

Aenochia



Castles® & Crusades



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Ekwood

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Monsters of Ahrde II

TSEL'ESTRAMMO

North Trunk

Stephen Chenault

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MONSTERS OF AIHRDE II

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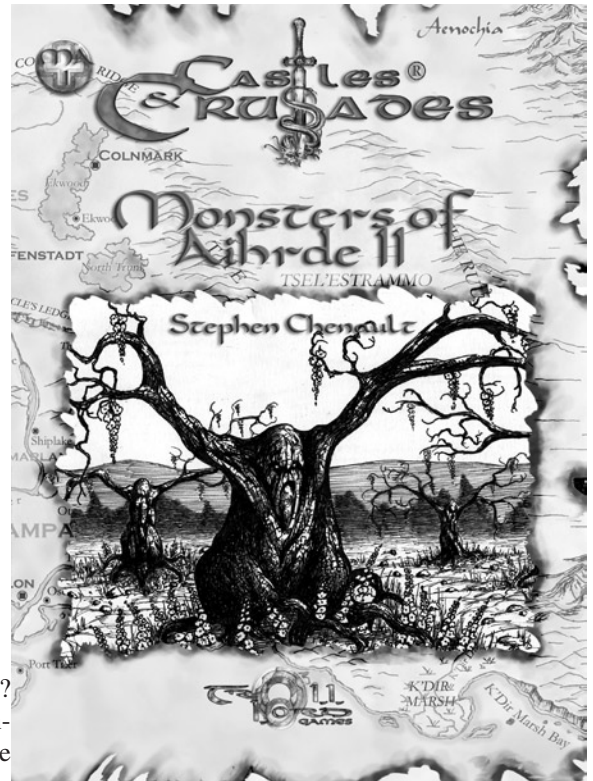
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This supplement contains 5 monsters of varying challenge levels.

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ELF'S BANE

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 12 (d10)

MOVE: 30ft.

AC: 20

ATTACKS: 1 horn (2d12) or 2 stomp (1d8)

SPECIAL: Powerful Charge, Scent, SR 5, Trample

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: n/a

XP: 3550+12

These four-legged beasts are huge, with thick torsos, broad slopping foreheads and wide mouths. Their bellies sag, dragging the ground at times, leaving behind them a foul residue and stink. A great horn, sometimes two, juts from the creature's brow, ending in a razor point. Their squat legs end in fingers, thick and clawed, which allow them to traverse even the most difficult terrain. Their skin is in layered rolls of armored plate, one overlapping the other. Their nostrils are broad and deep, running the length of their heads. These they use to suck out the spirits from the fallen elves or fey who they trample to death. They are almost always covered in scars and often have the hafts of weapons stuck in their thick hides, broken or shorn off, all hallmarks of past battles.

The elf bane ignores most living creatures, attacking only when provoked. However, if an elf or fey is within its sight it attacks them immediately and mercilessly. They have an uncanny sense about them, which allows them to sniff out elves and their like up to a mile away. They feed upon the spirits of these creatures so they always immediately pursue the scent to its origin and attack. Once they have killed all the elves and those who threaten them, the elf's bane settles into feast. It does so by nuzzling the corpses of the fallen elves and sucking their soles or spirits out of them. They devour this essence and it thickens their armor and drives them wild with the lust for more food to consume.

The elf's bane is entirely magical and comes from the outer planes, summoned no doubt by some creature or the other. Because of this, and the highly magical nature of their primary prey, they have developed an uncanny resistance to magic and its affects. They have a spell resistance of 14. They can be found in almost any climate or terrain. They are always on the move, hunting for food. If left alone, they will not attack any creature with the noted exception.

Combat: The elf bane is unbelievably violent in the attack. It charges an opponent using its horn or horns to gorge and impale them. Once impaled, they toss the body high into the air, chasing it. After it has crashed to the earth they trample it and stomp on the unfortunate victim until the life is crushed out of them.

