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ESSENTIALS**

Tales from Dalentown: **Trueland Gazetteer**

Establish a homebase and explore a mysterious
frontier in this supplement by
Matthew Bannock & Tim Bannock

TRUELAND GAZETTEER

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TRUELAND GAZETTEER

The eponymous town from *Adventures in Dalentown for 5th edition* is the “homebase” for player characters in the Trueland Campaign Setting. You might already be thinking to yourself: “Bah! I don’t want to learn a 150-page history and 72 patron deities to run it “properly!” I just want stuff I can use in the campaign setting I already use!” Or, “I built my own campaign setting! What can I pilfer from here? Or is this one of those weird settings where the adventures and mechanics don’t mesh with my setting?”

Don’t worry! All of the Dalentown releases, and as a result the Trueland Campaign Setting, are meant to be used at your table immediately. If you want a setting, we’ve set some broad strokes below. If you don’t need a setting, and you’re just looking for a pre-made town, some NPCs, encounters, and adventure scenarios, that’s what we try to provide in spades. Use or ignore the next few pages as you wish; everything else is primed for adventure!

HISTORY LESSONS

There only existed one entity, the Sleeper, the old one. This being was the only thing in the infinite universe. Driven mad by loneliness it began to wish and dream, creating infinite tales of madness and wonder.

THE ELDER GODS

Eventually it began to slumber. It’s dreams sprung to life, becoming a shower of realities and gods within each. These gods learned they could siphon power from the Sleeper, and each other. Soon, they created worlds where they could raise armies of followers to war with each other as a means to defeat and absorb one another, and thus increase their power.

This era of the Gods’ War would not last. They battled to a dwindling number, and eventually the war captured the attention of the Sleeper. Even within its torpor it blinked these elder gods from existence, leaving their bodies behind as stars and planets.

THE AWAKENED

When the Elder Gods were – Banished? Destroyed? Who knows – the soldiers in their armies woke as if from a dream, the memory of it fading and harder to recall with time. For a long time, lasting animosity and similar-but-fractured beliefs created a seemingly endless tide of wars. Much of the world was ravaged by these conflicts, and if not by them, then by the mutated

offspring of the Elder Gods’ worst magical and biological weapons.

What the people woke to was the fleeting apparitions of a nightmare, but soon, that too subsided. With the greatest of creatures driven by base urges mostly destroyed or destitute, it finally fell to the Awakened to build a new world.

AWAKENED ANCESTRIES

The term used for any sentient ancestry in Trueland is “the Awakened.” There is no set list of ancestries that are included in the Awakened, as the only real criteria is an awareness that leads to building communities in the sense that dwarves, elves, halflings, humans, giants, goblins, orcs, and so on understand it.

For example, the antlings (detailed in *Folk of Dalentown Volume 1*) are a recently discovered ancestry. Only the folk of the Dalentown region know of them and have dealings with them. They certainly group antlings among the Awakened, but folk from far off parts of Valendur may not know of them, and thus wouldn’t know to consider them at all.

