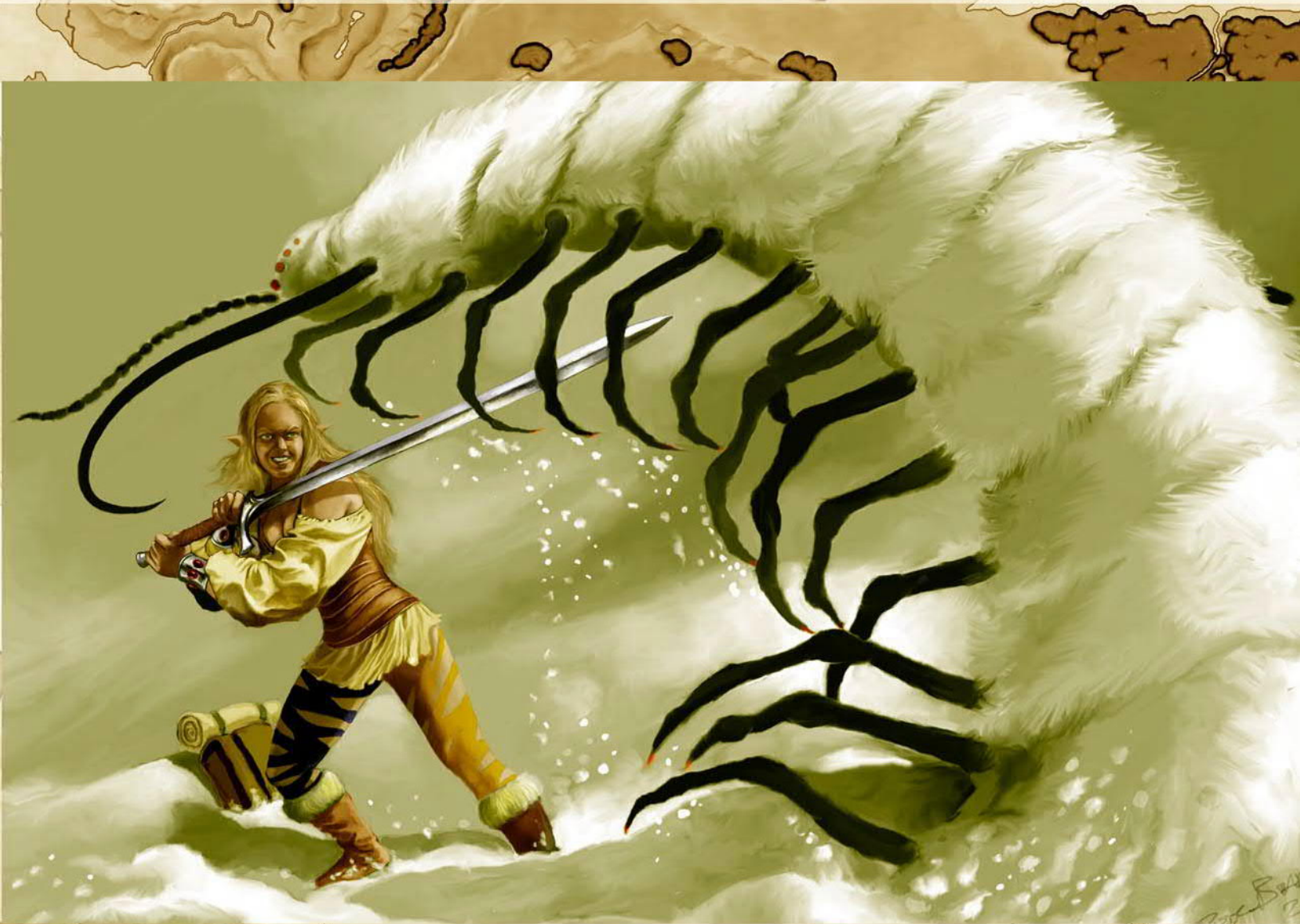




WILDERLANDS OF HIGH ADVENTURE™

MONSTERS & TREASURE
OF THE WILDERLANDS™ I



OFFICIAL GAMING AID DESIGNED AND APPROVED FOR USE WITH

CASTLES & CRUSADES®

MONSTERS

ANGRASINAMRU

NO. ENCOUNTERED: 1

SIZE: Large

HD: 15 (d10)

MOVE: 40 ft., 150 ft. (fly)

AC: 25

ATTACKS: Claws (2d6) and Bite (3d6)

SPECIAL: Breath Weapon, Clerical Magic, Darkvision 60 ft., Immortal, Light Vulnerability, Regeneration 5, Spell-Like Abilities, SR 6, Twilight Vision, Weapon Immunity

SAVES: M, P

INT: Genius

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (Prime)

TREASURE: 15 (hoard)

XP: 17,500 + 15/hp



The angrasinamru were once upon a time demigods, six servants of a pantheon that has since faded into obscurity. They were great servants of law and good until the time when they turned on their master and fell to chaos and evil. Stripped of most of their powers and their divinity, though not their immortality, they were cast out of the Celestial Realms into the Prime, there to contemplate their sins for all eternity.

Upon the Prime they settled among the outcastes of the peoples who followed their pantheon, and there brought about the destruction of many great kingdoms and heroes. Eventually, with their civilization in ruins, they spread out from their natal land to find solitude in desert wastes. Often, the few people they encountered in these wild lands took to worshipping them as gods, so splendid and powerful were they, and in time they grew to think of themselves as gods. Of others less hubristic little is known, and perhaps they sleep today in some forgotten cavern amidst ancient treasures and artifacts, awaiting the end of the world...

An angrasinamru possesses the forequarters (head, chest, forelegs, and paws) of a noble hound and wings and the hindquarters (abdomen, legs, and great scintillating tail) of a noble peacock. The only defect in their form is a part of their curse; each was granted the long, sinuous tail of a red dragon, which they prefer to hide behind their great and beautiful tail feathers. The creature stands about 15 feet tall, is 20 feet from chest to tail feathers, with the dragon tail flowing behind for another 20 feet (though it is usually curled up tight behind the tail feathers).

Angrasinamru lair in large caverns or ruined cities (preferably in a blasphemous or profaned holy temple); sometimes the area around has been rebuilt by a cult worshipping the creature, other times it remains ruins. Its treasure is stacked neatly around its nest, which is made of torn and profaned holy texts and the bones of those who have challenged it. It enjoys shiny things, and many of its treasures are in the form of mirrors in which it can see its own beauty.

Death: When an angrasinamru dies, the earth and stars mourn for it, as it was once a great servant of law and good. Immediately after it die the earth shakes, as per the *earthquake* spell, though in a 500 foot diameter circle centered on the body. The earth cracks wide beneath it, and the body falls into a bottomless pit. Any who stop to grab treasure around its lair must make a CL 15 dexterity save each round or fall into a new crack that opens up beneath them, to be lost in the bottomless

depths below for all eternity. If they run immediately, they suffer no ill effect. When they reach the outdoors they see a star fall in the distance; the meteor, if found, is a phoenix egg that hatches in one year...

Range: These exceedingly rare creatures lair in desert wastelands. One lairs in the Oppressing Sands and another in the Blistering Dunes of the Desert Lands, a third in the Dar Undine Desert of the Glow-Worm Steppes, one in the Infinite Desert region of Lenap, and two in the Infinite Desert of the Hither West. They are never encountered randomly, as they only leave their lairs if fleeing from powerful adventurers or other monsters (such as a dragon or roc). From time to time wandering madmen begin cults based around them, until the cults are destroyed by goodly folk or the creature tires of playing with foolish mortals. Most cults consist of 10 to 100 wild-eyed dervishes dedicated to chaos and evil wielding peacock-feather daggers and desert venoms. These are led by mad priests, usually wizards or clerics of 5th to 7th level. The creature does not tolerate any other monsters near its lair, as they remind it of how far it has fallen.

Combat: Angrasinamru prefer not to enter physical combat if at all possible. They usually let their followers (if any) gladly take the brunt of the attack, and only when their cultists are all but destroyed does it offer support. It first uses its breath weapon, then its spells and other spell-like abilities as appropriate. Only when these have failed it does it enter physical combat, and then usually only long enough to create enough damage so it can flee; being immortal, it has no desire to die at the hands of some filthy adventurers!

Breath Weapon: An angrasinamru may breathe forth a *prismatic spray*, as per the spell, once per minute (no more than thrice per day). The CL for all saving throws is 15. Angrasinamru are immune to all forms of prismatic sprays and spheres.

Clerical Magic: An angrasinamru may cast a number of cleric spells per day as a 15th level cleric with a Wisdom of 20 (one bonus spell of levels 1, 2, 3, and 4). It need not memorize any spells; it simply chooses the spell it wishes to cast from the clerical list when it needs to cast it.

Immortal: Angrasinamru are immune to all mortal forms of death magic, turn to stone, paralyzation, polymorph, limb severing, disease, and poisons; however, such powers from artifacts can affect them. It does not need to eat, drink, or breathe air. It does not age, cannot die of old age, and is immune to all aging effects. It can only be killed through holy or blessed damage.

If reduced to zero or fewer hit points by mere magical weapon damage, it is reduced to the form of a giant egg, which is immune to all but holy and blessed weapons; in egg form it regenerates at double normal speed, 10 hit points per round, and when it regenerates to maximum hit points (save for holy or blessed weapon damage), it hatches back into its full-sized self. An angrasinamru can be slain only when it suffers a total amount of damage from holy or blessed damage equal to its maximum hit points.

Light Vulnerability: Angrasinamru lose all powers save immortality when under the direct light of the sun. They also suffer a -2 penalty to all attack, damage, save, and attribute rolls. They do not suffer this effect in shadow, twilight, or darkness.

Regeneration 5: The first round after it suffers damage the angrasinamru begins regenerating five hit points of damage per round. It cannot regenerate damage suffered from holy or blessed weapons.

Spell-Like Abilities: *Color spray* 5/day, *hypnotism* 5/day, *blur* 3/day, *hypnotic pattern* 3/day, *suggestion* 2/day, *rainbow pattern* 1/day, *mass suggestion* 1/day, *prismatic wall* 1/week, *prismatic sphere* 1/moon (Luna).

Weapon Immunity: Angrasinamru can be hit only by magical weapons with a +2 or better bonus or by holy or blessed weapons.

BAT, GIANT VAMPIRE

NO. ENCOUNTERED: 1-12

SIZE: Medium

HD: 2 (d10)

MOVE: 15 ft., 80 ft. (fly)

AC: 13

ATTACKS: Bite (1d6 + Poison)

SPECIAL: Blood Drain, Fear, Poison, Sonarsense 360 ft.

SAVES: P

INT: Inferior

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 2

XP: 34 + 2/hp

Giant vampire bats are a huge variant of the common vampire bat. Sages speculate that they evolved in ancient undead-haunted cemeteries and spread from there. These creatures are six feet long with a twelve-foot wingspan, and are covered in brownish-black matted fur. They can walk very slowly on the ground, using both their small legs and long, powerful arm wings. They have small, glittering black intelligent if useless eyes; long ivory fangs; and long, hairy ears, which are used with their sonarsense ability.

Giant vampire bats usually lair in large caverns, where they sleep the day away upside down among the stalactites. Treasure found in the cavern is incidental, settling amidst the rotting corpses of those who found the giant bats in their lair.

These creatures are large enough such that small beings, such as goblins or kobolds, can ride on their backs in flight (which is reduced to a speed of 60 ft.). As these creatures often serve a powerful undead creature or wizard, such sights are not uncommon and are greatly feared.

Range: Giant vampire bats, though rare, can be found anywhere in the Wilderlands, but are most common in areas heavily infested with undead.

Combat: Vampire bat combat is simple; they swoop down upon their prey and bite the target. If the target is paralyzed, they remain to drain its blood; if not, they continue to maneuver and bite until the target is paralyzed.

Blood Drain: If a target is paralyzed by the bat's bite, the bat continues to drain 1d6 hit points in blood damage per round automatically. If the target is slain through this blood drain, and the body is not *blessed* or *preserved* by a cleric, it rises again the next night as a bloodthirsty zombie. The giant bat usually has no awareness of the zombie, which goes about its business seeking fresh humanoid blood...

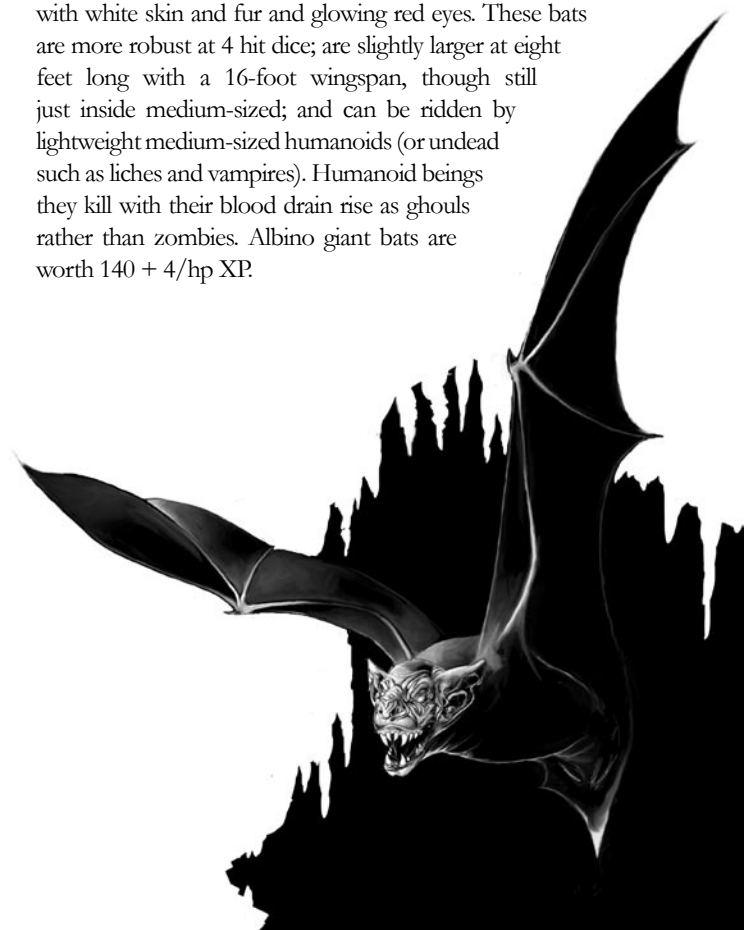
Bloodthirsty zombies are just like normal zombies, save that they crave humanoid blood. Rather than a slam attack, a bloodthirsty zombie attempts to grapple the target; if the grapple is successful, it automatically makes a bite attack for 1d4 points of damage. Each round the grapple holds, it continues to drain 1d4 hit points of blood until the target is dead. A victim slain in this fashion, like the bloodthirsty zombie itself, arises as a bloodthirsty zombie the next night...

Fear: Any creature with fewer hit dice than the giant bat must make a CL 2 charisma save or quake in fear while the bat is in sight. Those who fail the save suffer a -2 penalty to attack rolls until the bat is dead or gone. Any creature who makes a save against giant bat fear cannot be unaffected by giant bat fear for 24 hours.

Poison: In addition to hit point damage, the giant bat's bite carries a paralytic poison. Those who are hit by the bite must make a CL 2 constitution saving throw or be paralyzed for 1d10 minutes; small creatures suffer a -2 penalty to their saving throws. A giant bat has enough venom to paralyze three victims per day; if a bite misses, no venom is expended.

Sonarsense: Bats cannot see in any normal visual spectrum. However, by using high-frequency sounds the giant bat can "see" everything within 360 feet, even through magical darkness. It cannot see through magical silence, however, and it perceives such areas as solid ground or obstacles.

Albino Giant Vampire Bats: Giant bats whose ancestors grew in ghoulish catacombs and caverns are often albino, with white skin and fur and glowing red eyes. These bats are more robust at 4 hit dice; are slightly larger at eight feet long with a 16-foot wingspan, though still just inside medium-sized; and can be ridden by lightweight medium-sized humanoids (or undead such as lichs and vampires). Humanoid beings they kill with their blood drain rise as ghouls rather than zombies. Albino giant bats are worth 140 + 4/hp XP.



BEETLE, GIANT BURSTER

NO. APPEARING: 1-8

SIZE: Small

HD: 2 (d8)

MOVE: 40 ft.

AC: 15

ATTACKS: Bite (1d6)

SPECIAL: Darkvision 60 ft., Fire Jet, Immunity (Fire), Mindless

SAVES: P

INT: Not Ratable

ALIGNMENT: Neutral

TYPE: Vermin

TREASURE: Nil

XP: 31 + 2/hp

Giant burster beetles look like larger (three-foot long) cousins of the giant fire beetle, though with glittering red carapace and slightly smaller mandibles.

Fire Jet: In place of the glow glands they have a gland that produces an oily liquid that explodes into flame through the spark action of another gland. The beetle has enough shoot this jet of liquid fire three times in 24 hours. The range is 5 feet, absolute (not an increment), and damage is 2d6 points of fire damage, CL 2 Dexterity save for half. If the save is failed, the target suffers 1d6 points of fire damage on the second round, and 1d3 points of fire damage on the third round, unless he takes a full round to roll on the ground or otherwise extinguish the flame. Flammable clothing and equipment may also be damaged by this attack.

Mindless: Mindless creatures are immune to all mind-affecting spells and spell-like abilities, including charm, fear, illusion, and like effect.

BEETLE, GIANT FIRE

NO. APPEARING: 1-12

SIZE: Small

HD: 1 (d8)

MOVE: 40 ft.

AC: 15

ATTACKS: Bite (2d4)

SPECIAL: Darkvision 60 ft., Mindless

SAVES: P

INT: Not Ratable

ALIGNMENT: Neutral

TYPE: Vermin

TREASURE: Nil

XP: 9 + 1/hp

Giant fire beetles look like two-foot long scarabs with a glittering yellow-orange carapace and large, sharp mandibles; goblins, kobolds, and like races harvest the carapace for use in armor and shields and the mandibles for use as primitive cutting tools and weapons. These beetles have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius.

Mindless: Mindless creatures are immune to all mind-affecting spells and spell-like abilities, including charm, fear, illusion, and like effect.

BEETLE, GIANT RAZOR

NO. APPEARING: 1-6

SIZE: Small

HD: 3 (d8)

MOVE: 50 ft.

AC: 16

ATTACKS: Bite (2d6)

SPECIAL: Darkvision 60 ft., Mindless, Razor Bite, Track

SAVES: P

INT: Not Ratable

ALIGNMENT: Neutral

TYPE: Vermin

TREASURE: 3

XP: 65 + 3/hp

Giant razor beetles look like four-foot long scarab beetles with long, razor-sharp mandibles half as large as their bodies. They are hunters, tracking down and slaughtering living prey, preferring other giant vermin, but happy to take down a goblin, gnome, or unwary adventurer when opportunity permits. They drag their prey back to their nest, where the rotting corpses are left for their grubs. There, the remains of the victims of their rapacious hunger can be found, along with such treasure as they carried.