Powerful Charge: An elf's bane typically begins a battle by charging at an opponent, lowering its head to bring its mighty horn(s) to bear. In addition
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to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack (total of +14 to hit) that inflicts 6d6+12 points of damage on the unfortunate recipient. Also, the victim must make a successful dexterity check or be knocked down and suffer the possible affects of trampling.

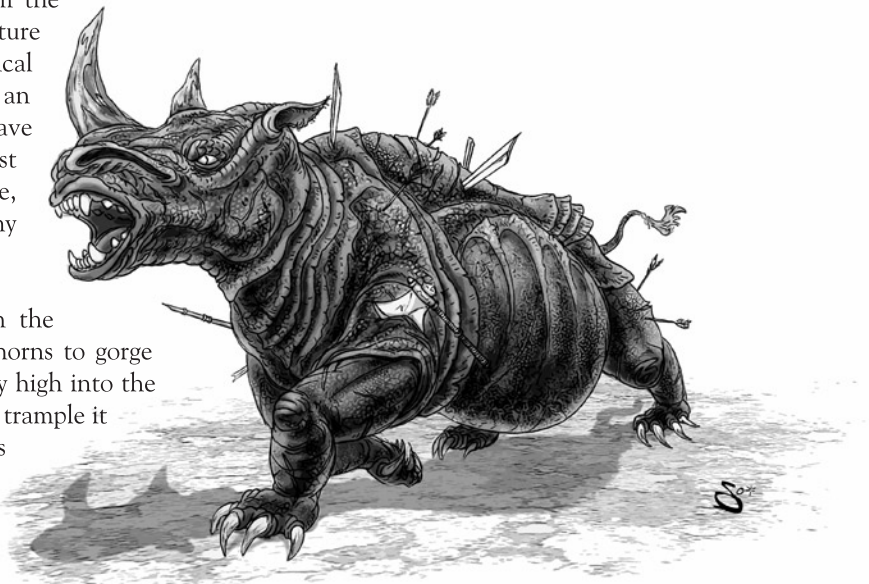
Trample: An elf's bane stomps anything smaller than itself that it has knocked down with its charge. Any such victim suffers 3d8 points of damage. A successful dexterity save reduces this damage by one half.

The Elf Bane in Aihrde

They are rare creatures, which came to Aihrde late in the world, summoned by the emperors of Aenoch in their declining years to battle the elven warriors who were plaguing their lands during the Age of Heroes. There were many such creatures brought to Aihrde and they seem to have multiplied once they arrived. They had lean years during the Winter's Dark where many were used as beasts of burden by the Lords of Aufstrag, and forced to pull their chariots or carts. Some were used as mounts and bare the scars of the saddles (if not the saddles) to this day. They do not die of starvation, but the long years of winter without elves took its toll on their strength and they wasted away.

They have since become stronger, for with the fall of the horned one and the return of the elves, food has once again become available.

Some however, are still used by very powerful and evil creatures as steeds or hunting hounds. It is said that the Undying Lord of Aufstrag himself has tamed one of the beasts, training it for battle with the Confessor Knights or with their master, Luther.



THE DREAM WARRIOR

NO. APPEARING: 1-2

SIZE: Large

HD: 10 (d10)

MOVE: 30 ft., 40 ft. (fly)

AC: 22

ATTACKS: Dreamscape weapon (by weapon +4)

SPECIAL: Dream Mist, Mist Form, Fear, Limited-ESP

SAVES: P, M

INT: High

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: n/a

XP: 2400+10

Dream warriors appear as swirling columns of white mist, having no corporeal bodies to speak of. In this form they are hard to distinguish from smoke or fog, but as they engage in combat they take on more corporeal forms. They assume the shapes of knights and warriors, with armaments and weapons. They often scry their victims briefly, pulling memories from their sub-consciousness and casting themselves in the images of those memories. They twist these memories into horrible apparitions, pained and sorrowful. In this way their victims are confronted with someone they thought long dead or gone and made to believe they suffer woefully in the great beyond. However dream warriors can never assume real shapes and there are always tendrils of mist coiling about them.

