

Designed for use with the **Basic Fantasy** Role-Playing Game

THE SHARD



A GAZETTEER FOR
ODYSSEYS & OVERLORDS



NOBLESSE ETERNAL

THE SHARD

A GAZETTEER FOR ODYSSEYS & OVERLORDS

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ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords!**



THE SHARD

The Shard is a mass of land to the northeast of Estria, encompassing the rugged mountains and the wilderness surrounding them. To the south across a channel lies Madrea, and to the west across a channel lies the Kingdom of Luxania. None of the Shard's neighbors are happy about having a land of vampires and other monsters nearby, but the Shard has proven more than able to defend the land it has claimed.

This book contains all you need to bring the Shard and its agents to life in your *Odysseys & Overlords* campaign. Within this supplement, you'll find information on the various factions that exist within the Shard and details on the tensions between them. You'll also find information on some of the key settlements in the Shard, together with their unique features and colorful inhabitants. Finally, you'll find a collection of monsters who populate the Shard or do its bidding, together with options for allowing players to assume the role of vampires as a playable genus.

FACTIONS OF THE SHARD

Life in the Shard is governed by a strict social hierarchy. The following groups exist with the structure.

NOBLESSE ETERNAL

The noblesse eternal is a small group of the most affluent vampires with the Shard. Second only to Lady Moldoveanu herself, they have had centuries to consolidate their power, create other vampires to do their bidding, and bask in the opulence of the world they have created. They constitute an aristocracy, and are responsible for administering the blood tithes, though much of the actual work is delegated to their subordinates. Most of the noblesse eternal are elder vampires. Feuding within the noblesse eternal is frequent and brutal, but subtle. Having lived side by side for many years, most of these vampires have, in turn, been allies and enemies to one another. While old grudges abound, so too does the realization that today's enemy may be a much needed ally tomorrow.

FILII SANGUIS

These vampires constitute the common vampiric citizens of the Shard. Not old enough to have been one of the original noblesse eternal and not fortunate enough to have become one through their deeds, most find themselves bound to support one of these elder vampires. While some were directly created by one of the noblesse eternal, most were created by other members of the filii sanguis. Still, they are bound to obey their creators, who are, in turn bound to obey the noblesse eternal. A lucky few filii sanguis are free of this burden, having outlived their creators. However, even these few often choose to place themselves in the service of one of the noblesse eternal in exchange for the security of belonging. There, they often make themselves useful by handling the day to



day administration of the Shard's government, serving as officers in the military, or managing local collections of the blood tithe.

STONE WATCHERS

Several decades ago, faced with persecution for their monstrous origins and cruel tendencies, a group of gargoyles banded together and petitioned Lady Moldoveanu for sanctuary. Constantly at odds with the Shard's neighbors, Lady Moldoveanu saw an opportunity to augment her armies and agreed to grant the gargoyles shelter under one condition - each of them would be required to serve a term of years in the Shard's military. Thus, the stone watchers were born - a caste of current and former soldiers and spies devoted to protecting the Shard against those who would do its residents harm. Not content to simply defend the borders, these highly trained operatives often infiltrate neighboring lands, where they have proven adept at concealing themselves in prominent places and absconding with foreign secrets.

MORTAL POLITIC

The mortals living within the Shard make up the mortal politic. While they are literally the life blood on which the realm runs, they have little say in its actual governance. Those who pay their blood tithes and abide by the rules of the land are permitted to own property. Despite the harshness of the Shard, many manage to build quite comfortable lives for themselves. However, those members of the mortal politic who find the blood tithe too objectionable a price to bear are often left with little means of survival. Unrecognized by the law and

forbidden from owning property, these mortals rapidly find themselves adrift, shunned by the rest of the mortal politic and despised by the vampires they have denied their blood to.