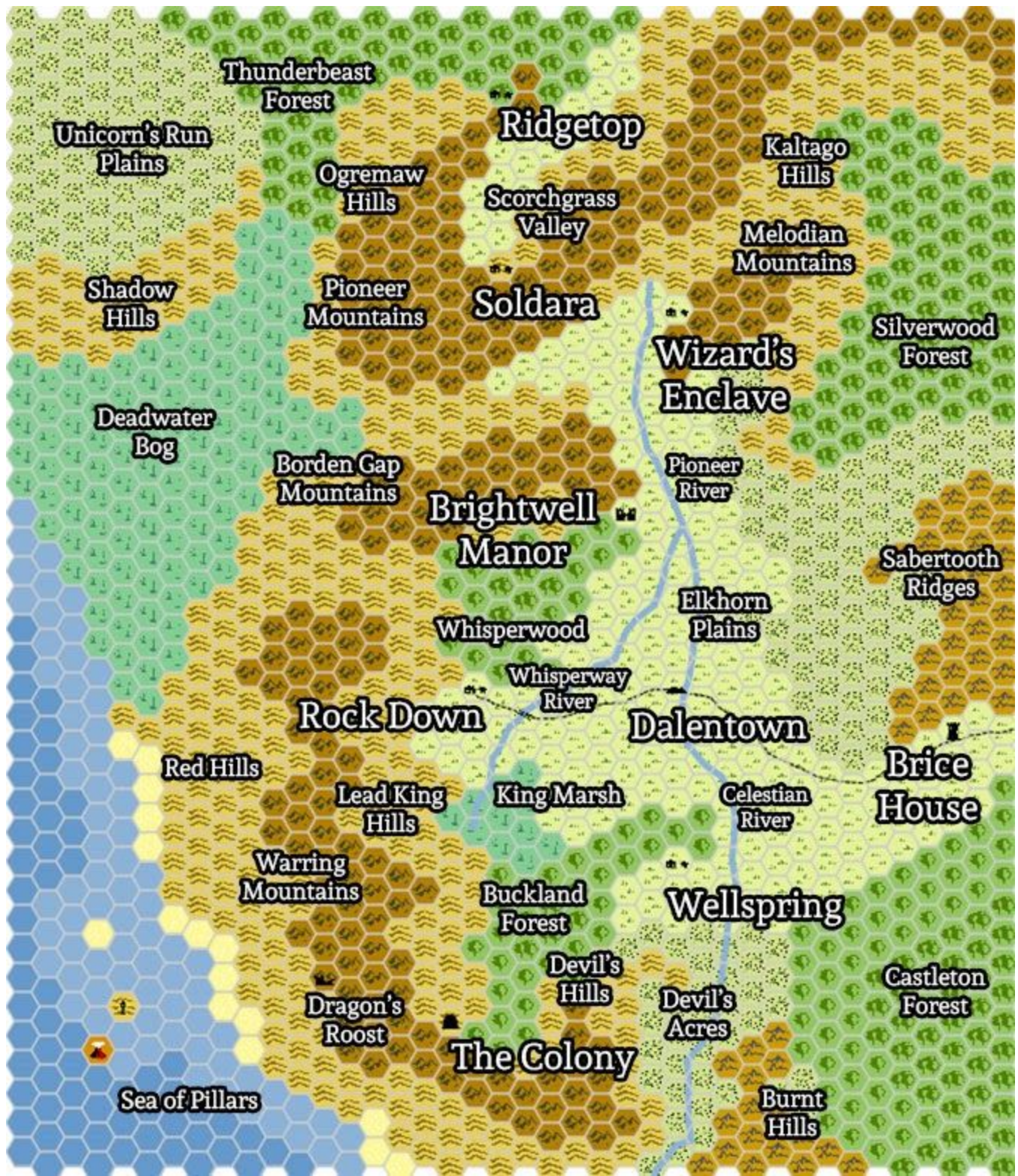
TRUELAND

An arc of this world has become known as “Trueland,” the home of humans, elves, dwarves, and other ancestries created by the Elder Gods and abandoned to their own survival. Many chose simple lives, while others became adventurers seeking out fragments of knowledge and power to change the world.

UNDERLUND

In the deep caves of Trueland, it is said there exists mysterious dungeons that test adventurers to unknown ends. These places are referred to as Underlund, or sometimes The Sunless or Darkblessed depending on one’s inclinations:

- ❖ Most elves, rock gnomes, and humans refer to it as Underlund. So do dwarves, but some dwarves call it Ironhome.
- ❖ Dark elves, goblins, kobolds, and orcs call it The Darkblessed, or the Darkblessed Realm.
- ❖ Halflings, cawbrie, gnomes, and many sylvan creatures call it The Sunless.



The Western Frontier (scale: 1 hex = 6 miles)

It is said that Underlund may be the birthplace of young, new gods, or they may be the vaults of the Elder Gods' ancient weapons. Still others say they simply exist as fragments of the dream. Perhaps they are all onto something, for the lure of treasure and knowledge untold has brought a great many people to this realm.

RELIGION & PATRONS

In this setting, the lack of major patron deities and the presence of half-forgotten Elder Gods puts a slight spin on players of classes like clerics, as well as NPCs who might be members of cults, or who might tend to religious monasteries and temples.

Religion. Worship is greatly divided, spread between a great number of beliefs. The powers granted are linked to spirits associated with bloodlines, tribes, and families. A player may describe the small religion they belong to, and there may be one or more spirits involved. Often, a spirit covers one or two domains, but no single spirit carries more than three domains as this may be a tipping point to help avoid the notice of the Sleeper. When it comes to religion, it is well understood and accepted that individual homes and businesses have a shelf, closet, or room that is a private shrine. Leaving a coin or modest gift for a host's shrine is common practice.

Patrons. More enigmatic—often but not always chaotic or even infernal—patrons are far more powerful than these spirits, but give only a fragment of themselves in return for arcane rites and sacrifice that may be literal or symbolic. Evil cultists tend to be feared, and that being the case, some will claim to be casters of other sorts, masquerading as pilgrims, preachers, and healers. Some admit to what they are but use their innate charisma to keep the balance of fear and respect needed to avoid witch hunts.

THE WESTERN FRONTIER

As a whole, there are very few parts of Trueland that are considered "civilized," in the sense that there are considerable population centers all at trade with one another. The wars of the Elder Gods, and those that came immediately after (often spurred on by dragons, giants, or otherworldly fiends) left the land in ruin, and most centers of history and lore utterly destroyed. Thus, much of the land is dotted with small communities, and even the most powerful only hold a single city-state and perhaps one or two sizable settlements outside of that.

