a brutal race of lesser giants. Slightly more cunning than Ogres and Hill Giants but twice as ill-tempered and possessing regenerative abilities that rival that of Trolls. They are infamous slavers and slayers.

AC 5 [14], **HD** 5+1**** [23hp], **Att** 4 x weapon (2d6), **THACO** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Chaotic, **XP** 925, **NA** 1 (1d3), **TT** G

- **AGGRESSIVE** Attack same size or smaller creatures on sight. Pursue until the victims are out of sight.
- **FRENZY** Each round of combat, there is a 1-2 chance on a 1d6 that a Juggernaut will go into a Frenzy (treat as a *Haste* spell). **(i.e. Att and MV are doubled for 3 turns)**. Once a Juggernaut enters a Frenzy, it does not need to check Morale.
- **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.
- **REGENERATION** A damaged Juggernaut gains 3 hit points at the start of each round, as long as it is alive.
- **RESISTANCES** Only takes half damage from cold, fire and lightning (including magic).



DESCRIPTION

A huge, four armed, muscular humanoid about twice the height of a large human warrior charges toward you. Each of its four hands grips a large, brutal-looking weapon that it seems eager to employ and deft at using. Its face is covered by a full, armet-like helm. Its feet are shod in heavy, cylindrical iron boots. These boots are stained in spattered blood as are the monster's weapons. Beyond its helmet and boots the brute wears little armor. Its exposed flesh is a virtual tapestry of thick scars from previous wounds.

Should the PCs get a chance to see beneath the helm, the creature looks like a more intelligent Ogre or Hill Giant. It has a jutting brow and an angular, craggy face reminiscent of a clenched fist. Beneath its brow are two, keen eyes of feral amber. The eyes are hungry and covetous, they reflect the light as those of a wolf might. Its mouth is brimming with short, thick fangs.

[REFEREE'S NOTE: The monster speaks Ogre and a bit of Common. If the PCs surrender (or feign surrender) immediately it will not attack.]

TACTICS

These creatures are brutal, fearless and vicious. They will charge into melee immediately unless the foes they face are significantly larger than they are. And, once combat is joined they have a tendency to go into a terrifying frenzied bloodlust. It would be very rare for these creatures not to fight to the death once they have drawn the blood of their foes.

LORE

A Juggernaut is a lesser giant. They are kin to but much more intelligent than Ogres, Hill Giants and most Ettins (though perhaps not as cunning as Ettins). They live for the thrill of combat and conquest, seeking out violence wherever and whenever they can. While they are indeed brutal and fierce, they are not the foolish savages their lesser kin are. They are also extremely proud and rarely turn from a challenge. If offered a duel with a worthy adversary, a Juggernaut may be convinced to spare the lives of the adversary's companions. They are also notorious slavers and will take those that surrender as chattel.

They often find themselves in the armies of powerful evil monsters such as other Giants, Liches or Dragons. Or sometimes, they may simply hire themselves out as mercenaries to those that have enough coin. It has been rumored by those familiar with Juggernauts, that these monsters also enter gladiatorial style events to satisfy their bloodlust as well as earn gold and glory.

ECOLOGY

Juggernauts are mammals and reproduce sexually. The males tend to be somewhat larger and bulkier than the females. A female Juggernaut gestates her offspring for about fifteen months. The young mature quite rapidly and reach full adult proportions within two years. During this time they consume massive amounts of food to fuel their growth. This voracious appetite carries over into adulthood and is especially keen if the Juggernaut has had to regenerate damage. It is unknown what the average life

expectancy of a Juggernaut is as most tend to die in some violent manner long before they exhibit any symptoms of old age.

Juggernauts have their own culture and society. They tend to form somewhat irregular feudal communities that devote most of their time and effort to warfare and enslaving those weaker than themselves. Males and females have equal status. The young are not recognized as adults until they have fought in several battles and acquired slaves of their own.

Juggernaut settlements are large and imposing fortresses of improbably tall towers with exceedingly thick walls. The walls are festooned with murder-holes behind which are a sort of stacked, double ballistae that the four-armed giants are adept at reloading and firing quickly. Inside the keep at the lowest levels are livestock and slaves to tend them. You can be certain, that if the stores of food run low and the livestock is depleted, the slaves are definitely on the menu soon after.

SEEDS

- 1.) The party finds itself within the gladiatorial pit of some petty tyrant they ran afoul of. And now they are about to square off with a Juggernaut (or two).
- 2.) The party has been sent on a mission to rescue several NPCs from a band of Juggernaut slavers. They have to intercept the slavers before they reach their fortress or else the NPCs will likely never be freed.
- 3.) While en route to their next quest, the party must cross a bridge spanning a deep mountain gorge. On the other side of the bridge is a Juggernaut. A Juggernaut which is bellowing a challenge to them.
- 4.) Three Juggernauts have taken over a small town and are utilizing it as their new base of operations. They routinely brutalize the population and force them to fight each other in a newly constructed gladiatorial ring. The party has been captured by the Juggernauts and will be forced to fight soon.

LOOT

In addition to a hidden trove holding what is indicated in the statblock, it is suggested the party finds four massive melee weapons (1-in-6 chance each they are enchanted). A massive full helm. About 5d6gp worth of assorted gems and coinage.

LOGRIVLA

Brutal, hulking, four armed and horned demons. They have flesh as dark as midnight which aids them in ambushing prey. They are highly mobile and capable of devastating hit and run attacks.

AC 6 [13], **HD** 6**** [27hp], **Att** 3 x fists (1d6) or 1 x fist (1d6), 1 x bite (1d8 + poison) or 1 x gore (1d12), **THACO** 14 [+5], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Chaotic, **XP** 1400, **NA** 1d3 (1d3+1), **TT** F

- **AMBUSER** If attacking from surprise, first attack is +4 to hit and inflicts x2 damage.
- **BLINDSIGHT** Can "see" in total darkness; immune to sensory attacks such as blindness or deafness.
- **BLINK** In combat, teleport close to an enemy, attack, then reappear 1d4 × 10' away. If they have initiative, can blink away without the opponent being able to counter-attack.
- **CHARGE** Requires a clear run of at least 20 yards. Gore attack inflicts double damage. Targets are shoved 10' and knocked down, also they cannot attack that round. **Save versus paralysis** to avoid the knockdown.
- **DISAPPEAR** If in serious danger, the Logrivla can flee by entirely disappearing.
- **GRAB AND BITE** +2 bonus to bite attacks if a fist hits.
- **IMMUNITY** 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).
- **SURPRISE** On a 1-4, when waiting in shadows for prey.