Mindless: Mindless creatures are immune to all mind-affecting spells and spell-like abilities, including charm, fear, illusion, and like effect.

Razor Bite: The mandibles of the razor beetle are what give it its name. They are razor sharp, and on a natural roll to hit of 19 or 20 the hit severs a limb. Roll on the following table:

d%	Area
01-11	Left foot
12-22	Right foot
22-33	Left leg
34-44	Right leg
45-55	Left hand
56-66	Right hand
67-77	Left arm
78-88	Right arm
89-00	Head



CAIT FEALL

NO. APPEARING: 1-8

SIZE: Small

HD: 2 (d8)

MOVE: 30 ft.

AC: 16

ATTACKS: 2 Claws (1d2), Cat Bite (1d4), Serpent Bites (1 + Poison)

SPECIAL: Darkvision 60 ft., Hide, Poison, Rake, Silence, Track, Twilight Vision

SAVES: M, P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 2

XP: 44 + 2/hp

The cait feall are a species of cat whose ancestors were accursed by the gods. What sins their ancestors performed is unknown, as the cait feall cannot themselves tell the tale, and no man has ever learnt it. They take the form of large obsidian-black cats, the size of large hounds or small wolves, with a dozen or more serpent-like fanged tentacles ringing their necks. Their eyes glow red even in the absence of a light source; though they prefer darkness and eschew light, it causes them no harm. They cannot speak, or even mew or purr, and are absolutely silent even when running. Though they cannot speak, they seem to possess some form of telepathy between one another, as they operate cooperatively with great precision even over vast distances. Cait feall hate most other living things, cooperating only with the more vile and powerful Unseelie fey.

Organization: Unlike their natural cousins, cait feall are organized much like the large cats, in small prides centered on a male. The rest of the pride is divided equally between females and young, who grow rapidly and have all the abilities of their parents within their first month of life.

Ecology: Cait feall are hunters, of such cunning, cruelty, and precision that even red dragon hatchlings fear them. The females hunt while the male protects the lair, which is usually deep in a shadowy natural cavern or ancient lair. Hunts can take hours or days, as the cats play with their quarry, killing it slowly and a piece at a time with hit and run tactics; they lap up their victim's blood as they follow the trail. If possible, the cats funnel their victim in toward their lair, so that the male or the kittens can finish it off at their leisure. They hunt everything and anything on four legs or two; though they will eat fish when needful, they disdain fishing, for they feel there is no sport in it. They never eat carrion, eating only what they kill. Their only real weakness is that they enjoy catnip; if catnip is placed in their path while hunting, they must make a mental saving throw against CL 0 or stop to play with and eat the nip.

Treasure: They have little need for most treasures, though for some reason they enjoy keeping holy and unholy symbols as toys, which they play with and bat about. Those that serve the Unseelie Court are paid in such items. Other treasure is incidental, left on the remains of their victims. Assassins can harvest cait feall venom from its poison sac (CL 2 Poisons check). Cait feall pelts can be used to make *boots and cloaks of elvenkind*; one pelt per boot, three pelts per cloak.

Range: Cait feall are found throughout the Wilderlands, though they are most common in the Roglaras and Barbarian Altanis. They prefer dark forested hills replete with game.

Combat: Using their Hide and Silence abilities, cait feall are able to gain surprise 5 times in 6 on their quarry. They pounce on the first round of surprise, gaining an automatic Rake attack. Thereafter they attack with claws and bites. Being intelligent, when dealing with adventuring types they usually seek out and concentrate their attacks on clerics and paladins first, then wizards and other spellcasters, to eliminate magic-capable resistance. They especially love toying with clerics and paladins, and try to separate these types out from their allies or catch them alone away from their group, to hunt them individually.

Hide: Cait feall are naturals at hiding. They hide as per a 6th level rogue, with no penalties for movement.

Poison: The snake-like tentacles of the cait feall all nip and bite with a successful attack indicating that enough of the strikes hit to deal one point of damage and possibly solidly enough to inject venom. The poison of the cait feall is quite virulent (CL 4) and deals 2d10 hit points of damage (save for no damage). Damage is dealt at a rate of one point per minute; while the poison runs its course, the victim is in extreme pain and suffers terrible hallucinations of being attacked by the very gods they love or demons they fear. Victims can only writhe, gibber, and scream on the ground, losing any Dexterity and shield bonus to AC. A cait feall can inject venom three times per day.

Rake: If both claw attacks hit, the cait feall holds on and gets a second pair of attacks with its rear claws, each successful hit dealing 1d2+1 hit points of damage.

Silence: Cait feall are *absolutely* silent, never making any sort of sound even when in great pain, nor even when running across crisp dry leaves or through a puddle of water. There is no sound even when they are struck by weapons; were a cait feall thrown through a glass window, the pane would shatter silently, and the shards make no sound when they fell! It is as though there were a magical silence about them, even though there is no such enchantment.

Track: Cait feall track as per a 6th level ranger.



CAT, SABER-TOOTHED TIGER

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 7 (d8) + 7 hp

MOVE: 40 ft.

AC: 14

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

SPECIAL: Rake, Roar, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 8

XP: 540 + 7/hp

These are true cats of the genus *Panthera*, related to tigers, rather than the classic *smilodon* of prehistory. They look like large, long tigers with great saber-shaped canine teeth. These cats stand between 48 and 52 inches at the shoulder, with the largest specimens attaining 56 to 58 inches, as large as a riding horse! Coloration varies, with white coat and light grey stripes in the cold north; reddish-orange and white with black stripes in temperate to tropical plains and forests; and dark gray with black stripes in southern jungles.

If multiple saber-tooth tigers are encountered, it is a mother and her cubs. The cubs range from 3+3 hit dice to 6+6 hit dice in size (1d4+2). A mother defending her cubs gains a +2 bonus to hit and to damage.

Saber-tooth tigers prefer large prey; they are more apt to attack a party's horse or mule than the humanoids, though some do get a taste for humanoid flesh. When pursuing four-legged prey a tiger attacks only when it is threatened; it is used to lesser creatures fleeing as it eats, not attacking! Treasure is incidental, as the tiger usually drags the bodies of its prey to its favorite dining spot. An intact and cured saber-tooth tiger pelt is worth 10 to 20 gp per hit point of the tiger; savage tribes often use the claws as jewelry and the large fangs as daggers or spear tips.

Range: Saber-tooth tigers are often considered all-too common throughout Ghinor and the Southern Reaches, though there are few wild saber-tooth tigers in those regions; most are Amazon allies. Wild saber-tooth tigers are rare in the Land of Beasts, the Ament Highlands, the Ament Tundra, the Glow-Worm Steppes, and the Valley of the Ancients. They are exceedingly rare elsewhere.

Combat: Like its smaller cousins, the saber-tooth tiger stalks its prey using the cover of forest, jungle, and tall grasses. When in ideal situations, it can ambush its prey, gaining surprise (CL 8 wisdom check to negate). With surprise it springs upon its target and bites down with its great teeth, holding on with its mighty neck muscles while clawing at it with all four paws.

Rake: If the saber-tooth tiger hits with its bite attack the target is automatically grappled in addition to any damage dealt. The tiger can immediately make two additional rake attacks with its hind legs. Each attack gains an additional +3 bonus to hit and inflicts 1d8+4 points of damage. Every round thereafter, until the target breaks the grapple, it automatically deals bite damage, gains a +3 bonus to hit with its fore paws, and can make two rake attacks.

Roar: If the saber-tooth tiger has surprise, it roars just before it strikes its target. Any creature within 360 feet other than the target must make a CL 7 charisma save or flee in terror for 1d6 rounds on their next turn. Creatures with 7 or more hit dice or levels, and allies of the tiger, are immune to the tiger's roar.

Amazon Saber-Tooth Tigers: Many Amazon nations keep large cats as pets and allies. The southern nations, especially the tribes of Ghinor and the Southern Reaches, keep saber-tooth tigers as pets. Many of the tigers of these tribes are descended from long lines of special breeding, and possess Inferior or even Low rather than Animal intelligence. These tigers can understand Amazon and sometimes rudimentary Ghinorian, and perhaps smatterings of other languages. Even the less-intelligent allied cats are well-trained and only attack when ordered to by their Amazon allies. Many are also trained as steeds and/or trained to draw war chariots. The Amazons sometimes provide their cat allies with specially-made leather armor (provides AC 16, including ostrich-plumed leather helm); the cat needs a humanoid ally to put the armor on and take it off.

CENTIPEDE, GIANT WOOLY

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 6 (d8)

MOVE: 40 ft., 40 ft. (climb)

AC: 16

ATTACKS: Slam (1d6 + Grapple); Bite (1d12 + Poison); or Squeeze (2d6) and Bite (1d12 + Poison)

SPECIAL: Camouflage, Grapple, Immunity to Cold (full), Poison, Twilight Vision, Vulnerability to Fire

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 3

XP: 450 + 6/hp

Giant wooly centipedes are huge mutations of giant centipedes found elsewhere; though very low to the ground, standing only three feet high and wide, they are twice as long as a large horse at 12 feet in length. Rather than normal chitin, their bodies are covered by a hard, interlaced chitinous "fur" that, together with a special magical gland, protects them from all forms of cold. This fur is usually a dull white and gray, but centipedes that live upon the brown and green Mammoth Plains quickly adapt to the local coloration through their camouflage ability.

These creatures are native to the Great Glacier and the lands north of the Great Escarpment. They hunt elk and similar large creatures that roam the Mammoth Plains. Some cavemen and cold-folk have learned to tame them from the egg as riding beasts; three man-sized creatures can ride their long, broad backs.

These creatures travel in small related bands. When they encounter other bands of wooly centipedes in the summer they mate, each female producing 3 to 36 eggs. These are buried individually in loose soil or snow banks, and hatch after one month. The newly-born wooly centipedes are 1 HD and two feet long, grow by one HD and two feet in length per month, and reach full adult growth after six months (though they cannot yet mate until they reach one full year in age). Wooly centipedes live for up to 16 years.

These creatures do not keep any treasure, but as they gnaw upon and eat their entire catch, metal and gem treasures of sentient victims can be found in its gullet. Immature wooly centipedes are considered a delicacy by some tribes. The eggs are worth 100 gp in trade with the tribes that raise such creatures.

These creatures are natural enemies of remorhaz; they attack each other on sight.

Range: Rare on the Mammoth Plains and Great Glacier, very rare elsewhere north of the Great Escarpment and on the Plain of Beasts, unknown elsewhere.

Combat: Woolly centipedes lie on their backs in the tall grasses or, while on their backs, burrow into the soft top snow of the glacier, in order to hide from potential prey. When a target passes nearby, the centipede springs at it or, if possible, simply wraps itself around the creature in a grapple. It then bites the creature until its poison settles in and the victim ceases struggling. If attacked by other creatures, it then leaves its meal to wait until it has poisoned or routed its enemies. Only when safe from attack will it then seek to feast upon its catch.

Camouflage: Woolly centipedes can, over time, alter their chitinous hairs to resemble the surrounding foliage (or lack thereof). This takes one week, so woolly centipedes on the move are very careful until they have adapted. When the camouflage is complete, they can surprise their prey quite successfully; any target who fails a CL 6 wisdom check is surprised.

Grapple: The woolly centipede's slam attack is also a simultaneous grapple attack; roll for each attack separately. If it gets its target in a grapple, it also gets a free bite attack each round (including the first). On subsequent rounds in a grapple it squeezes for automatic damage and bites at +2 to hit.

Immunity to Cold: Woolly centipedes are immune to all forms of cold damage, including magic and dragon breath.

They have a special gland near their small brain that, when specially prepared by northern shamans (or alchemists, witches, and wizards who discover the formula), can be used to create either a *potion of cold immunity* (provides same immunity for one hour) or a single dose of poison with the attributes as below.

Poison: The poison of the woolly centipede is terrible indeed, for it literally freezes the blood of the victim solid. The victim of a centipede's bite must make a CL 6 constitution save or be paralyzed, though the victim feels ever greater waves of cold pain. 1d6 minutes thereafter the victim's blood freezes and he dies, his skin frosted over and the meat preserved for the beast to eat.

See above for harvesting the poison gland.

Vulnerability to Fire: Woolly centipedes suffer double damage from natural and magical fire-based attacks. When faced with fire used intelligently, woolly centipedes must make a successful wisdom check or flee from the fire at greatest speed.



CHICKEN, DUNGEON

NO. APPEARING: 1-12

SIZE: Small

HD: 1 or 2 (d4)

MOVE: 30 ft.

AC: 14

ATTACKS: 2 Claws (1) and Bite (1d2 + Poison)

SPECIAL: Chick Confusion, Darkvision 60 ft., Hide, Jump, Light Sensitivity, Poison

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 1

XP: 19 + 1/hp, 2 HD: 39 + 2/hp

These small, vicious beasts distinctly resemble their surface-living cousins, but anyone who believes the appearance is anything more than superficial is in for a terrible surprise!

Descended from chickens brought below the earth long ages ago, these foul fowl have greenish-black scales rather than feathers and toothed beaks. The 2 HD roosters stand 2 feet tall, double the size of 1 HD hens; roosters have dark green-black or brown-black scales while hen scales are a lighter grayish-green or brown. They do have some remaining tail feathers and edge feathers along their bat-like wings, usually dark black in color. Some breeds have very long and colorful tail feathers; these are often mistaken for cockatrices. Both hens and roosters have bone-white legs with iron-sharp claws. Roosters have a blood-red comb and wattles. Chicks have grayish-white wormy skin that slowly hardens and turns darker.

Dungeon chickens cluck, but above the range of human hearing (though below echolocation) Their clucking drives dogs crazy, and causes no end of pain for gnomes (who suffer a -2 penalty to all actions while in 120 feet of dungeon chickens).

Organization: Dungeon chickens flock like their surface cousins. Each flock is led by a rooster who has one or more hens in his harem. At any one time a hen is either setting on a clutch of 5 to 10 eggs, brooding over 1 to 10 chicks, or egg and chick-less. Half of a flock will be the rooster plus his hens, half will be cockerels and pullets, and then 1 to 10 chicks per brooding hen.

Ecology: Dungeon chickens fit in the same ecological niche as their topside counterparts. They subsist off of worms, rats, mice, and sometimes larger prey that are taken down by their poison. Wild chickens nest where water, mushrooms, and worms are plentiful. Their flesh, and their eggs, have a strong umami taste, heavily influenced by the species of mushrooms, often otherwise poisonous, upon which the chickens subsist.

Domesticated varieties are often found in the lairs of goblins, orcs, drow, and other subterranean races (though not kobolds, which have a pathological fear of dungeon chickens). They are considered a dietary staple of these semi-civilized races, though the chef has to be careful to properly remove the poison gland before cooking the chicken whole; among the drow it is considered a delicacy to steep the flesh in its own poisons, treated with special herbs to lessen the effect.

The rough scaly skin of the adult is usually skinned off whole and

tanned, used in making leather-type armors. Some goblin tribes keep the head attached to the skin, varnish the skin heavily, and use the whole as a helmet of sorts.

Treasure: Dungeon chickens do not collect treasure as a rule; any found is incidental, usually on the bodies of victims of their poisonous bite. Six eggs are worth 1 cp to subterranean dwellers, a live chick or dead chicken the same, a live chicken 3 cp.

Range: Dungeon chickens are ubiquitous in the Wilderlands, found in nearly every major subterranean system greater than a handful of dry caves.

Combat: Like other chickens, dungeon chickens tend to run and hide rather than fight, but if their lair is attacked, they fight ferociously. Roosters and hens, cockerels and pullets all try to jump on their targets, assisted by their vestigial wings, slashing with their clawed feet and biting with their fanged teeth. They tend to concentrate their attacks on the lead target; when that target drops, they drop away to let the others run. If the other invaders do not run, they attack another target, and so on. Meanwhile, the chicks (1 hp, AC 16) are running all underfoot.

Chick Confusion: For each five chicks of the flock, one target will be swarmed; first the target of the adults, then others. If swarmed by chicks, the target suffers a -1 penalty on to hit rolls and a -1 penalty on AC, as they run underfoot and bite at his ankles. This has no effect on Large-sized creatures.

Hide: As dungeon chickens look much like rocks and mushrooms, they are easily able to hide like a thief of 6th level.

Jump: Dungeon chickens jump on top of their targets, as it gives them easier access to softer, open faces. If the target does not wear a helm, the chicken attacks its helpless AC.

Light Sensitivity: Dungeon chickens are sensitive to light, suffering a -2 penalty to all attack rolls, attribute checks, and saving throws while in daylight or similar conditions.

Poison: The poison of the dungeon chicken is quite weak, useful mostly in hunting mice and lizards. CL is 0; in addition, small creatures have a +2 bonus to save, medium +4, and large +6. If the save fails, the target is weakened, moves at only half speed, and suffers a -3 to all attacks, attribute checks, and saving throws for 1d4 hours. If he fails a second save against dungeon chicken poison during that time, he falls unconscious for 1d4 hours... during which he is usually pecked to death! Dungeon chicken poison is considered too weak to harvest by most subterranean races.

GLASHTYN

NO. APPEARING: 1

SIZE: Medium

HD: 7 (d8)

MOVE: 60 ft., 60 ft. Swim

AC: 17

ATTACKS: 2 Slams (2d4)

SPECIAL: Adhere, Darkvision 60 ft., Detect Thoughts, Drown, Illusory Form, Mighty Physique, SR 4, Water Dependent

SAVES: P

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Elemental

TREASURE: 7

XP: 900 + 7/hp

Glashtyn are malevolent water spirits who seek to drown goodly humanoids in order to feed upon mortal flesh and blood. Their natural form is an amorphous blob of muddy, bloody scarlet water filled with scummy plant life, but their ability to detect thoughts combine with their illusion powers provide them with the most pleasing appearance for their intended victims. They most commonly appear to be magnificent ponies with storm-black hides, or more rarely breathtakingly beautiful men or women bathing nude; they always appear to be wet, dripping water from and with water plants in their mane or hair. However, they can take on the illusory form of virtually any medium-sized creature, including unique individuals. In the form of a pony they seek to have their victim ride upon their back, while in female form they try to seduce their victims into a water-bourn rendezvous. In either case, the ultimate

goal is to drown their victim in the water and consume the body, save for the heart, which is stored with its hidden treasure. Glashtyn speak the Common tongue of the local area, and can speak in whatever form they appear to take.

Glashtyn, though powerful, are really cowards at heart. If threatened with destruction with no way to escape, they offer their service for a year and a day. In horse form they serve as a dray, pack, and riding horse, and in human form as a "companion." All such offers require that they always remain near a river or lake. If the offer of service is rejected they seek to ransom themselves with their treasure.

