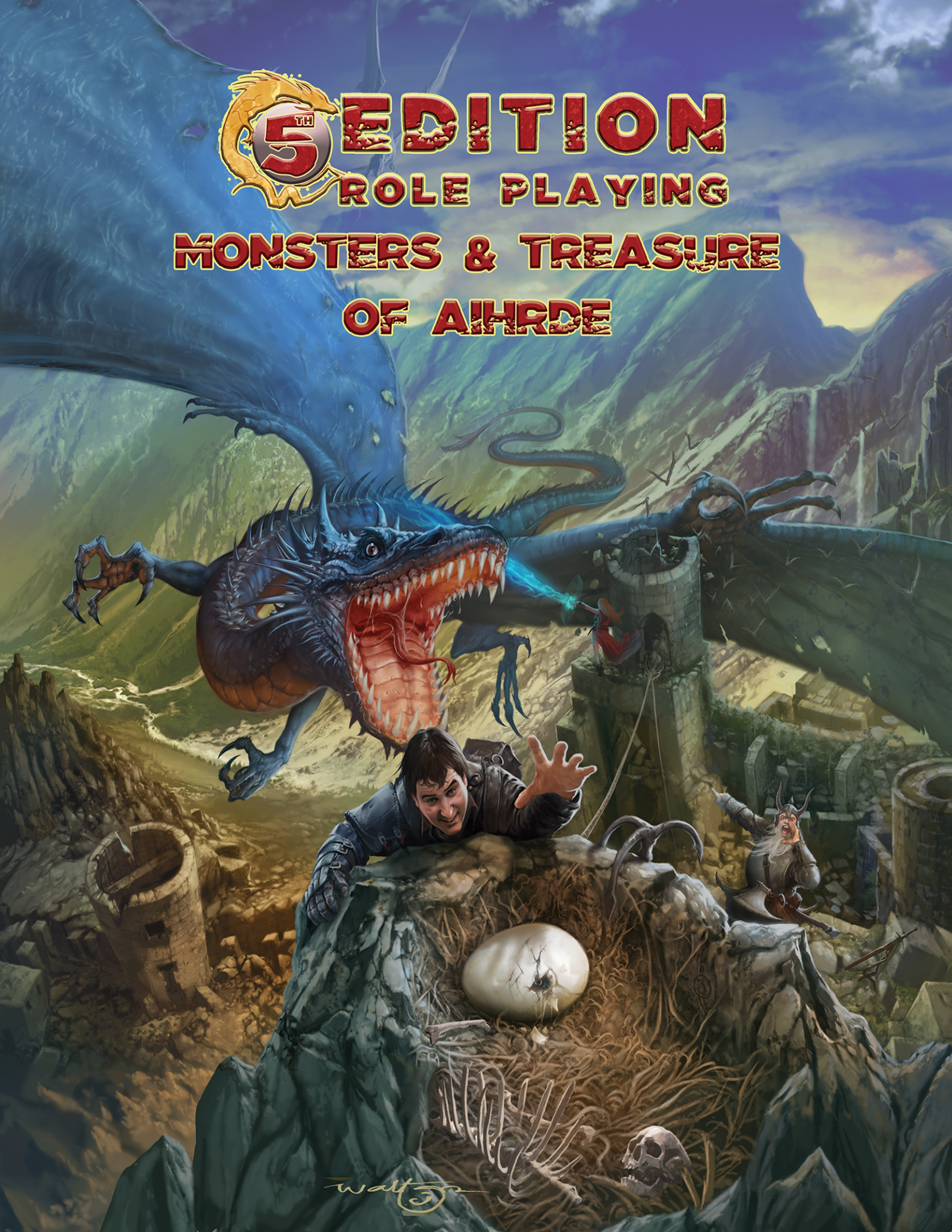
5TH EDITION
ROLE PLAYING
MONSTERS & TREASURE
OF AIHRDE

5TH EDITION ROLE PLAYING

MONSTERS & TREASURE OF AIHRDE

By **Stephen Chenault**

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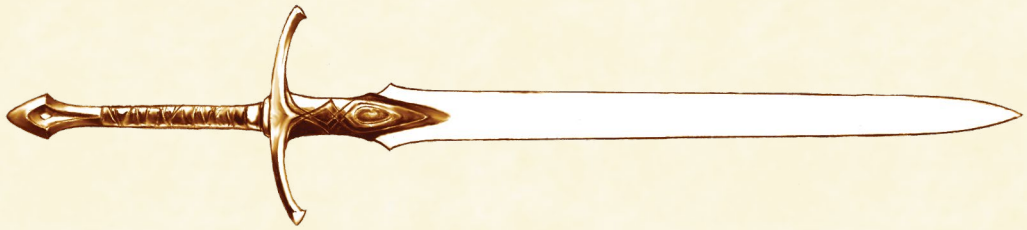