One such region is the Western Frontier, an area that is claimed by The Queendom of Valedur, but that effectively is a loose confederation of small settlements. It is here that the settlement of Dalentown has begun to

grow, though it rests on an interesting piece of not-quite-so-forgotten history...

THE DWARF HOLDS

Driven by the greed of dragons, several settlements of dwarves (called Holds) were established in the hills and valleys inland from the Warring Mountains and the Borden Gap. One in particular, its name long forgotten, was established in the Underlund beneath a series of hills near the fertile Celestian River. A special vein of diamond was discovered, and soon this settlement was a valuable asset to the dragon armies.

When the Elder Gods were banished and most of the dragons driven back into the mountains, greed lingered. The dwarves sought ways to mine diamond ore more efficiently, and they turned to an alchemist-mage who was unknowingly touched by one of the Elder Gods. The dwarf hold was abandoned when it became ground zero for a horde of demonic oozes. (See *DD-01 The Darkness Beneath Dalentown* for more!)

DALENTOWN SETTLEMENT

A few centuries passed, with the dwarves having moved south, and the realms of humans, halflings and elves taking over in the east. When adventurers discovered the fertile Elkhorn Plains region, folk from the Queendom of Valedur came to settle the region. They first constructed a fort to the south of the Sabertooth Ridges, then settled in Dalentown.

With the discovery of several other Awakened communities, Dalentown has gone from a small farming town to a booming trading town. In recent years, a village of artifact-hunters has grown around the Wizard's Enclave, which has lended to Dalentown also becoming a hub of questionable activities, too.

And even more recently, the dwarf hold beneath the town was uncovered. Mining — which was previously relegated to small deposits of silver and iron ore — may become a whole new industry for the town. Once they clear out all the demonic oozes, of course. (See *DD-01 The Darkness Beneath Dalentown* for more on this.)

GAZETTEER

The Western Frontier is a nickname coined by the people of Valedur, which claims the territory but exerts only minimal control over it. They have their own problems, after all.

THE QUEENDOM OF VALENDUR

Valedur is one of the larger powers in Trueland, and that's not saying much: the Queen claims two city-states, a half dozen forts, and a dozen towns. She has three governors: one for each city-state, and one for the Western Frontier. There's enough turmoil in the

city-states trying to establish trade with neighboring realms, so the frontier ends up being an afterthought, at best.

ADVENTURES & HOOKS

Dark Rulership. Perhaps the queen is a **vampire**, and Dalentown survives in relative autonomy for being beneath her notice. A position in great peril now that the ruins of the dwarf hold have been discovered. She has a vested interest in the wealth the mines could bring. Her trusted inquisitors among the Brightguard may come to the area to reinforce her rule. Perhaps courtly intrigue and manipulation are the only things that keep Governor Belina Brice in power in this little edge of the world, and the queen leverages any advantage she can gain.

War Comes to Dalentown. The queen is a good woman and a brilliant strategist, but she is in peril as **gnoll** warbands have teamed with an evil **efreeti** who has enslaved a tribe of goblins to best her with superior numbers. Soon battles will reach all the way out to our beloved Dalentown.

Rivalry. Perhaps the scholar-queen has a keen interest in lore and is fond of hiring adventuring teams to delve into the wilds and ruins that dot the world. This would certainly bring her into conflict with Xailaria, the head of the Wizard's Enclave.

MAKE IT YOUR WORLD!

Since the maps for the Western Frontier are done with 6 mile hexes, it's pretty easy to drop it into any fantasy campaign setting continent without displacing a whole lot of land. The Queendom of Valendur and the larger world outside of the Western Frontier are not things we have plans to detail at this time. This means it's the perfect opportunity for you to build the world you want, or to substitute the kingdom or empire of your choice.

You'll see more sidebars like this one throughout the following sections. They are meant to provide inspiration and ideas for 1st Edition & BX games set in these locations. Many appear in other adventures (or will appear in future ones), so these ideas are meant as quick-start guides; find out more by visiting timbannock.com and looking for all of our Dalentown releases!

DALENTOWN

Dalentown is a flourishing town, likely on its way to becoming a city in its own right. The Lord Mayor and a council of influential folk from the merchant and working classes have ensured the town's independence over a few generations now. Its remote location has kept the few scattered kingdoms from exerting any sort of real power over the region, though it does have close relationships with some nearby settlements. That said, many of those settlements are strange, and exist outside of the typical politics of the Trueland setting.

Notably, Dalentown has a recently uncovered dwarf hold that contains a rare vein of diamond. Prior to that, the town was only known for some scattered silver and iron mines, and a fertile valley for farming around the Celestian River (an offshoot of the Pioneer River).