EMPYREAN CONQUERORS

The empyrean conquerors are one of the true wonders of the Shard. Stories of how this elite order of kobold soldiers originated are varied and invariably fantastic, but they share a common theme. At some point, one of the noblesse eternal brought captive wyverns to the Shard as a sign of her power and status. With them came several kobolds, hired as expendable labor to care for the vampire's prized new pets. While most of these kobolds perished horribly at the claws of their charges, a few proved far more tenacious. They not only successfully tamed the wyverns but learned to use them as flying mounts. The original kobold wyvern trainers began training others in their art. Eventually, in a bid to win Lady Moldoveanu's favor, the noblesse eternal who owed the wyvern gifted them to the kingdom for use in the defense of its borders. Since then, the empyrean conquerors have operated as an elite military unit largely under its own supervision. Most still live and train in Noctreach, but they are frequently deployed to defend the borders or engage in aerial strikes against enemies of the Shard. The kobold empyrean conquerors are some of the most liberated mortals in the Shard, thanks to their military value and the elaborate and risky training required to learn their art.

NOTABLE SETTLEMENTS

Most of the Shard remains a vast, harsh wilderness. While small settlements dot the landscape, they are often meager. The largest settlements in the Shard are Deadhome and Noctreach in the north, The Edge of the World in the southeast, Seaspire on the western coast, and The Outpost high in the central mountains.

DEADHOME

Population: 1,100

Composition: 70% abyss-kissed, 20% wild folk, 10% other

Notes: Mount Alaxin, the northernmost mountain in the Shard, is home to Deadhome, the largest openly known abyss-kissed settlement in the world. While nominally answerable to the authority of Lady Moldoveanu, the noblesse eternal generally prefers to turn a blind eye toward this unusual settlement. No reason to make the journey to this strange and secluded mountain settlement to collect the blood tithe when more convenient sources of food elsewhere. The local government is instead overseen by the Queen in Mourning, who ordered as her first edict that the city's gates would always be open to those who come in friendship. This accepting policy is one of the features that has allowed Deadhome to flourish despite its remote location and its largely unpopular residents. The

city has rarely had aid from the rest of the Shard but has managed to defend itself adequately by offering shelter and citizenship to any who agree to fight in its defense.

NOCTREACH

Population: 20,000

Composition: 50% human, 20% vampire, 5% gargoyle, 5% kobold, 20% other

Notes: Noctreach is the capital of Shard, a city built around Castle Moldov at the base of the northern peninsula and entirely designed to cater to the comfort of the vampire elite. Layers upon layers of elaborate latticework block the sun from reaching the streets, allowing the vampires who dwell here to travel freely at any time of day. The vampires, including most of the noblesse eternal, dwell there in opulence, while the humans and other mortals whose lifeblood sustains the Shard reside in the higher level of the city. Castle Moldov in the center of the city is not only Noctreach's pride and joy, but also the heart of the Shard's military defenses. Here, officers are trained, meetings are held, intelligence is processed, and strategies for the defense of the Shard's borders are plotted. In addition, Noctreach is home to the empyrean conquerors, the storied kobold wyvern trainers and their captive wyverns. They can often be seen flying above Noctreach's spires, practicing maneuvers and engaging in complicated training exercises before being deployed to the Shard's borders for active military duty.

THE EDGE OF THE WORLD

Population: 5,000

Composition: 60% human, 10% gargoyle, 10% vampire, 10% ogre, 10% other

Notes: The Edge of the World is, to many of the more monstrous citizens of the Shard, the edge of safety. The settlement is one of the many forts that dot the border between the Shard and Estria, each connected by a vast stone wall. Once little more than a small gargoyle settlement, The Edge of the World grew rapidly once the Shard's military established a presence there. During past conflicts with Estria The Edge of the World was constantly at risk. With the peace treaty between Estria and the Shard, it has been decades since the fortress was successfully breached. Within the relative security of The Edge of the World's walls, a thriving city has developed, comprised largely of current and former soldiers and officers and their families. In fact, many of the soldiers sent to defend this fortress choose never to leave, finding the structure of military life and the more egalitarian lifestyle embraced by many of the locals to be both comfortable and liberating. In recent years, a contingent of ogres has also taken up residence within the fortress. Like many of the residents of The Edge of the World, they were originally sent to defend the border but, upon settling within the fortress, saw little reason to leave. They mostly



keep to themselves, and have created one of the few stable, close-knit communities of their kind in the world.