TROLL LORD GAMES

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PETE
BRADLEY

Welcome to the **Monsters & Treasure** of Aihrde for 5th Edition. This represents the second major book published for the 5th Edition community that supports **Troll Lord Games' Codex of Aihrde**. The first, **The Players Guide to Aihrde,** presents the 5th Edition enthusiasts with a host of playable races, class options, orders, magic, and a plethora of option rules, all designed to bring Aihrde to life at your gaming table.

Monsters & Treasure of Aihrde is the perfect complement to the Players Guide. Within these pages, you will find a small host of monsters designed for the world of Aihrde but presented in such a way as to allow you to take them and drop them in any world, any campaign, any game. You will find no real genre of monster here; there are a host of diverse creatures that mimic the development of any world's fauna. Some command powers that few characters will be able to withstand. Others are simple beasts of the field. The majority lie somewhere in between.

Both of these works, in conjunction with a host of published adventures, are part of the larger world of Aihrde, presented in the **Codex of Aihrde**. This massive 280+ page tome brings that world to everyone's gaming table. Within its pages lies one of the most fully developed and supported gaming worlds on the market anywhere. It includes a richly detailed history that covers 13,000 years of recorded history and beyond into the mythological Days before Days, that saw the coming of the Val Eahrakun and the world's creation. The cosmos and their relationship to the world and the people who inhabit it are fully detailed. Wherever the adventurer should lead, whether to the Void that lies beyond all, or through the Wall of Worlds that shields Aihrde from the hazards of the maelstrom, or the Dreaming Sea, River of Time, Wretched Plains, or the Rings of Brass that combine them all, everything stands revealed. The 13 tribes of men, dwarves, elves, halflings, gnomes, orcs, ungern, goblins, and a host of other races stand ready to leap into the adventuring pages. And their gods, the Val Eahrakun, and Val Austlich; a host of deities to people your table for priest and warrior alike. Beyond that are the countries, their Noble rulers, guilds, orders, the economy of the world, her calendar, timeline and so much more.

With all that, Aihrde is not just a cookie-cutter setting where your characters find themselves standing in the shadows of other stories. I designed Aihrde specifically with this in mind, for you to take ownership. Fresh from the long wasting rule of Unklar, the Horned God, and the Winter Dark, where all that came before fell to ruin, Aihrde is reborn. With the dark god cast out, her kingdoms are young and people only just realizing that the whole of the vast world is theirs. Here, you are the heroes, in a world that stand upon the ruins of his rule and his rule upon the great ruin of the world before. Long lost dungeons, buried crypts, treasures of the Horned God's people, and all those that came before, lost in the wilds.

The World of Aihrde is your storyboard. Its vibrant mythology, and unfolding history, makes the World of Aihrde an unparalleled fantasy setting. With a wealth of playable material, Aihrde is like a tapestry unfolding, one that you can make your own!

Such a richly developed world, and one you can own as yours, is deserving of a book dedicated to monsters. That book, you now hold in your hands.

The monsters herein present you with a wide collection of the fauna of the world. Herein lie a diverse collection of creatures from many habitats with as many designs. There are demons and devils, lesser dragons, beasts created by Unklar in the Winter Dark, dangerous fey, orcs who are evil and powerful, and the Mogrl, devils of Aufstrag, the towers of hell, with unmatched powers. **Monsters & Treasure of Aihrde** attempts to flood your game with a plethora of creatures that are new, fresh, and give your players a host of new challenges.

For its part, the magical treasure presented in the back of the book serves specific purposes, tools for the creator that now belong to your players to wield.

With all that in mind, we know many of you have your worlds, your campaign settings. For that reason, we present the monsters in such a way as to allow you to use them separate and apart from the world of Aihrde. Each entry has the monster's statistics and powers, its abilities, and ecology. But each entry also comes with an "In Aihrde" allowing the CK to easily ignore the setting material if they desire.

All this is to say that the world of Aihrde is a vibrant setting like few others you can find for sale today and its monsters reflect that. But we've presented it all, as we do most of our material allowing you to adopt as much or as little at your table as you desire!

In any case, thank you for diving into this, our latest offering for the world's favorite RPG.