Dalentown is currently run by Lord Mayor Kevren Palomar, a failed wizard from Valendur's court. He's made up for his shortcomings in magic by being an adept civil leader. He is advised by a council of merchant and working class citizens. Some of these councilors are in the pocket of the local thieves' guild, known as the Lamplighters Guild.



BRICE HOUSE

Governor Belina Brice is a charming bard and sage, fond of telling stories. Known adventurers can expect an invitation to her estate, which is about two day's ride from Dalentown, skirting the southern edge of the badlands of Sabertooth Ridges. She is always accompanied by the lovely Lady Grey Dalthor, a divination wizard, Belina's companion, and her most trusted advisor. Rumors say that Dalthor also has the taint of demon-blood in her lineage.

Governor Brice's charisma didn't win her over in the courts of Valendur, however, so she has been relegated to what most people consider the worst possible job: governing the Western Frontier. This amounts to exerting little power over mostly ignored settlements. She does have a retinue of the Brightguard at her disposal in the fort she calls home, but their duties are entirely made up of "patrol the road to Dalentown," and "track down any criminals." Half of them are probably on the take from the Lamplighters or the mysterious Wizard's Enclave, anyway. There are some who feel Governor Brice actually knows more about the ruins in this region than she lets on, and that her political goals brought her here.



Governor Belina Brice

GOVERNOR BELINA BRICE

Lawful human, she/her; sagely, kind

AC 2 [17], **HD** 3 (13 hp), **ATK** 1 x weapon (1d8 or by weapon), **THACO** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** L, **XP** 35, **TT** Vx3.

- **Armor:** Plate mail armor, shield
- **Weapons:** Sword (1d8), 2 daggers (1d4)
- **Gear:** *Helm of telepathy*



Lady Grey Dalthor

LADY GREY DALTHOR

Neutral elf, she/her; guarded, terse

AC 9 [10], **HD** 1** (4hp), **ATK** 1 x dagger (1d4) or 1 x spell, **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (MU3), **ML** 8, **AL** N, **XP** 16, **TT** V

- **Weapons:** Dagger (1d4)
- **Gear:** *Crystal ball*, spellbook
- **Spellbook:** Contains all 1st and 2nd level magic-user spells.
- **Spells memorized:**
 - **Level 1:** *read magic*, *charm person*
 - **Level 2:** *locate object*



Brightguard

BRIGHTGUARD CAVALRY

These elite soldiers are mounted on **war horses**, or 25% chance on **griffons** instead.

AC 2 [17], **HD** 3 (13hp), **ATK** 1 weapon (1d8 or by weapon), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F3), **ML** 10, **AL** L, **XP** 35, **NA** 2d4 (2d6), **TT** V

- **Armor:** Plate mail armor, shield
- **Weapons:** Sword (1d8), lance (1d6)

GRIFFON

AC 5 [14], **HD** 7 (31hp), **ATK** 2 x claw (1d4), 1 x bite (2d8), **THACO** 13 [+6], **MV** 120' (40')/360' (120') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** N, **XP** 450, **TT** E

- **Attack horses:** Although trained, within 120' of a horse the griffon will attack the horse unless a morale check is passed.

WAR HORSE

AC 7 [12], **HD** 3 (13hp), **ATK** 2 hooves (1d6 ea.), **THACO** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** N, **XP** 35, **TT** None

- **Charge:** When not in melee. Requires a clear run of at least 20 yards. Rider's lance inflicts double damage. Horse cannot attack when charging.
- **Melee:** When in melee, both rider and horse can attack.
- **Beast of burden:** Carry up to 4,000 coins unencumbered; up to 8,000 at half speed.

BRIGHTGUARD SOLDIERS

Elite foot soldiers.

AC 2 [17], **HD** 1 (4hp), **ATK** 1 weapon (1d8 or by weapon), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** L, **XP** 10, **NA** 2d4 (2d6), **TT** V

- **Armor:** Plate mail armor, shield
- **Weapons:** Sword (1d8), crossbow (1d6)

MILITIA FORT GUARDS

Run of the mill guards.

AC 4 [15], **HD** 1 (4hp), **ATK** 1 weapon (1d8 or by weapon), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** L, **XP** 10, **NA** 2d4 (2d6), **TT** V

- **Armor:** Chainmail armor, shield
- **Weapons:** Sword (1d8), crossbow (1d6), dagger (1d4)

SERVANTS & STAFF

Run of the mill staff for the fort.

AC 9 [10], **HD** 1/2 (2hp), **ATK** 1 x weapon (1d6 or by weapon), **THACO** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Any, **XP** 5, **NA** 1d4 (1d20), **TT** U

COMMAND STAFF

Strategists, organizers.

AC 2 [17], **HD** 3 (13 hp), **ATK** 1 x weapon (1d8 or by weapon), **THACO** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** L, **XP** 35, **TT** Vx3.

