

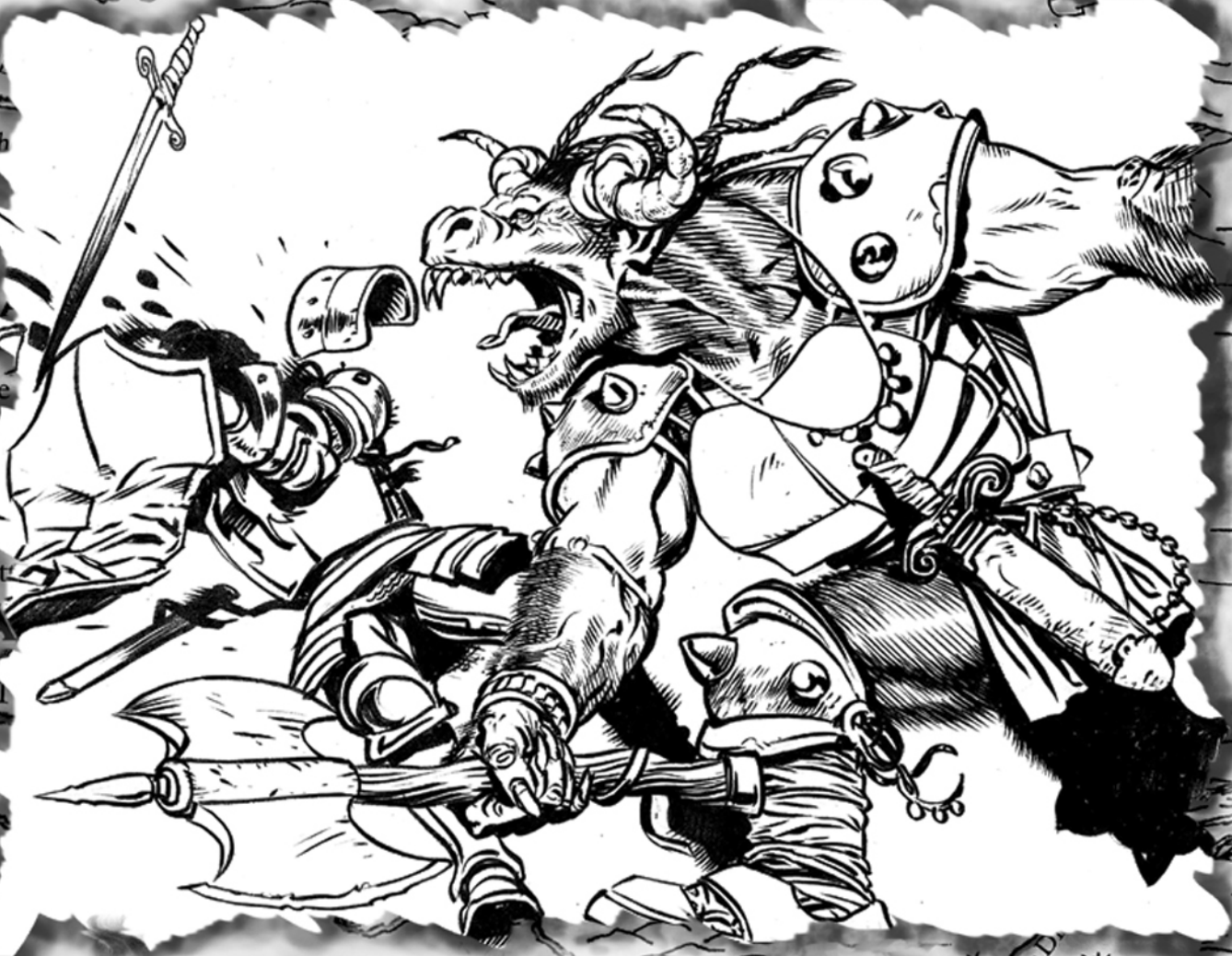
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Castles & Crusades®