Stephen Chenault 2021

A

AFKARN

Large beast, neutral evil

Armor Class 15 (natural armor)
Hit Points 67 (9d10+18)
Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses darkvision 120 ft., passive Perception 11
Languages –
Challenge 2 (450 XP)

Actions

- **Multiattack.** The afkarn makes three attacks: one with its bite, one with its claws, and one with its horn.
- **Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage.
- **Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.
- **Gore:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12+2) piercing damage and the target is grappled (escaped DC 12). Until this grapple ends, the target is restrained, and the afkarn can't attack a different target with its horn.

The afkarn are large predatory creatures with long, powerfully muscled legs and clawed feet. They have no arms or wings. A thick layer of long, thin feathers, almost like scales, covers the creature except for its feet and head. The feathers are generally dark green or blue and scintillate in the light. The creatures' necks are as thick as their torsos and laced with powerful muscles. Their wide, flat heads end in a short snout. Boney protrusions line their upper and lower jaws. A sharp black horn extends about 12 inches from their upper jaw, appearing like a beak. The afkarn use this horn as their primary hunting tool. The jaws of the beast are wide and a little flat but lined with amazingly sharp fangs.

Solitary Wanderers. Afkarn are solitary hunters, though they occasionally hunt in packs of up to four. They roam throughout the known world, and they can be found in almost any climate. They give birth to one or two live young, which they immediately abandon to their own devices.

Nightstalkers. The afkarn generally hunt at night and have superior night vision. They do not pounce upon their prey but rather stalk it, waiting for the victim to enter an open area, allowing the afkarn room to charge. When such an opportunity presents itself, they rush forward in a mock head butt; however, just before smashing into the prey, they slam their horn into it. If a hit is successful, they tuck their heads and attempt to drag the prey back, away from any other creatures. They then pin the captured target to the ground and claw the creature to death with their powerful claws.

In Aihrde

The afkarn predate the Age of Dwarves and have hunted the vast regions of the world since before recorded history. Their name derives from the dwarven words for horn and fur, the latter because their feathers are fine, almost like fur, and the word for horn for obvious reasons. Many cultures throughout Aihrde prize the afkarn for their feathers. They collect them, making elaborate cloaks, dresses, and such out of them, as the feathers are very durable and resistant to normal wear and tear. But the horn is the true catch for those who hunt the afkarn. The horn has many uses, but most often they are used as ceremonial cups in the temples of Narrheit, where the priests use the hollowed horns to carry and drink the sacrificial wines and other elixirs the practitioners of that dark god relish. There is always a market for these horns, and they bring about 500 gp to 1000 gp on the black market. The priests of Narrheit usually pay a higher price. Those cups used by the priests, called the Abyssal Cannikin, possess magical powers.

ALKONOTH

Large monstrosity, chaotic good

Armor Class 14 (natural armor)
Hit Points 27 (5d10)
Speed 10 ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	15 (+2)

Skills Perception +5
Senses passive Perception 15
Languages Common
Challenge 1 (200 XP)

Actions

- **Claws.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.
- **Song of Forgetting.** The alkonoth sings a magical melody. Every being (except harpies, sirens, and other alkonoth) within 300 feet of the alkonoth that can hear the song must succeed on a DC 12 Wisdom saving throw

or be affected until the song ends. The alkonoth must take a bonus action on its subsequent turns to continue singing. It can also stop singing at any time. The song ends if the alkonoth becomes incapacitated.

Those affected become listless, forgetting why they are doing what they are doing. Ensorcelled creatures can take no actions other than to defend themselves. Furthermore, those affected lose their memory, including who they are, where they are, their skills, spells, etc., until they complete a long rest. The alkonoth never uses the song in the service of another unless the creature is a wizard's familiar; even then, it will not use the song to harm anyone.

A target that successfully saves is immune to this alkonoth's song for the next 24 hours.

The alkonoth is a rare and beautiful creature, a strange mixture of woman and bird, with the body of the latter and the head and torso of the former. A magnificent panoply of feathers crowns her tail and wings. Colorful, long, and coiled, these feathers define the alkonoth. Her face is always beautiful; her hair long, ranging in colors from blond to black, from silver to green; and her form, a perfect replica of a human female. They have no arms, but use their wings to fly, and their legs are those of a bird of prey.

Loners. These rare creatures travel alone and live in wilderness areas, preferring places least traveled by other creatures, such islands, deep forests, jungles, and so on. There are only females, and they keep themselves meticulously clean. They build elaborate nests from colorful strips of cloth salvaged from clothing, bedding, and the like wherever they make their homes. They lay small clutches of 1-3 eggs every few years in the deep sand next to the sea, watered by the surf.

