

DUNGEONS OF FEL'VALASHAR

Adventures for four to six characters of levels 3-4
Compatible with the Swords and Wizardry rules



Written by Steve Gilman

SWORDS AND WIZARDRY APPRECIATION DAY 2016

DUNGEONS OF FEL'VALASHAR

DUNGEON MODULE D1

A collection of Swords and Wizardry mini adventures designed for four to six characters of levels 3-4.

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In loving memory of Teddy.

WHAT IS THIS?

The book you hold in your (probably digital) hands is a collection of mini dungeon adventures with a small region called Fel'Valashar that they take place within. Each of these adventures is written in such a way that they don't have any ties to each other or to Fel'Valashar. This means you can easily drop them into your own world with no fuss.

This book was written in celebration of Swords and Wizardry Appreciation Day 2016. During this yearly gaming holiday, publishers, bloggers, and gamers alike band together to celebrate our love for the game and have sales, giveaways, and much more. It's pretty awesome.

FEL'VALASHAR

Long ago, the Kingdom of Valashar was a powerful and influential region of the world of Acteos. They were allies with their eastern neighbors, the dwarves of the Brightaxe Mountains, and colonized the uncharted lands to the west. Their relationship with their southern neighbors was much less positive.

Many savage tribes inhabited the lands to the south of Valashar. When Valashar wasn't at war with one tribe or another, their relations with the savage lands was unfriendly at best. This lasted until an orc chieftain named Waruk united the savage tribes and waged a long and brutal war, during which all of Valashar was lost.

Waruk waged this war not for conquest or power, but simply because he and his people hated the Valasharans. They laid waste to Valashar and then returned to their lands, leaving the region up for grabs to all manner of creatures including some enterprising individuals that stayed behind to claim land of their own.

Only very recently have humans returned to the northern reaches of the region, now called Fel'Valashar. Adventurers, opportunists, and would-be heroes have flocked to the newly rebuilt city of Anshuar in search of riches and glory.

ANSHUAR

This large city has recently been rebuilt, though the majority of it is still in ruins. Most of the businesses that have moved in to Anshuar and

funded the reconstruction are adventuring related. In addition to restaurants, inns, and taverns, there are many shops that exist to both sell and purchase goods. The Bledry Mercenary Group has also set up camp here, offering the services of hirelings to would-be heroes at only a marginally higher cost than average.

DAERTON

This abandoned village is detailed in the mini adventure, *A Squatter at Daerton*, on page 6.

FANE OF THE EARTHEN

This hidden cliff-side temple is the location of the mini adventure, *Fane of the Earthen*, on page 10.

LINTHES MINING FACILITY

This copper mine is the location of the mini-adventure, *Tomb of the Forgotten*, on page 8.

TRAVELER'S REFUGE

Barely more than a road-side inn, this small way station has sprung up to serve adventurers traveling eastward from Anshuar.

Food and lodging can be found at the local inn, the Shattered Ogre, named after the bashed in ogre head that's mounted above the establishment's bar. There is a local store that sells a modest supply of adventuring goods.

VUKODLAK LAIR

This cave is the location of the mini adventure, *Lair of the Vukodlak*, on page 4.

ON THE ROAD

In the back of this book is a player map of the Anshuar area, if any of the players seeks to have their character procure such a thing. Depending on your style as a Referee, you may want to roll for random encounters during travel. On the next page is a table of wilderness encounters for the Anshuar area.

Each of the mini adventures in this book has a section of hooks to help you get your players interested in visiting these locations.

RANDOM ENCOUNTERS

Roll 1d12 to generate a random encounter in the wilds of the Anshuar area.

- 1-3. 4d6 goblins led by 3 hobgoblins
- 4-6. 4d6 orcs
- 7-9. 3d6 human bandits and one leader
10. Ogre troop - 1d6 ogres
11. A roaming owlbear
12. Giant spiders 1 man-sized, 2 small

Giant Spider (small): HD 1+1; AC 8 [11]; Atk 1 bite (1hp + poison); Move 9; Save 17; AL N; CL/XP 3/60; Special: lethal poison (+2 saving throw)

Giant Spider (main-sized): HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey

Goblin: HD 1d6 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight

Hobgoblin: HD 1+1; AC 5 [14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None

Human Bandit: HD 1; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None

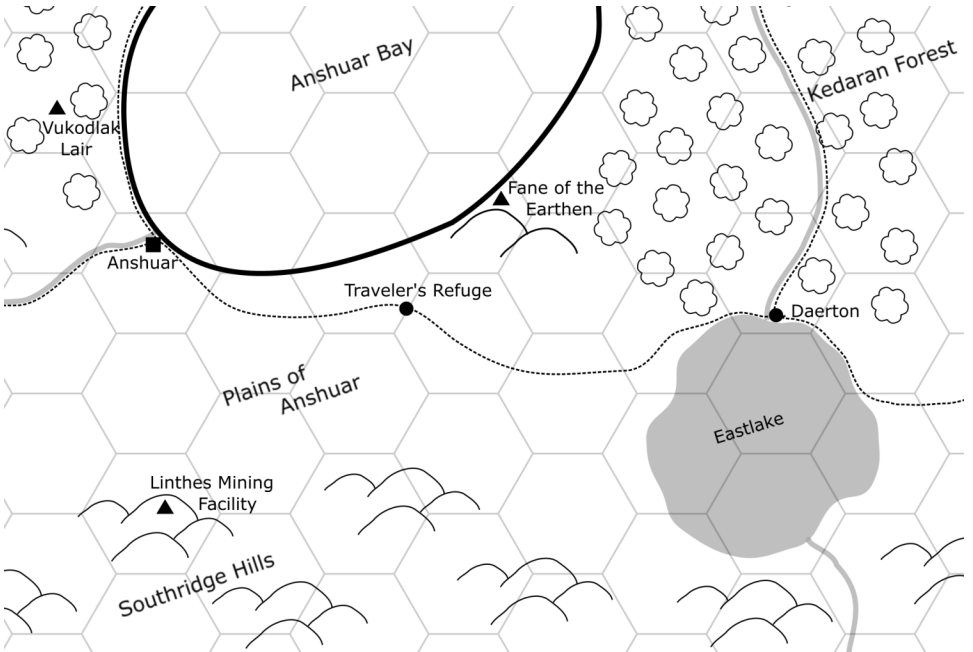
Human Bandit Leader: HD 3; AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 14; AL any; CL/XP 3/60; Special: None