DESCRIPTION

You hear a low, bassy rumbling growl in the middle distance. As your eyes focus you see a hulking, muscular, six-limbed creature. It seems to be nominally humanoid or at least bipedal. It has a broad crown of horns and stands on thick, goatish legs. The creature's skin is black and oily-looking. If it were not for your torch's light flickering across the inky sheen of its demonic form you might not have seen it.

It appears to be twice the size of a large human and every inch of its frame is writ with violent intent. Upon closer inspection you notice the thing's head is heavily armored with bony plates and lacks visible sense organs. It does possess a mouth though. And its frightful maw is filled with gleaming white teeth. that jut like jagged, ivory daggers of bone.

Within a few moments of you noticing the brute, it drops into a bestial stance and charges. All six of its powerful limbs are employed as it rockets towards you at unnerving speed. Its horned and plated skull leveled squarely at you. Just as the monster comes within melee distance, it disappears as if never there. An odor of brimstone and rot hangs in the air where it had been. In the next moment, you are struck from behind.

TACTICS

These creatures are brutal melee combatants with an oily, black skin that allows them to hide in shadows. They will attempt to attack from ambush whenever possible. Their first attack will be a vicious attempt to disable any obvious spellcasters. In the next round, they will teleport away into the darkness. Then the beasts will charge into the ranks of the party. If the party mounts a reasonable defense, it will teleport away and charge in once again. It may repeat this tactic over and over again if it seems effective.

Another potential attack routine if the creatures are faced with vastly superior numbers, is to teleport into melee range and deliver a poisonous bite to a victim, and then teleport out of melee. The creatures will also repeat this pattern if it proves effective. Once the party is debilitated, the creatures will wade into melee and decimate the incapacitated.

The creatures will teleport away to lick their wounds if their survival is threatened.

LORE

These fiends are known as Logrivlas. They are demonic shock troops. They are utilized by the various demonic lords of the nether realms. They are notorious for their aggression and mobility. These beasts, like most fiends from the hell planes, also possess a remarkable resilience to mundane elements and weapons. Only spellcraft and enchanted weapons are capable of wounding them.

Logrivlas are relatively simple brutes. They are violent and cunning but generally not given to complex planning. One tactic at which they excel is teleporting behind their target in the middle of charge and then goring them with their horns. This tactic is very effective. It usually renders their foe prone and trampled within a matter of minutes. This tactic is also very useful at breaking apart enemy formations

to separate physically weaker foes, such as wizards, from their more heavily armed and armored companions.

Additionally, the bite of these fiends contains a debilitating venom which although not especially lethal or potent can significantly weaken victims for a time. And their eldritch eyeless perception grants them immunity to blindness as well as deafness. Furthermore the swirling maelstrom of chaotic energies that form their mind render them immune to magic such as Charm, ESP/Telepathy and Sleep spells

ECOLOGY

These monsters are demons and can be encountered anywhere. But, their natural environment is some sort of weird, stygian hell. Like most fiends, Logrivlas are supernatural beings and do not possess mortal biology, they can subsist with or without such mundane necessities as food, water, air or sleep.

SEEDS

1.) The party encounters one or more of these fiends in the midst of a quest. The environment they find themselves fighting in seems tailor-made to favor the teleportation and charge tactics of this type of monster. Things such as dead-end corridors and alcoves branching from a main hallway would be useful for them to ambush from. Also consider a situation where party members might be knocked prone and pushed off the main floor onto another level. Once separated from the main group, such individuals would be easy prey for this demon.

2.) A spiteful demon lord has kidnapped the party in their sleep. They had done the powerful being some slight and now it aims to extract a toll. They awaken in a hellish labyrinth of tall, crumbling stone walls. Above them hangs a baleful red sun in a preternaturally black sky. The labyrinth is well-stocked with pits, traps and beasts such as Logrivlas.

3.) In the distance the party hears the frightened shrieking of a woman. Upon investigation, the party spies a voluptuous maiden cowering within a circle of standing stones. If the party enters the circle and tries to assist her, she reveals herself to be a Succubus and they are transported to a similar labyrinth as described above.

LOOT

Logrivlas are relatively simple brutes. The generally do not make use of weapons or armor and have no need of wealth. But they do amass a considerable hoard. The teeth of a Logrivla are an exceptionally bright white ivory and could probably be sold to the right sort of buyer for 1d6 x 10gp each. Its plated skull might also be crafted into a fearsome helmet.

QLAQHDI

A peculiar race of lesser demons. They are often sent to the mortal realm to aid a spellcaster which has entered into a covenant with a more powerful demon. The Qlaqhdi are able to absorb knowledge and magical energy from the brains they consume. They can employ the magic or use it to heal themselves. Additionally, they can transfer the absorbed knowledge to an ally.

AC 6 [13], **HD** 4+2**** [20hp], **Att** 1 x sword (2d8) or 1 x bite (1d8 + paralysis), **THACO** 15 [+4], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Chaotic, **XP** 425, **NA** 1 (1d3), **TT** T

- **IMMUNITY** Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**) as well as poison.
- **KEEN SENSES** Only surprised on a 1.
- **LIMITED TELEPATHY** The Qlaqhdi 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.
- **MNEMONIC TRANSFER** The Qlaqhdi can absorb memories and mental energy by consuming brains. In addition to memories, it can also absorb spells. It may cast these spells itself or transfer them to another being within 120 feet via its telepathic ability. Additionally, the Qlaqhdi is healed by the amount of the victims combined Intelligence and Wisdom scores.
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic.
- **PARALYSIS** If the Qlaqhdi makes a successful bite attack the target must **save versus paralysis** or be paralyzed for 1d6 + 3 rounds.
- **RESISTANCES** Only takes half damage from cold, fire and lightning (including magic).



DESCRIPTION

You see a crimson-skinned, muscular humanoid about the size of an ogre. It has a skull-like visage with an elongated and cleft jaw, somewhat reminiscent of insect mandibles. A long, tongue protrudes from creature's horrific maw. Its teeth, are long, jagged and obviously designed for predation. The creature grips a huge sword in its oversized fist. Its posture is hunched and menacing. It stands poised upon powerful, bestial legs.

Aside from its sword, the being is entirely nude and bereft of any equipment. It lack any generative or excretion organs. The being may not attack immediately but it will respond to any aggression with force.