Woodland Friends. The alkonoth are kindly creatures, and though they avoid most people, they will aid those in need with advice or guidance. If there is a druid in the group, that druid is likely to have common knowledge about these rare creatures. If the druid is respectful and kind to the alkonoth and has proved to the creature that he serves the natural world, it will grant the woodsman a boon. This boon usually increases the Strength, Wisdom, or Charisma of the druid by 1. After an encounter with an alkonoth, any druid gains bonus of +1 to all attribute checks and saving throws for one full week.

Precious Feathers. An alkonoth's feathers are believed to impart magical powers and are extremely valuable in most markets, bringing several hundred gold pieces apiece.

In Aihrde

In the Days before Days when Mordius the Green Lady walked openly in the world, she fashioned various creatures; many she made to people the forests and hills, while others she made as servants. Mordius loved birds of all colors and she always sought to improve upon them. In the alkonoth, she achieved her greatest success. In all her many purposes, the alkonoth served Mordius. They carried her messages to the druids, passing her counsel to those who sought advice, even making the dwarven kings party to her thoughts through these beautiful creatures. Men called them "Birds of Paradise," for all recognized the realm of Mordius, before Ornduhl destroyed it, as the most beautiful in the world. For these sentiments, the alkonoth have always loved men over all races of Aihrde.

After her fall, the birds of paradise scattered across the world. They found abode in the wilderness and hid themselves from prying eyes for all the long centuries. Finding one was rare, and killing one was deemed a horrible omen, though this did not deter the Lords of Aufstrag from hunting them. During the Winter Dark, the feathers of an alkonoth brought tremendous prestige, worth the wealth of a kingdom. Tis said that Unklar often dined upon these creatures.

Fishermen throughout Aihrde pay homage to and worship the alkonoth, for they believe that seeing one imparts good fortune in their fishing. This is often more than an old wives' tale, for when the alkonoth lay their eggs, they sing a song of calm upon the sea and bid it rest for seven days. The resulting calm gives the eggs time to hatch in the warm, frothy, calm surf. After the seven days have passed, the sea's pent-up energy unleashes and pummels the shores in massive storms. The fish follow these storms, and the fishermen find their wealth in the yield.

In these latter days, men encounter alkonoth from time to time, but they are still very rare. Their habits are unknown, but tales relate that the Great Druid who dwells in the Eldwood commonly speaks to them.

AMNUG

Small monstrosity, chaotic evil

Armor Class 12
Hit Points 9 (2d6+2)
Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4
Senses darkvision 120 ft., tremorsense 200 ft., passive Perception 14
Languages Goblin
Challenge 1/8 (25 XP)

Special Qualities

- **Keen Hearing and Smell.** The amnug has advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Spider Climb.** The amnug can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

- **Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Amnug are smart goblin hounds. They are small, only standing 18 inches or so at the shoulder, and rarely grow over three feet long. They have six legs, two heads, and two long spiked tails. The heads are heavy, and each sports a mane of hair eerily reminiscent of a beard. With narrow eyes and a long protruding snout, they somewhat resemble a weasel. Their feet have no pads but look like those of a gnarled goblin hand. These clutching fingers allow them to climb and move through rough terrain with ease. Their tails spike after a few inches into two very long, (usually 4-5 feet) appendages that serve the creature's hunting design.

Tracking Tail. Their narrow, hairless tails are highly sensitive to motion of any kind. When hunting, the amnug settles its tails upon the ground, "listening" for motion in the earth.

Pack Predators. Amnug are pack creatures. They travel singly or in groups up to 8. The packs always consist of one dominant female and the rest submissive females or males. Amnug lay in wait, tails upon the ground, sensing movement on trails, paths, roads, or the like. When they detect motion, they speak to each other in broken Goblin, arranging for the pack to attack the prey from all sides. They stalk a prey until they can surround it and attack. Amnug drive their litters of pups from the pack as soon as they born, leaving them to fend for themselves.

In Aihrde

The goblins bred the amnug in the pits of their holes during the long reign of the Goblin Kings. The goblins designed the amnug specifically to hunt dwarves underground, to sniff them out so that the goblins could kill them. Good amnug found dwarves hidden in secret chambers by noticing a heartbeat through the stone.