When slain, its illusory form is instantly broken and it dissolves into a puddle of bloody, gooey muck.

Organization: Glashtyns live and work alone, living in a river or lake in the wilds or on the border of civilized lands.



Ecology: Though native to the Elemental Realm of Water, they settle on the Prime, where they hunt for humanoid flesh and blood. Glashtyn reproduce by consuming the flesh and blood of humanoids. When they consume 36 hit dice or levels they are able to plane shift back to the Elemental Realm of Water, along with the hearts they have taken as trophies. There they form a magically cohesive balloon of water pulled from the Prime around the hearts, and within deposit a glittering egg; the hearts provide the young glashtyn with its first meal. They then return to the Prime to begin the cycle anew, reproducing by instinct but neither knowing nor caring for their offspring.

Treasure: Glashtyn keep treasures wrested from their victims as trophies; small treasures are kept within its own form, while larger treasures are kept in nearby deep pools, sunken boats or ruins, or water-filled grottoes.

Range: Glashtyn are very rare, but can be found throughout the Wilderlands wherever fresh water flows through springs, streams, rivers, or lakes. Many “haunted” oases in deep deserts are actually the lair of a glashtyn.

Combat: Glashtyn resort to combat only if their true nature is discovered; they first seek to seduce their chosen victims into touching them, then use their adhesion ability combined with their mighty physique to drag the victim to its watery doom. When combat is needful, usually when confronted with multiple foes, they appear to attack with the natural abilities of their form (hooves for pony, open hand slaps in human female form, etc).

Adhere: When touched, a glashtyn can choose to cause whatever touches it to adhere to it. This includes weapons that are used to attack it, a rider upon its back, or a victim in its embrace. Even so much as touching a finger upon its form enables it to entrap with its adhesion. It is nearly impossible to break the adhesion, requiring a CL 14 Strength check. And it is impossible to resist the strength of the creature once adhered (see mighty physique, below). Of course, if merely a finger or a hand or other limb is adhered, it could always be chopped off...

Detect Thoughts: This ability is passive rather than active, enabling the glashtyn merely to know what form the victim would find most pleasing. It is able to use this ability on any humanoid it can see within 240 feet.

Drown: A glashtyn seeks to drown its victim in the nearby river or lake. Adhered victims must make a Dexterity save (CL 7) in order to hold their breath upon first going into the water; if they fail, they immediately begin drowning. Otherwise, they were able to get in a last deep breath and can hold their breath for a number of rounds equal to their Constitution score. However, the glashtyn thrashes around and tries to get the victim to lose its breath; the victim must make a Constitution check every round, with a CL equal to 1 for every round after the first (CL 1 the second round, CL 2 the third, and so on), or begin drowning. The first round of drowning the character falls unconscious at 0 hit points; the second he falls to -7 hit points; on the third round he drowns and dies.

Illusory Form: The illusory form of the glashtyn is perfect, save for the always dripping and water-plant bedecked mane or hair. The illusion cannot be dispelled; however, *true seeing* will reveal the creature’s true form.

Mighty Physique: Glashtyn are physically mighty, as their strength is that of elemental water itself. A glashtyn can carry a tremendous weight with little problem — 3,000 pounds at light encumbrance, 6,000 at medium, and up to 9,000 at heavy. A glashtyn can drag 45,000 pounds!

Water Dependent: A glashtyn must spend eight hours in 24 immersed in fresh water, or it suffers 1 hit point of damage per hour after the 24th that it fails to immerse itself. Under such conditions it loses its adhere, mighty physique, and spell resistance powers, and cannot heal naturally until it again has immersed itself.

GORGOSPHINX

NO. ENCOUNTERED: 1

SIZE: Large

HD: 12 (d10)

MOVE: 50 ft., 80 ft. (fly)

AC: 24

ATTACKS: 2 Claws (2d6) and Snake Bites (1d4 + Poison)

SPECIAL: Control Undead, Darkvision 60 ft., Petrifying Visage, Poison, Spell-Like Abilities, Twilight Vision

SAVES: M, P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 6

XP: 3,925 + 12/hp

This terrible accursed monster is the result of an androsphinx turning against the goodly gods and serving Set, Harmakhis, or some other evil deity. Its lion fur is burned black and scarred, and its once beautiful mane is transformed into a writhing mass of poisonous black-scaled snakes, of such length that the large humanoid face is obscured. This is well and good for any who encounter the beast, for the humanoid face is terrible to behold, so terrible in fact that any who gaze upon it may be transformed to salt!

Accursed by the goodly gods and usually abandoned by their former evil patron, these creatures despise all that lives, and seek solitude far from civilization. They prefer to lair in natural settings, large dry caverns being favored, but some make their home in ancient ruins after slaying or routing all other resident creatures. They tolerate only the undead, whom they can control and use as their servants. Treasure in the lair is incidental, as they do not care for material things, all such being only the remnants of its victims, and/or, if lairing in ruins, resident treasures from lost civilizations (double normal treasure in such cases).

Death: A gorgosphinx dies and is transformed to a statue of rock salt when it is reduced to zero hit points. Anyone eating even a dash of this



salt, or licking the statue, is affected as per petrifying visage, below.

Range: Gorgosphinxes are exceedingly rare, perhaps only a dozen have been created in the last several millennia; the first having been created during the War of the Pious and Philosophers almost seven millennia ago. However, as these creatures are accursed to live until they are slain, they still can be found if sought by the powerful and foolish (for they are wise in ancient lore, or at least so it is said). These creatures can be found only in the most remote regions of the Southern Reaches, the Ghinor Highlands, the Ament Highlands, and the Demon Empires to the south. A few have taken up with demonic allies, finding favor with their new abilities.

Combat: Gorgosphinx prefer not to engage in combat at all, valuing their solitude above all. They first expend all their undead servants in battle before engaging the enemy themselves. Then it prefers to poison its enemies, or tear them apart with its claws, before revealing its face, of which it is greatly ashamed. It only uses its petrifying visage ability when all else is lost.

Control Undead: A Gorgosphinx can control undead and turn paladins as per a 12th level evil cleric.

Petrifying Visage: A gorgosphinx's humanoid face is so terrible to behold, appearing as a blood-crusted rotting ivory skull, with maggots for eyes, that any who gaze upon it must make a CL 12 strength save or be turned to a statue made of hard salt rock. This ability is always active; the Gorgosphinx cannot turn it off. A Gorgosphinx is not immune to its own visage; in fact, showing it its own visage in a mirror is perhaps the best way to defeat it. Note that victims of this ability can be returned to life and flesh with the use of a *transmute flesh and stone* spell, though the caster must make a level-based CL 12 intelligence check or the spell fails.

Statues of salt rock are easily destroyed, having an AC of 12 and only 8 hit points; when destroyed they are reduced to a pile of salt, and a gorgosphinx usually does so at first opportunity, even during combat. Anyone consuming even a dash of salt from a transformed creature must make a CL 12 strength save or be transformed to salt himself; this makes a mighty fine poison...

Poison: Anyone engaging the gorgosphinx at its head or at its immediate front flanks is attacked each round by the snake heads; one bite attack per round. The poison of the gorgosphinx's snakes is extremely virulent; when bit, the target must make a CL 12 constitution save or drop to the ground as the poison burns out his heart and lungs. The victim can do nothing but writhe in pain, and dies in 1d4 minutes.

This poison cannot be harvested, as the gorgosphinx transforms to a statue of salt rock upon death.

Spell-Like Abilities: *Animate dead* 3/day, *create ghoul* 1/week, *create ghost* 1/month.

GOURANDROUNI

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 4 (d8)

MOVE: 30 ft. as human, 40 ft. as boar

AC: 10 as human, 16 as boar

ATTACKS: Per weapon as human, Gore (2d6) as boar

SPECIAL: Alternate Form, Cursed Flesh, Darkvision 60 ft., Enhanced Charm Person, Light Weakness, Swine Powers, Weapon Immunity

SAVES: M, P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Shapechanger

TREASURE: 4

XP: 170 + 4/hp

The gourandrouni, or demon hog, arises from a normal pig who has consumed large quantities of the flesh of sentient beings. It is a normal, everyday barnyard pig (male or female) that gains the ability to take on humanoid form at will, usually human or halfling, but sometimes orc or even dwarf form (but any one gourandrouni can only ever take on one specific humanoid form). Once transformed to a gourandrouni, the creature is sterile in either form, so these creatures tend to be quite rare.

Though the gourandrouni takes on a humanoid form, it is utterly inimical to all humanoid life, as it continues with its favored gustatory tendencies. It uses its powers to form a band of slaves who continue to provide it with the lifestyle to which it has become accustomed. It prefers to remain in rural areas, on farms or homesteads on the outskirts of the local village, where its activities can go mostly unnoticed. There its charmed slaves watch over a growing herd of swine and tend to gardens for their master's table. The demon hog takes it upon himself to secure the "long pork," preying on lone passersby and strangers, resorting to taking locals only when the hunt has been poor of late.

Gourandrouni are utterly inimical to wereboars (which are humans cursed to take on swine form), view them as abominations, and attack them on sight or scent (a gourandrouni can smell a wereboar in any form up to 300 yards away).

Gourandrouni speak the local Common Tongue and Swine.

Range: Rare everywhere, though virtually unknown in areas where swine are not kept.

Combat: Gourandrouni are not afraid to enter battle, especially against opponents who do not possess silver or magical weapons. In human form they prefer spears and blades, and wear armor (preferably scale). They can use any magical items available to fighters and rogues. Having no spell resistance, they fear magic, and attack wizards and clerics first if at all possible. When faced with superior forces, the gourandrouni flees. It never surrenders to humanoids, always fighting to the death.

Weaknesses: Even in human form a gourandrouni does not have sweat glands, so must regularly cool itself with water or mud; if unable to do so in hot conditions, it must make a constitution saving throw (CL dependent on circumstances) or pass out and revert to swine form.

If ever wrapped in or draped with pigskin, a gourandrouni is forced to revert to swine form and cannot resume humanoid form for 24 hours. If wrapped or draped with the skin of a wereboar the gourandrouni must make a charisma save (CL wereboar's hit dice) or die instantly.

Alternate Form: A gourandrouni can change between humanoid and hog form at will, save in sunlight (see below). It has no

intermediate form, though the human form is quite corpulent and piggish. Any items carried or worn transform with it, melding into its body. It retains all of its abilities in either form. When it dies, if it is in human form, it transforms back to swine form.

Cursed Flesh: Whether through accident, foul purpose, or simple stupidity, if a humanoid consumes the flesh of a dead gourandrouni in hog form, he must make a CL 8 constitution saving throw. If the save fails he is permanently polymorphed into a pig, though will be cursed to always remember his humanoid form.

Enhanced Charm Person: As per the *charm person* spell, however a charmed target remains charmed for seven days. If successfully charmed three times a target is permanently charmed. The gourandrouni may use this ability twice per day. Saving throws against this ability are made at CL 4. A gourandrouni has, at any one time, 1d4-1 charmed servants in its power.

Light Weakness: Gourandrouni are sensitive to bright light and suffer a -1 penalty to all attack rolls, attribute checks, and saving throws when in daylight or similar conditions. Additionally, in such conditions the gourandrouni may not change form or use its enhanced charm person power.

Swine Powers: A gourandrouni can summon and befriend domestic and wild pigs, including giant and prehistoric varieties. He can summon and befriend a total number of hit dice of such creatures equal to twice his own, i.e., 8 hit dice. At any one time he has 1d8 hit dice of such creatures in his service. He commands them empathically within 300 feet, and they serve him absolutely and to the death.

Weapon Immunity: A gourandrouni is immune to normal weapons; any damage they deal is healed nearly instantly. It can be hit only by silver or magical weapons.



GRÀDHCRONAÍM

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 6 (d8)

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

AC: 16

ATTACKS: Exhausting Touch (1d10 subdual)

SPECIAL: Darkvision 60 ft., Gaze of Despair, Glamour, Improved Invisibility, Incorporeal, Spirit Embrace, SR 10, Tongues

SAVES: M, P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Undead

(Extraordinary)

TREASURE: 6

XP: 780 + 6/hp

Gràdhcronaím are the male ghosts of an ancient race of elf-like fey, long extinct. These creatures seek some semblance of their ancient lives, especially love in the arms of a female (there are no female gràdhcronaím). Unfortunately for their mortal lover, the emotional link created between the lover and the ghost drains the mortal of life and soul!

These ghosts appear as tall, lithe elves with a strongly fey appearance. They shimmer with a silvery light; their skin is unblemished and silvery-gray; their hair long platinum blonde; their facial features, musculature, and other pertinent features like that of a fey-born demi-god. Their large eyes, however, appear only as shimmering, black orbs. When they manifest physically for their lovers they bring with them the scent of pine and rotting wood; the scent lingers for up to a half-hour after the ghost returns incorporeal.

Generally, however, they are never seen or even sensed other than by their chosen lover. They choose a lover from among human, elven, half-elven, and fey maidens; these are rarely the true beauties, rather they are the “almost were” beauties, lonely women who fall far more readily for the ghosts tricks.

Though incorporeal, it is able to handle the goods of its victims, and usually keeps a few mementoes of the encounter, usually jewelry and gems, but also magic items and coins. These it hides in a safe, secure, well-hidden (often mostly inaccessible to corporeal creatures) location where it returns from time to time to remember its victories. If threatened with utter destruction, it will gladly give up the location of its trove.

Range: Gràdhcronaím are rare in the Roglaras and Altanis, and very rare elsewhere. They prefer to haunt elven and fey communities and forests; for human victims they prefer areas inhabited by Tharbrians, Tharbriana, and Dunael.

Combat: Other than its spirit embrace, a gràdhcronaím is not very effective in combat, able to use only an exhausting touch that deals merely subdual damage or the gaze of despair. Whenever threatened with destruction the gràdhcronaím usually simply flees.

Gaze of Despair: Once per round the gràdhcronaím may gaze into the eyes of an opponent; the target must make a CL 6 charisma save or be overcome by despair, as per the emotion spell. The despair lasts for one hour, after which the victim gains another saving throw; the despair continues thus in one-hour increments until the victim successfully makes the saving throw.

Glamour: Using this ability the gràdhcronaím can make even the most plain peasant hovel seem opulent and royal, as of a king’s court; his chosen target will perceive herself to be a great beauty dressed in finery; a picnic of crusty bread and muddy water will seem a grand

banquet; and so forth. None of it is real, all merely fey illusion.

Improved Invisibility: A gràdhcraonáim is usually invisible, save when it manifests physically to its target. When invisible it can attack as it wishes and maintain invisibility, as per the *improved invisibility* spell. It has such control over its invisibility that it can make visible only its eyes, for when it wishes to use the gaze of despair attack.

Incorporeal: A gràdhcraonáim exists mostly in the Shadowlands, the land beyond death, and normally only has tenuous existence in the Prime. Only while wooing its intended target does it manifest more fully on the Prime. Otherwise, it can only be struck by magical weapons, or by normal weapons wielded by another being in the Shadowlands.

Spirit Embrace: Using its glamour abilities, the ghost takes on the form of a wandering adventurer or minstrel, and secretly woos the maiden far from prying eyes, until she falls for him and lets him into her bed. Upon consummating the relationship, the young woman must then make a CL 6 charisma save or she will succumb to his spirit embrace. The ghost continues to visit the woman in her bed every night until she succumbs to the spirit embrace, upon which he leaves her suddenly and without explanation, withdrawing his glamour and never again appearing to her willingly.

A woman caught in the ghost's spirit embrace suffers from terrible soul-wrenching pain, which she perceives as heartbreak; she can do nothing more than pine away for her lost love. Every day she is caught in the spirit embrace she loses one point of constitution, which cannot be healed by any normal or magical means.

Meanwhile, the ghost watches her, invisible and incorporeal, merely feet from her as he drains her very life energy! When her last point of constitution is drained she dies of a broken heart; in most cases her agony continues in the Shadowlands, and she haunts this world as a phantom, ghost, or banshee. The only ways to break the spirit embrace is to drive the ghost more than a mile from the victim; allow the victim to see the gràdhcraonáim through *true seeing*; or to force the ghost to reveal himself to her in his true form. This last can be accomplished through a successful turning attempt by a cleric when the ghost is in her sight; the gràdhcraonáim will be forced to manifest and the spirit embrace will be broken.



Tongues: A gràdhcraonáim can speak and understand any language, as per the *tongues* spell.

GRUE

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 9 (d8)

MOVE: 50 ft., 50 ft. (fly)

AC: 17

ATTACKS: 2 Claws (2d4) and Bite (2d6)

SPECIAL: Darkvision 120 ft., Fear Aura, Improved Invisibility, Plane Walk, Shadow Walk, Spell-Like Abilities, Swallow Whole, Weapon Immunity

SAVES: M, P

INT: High

ALIGNMENT: Neutral Evil

TYPE: Extraplanar (Shadowlands)

TREASURE: None

XP: 3,000 + 9/hp

A grue arises from the stuff of shadow itself, in the darkest regions of the Shadowlands near entrances to the Netherworld. Some sages claim that grues are mere extensions of the Shadowlands itself, a sort of avatar of the Shadowland's own will; others claim that they are Shadowlands elementals. Whatever the case, a grue is utterly inimical to all mortal life, and doesn't much like other extraplanar creatures either; it has a special hatred of undead, which are creatures from the Prime that it believes abuse the energies of the Shadow World. It loves to hunt undead and spell casters who specialize in necromancy, but it isn't picky when victims are available...

A grue is an amorphous blob of shadow; no form can ever be made out by any form of vision, as it has none. It can hide in the smallest of shadows and dark nooks; if there are no shadows in an area, it cannot hide, and it instantly crosses the Planar Membrane to the Shadowlands; it cannot be harmed by daylight or any form of light, as it does not exist where pure light exists.

A grue understands all languages through a limited form of telepathy, though it cannot speak.

Range: Grues can be found anywhere darkness and shadows rule, however, they are most common in abandoned and ruined cities and other settlements, as they enjoy the "taste" of rot and decay. Grues can be summoned using the *summon greater monster* and *summon planar ally* spells; though they dislike such service, they make the most of it, especially if the summoner makes any mistakes...

Combat: Lurking in shadows and darkness, the grue prefers to attack with claw and bite; nothing is seen save for a shadowy appendage and shadowy mouth, each of which varies in size and form as according to the target's worst fear (though is still never quite identifiable... a claw may look like a dragon's claw, but it won't be quite right). It uses its spell-like abilities to cause fear and dissent among its targets, as well as to take out spell casters and wielders of magical weapons.

Fear Aura: A grue generates a 30-foot radius aura of fear due to its horribly unnatural existence, even in the Shadowlands. All mortal beings of 9 HD or less must make a CL 9 charisma save or suffer the effects of the *cause fear* spell; beings of 6 HD or more are not forced to flee if they fail the save, though they suffer the other ill effects.

