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

Published 2021.

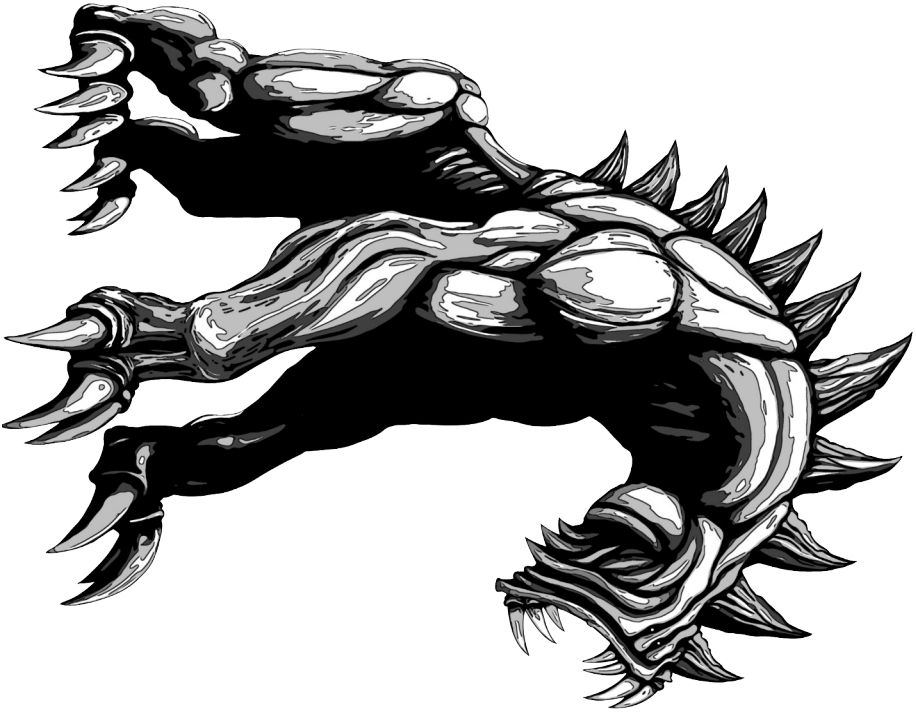
DESIGNED FOR USE WITH OLD-SCHOOL ESSENTIALS

AGROXITH

Massive predators from a shadowy plane with an alien, somehow ursine aspect. Do not be deceived by their animalistic appearance, they are not simple beasts. They lurk in the darkened caves and shadowy warrens on the edge of civilization.

AC 5 [14], **HD** 6** [27hp], **Att** 2 x claws (1d8), 1 x bite (1d10) or 1 x spit (blindness), **THACO** 14 [+5], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Chaotic, **XP** 825, **NA** 1 (1), **TT** H

- **AGGRESSIVE** Attack same size or smaller creatures on sight. Pursue until the victims are out of sight.
- **BLINDING SPIT** Range 10'. A hit causes permanent blindness. **Save versus poison**.
- **CLIMBING AND SWIMMING** Excellent climbers and swimmers.
- **GRAB AND BITE** +2 bonus to bite attacks, if a claw hits.
- **HATE THE SUN** -1 to hit in full daylight.
- **HUG** If a victim is hit with both claws in the same round, the Agroxith hugs for an extra 2d8 automatic damage.
- **REGENERATION** A damaged Agroxith gains 1 hit point at the start of each round, as long as it is alive.
- **SENSE OF SMELL** Poor eyesight but keen sense of smell. When hungry will follow a track of blood by scent.
- **SURPRISE** On a 1-3 due to stealth.



DESCRIPTION

A massive bestial creature charges at you from a pool of shadows. It has matte black skin and must have moved with great stealth to get this close. The horrific thing is approximately two and a half to three times the size of a large man. It is clearly not a mundane animal although it does have a somewhat bear-like or ape-like mien to it. However, it also has some reptilian characteristics as well, specifically a bony ridge runs the length of its spine. Its limbs end in thick curling claws. The thing has a broad, angular face. It has numerous deep furrows radiating from a huge and excessively toothsome maw. Multiple sets of tiny, black eyes can be seen gleaming in the deep furrows of its nightmarish face.

TACTICS

These creatures possess a fair degree of cunning but are generally straightforward brutes. However, they will attack from ambush whenever possible. Once in melee they will tear their victims limb from limb with huge teeth and rending claws. If they are outnumbered or encounter a difficult opponent, they will forego melee action in favor of their blinding spittle. This is especially true if they encounter spellcasters or ranged combatants. Once those sorts of targets are neutralized, it will begin its melee attack in earnest.

LORE

These fearsome and brutal predators are known as Agroxith. They are not native to our realm. No one truly knows where the Agroxith originally came from. But, loremasters and sages fervently believe it must be an incredibly frightful place to have spawned such vicious and horrific creatures.

Agroxith are tough and savage monsters but they are mortal and they can be slain. The weird flesh of an Agroxith heals with alarming speed but is vulnerable to mundane weapons. Indeed, even stout-hearted commoners with their wits about them have felled Agroxith. If you should ever encounter any of these creatures, you should avoid melee combat with it at all costs. In fact, one should never let an Agroxith get within ten or fifteen feet as they can spew a gob of blinding sputum. You should be doubly fearful of the Agroxith spittle as the blindness it causes is permanent.

Despite their ungainly looking form, the Agroxith are a fast and agile species. They can run down most humanoid prey with ease. And, they can climb quite well, their stout claws aid them in this. Additionally, they are excellent swimmers. Agroxith tend to have poor eyesight and are dazzled by bright lights. But they have an exceptional sense of smell and are able to follow the scent of blood from considerable distances.

ECOLOGY

Agroxith dwell in the darker places at the edge of the map. The darker and more isolated the location, the better. They are extraplanar in origin but are mortal. They appear to be totally carnivorous. The Agroxith are ferocious and territorial. They seem to be solitary and likely only meet others of their own kind for reproductive purposes. Although, this is purely conjecture as they are rare monsters and not enough records exist to determine their methods of procreation. It is quite possible they generate offspring by other less understood methods.

SEEDS

1.) The party finds itself alongside an underground lake in a vast cave under a mountain in one of the least populated areas of the kingdom. A thin mist rises from the surface of the lake. The mist is softly lit by faint rays of light descending through fissures in the roof of the cavern. The whole scene has a slightly peaceful and serene look. Upon closer scrutiny the party can see a tiny island in the middle of the lake. And, when they squint they catch the gleam of gold through the translucent haze. [REFEREE'S NOTE: This cave is the lair of an Agroxith. The loot on the island is bait. The Agroxith will most likely be concealed on the island. It realizes the PCs will probably have to swim and will therefore doff their troublesome armor. When they haul themselves out of the water it will attempt to blind any spellcasters.]

2.) The party is traveling across a wide and rocky plateau. The landscape is bleak and desolate. There is nothing but rocks of varying sizes as far as the eye can see. After some time, the heat of midday becomes oppressive and they spy an outcropping in the middle distance. It looks like it will provide shade through the hottest part of the day. [REFEREE'S NOTE: If they choose to stay here, it might be wise to allow them a peaceful rest before what happens next. It may grant them a bit of false optimism or otherwise encourage them to lower their guard. Regardless of whether they rest or not, they will eventually encounter a merchant wagon.] The wagon is on a precipice at the edge of the plateau. It is parked beneath a large shade tree beside a small river that spills over the cliff face and into the lush forest far below. As the party approaches the wagon, they may be stunned by the breathtaking beauty of the sunset happening upon the horizon of the forest. After their dreary trudge across the barren plateau this idyllic scene is worth savoring a little. [REFEREE'S NOTE: Somehow an Agroxith enters the scene. Perhaps the wagon is abandoned and laden with trade goods, bait in a trap? Perhaps the merchant and his guard greet you in friendship and you share the watch through the night? Either way, the Agroxith eventually emerges from a cave in the rocks below and tries to make a meal of someone.]

LOOT

Agroxith are not simple animals but they have no society or culture. Nor do they use tools. They do not tend to accumulate wealth for their own needs, but are likely to leave a few shiny baubles laying around to attract humanoids.

AHURAZAEL

These weird creatures are known as Ahurazael. They appear to be mobile, sapient fungal colonies from another plane. They exist only to spread their infectious spores. Wherever they infest an environment the veil between our realm and their home grows thin.

AC 7 [13], **HD** 1+2*** [6hp], **Att** 2 x claws (1d6), 1 x bite (1d8 + spores) or 1 x spore cloud, **THACO** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 125, **NA** 1d4+1 (2d6), **TT** None

• **BLINDSIGHT** Can "see" in total darkness; immune to sensory attacks such as blindness or deafness.
• **HIVE MIND** Has a shared awareness with other Ahurazael in a 3 mile radius; if a single Ahurazael is encountered there is a 50 percent chance of 3d4 others arriving within 1d6 rounds.
• **IF KILLED** Explodes creating a 30' radius cloud of spores (see below).
• **INFECTIOUS BITE** Any living being bitten by an Ahurazael must roll a **save vs. poison** or fall victim to the toxic effects of its spores (see below).
• **IMMUNITY** Immune to mind-affecting or mind-reading spells (e.g. *charm, hold, sleep*). Additionally they are immune to poisons.
• **SPORES** Can belch a 15' radius cloud of spores **3 x Day**. The spores spread around corners and sink to the lowest level of an area. Any living creatures in the area must roll a **save vs. poison** or suffer -4 penalty to attack rolls, saving throws and ability score checks. Additionally their movement is halved. After 1d4 rounds victims are allowed an additional saving throw every round to overcome the effect. Anyone poisoned by Ahurazael spores must roll an additional **save vs. poison** one hour after infection. If they fail, they lose consciousness and cannot be awakened. If not treated with a Remove Disease or Remove Curse spell within three days, they will transform into an Ahurazael. The spores will linger in the environment for days and potentially infect other living beings.
• **SURPRISE** On a 1-3 due to stealth.
• **TELEPATHY** May communicate mentally within one mile. Those contacted are not compelled to communicate, but the Ahurazael will have an empathic sense of their thoughts regardless.
• **VULNERABILITY** Ahurazael are exceptionally vulnerable to silver. Silver weapons inflict an additional 1d8 damage per hit.
• **SUNLIGHT HYPERSENSITIVITY** -4 penalty to-hit and saving throws in brightly lit conditions such as sunlight or a Continual Light spell. Ahurazael must **save vs. death** each round they are exposed to direct sunlight.

DESCRIPTION
A tall, horrific being with ashen, mottled slate-gray skin reminiscent of some fungus. It has a frog-like mouth full of jagged teeth but no other facial features. It stands roughly ten feet tall with long, gangly arms ending in clawed hands that nearly brush the ground.

TACTICS
While these creatures are relatively simple brutes, they are not wholly unintelligent. They will attack from stealth and in numbers. They are capable of reason, tactics and even communication (via telepathy). But, their sole goal is the propagation of their bizarre lifeform and the spread of their foetid realm. Rest assured that if one is encountered, there are several more in the vicinity.

LORE
These malignant creatures are known as Ahurazael. They seem demonic, but are in fact sapient, mobile fungal colonies that originate from a nearby dimension. Their mere presence spreads a creeping, fungal decay that poisons everything and everyone it touches, eventually spawning more of their wretched kind. They can exhale a cloud of infectious spores. Their bite is also a potent vector for the spores. And finally, if they are ever killed, their body erupts in a massive explosion of spores.

They are extremely stealthy and seem to exist solely to spread the spores through which they reproduce. Some sages speculate they are part of a larger creature or possibly network of creatures from another plane suffused with some form of necrotic energy. This assertion is buoyed by the creeping eldritch decay that seems to permeate the environments these beings are encountered in. It is almost as if the spores they are made up of slowly erode the barrier between our plane and whatever nightmare realm spawned them.

ECOLOGY
Ahurazaels tend to be encountered in dark and humid environments where fungal life typically thrives. Places such as shadowy, damp forests and dank, subterranean spaces would be ideal. They have no internal organs, their bodies are mobile fungal colonies held together through a form of magic. Their lifespan and nutritive requirements are unknown. They reproduce by infecting victims with a transformative disease wrought by their spores. As the disease progresses, the victims become encased in pods of hardened mucus. A fully-formed Ahurazael will emerge three days later. These same spores will also blight the environment in the nearby vicinity, bringing unnaturally thick clouds, humidity and fungal growth. It is said they originate from another dimension but this remains unconfirmed. They appear to have a vulnerability to silver and sunlight, both of which cause them physical harm. The spores that spawn them will settle into the darkest nooks and crannies of an environment. The spores may linger in the environment for several days, potentially infecting any animal life they encounter.

SEEDS
1.) A distant hamlet at the edge of the kingdom has been unresponsive to communication from the capitol for several weeks now. Rumors abound amongst the peasant folk of witches, demons and undead. All fear that something insidious has taken root in the distant hamlet. A creeping rot that will soon overtake the whole kingdom if not burnt out. A large number of Ahurazael have taken over the

settlement and are in the process of converting the townsfolk into more of their wretched kind. If the party fails to defeat them and win back the town, the loathsome creatures will spread to another town. And then another. Once they have taken three settlements, they will summon the malignant extraplanar entity that birthed them. The countryside surrounding the hamlet will already be blighted upon the party's arrival. The daytime sky will be a perpetual gray from unnaturally thick and low-hanging clouds. Further, no living animals will be seen and vegetation will be increasingly overrun with molds and fungi as the party approaches the center of the infestation.

2.) When exploring an abandoned wizard's tower, the party happens across a chamber with a large, standing mirror. The mirror appears to be placed within the center of a warded circle. A Read Magic spell (or an Intelligence check by a reasonably high level Magic-User) reveals the purpose of the wards and the mirror. It is a dimensional gateway or teleportation device. If the players speak the command word written below the mirror, they may step through to a location on the other side of the mirror. The gateway transports them to a realm overrun with the necrotic spores of the Ahurazael. Upon entering the realm beyond the mirror, the party will find themselves in an indeterminate space of gloomy gray twilight. The space is filled with what appears to be drifting ash, a musty stench and sounds have an oddly muffled quality. However, in the distance they see the unmistakable gleam of gold. Is this the old wizard's hidden hoard? [REFEREE'S NOTE:The strange place is saturated with the spores of Ahurazael[Refer to the Spores feature in the statblock.] Once the party reaches the treasure [TT:G], 1d6 Ahurazael will attempt to ambush them from the gloom. If the party should attempt to flee the mirror, they discover the command word to exit is not the same as the one to enter. The party must spend one round cleaning the spores from the runes within the circle of warding as well as have sufficient illumination to read them. Fortunately the wards keep the Ahurazael at bay to a distance of 10 feet from the mirror. [REFEREE'S NOTE: Remember, the infection from the spores will linger and may further incapacitate.]