- **Armor:** Plate mail armor, shield
- **Weapons:** Sword (1d8), 2 daggers (1d4)

CHAPEL PRIEST

The head of the fort's chapel.

AC 2 [17], **HD** 1 (4hp), **ATK** 1 x mace (1d6), **THACO** 19 [0], **MV** 60' (20'), **SV** D11 W12 P14 B16 S15 (C3), **ML** 7, **AL** L, **XP** 10, **NA** 1, **TT** U

- **Armor:** Plate mail armor, shield
- **Weapons:** Mace (1d6)
- **Spells memorized:**
 - **Level 1:** *detect magic, light*

ACOLYTES

The chapel's defenders.

AC 2 [17], **HD** 1 (4hp), **ATK** 1 x mace (1d6), **THACO** 19 [0], **MV** 60' (20'), **SV** D11 W12 P14 B16 S15 (C1), **ML** 7, **AL** L, **XP** 10, **NA** 6, **TT** U

- **Armor:** Plate mail armor, shield
- **Weapons:** Mace (1d6)

BRIGHTWELL MANOR

A couple days' journey from the town, in a valley forming low mountain pass, is Brightwell Manor. This large estate is owned by Eldon Brightwell, a noted alchemist and physician. He has a very large family, and employs many mercenaries to help guard both his estate and the mountain pass itself. (This place is the focus of the module *DD-02 The Darkness Beneath Brightwell Manor.*)

ROSTER

Can't wait for *DD-02 The Darkness Beneath Brightwell Manor* to come out? Here are a few options.

Normally, Eldon Brightwell might have minor magical potions for sale. Though kooky, he's generally reasonable to deal with from a business perspective. His family (use stats for **brigand cavalry** and **mediums**, including **master mediums**) and the mercenaries he

hires for protection from the beasts of the wilderness include commoners (**normal human** house staff and servants), a handful of **brigand foot soldiers**, and the occasional **bandit** or **bandit leader**.

Eldon can be an excellent, if eccentric, patron, as he seeks rare alchemical ingredients that may involve any of the following:

- ❖ Delving into Underlund to find rare subterranean plants. The party may have to trade with or square off against chaotic **dwarves**, dark **elves** (chaotic alignment and use poisons that paralyze), **kobolds**, or more powerful beings like **djinni** or **medusa**.
- ❖ Raiding monster nests for eggs, feathers, or the like. Great examples would be **manticores**, **wyverns**, and **owl bears**.
- ❖ The party may have to handle negotiations with members of the Wizard's Enclave faction (**master mediums**, **brigand magic-users**, or **acolytes** of the Elder Gods), or avoid getting caught on smuggling charges by the Brightguard (**veterans**, **nobles**).

ELDON BRIGHTWELL

Chaotic human, he/him; eccentric, wily

AC 8 [11], **HD** 11** (40hp), **ATK** 1 x dagger (1d4) or 1 x spell, **THACO** 14 [+5], **MV** 120' (40'), **SV** D7 W8 P7 B10 S7 (MU11), **ML** 8, **AL** N, **XP** 2,700, **TT** F

- **Weapons:** Dagger (1d4)
- **Gear:** spellbook, *ring of protection +1* (factored into above stats), *wand of paralyzation*,
- **Spellbook:** Contains all 1st and 2nd level magic-user spells, plus 1d6 randomly determined spells of each subsequent level in addition to the spells memorized, below.
- **Spells memorized:**
 - **Level 1:** *magic missile, read languages, sleep, ventriloquism*
 - **Level 2:** *continual darkness, knock, phantasmal force*
 - **Level 3:** *fly, invisibility 10' radius, protection from normal missiles*
 - **Level 4:** *charm monster, polymorph others, polymorph self*
 - **Level 5:** *animate dead, magic jar*
 - **Level 6:** *invisible stalker*

ROCK DOWN

Rock Down is a small village of gnomes and halflings that provides Dalentown with the finer things in life. They have apple and pumpkin orchards, as well as extensive wineries.

The village has no central leadership, though most of the folk listen to either the married priestesses Kashia and Verdi, or “Pops” the Gnome, a druid. Beyond the confines of the village, however, the most well-known resident is Cordia, because every foodie knows she’s the best baker in all of the region’s festivals.

THE WIZARD’S ENCLAVE

Xailaria (sometimes “Xailaria the Red”) appears to be a young wizard who has inexplicably built an entire village around her manor, as well as an organization of spellcasters, artifact-hunters, and smugglers of all types. They travel throughout the region collecting magical items, tomes of lore, and exploring the many ruins that dot the region.

It’s said that Xailaria is the daughter of a lich or other powerful spellcaster, and she may be much, much older than she appears. Regardless, she certainly considers herself above the law, and does not bow to Governor Brice.