Monsters of Ahrde I

TSEL'ESTRAMMO



11
GAMES

MONSTERS OF AIHRDE I

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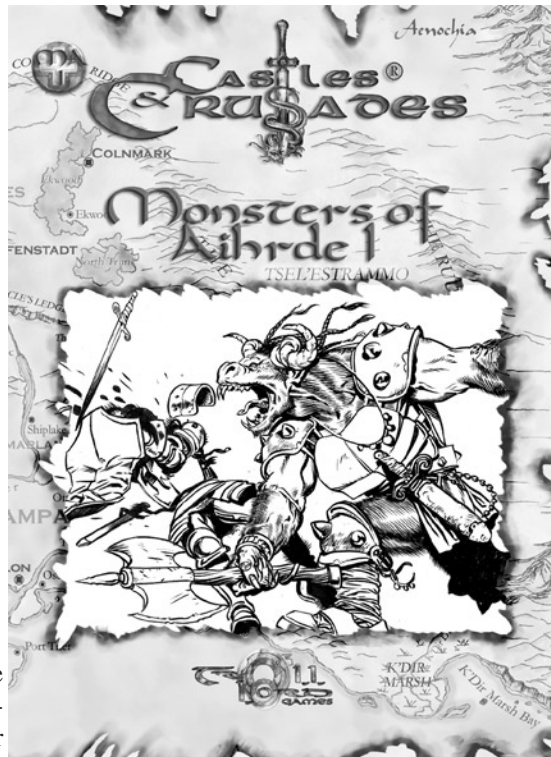
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This supplement contains 5 monsters of varying challenge levels.

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CHARON FIEND

NO. APPEARING: 1-2

SIZE: Large

HD: 5d10

MOVE: 40 ft.

AC: 16

ATTACKS: 2 Claw (1d6+1) and Bite (1d10+1)

SPECIAL: Poison, Blend, Scent, Darkvision 60 ft., Twilight Vision

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TREASURE: 4

XP: 630+6

The charon fiend is a thin, boney creature with a broad head, shrouded in a wild, writhing mane of snakes. Their yellowed, largely hairless, skin stretches over tawny muscle except upon the beast's long back, where boney plates protrude from its spine. These plates continue down the creature's thin tail, ending just beyond the buttocks. Its legs appear ungainly but possess triple joints and are braced by wide feet with huge claws, designed more for ripping and gouging than cutting. But of all the beast's strange features the mane is the by far the most unworldly. For the mane consists of living snakes, not unlike a medusa's. These creatures possess minds of their own and are forever biting the charon fiend in the face, neck and forelegs. In turn, the beast tears at them so that it is not uncommon to witness the fiend in a ferocious fight with itself.

The charon fiend is a fierce creature, driven mad by the constant bites it receives from the snakes about its face. Its foul disposition drives it to attack anything that it comes across, good or evil, lawful or chaotic, man, elf, orc or beast. The wake of their passage is often easy to discern and for this reason, when one enters into a region they are immediately hunted down. They are often captured and used as hunting dogs by evil creatures, lords and the like. Their



intelligence makes them trainable but very dangerous, as they will turn on a master if the opportunity presents itself.

They are migratory and never remain in any one place for long. They have some ability to reason and are able to realize when a food source is depleted, their prey is too weak to defend itself or they are in real danger. They always travel alone, only coming together to mate. Mating charon fiends are even more disagreeable than normal for both beasts suffer from multiple snake bites as well as the violence of the pairing. Two fiends may spend several years paired up as producing young is extremely difficult for them. During this time they will dig or occupy a den. Once the female is with pups, the male leaves. A litter of 1-4 pups is common but the female always eats the three weakest. The remaining pup matures extraordinarily quickly and leaves its mother at about 1 year of age.

Combat: The charon fiend is very aggressive, attacking almost anything it comes across. They avoid fights only when they encounter some creature or creatures whose size or numbers make a clear kill impossible. They attack by leaping on a prey attempting to bring it down and pull it in close enough for the snakes to strike. It attacks with its front claws and jaws simultaneously as well as an overbearing attack. If the charon fiend's overbearing attack is successful, it draws its hapless victim into the nest of snakes which form its mane. Eight of these snake may strike in the following round, injecting venom with each successful hit. Should the snakes' attack, the charon fiend is not allowed to use its claws nor its jaws to attack. Snakes do not gain prone bonus on attacks and attack as 1 hd creatures.