Ogre: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None

Orc: HD 1; AC 6 [13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None

Owlbear: HD 5+1; AC 5 [14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+

FEL'VALASHAR - ANSHUAR AREA



1 hex = 10 miles

LAIR OF THE VUKODLAKS

A Swords and Wizardry mini dungeon for four to six characters of levels 3-4.

Written by Steve Gilman
Cartography by Dyson Logos
Edited by Sarah Gilman

ADVENTURE BACKGROUND

Long ago, the children of the wealthy Gal'diran family fell ill; the teenage son and daughter had succumbed to the bite of the wolf. In the caves near their estate, the family built an underground facility where the children could live out their lives free from exposure to the cursed light of the full moon.

After many, many moons, the brother and sister went stir-crazy. They insisted on leaving the complex for some fresh air, but both they and their servants had lost track of time. Against the advice of their servants, they stepped out into the night and were bathed in the light of the full moon.

They turned on their servants and feasted. Many died before the werewolves were tricked into a room where they were trapped until they could become free of the moon's curse.

Time passed, and the wolves did not return to human form. Refusing to leave in fear of such evil being loosed upon the world, their servants died in the complex, and their bodies arose as the undead. When the wolves finally broke themselves free, their hunger raged and they feasted on undead flesh.

Passing from the sickness caused by eating the undead flesh, the werewolves arose as vukodlaks. These powerful undead wolves have an insatiable thirst for blood and have been feasting on local wildlife, explorers, and would-be heroes since.

HOOKS

* The local wildlife near the cave has been found dead with all blood drained from the bodies.

* Unnaturally large dogs have been seen in this area.

RANDOM ENCOUNTERS

Not all of the undead were eaten by the werewolves, and after rising as vukodlaks, they only hunger for blood.

Once per turn, roll 1d6. On a 1, the PCs encounter a pack of 2d4 zombies. On a 2, the vukodlaks sneak up upon the PCs. On a 3-6, nothing extra happens.

1. CAVE ENTRANCE. The intact camp of a previous adventure party is in the main entry room of the cave. Their tents and fire pits are still set up but all food has rotted.

Supplies: 4 bedrolls (used), flint & steel, grappling hook with 50 feet of rope, hooded lantern with one and a half pints of oil, a lute, shovel, and 2 tents.

2. PONDS. At the entrance to this cavern are two statues – one of a teenage boy and one of a teenage girl, both in fine clothing. The ponds reach thirty feet at their deepest point.

Treasure: The two statues are finely crafted out of marble. If removed and sold to a collector or historian, they're worth 180 gold pieces each.

3. BEDROOMS. These two rooms were the sleeping chambers for the Gal'diran children.

4. DINING HALL. This room was once the dining hall for the inhabitants of the complex. The door has been smashed open from the inside and the room's furniture has been shattered.

Monsters: 4 zombies have meandered into this room, accompanied by a ghoul who has hidden amongst the rubble.

5. SERVANT QUARTERS. Rows of dusty beds line the walls of what was once the living quarters for the staff.

6. STORAGE. This storage closet contains four barrels (2 empty, 2 filled with clean water), crates of spoiled food-stuffs, two spears, two sets of leather armor, two wooden shields, and other various sundries.

7. MAIN HALL. This large hall was used for entertaining guests, and it is adorned with

banners and tapestries.

Monsters: 4 zombies are bent over the blood-drained corpse of an adventurer, feasting upon it, while 4 others shuffle around hungrily.

Treasure: The adventurer's armor has been destroyed, but his longsword and shield are intact. He has a pouch with 38 gold pieces. There are two banners of House Gal'diran that would be worth 50 gold pieces each to a historian. The tapestries depict battles of noble conquest and would be worth a combined 200 gold pieces to a historian or collector.

8. SERVANT'S HALL. This large hall was a recreation and living space for the servants of the complex. The east section has a large cooking pit and a fireplace, both with chimneys leading to the surface above. The bodies of two adventurers are here, their bodies drained of blood.

Monsters: 6 zombies feast on the remains. One of the adventurers has risen as an armored ghoul.

Treasure: On the adventurers are a staff, a dagger, a silver dagger, a scroll of magic missile and 78 gold pieces. The ghoul carries a silver longsword and wears a set of fine chainmail armor.