OTHER SETTLEMENTS

A number of other settlements can be found in the Western Frontier, but they are almost all unique in that they are not folk normally settled in other regions of Trueland.

Wellspring. The farming village of Wellspring is mostly populated by the bovathi, a stout folk practiced in the druidic crafts.

The Colony. A large antling settlement known only as “The Colony” can be found in the foothills of the Warring Mountains. Only a single area above ground is known to the folk of Dalentown, for they trade with the antlings for ore and Underlund delicacies like spidersilk and mushrooms, while the antlings crave baked goods.

Cawbrie Settlements. Soldara and Ridgetop are settlements of the cawbrie, an ancestry of avian folk that live in the Pioneer Mountains and Thunderbeast Forest.

GEOGRAPHICAL FEATURES

The following are among the most noteworthy geographical features in the Western Frontier, at least in terms of the rumors of danger, riches, or both.

DEADWATER BOG & SHADOW HILLS

This area is festering with enclaves of vicious giants (**trolls, ogres, and hill giants**), and they may or may not be controlled by a coven of hags that lair somewhere deep within Deadwater Bog.

DRAGON’S ROOST

When the Elder Gods were banished, the wars immediately following were mostly invoked by dragons. They were cursed (and kept in line) by the Elder Gods with incredibly powerful base compulsions such as greed, which put them at odds with the more tumultuous and elemental giants. Dragon’s Roost was one of the key fortresses for the dragons, built by servitors among the dwarf, orc, and goblin ancestries.

In the last days of those wars, Dragon’s Roost was the site of one of the greatest betrayals: the dwarves rose up against their oppressors, and began destroying the citadel from within using booby traps and explosives. The orcs joined them, using the destruction to trap or kill as many dragons as they could. And the goblins fled, as they do.

The ruins of Dragon’s Roost are said to contain some of the greatest artifacts of both the dragons and the Elder Gods. But the Warring Mountains remain the domain of what few dragons survived, and thus few are willing to brave this area to find out what still rests beneath the rubble. Though it is said that goblin warrens still provide a secret backdoor...

THE FLYING CITADEL

A ruined castle resting upon a chunk of rock connected to two other larger motes of earth floats lazily through the sky in this region. None know its purpose or its current inhabitants (if there are any), but legends speak of a guild of wizards that once used it as their headquarters. Several steel planks jut outward from it, docking catwalks that used to host airships at the height of the wars between the Elder Gods’ creations.

FLYING CITADEL ENCOUNTERS

While the Flying Citadel will certainly be explored in a future release, why wait? Here are a few options for it, or for similar flying motes of earth in your adventures.

Roll 1d8 to determine the main encounter type or group, and come up with (or steal from other sources) a few additional encounters to expand it.

1. A **wraith** protected by a **bronze golem**. The wraith is all that remains of a spellcaster, and

the golem was its guardian in life, but remains bound so in death as well.

2. A **master medium** leads a band of 3d4 mediums, a band of mercenaries including 2d6 **hobgoblins**, and their **giant bat** mounts. They've come to the earth mote seeking magical treasure (roll or choose a magic item as the object of their quest).
3. The facilities on the floating island are infested with aberrations, and a portal continues to spew out more periodically. The party must shut the portal down. Creatures might include **giant vampire bats**, **fire beetles**, **chimera**, **manticores**, **owl bears**, or **stirges**.
4. A mated pair of **chimeras** live on the island.
5. Stone statues of people dot the island. Lurking in ruined buildings are a herd of **basilisks**.
6. A **roc** uses this as its lair.
7. A **lich** and nearly a dozen shadows scheme vengeance upon their living world below.
8. A **vampire** trapped in a magical circle can be found inside one of the buildings. She is guarded by 2 **flame salamanders**; she's an outcast from the fiendish courts, and she may be willing to help the party in exchange for her freedom.