Poison: Those struck by a snake must succeed at a constitution save (CL 1) to stave off the affects of the snake's venom. A successful save indicates the venom has been fought off. A failed save reduces the victims constitution by 1 point, 1 full round after the bite occurs. There is no further damage from that particular bite, but other bites can continue to reduce the victim's constitution. When a victim's constitution is reduced to zero they pass out and will die in 6-12 rounds if some type of aid is not administered. The wound is tiny, but extraordinarily painful, filling with puss immediately. Once aid is administered, constitution is restored at 1 hit point a round.

Camouflage: Charon fiends are able to blend in with most any environment. They do this by lying flat and motionless, hiding in shadows, crevices or the like. When concealing themselves, they have a +2 bonus to hide checks, and a +4 bonus to surprise rolls. They gain a similar bonus on any move silently checks.

The Charon Fiend In Aihrde

The charon fiend was created in the pits of Aufstrag by one or more of the Greater Mogrl. These grim beasts served the Mogrl as pets and hunting companions. They were generally kept in large pens in the deeps, called forth when needed. With Unklar's fall and the end of the Winter Dark Wars, these beasts slipped from Aufstrag and into the world. Some traveled with their masters, but most escaped into the wilds. The terror of their passage left a mark upon the people of Aihrde, for their depredations knew no bounds. Eventually, they vanished into the dark places of the world and became legends of the Age of Winter Dark. They are uncommon

in most of the world but on occasion, one or two are seen, wreaking havoc upon the world at large. They are more common in the Grausumland and the wilds of the Gelderland. The Hlobane orcs prize these creatures and pay tremendous sums for their pups, or breeding pairs. They use them as mounts, hunting dogs and the like. If a Mogrl should be near (within a few miles) and sounds its horn, any and all charon fiends come running, howling and barking in joyful glee as is their want when in the vicinity of their true masters.

UR-SUK (BLACK HEARTS, DARK FAERIE)

NO. APPEARING: 2-4, 20-100

SIZE: Small/Medium

HD: 1 (d6) or 2 (d8)

MOVE: 20 ft., fly 30 ft.

AC: 15

ATTACKS: Dart (1d3), Dagger (1d4), Short Sword (1d8), Short Bow (1d6)

SPECIAL: Spell-like Abilities, Twilight Vision, Polymorph, Camouflage

SAVES: M & P

INT: Average to Superior

ALIGNMENT: Chaotic Evil

TYPE: Fey

TREASURE: 1, 3

XP: 29+1, 120+3 (base + 4 II ability - cam and poly, wiz and druid - 4 I ability (flight, intel, twilight, attacks))

The Ur-Suk, also known as Black Hearts or Dark Faerie, are outcasts from the land of Fey. Exiled from their people for their foul disposition, or an unspeakable crime, they are forced to wander the wild world. Seeking no redemption, they care not for their actions, past or present, and lust only for treasures or power or both. The Ur-Suk come in many shapes and sizes, indeed, they are able to polymorph themselves into almost any form. But at their heart the Ur-Suk are small, winged, humanoid creatures with mottled gray or patchy yellow-green skin. Occasionally, they take on the shape of deformed gnomes. They have long faces, and deep eyes that give them great vision in the twilight. The wide gash that is their mouth splits their face in two halves, making them hideous to look upon and the jagged, unkempt teeth only add to their horrid visage. Their faces reflect an innate cruelty as their features are lined with deep crevices of ragged emotion. They prefer to wear clothes, usually pants and boots, but at times are naked.

The majority of the Ur-Suk work to undo all that is good. To this end they haunt the good people or places of the world, seeking to bring them to ruin. They trick their victims, trying to lead them astray and wreak havoc wherever they go. They love to steal and rob human establishments and are frequently responsible for kidnapping the young. They are particularly fond of robbing the dead, plundering tombs of paladins, knights and their families. The Ur-Suk are small minded, timid and fearful, and for these reasons they tend to seek out powerful, evil creatures and aid them against other lesser folk. These dark faerie

have an inexplicable hatred, which borders on fear, of birds.