LOOT

Nothing on them. In their lair they will usually have some sort of magical item to facilitate dimensional or planar travel (an Amulet of the Planes, etc.). [REFEREE'S NOTE: Although the Ahurazael do not build hoards, it might be a useful and spooky storytelling element to describe empty suits of armor filled with an ashy fungus. Abandoned armor, weapons or other such gear would be left behind once a victim transforms.]

ARCNOG

Arcnogs are thought to be a weird, planar offshoot of goblinoid. They have an affinity for electricity and the innate ability to generate it. Although small, they are fierce and slippery combatants capable of delivering a flurry of electrically-charged blows. Do not be deceived by their diminutive stature.

AC 1 [18], **HD** 1*** [4hp], **Att** 2 x claw (1d3), 2 x tail (1d3), 1 x bite (1d4) or 1 x lightning bolt, **THACO** 19 [+0], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Chaotic, **XP** 19, **NA** 1 (1d4+2), **TT** K

- **CLIMBING** Skilled climbers.
- **IMMUNITY** Immune to electrical attacks.
- **JUMP:** Can leap up to 10' high and 20' horizontally.
- **LIGHTNING BOLT:** 1-in-6 chance per round that an Arcnog can discharge a lighting bolt. The bolt begins at the Arcnog. It is 60' long and 5' wide. The bolt inflicts 6d6 damage. If the bolt hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the Arcnog.
- **NIMBLE ESCAPE:** An Arcnog is so slippery and agile that if it wins Initiative it may divide its movement to move into melee, attack and withdraw before its opponent may counter-attack.
- **SHOCKING TOUCH:** 3-in-6 chance per round that an Arcnog builds up a strong electrical charge that doubles the damage of all of its melee attacks.
- **SURPRISE** On a 1-3 due to stealth.

DESCRIPTION

A diminutive, ugly being with mottled green skin and a huge, nasty-looking mouth full of jagged teeth. It has widely-spaced bulbous orange eyes. It stands about two feet tall and has two long whip-like tails. It appears to have amphibian or reptilian ancestry. It is clad in crude piecemeal armor of copper, silver and gold. Numerous chains, rings and pendants adorn it. Arcs of electricity crawl and flash across the surface of its form.

TACTICS

These creatures rarely attack alone. A common tactic of these creatures is to attack in a group divided into two specific roles. Several of them will engage in melee. They will fight defensively, dodging, weaving, etc. While a few other Arcnogs stay out of the fight attempting to discharge a lightning bolt into the melee. Arcnogs are immune to electricity, so the lightning bolt will not harm their kin.

If forced to fight alone an Arcnog will usually harass from beyond melee range. Once they have a sufficient electrical charge to loose a lightning bolt, they will focus their blast on the largest and most heavily armored target.

LORE

These vicious little creatures are known as Arcnogs. They have a natural ability to generate electricity. Some speculate they are an offshoot of goblins or kobolds that adapted to conditions on another plane and have since migrated back to our realm. This is supported by their use of a heavily accented form of the goblin tongue as their native language.

They gather certain metals for their electrically conductive properties. Copper might suffice but there seems to be a sort of tribal hierarchy that is displayed via the composition of their armor. As such they covet silver and gold to enhance their status as well. They use these metals to fashion armor and ornamentation which aids them in storing their electricity. They can discharge this electricity to surprisingly devastating effect. But, the level of charge fluctuates wildly. At times it is non-existent. At others it is sufficient to lend their melee attacks a powerful zap. And sometimes, the electrical charge builds to such a level they can release a bolt of lightning.

If encountered alone, they are not very bold creatures. But if pressed, they will fight and their electrically charged melee attacks are fast, furious and surprisingly potent. Their long tails can also be employed to slash victims. Arcnogs are skilled climbers and extremely agile. They can leap up to 20 feet distant and 10 feet high from a standing start. They are slippery melee combatants and very adept at evasion.

ECOLOGY

Arcnogs tend to inhabit arid, high altitude environments such as mountain plateaus and vast deserts. The higher and drier the climate, the more they like it. In such places they form semi-nomadic tribes that build ramshackle warrens in rocky formations and caverns. Each tribe is composed of 50 to 300 individuals related through blood. They have a lifespan of roughly 60 years. Although Arcnogs display no external sexual characteristics they are thought to reproduce heterosexually. They lay single eggs all

year round. Young Arcnog mature quickly and are fully grown in just a few months. Evidence found within their warrens seems to indicate a wholly carnivorous diet.

SEEDS

1.) The party has been contracted by a local Alienist's Guild. They are offering a 200gp reward for the recovery of certain journals from an abandoned sanitarium situated on a small, remote island. The journey to the sanitarium will take them a few days from the city. Unknown to the guild or the party, the director of the sanitarium was a bit of a madman himself and had been utilizing captured Arcnogs to fuel experiments in electroshock therapy. For unknown reasons, the guildmaster has decided to continue the work of the abandoned sanitarium's director. Whatever ill fate befell the sanitarium (or the entirety of its staff), no one knows for certain. The incident happened decades ago and most of the folk in the nearest village (on the mainland), although well aware of the strange goings-on that occurred, simply refuse to talk about it. [REFEREE'S NOTE: Some might be willing to meet the party discreetly to reveal information if the price is right.] Nowadays, the entire sanitarium and its surrounding estate is overrun with Arcnogs. They seem to stay on the island which suits the villagers just fine. [REFEREE'S NOTE: The Arcnog are very reluctant to go near the shore. They seem to fear the water affecting their electrical abilities.]

2.) An NPC close to one of the party informs them of a mission to explore and investigate an abandoned fortress in the mountains south of the city. If they can return with solid information on what caused the collapse of the fortress and the surrounding settlement it will help this NPC gain a promotion. The NPC informs the party that until now the site has been under guard and they would be the first to explore the ruin along with salvage rights to anything they find. The NPC then gives an obvious wink and mentions something about claimed taxes being held there once upon a time. [REFEREE'S NOTE: Unknown to all, the place is overrun with Arcnogs the wizard of the fortress accidentally summoned. Like an invasive species they decimated the folk in the area. Since the fall of the fortress over a decade ago, the Arcnogs have been breeding like mad and equipping themselves with gold and silver taken from the treasury of the fortress.]

LOOT

Every Arcnog encountered will have copious amounts of precious metals. Most of these metals will be utilized as light armor such as pauldrons and greaves. They will also likely have several other ornaments such as medallions, rings and oversized buckles. Anything that is large and shiny, but does not impede their agility. Each Arcnog will have at least 150 gp worth of such equipment. When determining treasure from the statblock, double the chances of silver and electrum (but convert some of the electrum to gold). [REFEREE'S NOTE: If you send a group of Arcnogs against your players, remember you can use the precious metal content of their armor to indicate status.]

BOG ROTTER

Strange and rather large goblinoids with peculiar magical abilities and even more peculiar appetites. They have a fondness for fermented flesh and a talent for alchemy. They are capable of manufacturing numerous elixirs wrought from various disgusting substances.

AC 4 [15], **HD** 5*** [22hp], **Att** 1 x fist (1d6), 1 x bite (1d10), **THACO** 15 [+4], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Chaotic, **XP** 650, **NA** 1 (1d3+1), **TT** I,N

• **CHARM** Targets must save versus spells or be charmed: move towards the Bog Rotter (resisting those who try to prevent it); defend the Bog Rotter; obey the Bog Rotter's commands (if understood); unable to cast spells or use magic items; unable to harm the Bog Rotter. A character who saves is unaffected for the rest of the encounter. Killing the Bog Rotter breaks the charm.
• **CLIMBING AND LEAPING** Skilled climbers; can jump up to 20'.
• **KEEN SENSES** Exceptionally keen hearing and sense of smell. Only surprised on a 1.
• **LIGHT SENSITIVITY** -2 to hit in brightly lit areas. Will not willingly go out in sunlight.
• **MAGICAL POWERS** Each can be used as indicated below:

At Will *Darkness, Phantasmal Force, Silence 15' Radius, Ventriloquism*
3 x Day *Sleep, Wall of Stone, Web*
1 x Day *Flesh To Stone, Transmute Rock to Mud*

• **SHAPE STONE AND TREE** The Bog Rotter can magically animate and control the rocks and plants within 60'. It uses this ability to entrap prey. Targets within this area must **save versus paralysis** or suffer a -2 to hit rolls, saving throws and ability checks; additionally their movement is halved. If a victim fails the save by 5 or more the penalties are doubled and they are unable to move. Victims may try to save again every round thereafter, freeing themselves on a success.
• **SPEAK WITH BEASTS AND PLANTS** The Bog Rotter can communicate with beasts and plants.
• **SURPRISE** On a 1-3 due to stealth.
• **TREE STRIDE** The Bog Rotter steps into one tree and exits another within 360'.

DESCRIPTION

A large humanoid lurks in the shadows of a stone circle ringed by immense trees. It is about twice the size of a human. It has a wide toothy mouth, glowing orange eyes and skunkish stripe running from its brows down its back. Its furry body is a motley of tawny orange, black and brown. It resembles a cat, a bear, and a bat in equal measure. Any familiar with goblins might think it some sort of Bugbear. Despite its fearsome mien it beckons a friendly greeting.

TACTICS

Bog Rotters are powerful and vile creatures, but they are mortal and quite cowardly once put in a tight spot. They are also susceptible to bright light, especially sunlight. In full sunlight, they will be nearly blind. If the creatures are separated from their preferred environment, they will lose significant tactical advantage.

LORE

Bog Rotters are evil creatures that dwell in marshy forests and swamps. They prefer places with stones, trees and decay. They are one of the myriad of goblinoid subspecies. Many sages that study them consider them somewhat akin to the Oni, or Ogre Mages, except in their case they are a more advanced, magical sort of Bugbear rather than Ogre. They are highly intelligent, curious and even social. Unfortunately they are also quite sociopathic.

These tricksy monsters love luring unsuspecting innocents into nasty situations. Gourmands of a vile and particular sort, these creatures get their name from their disgusting habit of fermenting their prey. They keep their victims alive buried in stone and earth with only their head and a limb or two exposed. All throughout the imprisonment, they will cultivate bacterial and fungal growths upon the poor soul; breeding all manner of weird and festering corruption in the victim's flesh. Then when the time is right, they will simply bite the infected limb off as easily as a human might eat a grape, savouring the putrescence as if it were a fine wine. If the victims die afterwards, a Bog Rotter does not worry overly much. It is certainly not above eating carrion. However, it prefers the fresher fare and curiously, the companionship of living victims. If the unwilling guests of a Bog Rotter doth protest too much, the monster will simply use its magical powers to charm them or silence them.

In addition to their abominable appetites, these beings are skillful magicians of a particular sort. They can animate stone and tree to imprison their victims. They can charm with a glance and pass through trees as if they were doorways. They can speak with plants and animals as well. They are also very skilled climbers and will often hang upside down from the limbs of trees in a bat-like fashion.

All Bog Rotters are also highly accomplished alchemists. They utilize their keen noses and all manner of vile ingredients to brew their bizarre elixirs. Some unscrupulous folk familiar with the lore of these creatures may seek them out and trade them living captives for magic potions.

ECOLOGY

They require air, food, drink and rest as any mortal creature does. They prefer gloomy, darkened moors and forests. If deprived of their diet of putrescent flesh, they will slowly begin to weaken. They seem to favor a solitary existence and a mated pair has never been documented.

SEEDS

1.) The party happens upon a weird stone circle in a murky swamp. The circle of stones is ringed with huge trees that are heavy with vines and moss. All around is the incessant chatter of insects and the heavy, fetid miasma of rot. As they step within the circle they notice the bodies of people and animals partially merged with the stones. Some of these victims are still alive in various states of delirium. All of them show signs of decay, from brightly colored mushroom blooms to purple-black putrescent limbs swollen to near bursting. [REFEREE'S NOTE: The Bog Rotter is hanging invisibly from the trees overhead, disguised by illusion magic. It will observe the party and assess its chances before attacking.]

2.) The party sees a child running into the forest near a deadly swamp. [REFEREE'S NOTE: Little do the party realize the child is illusionary bait to lure them into a trap. The child is in fact a phantasm conjured by a Bog Rotter. The Bog Rotter will use its Tree Stride ability to stealthily move deeper into the swamp bringing its illusion along with it. Attempting to lure the party deeper into its swamp.]

3.) The party happens across a pleasant little hamlet deep in the hinterlands. Weary from their travels they decide that this might be an acceptable place to rest. The first night of their stay, as they take their libations in the alehouse, a commotion begins to stir in the streets. Upon investigation they find that many of the locals have cornered a hooded man they had spied pouring a mysterious vial into the communal well. [REFEREE'S NOTE: The man has procured some vile concoction from a Bog Rotter and poisoned the well with it. But to what end? I suggest that the cretin intended to sicken several of the folk and then return in a few days as a traveling healer. A healer whose inept ministrations will only exacerbate the situation. And, this is not the first time the well has been poisoned, even now a sickness is breeding amongst the populace. The hooded man intends to sicken as many of the villagers as possible to fulfill some foul accord with a Bog Rotter. Eventually as the town grows weaker and weaker, the Bog Rotter will creep into the town to steal the sickened away. Perhaps the party will follow the fiend and discover its strange garden of torment and rot.]

LOOT

Bog Rotters require very little in the way of material wealth or tools. But they do often maintain a large hoard taken from previous victims. Oftentimes these items will have a sick sort of sentimental value to the abominable creatures. There is also a fairly good chance that any given Bog Rotter has a small stash of potions it has brewed.

CAT FROM SATURN

Strange beings thought to be a feline from a distant plane. They are able to innately traverse the Multiverse. As such, they reach our plane from time to time. They are usually encountered in strange landscapes such as subterranean labyrinths, blasted ruins and verdant jungles.