The dwarves never developed a good defense against the creature's ability to hunt them out. During the long reign of the Goblin Kings, when those foul peoples controlled much of the whole lands of Aenoch, few could stand against them, and fewer still worked in concert. The dwarves remained scattered, in hiding, and rarely communicating. Even so, a class of hunter, the Amtul, arose in the dwarf holds that, during the Great Wars that followed, became known throughout the kingdoms of both peoples. They were distinguished by wearing the long tails of the amnug as decorations.

Since the ruin of the Goblin Kingdoms, the amnug have spread across Aihrde, becoming feral beasts. They still retain some of their knowledge of the Goblin languages and a few dwarves remember the art of hunting them and wear the prize of their tails upon their helms.

ANTELOPE

Medium beast, unaligned

Armor Class 13
Hit Points 9 (2d8)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	11 (+0)	2 (-4)	14 (+2)	6 (-2)

Senses passive Perception 12
Languages –
Challenge 1/4 (50 XP)

Special Qualities

- **Keen Smell.** The antelope has advantage on Wisdom (Perception) checks that rely on smell.
- **Trampling Charge.** If the antelope moves at least 20 feet straight toward a creature and then hits it with a horns attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the antelope can make another attack with its hooves against it as a bonus action.

Actions

- **Multiattack.** The antelope makes two attacks: one with its hooves and one with its horns.
- **Horns.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.
- **Hooves.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) bludgeoning damage.

The name "antelope" can apply to a large number of hooved, horned animals, including pronghorns, gazelles, the straight-horned duikers, the spiral-horned bushbucks, hartebeests, and/or other plain antelopes, marsh antelopes, desert antelopes, pygmy antelopes, and many others.

Herbivores. Antelopes are grazing animals that instinctively flee in the face of danger. If cornered or otherwise unable to escape, however, they use their horns and hooves to fend off foes.

AOTHSIL

Small aberration, unaligned

Armor Class 11
Hit Points 4 (1d6+1)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	2 (-4)	20 (+5)	5 (-3)

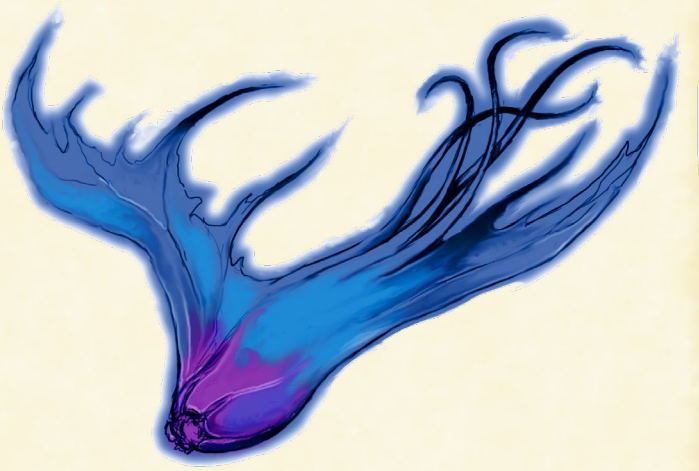
Skills Perception +9
Damage Immunities lightning
Senses passive Perception 19
Languages —
Challenge 1/8 (25 XP)

Special Qualities

- **Keen Sight.** The aothsil has advantage on Wisdom (Perception) checks that rely on sight.

Actions

- **Tongue:** *Melee Weapon Attack:* +3 to hit, reach 5ft., one creature. *Hit:* 3 (1d6) lightning damage, and the target is grappled (escape DC 12). Creatures grappled in this manner are subject to a stinger attack every round. A creature grappled may also attempt a new Strength (Athletics) or Dexterity (Acrobatics) check (DC 12) at the end of each of its turns, ending the effect on itself with a success.



- **Stinger:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature it has grappled with its tongue. *Hit:*1 (1d2) piercing damage plus 3 (1d6) lightning damage

The aothsil is a small creature, possessed of a pod, four tendrils, and a wide, fanlike membrane, called the sail. They hang from the ceiling by four small tendrils, and they cling to most anything and then spread out their sail perpendicular to the walls. The sturdy sail is about eight inches wide and about six inches tall. Boney spines lace the length of the sail at regular intervals, strengthening it. The sail itself is bright blue or green, translucent, and covered in small eyelike dark spots.