SEASPIRE

Population: 2,500

Composition: 60% human, 20% wild folk, 20% other

Notes: On the western coastline of the Shard, near Luxania, lies a city utterly unique within the Shard. Seaspire is, on the face, a busy trade hub - a place where anything can be bought and sold. However, beneath the surface, the truth is that much of Seaspire's commerce has its roots in piracy and smuggling. Its convenient location along the channel between the Shard and Luxania makes it an ideal port of call for any seeking to raid ship traffic through that passage. While the noblesse eternal would normally crack down on such activity, the vampires seem to have limited interest in the sunny, seaside city, and prefer instead to leave the mortal politic to their own devices until it is time for the blood tithe to be collected.

THE OUTPOST

Population: 230

Composition: 70% vampire, 20% lycanthrope, 10% other

Notes: While most vampires find their transformation excitingly intoxicating, there are always those select few who, for one reason or another, are horrified by what they have become. Rather than give into their natural urges, many of these unfortunate individuals choose instead to remove themselves from society. The Outpost, located high on one of the most remote mountains of the Shard, provides a place for such people to attempt to make peace with the changes that have overcome them. There, the locals live an almost monastic lifestyle, sharing what little they have. While the Outpost was originally



The Shard

★ NOGTREACH

★ DEADHOME

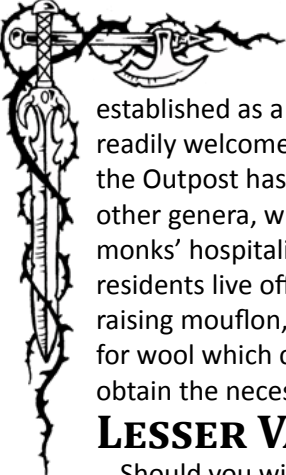
★ THE EDGE OF THE WORLD

★ THE OUTPOST

★ SEASPIRE

Estria

Madrea



established as a haven for vampires, lycanthropes are also readily welcomed into the community. In recent years, the Outpost has also opened its doors to members of other genera, who offer blood tributes in exchange for the monks' hospitality, shelter, and protection. These mortal residents live off the land, harvesting what they can and raising mouflon, the mountain sheep native to the Shard, for wool which can be used by the Outpost or traded to obtain the necessities the Outpost cannot produce.

LESSER VAMPIRE GENUS

Should you wish to allow playable vampires in your game, use the following guidelines.

Description: These creatures are vampires who have passed beyond their newly awakened phase, but who have not yet fully come into the terrifying powers of the average vampire. They may therefore choose to use this time to travel, explore the world, or fight back against the injustices that created them before secluding themselves away, or, if they are citizens of the Shard, before taking on their responsibilities as members of the Filii Sanguis. Lesser vampires can be created from any mortal race and share the predatory features common to all vampires while otherwise looking much as they did before their transformation. They may, however, also begin to develop usual features like red eyes, claw-like fingernails, and darkened hair.

Restrictions: Lesser vampires may become any class except clerics and are allowed to combine classes as described in Combination Classes (see **Odysseys & Overlords Player's Guide** p. 15). They are required to have a minimum intelligence of 12 and a minimum charisma of 10.

Special Abilities: Vampires, even lesser ones, are creatures of the night. They have darkvision up to 60', or, if the base genus from which they were created already had darkvision, the range of their darkvision increases by 30'. They can attack in combat using their bite, which deals 1d6 damage. If a creature dies from a lesser vampire's bite attack, there is a 10% chance that it will rise as an undead servant at sunset if it is within sight of the lesser vampire. While lesser vampires lack the strength of full vampires, they have not yet begun to suffer all of the weaknesses of their elder kin. Lesser vampires take 1d6 damage per round of contact with garlic, sunlight, or running water, and feel ill while in the vicinity of these things, but otherwise suffer no other ill effects. They cannot, however, enter a home or building without being invited in by one with authority to do so unless the building is a public space like an inn.

Saving Throws: save at +2 vs. spells.