AC 3 [16] **HD** 4*** [18hp] **Att** 3 x claws (1d6 + poison), 1 x bite (1d10 + poison) **THACO** 16 [+3] **MV** 150' (50') **SV** D10 W11 P12 B13 S14 (4) **ML** 7 **AL** Chaotic **XP** 225 **NA** 1 (1d4) **TT** L

• **AMBUSHER** If the Cat From Saturn manages to surprise a target, it gains a +4 bonus to-hit and inflicts double damage.
• **CLIMBING AND LEAPING** Skilled climbers (even upside down); can jump up to 30'.
• **DISPLACEMENT** 3-in-6 chance per round of appearing 3' from its actual location: temporarily gains a +2 AC and saving throw bonus when this ability is active.
• **HYPNOTIC DISPLAY** Targets within 10' that see psychedelic light display of a Cat From Saturn must **save vs. spells** or be stunned for one round. Targets may attempt to avert their vision but will suffer a -4 to-hit; while the Cat From Saturn gains a +2 bonus to-hit.
• **IMMUNITY** Totally immune to cold, energy drain and poison.
• **MAGICAL POWERS** Each can be used as indicated below:

At Will *Dimension Door, Phantasmal Force, Ventriloquism*

1 x Day *Feeblemind*

• **MAGIC RESISTANCE** The Cat From Saturn has a +2 bonus versus any magical effects or attacks. If the description stipulates save for half on a success, the Cat From Saturn instead suffers no effect.
• **PLANE SHIFT** The Cat From Saturn may shift to any location within the Multiverse or to its home dimension. **3 x Day**.
• **POISON** Causes victims to become horribly sick for 1d6 turns **(save versus poison)**: no physical activity possible except half speed movement. Those that fail their saving throw by five or more are instead rendered unconscious. Poisoning from a claw attack cannot cause unconsciousness.
• **SURPRISE** On a 1-3, due to stealth.
• **TELEPATHY** May communicate mentally within 120'. Those contacted are not compelled to communicate, but the Cat From Saturn will have an empathic sense of their thoughts regardless.
• **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.

DESCRIPTION

You see a creature roughly the size of a large bear with a somewhat feline aspect. The thing possesses numerous gross and abominable deformations that mark it clearly as an eldritch horror of some sort. Its six-limbed body scintillates in a dull glow. It radiates all manner of opalescent, eldritch hues and auras in complex arabesque patterns. The outline of the thing is often vague and indistinct within the preternatural glow it throws off. It seems to shift position unexpectedly as if it were a reflection in a pond and a stone had just been cast into it. The waves of light and color center upon the being's large, waspish eyes wherein the patterns of light and color are replicated with greater frequency and complexity.

The thing's teeth are like savage sabers of gleaming bone easily the length of a man's forearm. Its bottom jaw is split down the middle in a manner somewhat akin to the mandibles of an insect. Moreover, from between its split jaw protrudes a long chitinous, serrated tongue dripping with some sort of strange ichor.

Although wholly monstrous in its appearance, the creature appears to be sapient and will not attack immediately. If spoken to, it may respond telepathically. The mental voice of the creature is also quite feline and will contain various hissing or purring qualities depending on its emotional state.

TACTICS

Being felines, Cats From Saturn will tend towards the role of an ambush predator and will often toy with their prey. When playing them against your players, keep in mind they are quite mobile (they can cast Dimension Door at will and climb any surface) and quite stealthy (but their light display often betrays their presence). They are intelligent but tend to operate more on instinct than rationale and so will not show any preference for harder or softer targets.

LORE

It is said that these strange beings are another form of cat from a distant plane. And that they are able to traverse the Multiverse naturally at will. As such, they reach our plane from time to time. They usually do not involve themselves in the matters of civilized folk but when they are encountered, it is often in strange landscapes such as subterranean labyrinths, blasted ruins, forgotten temples and verdant jungles.

These creatures display a strong hatred for all felines native to our plane. They will harass, intimidate and perhaps attack them on sight. It does not matter the relative scale or threat of the mundane feline, whether it is a mangy grimalkin or a mighty lion. A Cat From Saturn will find it incredibly difficult to resist a confrontation with any normal feline.

Cats From Saturn are extradimensional beings with weird eldritch flesh and bone, as such the physical laws of our realm affect them differently. First of all, light is warped in their immediate vicinity creating the glowing, scintillating aura that surrounds them. They also shift in and out of our Material plane intermittently because they have a sort of dual presence on the Ethereal plane (as if they have a foot in each plane at all times). This state of existence allows them to teleport within their line of sight and

shift to other planes as well. Lastly, this peculiar state of existence grants them a sort of localized gravity, this allows them to climb at full speed regardless of the surface (even upside down).

The strange ichor that drips from their fearsome maw is quite poisonous and capable of inducing unconsciousness in some folk. The beast's claws are poisoned too, although it is not quite so potent (likely just the remnant spittle from grooming).

They are somewhat simple beings though and chiefly concerned with grooming, hunting, lounging and play.

ECOLOGY

Cats From Saturn are rare and enigmatic beings. There is scant lore available for scholars to pontificate upon regarding them. It is assumed they are carnivorous due to their teeth and predatory hunting style. Their method of reproduction and lifespan is unknown. Little is known about the homeworld of these creatures. It is assumed to be a very hostile and alien place to give rise to such beings. Especially when one considers they have evolved the ability to entirely leave it at will.

SEEDS

1.) A Cat From Saturn has targeted an NPC's personal menagerie of felines for an ongoing campaign of harassment. Some of the larger cats (including a prized Warp Beast) have been slain already. The PCs have been contracted to sort out the problem. [REFEREE'S NOTE: How did the Cat From Saturn happen across the menagerie? Perhaps the NPC is an aspiring occultist of some sort that stumbled across a tome and meddled with forces they did not understand (and in doing so attracted the Cat From Saturn)? Perhaps the NPC is a competent Magic-User with a rival that has sent the Cat From Saturn against him?]

2.) The party has caught the attention of a Cat From Saturn. It has been toying with them for quite some time. It will teleport into the middle of their campsite to terrify the horses and whoever is on watch. Then it will snatch up a backpack and teleport away. Once the sun rises the party discovers the stolen pack not too far away but absent of all provisions. As the party journeys on, they begin to realize their supplies are running low due to the strange creature's antics.

LOOT

All Cats From Saturn will have a few superbly carved, multifaceted gems it uses as toys. These gems are often only semi-precious and large, approximately the same size as a human head. [REFEREE'S NOTE: Instead of gems, you might substitute complex balls metal lattice. If you are feeling a little silly, you might also include a variety of boxes or similar containers.]

EREWAEYL

Eldritch horrors from some weird hell dimension. They look bat-like and have similar senses. They are hulking things able to carry creatures as large as horses aloft. Their most potent attack is a sort of sonic breath weapon somewhat akin to a Horn of Blasting.

AC 6 [13], **HD** 5**** [22hp], **Att** 2 x claw (1d6), 1 x bite (1d8) or 1 x sonic blast (see below), **THACO** 15 [+4], **MV** 90' (30') / 240' (80') flying, **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Chaotic, **XP** 675, **NA** 1 (1d6 + 1), **TT** None

• **ECHOLOCATION** Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence.
• **GRAB AND BITE** +2 bonus to bite attacks, if a claw hits.
• **MUNDANE DAMAGE IMMUNITY** Can only be harmed by magical attacks.
• **SONIC BLAST** The Erewaeyl has a 2 in 6 chance per round of loosing a strange, discordant warbling wail. The bizarre sonic attack knocks targets off their feet and ravages the environment like a hurricane. Range 100' long cone (20' wide at the end). Inflicts 5d6 damage and the victims must **save versus spell** or be stunned for 1d4 rounds. The sonic blast will also damage the environment in a matter similar to a Horn of Blasting.
• **SURPRISE** On a 1-4 due to stealth.
• **SWOOP** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).

DESCRIPTION

You hear low and warbling sound. It seems to be quite distant at first but in mere moments it is a roaring cacophony of discordant bass tones. The jelly in your eyes quivers and your organs recoil at a mostly subsonic blast of infrasound. In the next moment you're knocked off your feet and feel somewhat pulped internally.

As you lay there dazed a massive bat-like creature roughly the size of a bear or an ogre descends from the night blackened sky. It has hands with long claws on each wing. Additionally it appears to have similar claws on its prehensile feet. But what is most disturbing is the face of the creature. It seems to have none besides a fanged maw that resembles a clenched fist of claws or more rightly a bear trap of serrated bone.

TACTICS

Erewaeyl always prefer to attack by stealth and from a distance with their sonic blast. Once they have stunned a target they will attempt to carry it away to some nearby aerie to devour it. These creatures are reasonably intelligent, at least as intelligent as an average human. As such, they will make ample use of the terrain and may even construct basic traps.

LORE

These horrific creatures are known as Erewaeyl. They are named for their particular wailing warble. They are extradimensional in origin and extraordinarily dangerous. Their sonic attack is rather mystifying to many as the most destructive component of it is mostly silent, or more correctly subsonic. The attack is something akin to a high volume discordant bass tone that can rip solid matter apart. Sages have likened the Erewaeyl's warble to a Horn of Blasting in effect. However the Erewaeyl's attack is much more powerful.

Erewaeyl are definitely not mundane beasts. Much of their physiology points to an eldritch, otherworldly origin. Chiefly, they seem to perceive their environment in a similar manner as the echolocation of bats. Sages speculate this to be their primary sense. Erewaeyl lack any sort of visual receptors whatsoever. As such they are entirely "blinded" by magical silence. It should be noted however, that the Erewaeyl are constantly emitting subsonic vocalizations from a unique organ in their torso (adjacent their lungs) which they use to perceive their environment. As such, they need not open their yawning maw and bellow to make use of this echolocation sense.

The bite and claw attacks of the Erewaeyl are quite dangerous as well. If the Erewaeyl manages to catch its prey by surprise it can usually sweep in and drag it aloft for a more private and somewhat messy encounter. They are also quite stealthy, at least while in flight. Many sages speculate the ability of the

Erewaeyl to create sound might enable it to generate a field of white noise that can mask the sound of its approach.

ECOLOGY

The Erewaeyl are eldritch abominations from another plane. They are highly adaptable and reasonably intelligent. They can be encountered in a variety of terrains but will tend to prefer environments that allow them their advantage of flight. Their weird physiology makes them immune to all mundane damage. Evidence in their lairs suggests they are carnivorous and feed in a similar manner to owls.

SEEDS

1.) The wild and pained bleating of a massive herbivore throws the party's rest into chaos. Moments later a gigantic elk plummets from the night sky. It lies there just on the edge of the firelight. Broken. Panting. Wheezing. The pitiful thing is in agony. [REFEREE'S NOTE: As the party investigates, describe a massive bat-like silhouette wheeling overhead. The moon is bright and at its back. The silvery light is a bit dazzling and makes it hard to see any details beyond its silhouette. A weird low warbling sound begins to fill the vicinity of the camp. Perceptive characters might notice the rustle of leaves, cracks of twigs, rattle of stones, etc. In 1d4 rounds, the Erewaeyl will hit the camp with a sonic blast. After the blast it will land in the camp to secure the giant elk. If the party does not interfere it will leave them alone for the time being.]

2.) The party happens across an abandoned tower. The structure has been all but gutted from decay but somehow, something of a roof persists atop the crumbling edifice. Although it is quite ramshackle, it would probably provide adequate shelter for the night. [REFEREE'S NOTE: The old tower is the occasional dining area and roost of an Erewaeyl. In fact, the little bit of roof the place possesses was put there by the horrific thing. Consider allowing the party some clues about the occasional occupant. Something along the lines of broken armor and weapons. Skulls. Weird, desiccated lumps of bone and hair (like giant owl pellets). Let them get a whiff of the danger the place might hold and then reveal something shiny in the debris. Perhaps the Erewaeyl slaughtered a merchant caravan decades ago and beneath the dust and muck a fair bit of treasure awaits them. You may even allow them to organize an excavation of sorts to get at the riches buried in the tower. But, at some point the Erewaeyl must return to find them rummaging about in its hideaway.]

LOOT

Erewaeyl are highly intelligent but have no interest in amassing a hoard of any sort. Any treasure found in their lair is likely to be shiny baubles of little true value. And these items were likely left as bait, acquired from dead adventurers or merchants left behind after they were eaten.

GOTHNAR

Monstrous, horrific brutes from another world. At some point in the recent past they entered our realm and have since spread like a plague. The supernatural vigor of their flesh and their monstrous rage has allowed them to spread unchecked in several wilderness areas.

AC 2 [17], **HD** 6+3* [30hp], **Att** 1 x claws (1d6), 1 x stab (1d10), 1 x bite (1d12), **THACO** 13 [+6], **MV** 150' (50'), **SV** D8 W9 P10 B10 S12 (6), **ML** 11, AL Chaotic, **XP** 650, **NA** 1d3 (1d6), **TT** E

• **AGGRESSIVE** Attack same size or smaller creatures on sight. Pursue until the victims are out of sight.
• **FIRE AND ACID** Cannot regenerate damage from these sources. The only way to permanently kill a Gothnar.
• **GRAB AND STAB** If the Gothnar scores a hit with a claw, its other melee attacks that round gain a +2 bonus to hit.
• **IMPALE** If the Gothnar makes a stab attack and scores a hit that exceeds its target number by 4 or is a natural 20, the attack inflicts an additional 2d10 damage.
• **KEEN SENSES** Only surprised on a 1.
• **REGENERATION** 3 rounds after being damaged, start regaining 3hp per round. Severed limbs reattach.
• **RETURN FROM DEATH** If killed (0hp), will regenerate and fight again in 2d6 rounds.
• **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.

DESCRIPTION
A huge, horrific thing charges at you. It looks to be roughly twice the size of a large human. Its flesh is an unwholesome motley of orange and purple. One of its arms is twisted into a gnarly, barbed crab-like pincer, it appears to be a natural weapon. Numerous horn-like growths emerge from its limbs, these appear to be secondary weapons as well as armor. The thing bellows a terrifying roar from its gaping fang-filled maw as it rushes at you. As it closes, you see it has four beady, glowing eyes but no ears or nose.

It will not communicate.

TACTICS
Gothnar are not mindless brutes. Their reasoning ability is roughly equivalent to an intelligent ape or young child. They may coordinate with their fellows to attack a single opponent, but are not likely to use terrain to their advantage. Additionally, they will not recognize the value of attacking spellcasters first.