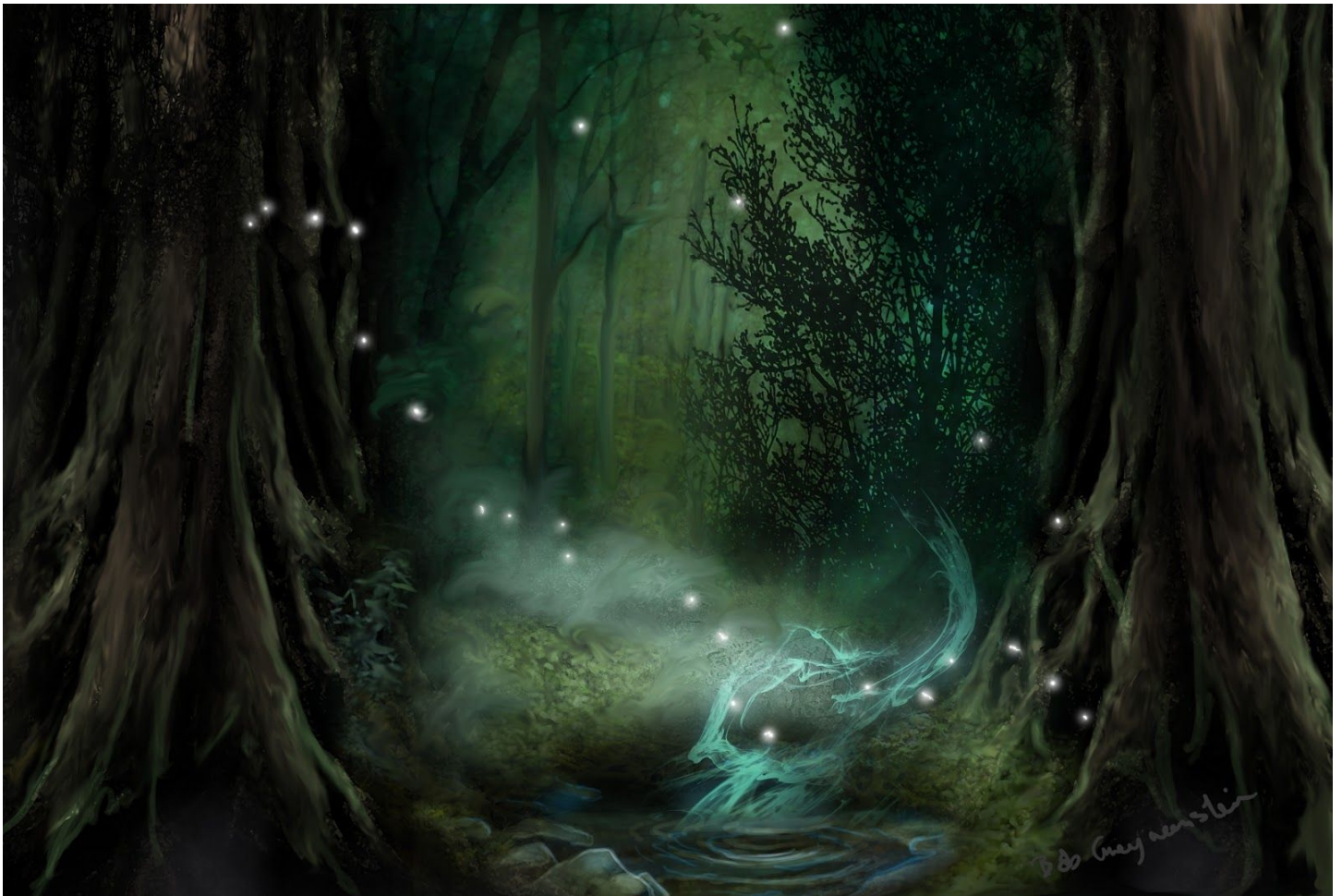
WHISPERWOOD

Whisperwood is a pine forest, and the unique whisper pine trees muffle sound. Also whisper wood burns poorly, and so locals say travel in the winter is very dangerous.

The place is home to a unique form of undead spirit known as Whisper Wraiths. They are rare among the undead in that they are benevolent, often warning travelers of danger. They communicate silently, conjuring shadowy illusions and visions that reference local folklore.

EFFECTS OF THE WHISPERWOOD

Travel & Movement. Thieves benefit from a +10% bonus on their Move Silently rolls within the Whisperwood. Because whisper wood burns poorly, travel during colder months can be dangerous as fires are very hard to set. Characters may suffer hit point loss at the end of each night's rest from the effects of extreme cold over time.



SWAMP HAG

Hags are giantesses, horrid looking females as large as ogres. They lust for human flesh to eat, and often polymorph themselves into human form to hunt (an old lady being a common shape), or to lure their prey from places of safety.

AC 1 [18], **HD** 8* (36hp), **ATK** 2 x claws (2d8), 1 x bite (1d8), **THACO** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (8), **ML** 7, **AL** C, **XP** 1,200, **TT** E

- **Call Mist:** The hag can summon a mist that covers an area 80 feet in diameter.
- **Polymorph:** The hag can change its shape to appear as an old woman (human, elf, dwarf, or halfling). It retains all of its abilities in this form.
- **Rend:** If the hag hits with both of its claw attacks, the victim is held and the hag inflicts automatic damage with all three attacks thereafter.
- **Witch-Hag:** Only 25% of hags are witch-hags, but if a coven of three hags is formed, then one of them is automatically a witch-hag. Witch-hags have the following spell-like abilities, each of which can be used 3 times per day.
 - *Charm monster*
 - *Clairvoyance*
 - *Phantasmal force*



LICH

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry).