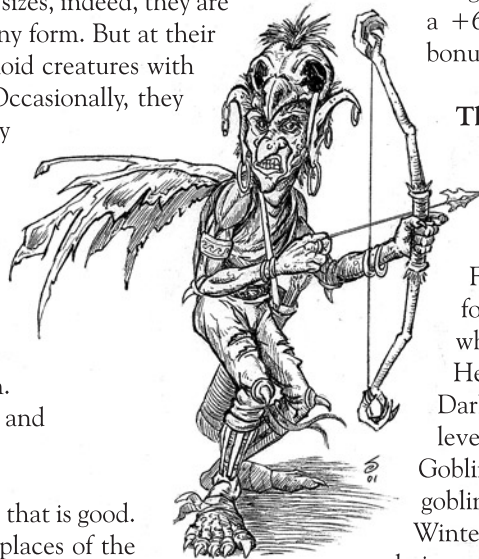
The Ur-Suk are found in most climes and almost any terrain, however, the majority prefer deep, temperate forests where they live in dens or warrens dug beneath the roots of very old trees. Ur-Suk are violent creatures and do not work well with one another. The Ur-Suk are not by nature social creatures and they rarely gather in groups of more than 2-4. Though on occasion they gather in great concourses to discuss events or needs that may be pressing to them and them alone. When encountered in large groups there are always several factions that frequently fight one another. They are not fond of other fey and often enslave grigs and pixies.

Combat: Dark Faerie rarely stand and fight unless they feel that they have a better than average chance of overcoming the enemy. They prefer hit and run tactics that keep an enemy unbalanced, gradually weakening them until chances of a successful attack improve. To this end they use their spells and their ability to camouflage themselves.

Polymorph: The Ur-Suk have the ability to *polymorph self* twice each day as a 7th level caster.

Spell-like Abilities: They can cast, as a 6th level druid, the following spells once per day – *light, poison food and drink, enrage animals, entangle, faerie fire, obscuring mist, pass without trace, warp wood* and *snare*. They can also cast, as a 3rd level illusionist, the following spells once per day - *dancing lights, magical aura, hypnotism* (maximum 1 creature) and *silent image*.

Camouflage: Dark fey are able to alter the texture and color of their skin. This allows them to blend in with almost any environment. It takes a full 5 rounds for an Ur-Suk to change. But once they have changed, they have a +4 bonus to hide checks, and a +6 bonus to surprise rolls. They gain a similar bonus on any move silently checks.



The Ur-Suk In Aihrde

The Ur-Suk have haunted the world of Aihrde since the Days before Days. Like all fey, they came over from the inky dark of the Void or crossed over when the All Father died. They have haunted the dwarves for countless ages, and indeed, it is the dwarves who name them the Ur-Suk, which is Black Hearts in the Vulgate. During the age of Winter Dark they came to serve the horned god on many levels. They were especially fond of the Eldritch Goblins, creatures they could relate to for those goblins counted their ages in millennia. During the Winter Dark Wars they served as best they could, but their natural trepidations kept them from most battles.

After the wars they melted into the countryside, seeking the lost and hidden places of the world, for they sensed a new dawn was upon the world. And that is where they remain, in the deep dark woods of places such as the Darkenfold and the Kellerwald where the wilderness does not tangle with civilization. They hide and brood, longing for the return of Unklar and a New Age of Winter's Dark.

TAGEAN HOUND

NO. APPEARING: Special

SIZE: Medium

HD: 3 (d8)

MOVE: 50 ft.

AC: 15

ATTACKS: Bite (2d4)

SPECIAL: Twilight Vision, Scent, Trip, Improved Grap, Protect, Telepathy

SAVES: P

INT: High

ALIGNMENT: Neutral

TREASURE: N/A

XP:



Tagean hounds are large barrel-chested canines. Their frames are compact, with straight backs, stout legs and large paws. These shorthaired dogs range in color but are mostly black or deep brown. They almost always have a lighter shade on their muzzles, chests and paws. Their wide snouts contain powerful jaws, narrow eyes set far back on their skull allowing them a wide range of vision and long, thin ears. Their fangs are thick and long, extending into the upper and lower jowls, giving the tagean hound the appearance of always snarling.