LORE
These weird creatures are known as Gothnar. They are said to have grown from huge orange maggots that swarmed from a falling star in the middle of a field. As the story goes, the local folk went to inspect and found a shallow crater carved into the soft earth. They described a black, stinking rock from which the orange grubs swarmed. Each grub was easily as long as a human hand. The horrified folk immediately went to fetch oil and fire to burn the abominations, but alas the things had wriggled deeper into the earth. Over the next fortnight, much livestock and several people were found stripped of flesh. At first the dead were found in the field and forest, but not long after they were found in their beds. Soon the villagers fled their homes in a panic, fleeing to the capital and sharing their wild tale. Eventually the local lord dispatched soldiers to investigate the situation. When the forces arrived they encountered fully-grown Gothnar and were slaughtered nearly to a man. The few survivors that escaped told the tale. Now the Gothnar are spreading into other regions of the continent.

The Gothnar are as strong as some giants and they can regenerate. They are brutal melee fighters with devastating attacks and tough hides. Their gnarly, spiked pike of an arm can be particularly dangerous as well as their bite. It would be wise to avoid close quarters fighting with them.

Gothnar possess exceptional senses and are very difficult to surprise. This is perplexing as their only visible sense organs are their eyes. And, the four glowing eyes of a Gothnar can penetrate any darkness, magical or otherwise. Additionally, they can detect magic, illusion, invisibility and polymorph on sight.

ECOLOGY
Gothnar are mortal creatures, but they are difficult to slay. Their tough, gnarly hides can regenerate from injury at an incredible rate. And, if ever slain, they will return from death if not burned or dissolved with acid. They can completely recover from the most grievous of injuries, even decapitation and dismemberment. But the price for such an intense metabolism is high and the Gothnar are constantly hungry. The Gothnar reproduce asexually by vomiting their larva onto carrion. Given sufficient nourishment, an immature Gothnar can reach full size in a little less than one month. They must breathe

and are vulnerable to poisons. It is not known if a lack of air will truly kill them or if they might just lapse into hibernation. And, a poison is likely to only debilitate them.

SEEDS

1.) The party comes across a large, long oblong furrow plowed into a field. Upon investigation, they realize it is a fairly deep crater, approximately twice the height of a man. The air reeks of burnt metal and death. As you peer into the shadowy depths, you see several raw human skeletons. And wriggling amongst the cadavers are huge orange and purple maggots. The disgusting things are about as long as a human arm and twice as thick. They are stripping the meat and gristle from the poor fools that fell into the pit. [REFEREE'S NOTE: For convenience, treat them as 2d4 Giant Centipedes that regenerate 3 HP per round. In 1d4 rounds the young Gothnar will attack. And, there is a 1-in-6 chance per round that 1d6 mature Gothnar arrive.]

2.) The PCs have been recruited to help defend the countryside from an infestation of Gothnar. The pay is good but the work is hard. [REFEREE'S NOTE: I suggest paying the PCs 600gp per month. And, if the party lacks magical weapons, you might see fit to have them issued such things as Flaming Swords, Wands of Fireball, etc. If you are not feeling so generous, then perhaps trebuchets of flaming pitch and vials of acid are more appropriate. Either way, the party should be aware of the threat they face and be somewhat prepared. Possibly issue Healing Potions as well?] The grueling task is made worse by the incompetent field commander they have been placed under. The fool has of late reached new levels of stupidity and is repeatedly sending his forces into the thick of it with minimal supplies [REFEREE'S NOTE: Possibly they were issued bad Healing Potions?] or support. [REFEREE'S NOTE: In 1d4 days, the body of the field commander is discovered in a well behind a brothel. The field commander the party is currently serving under is actually a Doppleganger placed in their midst by some vile eschatonic cult. The cult has been pulling meteorites carrying the Gothnar larva from the heavens via blasphemous rites. How will the party deal with the knowledge that their commander is not who he appears to be. Further, how will they deal with the threat of a Doppleganger and the Gothnar.]

LOOT

Despite their crude minds, Gothnar do have a predilection to build treasure hoards. Why they do so is a matter of considerable speculation. Some sages suggest it is for use as bait. Others suggest that Gothnar are merely the footsoldiers of an invading army and they are building supplies for another wave of alien invaders.

KARGADON

Kargadon are large, humanoid rhinos with a barbaric culture. They are driven to conquer neighboring territories and expand the dominion of their sovereign. They are notoriously savage warriors capable of striking fear into the hearts of even giants.

AC 3 [16], **HD** 8** [36hp], **Att** 1 x weapon (2d8) or 1 x horn (2d6), **THACO** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (8), **ML** 11, **AL** Neutral, **XP** 1750, **NA** 1d3+1 (1d6+1), **TT** E + 5000gp

- **CHARGE** 2-in-4 chance of charging each round. Targets all in a straight line out to 20 yards. Make a horn attack on all in the path: inflicts double damage.
- **HATE HILL GIANTS AND OGRES** Always attack.
- **MUNDANE DAMAGE IMMUNITY** Only harmed by magic.
- **TRAMPLE** 3-in-4 chance of trampling each round. +4 to-hit human-sized or smaller creatures.

DESCRIPTION
You see a large humanoid figure. It resembles a rhinoceros given man-like form. It easily stands twelve feet tall. It is a powerfully built creature. All of its limbs are as stout as tree trunks with dense muscles and thick bones beneath a tough, scarred hide. It grips a large, vicious-looking, angular sword in one hand. The other looks like an oversized gauntlet somewhat reminiscent of a raptor's claw.

[REFEREE'S NOTE: If the party has their weapons out, the monster will bellow a challenge and clang its sword on its gauntlet. If they make any hostile motions it will charge into them at its next opportunity. If they sheathe their weapons and/or seek to parley, it will speak to them in broken Common. Its attitude is one of assumed superiority. It addresses the party as obviously lesser beings without sounding arrogant.]

TACTICS
These creatures will always attempt a frontal assault. Anything less would be an insult to their pride and likely dishonor their clan as well.

LORE
These creatures are known as Kargadons. They resemble large humanoid rhinos. They are reasonably intelligent but have a barbaric culture. They are obsessed with conquest and honor. Kargadons are intensely proud and govern their actions by a strict code of honor. They wholeheartedly believe they are innately superior to all other sapient life. They are fiercely loyal to their kin and clan, swearing numerous oaths of sacred fealty throughout their lives.

Some scholars believe the Kargadon race is not native to this plane. They posit the Kargadon warbands are the descendants of a more advanced culture that came to our realm and lost a grand battle against the ancient kingdoms of giants that legends speak of. In the aftermath of this great war, the Kargadon have degenerated into semi-nomadic raiders. These scholars believe many of the giants they fought eventually became Hill Giants and Ogres. In other words, the conflict was so great (and prolonged) that it ruined at least two cultures. This legend is not totally unfounded as there is great animosity between the Kargadon and all giants, but especially the Hill Giants and Ogres. A Kargadon will always attack Hill Giants (and Ogres) on sight.

Wherever and whenever a Kargadon clan seeks to establish dominion they rarely hesitate. If the territory is inhabited by other folk, they will dispatch a neutral emissary informing the population of their intent to take their lands. The emissary will convey that the terms are non-negotiable, they may leave or surrender. Those that remain and resist will be slain. Those that surrender will be taken as chattel.

ECOLOGY
Kargadons are mortal creatures. They eat, drink, sleep and breed just like most other flesh and blood beings. However, their flesh is exceptionally dense, some might say supernaturally so. This dense flesh grants them a resistance to injury that never occurs amongst mundane folk. The Kargadons seem to reproduce slowly, although not as slowly as the Elves and Dwarves. Luckily for them, they are a hardy

folk else their proclivity for violence and stubborn pride would have long since rendered them extinct on our plane. Kargadons seem to be primarily carnivorous, very unlike the mundane animals they so closely resemble. The structure of Kargadon society is based upon family loyalty, then clan loyalty, then warband loyalty and finally a sort of king. Although the kingship is never hereditary. It is acquired by the votes of the warbands beneath him and based upon his merit as a leader and warrior.

SEEDS

1.) The party has gotten word of a Dwarven enclave that is seeking aid to defuse a conflict that has been raging near their mountain fastness. Their emissaries say a Kargadon clan has amassed several warbands and are attempting to usurp some Orc territory. The Orcs remain indignant and refuse to vacate. The Dwarves are somewhat torn in their response to the situation. While they certainly have no love for the greenskins, many of them feel the Orcs (wretched as they are) would be easier to manage than the Kargadons (better the devil you know). Others feel that the Kargadons might be better neighbors (at least they have a sense of honor and clan loyalty). Regardless of which side the Dwarves favor, the incessant conflict has made trade and transport of their wares and sundries virtually impossible. They are flush with precious metals, gems and fine metalwork but low on foodstuffs. They are a hardy folk but even they won't last the month without resupply.

2.) A small peninsular kingdom on the southwestern edge of the continent has received notice that a Kargadon warband intends to take their lands. They will have one week to comply with a total evacuation or surrender. Those who resist will be slain and those who surrender will be taken as property. The current king is well aware of the dire threat the Kargadon forces massing at his border represent. But he refuses to abandon his lands and has decided to fight back. A call has gone out across the continent for the mightiest of wizards, warriors and slayers to join his burgeoning mercenary army. Payment will include significant coin, magic items and positions within the noble court should the embattled kingdom survive the coming onslaught.

LOOT

Kargadons are great lovers of wealth and plunder. A significant aspect of their social status depends on their personal hoard. Kargadons are not careless with their loot, but nor do they make any significant effort to secure it. The reason being that thievery is scene as a disgusting insult to one's clan. All thieves in Kargadon society are stripped of any status and forced to beg for food and shelter. They may also ask for exile but they universally consider it a face worse than death.

KORADYN

Primitive, tribal four-armed giants. They are descended from alchemically engineered slaves created to serve the ancient empire of giants.

AC 4 [15], **HD** 9+3*** [43hp], **Att** 2 x fist (2d6), 2 x weapon (2d8), **THACO** 11 [+8], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (9), **ML** 10, **AL** Neutral, **XP** 3000, **NA** 1d3 (1d6), **TT** E+5000gp

• **CLIMBING AND SWIMMING** Skilled climbers and swimmers.
• **GRAB AND STAB** If the Koradyn scores a hit with a fist, its other melee attacks that round gain a +2 bonus to hit.
• **REGENERATION** A damaged Koradyn gains 1 hit point at the start of each round, as long as it is alive.
• **RESISTANCES** Only takes half damage from cold, fire and lightning (including magic).
• **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.

DESCRIPTION
A large and somewhat portly humanoid plods into view. It stands about three times the height of a human, perhaps 16 to 18 feet tall. It appears to be primitive, and possibly even tribal. It is garbed solely in a helmet or mask and a girdle. It has four arms, two of which grip vicious-looking swords.

The creature's eyes are luminescent and flicker as its gaze dances within the depths of its mask. It does not seem immediately hostile and may be open to parley.

TACTICS
Koradyn are fairly simplistic brutes. They can coordinate their attacks to harry a foe and are capable of constructing basic traps. But, they will rarely show any preference for spellcasters versus melee or ranged specialists in an encounter. [REFEREE'S NOTE: It is generally assumed the party will encounter Koradyn in a melee, however this need not always be the case. If the Koradyn engage their foes from a distance they will employ large spears and slings. Their spears cause 1d10 damage and have a maximum range of 180'. Their slings cause 1d8 damage and have a maximum range of 500'.]

LORE
Rumor holds that these creatures, known as Koradyn, are an offshoot of giants. They are close kin to Hill Giants and Ogres. They have managed to preserve a bit of their ancestral culture and a basic level of technology. They can mine ore and forge metals but usually prefer to conduct raids upon weaker races. This often puts them in conflict with their neighbors, but does not always indicate malevolent intent. In fact, some of them have been quite open to trade and cooperation when presented with reasonable terms.

Some tribes of Koradyn living near the sea have also taken to piracy. They build massive catamarans and prowl the dark waters of moonless nights, easily taking most vessels by surprise and overpowering the crew.

They are relatively mundane brutes with little appreciation for the decadence of civilization and its myriad diversions. Their central motivations are the preservation of their clan and the accumulation of wealth. They are selfish and somewhat arrogant but not completely unreasonable.

Sages that have studied them are a bit perplexed by their additional arms. The most learned of these sages suggest that even the strongest races that the ancient giants enslaved were incapable of the feats of strength required to build their vast cities and monuments. This became more evident as their empire waxed into decadence and their testimonies to themselves became ever more grand and soaring.

These sages speculate that this subrace was engineered to be the workmen on the most titanic monuments of the giants. They were made to craft and place the ornate skyscraping minarets as well as dig the deepest labyrinthine basements and tunnels. This might explain the miraculous range and

acuity of their vision as well as their climbing skill. However, they have a surprising lack of creativity, and their technology has never progressed. Perhaps they were built to build, but not to create.

ECOLOGY

These benighted and misbegotten kin of the more noble giants can be found in any climate but they seem to prefer tropical or subtropical climes. And of these balmy climates, islands are the most preferred. Wherever they may roam, they tend to form tribal societies consisting of clans conjoined by marriage. Some who have known them as friends, companions or otherwise claim the creatures hold great gatherings on certain seasonal turnings and make offerings to gods unremembered by the rest of the world.

They are mortal and a bit longer lived than humans. They reproduce heterosexually and form monogamous pair bonds between parents. These unions last at least until the offspring is of juvenile status in their society. Usually the child has taken up some form of apprenticeship and is able to fend for itself by this age. Their societies tend to be hunter-gatherer with a smattering of animal husbandry. As for livestock, they tend to keep larger animals such as wild pigs, oxen and ostriches. They also are skilled fishermen with a fondness for larger varieties of aquatic life.

SEEDS

1.) A group of these creatures has been ravaging a nearby hamlet. Several villagers have been slain in the chaos. The village has made a plea for help to the nearest authorities, but they are several days away. [REFEREE'S NOTE: The Koradyn are bandits recently arrived in the area and are gathering supplies to build themselves a fastness in the wilderness not far from this village.]

2.) The party had been traveling by ship around the coast but in the night a storm overtook them and blew them off course. The storm also damaged much of their rations and water supply. Fortunately, they can see an island in the distance that looks suitable for a resupply. Unfortunately, the island is inhabited by several Koradyn tribes that may not take kindly to wanderers in their land. [REFEREE'S NOTE: How will the Koradyn react to the interlopers? Will they make their presence known immediately or observe them from afar? Will they assist the party or attack them? What might the party be able to offer them in exchange for supplies?]