TACTICS

Qlaqhdi are typically encountered in the service of a mage and will tend to do as their mortal master commands. If left to their own devices, they are likely to go after softer targets first. They will attempt to bite (and paralyze) any obvious spellcasters. Once combat is joined they are quite fearless and will only withdraw if commanded to do so.

LORE

These creatures are known as Qlaqhdi. They are a type of lesser demon sent to aid mortal spellcasters that are allied to their demonic lord. They are immensely strong, tough and possess keen senses, making them valuable bodyguards. Additionally, their bite contains a paralytic venom they use to subdue targets.

They also have the ability to absorb the knowledge of mortals by eating their brains. This is usually done by wrapping their cleft jaws around the targets head. They then crack the skull with their stout teeth. After which, their long tongue probes deep into the soft grey matter, extracting the memory and experiences of the victim. They can utilize this ability to extract magical knowledge as well. Any spells absorbed in this way may be cast by the Qlaqhdi or transferred to its allies (usually the mage it is serving). The mortal spellcaster may then cast the spells or record them in their spellbook.

Qlaqhdi are unable to communicate (via spoken utterance or telepathy) in the conventional sense due to the swirling mass of knowledge they have absorbed. Instead, they must telepathically transmit images and impressions to communicate their intent. They use this weird telepathy to pass on magical knowledge and formulae whole cloth to their masters. The necessary information just appears in the memory of the mortal as if they had studied it themselves. The magic-user may then cast the magic or inscribe it into their spellbooks.

ECOLOGY

Qlaqhdi are demonic creatures wrought from the power of chaos constantly swirling about the Multiverse seeking to undo matter, time and space. They have no natural biological functions. They do not breathe. They do not require rest. Nor do they require food or drink. However, they do seem capable of renewing their vigor through the consumption of mortal brains. Doing so greatly speeds their recovery from any injury.

SEEDS

1.) The party finds themselves relaxing in a tavern. In the course of the night, a young fighter bleary from drink picks a fight with the toughest-looking fighter-type of the party. The young fighter is extremely drunk and cannot possibly win. At some point in the conflict, he breaks down into sobs. If the party asks why he is so distraught, he goes into a tale about how his lover (a talented young magician) has disappeared without a trace. Apparently she received an invitation to study with an archwizard in a nearby kingdom. But less than a fortnight after her arrival there, she ceased all correspondence with him. This would likely pass without notice as merely a lover's quarrel, however another patron of the tavern chimes in, recalling a similar tale. And then another. And soon, it appears to be far more than a coincidence as several young mages have gone missing and all received similar invitations. [REFEREE'S NOTE: The party will eventually discover that the archwizard in question has recently allied himself to a demon lord and acquired a Qlaqhdi. The two have been working diligently to build his library of magical knowledge ever since.]

2.) One of the wizards or sorcerers in the party receives a summons from an NPC (an old friend). The friend should have some ties to the PC's days of training to become a spellcaster. The individual was a trusted friend, a drinking companion, or possibly even a romantic interest. Apparently, the friend has recently come into some immense wealth and is building a new tower to conduct arcane research and train new apprentices. The NPC invites them and their friends to visit. [REFEREE'S NOTE: The NPC has in fact become corrupted by demonic influence and now is allied to a demon lord. The demon lord has provided its new servant with a guardian Qlaqhdi. The old friend will attempt to discreetly ask the PC to join them in service to the demon. If the offer is refused the Qlaqhdi (and possibly a few lesser minions) will appear soon afterwards to attack the party. Once the party is softened up a bit, the NPC will emerge to attack the party as well.]

LOOT

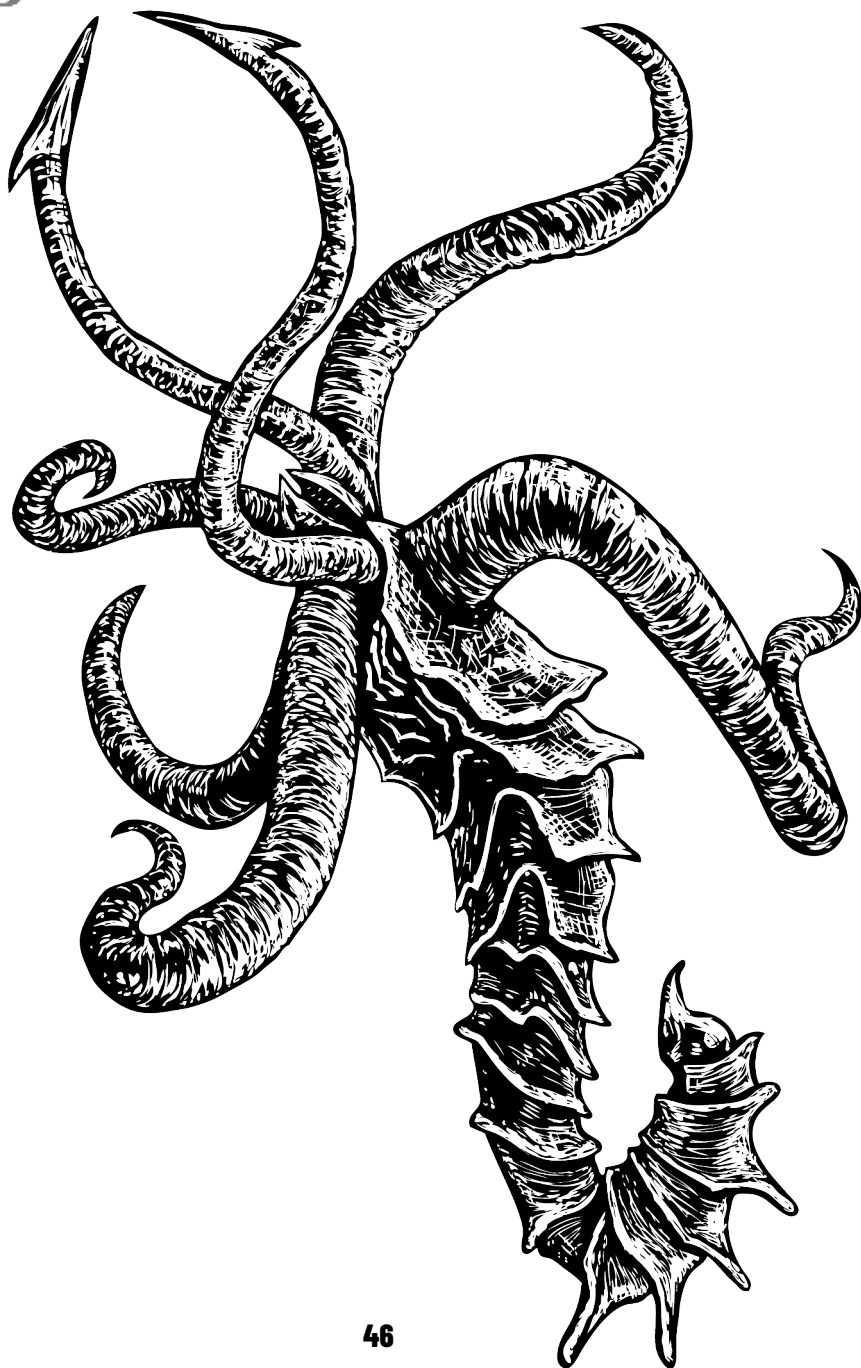
Qlaqhdi have little need of anything and generally function as servants, as such they will not tend to accumulate much treasure. They will however, always be armed with a very large sword. The sword is +1, +3 versus magic-users. However, it is meant for a large creature. So utilizing it effectively might be somewhat difficult for normal-sized PCs. [REFEREE'S NOTE: You may see fit allow a normal-sized PC to wield it as a two-handed sword. This might also be a good chance to introduce Sentient Swords with a Special Purpose (mage-slaying) into your campaign. Also, don't forget to utilize this enchantment bonus in any encounters between the Qlaqhdi and your players, especially any Magic-Users.]