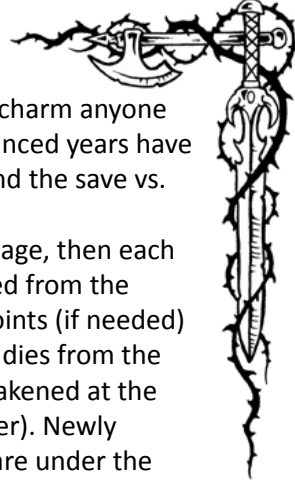
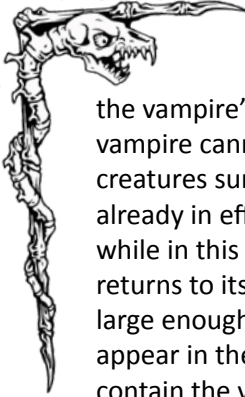
VAMPIRE SHAPESHIFTING

Vampires rely heavily on their shapeshifting abilities to travel undetected, hunt for victims, and escape tenuous situations. Transforming into an animal form takes one round. Lesser vampires may transform into one of the following forms once per day. Vampires and elder vampires (see below) may also utilize these forms in addition to the forms otherwise provided for them.

Mist: The vampire turns to a misty vapor. This form cannot be sustained for more than one round. While in this form, the vampire moves at its normal speed, but becomes immune to all melee and ranged weapon attacks. In addition, the vampire can pass through any opening that air can pass through. The vampire cannot attack or use its powers while in this form, except that creatures summoned are still controlled, and charms already in effect continue. Upon exiting this form, the vampire suffers 2d6 damage.

Raven: While in this form, the vampire uses the base statistics of a Lycanthrope, Wererat (see **Odysseys & Overlords Gamemaster's Guide** p. 39) except that it gains a fly speed of 45'.

Common Spider: Taking on this form is extraordinarily risky for a vampire. While it may allow the vampire to evade protection, it also makes the vampire extremely fragile. While in this form, the vampire appears to be nothing more than a common spider. While in this form,



the vampire's maximum hit points drop to 1, and the vampire cannot attack or use its powers, except that creatures summoned are still controlled, and charms already in effect continue. If the vampire takes any damage while in this form, it drops to 0 hit points and immediately returns to its true form. If the vampire is not in a space large enough for this transformation to take place, they appear in the nearest open area that is large enough to contain the vampire's body.

MONSTERS

The following monsters are native to the Shard and can be found there, though several may also be encountered in other lands, engaging in espionage or running errands for their vampiric lords.

ELDER VAMPIRE*

Armor Class:	18 to 20‡
Hit Dice:	12**
No. of Attacks:	2 weapon or special
Damage:	1d8/1d8 or by weapon or special
Movement:	30' Fly 60'
No. Appearing:	1
Save as:	Fighter: 12
Morale:	11
Treasure Type:	F
XP:	1,975

While the Shard is generally good to most vampires, a select few have managed to thrive above all others, using their social connections, their economic resources, and their political cunning to establish themselves as truly influential individuals within the realm. For these select few, their long lives have given them ample time to consolidate and wield power. With age, they have only grown stronger. Most reside within Noctreach, enjoying the comfort of the city and pulling the puppet strings that affect the rest of the Shard without ever leaving the luxury of their homes. Years of vying for power against each other means that the few Elder Vampires that exist know each other well, and often have been both allies and enemies at various points in time. Most have the ear of Lady Moldoveanu, though the weight she gives to their concerns depends on whether they are currently in her good graces.

Elder Vampires rarely choose to fight, preferring instead to allow their minions to do their dirty work. After all, as elder beings with incredibly long lifespans, Elder Vampires have a great deal to lose should a combat turn against them. When they do enter combat, it is truly terrifying to behold.

Like other vampires, elder vampires can charm anyone who meets their gaze. However, their advanced years have made them even more adept at this art, and the save vs. Spell to resist is taken at a penalty of -4.

The elder vampire's bite inflicts 1d3 damage, then each round thereafter one energy level is drained from the victim. The vampire regenerates 1d6 hit points (if needed) for each energy level drained. If the victim dies from the energy drain, they will arise as a newly awakened at the next sunset (but not less than 12 hours later). Newly awakened and vampires created this way are under the permanent control of the elder vampire who created them.

If using the bite attack, the elder vampire takes a -5 penalty to Armor Class. The elder vampire will therefore not use this attack in combat except as a last resort.