LOOT

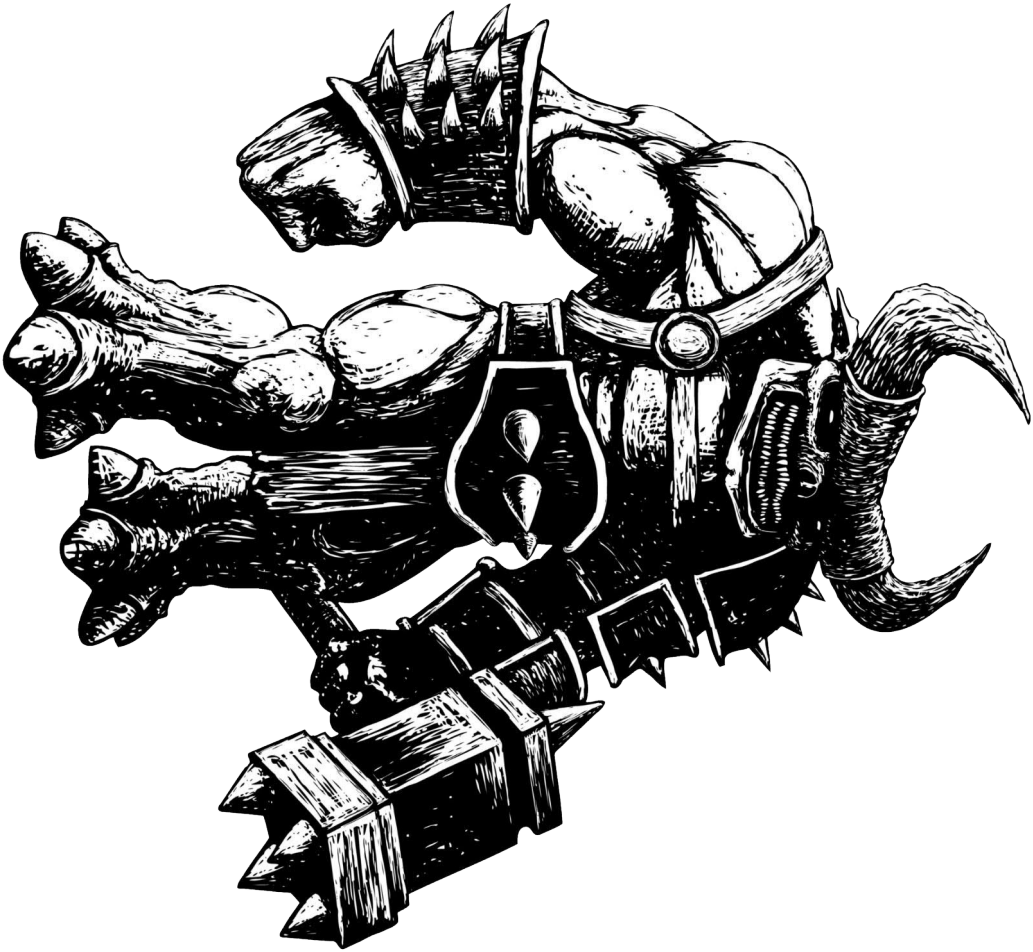
Virtually all Koradyn will have gear similar to what is depicted in the illustration e.g, two melee weapons, basic clothing and a mask or helmet of some sort. [REFEREE'S NOTE: Consider giving the Koradyn some frightening or mysterious looking war masks. In addition to what is indicated in the statblock, it might be fun to include various baubles and trade goods (barrels of wine, casks of ale, bolts of cloth, etc.) such items might have been acquired via shipwrecks or even Koradyn piracy.]

MEZIYAEL

Meziyael are huge demonic brutes that wield gigantic spiked warhammers. They have a devastating affinity for lightning and thunder. They are capable of bringing all the fury of a raging storm against their foes in battle. They are essentially walking siege engines.

AC 4 [15], **HD** 13***** [58hp], **Att** 1 x warhammer (3d12 + thunderclap) or 1 x stomp, **THACO** 10 [+9], **MV** 120′ (40′), **SV** D4 W5 P6 B5 S8 (13), **ML** 10, **AL** Chaotic, **XP** 6100, **NA** 1 (1), **TT** H

• **IMMUNITY** Only harmed by magic. Immune to cold, fire and lightning.
• **LIGHTNING BURST** 1-in-6 chance per round of unleashing a burst of lightning with a 90′ radius. Each creature in the area must make a **save versus breath** or take 8d12 damage. Those that succeed take half that amount and those that fail by five or more are stunned for 1d4 rounds.
• **MAGIC RESISTANCE** +2 to all saving throws vs. magic.
• **MUNDANE DAMAGE IMMUNITY** Only harmed by magical attacks..
• **STOMP** The Meziyael stomps creating a boom of force that sweeps out from it. Each creature of human size or smaller in a 30′ radius must make a **save versus death** or be stunned and deafened for 1d4 rounds. If a target fails by five or more they are also thrown 10' and knocked prone, taking 1d6 damage.
• **TELEPATHY** May communicate mentally within 120′. Those contacted are not compelled to communicate, but the monster will have an empathic sense of their thoughts regardless.
• **THUNDERCLAP** Any target within 10′ of a successful warhammer attack of Meziyael must make a **save versus death** or be stunned and deafened for 1d4 rounds. If a target fails by five or more they are also knocked prone and thrown 10′ from the blast.
• **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.



DESCRIPTION
A huge, horned, demonic thing. It towers over you, easily twenty or more feet in height and very nearly just as wide. The being is garbed minimally in bracers, a weapon harness and a girdle. It grips an immense spiked warhammer in its huge fist. It has an almost comically broad face and a wide maw filled with far too many teeth. Its eyes are intense pinpricks of electric blue in the stygian depths of a craggy brow beneath its large, curving crown of horns. Lightning ripples over the whole of its gigantic body, arcing between its horns and discharging into the ground beneath its enormous elephantine feet.

TACTICS
It will charge into melee and attack the party immediately. Its first attack will usually be a Stomp. The creature will target any obvious spellcasters with its hammer before any others. After spellcasters it will target any stunned or similarly disabled opponents.

LORE
These demons are known as Meziyael. They are powerful combatants with devastating melee and lightning-based attacks. There is very little chance of parlaying with one of these creatures. Although they are reasonably intelligent, they are primarily concerned with slaughter, chaos and destruction. They will only communicate with the most powerful and wicked beings.

They are virtually invulnerable to mundane weapons and greatly warded against spellcraft. There seems to be some strange alchemy within their weird flesh that allows them to generate and store electricity which they can emit at irregular intervals as a devastating burst. They can also discharge this electrical energy through their massive hammer in fearsome blows that send most folk flying several feet and sometimes rendering them temporarily senseless. Additionally, they can stomp their immense feet to achieve a similar but more widespread effect.

Their affinity for electrical attacks makes them entirely immune to any lightning, mundane or magical.

ECOLOGY
They can be encountered anywhere in the Multiverse. But like all of their malignant kind they were excreted from some blasphemous nether realm. As with all such demonic fiends, they are supernatural beings and do not possess a normal physiology, they can subsist with or without such mundane necessities as food, water, air or sleep. These creatures possess no natural life cycle. They do not age, mate or rear offspring.

SEEDS
1.) A Meziyael has been wreaking havoc in a nearby kingdom. It's assumed that the horrific thing was summoned by some potent and malignant magic. Regardless, the kingdom's coffers are wide open to any heroes willing to save them from the horror. [REFEREE'S NOTE: The Meziyael is but one of many infernal creatures that are spilling into the mortal realm from a planar rift in the bowels of an ancient and forgotten temple complex. The temple complex is about a three day ride from the capitol and deep

in the hinterlands. There is no culprit to blame, the stars were simply right. And now the whole of the land will likely fall into ruin unless the party can locate the lost temple and seal the breach.]

2.) The party has gotten word of an apostate priest pursuing some vendetta against his former order. Apparently the rogue priest has made a pact with a greater demon and through it has gained the service of a Meziyael. The outcast priest is thought to be instructing the Meziyael to attack the monasteries and temples of clergy around the kingdom. The priesthood is offering the party substantial coin as well as potent magic items for their battle. [REFEREE'S NOTE: The rebel priest is attempting to bring ruin to the church and dishearten the common folk. And once the faith of the people is in tatters, the apostate's demon lord will rise up to twist the heart of the land towards some new wicked, debauched religion. Unfortunately, the apostate priest is not alone in his efforts to bring ruin and has the assistance of a small but fanatical cabal. Many of the apostate's co-conspirators exist within the nobility and the church itself.]

3.) The dowager empress of a nearby continent has fallen gravely ill. Open warfare has broken out between rival factions within the noble houses eager to usurp the matriarch's crown. Rumors say she lingers in a deep slumber on the verge of death. Many suspect sorcery to be involved. The embattled loyalist faction is recruiting powerful adventurers from across the known world to defend the claim of the rightful heir. [REFEREE'S NOTE: One or more of the rival factions have acquired infernal assistance in their attempted overthrow of the empire. The interests of the demonic forces are chiefly further chaos and death. They expect to destroy the empire and play the rival factions against each other for several generations to come. Meziyaels and other demonic troops will likely appear to assault the loyalist troops on the streets of the capitol. As a further consideration, you might use this as an opportunity to introduce a foreign culture to your players. What customs and practices might they encounter in this strange new land?]

LOOT

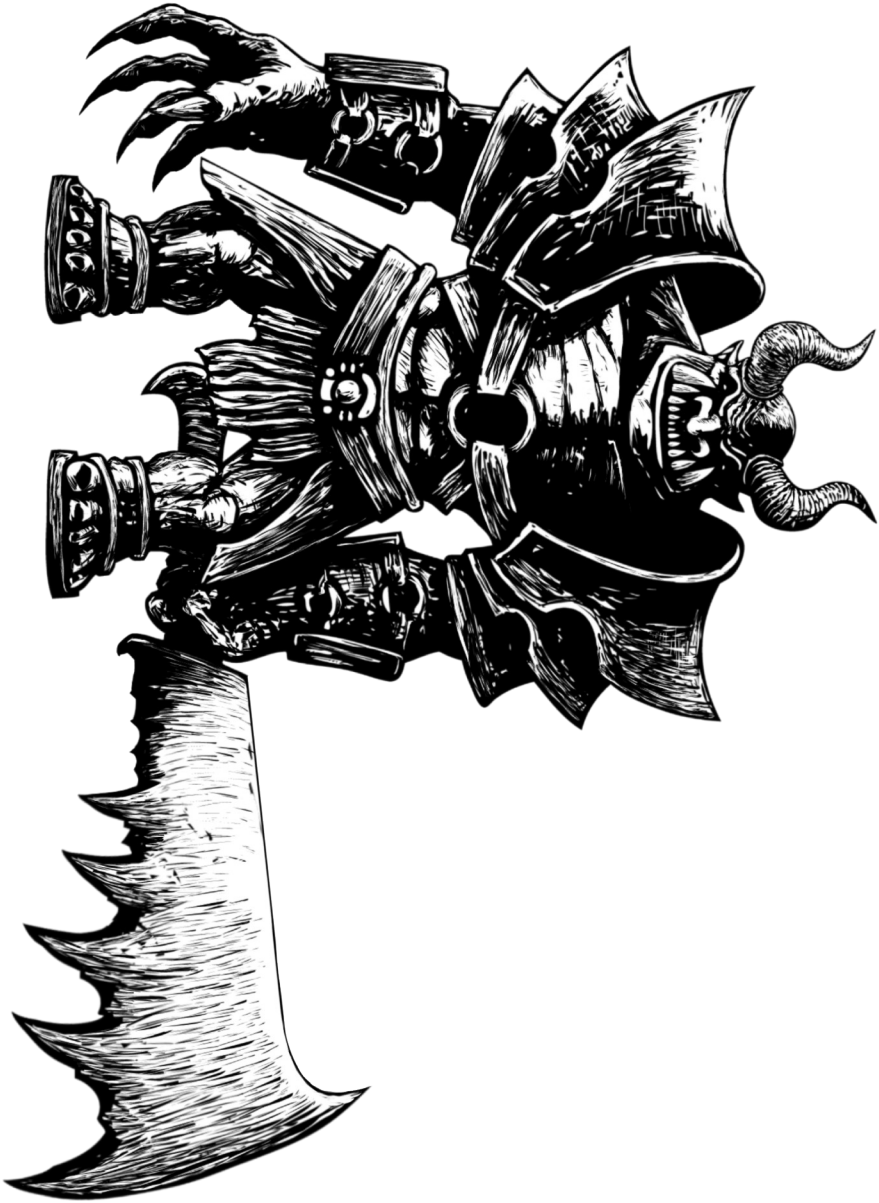
As depicted in the illustration. A huge warhammer, belt, girdle, harness and bracers. [REFEREE'S NOTE: In addition to the treasure indicated in the statblock, the massive hammer of a Meziyael is a potent magical weapon. It is made of some unusually conductive, infernal metal and could probably be sold for at least 3000gp to the right buyer. However, it is going to be difficult to transport.]

OGGRUM

Massive demons that serve the highest bidders. Infernal mercenaries that roam the hells fighting for whatever loathsome faction that can meet their price. They sometimes appear in the mortal realm in the service of an abominable cause. They are powerful and brutal killers with swords that steal souls.

AC 3 [16], **HD** 11+1***** [50hp], **Att** 2 x sword (2d12 + energy drain), **THACO** 10 [+9], **MV** 150' (50'), **SV** D6 W7 P8 B8 S10 (11), **ML** 10, **AL** Chaotic, **XP** 5100, **NA** 1 (1d3), **TT** G

• **BLOOD FRENZY** +4 to-hit any creature that does not have all its hit points.
• **ENERGY DRAIN** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level **(e.g. spells, saving throws, etc.).** A character's XP is reduced to halfway between the former and new levels. The Oggrum is healed by the same amount of hit points lost by its target. A target drained of all levels becomes a Spectre immediately, under the control of the Oggrum that killed them.
• **IMMUNITY** Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep). Also immune to poisons.
• **MUNDANE DAMAGE IMMUNITY** Only harmed by magical attacks.
• **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.
• **SUMMON SPECTRE** 2-in-6 of summoning 1d6 Spectres to do its bidding. The Oggrum may command up to 6 Spectres at a time. It must be in possession of its sword to summon and command the Spectres.
• **TELEPATHY** May communicate mentally within 120'. Those contacted are not compelled to communicate, but the Imhothaeyl will have an empathic sense of their thoughts regardless.