SWAMP LEVIATHAN

A gargantuan, writhing eldritch abomination. It is essentially a putrescent godling. An avatar of some foul, entropic deity that brings rot and ruin. Wherever it appears in the mortal realm, decay will accelerate until a kingdom of undead rises from the blight.

AC 1 [18], **HD** 17***** [76hp], **Att** 4 x tentacle (2d8), 1 x bite (2d10) or 1 x sting (10d6 + poison), **THACO** 8 [+11], **MV** 180' (60') flying, **SV** D2 W3 P4 B3 S6 (17), **ML** 11, **AL** Chaotic, **XP** 10050, **NA** 1 (1), **TT** H + 5000gp

- **ACID CLOUD** 4-in-6 chance per round of releasing a noxious cloud of gas. This attack mimics the effect of the Cloudkill spell.
- **AMPHIBIOUS** Can breathe air and water.
- **CONSTRICTION** Tentacles grab and constrict after a hit. Each constricting tentacle inflicts: 1d6 automatic damage per round, plus a -2 penalty to attacks.
- **ENERGY DRAIN** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (**e.g. spells, saving throws, etc.**). A character's XP is reduced to halfway between the former and new levels. A person drained of all levels becomes a Zombie immediately, under the control of the Swamp Leviathan. All of the Swamp Leviathan's melee attacks inflict Energy Drain.
- **IMMUNITY** Unharmed by gas, poison or energy drain. Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**).
- **MAGICAL POWERS** Each can be used as indicated below:
 - At Will** *Animate Dead, Darkness, Insect Plague, Phantasmal Force*
 - 3 x Day** *Invisibility, Transmute Rock to Mud*
 - 1 x Day** *Feeblemind*
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic.
- **SEVERING TENTACLES** Requires a hit with a cutting weapon inflicting 10 or more damage.
- **STING** +2 to hit one target (+4 to hit if unarmored). Targets must **save versus poison** or suffer from painful, jerking spasms for 2d6 turns. Those affected have a -4 penalty to attack rolls and AC. If the condition persists longer than 5 turns, they die and transform into Mummies under the control of the Swamp Leviathan.
- **SWALLOW WHOLE** On a bite attack roll of 19 or more. Inside the monster's belly: suffer 1d8 damage per round (until the Swamp Leviathan is killed); may attack with a dagger at -4 to hit; body digested in 6 turns after death.
- **TELEPATHY** May communicate mentally within 60'. Those contacted are not compelled to communicate, but the Swamp Leviathan will have an empathic sense of their thoughts regardless.



DESCRIPTION

A gargantuan eldritch abomination. The thing looks like a madman's nightmare. A blasphemous amalgam of chitinous, tentacular, writhing horror with a scorpion's aspect. The mind-blasting obscenity of the thing blots out the sun. It is as large as a tower and floating just above the ground in defiance of sanity and gravity. The thing floats low to the ground and pulls itself forward by grasping at the eroded stumps of vegetation and pitted stone that compose the wasted landscape around it. A yellowish, green mist hangs in the air around the abhorrent blight to reason. As the thing approaches you hear a low and eerie piping sound echoing inside your skull.

TACTICS

The creature will usually open a fight with its Transmute Rock to Mud spell. Once its targets are successfully mired, it will move in to attack at will, with no preference for harder or softer targets.

[REFEREE'S NOTE: This is not because the creature lacks intelligence, but rather that it simply does not feel threatened by mortals.] If a spellcaster manages to prove a threat, the creature will target them with a Feeblemind. And, if the odds do not favor it, the creature will use Invisibility to safely retreat from the area and gather its minions to send against the party. [REFEREE'S NOTE: Undead will flock to serve a Swamp Leviathan. So they will usually have a throng of rotten foot soldiers at their beck and call.]

LORE

It is not known how, when or where Swamp Leviathans originated. They seem to be ancient beings from beyond the Material Plane. Despite their beastly appearance, they are highly intelligent and possess a wisdom derived from centuries, and perhaps even millennia of existence.

These immense and horrible beings are terrifyingly powerful. Their mere presence often drives mortal folk to madness. They are toxic manifestations of corruption, and entropy given free will and material form. Not only do they bring madness and terror, they also excrete poisonous clouds and fluids that rot the land and render it a festering quagmire of acidic putrescence.

The chitinous hide of these monsters is nigh impervious to steel and spell. The horrors are adept with many forms of sorcery, being able to turn invisible, animate dead and summon swarms of insects. Additionally they are powerful telepaths capable of manipulating the minds of lesser beings. Their alien minds can creep into the consciousness of folk miles away. They seem equally at home on land, in the air or under water. Any unfortunate enough to become entangled in their venomous coils is soon swallowed whole.

There exists in secret, a cult devoted to the worship of these beings. The devotees of this cult work to bring about the ruin of kingdoms and empires. They often seek positions of power and influence so as

to subtly influence the levers of power and slowly tip the balance of order towards chaos and degeneration. The cult is known to use public poisonings and decapitation as methods of intimidation.