Dream warriors do not bleed, nor can they have limbs chopped off or the like. Nor can they drop their weapons, slip or fall. They are creatures of mist and fragments of a mad god's musings. They are, however, real and they can slay and cause damage as with any other creature. They are drawn to the weary or the troubled. There are in fact many of these creatures, and they linger on the edges of civilization, or in forgotten places where men once dwelt, latent and powerless. When they are encountered, their victims give their malice shape and form and they manifest and attack those nearest.

Combat: Dream warriors use any variety of weapons in combat, preferring swords, axes and lances. They can fight two handed as if they have a 17 dexterity. Their weapons act as +2 to hit and damage, or, if they use two weapons then +1 to hit and damage. They are not particularly clever or crafty in battle, and in all respects, battle as fighters.

Mist Form: A dream warrior is incorporeal most of the time; at will, it may switch between a misty form and a more dense corporeal form. This can be done three times per day and it takes up to 4 rounds to alter its shape. A dream warrior may move 40

ft. in its mist form. The ability is otherwise similar to a *gaseous form* spell.

Limited-ESP: The dream warrior has the ability to read the thoughts of those within 100 feet of its location. It can do this only while in its mist shape and even then only in a limited capacity. It can read latent memories of its target. This is instantaneous, however, upon a successful intelligence check, the target can detect that a hostile mind is scrying them. Unless extraordinary measures are taken, such as a *false vision* spell to counteract this, the target can do nothing to prevent it. The dream warrior uses this ability to create its shape as noted above and to weave its dreaming mist.

Dreaming Mist: Dream-mist is used to trap their prey. This spell plays upon the victim's own desires, creating minor illusions of them. The illusions react upon the opponent's weaknesses and needs: food and water, or gold for example. In all respects the spells works as a *confusion* spell cast as a 10th level wizard.

Fear: They can cast *fear* as 10th level wizard 3 times per day.

The Dream Warrior in Aihrde

When Unklar discovered the Dreaming Sea and became aware of Luther's presence there he cast himself upon that wild expanse and fashioned warriors from his own dreaming. Luther called them "slivers of Unklar's imagining," and they traveled the dreamscape hunting the paladin. Luther and the dream warriors battled on many occasions. While the paladin proved too strong for them, the dream warriors gained some of his powers and came to understand him better.

The warriors have since scattered across the far wide expanse of the Dreaming Sea, haunting only the unwary. Having gained some of Luther's power, they can affect another's dreams. They haunt the prime material world, occasionally enticing people onto the Dreaming Sea and then destroying them or upon a rare occasion taking advantage of a powerful victim and coming to the world of Aihrde itself where they stalk the unwary and feed upon them.

Though not entirely conscience, they have, since the horned god's fall, become aware of their existence and this has emboldened them. They have come to hate all living things, for they know themselves as figments of the horned god's imaginings and remnants of his evil will. Their malice is palatable to those sensitive to such things.

Their weapon of choice is fashioned from the Dreamscape when the creature alters itself from its mist form. Any victim, other than a Confessor Knight or resident of the Dreaming Sea, struck by such a weapon is plagued with nightmares and sleepless nights. A *remove curse* can cure this ailment.



SENTIENT

NO. APPEARING: 1-2

SIZE: Large

HD: 18 (d12)

MOVE: 20 ft.

AC: 22

ATTACKS: 2-12 (1d8 points of damage)

SPECIAL: Plant Qualities, Improved Grab, Swallow Whole, Acid, SR 12, Move Earth

SAVES: M, P

INT: Superior

ALIGNMENT: Any

TYPE: Plant

TREASURE: 18 (only if stationary)