LAIR OF THE VUKODLAKS

MONSTER LISTING

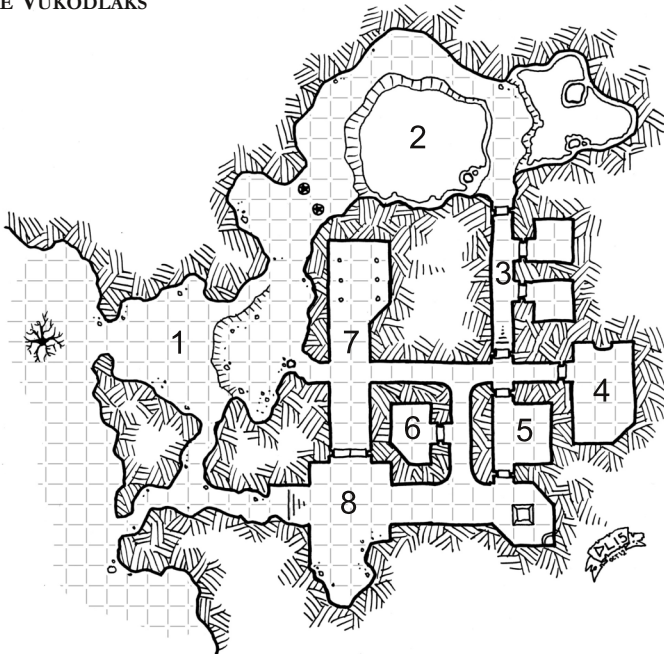
The vukodlaks don't appear in any particular room in the dungeon. At night, they may be out hunting. If they're home, as soon as they become aware of intruders they will sneak around and hide, waiting for the undead to wear down their prey before feeding.

Ghoul: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch

Ghoul (armored): HD 2; AC 5 [14]; Atk 1 longsword (1d8), 1 claw (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch

Vukodlak: HD 3+3; AC 4 [15]; Atk 1 bite (2d4); Move 18; Save 14; AL C; CL/XP 5/240; Special: Hit only by magic or silver weapons, unnatural aura, terrifying visage (on sight: save or paralyzed with fear for 1d3 rounds)

Zombie: HD 2; AC 8 [11]; Atk strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm



1 square = 10 feet

A SQUATTER AT DAERTON

A Swords and Wizardry mini adventure for four to six characters of levels 3-4.

Written by Steve Gilman
Cartography by Steve Gilman
Edited by Sarah Gilman

ADVENTURE BACKGROUND

Once a small farming village, Daerton was abandoned for many years until a harpy by the name of Akrilikaraka built a nest in the village's old town hall.

Akrilikaraka brought with her a small contingent of charmed humans as her slaves and protectors. She has recently supplemented her numbers with adventurers who have come to the village and fell victim to her enchanting song.

HOOKS

* A young man by the name of Aniolas is seeking adventurers to retrieve a priceless family heirloom from the lost village of Daerton. He seeks an ivory hand mirror with a depiction of a deer on the back.

* Many groups of adventurers have responded to Aniolas' call for help. None have returned.

RANDOM ENCOUNTERS

With a couple of exceptions, this is an adventure of mostly random encounters. The majority of Akrilikaraka's minions patrol around the village on duty. The random encounters listed below represent the entirety of her charmed followers. After rolling an encounter, if it comes up again, reroll.

There is a 1 in 6 chance per turn of an encounter patrolling into view of the PCs. Roll 1d6 to determine the encounter. Also roll when it makes sense to encounter a group of enemies.

1. 1 magic-user, 4 warriors.
2. 1 warrior (seasoned), 3 warriors.
3. 1 cleric, 3 warriors.
4. 1 cleric, 3 warriors.

5. 1 warrior (seasoned), 3 human warriors.
6. 5 warriors.

DAERTON

The village of Daerton was deserted long ago. The spoils that remain after the villagers left have also long been pilfered. Akrilikaraka has amassed a small treasury near her nest, but the town is otherwise devoid of value.

1. FARMER'S HOUSE. This large house was once the home of a prominent farmer. The farmland to the west of this building has fallen to disuse.

2. BAKERY. This building has a working oven and fragile tables that are ready to collapse if used.

3. HOME. This building was home to the local constable.

4. TOWN HALL. The main room of this town hall was used for town meetings. Akrilikaraka has built a nest here. Much like her charmed minions, Akrilikaraka is openly hostile to anyone entering her town. Since she has now laid eggs in her nest, she does not venture out of the town hall to engage intruders but instead relies on her minions to protect her.

Monsters: Akrilikaraka, 2 seasoned human warriors.

Treasure: In the nest, there are 4 harpy eggs. In a pile near the nest is an ivory mirror with a depiction of a deer worth 103 gp, a gold-rimmed cup worth 97gp, a broken necklace with small aquamarine worth 6 gp, an ornamental box worth 68 gp, a shield bearing the crest of a deer (the Daerton Defender, a +1 shield), and 325 gold pieces.

5. CONSTABULARY. On the ground floor is a room with a few desks and a back room with two cells for holding prisoners. The second floor was once a bedroom.

6. BUTCHER. There is a front room for greeting customers and a back room with blood-stained tables, meat hooks, and rusted knives and cleavers.

7. PIG FARM. This small pig farm still reeks from the rotted remains of pigs that were left here when the villagers abandoned the town.

8. FARM. Crops were once grown at this fenced in farm.

9. MARKETPLACE. Five small buildings line a small marketplace near the town center.

10. TAVERN. The first floor of this building is a large common room with bar. The second floor has rooms that were available for rent.

MONSTER LISTING

Akrilikaraka: HD 3; AC 7 [12]; Atk 2 talons (1d3) and spear (1d6); Move 6 (Fly 18); Save 14; AL C; CL/XP 4/120; Special: Flight, siren-song.