DESCRIPTION

You see a large, brutish humanoid. It appears to be thoroughly demonic. An acrid stench of brimstone and violent death emanates from it. It stands approximately fifteen feet tall and possesses a powerfully muscled physique. It has long, curving horns, somewhat reminiscent of a ram. Large tusks protrude from its lower jaw. Its eyes are like bright, burning coals of red, infernal light. You can feel their hunger as its gaze bores into you from the deep shadows of its craggy brow. The being grips a massive, saw-toothed sword. The blade exudes a palpable menace, it is caked with dried blood and bits of gore. A thin, oily smoke seeps from the blade. The smoke seems to form shapes reminiscent of tormented faces as it wafts skyward.

TACTICS

These creatures are bloodthirsty and fearless. They will charge into melee immediately with little regard to defense (see Reckless Attack). They will continue to viciously attack any targets they injure (see Blood Frenzy). Although they are well aware of their vulnerability to magic, they tend to trust the life-draining properties of their sword to sustain them and as such do not prioritize spellcasters immediately. However, if a spellcaster reduces an Oggrum to half of its hit points with a single attack the demon will focus all of its attacks on them thereafter.

LORE

These beings are known as Oggrums. They are wantonly cruel and violent demons. Oggrums are primarily interested in bringing further slaughter and brutality to the Multiverse. They travel the Multiverse always seeking further conflict and bloodshed. It is common for them to enlist in the armies of other powerful evil beings, especially if the promise of a greater war is likely to emerge.

All Oggrums carry a massive sword that drains the life from those it injures and captures the souls of those it has slain. An Oggrum can commune with the souls trapped within its blade. Oggrums may even force the trapped souls to emerge from its blade to fight on its behalf. The accursed blades compel the doomed souls to serve the Oggrum. Sages and holy men speculate that the only way to free these souls is to slay the Oggrum within whatever nether realm spawned the demon and then return to the mortal realm to destroy the blade. If the blade is destroyed upon any other plane, the souls will be freed but trapped upon that plane and unable to complete their journey to the afterworld.

The flesh of Oggrums is incredibly dense and highly resistant to damage from mundane sources including weapons as well as elemental energies. Due to their stubborn and prosaic minds, they are also difficult to influence or charm via magical or psionic means. Additionally their weird, supernatural physiology makes them entirely immune to toxins.

ECOLOGY

Oggrums are demons. They do not need to eat, sleep, drink or breathe unless they choose to. Oggrums can be encountered anywhere throughout the Multiverse but their origin lies in the nether realms. They have no

particular allegiance to any hellish factions or nobilities. Additionally they appear to have no aspirations to climb the ranks of such unholy organizations and seem content to serve as eternal mercenaries.

SEEDS

1.) A powerful warlock from a distant kingdom has been charged by his patron arch-demon with the conquest of the kingdom. The warlock has raised a motley army of foul and monstrous creatures. Many Oggrums have flocked to the warlock's banner and are eager for the slaughter to commence. But the Oggrums are just one facet of the warlock's fiendish army. There have been ongoing skirmishes in the countryside surrounding the city. Additionally the trade routes in and out are routinely set upon. Supplies are running low and many are preparing for a prolonged siege. The kingdom has sent out the call for heroes to aid them in their time of need.

2.) The leader of a proud and noble order of holy warriors was slain by an Oggrum in a pitched battle a fortnight ago. Since the battle ended, the Oggrum has disappeared along with the soul of the noble warrior trapped within its accursed sword. The party has been contracted to seek out the Oggrum within the infernal realms, destroy it, and return the demon's sword to the order. The order of holy warriors has already determined which nether plane they must journey to. They also have acquired the necessary magic to reach the foul place. Several of the order will guide and aid the party in their quest. [REFEREE'S NOTE: The journey will be exceedingly dangerous but the holy warriors that accompany the party are all capable of some degree of magical healing. However, they are bound to a strict moral code and may refuse to heal anyone that behaves in a way contrary to their beliefs. At your discretion, you might decide that the warriors of the order might continue to heal those they deem unworthy until they gain the Oggrum's sword. After they have the sword they may refuse healing or simply abandon the sinners and return to the mortal realm without them.]

LOOT

Oggrums generally carry little treasure with them. Any treasure they do accumulate, will usually be a collection of battle trophies that might include such things as weapons, helmets, shields as well as more gruesome items like heads and hearts. Additionally, if the party manage to defeat an Oggrum, the demon's massive sword would likely be worth a large sum of coin to certain people. Although the blade is far too large for most player characters to wield without some form of magical alteration, the Referee might allow the party to commune with and summon the doomed souls trapped within it.

ORACULAEYL

Oraculaeyl are disgusting little homunculi summoned from the infernal depths. They are prognosticators of immense skill and guile. For the Oraculaeyl to enter the mortal realm, it must first be grown within mortal flesh.

AC 7 [12], **HD** 1-1*** [3hp], **Att** 1 x bite (1d3 + poison), **THACO** 20 [-1], **MV** 90′ (30′), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Chaotic, **XP** 6, **NA** 1 (1), **TT** C

• **BLINDSIGHT** Can "see" in total darkness; immune to sensory attacks such as blindness or deafness.
• **IMMUNITY** Immune to mind-affecting or mind-reading spells (e.g. *charm, hold, sleep*).
• **MAGICAL POWERS** Each can be used as indicated below:

At Will *Invisibility, Ventriloquism, Wizard Eye*
3 x Day *Phantasmal Force, Sleep*
1 x Day *Contact Higher Plane*

• **MAGIC RESISTANCE** Their weird physiology grants them a +2 to all saving throws vs. magic.
• **POISON** Anyone bit by the creature must **save vs. poison** or suffer a -2 penalty to all attacks and saving throws for the next 1d6 turns.
• **TELEPATHY** May communicate mentally with anyone out to a range of 60′. Those contacted are not compelled to communicate, but the monster will have an empathic sense of their thoughts regardless. With its master it may communicate out to a range of 1500'.
• **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.

DESCRIPTION
You see a diminutive, emaciated humanoid figure creeping around in the nearby shadows. It looks to be roughly knee-high to an average person. Its limbs are stick-thin and wiry. The thing has a freakishly oversized head. Weird horns reminiscent of driftwood or coral sprout from the sides of it. However, a more bizarre feature is what appears to be a hole which passes completely through its skull. This tunnel through its head goes through its forehead and out the back of its deformed cranium. Its beady eyes are squashed beneath this strange void. A long tongue dangles from its leering, fanged smile. Its bottom jaw is so underdeveloped that it is practically non-existent.

The abominable little horror seems momentarily unaware that you have spotted it. Judging by its concealed position and vantage it would seem to have been watching you. Perhaps for some time.

TACTICS
The creature will avoid combat (or even contact) at all costs. It can become invisible (as the spell) at will. It often exposes itself only to lure victims into a trap. Or in some cases they may be so distracted by their voyeurism (they do so love to watch) that their magical concealment slips.

LORE
Oraculaeyl are disgusting little homunculi summoned from the infernal depths. They are minor demons at best. Oraculaeyl are wrought from the soulstuff of astrologers and oneiromancers. The souls of the creatures have been warped by their sojourn within the hellish regions of torment and woe, but they have managed to retain their divinatory skills. In fact, their visionary powers have grown stronger with their new form. For the Oraculaeyl to enter the mortal realm, it must first be summoned via ritual. Afterwards, the twisted thing will begin to grow within the flesh of the summoner. The whole process takes about a week. During the gestation of the holmunculus it will appear as purple-red boil. Once the pustulent growth achieves the size of a human head it will burst and the Oraculaeyl will emerge, ready to serve its new master.

Oraculaeyl are cowardly creatures that generally hide until their presence is called upon. They can turn invisible at will. They also possess a smattering of other magical abilities that are primarily divinatory in nature. In fact, the tunnel through the Oraculaeyl's head can be used as a scrying device (as per the Crystal Ball description).

They communicate via telepathy within a limited range but with their master they can communicate within approximately a quarter of a mile. The bite of an Oraculaeyl is its only physical attack and while not the most potent or deadly, it is quite poisonous. Those that fail their saving throw will experience a debilitating, hallucinatory delirium for up to an hour. Oraculaeyl are masters of divination. They can sense magic, illusions and transmogrifications by sight. And their vision is not hindered by darkness of any kind.

The ritual to summon an Oraculaeyl is a closely guarded secret. Occasionally a demon lord will favor a mortal servant with the ritual to summon an Oraculaeyl familiar. Oraculaeyl that outlive their mortal masters are tormented by fear until they find a new master. They will seek out occultists of low morals

and great ambition. They will not expose themselves initially but will rather leave small gifts. Gradually they will increase their correspondence by first whispering into their dreams. And then offering notes and scrawled maps to lost items of value or eldritch potency. Slowly they will draw their new "master" into a state of codependency. And, when they eventually reveal themselves fully they will ask for a permanent blood sacrifice of 2d4 HP to bind them to their new master. The new master may hear something like this echoing in their dreams, "Trifles and trinkets I have brung to thee. Harken mortal to my words now, should you share your heart's blood with me, I can show you sights unseen."

ECOLOGY

Oraculaeyl are demonic in origin but their flesh is mortal. As such, they are quite frail compared to their wretched, infernal kin. They require all the same sustenance and shelter from the elements as any other mortal creature. They must eat, drink, breathe and rest. As far as diet goes, they appear to be entirely carnivorous. It is rumored that traps baited with the blood of newborn babies are best to ensnare them. They are incapable of reproducing biologically. They have no gender in their current incarnation, but remnants of their original identity sometimes surface, revealing whether they were originally male or female.

SEEDS

1.) Over cups in a tavern one night, the party hears a young arcanist reveal a disturbing series of dreams he's had during the last month. He describes an old man's voice creaking and crooning in the shadows of his mind. The voice speaks in an outdated accent, like an aged scholar from two or three hundred years ago. Night after night, it keeps repeating a sing-song rhyme about heart's blood, sacrifice and trinkets. The young wizard explains that every morning that he awakens after the dream there is some coin or other bauble waiting at his bedside. This morning he awoke and found what he believes to be a treasure map. He is curious if the party would help him to investigate for a share of the spoils.

2.) The party has been contracted by a religious order to investigate a series of unlikely accidents they believe to be murders of a supernatural origin. The events have been transpiring at one of their enclaves in the hinterlands all the past fortnight. When the party arrives they discover that many of the monks have died in their sleep. And, the corpses once examined show significant blood loss. [REFEREE'S NOTE: There is an Oraculaeyl running amok in the compound. So far none of the priests have succumbed to its wiles so it has begun killing them. You may choose to reveal the Oraculaeyl or lead the party on a bit of wild goose chase. The idea is that the Oraculaeyl will follow the party when they leave. It will begin to woo anyone with a Chaotic or Neutral Alignment first. And, of those it will favor Magic-Users, Elves, Thieves, and then Clerics (in that order).]

LOOT

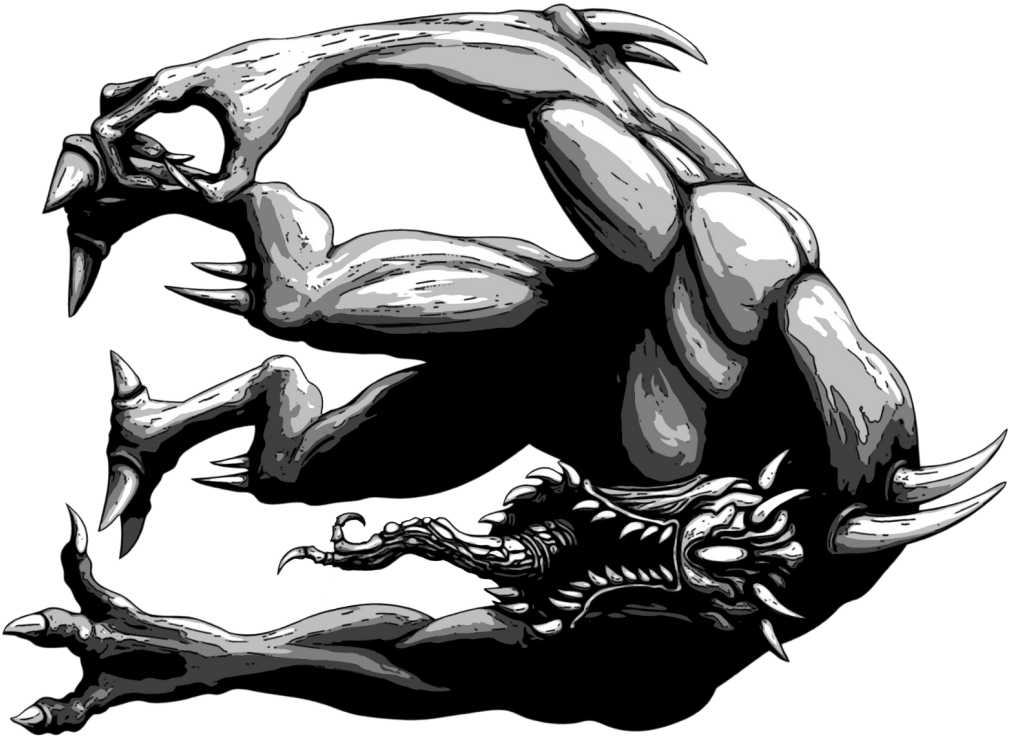
Oraculaeyl will make great effort to gather a fairly large hoard for such a tiny creature. They do not need these trinkets and trifles for their own needs, but rather they gather such things to please their master. This will be DOUBLY true if the creature is seeking to woo a new master. In the latter case, you may opt to include 1d4 scrolls or some other minor magical trinkets (possibly even a Wand).

SHARAMA

Sharama are weird and malevolent denizens of the deep earth. They are cunning predators with a natural psionic attack that raid the settlements of other subterranean folk as well surface communities that stray too close to their caverns.

AC 5 [14], **HD** 3** [13hp], **Att** 2 x claw (2d6), 1 x bite (1d8), **THACO** 17 [+2], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 65, **NA** 1 (1d4+1), **TT** V

- **IMMUNITY** Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **PSIONIC STUN** 2-in-6 chance per round of loosing a cone of psionic energy: end 10' wide, 50' long. **Save versus paralysis**. The effect lasts for 1d6 rounds.
- **LIGHT SENSITIVITY** -2 to hit in brightly lit areas. Will not willingly go out in sunlight.
- **SURPRISE** On a 1–4, due to stealth.



DESCRIPTION

You glimpse a large, hunched and muscular humanoid creature about ten feet tall lurking in the shadows. It would likely stand about two and half times the height of a human were it to stand up straight. It has a ghastly face with a single eye. The eye shimmers dimly with an opalescent glow in the darkness. It has a wide toothy mouth from which a freakish tongue dangles. All of its limbs end in thick claws. It has horns and various spiny growths across the whole of its body as well.