ECOLOGY

Swamp Leviathans prefer to make their lairs in blasted, festering mires of abject decay. Wherever they go on the Material Plane, their mere presence inevitably brings the land to the ruinous state they desire. They are preternatural avatars of corruption which poison the environment with their very existence. They prefer to make their lairs in the deepest, filthiest mire of their rotten realm. In this place, there will be no life. There will be no birdsong or chitter of insects, only the buzz of unnaturally robust flies and the audible squirm of maggots. As their taint grows, creatures aligned to all things unclean, pestilence and decay will seek them out. As if knights rallying to a lord's banner, Liches, Skeletons, and Zombies as well as myriad other undead and corrupt beings will flock to the Swamp Leviathan's kingdom of ruin.

SEEDS

1.) A frontier community had been reporting increased bandit activity along its trade routes to the nearest city. That was a month ago. Since that time, there has been no word from the community. [REFEREE'S NOTE: Unbeknownst to all, the leader of the community is a devotee of a Swamp Leviathan cult and saw fit to cut ties with the outer kingdom as the settlement is absorbed by a Swamp Leviathan's encroachment.] The party has been dispatched to investigate. The sages and farseers have warned them of heretofore unseen potent and malignant forces suddenly appearing. As the party nears the settlement, it will indeed become more warped and rotten every step of the way.

2.) The party's divine spellcaster has a terrifying vision of some immense, monstrous, writhing, black thing. It blots out the sun and smells of absolute ruination. It seems to whisper to them and its voice is the atonal drone of clouds of fat corpse flies. They know in the core of their being, that the eldritch horror in their vision is an avatar of entropy that will poison the land and bring a creeping, rotting pestilence. Upon waking and completing daily prayers, the divine spellcaster is commanded by their deity to seek out and burn this rot from the land. [REFEREE'S NOTE: As the party journeys, the PC's deity guides and aids them. What form will the aid take, helpful NPCs (mortal or supernatural?), enchanted weapons, etc.]

LOOT

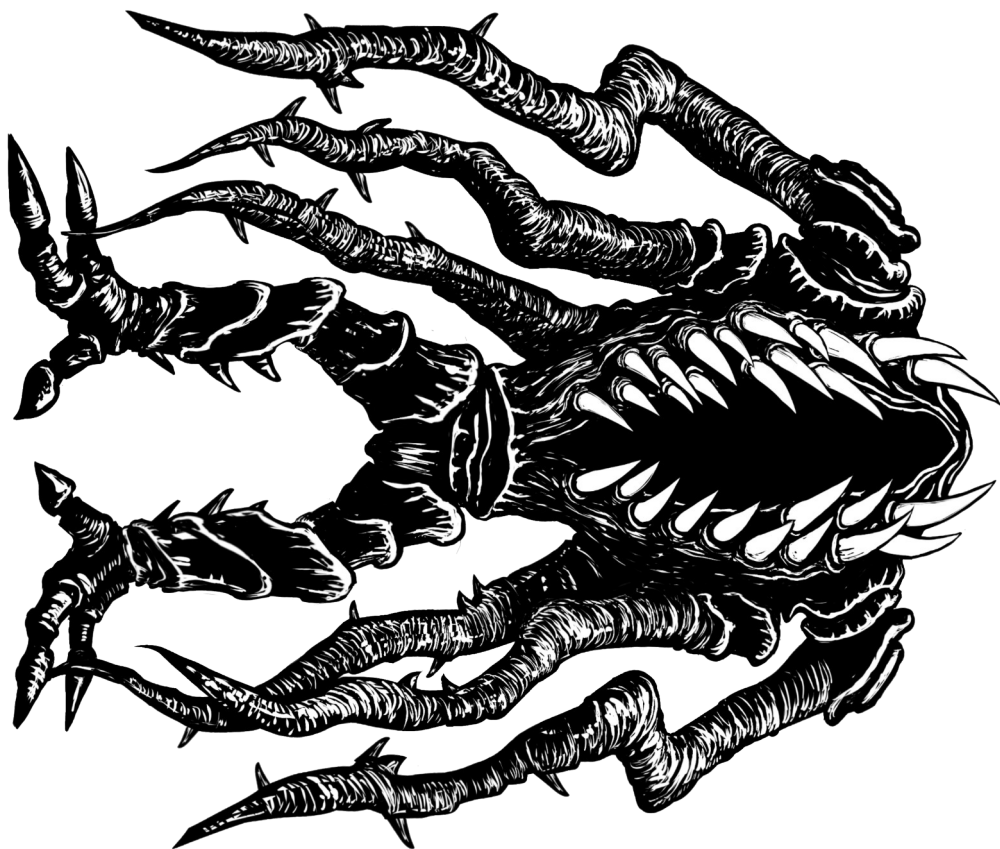
Swamp Leviathans will gather immense hoards. Although they have little use for the wealth themselves, they will use it to fund their cult and equip their acolytes.

TOOTHSTONE

These strange beings resemble rock formations such as stalagmites, but in a handful of moments they can transform into ambulatory, tentacled things with a giant gnashing maw. They are highly specialized ambush predators.

AC 1 [18], **HD** 6**** [27hp], **Att** 2 x tentacle (1d8 + paralysis), 1 x bite (2d6 + 1d6 acid) **THACO** 14 [+5], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (6), **ML** 12, **AL** Neutral, **XP** 1175, **NA** 1d3 (1d4+2), **TT** I

- **BLINDSIGHT** Can "see" in total darkness; immune to sensory attacks such as blindness or deafness.
- **CLIMBING AND LEAPING** Slow but skilled climbers, can jump up to 20'.
- **CONSTRICTION** Tentacles grab and constrict after a hit. Each constricting tentacle inflicts: 1d3 automatic damage per round, plus a -1 penalty to attacks.
- **GRAB AND BITE** +2 bonus to bite attacks if a tentacle hits.
- **IMMUNITY** Immune to mind-affecting or mind-reading spells (**e.g. charm, hold, sleep**).
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magical attacks.
- **PARALYSIS** For 2d4 rounds **save versus paralysis** to avoid. Creatures larger than Ogres are unaffected. After paralyzing a target, Toothstones will attack others.
- **SURPRISE** On a 1-5, due to the ability to hide within its shell and be mistaken for a rock. Lurk by rocks and in caves. May hang upside down from a cave ceiling and drop to ambush prey (always lands on its feet).