Siren-song: Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a charm person spell (again, saving throw applies).

Human Magic-User: HD 2d4; AC 8 [11]; Atk

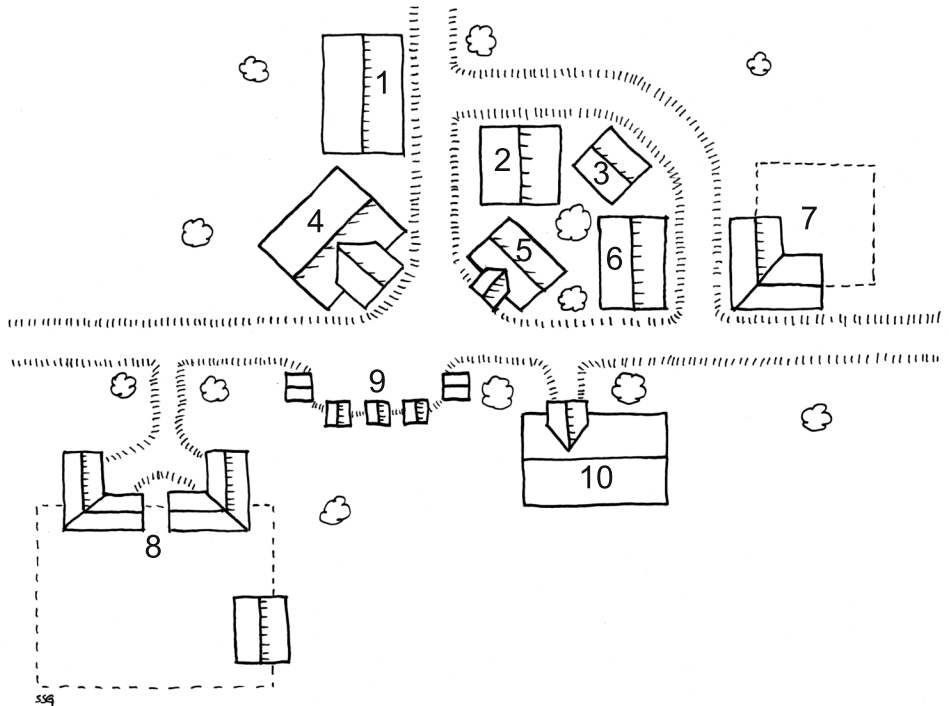
dagger (1d4); Move 12; Save 14; AL C; CL/XP 2/30; Special: 2 prepared spells (magic missile, sleep); Equipment: Dagger, spell book (detect magic, magic missile, shield, sleep).

Human Warrior: HD 1; AC 7 [12]; Atk longsword (1d8+1) or short bow (1d6); Move 12; Save 17; AL C; CL/XP 1/15; Special: None; Equipment: leather armor, longsword, short bow, 20 arrows.

Human Warrior (Seasoned): HD 3; AC 5 [14]; Atk longsword (1d8) or short bow (1d6); Move 9; Save 14; AL Any; CL/XP 3/60; Special: None; Equipment: ring mail armor, shield, longsword, short bow, 20 arrows.

Human Cleric: HD 2; AC 6 [13]; Atk heavy mace (1d6); Move 9; Save 16; AL C; CL/XP 3/60; Special: 2 prepared spells (cure light wounds, cause fear); Equipment: ring mail armor, heavy mace, holy symbol.

DAERTON TOWN CENTER



TOMB OF THE FORGOTTEN

A Swords and Wizardry mini dungeon for four to six characters of levels 3-4.

Written by Steve Gilman
Cartography by Steve Gilman
Edited by Sarah Gilman

ADVENTURE BACKGROUND

The Linthes Mining Facility was the first mining operation of the Linthes Mining Group, which was founded and funded by Harold Linthes. They mined copper at this location until one of their newest branches uncovered a tomb deep underground and awakened the evil that was buried there.

The ancient one, Anebreias, was banished to a sarcophagus to be trapped for eternity, but his prison was opened by a greedy miner hoping to pilfer valuable artifacts. The ancient one arose and stalked through his tomb and the mine, killing the miners that he crossed paths with. Some of the miners and their boss, Harold, managed to escape, taking the majority of the copper from their storeroom with them.

More recently, a tribe of mites, goblin-like humanoid creatures, have moved in to the mine and proclaimed Anebreias their god.

HOOKS

* Passed on by the survivors of the mining group, there is legend of a copper mine still filled with excavated ore and ancient treasures should anyone defeat the ancient one.

RANDOM ENCOUNTERS

There is a 1 in 6 chance per turn of encountering a group of 2d6 mites. The mites are only encountered outside of the pit at nighttime since the mites hate the sunlight and do not go out during the day.

THE LINTHES MINING FACILITY

The Linthes facility has a few standing buildings. The rest of the above-ground facility was tents

that have been destroyed by the elements. The heart of the operation is a large pit, about one hundred feet deep, with a spiraling ramp around the outer edge. There had been more open shafts branching out along the way down to the bottom, but only three remain open, plus the shaft descending down from the bottom of the pit.

The caverns leading off from the inside of the pit are home to the tribe of mites. The mites live in squalor, the halls and caverns filthy with garbage and refuse.

1. MINING OPERATIONS. Three buildings still stand on the ground level above the pit: a large storeroom, stables, and the manager's office.