The elder vampire is extremely strong, gaining a +5 to damage when using melee weapons.

Elder vampires are unharmed by non-magical weapons and are immune to **sleep**, **charm**, and **hold** spells. If reduced to 0 hit points in combat, the elder vampire is not destroyed, though it may appear to be. The elder vampire will begin to regenerate 1d2 hours later, recovering 2 hit points per turn, and resuming normal activity as soon as the first point is restored.

Elder vampires command vast armies of lesser beings. Once per day, the elder vampire can call forth 10d10 rats, 5d3 giant rats, 10d10 bats, 3d6 giant bats, a pack of 3d6 wolves, or 1d4 newly awakened, or 3d4 other vampires (assuming any such creatures are nearby). These creatures arrive in 2d6 rounds and serve the elder vampire until they are released.

The elder vampire can assume the form of a **bat**, a **giant bat** or a **dire wolf** at will, requiring one round to complete the transformation. The flying movement listed is for the giant bat form. While in animal form, the elder vampire can use the normal attacks for that form but cannot use its other powers while in animal form, except that creatures summoned are still controlled and charms already in effect continue in effect.

The elder vampire has a number of weaknesses:

Repelling a Vampire: The elder vampire must stay at least 5 feet away from a creature actively holding a mirror or holy symbol. They will not enter an area laced with garlic, and they cannot cross running water. They also remain utterly unable to enter a home unless invited in by someone with authority to do so but can freely enter all public or private buildings.

Slaying a Vampire: Reducing an elder vampire's hit points to 0 or lower incapacitates it but does not always destroy it, as described above. Finally slaying an elder vampire is a complicated task. To do so, the elder vampire's body must be staked through the heart, and then the body must be destroyed by being doused in running water,

exposed to direct sunlight, and then burned on a funeral pyre for 3d6 hours.

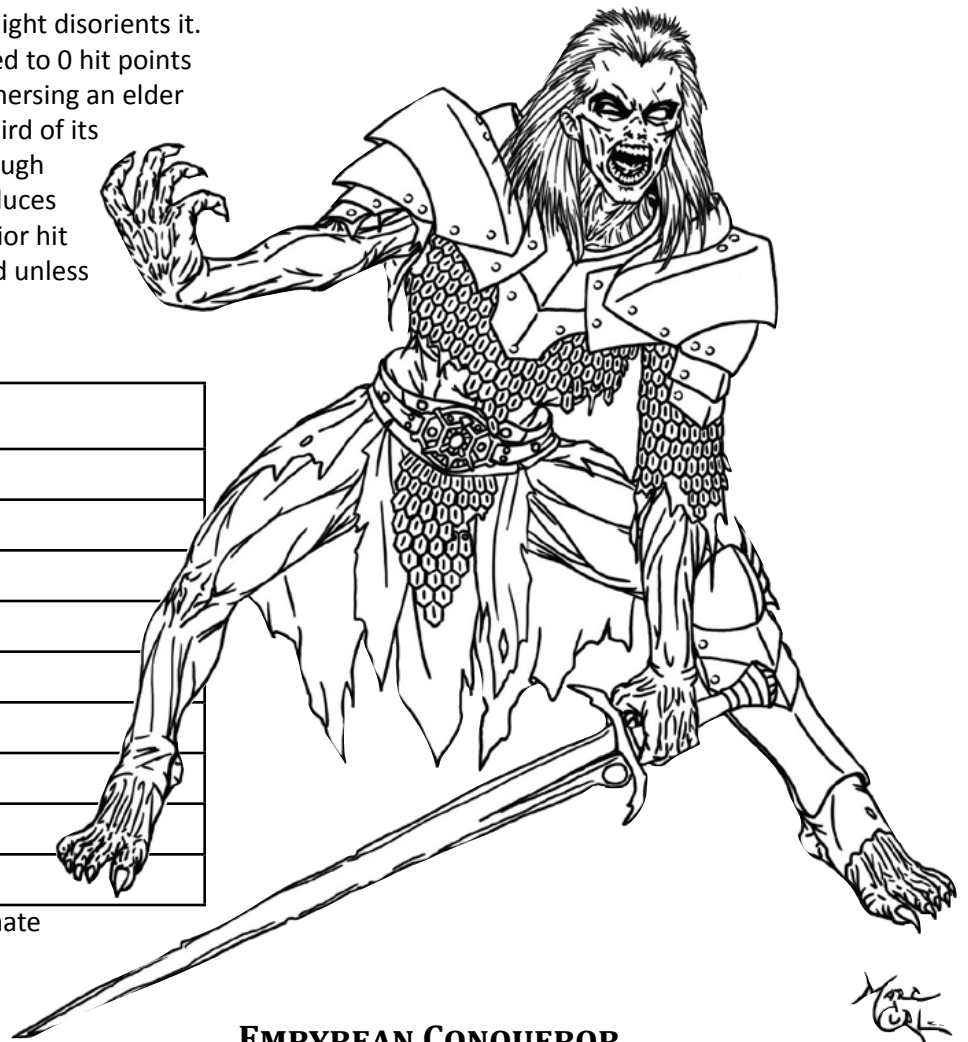
Exposing an elder vampire to direct sunlight disorients it. It can act for only one round and is reduced to 0 hit points on the next round if it cannot escape. Immersing an elder vampire in running water robs it of one-third of its hit points each round. Driving a stake through the elder vampire's heart immediately reduces it to 0 hit points, but it will return to its prior hit point total as soon as the stake is removed unless the body is destroyed.