XP: 12,500+8

Sentients are very old trees that have lived since the beginning. They are predominantly hard woods, beech, hickory, oak, elm and the like. They are shorter than most trees, averaging from ground to their uppermost branches about 40 feet high. They are old and squat, their wide boles thick with layers of bark and knobby branches. Their canopies vary in appearance according to the health of the tree, some being very sparse, while others remain resplendent in deep foliage. Like all trees, unless it is an evergreen, the sentients lose their leaves in the autumn months and do not regain them until the spring. They have no arms or legs that can easily be discerned. When they travel, their roots serve as feet, but they never rise out of the ground, rather sliding beneath the earth, moving it and pulling the old tree along. For arms and fingers it has many branches, thick and long. They have no face to speak of, rather they see, smell and hear the world through vibrations in their roots, leaves or branches. They are able to open up folds



of their skin to reveal a massive maw into which they have been known to drag any who prey upon them.

These intelligent trees are found throughout the world, in any climate that trees can live. They have been encountered in the deep jungles and even the high mountains. They are secretive and do not normally interact with other creatures unless forced by some peculiar circumstance. Their roles vary greatly; some are good and serve as a shepherd for animals and plants, protecting them from most dangers, while others are evil and take great joy in killing the unsuspecting. The majority are in the middle of these and do little but sit and enjoy the passing of the seasons, prompted into action by circumstance.

They do not live in societies and rarely breed, though from time to time a sentient drops seedlings that take root. Only some of these possess self-awareness, as they have never lived in the shadows of their creators. In any respect, these are very rare and always less powerful than their kin. Sentients do not hoard treasure but some do have vast amounts of wealth buried in the soil around their roots, victims no doubt of the tree's power.

Combat: If provoked, instinctively secretes its acid to protect itself and then a sentient attempts to grab its victim and drag it into its maw and swallow it, where it tries to crush the life from the victim. A sentient is able to attack more than one opponent at a time. They can grab one victim with a branchy arm and drag it to their maw even as they strike out with other branches. Sentients are vulnerable to certain types of attacks. They suffer double damage from elemental attacks like lightning and fire; cold attacks shock them into a state of dormancy (successful wisdom save negates) for 1d4 rounds.

Move Earth: Every five rounds a sentient can move the earth directly beneath it, where its roots lie. In all respects, move earth acts like an *earthquake* spell.

Improved Grab: When a sentient strikes with its slam attack, an opponent must make a successful strength save to avoid being immobilized, and thereafter subjected to being swallowed.

Swallow: Once a creature is struck with an improved grab the sentient drags it to its maw. It takes 4 rounds to move a victim from the ground up to the mouth. The unfortunate character takes 1d4 points of damage per limb that is holding them per round they are being drug. The victim can break free upon a successful strength check (CL 9) or if the branch is chopped off. Upon the fifth round the victim is jammed into the sentient's maw where they are swallowed. The victim receives 1d8 points of damage per round, doubling each round until dead. Escape is impossible short of splitting the tree open.

Acid: The sentient can ooze an acidic secretion once per day. The acid will eat through any non-magical weapons within 1d4 rounds. Any contact made with the acid will cause 1d8 points of damage (dexterity save for half). The acid cannot be thrown or spit, rather it oozes from the creature's bark like sap and remains potent for 24 hours. The acid also protects it from cold or fire based spells, reducing the effects of any such spells by half.

Plant Qualities: It is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-influencing effects (charms, compulsions, etc.).

The Sentient in Aihrde

In the Days before Days the All Father, weary from creation, grew lonely in his world. The Twin Sisters paid him little heed in their race, and the gods and other figments hid themselves for fear of being banished to the Void. So he sat upon the highest peak in the world, what the Dwarves and men call Mount Thangondrim, the "throne of the sky," and pondered this new dilemma. His beard and hair grew to great lengths until he knew at last that he was older than he had been, and that his moods were less hasty. This knowledge gave him insight into the shaping of Life.

He brought the trees into the world, and gave them life and knowledge of all the makings of his creation. In this manner they knew his mind and loved the All Father like none before nor any ever after for they knew the Language of Creation.