Improved Invisibility: There is no way for any creature, with any form of vision, to make out where the form of the grue begins or ends

in the shadows it occupies. Thus, it is effectively invisible, as per the spell, and this effect is not dispelled by it attacking or making any other action.

Plane Walk: A grue may cross the Planar Membrane, walking between the Shadowlands and the Prime and back again at will; however, unless driven from the Prime unwillingly by a lack of shadows and darkness, in which the effect is instant, this ability requires one round and all its concentration. When using this ability it may take one creature of medium-size or two creatures of small size with it across the Planar Membrane.

Shadow Walk: A grue may teleport from shadow to shadow within a 360 feet radius; this ability requires one round of concentration to use, so it cannot be used to escape all-encompassing light.

Spell-Like Abilities: *Darkness* 3/day. The darkness moves with the grue. Grues can see normally with their Darkvision in magical darkness, regardless of whom or what generated the darkness.

Swallow Whole: When a grue makes a bite attack and the roll is a natural 20, a small or medium-sized victim must make a CL 9 dexterity save to avoid being swallowed whole. Once swallowed, the victim is immediately expelled out the other end of the grue... into the Shadowlands! As the grue's swallow whole ability is only a one-way gate, it is up to the victim to find his own way back to the Prime.

Weapon Immunity: A grue can be hit only by +1 or greater magical weapons.

HOUND OF HADES

NO. ENCOUNTERED: 1-3

SIZE: Large

HD: 6 (d8)

MOVE: 40 ft., 80 ft. (fly)

AC: 16

ATTACKS: 3 Bites (2d4 + Poison each)

SPECIAL: Darkvision 60 ft., Doom Howl, Freedom of Movement, Poison, SR 6, Tracking, Twilight Vision, Weapon Immunity

SAVES: M, P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (Netherworld)

TREASURE: Special



XP: 690 + 6/hp

The hounds of Hades are native to the Netherworld of Hades, where now rules Juno the Damned in place of her brother/lover Pluto. She and her son, Ares the Twice Damned, send these creatures out to the Prime to slay apostates and others of their faith who have given them grief. More rarely they send one such as a reward to a faithful follower, as a bodyguard or to guard a great treasure. Sometimes they also send them after heroes of enemy gods, though not often enough to bring down the wrath of the enemy deities.

These hounds are the sons and daughters of Cerberus, who once guarded the gate of the Land of the Dead; while their father abandoned Juno after she slew his master, many of his progeny became her followers. As such, they appear as large three-headed dogs, ebon black in color, and over the generations since the fall of Pluto they have gained dragon wings, from their other sire, Thanadrakontas, the two-headed guardian dragon that has taken the place of Cerberus.

When a hound of Hades is slain it leaves behind only a small puddle of black ichor that can be used to make a *potion of flying*, a *potion of freedom of movement*, or a poison (as below). Merely touching the raw ichor with a bare finger or the tip of the tongue means the foolish one must save versus poison, as below.

Some clerics and wizards granted a hound of Hades by their dark mistress have special magical collars crafted for their servant; these are designed in such a way that the hound can use the powers embedded within as a caster of their master's level.

Hounds of Hades understand Orichalan, but cannot speak it.

Range: These creatures are not native to the Wilderlands, and as such are found only where sent by their dark mistress. However, as these beasts are happy to mate with whatever large hound passes by during their time on the Prime, there are numerous packs of wild dogs and wolves with characteristics not unlike the hounds of Hades. These creatures vary from 2 to 6 HD; some have dragon wings, others have a poisonous bite; and a very few can perform the Doom Howl once per week; all have two or even three heads, and thus multiple bite attacks per round. These lesser hounds of Hades are rare on the Isle of the Blest, in Oricha, Altanis, Antil, the Roglaras, Viridistan, the Silver Skein Isles, and the Isles of the Dawn, and are very rare elsewhere.

Combat: When tracking a foe that their dark mistress has sent them to hunt, a hound of Hades cannot be stopped or stayed; they track them unerringly, even over water and wastes. When the target is found, if at all possible these creatures ignore all other targets (or attack them only long enough to get them out of the way) until each has bitten the target three times. After that, the creatures return to the Shadowlands and thence home to Hades; if the target lives; it is the will of Fate or Chance, and even the gods cannot deny them.

Note that the only exception to their single-minded devotion to getting their specified target is if they encounter hell hounds; they cannot stand these infernal creatures (the feeling is mutual) and they attack each other on sight regardless of other circumstances.

Note that a hound of Hades cannot plane walk on its own; it is sent to the Prime by its dark mistress, and can only return (through the same power) once it has completed its mission or died trying.

Doom Howl: Once per day a hound of Hades can set off a mournful howl, straight from the shadowy depths of the Land of the Dead. All mortal creatures who hear it must make a CL 6 charisma save or suffer a

-2 penalty to hit and a -2 penalty to all saving throws until the next sunrise. The effects of multiple howls are not cumulative, though saving against one is no proof against a later howl. A target doomed by Juno herself must save against a CL equal to his own level or CL 6, whichever is higher.

Freedom of Movement: Hounds of Hades are immune to any and all effects that would impede their movement or their attacks, as per the *freedom of movement* spell.

Poison: Anyone struck by the hound's bite must make a CL 6 constitution saving throw or fall to the ground, writhing and howling in pain. The victim dies after 1d6 days of excruciating pain, during which he cannot do anything but scream.

Against the specific target the hound has been set the target can use only his level and constitution bonus for the save; no magic item or spell that provides immunity or bonuses against poison is efficacious. No mortal spell delays or neutralizes the poison from a target set by Juno, save for a *neutralize poison* spell cast by a cleric of Juno of 12th level or greater.

Weapon Immunity: A hound of Hades can only be struck by +1 or greater magical weapons.

IMP, CHASM

NO. ENCOUNTERED: 1-12

SIZE: Small

HD: 2 (d8)

MOVE: 20 ft., 40 ft. (Stonewalk)

AC: 16

ATTACKS: 2 Claws (1d2) and Bite (1d4 + Poison)

SPECIAL: Darkvision 60 ft., Earthblood, Plane Walk, Poison, Regeneration 1, Size Control, SR 3, Spell-Like Abilities, Stonewalk

SAVES: M, P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (Elemental Earth)

TREASURE: 2

XP: 83 + 2/hp

Chasm imps are small elemental creatures of malevolent sort. They appear to be small, burly hairless men (definitely and grossly male, though there are no female chasm imps) with large teeth and eyes and no nose. They can alter their size at will, standing between six inches and four feet tall, have gray to black rock-like skin, and only rarely wear clothing or jewelry (as they do not change size with it).

Chasm imps serve the dark lords of the Elemental Realms of Earth. They are sent to the Prime to seek out non-Elemental sources of power in order to give their masters superiority over other elemental lords. They exchange their Earthblood for these other sources of power, which include flamecrystals, archpearls, and skystones, among other elemental and non-elemental sources.

Chasm imps, as the name implies, prefer to lair in chasms, where the power of the earth is great and yet non-elemental beings can visit them easily. They also found as partners of, and more rarely, become the familiars of, chaotic evil, chaotic neutral, and neutral evil wizards, druids and clerics of earth elemental deities.

Chasm imp treasure usually is kept safely stored in cysts deep in the earth where only chasm imps may go; this is especially true of the magical power sources it gathers for its master. It might carry some treasure on it for trade, or merely carry empty crystal vials to harvest earthblood.

Chasm imps speak the tongue of earth elementals and the local Common Tongue of the realm to which they have been sent.

Range: Chasm imps are not native to the Prime, and strictly speaking can be found anywhere, especially while on their quest for magic power sources. That said they are all-too common in Viridistan, where swarms of them serve the cults of Natch-Ur and Tama Hama; some are even found in the service of the Green Emperor and his padishahs, who trade them archpearls, demon ichor, and other magic power sources for their service. Elsewhere they are uncommon in and around evil earth temples and magic power sources, very rare otherwise.

Chasm Imp Bosses: In every group of six or more imps there is a 50% chance one chasm imp is a boss, with double the normal hit dice. This boss is highly intelligent, regenerates at 2 points per round, has a poison with a CL 4, SR 6, and can adjust his height up to five feet tall. Chasm imp bosses tend to be pudgy but solidly built, and like to wear hats or other headgear to announce to all others their special status. A chasm imp boss can force a lesser imp to bleed himself dry for earthblood if it is needed for a special trade and otherwise can force the chasm imps of his band to do his bidding (no saving throw).

Combat: As they are cowards at heart, chasm imps dislike combat, preferring to flee if at all possible. If unable to flee they attack with their claws and fangs and use their spell-like abilities as able. They flee using their plane walk ability only if all is lost, as if they return home without their quota of magical power sources they are punished greatly.

Earthblood: A chasm imp's ichor-thick blood is earth elemental power incarnate. When it gives its blood willingly it can determine the kind of spell or power or even poison that drinking the blood will provide; if it is harvested from a dead imp, the spell type is determined randomly.

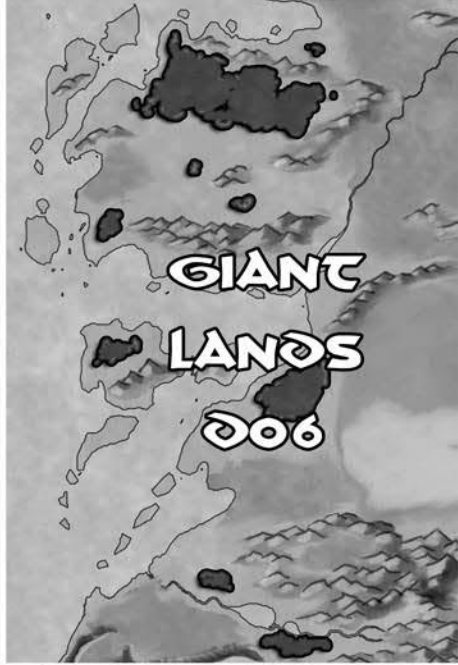
When a chasm imp cuts itself and bleeds into a crystal or metal vial it creates an earthblood elixir that, when imbibed, grants the drinker the use of that spell imbedded in the blood. The imp determines the number of hit points it bleeds, and the spell itself, when it cuts itself. It bleeds 1 hit point per round; if the imp is disturbed before the bleeding is complete, the elixir is incomplete and the blood bled





**WILDERLANDS OF HIGH ADVENTURE:
CONTINENT OF RHAOMANTHIA**

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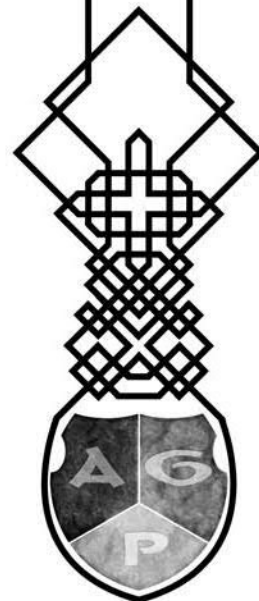
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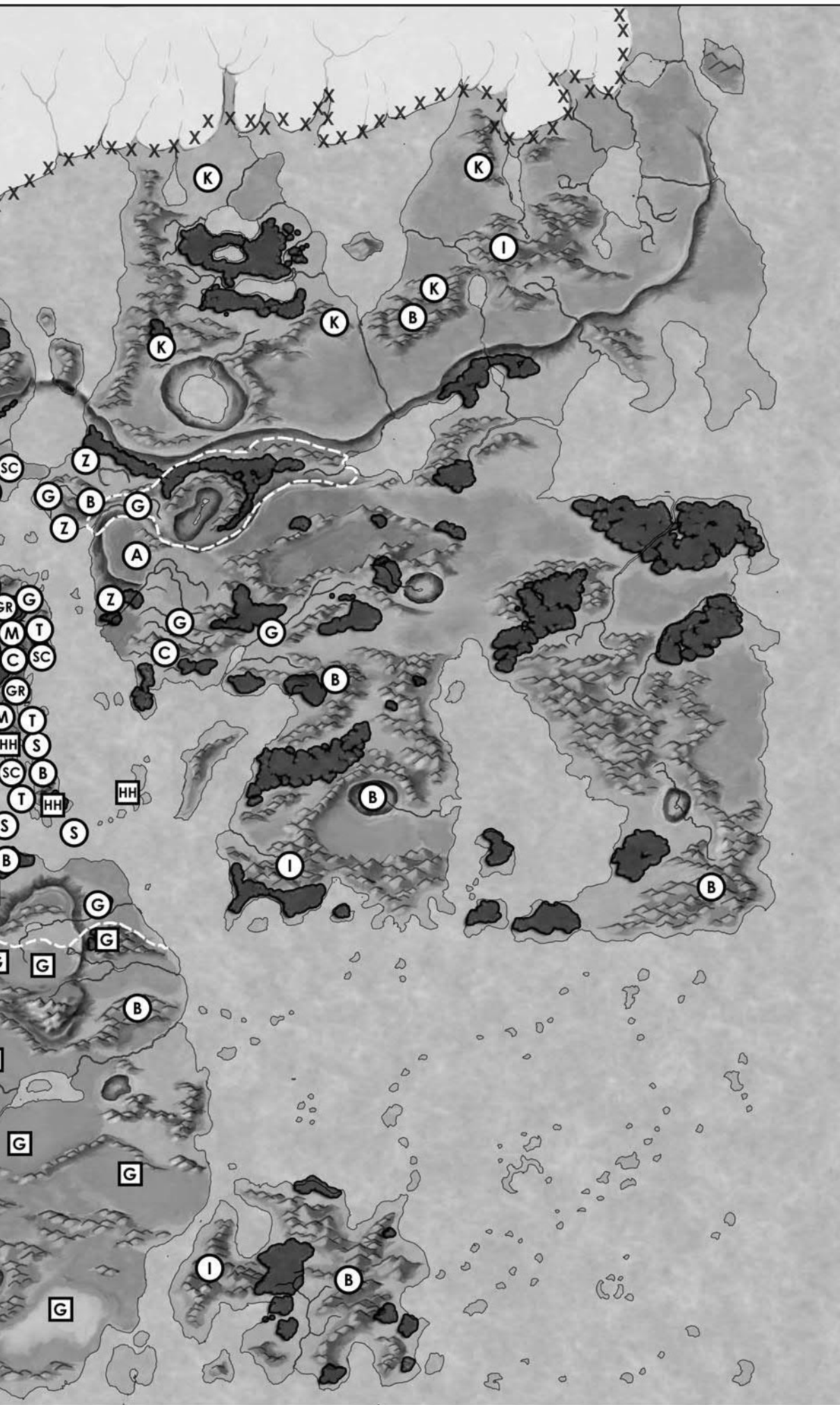
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- I** **IMP, CHASM**
(usual manifestation locales)

- K** **KARCAJOU**
(found in region north of Great Escarpment and south of glaciers; locales are major centers of populatio)

- M** **MALICORN**

- MOPPET, WITCH'S**
(found wherever witches are found in numbers)

- NOMGOBLIN**
(found only in deep subterranean caverns)

- S** **SLOUGHREE**

- SPRITE, BROWNIE**
(wherever humans are, and many places they once were)

- SC** **SPRITE, CRÁIGEANETLUGH**

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(wherever fey and goblins meet, and where wizards make mistakes)

- Z** **SZALTYS**

- T** **TEKNATZOU**

- T** **TLAHTOCELOTL**

so far is wasted. A spell costs 1 hit point plus 1 hit point per level of the spell, and a chasm imp can embed only spells that it possesses as spell-like abilities. Chasm imps do not regenerate hit points bled this way; they heal them at the rate of one point per day of rest.

When earthblood is harvested from a dead imp, first the amount of blood left must be determined. First subtract all hit points of damage suffered from slashing weapons, then half of all damage suffered from piercing weapons, then one third of all damage from bludgeoning weapons, and round down. Subtract 1 point per minute the imp has been dead. Whatever is left is the number of levels of spell power remaining, of random spell levels and spell-like abilities; no other abilities manifest in earthblood gathered this way.

Earthblood remains potent only if kept in crystal or metal vials; if placed in ceramic or vessels of other materials, or spilled, it immediately loses its power.

Chasm imps exchange earthblood for other magical power sources, always trying to get a premium, but settling on one-to-one trades when needful for rare or unusual power sources.

Needless to say, drinking earthblood is an evil act!

Plane Walk: Once per week a chasm imp may cross the Planar Membrane to the Shadowlands, and thence quickly through arcane powers quickly to the Elemental Realms of Earth. They may also return to the Prime once per week. They may not take more than they can carry (usually a largish chest full of magical power sources), and may not carry living beings.

A chasm imp may create a *plane walk earthblood elixir* by bleeding himself of six hit points. The elixir enables the drinker to cross the Planar Membrane to the Shadowlands, and from there focus on the nearest Elemental Realm of Earth and untiringly stonewalk through the shadowy ground to it at ten times normal speed. The elixir provides no special protection against the Earth Realm's nature, should it be especially dangerous. Of course, getting back to the Prime is the traveler's own problem.

Poison: A victim of a chasm imp bite must make a CL 2 strength save or be slowed, as per the spell, for one minute.

A chasm imp may create a *chasm imp poison elixir* by bleeding himself of three hit points. The poison affects whoever imbibes it as per above, or it may be used to coat a single weapon and acts as an insinuated poison.

Regeneration 1: The first round after it suffers damage the chasm imp begins regenerating one hit point of damage per round. It cannot regenerate damage suffered from holy or blessed weapons, nor damage from bleeding itself for earthblood. It will re-grow limbs in one day, but if its head is cut off, it dies.

Chasm imps cannot embed their regeneration power in earthblood.

Size Control: A chasm imp can control the size of its body, ranging from six inches tall to four feet tall. This requires its full concentration and a full round, regardless of the scope of the size change. Clothing and items carried do not change in size, so this ability is rarely used when carrying important items.

A chasm imp may create a *chasm imp size control elixir* by bleeding himself of three hit points. The drinker can use the imp's size control ability for one hour plus 1d10 minutes, ranging from the drinker's own natural height down to six inches tall. If the user does not return to his full normal size by the end of the duration there is a

10% chance that the user is stuck in height somewhere between the current height and his natural height (judge's discretion)

Spell-Like Abilities: All chasm imps possess the following spell-like abilities: *darkness* 1/day, *magic stone* 1/day, and *move earth* 1/week. All also possess three 0th-level spells, two 1st-level spells, and two 2nd-level spell as spell-like abilities, determined at random from the cleric, druid, and wizard lists. Each of these abilities can be used once per day. Chasm imp bosses also possess one third level spell, useable once per day, and contact other plane (elemental earth) useable once per week.

Stonewalk: Chasm imps may meld into stone and move through it at will. They can see using a sonar-like sense up to 60 ft through stone while walking through stone. While in stone they need not eat or breathe, and they can remain in stone as long as they wish (some who flee their elemental master merge with stone and hibernate for centuries or even millennia).