Treasure: The storeroom is littered with chunks of copper ore that were left behind when the facility was hastily evacuated. While cumbersome, if gathered the ore would be worth 230 gp.

2. THE PIT. The large mining pit goes down one hundred feet. There is a ramp spiraling around the outer edge, with branches of mining tunnels at various elevations. There is also an entrance to a tunnel sloping down from the floor of the pit.

3. MITE HOMES. This three branched cavern is home to three groups of mites. If one is engaged, the others are likely to hear and come to investigate.

Monsters: Each branch has 9 mites.

Treasure: Among the refuse of the mites are pieces of excavated copper ore that, if gathered and hauled out, are worth 100 gp.

4. NURSERY. This large cavern has around a dozen mite children with their mothers and several guards.

Monsters: The children are non-combatant and run or cower in fear if approached. There are 4 mothers that are protective of their young and will fight if needed. 4 male mites stand guard in this room.

5. MITE COMMONS. This cavern is home to a large amount of mites.

Monsters: While the majority of the mites

that live here aren't present all the time, 12 mites can be found here at any given point in time.

6. GODLY OFFERINGS. This cavern leads to the tomb of the ancient one. The mites have left their god a large number of offerings, mostly crafted from garbage and pieces of copper ore.

Treasure: Searching through the offerings and dismantling them for treasure takes 1d6+2 turns, and yields: a mass of copper ore nuggets worth 450 gp, a small emerald worth 78 gp, and 38 gold pieces.

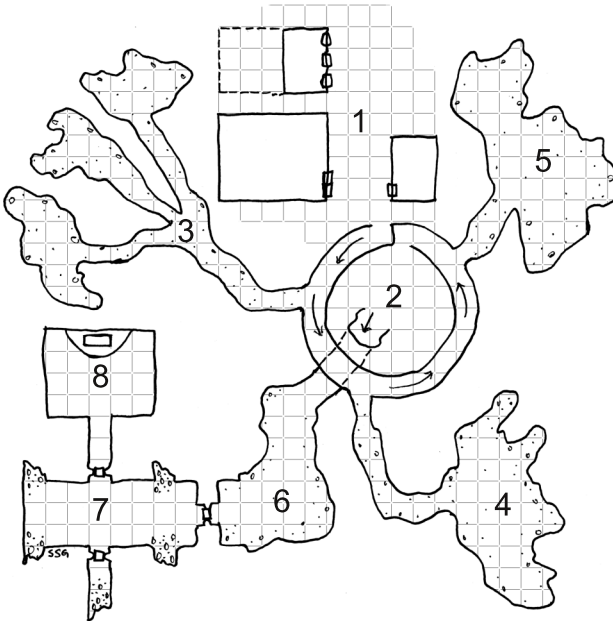
7. TEMPLE. The mites hold temple in this room of Anebrelas' tomb. A makeshift altar has been set up in the west section of the room.

Monsters: The mite's priest and leader is here, along with 6 mites that he was giving a sermon to.

Treasure: The centerpiece of the makeshift altar is a magical spade that the mites believe to be a holy artifact that was used to liberate their god from banishment (spade of excavation).

8. ANEBRELAS' TOMB. The ancient one resides in his tomb, using his sarcophagus to sleep and its dais as a throne.

LINTHES MINING FACILITY



Monsters: Anebrelas sits upon his dais.

Treasure: Tucked in a scroll-case near the dais is a scroll of protection from demons. There is also a chest next to the sarcophagus containing 400 gold pieces that was used to pay the demon's toll to the hells. On the lid of the sarcophagus is a depiction of the demon with an inset ruby as the eye. If pried out and undamaged, the ruby is worth 130 gp.

MONSTER LISTING

Anebrelas: HD 6; AC 4 [15]; Atk 2 claws (1d6 and bite (1d6); Move 12; Save 11; AL C; CL/XP 6/400; Special: None

Anebrelas is a minor demon lord who appears in the material world as an 8-foot tall humanoid with taught, leathery red skin and a face twisted into a snarl.

Mite: HD 1; AC 7 [12]; Atk club (1d4) and bite (1d3); Move 9; Save 17; AL C; CL/XP 1/15; Special: None

Mite, Priest: HD 3; AC 8 [13]; Atk spear (1d6+1) and bite (1d3); Move 9; Save 14; AL C; CL/XP 4/120; Special: spells (heat metal, faerie fire, shield).

1 square = 10 feet

FANE OF THE EARTHEN

A Swords and Wizardry mini dungeon for four to six characters of levels 3-4.

Written by Steve Gilman
Cartography by Steve Gilman
Edited by Sarah Gilman

ADVENTURE BACKGROUND

The Earthen were a sect of earth elemental worshippers who believed their purpose was to devise a way to travel to their true place: the elemental plane of earth. They met in secret at a secluded cliff-side temple where they worshipped their elemental lords and practiced rituals to open a portal to the plane of earth.

After years of attempts, the Earthen succeeded in opening a portal. However, something with the spell went wrong, and twisted and angered elementals came forth from the portal in an explosion of earth and rock. Most of the Earthen were killed in the blast, and the angered elementals have remained magically tied to the temple and its surrounding areas.

HOOKS

* Strange flying humanoids have been spotted near the cliff passage and have been seen killing adventurers and explorers.

* Legend tells of the library of the Earthen and its suspected location. These books would be very valuable if sold to the right mage!

FANE OF THE EARTHEN

The floors, walls, and ceilings of this temple were carved carefully from the earth. The builders reused the stone that was excavated from the rooms to fortify the walls and build the large stone doors. The walls in all the areas have been smoothed down to a nice finish, except for the central room.