Its demeanor is one of predatory hunger. But something about its movements and bearing seems to indicate it is no simple brute. [REFEREE'S NOTE: The creature is incapable of speech.]

TACTICS

These creatures possess a fair measure of cunning and intelligence but they are somewhat craven. If they believe they can successfully overcome the party, they will not hesitate to attack. However, they may pause a moment or two to assess the situation. If the party has superior numbers they will likely flee and attack later from ambush. They will attempt a Psionic Stun first (from concealment) and then attack the most lightly armored target. If the victim has allies that resist its Psionic Stun, the creatures will try to drag the nearest desabled prey away into the darkness.

LORE

These creatures are known as Sharama. These foul beings are frighteningly quick and strong. They are nocturnal pack-hunting predators that prowl the caverns of the deep earth. Although they have been known to attack those that stray too close to the surface entrances that lead to their territory below.

They are surprisingly stealthy for such large creatures. They can also loose a powerful psionic blast to stun their prey. Sharama are powerful and vile creatures, but they are mortal and quite cowardly once put in a tight spot. They are also highly vulnerable to bright light, especially sunlight. In full sunlight, they will be nearly blind. Needless to say, if the Sharama are separated from their preferred environment, they will be at significant disadvantage.

ECOLOGY

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

SEEDS

1.) The party has set up their nightly camp near some caves at the foothills of a mountain range. Throughout the day they will hear muffled sounds echoing in the caves themselves and in the rocky terrain surrounding their campsite. A small group of Sharama have taken notice of the party and will attack once darkness falls. If they can surprise whoever is on watch, they will attempt to abduct the individual. If they manage to do so, they drag the individual into the caves and begin a slow, agonizing torture upon them. [REFEREE'S NOTE: The goal of the Sharama is to draw the party into the caves for an easy ambush.]

2.) The party is on a quest to a remote desert island to collect something. That something could be an artifact, rare components for a ritual, etc. Perhaps a ship carrying an artifact was wrecked upon its shores. Regardless, upon arrival the party discovers the whole island is riddled with a vast and deep complex of caverns. Sharama are but one of the many foul denizens that emerge from the caves to roam the island at night. Although, the Sharama appear to be the dominant species on the island. How long will it be until the party first encounter the Sharama? Perhaps they venture inland on their quest and soon discover the island is a deathtrap. Upon learning this, they may well decide to flee and then discover that their vessel has been destroyed by something with incredible strength.

3.) The party is already on a quest deep below the earth. They have run afoul of numerous simple, but effective traps recently. Things such as spike pits, rock falls and contact poisons. None of their number have perished yet. But as they grow weaker, chitterings and other weird sounds in the distant darkness seem to be getting louder and closer. As luck would have it, they soon come upon what appears to be a Dwarven fastness. The party soon learns the fort is empty however. All that remains of the former occupants are blood stained floors and other indications of a pitched battle. A battle which the Dwarves appear to have sorely lost. As the PCs investigate, the noises they heard early are much more evident. If they glance out the window, they might even see a Sharama or two clinging to some shadows in the middle distance. The party will have 1d6 rounds before 1d4+1 Sharama arrive. Will they attempt to mount a defense from within the Dwarven ruins or flee?

LOOT

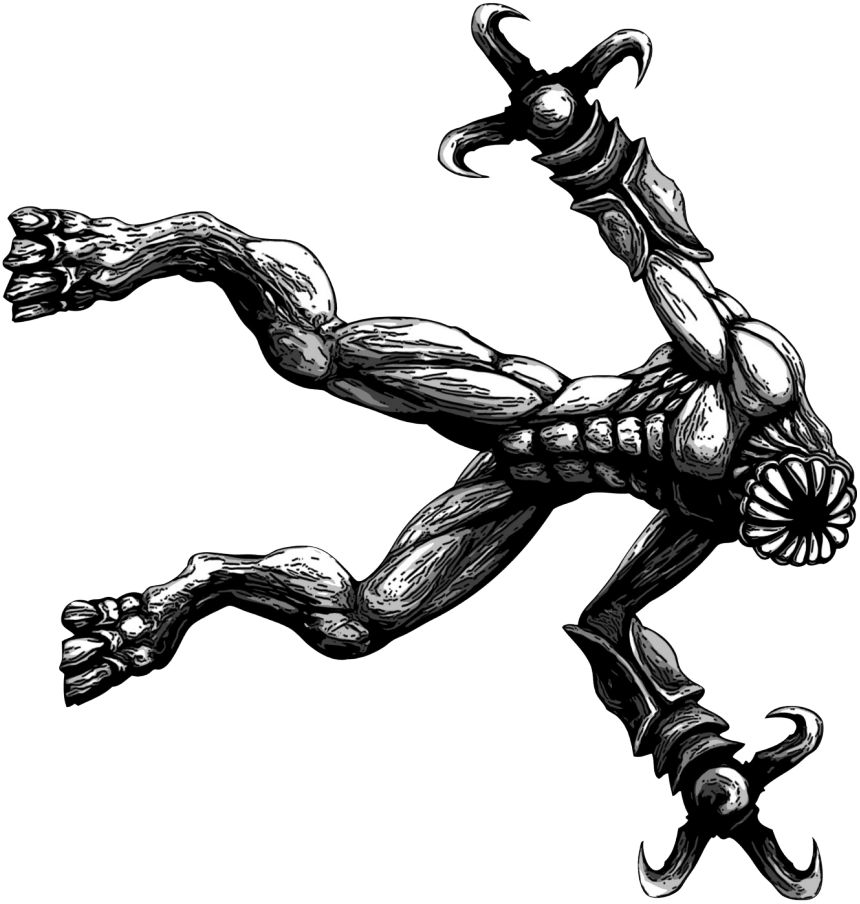
Although Sharama have little need for what adventurers would consider wealth or weapons, they will amass a hoard of treasure. They often utilize their shiniest baubles as bait to lure the greedy and foolhardy deeper into their lair.

SINDULVAH

Sindvulah are extraplanar abominations that migrated to our material realm a few centuries ago. They are vicious and voracious predators. Luckily they are also very territorial and not prone to migration. Sages suggest they have a sort of hivemind and serve a gigantic brood queen.

AC 4 [15], **HD** 2* [9hp], **Att** 2 x claw (1d6), 1 x bite (1d4+poison), **THACO** 18 [+1], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25, **NA** 1d8+1 (2d8+2), **TT** T

- **BLINDSIGHT** Can "see" in total darkness; immune to sensory attacks such as blindness or deafness.
- **CLIMBING AND LEAPING** Skilled climbers; can jump up to 30'.
- **HIVE MIND** has a shared awareness within 3 miles of the hive; if one is encountered, there is a 75% chance of 1d8 more arriving in 1d4 rounds.
- **IMMUNITY** Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **POISON** causes convulsions for 1d6+3 rounds, -2 to all rolls and movement is halved **(save versus poison)**.
- **SENSE PSYCHIC SPOOR** can track creatures by following a trail of psychic emanations, thoughts, emotions, etc.; cannot be surprised by living beings.
- **SURPRISE** On a 1–4, due to stealth.



DESCRIPTION

A hunched and scabrous humanoid thing. It seems to leer at you from a face that is naught but a drooling and frothing lamprey-like maw. It possesses no visible sensory organs upon its lumpen mutant head, yet based upon its twitching, agile movements and alert posture it seems to be keenly aware of its surroundings.

If the thing were not bent to such a bestial angle, it would likely stand a full head and shoulders taller than a large man. The whole of its form is lean and wiry, writ with obvious predatory intent. Its forelimbs end in a trio of thick, razor sharp talons and its feet and legs are bestial and semi-hooved.

Within mere moments of its notice of your presence it looses a loud and eerie ululation somewhat reminiscent of a phlegmy, hellspawned hyena. The weird call is soon echoed by a choir of its malignant fellows in the creeping, stygian black

TACTICS

These creatures prefer to ambush their prey and never hunt alone. Usually they will make use of their stealth and stalk their prey. Environments with ample vegetation for concealment and with few routes of egress are ideal. Once their prey enters an area that favors the creatures, they will attack en masse.

LORE

These loathsome abominations are known as Sindulvah. They are not native to our realms, which is somewhat comforting as the soul shudders in contemplation that such a vile aberration might spring from the natural world. All good folk should thank their lucky stars these foul things are indeed not native to our plane.

Sages that have researched the beasts note they are highly territorial pack hunters of fairly low intelligence. They seem to share a collective awareness or hive mind within a few miles of their nest. This allows them to coordinate their tactics and hunts to a far greater degree than their intelligence should allow. Additionally, they are rarely encountered alone. It is believed by many (though unconfirmed despite even attempts at magical scrying) that within the nest is a massive, brood queen that the individual Sindulvah all serve. Thankfully, this tendency to establish a large nest means they are not prone to migration. But, wherever they do establish their warrens they tend to multiply to the point of infestation and quickly overrun the native fauna.

Sindulvah are apex predators, they are fast, agile and incredibly stealthy. Their claws are deadly and their bite transmits a powerful venom that will send most victims into several minutes of convulsions. It is unknown how they are able to perceive their environment without sensory organs. Some sages

speculate the race is deeply psionic by nature and are able to navigate as a bat does, except the Sindulvah use a form of psychic resonance instead of sound.

ECOLOGY

Sindulvah are an invasive predatory species from another plane. They are mortal creatures able to bleed and die like we normal folk. However, their alien flesh is weird, bloodless and stringy granting them somewhat greater strength and resilience than beings from our realm. Although they appear to be highly carnivorous, they have been observed eating moss and mushrooms as well. They are rarely encountered alone. If you find one on its own, rest assured others of its disgusting kin will soon arrive.

SEEDS

1.) The party happens across a small hamlet that appears deserted, at least at first. Upon closer inspection they find several half-eaten corpses torn asunder in their homes and on the streets. The community seems to have been overtaken by a massive, coordinated onslaught of fiends while they slept. As the party explores the tragic scene, some of them may get the feeling they are being watched. Eventually, they will encounter several Sindulvah. The monsters will attempt to separate the party by luring them into narrow alleys and other such confined spaces in order to better entrap them.

2.) The party has been contracted to defend a woodland community and hopefully to eradicate an infestation of Sindulvah growing within the neighboring forests. The creatures first appeared about a month ago. The initial sightings occurred not long after a star fell on the slopes of a nearby mountain on the other side of the wood. Their numbers seem to have grown to at least a few dozen, possibly more. Since their arrival, livestock is routinely found half devoured and game has grown scarce. Travel is considered extremely hazardous and worst of all, several children have gone missing as well. The monsters seem to appear with greater frequency near marshy areas of the forests. The community offers the party 500gp per creature slain.

LOOT

Individual Sindulvah have little need or desire for the things normal folk would consider valuable. But, they will strip magic items from corpses. As they appear to lack thumbs, what they do with these magic items is a matter of some speculation. There is a 1-in-20 chance that any encountered Sindulvah will have a random magic item from a previous kill. The Sindulvah is very unlikely to be able to utilize the item.

WIRYN

Fearsome and ravenous, these alien beasts resemble some monstrous hybrid of wolves and apes. They feed by draining blood from prey with their long, prehensile siphon tongues. The tips of their horrific glossal organs are sharp and can penetrate flesh and light armor with ease.

AC 3 [16], **HD** 6+3**** [30hp], **Att** 2 x claws (1d8), tongue (blood drain), **THACO** 13 [+6], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Chaotic, **XP** 1550, **NA** 1 (1d6), **TT** T

• **CLIMBING AND LEAPING** Skilled climbers; can jump up to 30'.
• **BLOOD DRAIN** Attaches to victim on a successful hit, doing 1d8 automatic damage per round.
• **IMPALE** If the Wiryn makes a tongue attack and scores a hit that exceeds its target number by 4 or is a natural 20, the attack inflicts an additional 2d8 damage.
• **KEEN SENSES** Only surprised on a 1.
• **RAVENOUS** Attack any moving creature.
• **REGENERATION** Regains 1 Hit Point at the start of each round that it is alive.
• **TRUESIGHT** Vision is unimpeded by darkness of any kind. Can detect magic, illusion, invisibility and polymorph on sight.
• **SURPRISE** On a 1-3 due to stealth.

DESCRIPTION
You glimpse a large, heavily muscled bestial form. The being is somewhat larger than a horse. It has an angular morphology somewhere between an ape and a wolf. A series of bony horns and ridges protrude from its back and run the length of its spine. These growths lend an armored reptilian look to the beast. The forelimbs of the creature are decidedly ape-like and possess crudely wrought hands which end in thick talons.

The head of the creature is superficially lupine but upon closer scrutiny what look to be ears are in fact little horns. The creature possesses innumerable tiny eyes that shine with an eldritch phosphorescence. Its eyes line deep, shadowy orbits on each side of its skull. What appears to be a muzzle is actually a sort of sheath for a long, retractable tube-like tongue. The creature does not seem to have jaws or teeth. This freakish organ appears quite agile and is easily nine feet long, ending in a pointed tip.

[REFEREE'S NOTE: The creature will attack the party immediately.]

TACTICS
Wiryns are territorial, aggressive and voracious pack-hunters. They possess a reasonable level of cunning, perhaps comparable to an ape. But their aggression often prevents the use of any coordinated tactics. They prefer to attack softer targets first as metal armor is more difficult for their tongue to puncture. They will not generally mob a single target. And, while they are fierce, they will not fight to the death.

LORE
These alien horrors are called Wiryns. Loremasters posit the creatures are named after the sound of the peculiar howl they make through their long and freakish, glossal organs. They are fearsome and ravenous predators from some unknown plane. The Wiryn superficially resemble large wolves with a muscular, vaguely ape-like aspect.

Although these creatures are beasts, they are not without cunning. Sages familiar with the creatures believe they are at least as intelligent as gorillas. The bizarre things possess no jaws or teeth, but rather consume nourishment via long, prehensile siphon tongues. The tongues end in a sharp, boney tip that can pierce even light armor. Once the tongue has penetrated a victim, it will remain embedded and will be used to drain blood at an incredible speed. Most folk are sucked dry by a Wiryn in mere minutes.

Wiryns are skilled climbers and leapers. They are able to brachiate in a manner similar to some primates. However, vegetation sturdy enough to support their bulk is not common. Despite their considerable mass, they are quite stealthy and will often attack from ambush.