UNDEAD SERVANT

Armor Class:	13
Hit Dice:	1
No. of Attacks:	2 claws
Damage:	1d4
Movement:	30'
No. Appearing:	1d6
Save as:	Fighter: 1
Morale:	12
Treasure Type:	B
XP:	25

These undead servants are the unfortunate outcome of an attempt to create a newly awakened by a vampire who does not yet have the strength to do so. They appear to be little more than the deathly pale, walking corpses of the vampire's victims. Undead servants retain their sentience and can answer simple yes and no questions, but their emotions and reactions are dulled or nonexistent and they are incapable of complex reasoning. It is unclear whether their minds have been utterly destroyed by the vampire's attempt to transform them, or whether they merely remain unable to control their physical bodies now that they are tainted by the vampire's curse. They will follow the instructions of the vampire who created them to the letter, and cannot deviate from this course.

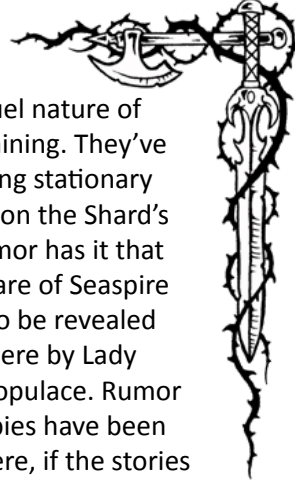
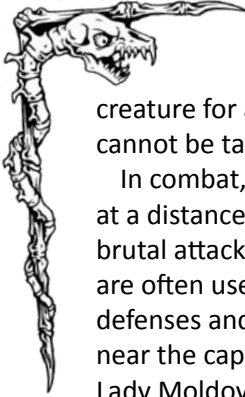
Undead servants cannot be healed by any means, and will fight to the death unless ordered to stop by their creator. The curse that created them is so fragile that it can only bind these creatures to undeath for a short period of time. The undead servant will turn to dust at dawn the day after it was created. However, for all their imperfections, undead servants suffer none of the other weaknesses common to vampires.



EMPYREAN CONQUEROR

Armor Class:	20
Hit Dice:	7*
No. of Attacks:	1 bite/1 stinger/1 arrow or 2 talons/1 stinger/1 arrow
Damage:	2d8/1d6 + point/1d6 or 1d10/1d10/1d6 + poison/1d6
Movement:	30' (10') Fly 80' (10')
No. Appearing:	1d4, Wild 2d4, Lair 2d6
Save as:	Fighter: 7
Morale:	10
Treasure Type:	E
XP:	735

Empyrean Conquerors are an elite order. These kobolds work closely with captive wyverns to train them for aerial combat. Years of strenuous training is required to create the bond between the wyvern and its kobold rider, but once forged, the bond is so strong that the two act as one



creature for all purposes. The wyvern and its kobold rider cannot be targeted separately by any attack or effect.