The temple itself was constructed in a 6-part diamond shape that matches exactly the symbol of the Earthen. The Earthen believed this shape created a focal point at the center that would increase the potency of elemental magic.

1. CLIFF PASSAGE. Halfway down the cliff is a long passage leading from the east toward a cave opening in the cliff-side. The cliff continues another hundred feet down to the rocky shallows of the sea.

Monsters: 2 earth mephits attack travelers along the passage, using their flight for hit-and-run tactics. When they've taken half their hit points in damage, they retreat to burrow into the earth and regenerate. They then return several minutes later to begin again.

2. ENTRYWAY. The entry to this room has been open to the elements for many years, and a lot of dirt and debris has blown in. There are the remains of many birds that flew into this place and were killed by the twisted mephits.

3. QUARTERS. The Earthen used this room as lodging during their stays at the temple. Their bedding and belongings are still here, but they have been smashed and tossed about the room by the elemental that is trapped here. Chunks of the finely carved walls have been smashed by the elemental in anger over being trapped. The remains of three of the Earthen that were killed by the elemental have been ripped and thrown about the room as well.

Monsters: A particularly cranky lesser earth elemental stalks this room.

Treasure: Most of the Earthen's belongings have been destroyed. 140 gold pieces can be gathered from the wreckage.

4. PORTAL ROOM. Carved onto the walls of this room are incantations written in an elemental language. The Earthen's portal to the elemental plane of earth was a 30-foot diameter circle centered on the floor of this room. When they successfully opened the portal, the floor exploded in a blast of stone as elementals were pulled into the material plane. Amongst the rubble are the remains of three of the Earthen.

Monsters: A lesser earth elemental and two earth mephits have been trapped in this room.

Treasure: There are two books from the library in Area 6 that were being used as part of the ritual. These books are the most important volumes, and they double the value of the library if sold as a set.

5. MASTER'S QUARTERS. This room was the quarters for the master of the sect. The furnishings here are much nicer than in Area 3. The remains of the master can be found in his bed where he died of dehydration. He had fled here after the ritual went wrong but was unable to safely escape.

Treasure: In a chest of drawers is a set of exquisite clothing worth 200 gp and a small pouch with 40 gold pieces.

The master's spell book sits beside him on a small night stand. This book contains the following spells: detect magic, hold portal, light, read languages, read magic, detect invisibility, locate object, wizard lock, and explosive runes. Next to the book is a seemingly magic scroll that is actually a rolled up sheet of parchment with an explosive runes spell cast on it.

6. MASTER'S STUDY. The battered remnants of three desks and bookshelves full of books are scattered across the room.

Monsters: When the master fled from the ritual, he passed through here and trapped a lesser earth elemental in this room before retreating to his quarters.

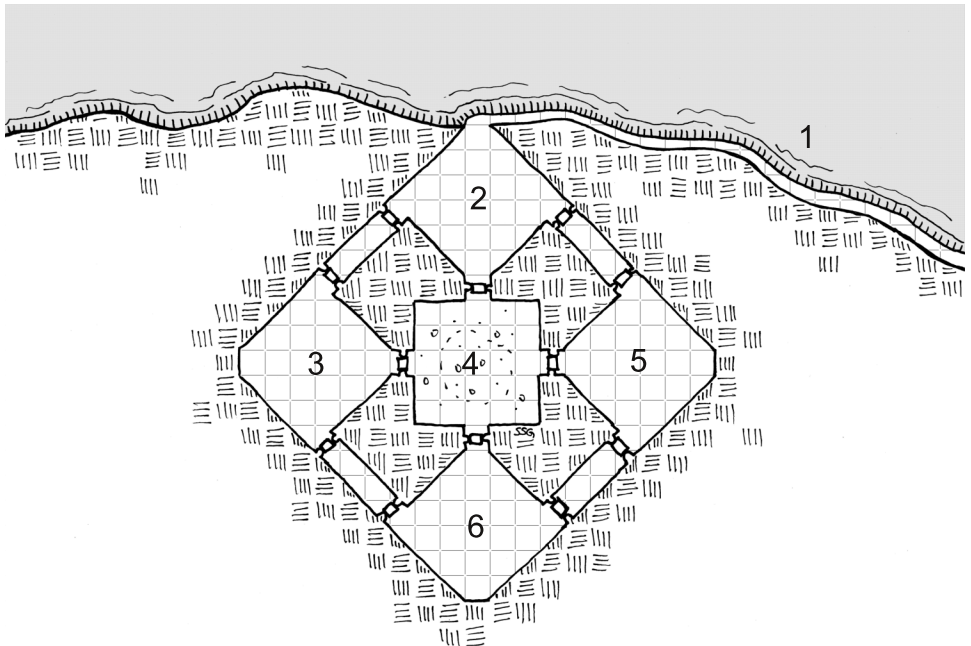
Treasure: There is a collection of books on the topic of planar portals along with notes written by the Earthen. This collection is worth 750 gp, and the value doubles to 1,500 gp if the two books from Area 4 are also included.