The first trees lived as sentient creatures and moved across the land. They never hurried, but rather, moved slowly, methodically, reveling in the world of the All Father's making. Some settled in places and stayed there ever after, and in the space of many years, great forests of these sentients grew across the world. 'Tis said that the All Father loved the sentients more than all of his creations. He walked amongst them, talking of the world in the early days of its making, and he knew joy in their company.

The sentients lived long, being mirrors of the All Father, but in time of years they settled, the bark of flesh decayed, and they withered back into the earth from which they came. The seedlings they dropped proved less than the elders; some could not move, some could not speak, and others were simple trees, rooted to the ground.

Sentients know the language of creation, but many have forgotten or take ages to recount any of it that is of value. Only a few, like the Great Tree in the Eldwood, remember it and can use it. These few are powerful creatures and cannot be overcome by mortal means.

TROLL LORD

NO. APPEARING: 1-4

SIZE: Large

HD: 9d10

MOVE: 30ft.

AC: 18

ATTACKS: 2 Fists (1-6), Bite (2d8), Weapon (weapon)

SPECIAL: Rend, Darkvision 60 ft., Scent, Twilight Vision, Regeneration 3

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Giant

TREASURE: 9

XP: 1700+9

Troll lords are rare, solitary creatures, never traveling in groups larger than four. They are massive, averaging about 12 feet tall, their huge bellies only matched by their large hands and feet. Their

heads are huge as well, with wide eyes and mounds of chins that hang over their thick, barrel-like chests. Their eyes are like pools in their faces; wide, deep and grey. They take pride in the great tusks that sprout from the tops and bottoms of their jaws, often decorating them with bands of gold, iron, silver or other precious metals. They prefer little clothing, usually restricting themselves to loose pants, loin clothes and the like. They hang their battle trophies from chains or ropes they loop about their arms, legs, chests or shoulders.

Troll lords inhabit wilderness regions where they are not likely to be disturbed. Occasionally they raid farming communities for their favorite food, billy goats. They much prefer raw meat to cooked, but on occasion make large stews of rotten vegetables, meats and spices. Troll lords are evil with a mean disposition. They keep to themselves and avoid contact with others. They are of average intelligence, but can see in the dark as easily as they can in the day and have keen senses of smell.

Troll lords are immortal. Though they can be slain by mortal means, they do not die. Rather, as they age they become weighted down with their life's accumulated evil so that eventually they cannot move. In time, they root; the weight of their life's work becomes so great that they are unable to move. They become still as trees, waking only long enough to visit some evil on whatever unfortunate creature happens to sit upon their rooted feet. These trees can gain the move earth ability possessed by sentients.

Combat: In combat they use small trees for clubs or crude stone axes. They also use their huge fists to pummel an opponent senseless or squeeze them like fruit. They are merciless in the attack, always concentrating all their power on the strongest opponent first, only moving to the next one after they have killed or disabled a victim.



They are immune to pain and cannot be distracted short of a death or a limb being cloven from their body, forcing them to fall.

Render: If the troll lord scores two successful hits with his fists, he can grab an opponent in a bear hug or pummel him (Castle Keeper's choice) for an extra 3d6 points of damage.

Regeneration: Three rounds after a troll lord suffers damage, its body begins to repair itself. Trolls regenerate at a rate of three hit points per round. Troll lords can heal damage caused by fire or acid. Unlike other trolls, if a troll lord is killed, dropping to below negative 10, regardless of the method of being killed, he does not regenerate. Meaning to say that it is not necessary to burn troll lords to destroy them.

The Troll Lord in Aihrde

The history of the Troll Lords I Aihrde is recounted in the Dwarven Codex of Erde. They played a great part in the organizing of the winter world and served Nulak-Kiz-Din in many aspects for many years. They are now led by their king, ruling from their throne "The Elephants Back." They are not common, but when encountered almost all of them carry scars from those wars long ago. They are embittered and hate men and elves with a tremendous passion. Recently they have had a terrible war with the stone giants and have become their implacable foes.