In combat, the empyrean conqueror prefers to remain at a distance whenever possible, dashing in for quick and brutal attacks before flying away to a safe distance. They are often used along the border to improve the Shard's defenses and fortify its troops there, but are also common near the capital, where many of the wyverns are trained. Lady Moldoveanu has also used them to spy on her enemies from time to time.

GARGOYLE SPY*

Armor Class:	15‡
Hit Dice:	6**
No. of Attacks:	2 claws/1 bite/1 horn
Damage:	1d4/1d4/1d6/1d4
Movement:	30' Fly 50' (15')
No. Appearing:	1d4, Wild 1d2, Lair 1d6
Save as:	Fighter: 8
Morale:	11
Treasure Type:	C
XP:	605

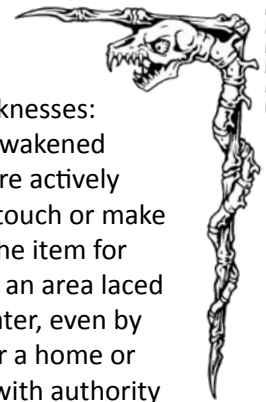
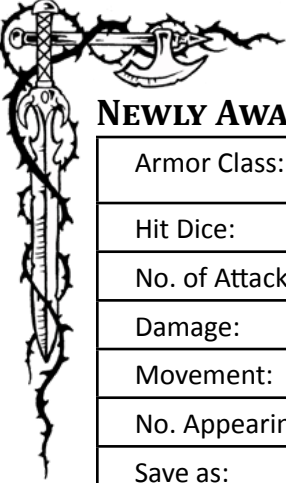


These twisted creatures combine the cruel nature of the average gargoyle with patience and training. They've learned to expertly mimic statues, remaining stationary for days or weeks at a time in order to spy on the Shard's enemies and engineer their downfalls. Rumor has it that a statute that had stood in the central square of Seaspire for a matter of years once vanished, only to be revealed later as one of these gargoyle spies sent there by Lady Moldoveanu to keep an eye on the local populace. Rumor also has it that several of these gargoyle spies have been sent beyond the borders of the realm, where, if the stories are true, they seek to gain the intelligence necessary to strike a fearsome blow against any foreign enemies who threaten Lady Moldoveanu's rule.

OGRE LINEBREAKER

Armor Class:	17 (13)
Hit Dice:	6+1
No. of Attacks:	2 weapons
Damage:	2d8/2d8
Movement:	30' Unarmored 40'
No. Appearing:	1d4, Lair 2d6
Save as:	Fighter: 6
Morale:	10
Treasure Type:	C
XP:	500

Years ago, a group of ogres pledged loyalty to Lady Moldoveanu in exchange for protection within the Shard. These descendants of that group have been trained from birth to fight alongside the Shard's forces at The Edge of the World. Renowned for their strength, these ogres specialize in decimating enemy armies with their ferocious attacks. Their impact is as much about inspiring terror as it is about inflicting actual damage, though they are adept at both. They are often seen charging toward enemy infantry with little regard for their own safety, inflicting horrific injuries to large numbers of soldiers with their brutal attacks.



NEWLY AWAKENED*

Armor Class:	15‡
Hit Dice:	5
No. of Attacks:	1 weapon or special
Damage:	1d8 or by weapon or special
Movement:	40' Fly 20'
No. Appearing:	1d2, Wild 1d2, Lair 1d2
Save as:	Fighter: 2
Morale:	5
Treasure Type:	F
XP:	360

The newly awakened are the newest of vampires, recently turned and not yet fully aware of their new state of undeath. While some are overjoyed by the change, others awaken distraught. For all, the transformation is utterly disorienting and these newly awakened are significantly weaker than most other vampires. A newly awakened makes peace with its new state and becomes a full vampire at sunset 3d6 days after the newly awakened was created. Prior to that final transformation, they often prefer to close to the vampire who created them, or, if they cannot, to hide away in solitude until they have been able to adjust to their new state of being.