MONSTER LISTING

Earth Mephit: HD 2+2; AC 6 [13]; Atk 2 claws (1d4); Move 12 (Fly 18); Save 16; AL C; CL/XP 3/60; Special: Cone of rock shards 3/day (15ft cone, 1d8 damage, save half), burrow (regenerate 2 hp/round)

Lesser Earth Elemental: HD 4; AC 4 [15]; Atk fist (1d8 or 2d8 if opponent on earth or rock); Move 6; Save 13; AL C; CL/XP 5/240; Special: Half damage from non-magical weapons

FANE OF THE EARTHEN



1 square = 10 feet

NEW MONSTERS

LESSER ELEMENTAL, EARTH

Hit Dice: 4

Armor Class: 4 [15]

Attacks: Fist (1d8 or 2d8 if opponent on earth or rock)

Saving Throw: 13

Special: Half damage from non-magical weapons

Move: 6

Alignment: Neutrality

Challenge Level/XP: 5/240

Lesser earth elementals are large, half-formed humanoid shapes of rock and earth. They batter their opponents with great fists, which deal an additional 1d8 damage against targets standing upon earth or rock.

Lesser Earth Elemental: HD 4; AC 4 [15]; Atk fist (1d8 or 2d8 if opponent on earth or rock); Move 6; Save 13; AL N; CL/XP 5/240; Special: Half damage from non-magical weapons



MEPHIT, EARTH

Hit Dice: 2+2

Armor Class: 6 [13]

Attacks: 2 claws (1d4)

Saving Throw: 16

Special: Breathes a cone of rock shards 3/day, burrow

Move: 12 (Fly 18)

Alignment: Neutrality

Challenge Level/XP: 3/60

Earth mephits are minor creatures from the elemental plane of earth. They appear as small, winged humanoids that stand around 4 feet tall. They are often described as impish.

Three times per day, an earth mephit can breathe out a fifteen-foot cone of rock shards and pebbles, dealing 1d8 damage to all in the area of effect. A successful saving throw reduces the damage to half. An earth mephit that can cover more than 50% of its body in earth regenerates 2 hit points per round while burrowed.

Earth Mephit: HD 2+2; AC 6 [13]; Atk 2 claws (1d4); Move 12 (Fly 18); Save 16; AL N; CL/XP 3/60; Special: Cone of rock shards 3/day (15ft cone, 1d8 damage, save half), burrow (regenerate 2 hp/round)

VUKODLAK

Hit Dice: 3+3

Armor Class: 4 [15]

Attacks: Bite (2d4)

Saving Throw: 14

Special: Hit only by magic or silver weapons, unnatural aura, terrifying visage

Move: 18

Alignment: Chaos

Challenge Level/XP: 5/240

Vukodlaks are black-furred, horse-sized, and wolf-like undead creatures that are spawned from the malignant spirits of powerful and intelligent creatures such as worgs, winter wolves, or werewolves. They typically arise from such creatures that have fed on undead flesh, often through desperation or depravity. They have an insatiable thirst for blood.

Vukodlaks hate sunlight and only hunt at night, so they make their lairs in deep caves or ruins. They have no need or want for treasure; any treasure found in a vukodlak lair is there because it wasn't edible.

Animals will not willingly approach a vukodlak due to its unnatural aura. If commanded to approach, the animal must succeed at a saving throw in order to approach closer than thirty feet. In addition to the effect on animals, any living creature that is close enough to see a vukodlak's face must succeed at a saving throw or become paralyzed in fear for 1d3 rounds.

Vukodlak: HD 3+3; AC 4 [15]; Atk 1 bite (2d4); Move 18; Save 14; AL C; CL/XP 5/240; Special: Hit only by magic or silver weapons, unnatural aura, terrifying visage (on sight: save or paralyzed with fear for 1d3 rounds)