Tagean hounds are rarely found in the wild. They are bred and sold on the open market as guard and war dogs. Litters are carefully picked over and only the largest are allowed to live; smaller pups being set aside in the wilderness to live or die on their own. They are specifically bred for the size of their teeth and paws and their intelligence. Their litters have 1-2 pups and they breed once a year.

They are empathetic to the point of telepathic and for this reason they are highly sought after battle companions and familiars. In fact, tagean hounds can communicate telepathically with their masters, conveying images, sounds, smells and even taste. For these reasons, along with their rarity, the tagean hound is almost always in high demand. A standard hound can bring up to 5000gp on market, but the strongest have sold for up to 25,000gp. They never turn on their masters and will fight by their side until they are killed or the master falls. If the master should fall, the tagean hound is often thrown into confusion and will guard the body of its fallen master from friend or foe. When this occurs there is nothing short of death that can remove the hound from its master. It will stay there until it dies of starvation or is killed.

Master of the Tagean Hound: Any person wishing to become a master of one of these hounds must partake in 2d6 months of training with the hound under the tutelage of a tagean trainer. This is always part of the purchase price as the hounds are not sold to just anyone.

Combat: Tagean hounds are bred war dogs and as such are ferocious on the battlefield. Unless commanded they always stick close to their master, guarding them from whatever threat is posed. They are fearless when their master is alive and near them. Only a dragon's fear, or a fear spell cast by a very powerful spell caster,

can force the hound to flee. In the attack they always attempt to pull their victims down using trip and then immediately leap for the face or throat.

Trip: When a tagean hound scores a successful bite, it attempts to pull the victim to the ground by tripping them. This is an overbearing attack but the defender is allowed to add the dexterity bonus to their roll instead of a strength bonus. Once the hound has tripped its victim it releases them and leaps for their face or neck. Victims can of course attempt to gain their footing through a dexterity check. Any victim pulled down automatically acts last in the next round and the tagean hound gains a +5 to its attack rolls so long as the victim is laying down.

Improved Grab: If a tagean hound successfully trips a victim and in the next round successfully strikes the victim while they are still prone, they have a chance of clamping on the victim's throat. The victim must make a successful dexterity check to avoid the dog's attack. If they fail, the hound bites the throat and holds it, slowly crushing the windpipe or severing the jugular. Each round thereafter the victim can break free with a successful strength check. Each round the victim is held, they suffer a -1 from their next check. The minuses are cumulative up to -6, at which point the victim passes out. Death through suffocation will follow in 2d8 rounds after passing out. Furthermore, the hound gets to attack each round the victim is held. No damage is scored unless a natural 20 is rolled at which point the jugular is severed and the victim suffers a further 2d6 points of damage a round thereafter.

Protect: A tagean hound that sees its master taking damage becomes incensed and protective. This trained instinct provides the hound with a +1 bonus to all attack and damage roles. The bonus only applies if the master is taking damage.

Telepathy: Tagean hounds can communicate telepathically with their masters up to 1000 feet. The master can receive images, sounds, smells and even taste, although they cannot "see" through the hound. Because of this link, the master has the same connection to an item or place that the hound does. For instance, if a wizard's hound has seen a room, he could *teleport* into that room using the hound as a conduit.

The Tagean Hound In Aihrde

Tagean hounds are bred almost exclusively on the isle of Tageda by the Tagedans themselves. A few smaller breeder pens have opened up in cities like Ahve-ig-Nawn. The dogs are rare and kept by only the very wealthy or very powerful. The Tagedans do not sell them to anyone, forcing applicants to pass through a host of religious ceremonies to make certain they are pure enough to keep the animal. They do not sell them to evil people or anyone who they feel may abuse them.