Wiryns have particularly keen vision, they are able to detect magic, illusions and any other transmogrifications on sight and no form of darkness (magical or otherwise) will hinder them. Wiryn possess a remarkable vigor and are able to regenerate from even severe injury in short order. Perhaps their ravenous appetite is a consequence of their accelerated healing.

ECOLOGY

Wiryns are alien to our realm but they seem to have adapted well enough. They prefer rocky areas with dense, heavy vegetation. Mountain forests and swampy jungles are ideal for them. Presumably whatever hellscape that spawned them is rich with such terrain. It is logical to assume their homeworld is also a very dim place for them to have evolved such advanced visual abilities. Additionally, it is likely a very hostile place for the species to have developed regenerative capabilities.

SEEDS

1.) The party happens across a range of tall, thin, rocky bluffs rising from the dense, swampy forest they are trekking through. The pillars of warped stone have been carved by improbably macabre erosion to resemble the broken teeth of some long-dead, titanic predator. They rise menacingly above the canopy and a wind whistles through the jagged peaks creating an eerie melody of sorts. In the vicinity of these rocky formations, the wood has grown disturbingly quiet. [REFEREE'S NOTE: This area has been the territory of a large pack of Wiryn for quite some time. They have depleted most of the larger fauna in the area and will be delighted to see fresh prey wandering in their midst. They will most likely wait until dusk to attack. You might want to describe their weird howls in the distance as something akin to birdsong, but several octaves lower.]

2.) The party has been contracted by a conclave of wizards to help them recover a tome of occult lore from the ruined tower of a legendary sorcerer. The way is perilous as the cunning fellow built his sanctum far from the reach of thieves and raiders. Although the old wizard was cunning, he was not nearly as clever as he thought for the Wiryns he summoned to guard his tower soon made a meal of him and have infested the surrounding area. [REFEREE'S NOTE: Remember the preferred terrain of the Wiryn and adjust accordingly. The ruins could be in a dense, stygian swamp overgrown with mangrove trees and vines (full of Alligators, Giant Centipedes and Carcass Crawlers, etc.) Or, it might be secreted amongst the peaks of a mountain range, ringed by primeval forests (full of megafauna forest predators like Dire Wolves, Cave Bears or Dinosaurs). Consider that perhaps the Wiryn might only be a link in the food chain of the area and not the apex predator.].

LOOT

Wiryn do not build hoards, any treasure gained from them would likely be coincidental and minor. The creatures simply have no need or interest in such things. Further, they do not possess the intelligence to use loot as bait. Additionally, being haemovores, they tend to drain the blood from their prey and leave the carcass to rot. [REFEREE'S NOTE:The aftermath of their feeding might be useful in bringing the feeling of dread. For example, they party discovers the remains of a caravan or adventuring party with all their gear intact. The corpses are dessicated to the point of mummification. Inspection of the corpses reveal a single large puncture wound about the size of a fist.]

XAROSH

Gigantic, alien, plant-like things. To feed, they radiate an aura that drains the vital energy from animals. They are cunning and malevolent predators that breed uncontrollably. They are adept at weaving illusory terrain which they use as camouflage.

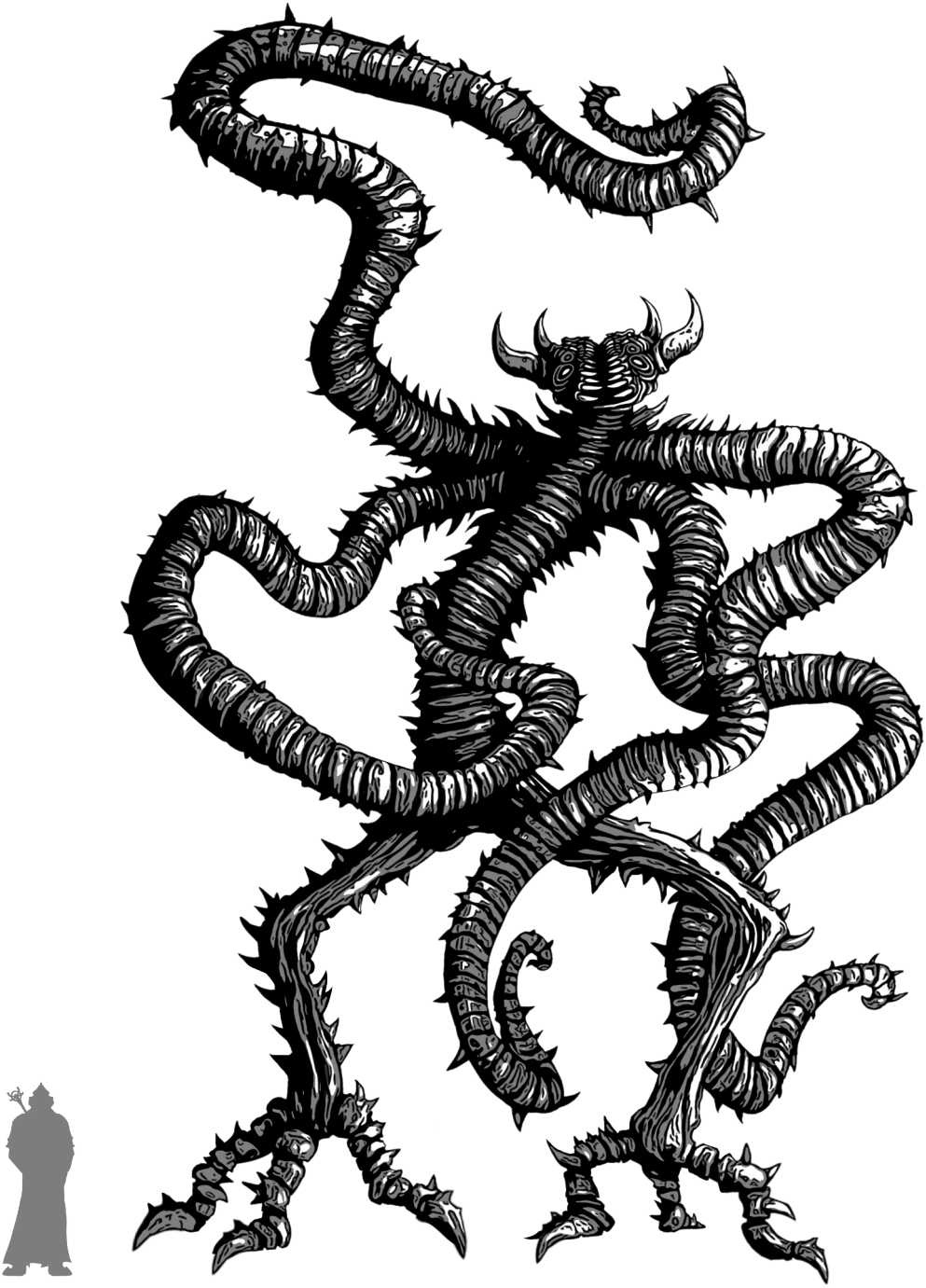
AC 6 [13], **HD** 12***** [54hp], **Att** 4 x tentacles (1d6), 1 x bite (1d10) or 1 x spit acid, **THACO** 10 [+9], **MV** 150' (50'), **SV** D6 W7 P8 B8 S10 (12), **ML** 9, **AL** Chaotic, **XP** 5100, **NA** 1 (2d6), **TT** L x 9

• **DRAINING AURA** The Xarosh emits an aura that drains life. At the start of each of the monster's turns, each creature within 20' takes 3d6 damage and must **save versus spells** or become exhausted, suffering a –2 penalty to attacks, damage, and Armor Class until leaving the area of effect. Plants are unaffected.
• **KEEN SENSES** Only surprised on a 1.
• **MAGICAL POWERS** Each can be used as indicated below:

At Will *Hallucinatory Terrain, Silence 15' Radius*
3 x Day *Animate Dead*
1 x Day *Transmit Rock to Mud*

• **MUNDANE DAMAGE IMMUNITY** Only harmed by magical attacks.
• **RESISTANCE** Only takes half damage from blunt attacks.
• **SPIT ACID** One target. **Save vs. wands** to avoid. A successful attack sticks to the victim and burns for 1d6+6 rounds. The acid inflicts 1d8 damage per round. Normal armor is immediately destroyed and magic armor dissolves in one turn.
• **SURPRISE** On a 1–4, in woodland, due to camouflage. The Xarosh can use its camouflage along with its Hallucinatory Terrain to create an imperfect invisibility. Any who wish to attack it must check against its Surprise rating or be unable to target the Xarosh.
• **TENTACLES** The Xarosh's tentacles have a range of 30' and inflict 1d8 damage. The following rules also apply to the Xarosh's tentacle attacks:

Constriction Tentacles grab and constrict after a hit. 1d8 automatic damage per round. The Xarosh may constrict up to four targets at once.
Severing Tentacles Requires a hit from an edged weapon that inflicts 8 or more damage.



DESCRIPTION

[REFEREE'S NOTE: The creature will not reveal itself to the party. Consider the description a teaser of sorts.] As you journey alongside an eerie stretch of forest you hear the creak of limbs and vine. The sound seems to follow you and persists even when the wind has ceased to blow. As your party camps that evening, the scream of a horse splits the night. It ends in an abrupt and unnatural way. When they rouse and investigate, they discover one horse is missing. The earth where it stood bears deep furrows. It appears to have been a fierce struggle and the horse was drug away. Whatever took the horse left no tracks of its own. The furrows in the earth indicate the horse was drug into the woods. The woods that somehow seem much closer now. How is that possible? And how is it that such a fierce struggle was barely heard.

[REFEREE'S NOTE: If a PC manages to see the creature through its camouflage use this description.] For a brief moment you spot an impossibly tall creature concealed amongst the trees. It stands an easy thirty feet tall. It is narrow as a tree and its limbs are long, twisting tentacles resembling vines. Its head is horned and alien (possibly demonic) with a vertically hinged jaw and several pairs of unblinking eyes. It is green and plant-like, but it is certainly not a natural thing. In the next moment it is gone as if it were a mirage.

TACTICS

Xarosh are intelligent and ruthless. They use their Hallucinatory Terrain and Camouflage ability to grant themselves a sort of invisibility. They will stalk prey for hours, hiding behind their illusions. Once night falls, they will drag one of their number or a mount into the darkness. The Xarosh will use Silence 15' Radius to mute any commotion. If possible, the Xarosh may simply wait until the party rests and then move close enough that they are within range of its Draining Aura. Rarely will the Xarosh reveal itself. But it is likely the party will catch glimpses of it (as described in the statblock). Above all else, The Xarosh is a patient hunter. And, if it ever feels threatened, it usually has some Zombie thralls (assume 1d8+1) lurking about the vicinity that it will use to distract any threats while it flees.

LORE

These plant-like horrors are known as Xarosh. They are aliens from another plane. Those few sages that are familiar with the lore of the Xarosh claim the weird creatures are an infestation that a mysterious group of sorcerous, plane travelling Elves have pledged themselves to eradicating. The Xarosh have been chased across countless worlds by these enigmatic Elves.

Xarosh are certainly not to be pitied. They are indeed malignant things that emit a strange radiation that kills animal life. It is through this means the Xarosh draw nourishment. For you see, as a mundane plant drinks the rays of the sun, a Xarosh must consume the vital energy of animal life. Their life-draining aura of strange radiation surrounds them and Xarosh will ensnare prey within its long, coiling tentacles and draw them in close to drink their life.

The Xarosh are masters of camouflage, able to conceal themselves in most woodland terrain with ease. They can conjure illusory terrain and conceal themselves within the illusion as well. As such, they can simply hide in plain sight and still stalk their prey.

Xarosh are also able to imbue dead animals with a shambling semblance of life. Additionally they can channel their corrupting influence into the earth beneath their feet to create a stinking morass. Beware the spittle of Xarosh as well, it is a powerful acid that burns for several minutes.

ECOLOGY

Xarosh are mysterious creatures. They seem to be mortal, but cannot be slain without the aid of magic. They draw nourishment by draining the life from animals. As for their life cycle, the lore transmitted from the Elves that hunt them suggests they are asexual and reproduce very quickly. If left unchecked, the Xarosh will breed out of control infesting whole forests in just a few weeks and then continuing to replicate geometrically with dire consequences.

SEEDS

1.) One night in a tavern, the party is approached by a hooded figure. The fellow speaks in a pained wheeze and moves with a stiff, creaking gait. They assume the fellow to be ancient. And yet, when he speaks it is with a youthful voice. The fellow asks the party to join him at his table. Once they are separated from the throng, he reveals his face, the skin is drawn paper-thin across the bones of his skull. The fellow is impossibly emaciated. He tells them of how he became so. He had been part of an adventuring party that was subjected to the malignant aura of a Xarosh while they slept. Only he awoke in time to witness the horror dragging away his companions. Weakened and near death he pursued as best he could. For his effort he discovered a vast trove of gemstones. As he says this, he produces a fist sized diamond. [REFEREE'S NOTE: He wants to hire the party to recover the spellbook of one of his companions. He believes that the knowledge within that book may enable him to avenge their death. He assures the party there are more gems like the one he has already given them waiting when they return with the book. And if they manage to slay the Xarosh in the process all the better. He provides them with a map to where he and his companions had encountered the creature. He also offers some of the Lore section, but not too much, possibly just the illusion, and energy draining aspects.]

2.) A radical sect of nature priests has somehow summoned a Xarosh. They have lost any semblance of control of the situation. They had expected the creature to protect their sacred groves, but it has begun attacking the farmsteads as well. Stories of ghosts dragging innocent folk into the wood have been circulating for weeks. The head of the sect refuses to admit failure and has been feverishly researching a method to control the Xarosh. [REFEREE'S NOTE: One the priests has secretly sought out the party and asked for their assistance in destroying the thing. The priest will aid them and can reveal most of the Lore section to the party.]

LOOT

Xarosh have little personal need for wealth or treasure. But they are very fond of gems. [REFEREE'S NOTE: I suggest adjusting any treasure generated to include an unlikely amount of gems and not a single coin or other item.]

APPENDIX:

MONSTERS BY HIT DICE

HD1	AHURAZAEL
	ARCNOG
	ORACULAEYL
HD2	SINDULVAH
HD3	SHARAMA
HD4	CAT FROM SATURN
HD5	BOG ROTTER
	EREWAEYL
HD6	AGROXITH
	GOTHNAR
	WIRYN
HD8	KARGADON
HD9	KORADYN
HD11	OGGRUM
HD12	XAROSH
HD13	MEZIYAEL

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