NEW SPELL

CAUSE FEAR

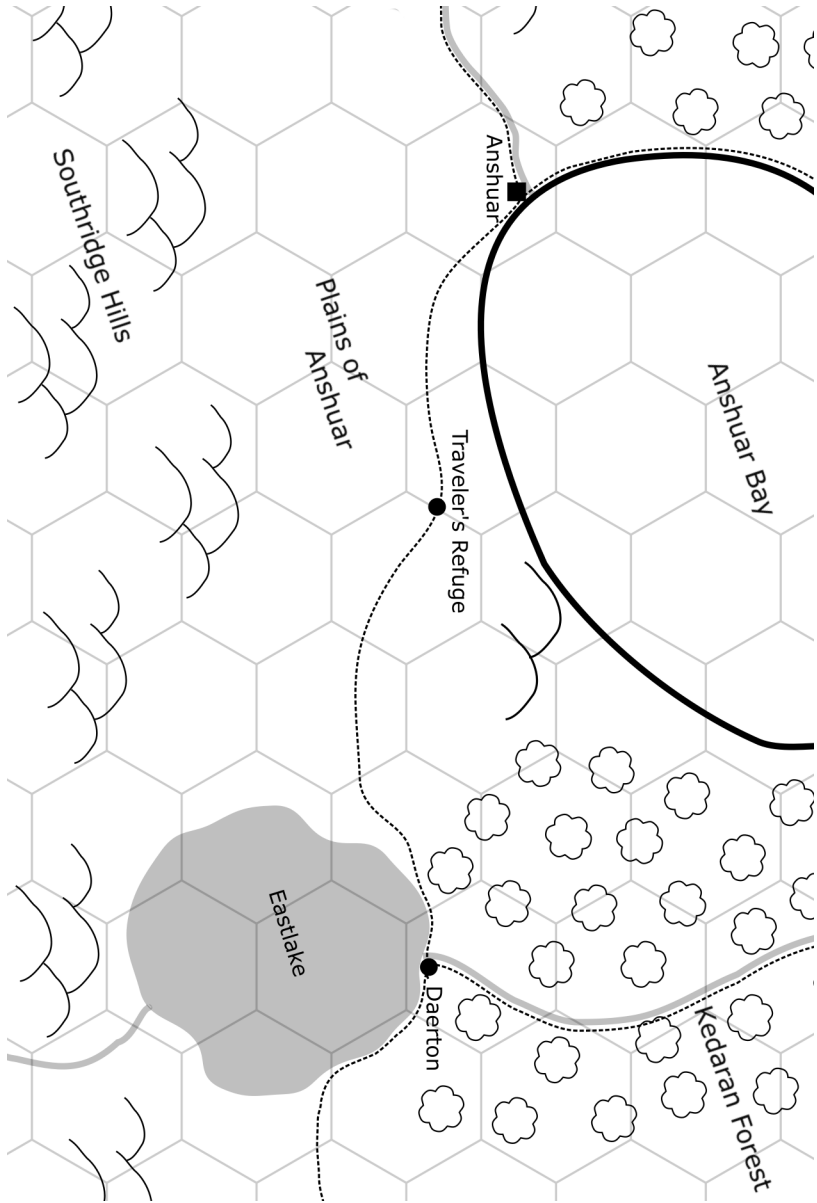
Spell Level: Cleric 1, Magic-User 1

Range: 120 feet

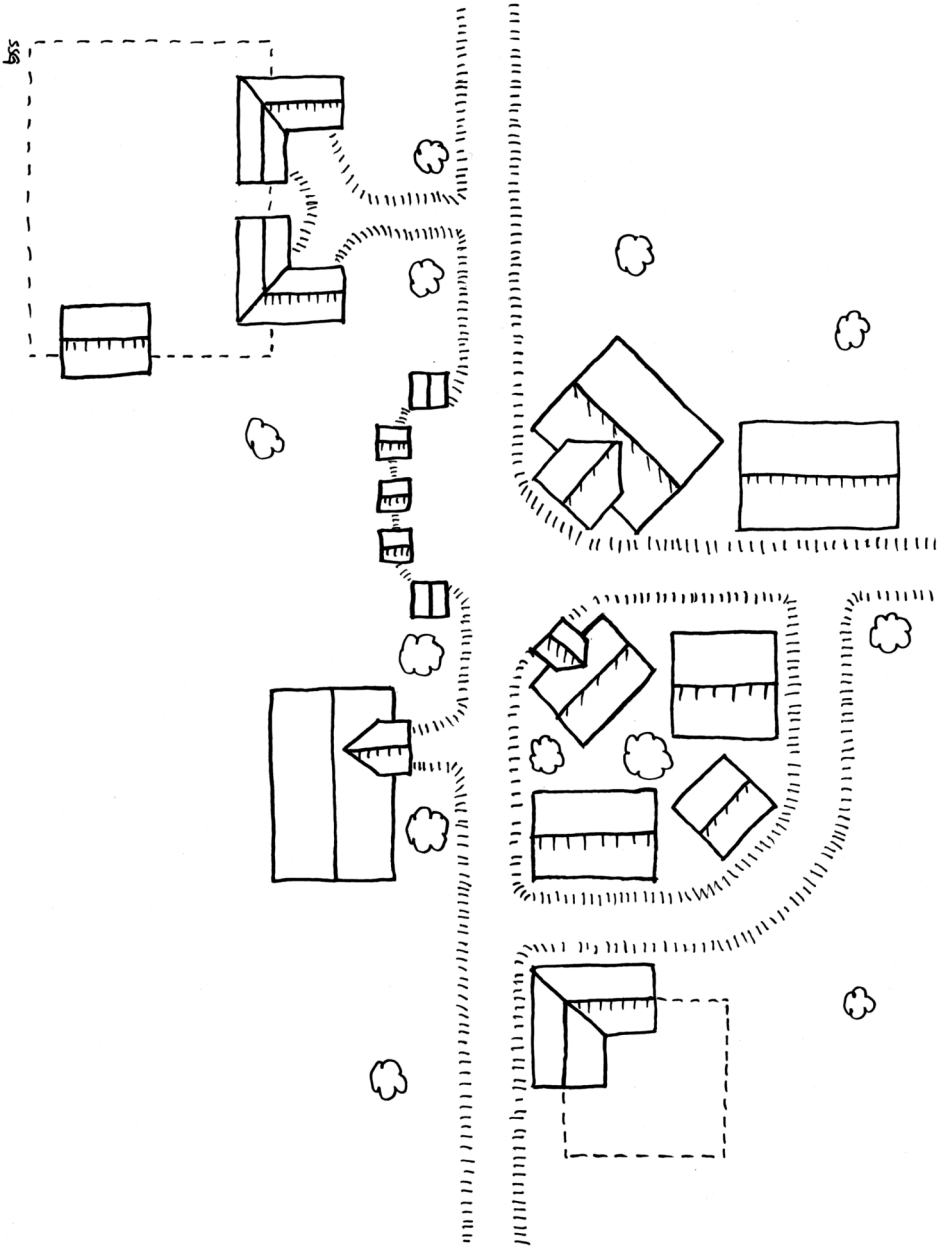
Duration: 1d4 rounds or 1 round

This spell causes a single targeted living creature to run in fear for 1d4 rounds on a failed saving throw. On a successful saving throw, the target is instead shaken and takes a -1 penalty on attack rolls for 1 round.

FEL'VALASHAR - ANSHUAR AREA (PLAYER MAP)



DAERTON TOWN CENTER (PLAYER MAP)



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