They are very selective with which hounds are allowed to breed. Weaker pups are often given to other Tagedans as gifts after they are neutered. Only the strong are allowed to mate and breed. They especially favor long fangs and weight. The best of the hounds are always kept for the Tagedan lords themselves and serve them as war dogs. Any tagean hound encountered in the person of a Tagedan is given maximum hitpoints minus 1d8.

UNGERN

NO. APPEARING: 1-8, 10-100

SIZE: Medium

HD: 2d8

MOVE: 30 ft.

AC 14

ATTACKS: 2 Claw (1-2), or Gore (1-6+2), or by Weapon (weapon)

SPECIAL: Twilight Vision, Spell Resistance 2, Camouflage, Cold Imminuty

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TREASURE: 1

XP: 46

The ungern are spawn of the Horned God and their form reflects his own. They have dark brown or red skin, are largely hairless but for a short mane that stretches the length of their spine and shocks of it around their cloven feet. Their hands are clawed, feet are hooves and their legs have triple joints. They have wolf-like heads with long tooth filled snouts. They stand about six feet tall, and though they are rather thin, they are powerfully built creatures. Their lean muscles are like corded iron. Their torso and back are shaped like beaten metal. Their necks are thick, with bands of iron muscle stretching into their broad shoulders and backs, all this to support their great horned heads. Sprouting from the creatures backside are great horns and these range in shape, size and form. Some rise directly from the spine and are more like a ridge from head to tail, others rise from the upper back and sprout above the head like a set of antlers and yet still others grow up and through the skull and rise - like their masters - like great horned crowns.

These horns are the most distinguishing marks the ungern carry and generally the greater and more ornate the horns, the greater the ungern. These horns grow with age and require much trimming and care and they are often decorated with all manner of jewelry, studs and the like. The ungern are fond of growing their manes to great lengths and braiding them and decorating them with bits and pieces of jewelry. They often travel without clothing, carrying only their weapons, but they are wickedly intelligent beasts and don shields and plates of iron for war. Their armor is always ornate with glyphs and runes carved throughout. They are able smiths and forge their own weapons and armor, build their own war machines, or at least instruct their slaves how to do this.

The ungern are well groomed and rather social in their own circles, but when in the company of lesser races, such as orcs, goblins or the like they display a tremendous amount of unbridled rage and cruelty. They have no particular hatreds for anyone, but complete disdain for all living things that do not serve their master. And most of those that

do are tolerated only for the sake of their service to the Horned God. Only the Mogrl command respect from the ungern and they serve them loyally and without question. They are highly organized and work together in all things. They are not migratory, and rarely move once they have taken a castle or refuge as their own. Their culture is one of power and violence. Strength and intelligence are prized above all things and the greater ungern usually have both properties in abundance.

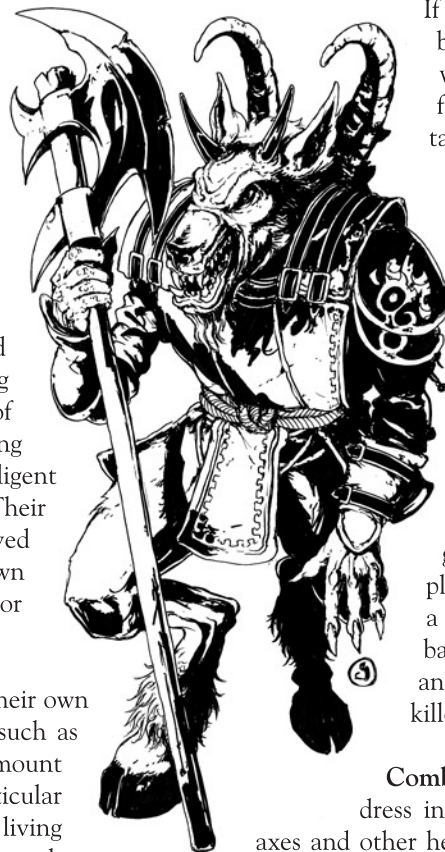
When away from their master's dens, they live in tight social groups of several hundred to a thousand. They do not build their own homes but rather settle in someone else's. They do not do menial tasks themselves, but utilize slaves, often stolen from villages, caravans or bred in their dens. They do not mate, but rather spawn like reptiles. Females, who are utterly unrecognizable from males, lay huge clutches of fertilized eggs in mounds of wet, sodden earth. The young hatch several weeks later, crawling from the mounds with tremendous appetites. They are largely on their own, forced to steal food from the other ungern until they are large enough to force their way to the community board and hunt with the others. The young are fierce and their boldness is rewarded by the adult ungern, who largely ignore the small creatures. In this way, they are taught that boldness of action is always rewarded. The pups do not suffer a high mortality rate, only the mewling weak are left to die, and thus the ungern communities, when left unchecked, grow quickly.