Chasm imps may create a *chasm imp stonewalk elixir* by bleeding himself of four hit points. The elixir grants the drinker the stonewalk ability for one hour plus 1d10 minutes; if the elixir drinker is still in stone when the duration ends, he dies, barring magical properties that protect him.

KARCAJOU

NO. APPEARING: 1-8, 6-36

SIZE: Medium

HD: 1 (d8)

MOVE: 30 ft., 40 ft. Quadruped

AC: 14

ATTACKS: 2 Claws (1d4), Bite (1d4+1) or Weapon (+1 damage)

SPECIAL: Climb, Hide, Resistance (Cold), Scent, Stench, Track, Twilight Vision, Vulnerability (Heat)

SAVES: P

INT: Average

ALIGNMENT: Neutral (Evil tendencies)

TYPE: Humanoid

TREASURE: 1

XP: 22 + 1/hp



Karcajou are humanoid wolverines, though they are more wolverine than humanoid. When they stand on two legs they stand around four and a half to five feet, taller than dwarves and slightly shorter than elves, though many go about on all fours, which they can do so more speedily. They have clawed hands, thick fur, and a broad and a muscular form. They rarely wear clothing, as they are resistant to natural cold; they prefer to wear tool and weapon belts.

Karcajou speak their own tongue, Karcaja; most females also speak the local Common Tongue, as it is they who trade with southern merchants and fur traders. Males might also speak Cold Tongue, Elven, Goblin, Tarshian, Valonar, or the tongue of other local enemies.

Organization: Karcajou are savage nomads of the northern forests and wastes. They settle in an area for a time until it is hunted out, and then move on. They use domesticated reindeer (usually stolen from the Cold Folk) as pack animals, but not as steeds. Organization is by female bloodline, with the oldest female as the clan matriarch. Young males of the line must seek out other families and clans and prove their hunting and snatching skills to the matriarch before they can court the young maidens of the clan. Unlike their animal cousins, males and females are generally of the same size, though females often tend to be a bit bigger and are certainly more vicious.

Ecology: Karcajou hunt all sorts of beasts for their table, including their animal cousins, the wolverines. However, while they value hunting and the struggle with their quarry, they are more likely to try to steal slain prey from other hunters, including other humanoids and animals such as wolves and wolverines. Like their lesser cousins, karcajou spoil any meat they cannot eat by spraying it with their strong musk. However, they never waste hides and furs if possible, even those of their own family members, which they trade to fur traders for tools, weapons, and jewelry.

Treasure: Karcajou understand well the value of gold, gems, and other treasures, which they keep along with great bales of furs for trade to southern traders for tools, weapons, and jewelry. Most “Extraordinary Items” held by a clan are in the form of furs and jewelry; females wear as much jewelry as they can afford as a status symbol.

Range: Karcajou are found throughout the northern Wilderlands, from the Great Lakes in the west to the Tempest Lands in the east. They are quite rare south of the Great Escarpment, as they prefer the cold northern wastes.

Combat: Karcajou prefer to wield weapons, though they are not at all above getting into a fray with claw and tooth. Their strength is great, and so they gain a +1 bonus to damage with melee and thrown weapons. In battle they prefer slashing and chopping weapons, and usually wield scimitars, battle axes, and hand axes. They rarely use missile weapons in battle. When hunting they use spears and short bows, but their sense of bloodthirstiness requires battle be up close and personal. They cannot manufacture metals; they can make their own bone-tipped spears and arrows, but prefer the metal tips and arrowheads they buy from the south.

Resistance (Cold): Karcajou are immune to normal cold. They get a +2 bonus to save against magical cold, suffering only half damage on a failed saving throw and one-quarter damage on a successful save.

Stench: Karcajou can expel a terrible-smelling musk to their rear three times a day. It takes the form of a stinking spray five feet long. Any creature within a 20-foot radius must make a CL 1 Constitution save or suffer a -1 penalty to attack and damage rolls due to nausea. Any creature actually struck by the musk (CL 1 Dexterity save to avoid) automatically fails this

save, and is stuck with the stench for a number of days equal to the total by which the Dexterity save was missed. Each bar of soap expended while bathing the victim reduces this duration by one day. Karcajou are immune to their own stench, but not that of other karcajou or wolverines.

Vulnerability (Heat): Karcajou are naturally adapted to the colder climes; they do not fare well in hot deserts, jungles, and other southern lands. If the temperature is regularly over 70 degrees they suffer a -1 penalty to all attack and damage rolls and to all attribute, ability, and saving throws. If the temperature is regularly over 100 degrees the penalty is -3, and their movement is reduced to half normal speed. They also always suffer a -2 penalty to save against magical fire and heat spells and spell-like effects in addition to any other penalties.

Karcajou Player Characters

Karcajou can be used as a player-character race.

Languages: Common, Karcaja, Cold Tongue, Elf (Alvar), Goblin, Tarshian, and Valonar

Abilities: Resistance (Cold), Scent, Stench, Twilight Vision, Vulnerability (Heat)

Size: Medium **Movement:** 30 ft., 40 ft. Quad

Typical Classes: Barbarian, Ranger, Rogue, Druid

Attribute Modifiers: +1 Strength, -1 Charisma

Ranger Modifiers: +2 Conceal, +2 Track

Rogue and Assassin Modifiers: +2 Climb, +2 Hide

MALICORN

NO. ENCOUNTERED: 1-12

SIZE: Medium

HD: 2 (d8)

MOVE: 40 ft., 40 ft (fly)

AC: 16

ATTACKS: Hooves (1d4) and Bite (1d6) or Horn (1d8 + Poison)

SPECIAL: Blink, Darkvision 60 ft., Poison Horn, Shadow Stench, Twilight Vision

SAVES: P

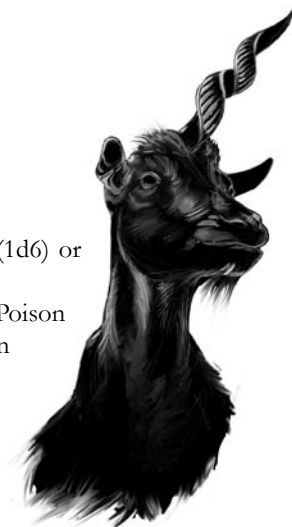
INT: Low

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 2

XP: 31 + 2/hp



Malicorns are magical evil goats. They look like normal goats but with long shaggy black or red wool and but a single long, spiral horn that rises from their brow rather than their two normal horns. Their eyes are usually of normal colors but glow red during combat as they blink around their opponents.

Malicorns are omnivorous but they prefer the fresh flesh of humanoids, especially elves, halflings, and humans. They actively hunt humanoids (and other creatures when humanoids are not available). Various cultists often use monstrous charm spells and other powers to “tame” these creatures and use them as guards in the hills and valleys around their lairs.

Range: Malicorns are uncommon in the hills and mountains of the Roglaras, Altanis, Oricha, Viridistan, and the Desert Lands. They are rare in hilly and mountainous lands elsewhere. A rare breed of silver-wool malicorns lives in the Viceroy Mountains of the Ament Highlands.

Combat: When the malicorns spot their prey they charge into battle en masse, blinking in and out of the Shadow World to activate their Shadow stench and striking first with their horns (dealing double damage at the charge). The malicorns make sure all enemies are dead or fled before feasting

on the remains of their victims. If forced to retreat they blink toward and up tall, steep hills that even a normal goat would have difficulty climbing.

Blink: As per the 3rd level wizard spell, malicorns may blink between the Prime and the Shadowlands at will and without limit. While they blink they generate the nauseating Shadow Stench (see below).

A malicorn hide, when properly treated and enchanted, can be used to create a cloak that enables the wearer to blink at will as per a ring of blinking. The cloak unfortunately generates the Shadow Stench, but the wearer is not affected.

Poison Horn: A target that suffers hit point damage from the malicorn's horn attack must make a CL 4 constitution save or be poisoned. The poison causes paralysis. Every 10 minutes the victim may make a CL 4 strength save to shrug off the effects of the poison.

A malicorn's horn may be harvested from its body; when properly enchanted, it regains its ability to deal poison damage when it successfully deals hit point damage to a target.

Shadow Stench: After one round of blinking a malicorn generates a stinking fume around it in a 5 foot radius. Any creature other than a malicorn in that area must make a CL 2 constitution save or suffer from nausea; those who are nauseous suffer -2 to attack and damage rolls and have a 20% chance of failing to cast a spell when attempting to do so. The nausea lasts for 1d4 rounds after leaving the area of effect.

MOPPET, WITCH'S

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 3 (d10)

MOVE: 20 ft.

AC: 14

ATTACKS: 2 Claws (2d4)

SPECIAL: Berserk, Breath Weapon, Control Check, Control Hat, Fear Aura, Immunity to Magic, Weapon Immunity

SAVES: P

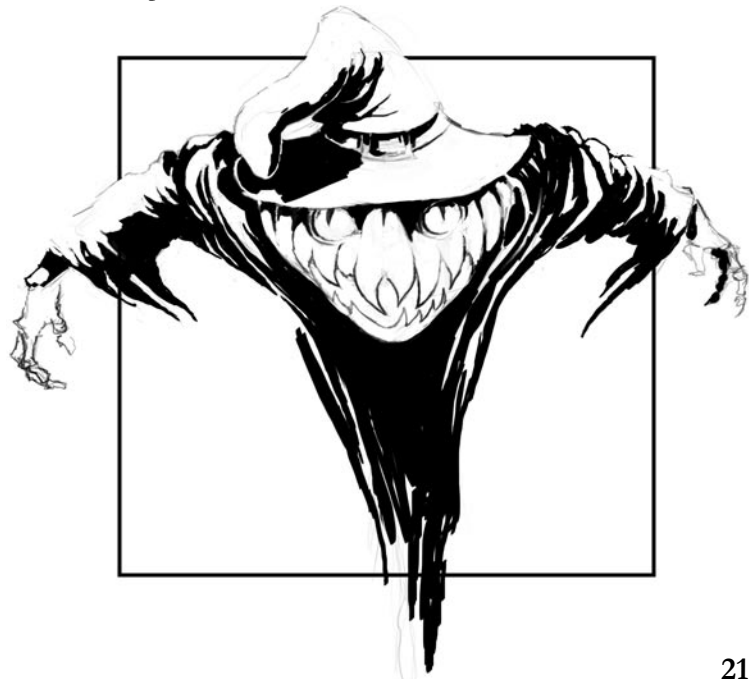
INT: Inferior

ALIGNMENT: Neutral (Evil)

TYPE: Construct

TREASURE: 3

XP: 90 + 3/hp



A witch's moppet is a man-sized doll constructed from the clothing of hanged men, the skeleton of a murder, and the still-beating heart of an innocent. They possess jack-o-lantern heads that burn with reddish hellfire, atop which stands a classic brass-buckled purplish-black pointed and brimmed witch's hat.

These things are created by witches to serve as guards and footservants. They are relatively cheap and easy to make, costing merely 3,000 gp in rare materials and unguents, plus the clothes, skeleton, pumpkin, hat, and heart, the last of which must be cut from the victim by the witch herself and placed in the chest cavity of the moppet (which is otherwise filled with sawdust from rare woods gathered from desecrated temples of Good). Upon completing the ritual the spirit of a least devil animates the body of the moppet, which then serves the witch to the best of its abilities.

A witch's moppet can understand and very rudely speak any language its creator knows, as well as the tongue of devils.

Range: Witch's moppets are found wherever witches are common.

Combat: The moppet generally enters combat by first using its breath weapon, then closing to attack with its two racking claws, which are made of the sharp bones of the skeleton poking out through the ends of its gloves. It continues to attack its opponents without regard to its own existence, save the continual struggle against the control of the witch.

Berserk: If the witch that created the moppet dies, there is a 90% chance that the moppet goes berserk, attacking any living being it sees at +2 to hit. There is a 10% chance that the creature gains free will and flees, as it wishes to live. If the creature gains free will, there is a 10% chance that rather than the devil spirit, it becomes inhabited by the very confused soul of the innocent child that was sacrificed to animate it (if so, its hellfire blows out, it loses its breath weapon, and the jack-o-lantern becomes lit by a pleasant golden light). As such, it might sit down in the midst of combat and begin crying...

Breath Weapon: Once every three rounds the moppet can breathe hellfire in a line five feet wide by 10 feet long; it can spin its head 360-degrees and breathe in any direction. It deals 3d10 points of fire damage, half if the targets make a successful CL 3 dexterity save.

Control Check: Once at the beginning of combat the moppet attempts a mental save (CL creator's level) at a -2 penalty in order to break the control of its creator; if it does so, it turns on its creator, attacking it with all zeal. The creator can thereafter attempt to regain control ever round she concentrates on doing so; this is a level-based CL 7 intelligence check. Each attempt that fails increases the CL to regain control by 1, until it becomes impossible to regain control of the moppet.

Control Hat: The moppet's one great weakness is its hat. Anyone who steals the hat can try to gain control of the moppet as though they were the creator of the moppet. The witch retains control of the moppet until the thief masters the hat. The holder of the hat must make a CL 7 intelligence check (a level-based check for alchemists, clerics, witches, and wizards) to gain control of the moppet. An attempt may be made every round. Once the creator loses control, she can regain control only by stealing the hat back and making a successful control check.

Fear Aura: A witch's moppet generates a 15-foot radius aura of fear due to its horribly unnatural existence. All creatures within that area and of 3 HD or less must make a CL 3 charisma save or suffer the effects of the *cause fear* spell. This save is required only upon first entering the effect; a successful save makes the being immune to the effect for the entire encounter.

Immunity to Magic: Witch's moppets ignore all spells and all spell

effects except for the following: fire-based spells deal their normal damage; *protection against evil* and *magic circle against evil* work as though it were a summoned creature; and *raise dead* and *resurrection* destroy it instantly (no save). Also, a witch's moppet cannot enter ground that is *hallowed*.

Weapon Immunity: A witch's moppet can only be struck by holy weapons, blessed weapons, or +1 or greater magical weapons.

NOMGOBLIN

NO. APPEARING: 10-40, 50-500

SIZE: Small

HD: 1 (d4)

MOVE: 30 ft., 30 ft. Climb

AC: 14

ATTACKS: Bite (1d2)

SPECIAL: Blind Sense 120 ft., Light Sensitivity, Rust, Scent, Swarm, Vicious Bite

SAVES: P

INT: Inferior

ALIGNMENT: Neutral Evil

TYPE: Monstrous Humanoid

TREASURE: Special

XP: 20 + 1/hp

Nomgoblins are a strange, mutated breed of albino goblins reduced to animalistic lifestyle not unlike piranhas with legs. A nomgoblin looks like small (one to two-foot tall) goblin with a huge, bulbous head, a vast drooling maw filled with piranha-style teeth, tiny atrophied eyes, a huge potato-shaped nose, large bat-like ears, all atop a large round belly from which long, scrawny arms and legs extend, each tipped with rust-colored claws.

Organization: Hordes of these creatures swarm through vast caverns deep underground, stripping the ecosystem of everything that is edible and many other things that are not. They are not organized in any *intelligent* sense; they instinctually follow a lead nomgoblin in the same way that fish follow the lead in their watery schools. As their rank stupidity often overwhelms even their sense of smell, entire hordes have been known to starve in distant, sterile vaults swarming after a foolish nomgoblin following a false scent. Fortunately, truly huge hordes are very rare, as larger hordes break up as various sections of the horde instinctively follow different "leaders" when they leave an area.

Ecology: Nomgoblins are unnatural creatures; whether they mutated after encountering some strange subterranean energy or were purposefully created by some mad mage or god, none knows. But wherever they go, they end up throwing the ecology into chaos if not destroying it utterly. They eat anything, living or dead, animal, vegetable, and often even mineral. They prefer to eat food that is still squirming and screaming, then dead creatures, then vegetables and fungi, then minerals. They reproduce by budding when food is readily available, quickly ensuring that it no longer will be. Most nomgoblins have a handful of buds at all time, each looking like large pustules, which burst when the nomgoblin is replete and resting. The young nomgoblin is independent and ready to feed upon "birth," though many do not survive to eat their first, as nomgoblins readily eat their young, which they consider a delicacy.

Treasure: Nomgoblins are capable of eating and digesting almost anything, save for gemstones; this doesn't mean that most don't try at some time, and thus a few nomgoblins have gemstones stuck in their bulbous gullet. Each nomgoblin has a 5% chance of

having 1d3 gemstones of random value, though of course to recover these requires cutting the creature open and searching the entire insides of its belly, requiring a full minute per nomgoblin.

Range: Nomgoblins are found in numbers only in the deepest caverns far underground; smaller groups sometimes make their way up to the tunnels nearer the surface.

Combat: Nomgoblins do not engage in combat; they hunt. Nomgoblins always hunt in swarms of 10 or more, overwhelming their target and taking great bites out of it and eating as they attack. Using their claws they climb up on their target to bite at head and shoulders while their companions gnaw at knee and ankle.

Light Sensitivity: Nomgoblins fear and loathe the sun, as it feels painful on their flesh and dazzles their atrophied eyes. They suffer a -2 penalty to attack rolls when fighting in daylight or similar conditions.

Rust: The touch of a nomgoblin corrodes metals instantly, whether iron, bronze, copper, or even gold, transforming it into a rust-like dust (off of which the nomgoblin can subsist if necessary). Magical items may be destroyed by this corrosion. There is a 10% chance -1% per plus of the item in question that it is destroyed by this effect. A swarmed opponent (see below) rapidly has any metal armor and weapons corroded to rust...

Swarm: As these creatures climb over each other and their quarry to get at the flesh and blood they seek, many more of them can attack a target at once than would normal creatures. Nine can attack another small creature, and 18 can attack a medium-sized creature, while 18 can attack a large-sized creature for every eight feet of height/length of the target creature. Even giants and dragons flee a horde of nomgoblins! A swarm does not even leave bones, as bones are broken for the marrow then even the bone shards are consumed!

Vicious Bite: Nomgoblins bite large chunks of flesh and bone out of their victims; natural and padded/leather/hide armor avails little against the iron-sharp fangs of these vicious creatures. Natural and padded/leather/hide armor provides creatures with only half its normal protection, i.e., subtract half of the AC value above 10, rounded up, to determine the target AC. A horde of nomgoblins attacking a purple worm, for example, need only attack an AC of 14 rather than the usual 19 (19 - (9/2) rounded up), as they are biting chunks right out of the natural armor of the great beast.



SLOUGHREE

NO. ENCOUNTERED: 1

SIZE: Large

HD: 10 (d8)

MOVE: 40 ft.