Gottland Trees

Lonely things, these dead husks stand with feet firmly rooted to the ground. Folks say that these are none other than the souls of dead trolls. As is common knowledge, trolls do not die like mortals, but live on until their life's evil deeds weigh them down, planting them to the ground. The most ancient of trolls, though they speak, cannot move for the weight of their own evil deeds. Many argue that trolls are in fact the spirits of evil trees that walked the world in the Days before Days. These trolls, the tales relate, are really the manifestations of the souls of those evil trees and when a troll dies, the twisted tree's souls rise to feed upon the corpse, to grow again into the trees of yesteryear. Around the base of the "Gottland Trees" grow small patches of violet flowers, and when pulped into a mush and used as a salve, they can heal wounds 1d4 hit points per dose.

Gottland trees are not found in the Gottland only, but wherever a troll lord has taken root. The name comes from the uncommon number of these strange trees found in that blasted wasteland.

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UNDINE, WATER FOUL

NO. APPEARING: 1

SIZE: Small (HD 1-4), Medium (HD 5-8), Large (HD 9-12)

HD: 1-12 (d8)

MOVE: 10ft., 60ft. (swim)

AC: 14

ATTACKS: Slam 1d6 (small), 1d8 (medium), 1d12 (large)

SPECIAL: Camouflage, Change Shape, Drown, Improved Grab, Trip

SAVES: P

INT: Low

ALIGNMENT: Neutral (evil)

TYPE: Magical beast

TREASURE: see below

XP: Varies (see M&T, page 6)

The water foul are evil fey that dwell entirely in water. In their true form they are little more than light bluish, amoebic like creatures that glide through water on thousands of invisible scintilla. They can become quite large and can be seen by the naked eye, but even then they appear as little more than a grease slick in the water or a bed of light bluish algae.

Water foul are highly territorial creatures that dwell in any and all types of water. They are encountered in the deep oceans as well as lakes, ponds, rivers, creeks, wells and birdbaths. The smaller the body of water the smaller the water foul. They defend their home against all intruders that are not natural to that water. Fish, alligators, sharks, whales, even aquatic elves would be left unmolested but all others would suffer an attack. Creatures who pass through or even come to drink at the water foul's lair suffer a 50% chance of being attacked.

They are not very intelligent creatures, having little capacity to learn from their own experiences or think or communicate. They do however have an uncanny ability to remember shapes and to assume that shape in the future. A single encounter with a dog drinking at a water foul's pond would allow the water foul to remember and take the shape of the dog in the future.

Water foul are creatures natural to the material planes and are therefore not subject to being summoned or conjured. They are asexual and breed only during violent storms when water overflows its natural banks. During such moments the creatures instinctively split into two, one greater and one lesser. The lesser water foul immediately follows the natural flow of water seeking its own habitat within which to settle. They will follow run off water into larger creeks and to ponds or wherever fortune should take them.

If for whatever reason a water foul is stranded (its lake dries up, its runoff ends in sand, etc), they do not die, but become dormant, lying on the ground, waiting for the next rain fall. In such a state the water foul is not able to attack or defend itself and appears as little more than a snails track of slime on the ground. They can be captured in such a state and as a favorite pet of wizards and the like they can go on the open market for 2000gp for a lesser to 10,000gp for a greater.

A water foul does not have a lair of any kind, rather it moves constantly like any predacious creature. Whether or not the creature has treasure depends upon its locale. If it is in a small pond or lake then anything it has slain will naturally sink or be drug to the bottom and left there. So treasure could possibly be found. If, however, the creature dwells in the ocean or a large lake or fast moving river, then the chances of any treasure being found are negligible, as current and depth would have scattered it far and wide. By and large a water foul's treasure type is equal to its hit dice +1.

Combat: They are clever creatures in the attack, using stealth and camouflage to get close to their victim. They often attempt to lure their victims to the water's edge or into the water by changing their shape and appearing as some oddity in the water. Once the victim is within striking range they attack and attempt to drag it into and under the water. Edged or pointed weapons do half damage against the water foul, blunt weapons do normal. Cold spells do normal damage. Fire and acid based spell damage is halved. Gas or air attacks have no affect.