DESCRIPTION

Out of the corner of your eye you witness the startling transformation of a large rock formation. Six barbed tentacles slowly emerge from the central mass. A long seam then opens along its vertical axis and large, jagged teeth extrude from the either side revealing a large, fearsome mouth. Two segmented legs with clawed feet telescope from the bottom of the thing lifting the whole creature to about twice the height of a man or roughly the size of an ogre. Eerily enough, the whole transformation was done in near complete silence. If you had not noticed its metamorphosis, the thing would have easily ambushed you.

[REFEREE'S NOTE: The creature is reasonably intelligent and capable of communication. But it speaks only the language of its weird kind.]

TACTICS

Toothstones are highly adapted ambush predators. They are rarely encountered outside of caves or rocky terrain where they can conceal themselves to an extraordinary degree. Once revealed, they will attack the nearest target and rely on their rocky hide for protection. They will attack that single target long enough to disable, paralyze or slay it and then move on to another, and another.

LORE

Toothstones are ambush predators primarily found deep below ground and in very rocky environments. They appear to have no visible sense organs but are able to perceive their immediate environment nonetheless. Their long, barbed tentacles are quite dangerous. These tentacles have considerable reach and Toothstones are very adept at using them to entangle prey. The barbs on the tentacles transmit a paralytic venom, which is very advantageous when grappling multiple victims at a time. The Toothstone is fond of slamming its prey together or against stone to daze and soften them up prior to digestion. The spittle of the Toothstone is quite acidic as well, this allows them to more fully digest their victims and their gear.

The rocky hide of a Toothstone is suffused in a weird, eldritch radiation and provides a Toothstone with considerable protection from mundane damage, melee and missile attacks. In addition to their natural armor they are immune to most mental effects such as charm and sleep magic. And, of course, they are immune to blindness as well.

Despite the considerable bulk of their rocky form, they are quite stealthy and surprisingly agile. They can leap considerable distances and are skilled (if slow) climbers. Although typically encountered right-side up, Toothstones often climb the walls of caves and hang from the ceilings. They will then hang

overhead, lying in wait for prey to ambush. However, they cannot attack from this position and must drop to the floor to attack. They always land on their feet in a rather disturbing and cat-like fashion.

ECOLOGY

These monsters are most often encountered underground and in rocky environments, places where their camouflage would be the most useful. They are omnivores that consume anything they can but definitely favor meat. Their acidic saliva allows them to digest metal, leather, flesh and bone. (but not gemstones). They are intelligent, capable of speech and do form social groups but seem to have no culture. It is assumed they reproduce asexually.

Toothstones will often form alliances with other evil monsters such as Trolls and Orcs, to serve as guards of a shared territory.

SEEDS

1.) A mining community at the edge of the kingdom has discovered an abundant vein of precious and exotic ores (certainly gold but also possibly mithril and adamantine). Unfortunately, the vein is also claimed by some sort of foul subterranean race (evil Dwarves, Dark Elves, Kobolds, etc.) which have made allies of several nasty Toothstones and possibly fouler creatures like Otyughs and Trolls.

2.) The party overhears tales of a monastery of a long-dead faith in the harsh and distant mountains which contains an artifact of incredible power. But in the many years since the fall of the religion, the environs of the monastery has been taken over by a brutal, monstrous tribe (Orcs, Ogres, Evil Giants, etc.). The trek up the mountain will be perilous and fraught with danger. Monsters such as Toothstones will harass the party as they ascend to the monastery. What else might they encounter?

LOOT

Due to the voracious appetite of the Toothstone and its ability to digest virtually anything (including metal), it is rare that coinage will be found in the hoard of a Toothstone. However, they cannot digest gemstones. So it might be fun to have the hoard of a Toothstone represented entirely by a vast pile of all manner of assorted gemstones.

UNBORN ASSASSIN

Horrific born undead offspring of a Blood Witch. They creep about her lair, leaping from the shadows to stab and slice the unwary. They often attack in swarms.

AC 2 [17], **HD** 1/2*** [2hp], **Att** 4 x blades (1d4 + poison) or 1 x raptor's leap, **THACO** 20 [-1], **MV** 150' (50'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 9, **AL** Chaotic, **XP** 8, **NA** 1d4+2 (3d4), **TT** C

- **AMBUSER** If the Unborn Assassin manages to surprise a target, it gains a +4 bonus to-hit and inflicts double damage.
- **RAPTOR'S LEAP** If the Unborn Assassin jumps at least 15 feet as part of its movement, it can then use this action to land on a target. The target must succeed on a **save versus wands** or the Unborn Assassin will hold fast to the target with its clawed feet. It will hit automatically with all of its attacks in consecutive rounds until the target manages to succeed on the saving throw or the Unborn Assassin is destroyed.
- **JUMP** The Unborn Assassin can jump up to 15' high and 20' horizontally.
- **KEEN SENSES** Only surprised on a 1.
- **POISON** Causes victims to become horribly sick for 1d6+3 rounds (**save versus poison**): no physical activity possible except half speed movement. If the saving throw fails by 5 or more, the target is instead paralysed for 1d6 turns and unconscious while poisoned in this way.
- **SPIDER CLIMB** The Unborn Assassin can climb any surface, including upside down on ceilings, at its normal movement rate.
- **SURPRISE** On a 1-4, due to stealth.
- **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**).



DESCRIPTION

A small creature resembling the skeleton of a human infant with four spidery forelimbs ending in razor-sharp blades peers at you from empty eye sockets. It stands poised on feet that are reminiscent of raptor's claws. Its head is cocked to one side as if it is pondering or hears something in the distance. Despite its mute and fleshless expression you sense a keen, vicious cunning animates this frail creature. [REFEREE'S NOTE: The being is incapable of speech.]

TACTICS

These creatures are cunning, stealthy pack hunters. They will never attack individually. If the party spots one, rest assured more will be lurking about. They will be reluctant to attack unless they outnumber their prey three to one. Unless they are able to ambush a target during moments of particular vulnerability, such as using the latrine or standing watch alone. They will seek to swarm prey, leaping on them and holding fast with their clawed feet. Once so attached they will furiously stab their targets with their envenomed blades.

LORE

The Unborn Assassin are a form of undead that are actually birthed from the fetid, unholy womb of a Blood Witch. Although these monsters call a Blood Witch mother, none can truly say what species fathers them or if there is some form a peculiar alchemy or sorcery that causes them to develop as they do.

They are named Unborn as they are born undead from the womb of a Blood Witch. These fiends are incredibly nimble, swift and stealthy. They can leap great distances without effort and climb like a spider. Their bladed limbs are envenomed, the toxin greatly pains and debilitates victims (some may even lose consciousness).