In war, ungern travel in organized units ranging from 10-100. For every 10 encountered, there is at least one sub-chief with maximum hit points and an AC of 15. If two or more of these captains are encountered, there is always a chief with 4d8 hit points (minimum 18 hit points) and an AC of 16.

If 100 are encountered, there is an ungern battle lord with 56 hit points, AC 18 whose weapon does 2-12 points of damage. They fight using tactics and are generally able tacticians.

The ungern live in any clime, but prefer the colder latitudes to the warmer ones. They possess a natural affinity to the cold and do not suffer, as do other races. They prefer to dwell in large fortified towns, castles or cities and only when they are on the march do they live in tents or yurts. They seek the rule of law, particularly that of their master. They do not understand chaos and seek to destroy it in all its guises, good or evil. They take great pleasure in one on one combats, following a vague code of ethics and honor in such battles. Though often if an outsider defeats an ungern in single combat, that person is killed by the collective group.

Combat: In battle, the ungern almost always dress in armor, helms and shields. They wield axes and other heavy cleaving weapons such as bardiches or halberds. Their archers are famed for using great horned



bows, and though they can only fire one arrow every other round the damage they do, 2-16, more than makes up for it. If there are more than one, they always fight as a unit, speaking their own guttural language to communicate actions.

Cold Immunity: Ungern suffer half damage from cold-based attacks if they succeed at their saving throw, regardless of the source. If they fail their save, they take full damage.

Camouflage: Ungern are able to take advantage of most of their environments. When in wilderness settings they are able to conceal themselves. When concealed, they have a +1 bonus to hide checks, and a +2 bonus to surprise rolls.

The Ungern in Aihrde

Before the forges of Klarglich were made, before the hounds of darkness issued forth from Austrag and long before the mogrl were crafted in the Pits of Woe, Unklar fashioned the unger. When first he came through the portal, Unklar slew the high priest Nectanebo. After that, he fell upon the Emperor's Guard and the God-Emperor himself. All fell to the Horned God with an ease that made that beastly creature forever after hold great disdain for the folk of the All Father's fashioning. So immediately he gathered to him the substance of the Void and with the languages of his Father, he crafted the unger, the "black spawn." Some say that they were born of a union between the dark fey and wild evil men enslaved in Unklar's service. But this is not so; they are of the Val-Austlich, those creatures forged from the Language of Creation and the Val-Eahrakun, of which Unklar was the greatest. The Judgement of Corthain does not bind them and the unger move freely about the planes as few other creatures can.

In the black days of the Winter Dark when the Horned God, Unklar, ruled the land, the unger issued forth from the fortress of Aufstrag. They served Unklar as soldiers and captains, and spread his evil throughout the lands. They were the battle lords that destroyed Kayomar, drove the elves of the Shelves of the Mist into ruin and plundered the dwarf halls. Their numbers were great and they led the armies in countless battles, ever in the service of their dark master. They filled the holds of Aufstrag with their evil and their numbers grew beyond scope. But during the Winter Dark Wars they suffered greatly. In the great battle of Logn-Kor where the Lord of Sorrow led over 90,000 of his folk, many of them unger, into the Valley of the Sun, they met their first great calamity. The floods destroyed them all, with only the Lord of Sorrow and a few servants escaping that calamity. Later that year, at Gokstead Deep several tens of thousands more were destroyed by the ravages of the northmen. And beyond in a myriad number of battles their numbers were wasted away. When at last Unklar was driven from the plane, they fell into disarray and fled to distant parts.