AC: 18

ATTACKS: 2 Claw (1d8) and Bite (2d8)

SPECIAL: Elemental Water Weakness, Howling Wind, Sucking Wind, Twilight Vision

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Giant

TREASURE: 6 (hoard)

XP: 1,500 + 10/hp

A sloughree, or wind howler, is a strange giant with unusual powers. The creature stands about 12 feet tall, though would be taller had it a head; the body ends where the neck would be, and its face is found in its torso. The large, blood-shot beady eyes are about where the breasts would be, and the large, many-toothed drooling maw dominates the great pot belly; between can be seen a large, potato-shaped nose. The whole body is covered with matted, stinking hair, from the headless shoulders to the toes. Hair coloration is usually brown or gray, the better to hide in the hills and mountains it prefers as its lair. It has a great stink, as it never willingly bathes, and so can be detected by scent from 60 feet away or more depending on the wind.

Sloughree are only ever encountered singly; no sage knows if the species has any sort of social culture, or even how they reproduce. They live in large, wide-open caves, and sleep on the hard dirt amidst their treasures stolen from their victims. Sloughree waylay travelers and force them to turn over treasure and members of their group for the giant's dinner. Sloughree lairs are often near steep cliffs, the better to take advantage of its howling wind ability against interlopers.

Sloughree speak Giant and Altanian, though with a savage and harsh accent.

Range: Sloughree are rare in Oricha, Barbarian Altanis, Antil, and the southern Roglaras, and are found on the islands of the Sea of Five Winds and southern Winedark Sea. They are unknown elsewhere.

Combat: Anyone who resists the sloughree's demand for treasure and man-flesh is attacked with the sloughree's howling wind ability; those still standing thereafter are attacked with claw and bite, and then when no one is left who can resist, it uses its sucking wind ability to draw a victim into its gullet.

Elemental Water Weakness: Any water created through magic or purified with elemental power, or the attacks of water elementals, deals double damage to a sloughree. Even being doused with water such as that created by a *create water* spell causes it to suffer 1 point of damage per level of the caster. While it has an intense aversion to normal water, normal water causes it no additional damage.

Howling Wind: With this ability the sloughree first spends one round drawing in a great breath, then the next releases it in a great howling wind. All creatures within a 40 ft. cone emanating from the creature's mouth must make a CL 10 strength save or be blown into a heap at the end of the cone (or a minimum of 5 feet). Those who are blown back suffer 1d4 points of subdual damage per 5 feet they were thrown, plus 1 point of real damage per 10 feet. Those in the cone must also make a CL 5

wisdom save or be stunned for 1d4 rounds from the strange and terrible howling and babbling that accompany the wind.

The sloughree may use this ability once per two rounds, but no more than three times per hour.

Sucking Wind: With this ability the sloughree spends one round blowing out air and deciding on a specific creature (small or medium-size) to target within 40 feet, then on the second round sucks in air in the direction of the creature. The target must then make a CL 10 dexterity save; if the save fails, the mighty vortex causes the target to fly through the air and draws it into its vast maw (which can hold four small creatures or two medium creatures). Within the belly of the beast the victim suffers 1d6+6 points of constriction damage and 1d6 points of acid damage per round. A victim caught in the belly of the sloughree can use light slashing weapons to try to cut their way out; 20 points of damage makes a hold large enough for one creature to escape before muscular action closes the hole.

Any special attack or magic that causes the sloughree to vomit, releasing the prisoners, as well as all other things digesting in its belly. It cannot digest metals or gems, and usually spits them out in its lair after flesh and bone are long dissolved.

SPRITE, BROWNIE

NO. APPEARING: 1-4, 5-20

SIZE: Small

HD: 1 (d4)

MOVE: 20 ft., 20 ft. Climb

AC: 17

ATTACKS: Improvised weapon (1)

SPECIAL: Darkvision 60 ft., Invisibility,

Spell-like Abilities, SR 5, Twilight Vision

SAVES: M

INT: High

ALIGNMENT: Neutral

(Good tendencies)

TYPE: Fey

TREASURE: 1

XP: 18 + 1/hp



Brownies are a race of faeries that, rather than retreating from humans and their civilization as it spread, engaged it and took to living among the races of men. Today in form they appear much like the humans around them, with the same skin, hair, and eye coloration, though they are quite small, from one to 18 inches in height, and their form often seems a bit too thin and stretched or a bit too fat and round, depending on the proclivities of the brownie. They wear the clothing style of the local humans, but often in bright clashing colors, and invariably with a small ramshackle hat of drab sort. Brownies speak Fey and the local Common tongue; some learn other languages, especially those who live in the homes of adventurers, merchants, and sages.

Organization: Brownies live in small families, each family attached to a human house, though large houses, mansions, and castles might have several families in residence. The family is led by the eldest member of the family; as many brownies become senile long before natural death, their orders are often nonsensical, though rarely dangerous to the family as a whole.

Ecology: Brownies are fully adapted to human civilization, and live

in symbiosis with the human residents of the homes in which they live. They live in small nooks and crannies of the house, usually in hidden sections of attics or lofts, or under the floorboards between floors. They subsist off of gifts of food and drink, especially sweets, honey, milk, and spirits, left by the humans for their use; they in turn aid in tasks around the house, such as repairing worn clothing and shoes, cleaning and dusting, and washing dishes. Some brownies live with craftsmen, and help them by working on their goods whilst the craftsman sleeps. They consider this as the exchange of mutual gifts; if ever accused of working for humans by the humans of the house (or sometimes their human's friends, if the humans do not defend the brownie's honor), or under any circumstances left a new hat as a gift, the brownies leave, often after causing no end of chaos and destruction (though rarely any lasting major damage or physical pain and suffering).

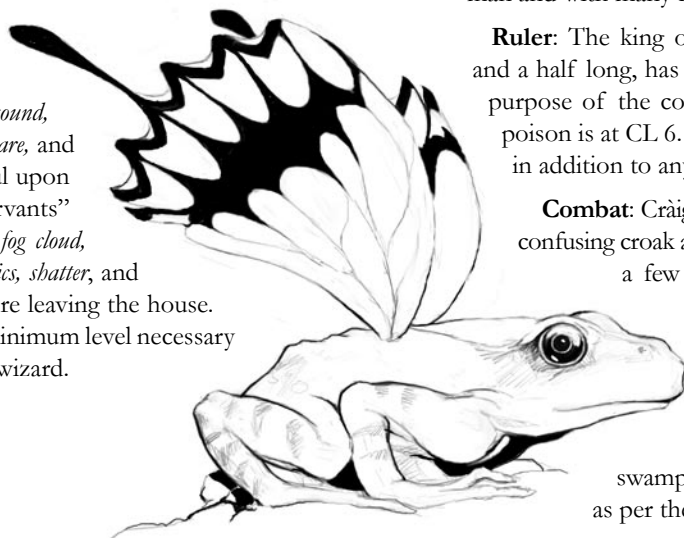
Treasure: Brownies never steal, though they are not above "borrowing" a coin, gem, button, or other odd and end that their human family will never miss. These items are treasured, often for generations of humans who occupy the house. Treasure is kept in the brownie's home nook, often used as bits of furniture or other décor.

Range: Brownies are found wherever human civilization goes; some even settle on ships! Feral brownies are also often found in ruined cities, towns, and villages, as they are usually too small to make the journey to another city. Brownies who live in abandoned houses in ruined cities and towns usually dress in old rags or the hides of mice and hunt rodents, centipedes, spiders, and other vermin for their meals.

Combat: Brownies are not combative, and invariably flee rather than do battle. If forced into combat by being cornered, they fight using whatever small tools they have at hand, such as needles, small shears, or tiny cleavers. Feral brownies will be armed with long needles, often coated in centipede or spider poison.

Invisibility: Brownies are naturally invisible, save when they choose not to be or when they attack. They can turn invisible instantly if they willed their invisibility off, or after 1d4+1 rounds if they became visible after attacking. Often a brownie will become visible one round, then attack the next, and turn invisible again on the third round. Brownies of the same family are always visible to each other, even when invisible to others.

Spell-like Abilities: They can use *mending* and *prestidigitation* at will to do things such as dust, polish, manipulate a needle and thread to sew, and so forth. They can alter their own size in one round from one inch to 18 inches tall; their clothing and personal items change size with them. A brownie can use the following abilities each once per day, one per round: *dancing lights*, *erase*, *feather fall*, *ghost sound*, *jump*, *mage hand*, *open/close*, *scare*, and *unseen servant*. When wrathful upon being accused of being "servants" or such, they can use *fear*, *fog cloud*, *gust of wind*, *levitate*, *pyrotechnics*, *shatter*, and *stinking cloud* each once before leaving the house. All abilities are used at the minimum level necessary for the spell to be cast by a wizard.



SPRITE, CRÀIGEANETLAGH

NO. ENCOUNTERED: 6-36

SIZE: Small

HD: 1 (d4)

MOVE: 10 ft., 40 ft. (fly)

AC: 18

ATTACKS: Touch (0 + Poison)

SPECIAL: Camouflage, Confusing Croak, Poison, SR 6, Twilight Vision

SAVES: M

INT: Low

ALIGNMENT: Neutral

TYPE: Fey

TREASURE: 1

XP: 21 + 1/hp

Cràigeanetlagh, or flying frog faeries, reside in fey swamps, where they dwell in their own small kingdoms. Each kingdom has its own frog king or queen, who on his or her own whim joins with the Seelie or Unseelie courts, or remains neutral. All treasure of the group is held by the ruler, and is usually found in an old stump or fallen log amidst the swamp; the kingdom's treasury always includes at least one minor magical item, often the ruler's crown which possesses a few minor spell-like abilities (made by other faeries to garner the ruler's good will).

Cràigeanetlagh appear to be nothing more than small frogs with butterfly wings. They are perhaps three inches long, and small and greenish-brown; though the wings are very colorful on the bottom, on the top they are green and brown like the rest of the frog.

Cràigeanetlagh eat flies and worms and other such creatures, though they do enjoy honey and mead when made available by their more civilized fey cousins or goodly mortals. They dislike mortals trespassing in their swamps, but when they are threatened by more powerful creatures, they are not afraid to seek out mortal heroes to aid them (if they are of neutral or Seelie sort).

Cràigeanetlagh speak Fey, and the more intelligent leaders speak the local Common Tongue as well as Elven and/or Gnome.

Range: Cràigeanetlagh are uncommon to rare in the Roglaras, Altanis, Viridistan, the Elephas, and Valon; they are rare to very rare in Tarsh and Oricha. They are very rare or unknown elsewhere. It is said that the swamps around Council Lake are the home to the Great King of the Cràigeanetlagh, a truly monstrous creature as large as a man and with many fey abilities.

Ruler: The king or queen is much larger, topping out at a foot and a half long, has 3 HD (d8), counts as six cràigeanetlagh for the purpose of the confusing croak, and the save against his or her poison is at CL 6. Some rulers also have limited spell-like abilities, in addition to any granted them by a fey crown.

Combat: Cràigeanetlagh attack en masse, preferring to use their confusing croak ability to deal with large groups; when dealing with a few weak individuals, they usually just touch them, seeking to put them to sleep and deal with them later. If faced with a foe they cannot defeat, they flee, flying to the swamps and using their camouflage ability until the enemy departs.

Camouflage: When not moving and in a swamp-like environment a cràigeanetlagh is invisible, as per the spell.

Confusing Croak: The mass of cràigeanetlagh set up an eternal dirge of croaking and bellowing, so loud and obnoxious that anyone within the area of effect must make a wisdom save or succumb to confusion as per the spell. The CL is 6 + 1 per six cràigeanetlagh, and the radius is 5 feet per cràigeanetlagh. Anyone within the area must make a save every round until they succumb or leave; anyone who succumbs will remain confused as long as they remain in the area or until the cràigeanetlagh cease croaking.

Poison: Though it deals no hit point damage, on a successful touch attack the target must make a CL 1 constitution save or fall into a poisoned state of suspension. The sleep lasts for one day per point by which the save failed. During this time the victim need not eat or breathe, is protected by an *endure elements* effect as per the spell, and does not age, though they are susceptible to normal attacks. At the end of the duration the victim must again save, and if he fails he continues to sleep for 1 week per point the save failed; at the end of this another save to wake or sleep for 1 month per point the save failed; and finally, one last save, or sleep for 1 year per point the save failed (at the end of this the victim wakes up, perhaps many, many years gone from his family and friends).

An alchemist, witch, or wizard of appropriate level can use six live cràigeanetlagh to make a single dose of poison that has the same effect, though at a CL 6; six live cràigeanetlagh could instead be used to make one dose of an antidote that will rouse a victim from the poisoned suspension. Dead cràigeanetlagh are of no use.

SPRITE, GOBLING

NO. APPEARING: 1-6, 6-36

SIZE: Small

HD: 1 (d6)

MOVE: 20 ft., 30 ft. Fly

AC: 16

ATTACKS: Bite (1d2 + Poison)

SPECIAL: Darkvision 90 ft., Invisibility, Mixed Blood, Poison, SR 2, Twilight Vision

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Monstrous Humanoid (Special)

TREASURE: 1

XP: 14 + 1/hp



Goblins are the result of the crossing of goblins and fey; today they are a stable race, though fey and goblins of less choosy sort continually add new injections of the original blood to the line. They look like small goblins, one to three feet tall, with long antennae and a carapace of beetle-like wings. They have sharp teeth and large, red-glowing eyes. Goblins understand Fey and Goblin, and can speak both with boorish, thick, buzzing accents, when they bother to do so.

Organization: Goblins operate in loose, chaotic mobs or gangs; they have no leaders, as goblins operate instantly on whim.

Ecology: Goblins live in mobs that wander around, seeking trouble and food. Trouble is whatever they can make of it, for they are an unsavory lot, enjoying others pain and suffering and treating slaughter as a sport. Food is whatever they can catch, though they prefer the flesh of fey and elves, they are not choosy. There are no true leaders of the mob; they stick together mostly out of mutual protection from non-Goblins, and in order to perform greater and viler deeds.

Treasure: Treasure is incidental, usually upon the remains of victims dragged back to the current lair of the mob. Some goblins now and then have a flash of brilliance and use treasure as bait for victims, but never remember to keep it for long.

Range: Goblins can be found wherever fey and goblins have the potential to meet and mix, though even there they tend to be rare. Many mobs begin as an experiment on the part of a wizard to try to “improve” the creatures and transform them into useful servants; these invariably fail, and so new mobs are born and spread out from unusual location.

Combat: Though mobs usually travel invisibly, the incessant buzzing of their wings is a giveaway to their approach. Still, attacks of individuals are screened by their invisibility until they bite. Goblins have just enough cunning and willpower to stop attacking a foe that has been paralyzed by their poison to re-focus efforts on other foes still standing. Once all foes are paralyzed, the torture, feasting, and “fun” begins...

Invisibility: Goblins are naturally invisible, save when they choose not to be or when they attack. They can turn invisible instantly if they willed their invisibility off, or after 1d4+1 rounds if they became visible after attacking.

Mixed Blood: As a result of their unnatural origins, goblins count as fey, humanoids, and monstrous humanoids, and are considered to be both goblins and sprites for any sort of magical consideration that affects one or the other.

Poison: The bit of a goblin is poisonous; those bitten must make a CL 2 Constitution save or be paralyzed for 1d4+4 turns (30 to 48 rounds).

SZALCYs

NO. ENCOUNTERED: 1

SIZE: Small

HD: 1 (d8)

MOVE: 40 ft., 40 ft. (climb), 40 ft. (swim)

AC: 17

ATTACKS: None

SPECIAL: Death Curse, Enhanced Saves, Invisibility, Lucky Snake, Spell-Like Abilities, SR 10

SAVES: M, P

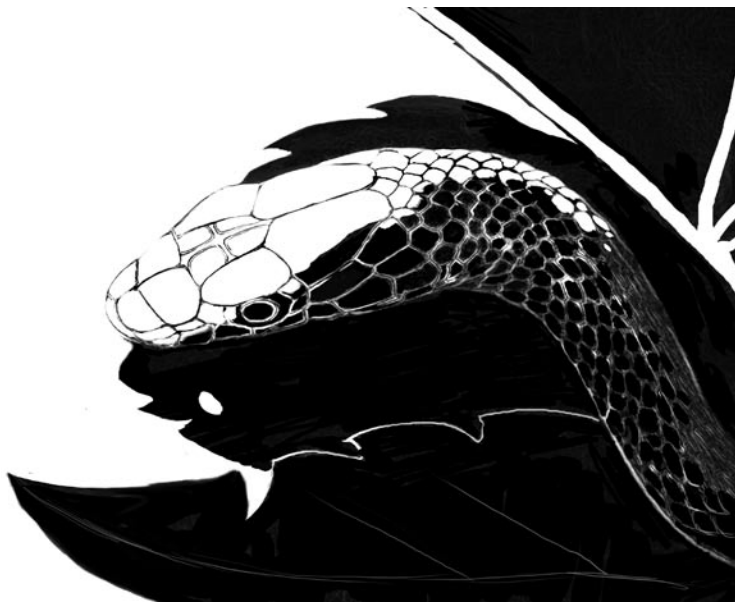
INT: High

ALIGNMENT: Neutral Good

TYPE: Magical Beast

TREASURE: Nil

XP: 27 + 1/hp



A szaltys appears as nothing more than a small, green snake, like anyone might find in a garden or meadow. However, upon its head it bears the ancient, universal sign of Good, a silvery cross, and thus it can be easily discerned from a normal snake.

The szaltys descend from a snake that once saved a saint; for his labors he was granted true intelligence and divine magical powers. To this day that snake's descendents go forth into the world to try to emulate the kindness of their forebear.

Generally they seek out goodly peasants who are down on their luck and try to bring them good luck. For their part the peasants who are aware of the szaltys, when they recognize them, treat them with great deference and feed them milk and honey. If the family is truly good, the szaltys will take up abode in their hovel and grant them its luck and assist them in times of need. On very rare occasions a szaltys befriends a goodly wanderer, such a beggar, peasant hero, or Mycretian, and travels with him, granting his luck to his wandering companion.

Other than milk and honey szaltys subsist on fruits, usually berries, and mushy vegetables; they are vegetarians, possessing no fangs with which to bite prey.

Range: Szaltys are rare in rural areas of Tarsh, Tarantis, Valon, the Elephas, and Viridistan, very rare or unknown elsewhere,

Combat: A szaltys never engages in combat; whenever attacked it simply seeks to turn invisible and escape.

Death Curse: Anyone who kills a szaltys is cursed by the goodly god that blessed the snakes. The curse is as per *bestow curse*, with the addition that serpents of all kinds gain a +2 bonus to hit and the victim suffer a -2 penalty to all saving throws against poison. This curse can only be lifted by a Good cleric of 20th level or higher.

Enhanced Saves: Szaltys make all saving throws as 10 HD creatures.

Invisibility: A szaltys may turn invisible at will, as per the spell.

Lucky Snake: When a szaltys takes up residence with a family, he grants each member of the immediate family the "snake's own luck" in the form of a +1 magical bonus to all attribute checks and saving throws, and a +1 bonus to AC. Also, the family's fields, garden, and animals will be immune to all but the largest vermin, magical pestilence, and unnatural drought, and odd lucky events will occur on a weekly basis. Finally, the home itself is continually under the

protection of a special magic circle effect, protecting against and barring entrance to undead and evil extraplanar creatures.