ECOLOGY

The Unborn Assassin is undead and has no mortal needs. It doesn't breathe, eat, drink or sleep. It is relentless and totally loyal to its Blood Witch mother. These creatures will never stray far from her presence. Thanks to their diminutive size and spider-like climbing skills there will be dozens of these creatures nesting in hidden nooks and crannies all around the area occupied by a Blood Witch.

SEEDS

1.) The party happens upon a countryside orphanage in the gloom of an early evening. They hope to spend the night and rest their road-weary bones. But, when they knock on the door, it swings wide and an eerie, darkened silence welcomes them. [REFEREE'S NOTE: Unbeknownst to the party, a Blood Witch

has set upon this orphanage a few days ago. The Blood Witch has secreted herself in the basement where she has been slowly draining the blood from the children. The Blood Witch may or may not make her presence known to the party.

Regardless, the entire building and surrounding grounds are infested with Unborn Assassins that consider the party a threat to their mother and will attack almost immediately. These monsters are quite intelligent and will use terrain and tactics to their benefit. If their numbers allow, they will try to swarm the party. Allocate at least two or three of the monsters per party member. If things go poorly for the undead, they will retreat and regroup. They will use stealth and ambush to their advantage whenever possible.]

2.) The party finds an abandoned tower set amongst a grove of twisted, ancient trees. An eerie wind blows and a wolf howls in the distance. Night is approaching and this seems a good place to set up camp for the night. The party enters and is greeted by a cloying musty smell. Before any significant trepidation can set in, there is a loud cracking boom of thunder and a flash of lightning that shakes the tower. Soon afterwards a torrential downpour begins. Leaving the tower at this point seems like a bad idea. And, once a campfire is kindled, the old tower becomes quite a cozy refuge from the raging storm. [REFEREE'S NOTE: Once the party begins to rest, a swarm of Unborn Assassins will attack. Several will target the watcher at once. A few others will target the sleepers (at least two per sleeper). If significantly injured, they will retreat. If the party flees the tower, they will not pursue.]

LOOT

A 1 in 6 chance of some macabre, crude children's toy made from various bits of rotten carcasses. The scything blades of an Unborn Assassin may be re-hafted and will retain their Poison trait indefinitely, making them quite valuable to the right sort of buyer. [REFEREE'S NOTE: A Thieves or Assassins Guild would likely pay good coin for such blades. But the PCs would likely need to have a contact within the organization before any deals could be made.]

URGHUL

Malevolent shapeshifting demons. They are cunning manipulators that infiltrate a group through impersonation. Once the demon achieves the trust of the group they will eliminate them, usually one by one. They will often disguise themselves as those they slay.

AC 6 [13], **HD** 5+1**** [23hp], **Att** 1 x bite (1d8 + poison), 1 x fist (1d10), 1 x pincer (1d12) or 1 x acid spray (5d6), **THACO** 14 [+5], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Chaotic, **XP** 925, **NA** 1 (1d3), **TT** S

- **ACID SPRAY** 30' long cone of acid. **Save versus breath** for half damage.
- **GRAB AND BITE** If either the fist or pincer attack is successful, the Urganul gains an additional bite attack.
- **IMMUNITY** Cannot be blinded, deafened or poisoned.
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magical attacks.
- **POISON** On a successful bite attack, the target must **Save versus poison** or suffer a crippling exhaustion for 2d6 turns. -4 penalty to attack rolls and AC. Movement is halved.
- **RESISTANCES** Only takes half damage from cold, fire and lightning (including magic).
- **SHAPECHANGER** As the Polymorph Self spell (at will). May imitate specific individuals.
- **TELEPATHY** May communicate mentally within 60'. Those contacted are not compelled to communicate, but the Urganul will have an empathic sense of their thoughts regardless.



DESCRIPTION

A large, hunched and heavily muscled demonic thing. It looms in the near distance, about twice the height of a large man but much more broad. It appears to have no eyes, ears or nose. The only facial feature it possesses is a vicious-looking mouth festooned with the jagged, feral teeth of a carnivore. It stands upon short, goatish legs. One of its arms ends in a wicked-looking crab-like claw. The other arm ends in an immense, grasping hand.

A moment later, the beast is no longer there and the horrific vision has instead been replaced by a harmless looking person. [REFEREE'S NOTE: The monster is attempting to trick the party by assuming a less threatening form. Perhaps it will disguise itself as a child with a vacant and traumatized stare or a voluptuous damsel lost and alone. Regardless of its disguise, it is a dangerous foe.]

TACTICS

The creature is sadistic and vile, but it is not stupid. It will attempt to disguise its true nature and gain the trust of the party. Once it has infiltrated the party it will seek to eliminate them one by one. The Urghul may even impersonate a member of the party to sow discord or simply to replace someone it has slain. [REFEREE'S NOTE: It may be fun to have a player roleplay the Urghul in disguise. Possibly have a note ready to discreetly pass to the player.]

LORE

These creatures are demons known as Urghuls. They are murderous shapechangers that will attempt to trick folk into accepting them into their homes or groups. Once they have achieved the trust of their victims, they will attempt to separate them from the rest of the group and discreetly kill them.

The Urghul are cunning and formidable opponents. Their ability to shapechange is only one of their varied tricks. They have a debilitating, poisonous bite. They can spit a stream of acid as well. Additionally, they are ferociously strong and their flesh is highly resistant to damage from mundane weapons. Further, they retain all of these capabilities no matter what form they take.

The Urghul will usually attempt to grapple a foe and then inflict a poisonous bite. Once the victim is weakened by the poison of the bite, the Urghul will repeatedly bite the victim in a frenzy until either the victim or the Urghul is slain.

ECOLOGY

Urghuls are supernatural creatures with vastly different biological functions from normal, mortal folk. They do not require any form of food or drink, but revel in the consumption of flesh. They also do not

require rest, although they often feign sleep to aid their disguise. Furthermore, they do not need to breathe. Additionally, their weird demon-flesh is entirely immune to toxins of any sort and does not age. Urghul can be encountered anywhere in the Multiverse but are native to one of the many hell planes. The deceptive ambush tactics facilitated by an Urghul's natural shape changing power are further augmented by their nomadic nature. That is to say, they do not build lairs and are always hunting. And they tend to update their residence with each new face they wear.