Since those days, they have recovered some. The live now in scattered holds all about the world of Aihrde, but most frequently in the east near the Grunliche Mountains, Aufstrag and the Grausumlands. In the west they are found in the Darkenfold and the wilds north of Kayomar and south of the Gottland where they contend with the fierce hobgoblins of those lands.

They ever search the dark parts of the heavens, looking for their master to whom they continue to make dark sacrifice.

THE BLACK BREATH (UNKLAR'S BREATH, BREATH OF DESPAIR)

NO. APPEARING: 1

SIZE: Medium

HD: 1d10

MOVE: 20ft.

AC: 17

ATTACKS: See below

SPECIAL: Paralysis, Natural Invisibility

SAVES: M

INT: Low

ALIGNMENT: None

TREASURE:

XP:

The black breath is a mindless creature that festers in the enchanted blood of an Arch-Magi. Created with intent, these creatures are used to guard places of import, portals to treasure rooms, treasure chests, jewelry boxes, spell books or even doors to the outer planes. They are almost undetectable until they come to live as a black breath and is bound in the drop, dried or fresh, of an evil mage's blood. They are left on the floor, often in a crevice or beneath some loose stone. When they are disturbed they come to life, pouring forth as a great frothing cloud of dark, purple mist.

Creating these creatures is no easy task and wizard's must spend long hours of toil to bind the living properties of their blood into the poisonous form that the black breath will take, and to further bind that form into a singular drop of blood. They are never found in company with each other as the largest of any group absorbs its lesser kin and no wizard wishes to waste such a commodity.

Once placed, the enchanted drop of blood remains for eons if not disturbed, often long after the wizard is dead and himself turned to ash. If seen, they look like nothing more than a small dark stain. If a *detect magic* is cast in or around them, it reveals a magical weird where the drop lies, but it also triggers the creature to attack. Indeed, almost any action near the creature disturbs the black breath and draws it forth to the attack. Rogues and other clever creatures can slip by the creature with a successful move silently check, but others will not be so lucky. Any amount of noise, from a boot scrap to a shout, brings the creature forth.

These creatures have tremendous value and are once in awhile found on the open market where they bring anywhere from 5-10,000gp.

Combat: The black breath attacks by entering the mouth or nostrils of its victim, infecting their blood and thereby paralyzing them. Holding one's breath will not keep the creature from entering the body. Though the creature can be hit by normal weapons, the most effective way of combating the creature is by casting a *dispel magic*, *neutralize poison* or *remove disease* upon it. If the black breath fails its save, it is instantly destroyed. The same spells cast on the drop of blood, if undisturbed, will destroy the black breath as well. Once disturbed, the black breath attacks until destroyed or until it overcomes all of its opponents.

Paralysis: Those that inhale a black breath become paralyzed for 2d4 rounds if they fail their constitution save. For each round

paralyzed, the victim takes 1d4 damage as the breath begins to eat at the victim's vital organs. Elves and half-elves are vulnerable to this paralysis and suffer as do normal creatures. A *remove curse*, *remove paralysis*, *dispel magic*, *neutralize poison* or *remove disease* cures the victim of their paralysis.

Natural Invisibility: A black breath is invisible in its drop form. The creature looks so ordinary that it is not subject to a *detect invisibility* spell or any other spell. A *true seeing* reveals a bloodstain on the floor and so forth. Once the creature activates and comes forth as a mist, it is plain to see.

Unklar's Breath in Aihrde

These creatures were created by the Arch-Mage Nulak-Kiz-Din to guard his many treasure holds, towers and places of power. Nulak was known to supply this precious commodity to his more powerful guild houses and to some of his greater servants, so the number of Unklar's Breaths are limitless. They are often stumbled across in places where that wizard or his servants are found. Many carry the breath as a holy item, praying to it or using it to channel that fell wizard to aid them in some dark cause. The folk of the Paths of Umbra and the Crna Ruk value these greatly and will pay fortunes for them.



Coming Soon
Monsters of Aihrde II
The Elf's Bane, The Dream Warrior, Hounds of Darkness,
Sentient & Water Foul