If ever any member of the family performs an evil act, the snake will know, and will abandon them immediately.

Spell-Like Abilities: *cure light wounds* 1/day, *cure serious wounds* 1/week, *cure critical wounds* 1/month, *remove blindness or deafness* 1/month, *remove curse* 1/month, *remove disease* 1/month. All are at 10th level clerical ability. To use, the szaltys need merely touch the target with his nose and the spell occurs.

TEKNATZOU

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 5 (d8)

MOVE: 30 ft.

AC: 17

ATTACKS: 2 Claw (1d4) and Bite (2d4)

SPECIAL: Darkvision 60 ft., Enhanced Charm Person, Light Weakness, Magic Milk, Spell-Like Abilities, SR 10, Vermin Powers

SAVES: M, P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Fey

TREASURE: 7

XP: 280 + 5/hp

The teknozou are earthy, subterranean fey warped by chaos, evil, and dark magic. These cavern crones are distant cousins to dryads and nymphs, though from their gross appearance they would seem more like sisters to ogres or trolls. Some sages speculate that in some utterly ancient era trolls mated with nymphs, and the teknozou were the result.

Standing only five feet tall, teknozou are as wide as they are tall, with great, gross rolls of fat, long scraggly hair, glittering black eyes set in deep sunken pits, horrid rotten fangs, stumpy arms with long, filthy-nailed claws, and large, twisted dugs. They never wear clothing, though much of their wealth is worn in jewelry, especially rings and bracelets.

These creatures use their charm ability to gather around them small bands of male slaves, as servants and concubines. When she feels secure in her power, the teknozou sends them and her children forth to steal and rob treasures for her hoard, especially jewelry. They are also kidnappers, as the teknozou and her get are cannibals by preference, favoring the raw, still squirming flesh of young and beautiful human and elven females.

The teknozou reproduces with her kept men and grown sons, giving birth to normal if usually hideous males of the father's race after merely two months gestation, and often in litters of two to five. These children mature at a rapid pace, growing at a rate of one year per month, until they reach adulthood, after which they age normally. These fey-born sons are quite dim, vicious, and violent. Most speak only broken Common and know nothing of hygiene or culture. The fey-born are utterly loyal to their mother, who, when they reach adulthood, also becomes their mate. The fey-born share an empathic bond with their mother (but not each other, save for litter-mates) up to one mile away; through this bond their mother can see what they see and hear what they hear, but only when concentrating on a single child. While she can issue commands through this link, a fey-born son can resist a command by making a CL 5 charisma save.

At any one time a teknozou has 1d6-1 enslaved paramours, 1d8-1 adult sons, and double the total number in youngling sons, all of

various races; none save the slaves have any class levels, and these are rarely greater than 3rd or 4th level.

On the very rare occasion when a female is born, it is a teknozou, possessing merely vague and grossly misshapen elements of the race of the father. The young teknozou matures in merely twelve months, upon which she is sent out into the world by her mother with one adult brother, half of her youngling brothers, and no treasure. If the mother and daughter ever meet again by chance, they do not hesitate to kill each other.

Teknozou prefer to live in dank natural caverns or the dungeons of ancient ruins, where they set up a household with their magically enslaved paramours, sons, and ever increasingly inbred grandsons. These lairs are usually well-hidden and relatively near a moderately well-traveled road or path in order for the men to rob and kidnap passersby. The lairs are guarded by the men, such traps as their intellect and circumstances allow to them, and by any large or huge vermin such as the teknozou is able to attract.

The teknozou and her brood speak a broken dialect of whatever the local Common Tongue is, peppered with fractured words and phrases from Old Orichalan

Range: In the Wilderlands teknozou are uncommon on the Isle of the Blest, in Oricha, Barbarian Altanis, and Viridistan; rare in the Roglaras, Antil, Ghinor, and the Desert Lands (north and east of the Ered Demivand and Haunting Range); and very rare elsewhere.

Combat: Teknozou are cowards at heart, and always place their men between themselves and any dangers. They are able to use any magical items they possess, and use them intelligently. When pressed a teknozou attacks with claws and bite, but if heavily wounded she begs for her life, happily trading anything and anyone for her own life... then reneging and turning on the one who granted mercy at the first opportunity.

Enhanced Charm Person: As per the *charm person* spell, however a charmed target remains charmed for seven days. If successfully charmed three times a target is permanently charmed. The teknozou may use this ability twice per day. Saving throws against this ability are made at CL 7.

Light Weakness: Teknozou are sensitive to bright light and suffer a -1 penalty to all attack rolls, attribute checks, and saving throws when in daylight or similar conditions. Additionally, in such conditions her charm power is reduced to CL 2.

Magic Milk: Anyone who drinks the noxious, pus-filled teknozou milk (directly or indirectly) is affected as per a *cure light wounds* potion. A teknozou can create enough milk to use this ability twice per day. Teknozou milk mixed with a drop of unholy water and kept in a black glass or obsidian vial remains potent permanently; otherwise the power fades after three days regardless of treatment. As a side effect of drinking this milk the imbiber suffers a -4 penalty to save against any charm spell cast by any female within 24 hours of drinking the milk.

Vile courtesans, witches, and enchantresses often seek this milk for their own nefarious purposes.

Spell-Like Abilities: *Obscuring mist* 2/day, *summon swarm* 2/day, *insect plague* 1/week.

Vermin Powers: In addition to her insect-oriented spell-like abilities, a teknozou can summon and befriend nasty, creepy-crawly insects, such as giant centipedes, scorpions, snakes, *etc.* She can summon and befriend a total number of hit dice of such creatures equal to her own, i.e., 5 hit dice. At any one time she has 1d6-1 hit dice of such creatures in her service. She commands them empathically within 300 feet, and they serve her absolutely and to the death.

TLAHTOCELOTL

NO. APPEARING: 2-12, 20-200

SIZE: Medium

HD: 1 (d8)

MOVE: 30 ft.

AC: 16

ATTACKS: 2 Claws (1d3) and Bite (1d4) or Weapon (+1 damage)

SPECIAL: Climb, Hide, Move Silently, Rake, Twilight Vision

SAVES: P

INT: Average

ALIGNMENT: Neutral (Evil tendencies)

TYPE: Humanoid

TREASURE: 1

XP: 15 + 1/hp

Tlahtocelotl, also known as Jaguar Kings, are a race of humanoid jaguars. They are distantly related to Liowans and similar cat-based races, having a completely normal humanoid stance, a very cat-like head complete with large primary fangs, a broad, muscular form, a tawny yellow to orange coat with black rosettes, clawed hands and feet, and long flitting tail. All-black coats are not unusual; most tlahtocelotl with black coats are inducted into the clergy of Tepeyollotl, the Jaguar God, son of Tezcatlipoca, the Tlanitlan Sun God. Far rarer are the albino tlahtocelotl, who are born with arcane powers; these are invariably trained as illusionists or, more rarely, as wizards. Tlahtocelotl speak their own dialect of Tlanitlan as their native tongue, and can also speak with and understand the speech of normal jaguars; few other than merchants bother to learn other languages.

Organization: Tlahtocelotl are a highly civilized race with a sinister reputation. Males and females are considered equal. The base level of organization is into clans based on bloodlines traced back to a great hero; a clan is matrilineal or patrilineal depending on the founder. Several clans group together to form villages and large villages can grow into towns and even cities. Most settlements are based around a flat-topped pyramid, where the clergy of Tepeyollotl perform monthly sacrifices; humanoid sacrifice is an important part of the faith. The sanctum at the top of the temple, and the priestly chambers within the pyramid, are usually guarded by domesticated jaguars.

Ecology: Unlike their lower-order cousins, the common jaguars, tlahtocelotl are omnivores, though they prefer meat, and no meal is complete without a raw, bloody goblet of animal flesh. However, they also eat maize, squash, tomatoes, chilies, and other grains, fruits, and vegetables, which they grow in small gardens (they are not given to large-scale agriculture). They keep capybaras, turtles, peccaries, and tapirs as for small meals, while cattle and horses are bred on great ranches on the verges of the jungles, prized for their greater qualities of flesh. They also hunt wild deer, snakes, and other creatures of the jungle for their larders.

Treasure: Tlahtocelotl keep treasure as would any other civilized people, understanding full well the importance of gold and silver in trade. Their merchants were among the most cunning of the Tlanitlan Empire; most contact outsiders have with this race today is through far-traveling tlahtocelotl merchants.

Range: Tlahtocelotl are fully integrated with the Tlanitlan peoples of the south, with whom they arrived on Rhadamanthia many millennia ago. Unlike the Tlanitlans, however, the tlahtocelotl remained in the south and rarely spread north, save temporarily as mercenaries or in Tlanitlan armies. Since the fall of the Tlanitlan Empire the tlahtocelotl have rarely been seen, as they have retreated to their preferred jungle-cloaked and mountainous lands to get away from the northern usurpers of the Tlanitlan realm.

Combat: When necessary tlahtocelotl use their natural claw and bite attack, but most prefer to use weapons, especially when facing armored opponents (breaking a claw or fang is very painful). Unlike their Tlanitlan allies, the tlahtocelotl were not as constrained by tradition, and so adapted to metal-working and other new technologies quite rapidly upon arrival in the Wilderlands.

Most Tlanitlan armor and weapons of the later empire were of tlahtocelotl make. They are famous for their *macuahuitl* swords, adapted early to metal manufacture, and nearly as deadly as the Karakhan *katana*. The central shaft of the blade has five razor-sharp folded steel projections on each side; thus it is still a chopping weapon, but also has a sharpened point on the end for thrusting. The heavy metal shaft adds a lot of weight to the cut, but makes the weapon difficult to handle and very heavy. It is -1 to hit when wielded one-handed due to the bad balance (a penalty usually negated by the great strength of the tlahtocelotl, or simply by wielding two-handed), but deals 1d12 damage. When they were available regularly they were still quite expensive at 60 gp; today they are quite rare, and usually cost 100 to 120 gp if they can be had at all. (Wt. 12 lbs, EV 4).

Also unlike their Tlanitlan allies, they readily took to wearing metal armors, especially breastplates, medium steel shields, and great helmets, all decorated with jaguar motifs.

Rake: When attacking with claw and bite from above with surprise (dropping onto a target from a low-hanging tree branch is a favorite tactic for ambush), the tlahtocelotl gets an additional pair of attacks with its rear claws. These each deal 1d3+1 points of damage if they hit.

Tlahtocelotl Player Characters

Tlahtocelotl can be used as a player-character race.

Languages: Common, Tlanitlan, Ghinorian, Lenapashim, Mgonan; they can also speak with and understand the speech of normal jaguars.

Abilities: Rake, Twilight Vision

Size: Medium **Movement:** 30 ft.

Typical Classes: Fighter, Ranger, Cleric, Assassin

Attribute Modifiers: +1 Strength, -1 Charisma

Ranger Modifiers: +2 Conceal, +2 Move Silently, +2 Track

Rogue and Assassin Modifiers: +2 Climb, +2 Hide, +2 Move Silently

Albino: -1 Constitution, but gain (d6): 1-5: four illusionist cantrips *or* 6: four wizard cantrips, each useable once per day. These are in addition to any cantrips the albino may learn from being an illusionist or wizard. If the albino is an illusionist or wizard, he gains one additional bonus spell per day of each level he knows, however, he must sacrifice a humanoid being to Tepeyollotl, one for every spell level he knows, every new moon or lose the additional spells (though not the cantrips) until he sacrifices double the number of missed sacrifices.



TREASURES

Abacus of Instant Calculation: This abacus has a frame made of dark hardwoods with gold, silver, and copper beads looped on 12 rods. This simple-appearing device is deceptively powerful. It can instantly make any arithmetical calculation (addition, subtraction, multiplication, division, and even square root and cube root functions) simply by being asked. It can magically tally the value of a hoard of metal coins (all within a 360 foot diameter or a selected area within that area) in whatever value the holder desires based upon the exchange rates the holder knows. It can also give a tally of the number and types of coin, based upon the knowledge of the holder (coins of unknown quality will be noted as such). It can also render the value as a weight in metal, including overall purity or broken down by mint mark.

It cannot evaluate gems or jewelry, nor antique items or other non-coin treasures, or extremely unusual coins such as those made of gems or unusual materials. It cannot evaluate magic items, nor detect them as magical. Magically shielded treasures cannot be detected or counted. The abacus either announces the result to the holder telepathically or out loud in the language the holder desires (and can speak). The abacus cannot lie or leave out information, even if cajoled or threatened.

Value: 10,000 gp **EXP:** 1,000

Beggar's Bindlestick: This appears to be nothing more than a simple staff, long worn from use as a bindlestick (a stick used to carry a bundle or bag on the end, as by a wanderer or beggar). However, when a simple empty bag, satchel, or even folded kerchief is placed on the end, and the bindle carried around for at least four hours, a meal consisting of warm a large loaf of soft butterbread, a crock of rich spicy stew, five wooden spoons, five apples, and a jug of watered ale will appear in the empty bag. The meal is enough for five to eat a nourishing meal; the remaining food, crock, and jug disappear after one hour, save for any remaining apples, which are permanent. The bindlestick will perform this miracle no more than twice per day.

This item is created by clerics of Sashu or Molna, to help support wanderers and beggars throughout the land.

Value: 1,600 gp **EXP:** 325

The Blade Belligerence (CURSED): This large blade is a plain, unadorned but solidly-made bastard sword, forged in the mountains of Barbarian Altanis for a long-forgotten swordsman of the clans. The nameless spirit of that original owner still inhabits the blade, eternally seeking to drive the current bearer of the blade into ever more and dangerous combat situations.

The blade is +3 to hit and deals 1d10+3 damage, 2d10+3 against Lawful creatures. The spirit of the sword is able, once per day per level of the current bearer, to speak using the voice of the current bearer, and will usually do so to shout curses and yell imprecations at the most powerful creature within 360 feet. Against that creature, should it attack, the sword has a total +5 to hit and deals 2d10+5 damage (3d10+5 if the creature is lawful). However, if the sword bearer attacks anyone else while the original target is within 360 feet, he suffers a -5 to hit and deals minimal damage (1 point plus any strength bonus)!

The bearer is cursed to forever bear this sword after he first draws blood with it in combat. If the blade is cast down a deep pit, it appears in the bearer's arms the next morning when he wakes; if buried at sea, it again appears the next morn. The curse can be lifted

(temporarily) by a caster of no less than 16th level. The sword cannot be destroyed save by being shattered on the original anvil upon which it was forged, which can be found in the ruins of a smithy in the ruins of a village now occupied by vampires (Map 8, Hex 3007).

Value: none **EXP:** none

The Dagger Divine: This simple dagger appears to be nothing more than a plain iron dagger with a silver cross inlaid upon both sides of the blade. Against living creatures it gains no bonuses, however it is a most potent weapon against undead and lycanthropes.

Against common undead it is +2 to hit and deals 2d4+4 points of damage. Against lycanthropes it is +3 to hit and deals 3d4+6 damage. Against extraordinary undead it is +5 to hit and deals 5d4+10 damage. Should it ever strike a vampire, the creature must make a CL 10 charisma save or die instantly as it strikes it through the heart, having the same effect as a wooden stake; the vampire then falls to ashes, as though destroyed by sunlight, and is permanently destroyed.

There were perhaps only a dozen of these blades ever made. They were enchanted by a cult dedicated to the eradication of undead (especially vampires) and other creatures of the night. The cult was based in a ruined and lost citadel in Barbarian Altanis; perhaps half of the blades remain in that region, the others are scattered across the Wilderlands.

Value: 12,000 gp **EXP:** 1,425



Demon Die of the Mandarin-Lords: The Karakhan Emperor Hun-Luan-Jiaang was a devout follower of Chance. Thus rather than keep to a series of codified laws, he preferred to rule by the whims of Chance itself. He contracted demons to construct a great many magical dice, which his mandarins were to use to determine guilt and innocence of accused in their courts. These dice are merely minor items compared to the True Dice of the Accursed Emperor, which were said to be able to grant the power of a dozen lives and ten-thousand deaths at a mere roll.

The die appears to be a simple dodecahedron (d12) of dark green jade about two inches across. The gold-inlay symbols on each of the sides represent the punishment or honor to be granted to the accused. The die can only be used by a duly-ennobled being within his jurisdiction, which in the Wilderlands could be the ruler of a bandit gang in his territory in the wilds or a dragon in his lair! Otherwise the die has no effect when rolled, save to glitter with golden sparks. When a duly-ennobled ruler rolls the die to determine the result of a trial, the effect of the number rolled will benefit or strike the accused. If it is a deleterious effect, the victim may make a charisma save to cancel it; the CL is equal to the character level, hit dice, or social level of the noble lord, whichever is highest. If the accused saves, he is instead acquitted.

On a result of 10 to 12, if the judge tries to stop the acquitted or otherwise negate the judgment of the die, he must make a CL 12 charisma save or be driven insane!

Roll	Result
1	Death! Save or die!
2	Great Torture: Suffer 10d8 points of damage; also branded as criminal.
3	Torture: Suffer 6d8 points of damage; also branded as criminal.
4	Lesser Torture: Suffer 2d8 points of damage; save for half; also branded as criminal.
5	Great Service! The victim must perform one great or extended service for the noble lord who presided over his trial; to ensure compliance, the convict is struck by a <i>charm person</i> spell. The service can include climbing a tall mountain, slaying a great dragon, or anything the judge desires, provided that it is somehow even remotely possible, that should take no longer than one month.
6	Lesser Service! As above, but the service cannot involve a creature of greater HD than the victim's level or more than one week's journey.
7	Branded as Criminal. A magical brand appears on the criminal's forehead; it is a Karakhan symbol for criminal. It bestows a curse upon the victim as per the spell, <i>bestow curse</i> . The brand can be removed by a <i>remove curse</i> spell cast by a 15th or greater level caster.
8	Great Fine! Lose all material wealth! Wealth disappears (and appears in the treasury of the Tomb of the Accursed Emperor)
9	Lesser Fine! Lost half of all material wealth! Wealth disappears as above.
10	Acquittal! The accused is free to go.
11	Favorable Judgment! The accused is not only free to go, but also gains 1 point to one random attribute score!
12	Beneficial Judgment! The accused is not only free to go, but also gains 1 point to one random attribute score and 1 permanent hit point (cannot exceed maximum allowed by hit dice and constitution bonus).

Note that indeed, the die is slanted against the accused... the Accursed Emperor was fond of Chance, but liked to hedge his bets!