Newly awakened are awkward in their new forms and have not yet gained the ability to charm others. The newly awakened's bite inflicts 1d3 damage, then each round thereafter one energy level is drained from the victim. The newly awakened regenerates 1d6 hit points (if needed) for each energy level drained. If using their bite attack, the newly awakened takes a - 5 penalty to Armor Class. Newly awakened cannot create other newly awakened or vampires, even if a victim dies from their bite. In addition, they cannot yet change form or control other creatures of the night.

Despite the awkwardness of their transformative state, newly awakened have already begun to gain some of the unusual strength characteristic to vampires. They gain a +2 to damage when using melee weapons. Newly awakened are unharmed by non-magical weapons and are immune to **sleep**, **charm**, and **hold** spells. If reduced to 0 hit points in combat, however, the newly awakened is destroyed.

The newly awakened has a number of weaknesses:
Repelling a Newly Awakened: The newly awakened must stay at least 15 feet away from a creature actively holding a mirror or holy symbol, and cannot touch or make a melee attack against the creature holding the item for the rest of the encounter. They will not enter an area laced with garlic, and they cannot cross running water, even by ship. They also remain utterly unable to enter a home or other building unless invited in by someone with authority to do so.

Slaying a Newly Awakened: Exposing a newly awakened to direct sunlight disorients it. It can act for only one round and is utterly destroyed on the next round if it cannot escape. Exposing a newly awakened to running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of exposure. Driving a stake through the newly awakened's heart immediately slays the monster.

MOUFLON

Armor Class:	13
Hit Dice:	2
No. of Attacks:	1 kick or 1 bite
Damage:	1d4
Movement:	60' (20')
No. Appearing:	2d10
Save as:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

The mouflon is one of the more pleasant creatures that makes it home in the Shard. These mountain-dwelling sheep can be found throughout the realm, though they often prefer places of seclusion. They are adept at climbing sheer cliff faces, and comfortable on rocky terrain that would prove nearly impassable to most other creatures. They are good natured, with a pair of curled horns and thick, fluffy brown or white wool covering their bodies. However, they will defend themselves vigorously if threatened or attacked. They often travel in herds, but occasionally are seen in the wild alone or in small groups. They are generally curious and have little fear of people. They've been known to approach adventuring parties to investigate these strange new people in their midst. In the mountains of the Shard, mouflon are also sometimes raised in captivity for their wool, which fetches high prices in markets throughout the world.



The Shard

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★ DEADHOME

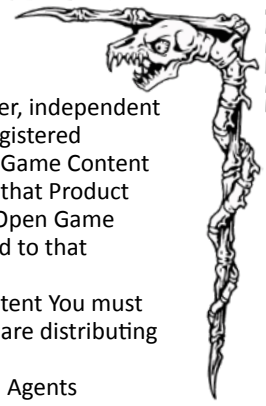
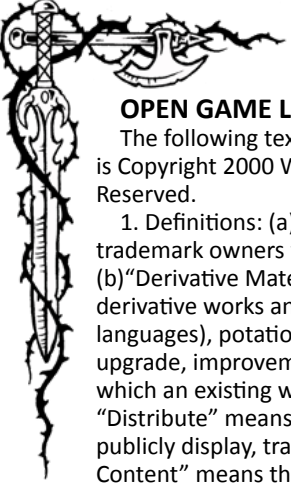
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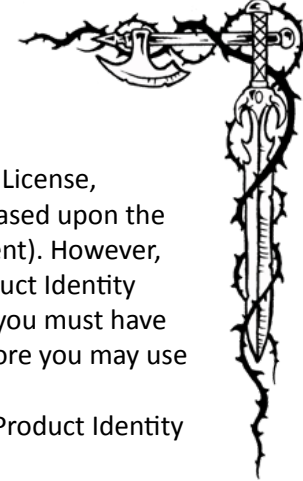
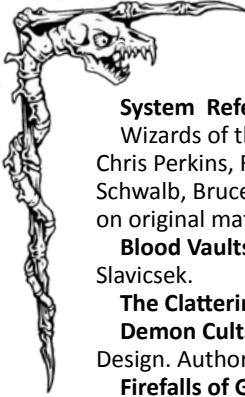
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