SEEDS

1.) The party has come upon a ruined cabin in the woods. Amongst the ruins they find several bodies and one small traumatized child that had been hiding during their search. The child does not speak but will immediately cling to the most likely character to be sympathetic to a poor, recently orphaned waif. The child is an Urghul and will bide its time until the character it has targeted goes on watch. The Urghul in disguise will sit with the character throughout the watch. At some point the disguised Urghul will bite them in an attempt to poison them. If the character resists the poison, the orphan will continue to bite again and again. If the character attacks the orphan, it may drop its disguise and reveal its true demonic form.

2.) An Urghul has been wreaking havoc in a nearby village. The monstrous creature has been luring children into the forest, eating them, and then assuming their form. It then uses its new identity to infiltrate the homes of the family and murder them. No one in the village truly knows what foulness has crept into their midst, but the village priest suspects vile and unholy sorcery. They do not have much to offer as a reward but are asking the party for help.

LOOT

Urghul are cunning but somewhat dimwitted. They do not tend to accumulate much of a hoard. They are also highly migratory and any obvious weapons or unusual items would complicate the ruse they hope to achieve via their Shapechanger feature.

XOCHIYOTL

These strange beings resemble humanoid insects. They originate from some unknown plane and can be found throughout the Multiverse. They are consummate traders and travelers. Most stories of them involve chance encounters in which the aliens are very eager to barter.

AC 2 [17], **HD** 1+2** [6hp], **Att** 1 x fist (1d4), **THACO** 18 [+1], **MV** 120' (40') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Neutral, **XP** 23, **NA** 1d4+2 (3d4), **TT** C (+ Bag of Holding)

- **JUMP** Can leap up to 30' high and 60' horizontally.
- **MAGICAL POWERS** Each can be used as indicated below:
 - At Will** *Detect Magic, Invisibility, Magic Missile*
 - 3 x Day** *Charm Person, Dimension Door*
 - 1 x Day** *Disintegrate*
- **MAGICAL RESISTANCE** The Xochiyotl gains a +4 bonus to any saving throws versus 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.
- **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION

You hear a low clicking and clattering along with some insect-like buzzing. The sound is much more bass and intricate than that of an average insect. As you focus your attention on the sound you see a rather bizarre creature. It appears to be a cricket or grasshopper wrought in a humanoid shape. It walks on two legs and wears various bits of armor and equipment.

The being stands about seven or eight feet tall. It holds its hands open in a gesture of greeting. In a moment or two, a noise like a radio dial being tuned to a station echoes through your mind and you can hear a flat, emotionless voice. The voice follows the clacking, buzzing rhythm of the creature's mouthparts. The voice says "very glad meet you" and "want deal". Not soon after it gestures to a rather large backpack full to bursting with various items. It seems very intent on bartering with you.

TACTICS

Xochiyotl are generally peaceful and will often approach the party in good faith. However if they have their sights set on acquisition of an item and they are refused, they might resort to thievery. Rarely will they resort to violence and tend to retreat from any threats, even ones that are not so formidable. Instead, they will likely return to steal the item or disable the party.

LORE

Many who have met the Xochiyotl consider them to be consummate planar travellers and traders. They are encountered anywhere and everywhere throughout the Multiverse. Whenever encountered they are keenly intent on barter with the individuals they meet.

It is not known for certain how or where these creatures originate. They are generally peaceful, but they are very intent on getting what they want. And, the items they want might be what the party considers junk. Tales of them expressing interest in such things as a cross-eyed maiden's silver ring are not unheard of, however they might also request something more conventionally sought after such as a scroll or magic weapon.

If their offers at barter are rebuffed they will resort to trickery, theft and even force. If possible, they will refrain from killing in pursuit of their acquisition. And if death does accidentally occur they will always offer some sort of recompense whether it be in coin, service, rare items or esoteric lore. The wisest course of action when encountering them inevitably is to make a deal. They are flexible once negotiations have begun and they have a plethora of items from across the Multiverse.

Rumors say they serve an ancient, insectile lich queen, but these have never been corroborated by serious scholars. There are many nicknames that have circulated amongst the realms and planes

regarding these creatures. Some of them include such epithets as Roach Wizards, Swap Hoppers, Wing Dealers, Haggle Flies, Barter Bugs just to name a few.

ECOLOGY

These monsters can be encountered anywhere throughout the Multiverse. None have ever seen their home plane and returned to tell the tale. In some rare cases though, the beings have chatted with amicable adventurers and described their home as something akin to a demiplane near Limbo that is essentially an immeasurable hive. Their society is what one might expect from highly evolved sapient ants or bees, it is very structured and specialized. These beings are sent out to gather information and items that their collective deems useful. Why they gather the things they do, they often do not know.

SEEDS

1.) The party has finished and arduous combat and is dividing their hard earned loot. As soon as they have distributed the shares of trinkets and items, a flash of light in the near distance heralds the arrival of several Xochiyotl. They are keenly interested in one or more items the PCs have just acquired. These items may be entirely mundane or magical. What matters most at this point, is how the party reacts. If they are friendly and try to negotiate with the creatures they may be mollified and accept something else. But if the party reacts violently, they will respond in kind. However, they take great pains to use non-lethal means to acquire their desired treasures.

2.) In a previous encounter with a band of Xochiyotl one of the party's hirelings was accidentally killed. As a result of the unfortunate circumstances of their previous encounter, the beings have returned to the party with offers of atonement. Each member of the party may request a level appropriate magic item and the creatures agree to serve you in one task. [REFEREE'S NOTE: I suggest the Xochiyotl aid the party in a quest. Adventuring alongside an alien species is likely to create many interesting situations.]

LOOT

An individual Xochiyotl will have armor (fitted for them). They will also have ornate goggles which allow Truesight out to 120 ft, unfortunately these are also suited for their faces. All will also have a headband that allows telepathic communication. Additionally, all of their Magical Powers might be attributed to some sort of item at your discretion.

Beyond their personal gear, all Xochiyotl will have a backpack (Bag Of Holding) brimming with items they have collected from throughout the Multiverse. Some will be mundane and some will be magical.

APPENDIX:

MONSTERS BY

HIT DICE

HD1/2 UNBORN ASSASSIN

HD1 XOCHİYOTL

HD3 GLOOM WALKER

HD4 QLAQHDI

HD5 BOOL

GOLGREK

JUGGERNAUT

URGHUL

HD6 ELDRITCH GHOUL

LOGRIVLA

TOOTHSTONE

HD7 GARGAVORAX

HD9 AXIOM INVOKER

HARUSPEX

HAZAKIH

HD17 SWAMP LEVIATHAN

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