Value: 13,500 gp **EXP:** 2,250



Dragon Shield: This large steel shield is covered with dragon scales; where the boss of the shield would be can be found the iron face of a dragon. The shield provides a +2 magical bonus to AC and makes the bearer immune to the effects and damage of dragon breath of a specific dragon type. Additionally, once per day the dragon boss on the cover can be commanded to breathe forth the dragon breath of the appropriate type, a line of 30 ft. or cone of 15 ft., dealing 4d12 damage (targets may make a CL 4 dexterity save for half damage).

Roll 1d10 to determine dragon type: 1, 2 = Black, 3, 4 = Blue, 5, 6 = Green, 7, 8 = red, 9, 10 = White. These shields are usually found in barrows and tombs of knights of the ancient Dragon Empire of Oricha. Usually these knights were allies of these dragons, and were granted immunity to their dragon's breath in order that their dragon might breathe upon the enemies surrounding the knight.

Value: 12,000 gp **EXP:** 1,500

Gwyndolyn's Mail: This suit of mail was worn by the Amazon Sea Queen Gwyndolyn Silvermane, who raided and harried the coasts of the Wilderlands from Tlan to Valon during the Fall of the Dragon Empire. The suit has been seen from time to time since, usually worn by Amazons but often by other warrior-women. The last time it was seen was upon the form of Hruna Redhand, a warrior-woman and pirate of the Skandiks a hundred years ago. It is said that the suit of mail was buried with Hruna in an unmarked barrow along the Skandik Coast.

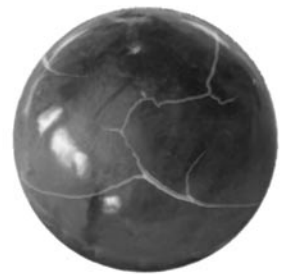
Gwyndolyn's mail is a matching set of gold-plated iron scale mail loincloth and brassiere. The scales glitter reddish-gold in the sun. Each scale is stamped with a *Gorgoneion* (a gorgon's head) to invoke its protective powers.

When worn by a woman (of whatever humanoid race) the mail provides the normal protection of scale mail, plus a magical +4 bonus. The wearer also gains her charisma bonus, if any, as a bonus to AC. In addition, the wearer is always under the protection of a *freedom of movement* effect. Finally, once per day, the wearer can use a *protection from arrows* effect as though cast by a 12th level wizard.

Should a man, for whatever reason, ever don Gwendolyn's mail, he must make a CL 12 Charisma save or be permanently transformed into a woman (after which, of course, all the other abilities can be used). If the man makes the saving throw, he suffers 1d8 points of damage, is emasculated, and can never be affected by the armor again.

Value: 33,500 gp **EXP:** 3,350

Hag's Eye: This item appears as a large, spherical smoky black crystal with many cracks (though it remains quite solid). It is about the size of a fist, feels warm to the touch, and gives off a slight scent of sulfur and brimstone.



A hag's eye has but two powers, though they are potent: the night hag's *great sleep* and *dream haunting* abilities. The wielder of the eye may use these abilities on any creature it may see, or alternatively, on any creature whose blood it spills upon the eye. Only one creature can be targeted at a time, until the dream haunting is stopped or the target dies.

Unlike the night hag's ability, the dream haunting of the hag's eye may be stopped by a *remove curse* spell cast by a 16th or greater level caster. If this happens, the wielder of the eye must make a CL 8 charisma save or instantly suffer all the constitution damage the target suffered during the dream haunting (in this case the target regains the lost constitution, otherwise it is lost forever).

When the dream haunting slays a victim, the eye buds off a small clear crystal in which can be seen the form of the victim, screaming eternally; this is the victim's soul, which can be traded to creatures of the Shadowlands and Netherworld. If the crystal is shattered on the Prime, the soul is free to go on to its eternal reward, and the victim can then be raised or resurrected as normal. If it is shattered in the Shadowlands or Netherworld, its fate is terrible and permanent...

No one is sure where hag's eyes come from or how they are created. Some ages believe they form naturally in the Netherworld and/or Shadowlands, others believe they form from the heart of the wickedest night hags.

Value: 17,000 gp **EXP:** 3,400

Icon of the Bloodstained God: These statuettes were made centuries

ago by supplicants of the Cult of the Bloodstained God, which at that time was far more widespread than the Orcs of the Purple Claw (which today are the last major cult). Each statuette ranges in size from six inches to two feet tall, and depicts the many-armed, many-eyed, many-fanged war god in its full glory. Some are male in aspect, others female, as the Bloodstained God was depicted both ways equally. Most are made of bronze or iron, but some are made of silver or even gold.

The magic of the icons is such that all within a 120 foot radius of the icon, both enemies and allies of the Bloodstained God and its cult, gain a +3 to hit, a +3 bonus to damage, and a +3 bonus to all saves against fear. Additionally, lawful creatures suffer double dice damage from all weapon and natural attacks from chaotic creatures.

A handful of more powerful icons also have a discord effect, as per the *symbol* spell, that affects all within a 120 foot radius who fail a CL 15 intelligence save. This effect, like the triple bloodstained blessing above, affects all within the radius, including cultists!

These icons are relatively easy to destroy; a paladin can destroy one by spitting on it, while a lawful good cleric can destroy it by casting the hallow spell upon the icon. The superior icons explode in fire and shrapnel upon being destroyed, dealing 5d6 damage to all within 30 feet (CL 15 dexterity save for half). Otherwise the icons are immune to any normal or magical damage.

Value: 15,000 gp **EXP:** 1,500

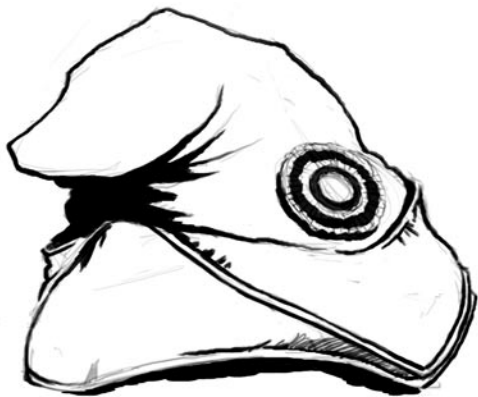
Value: Priceless **EXP:** n/a

Maed's Walkin' Hat: This simple rumpled Phrygian cap possesses a powerful dweomer of freedom and movement. Whoever wears this hat is continually under the protection of a *freedom of movement* spell. He also gains all the benefits of *boots of striding and springing*.

Finally, seven times per day the wearer may move a league (three miles) with but a single step; upon activating this ability and taking a step the wearer springs into the air and flies at 60 miles an hour, landing safely three miles away (no more, no less) in merely three minutes. At the landing site the wearer may choose his landing point within a 528 foot radius (i.e., wherever he wishes in a single 1/5 mile hex), whether on the ground or on the top of a tower. While in the air the wearer is out of phase with the rest of the world, and though he can be seen and heard, he cannot be touched or attacked in any way. Similarly, during this time he is incapable of casting spells or using other magic items. He can, however, safely hold a sword, shield, or wand in hand.

It is said that only seven of these were made in addition to the original worn by the eponymous hero.

Value: 30,000 gp **EXP:** 3,000



Peasant Talisman: These least magic items are enchanted by wise-women and hedge-wizards and sold to superstitious peasants. They are simple stones cut through with a single hole, through which is looped a leather strip. The talisman is worn either around the neck or on the shoulder; three such items can be worn at any one time.

The peasant talisman provides a one-time +1 bonus to the wearer's saving throw against a single spell of a single, pre-chosen spell type; it provides no other bonus against any other spells, and breaks upon use. The protection provided by multiple peasant talismans are cumulative, in that if two or three designed to protect against the same spell are worn their bonuses combine to save against the first spell of that type cast on the wearer.

Usually these talismans are talismans designed to protect against *charm person*, *sleep*, *detect thoughts*, *suggestion*, or *bestow curse*, as these are the common spells that peasants most fear. Each talisman has a specific standardized rune or sigil upon it that peasants and spell casters alike can recognize.

Value: 10 gp per spell level **EXP:** 1 per spell level

Potion of Partial Polymorph: The imbiber of this baleful potion must make a CL 9 charisma save or parts of his body transform to those of an animal. For example, he might grow donkey ears, or a rat-like nose and whiskers, or a fox tail, or something else that is of animal origin but is otherwise useless. A natural 1 on the save indicates that the victim's whole head transforms (though he can still speak)! The effect is permanent unless cancelled by a *remove curse* spell cast by a 9th or greater level caster.

Value: 500 gp **EXP:** none

Power Pearls: Power pearls were developed ages ago in Karak as an alternative to potions, which can be difficult to keep from spilling or spoiling. A power pearl is a minor magic item that contains a spell or power otherwise available to potions (and some wizards have discovered how to embed 4th and 5th level spells). These are usually standard white pearls of 25 gp value that have been enchanted such that when placed on the tongue the pearl dissolves and the magic activates for the bearer as though he had imbibed a potion.

The wizards and clerics of Karak have developed a common color code for pearls, in order that their non-spell casting noble customers can easily recognize the pearl type they are using. Shimmering pink is a cure pearl (the stronger the pink, the stronger the spell), shimmering blue a remove cursed, shimmering red neutralize poison, shimmering orange a remove disease, shimmering yellow a remove paralysis, and so on. Some unethical casters create pearls of the inappropriate colors, so buyers must beware!

While pearls that are drilled for necklaces cannot be enchanted as power pearls, those set in or glued onto rings or other jewelry can be enchanted; the magic of the enchantment is such that these never fall out by accident, but can be removed easily at will. Many nobles of Karak wear such jewelry, especially when traveling, and many bandits of the Wilderlands have no idea of the true use or value of the strangely shimmering pearl-set ring they have in their pouch...

Value: +100 gp/level of the potion

EXP: Same as potion

Rune of Protection: This simple scrap of paper, stone, or piece of jewelry (usually an amulet, locket, or ring) contains upon it a powerful rune that when read aloud provides the reader with protection against a specific type of creature. When the rune is first gazed upon the reader, even if otherwise illiterate, can read the rune and knows the power it grants if read aloud. Anyone can use a rune of protection, regardless of spell casting ability or level. Only the holder of the rune item can

actually cast the rune, even if others can see it and read it. The rune operates at a caster level of 1d4+4 (lasting 15 to 24 rounds).

The activated rune first provides the absolute protection against bodily contact as per the spell against the specific type of creature; if that fails due to the rune-caster attacking the creature, it then provides the AC and saving throw bonuses that normally affect alignment-based targets against the creature type for the remaining duration.

Roll 1d20 to determine the type of creature affected by the rune: 1 = Constructs, 2, 3 = Dragons, 4 to 6 = Elementals, 7 to 10 = Extraplanar, 8 = Fey, 9 = Giants, 10 to 12 = Magical Beasts, 13 to 15 = Shapechangers, 16 to 20 = Undead.

One in 10 of these runes functions instead as per the *magic circle* spell, including the choice to create an inward-focused magical prison with the magic circle. These runes all operate at a caster level of 1d4+8 (lasting 27 to 36 rounds).

When activated the rune is expended and fades, and the material upon which the rune is inscribed crumbles to dust. The costs below do not include the cost of the item upon which the rune is inscribed.

Value: 500 gp/1,500 gp **EXP:** 300/900

Wand of the Toad Prince: This lesser artifact was created by the Toad Prince, an Alryan wizard of the Old Clans who ruled the Mermist Swamp and threatened the City State centuries ago. The wand appears to be little more than a gnarled foot-long twig wrapped with a long, dried toad skin. Its appearance, however, belies its power.

The wand has several abilities that do not use charges. Note that all abilities that use the word “toad” also apply to “frogs.”

First, the holder instantly commands all toads of the animal type; they gain no save against this effect. The holder commands all such creatures within a 180 foot radius, and can direct them to attack or perform other actions within their abilities via telepathy.

Similarly, the holder can command toad creatures of other types (magical beast, extraplanar, fey, *etc.*), however, such creatures gain a saving throw against the effect (CL 18 charisma). If they fail the save, they are commanded completely; if they make the save, they are immune to the wand forevermore.

Finally, the wand user may speak with any toad, regardless of type (though the conversation is based on the creature’s intelligence and experience), and once per round may jump up to 40 feet as per a giant toad.

None of the above effects requires the expenditure of charges. The wand possesses up to 50 charges. If it runs out of charges, it does not deactivate, it simply falls dormant, and even the above effects cannot be used. The wand can be recharged by placing it upon the Altar of the Toad in the ruined chapel of the Castle of the Toad, lost deep within the Mermist Swamp. When placed upon the altar, the wielder must sacrifice a sentient mammalian being to the wand, which regains one charge per level of the being (1 charge for 0-level beings).

The wand user may polymorph himself into the form of a giant toad and back. The wand and all the caster holds merge with his toad form. The wielder can maintain this form indefinitely before he transforms back. In this form he can speak and cast any spell that requires only a verbal component. This ability costs 1 charge.

The wand user may polymorph another living being into a large fly, as per the *polymorph other* spell (save for the size of the polymorphed creature, which is about 1” long). The save against this ability is CL 9 wisdom. This ability costs 2 charges.

The wand user may summon toads (animal type), as per the *summon animal* spell, but up to 36 HD of toads, none greater than 18 HD. These creatures remain and answer to the wielder for 36 minutes. This ability costs 3 charges.

The wand user may summon toads (any other type), as per the *summon monster* spell, but up to 18 HD of toads, none greater than 9 HD. These creatures remain and answer to the wielder for 18 minutes. This ability costs 5 charges.

The wand user may summon an Avatar of the Toad God. This creature is a 20-foot long toad with 16 HD, Move 40 ft (80 ft. jump), AC 20; bites for 5d4 damage; tongue deals 5d4 damage and swallows whole, even large creatures such as a horse, as per giant toad; and poisonous touch as per giant toad; immune to non-magical weapons; SR 8. This avatar remains and answers to the wielder for 18 minutes. This ability costs 25 charges.

The drawback of the wand is that for ever 10 charges used, the wielder transforms 1% more toward a frog-man state of being. At 10%, he turns greenish, gains webbed fingers and a froggy face. At 50% (500 charges and many sacrifices) he appears to be a frog-man. At 100% the transformation is complete, and he transforms into a quasi-divine servant of the Toad God.

Though it looks fragile, the wand of the toad prince can be destroyed only by having it bitten in half by the Stork King.

Value: Priceless **EXP:** n/a

Zudnak’s Finger: This mummified finger of a long-dead apostate brings dissension and ruin wherever it goes. The finger was the right hand index finger of Zudnak the Despicable, a powerful cleric of Mitra who fell from grace and turned to worship Set. In return set granted Zudnak many powers, a few of which remain in his finger, which is all that remains of the physical form of Zudnak.

Zudnak’s finger, when simply carried, grants its wearer the ability to speak with snakes and snake-like creatures of all kinds. It also provides a +2 bonus on all saves against snake or snake-like poison.

The real power of the finger is realized only when the wielder cuts off his own right index finger and attaches Zudnak’s finger to the stump; the finger instantly grafts itself onto the stump, and though it retains its mummified appearance, functions perfectly as well as a living finger.

The wearer of the grafted finger gains the ability to perform the dreaded *finger of death* ability three times per day. He needs merely point Zudnak’s Finger at his target (which must be within 50 feet) and the target must make a CL 12 charisma save or die instantly. Even if the target saves it still suffers 5d8 damage.

Finally, once per week the wearer of the grafted finger may *summon planar ally*, as per the spell, a total of 24 HD of Evil elemental or extraplanar beings.

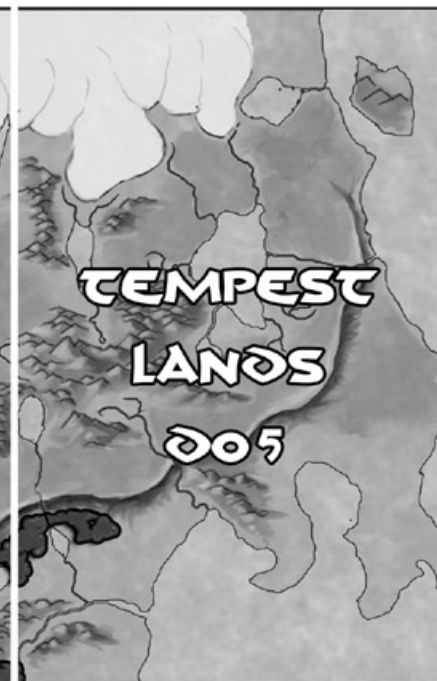
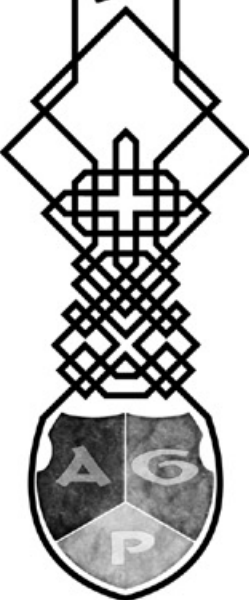
The current whereabouts of Zudnak’s Finger are unknown. It was last seen being kept as a holy relic by the Temple of Rash’l in the City State; it is believed to have been looted by forces unknown when the temple fell during the rebellion that followed the ascension of the current Overlord.

Value: 500 gp **EXP:** none



**WILDERLANDS OF HIGH ADVENTURE:
CONTINENT OF RHAQAMANTHIA**

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- (A)** ANGRASINAMRU
- (B)** BAT, VAMPIRE (large population)
- (G)** BEETLE, GIANT (worldwide where common beetles can be found, if rare)
- (C)** CAIT FEALL (in numbers)
- (G)** CAT, SABER - TOOTHED TIGER (areas within white dashed lines)
- (G)** CENTIPEDE, GIANT WOOLY (areas north of black x-line)
- (G)** CHICKEN, DUNGEON (ubiquitous in subterranean areas)
- (G)** GLASHTYN (known lairs)
- (G)** GORGOSPHINX (known lairs)
- (B)** GOURANDROUNI (found wherever pigs are kept)
- (GR)** GRÀDHCRONAÍM
- (G)** GRUE (anywhere in darkness but especially in attics)
- (HH)** HOUND OF HADES (lesser types)

- (I)** IMP, CHASM (usual manifestation locales)
- (K)** KARCAJOU (found in region north of Great Escarpment and south of glaciers; locales are major centers of populatio)
- (M)** MALICORN
- (Z)** MOPPET, WITCH'S (found wherever witches are found in numbers)
- (S)** NOMGOBLIN (found only in deep subterranean caverns)
- (S)** SLOUGHREE
- (B)** SPRITE, BROWNIE (wherever humans are, and many places they once were)
- (SC)** SPRITE, CRÁIGEANETLAGH
- (G)** SPRITE, GOBLING (wherever fey and goblins meet, and where wizards make mistakes)
- (Z)** SZALTYS
- (T)** TEKNATZOU
- (T)** TLAHTOCELOTL

WILDERLANDS OF HIGH ADVENTURE™

MONSTERS & TREASURE OF THE WILDERLANDS™ I

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