This lich is based on a 12th level magic-user, and is a good indication of the type of spells a lich would have ready.

AC 0 [19], **HD** 12** (54hp), **ATK** 1 x claw (1d10 + paralysis) or 1 x spell, **THACO** 10 [+9], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (12), **ML** 9, **AL** C, **XP** 2,700, **TT** G

- **Visions of Fear:** The very sight of one of these dread creatures causes any being of 4 HD or below to flee in abject terror.
- **Paralysis:** For 3d6 turns (no saving throw). Elves and creatures larger than ogres are unaffected.
- **Gear:** ring of spell turning, rod of cancellation, spellbook
- **Spellbook:** Contains all 1st, 2nd, and 3rd level magic-user spells, plus 1d6 randomly determined spells of each subsequent level in addition to the spells memorized, below.
- **Spells memorized:**
 - **Level 1:** charm person x2, darkness, read magic
 - **Level 2:** invisibility, mirror image, web, wizard lock
 - **Level 3:** dispel magic, fire ball, lightning bolt
 - **Level 4:** dimension door, hallucinatory terrain, wall of fire
 - **Level 5:** feeblemind, hold monster, teleport
 - **Level 6:** anti-magic shell, death spell





WHISPER WRAITH

Whisper wraiths are shadowy humanoid figures with bright pinpoints of light for eyes, almost like starlights.

AC 3 [16], **HD** 4** (18 hp), **ATK** 1 x touch (1d6 + paralysis), **THACO** 16 [+3], **MV** 120' (40')/240' (80') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** C, **XP** 175, **NA** 1d4 (1d6), **TT** E

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Mundane weapon immunity:** Only harmed by silver weapons or magic.
- **Damage reduction:** Half damage from silver weapons.
- **Paralysis:** For 2d4 turns (save versus paralysis). After paralyzing a target, whisper wraiths will attack others.
- **Magic Abilities:** Each can be used once per day.
 - *Commune*
 - *Confusion*
 - *Curse*
 - *Phantasmal force*
 - *Remove curse*

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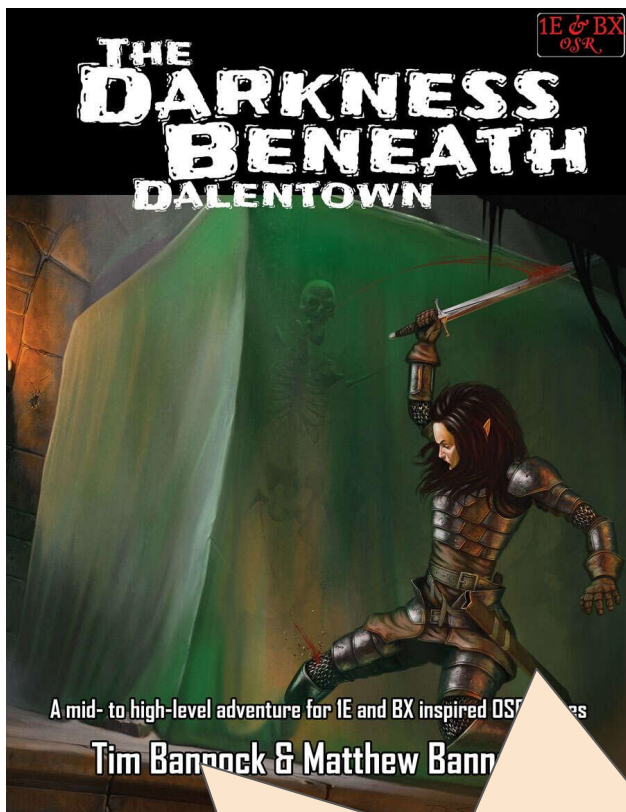
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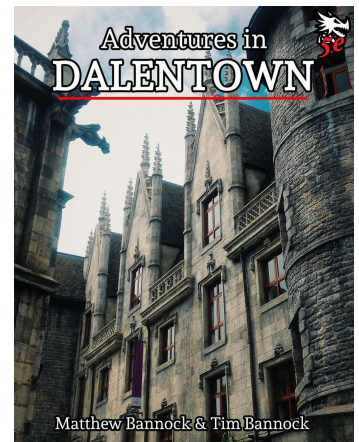
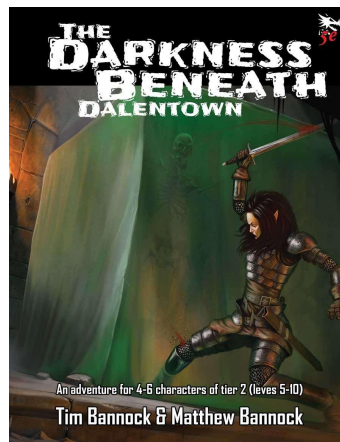
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