Camouflage: Water foul are able to blend in with most any environment. They do by lying still in the water. They can do so at any depth. When concealing themselves, they have a +2 bonus to hide checks, and a +4 bonus to surprise rolls. They always move silently.

Change Shape: Water foul have no corporeal forms, but rather shape the water they occupy. They are able to assume as many forms as their own imaginations can assume; water spouts are common as are whirlpools or even shapes more corporeal such as orcs. Any such shape will have no coloration other than what is in the water. If the water foul dwells in a murky pond with lots of green algae then when it shapes itself it will appear greenish in shape. They are only able to pick up what is in the water; leaves, small insects and spiders would not become part of any shape they assume.

Improved Grab: When a water foul strikes with its slam attack, an opponent must make a successful strength save to avoid being consumed by the water foul, and thereafter subjected to the water foul's drown ability.

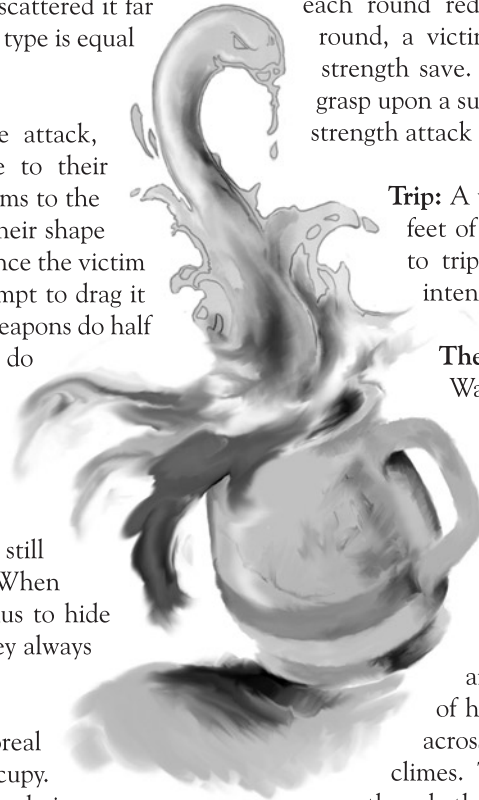
Drown: If a water foul successfully hits with its slam attack, and is able to use improved grab, the victim is then caught and drug into the water, or encapsulated in the water foul itself. In either case, the water foul forces water into the victim's nose and mouth trying to drown it. It takes one full round after the successful improved grab for the drown ability to take affect. The victim can survive drowning for as many rounds equal to half its constitution, with each round reducing their physical abilities by 1/4. Each round, a victim can attempt to escape with a successful strength save. Victims can be pulled from the water foul's grasp upon a successful touch attack followed by a successful strength attack (from the rescuer).

Trip: A water foul is able to animate water within 10 feet of itself and use it as a weapon. They are able to trip opponents. This is usually done with the intention of forcing a victim closer to the water.

The Water Foul in Aihrde

Water foul are creatures that have long inhabited the world of Aihrde. Records of encounters exist in the dwarven histories, the Mammoth Scrolls. They are called there by the name the undine, which is foul or unclean water. They are believed to originate from the waters that first fell upon the All Father and cleaned him of his labors. The water, which rolled off his back and shoulders, became animated by the magic of his flesh. These first water fouls slowly spread across the world and came to inhabit most of the climes. The undine are found throughout Aihrde, though they are not common, usually taking up their abodes in very secluded bodies of water high in or under the mountains or in deep forests and wilderness areas.

Legends speak of greater undine, living in the far western lands; some of those who graced the All Father and cleaned him. These are said to be huge and possessed of great treasure so many victims have fallen to them over the years. Some even claim they are far more intelligent than their kin and are able to speak and pass on their knowledge.



Coming Soon

Monsters of Aihrde III

Chimaera (lesser), Elritch Goblins, Hounds of Darkness, Ice Rounder (Mugi Worm), Kimer (Steppe Devil)