Hunters in the Dark. Aothsil cling to the ceilings of dungeons, old corridors, or anywhere that darkness prevails. They hang dormant until some passing creature disturbs the air. They nest in pods of two or three dozen, spread out over a large area, sometimes hundreds of feet apart. They are mindless, reacting on instincts only. When anything comes within 100 feet of the aothsil, it opens the sail very slowly, ensuring that anything watching it does not notice the movement. When the creature moves to within 20 feet of the aothsil, it detaches from the ceiling, gliding through the air via its sail. Its pod opens on the top and a small tongue-like appendage snakes out. When it passes within a few inches of its victim, the tongue strikes the creature, delivering an electrical shock and attaches to the victim. Once secured to a victim, it stabs it with its stinger.

In Aihrde

Formed in the Days before Days by the labor of the dwarves, the aothsil came to haunt many of their endeavors. Literally translated into "Blue Sail," the creatures came to be in the early forging when the dwarves failed to use the Language of Creation properly; the sparks of their hammer blows fused with the magic of their sorceries and from these the aothsil came. They nested in forges at first, but they propagated, splitting one from the other and soon spread throughout the Dwarven Kingdoms born in the traffic of those days.

As much a nuisance as a danger, the aothsil plagued the dwarves for centuries, even as they now plague those who would plunder the wealth of the old world.

ASSASSIN VINE

Large plant, unaligned

Armor Class 15 (natural armor)
Hit Points 51 (6d10+18 HD)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	5 (-3)

Perception +3Stealth +8
Damage Resistance cold, fire, piercing from nonmagical weapons
Damage Immunities Lightning Condition Immunities blinded, deafenedSenses tremorsense 120 ft., passive Perception 13
Challenge 4 (1,100 XP)

Special Qualities

Camouflage. The assassin vine has expertise and advantage on all Dexterity (Stealth) checks.

Trunk Defense. The assassin vine has advantage on any attack rolls against enemies who attempt to attack its trunk.

Actions

- **Constrict.** When the assassin vine makes a successful attack roll, it automatically wraps around the victim. While held within the vines, the victim is grappled (escape DC 14) and restrained, automatically taking 1d6 damage each round as the vines constrict around them. Escaping from this grapple requires a Strength (Athletics) or Dexterity (Acrobatics) check (DC 14). The victim can attempt a new save each round at the start of the assassin vine's turn. Alternately, each tendril has 9 (2d8) hit points; inflicting enough damage can cut the vine free. Destroying a vine has no effect on the creature's main body hit points.
- **Multiattack.** The assassin vine makes 8 slam attacks with its vines.
- **Sneak Attack.** If the assassin vine successfully surprises its opponents, its first 8 attacks in any combat deal an additional 1d8 bludgeoning damage.
- **Slam.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage.

Assassin vines resemble gigantic patches of ivy or ground cover, but, in fact, are deadly traps that have spelled the doom of many an unwary adventurer; for, these carnivorous plants devour those who stray too close. The vine's trunk, often as thick as that of a large tree, lies hidden within the various tendrils and leaves. Each of the vines, or tendrils, can grow up to 100 feet in length, and the plant can sense movement and light.

Solitary Hunters in Shadow. Unlike most plants, assassin vines do not require sunlight to survive. For this reason, these solitary creatures are generally encountered in deep woods under heavy canopy and in subterranean realms with a lot of available food (living creatures prone to wander past).

Tenacious Attackers. The assassin vine sits, appearing in all respects as an innocuous plant, until potential prey wanders within range of its vines, which then sneak up on their prey and ensnare them. The only way to destroy an assassin vine is to wade through its tentacles and attack the trunk, which is not an easy prospect, so most victims satisfy themselves with severing the tendrils ensnaring them and beating a hasty escape.

ATHNAHGA

Large aberration, neutral

Armor Class 16 (natural)
Hit Points 91 (14d10+14)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	13 (+1)	13 (+1)	14 (+2)	20 (+5)

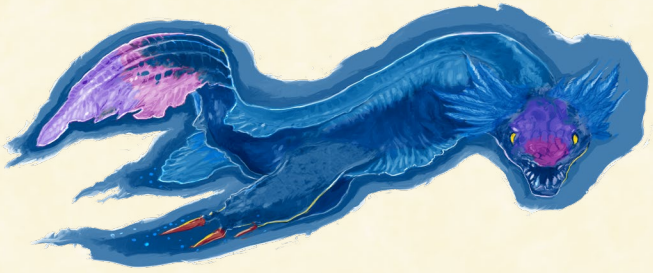
Skills Survival +4 Saving throws Dex +5, Wis +4Condition Immunities proneSenses darkvision 120 ft., passive Perception 12Languages Common, Aquan
Challenge 4 (1,100 XP)

Special Qualities

- **Amphibious.** The athnahga can breathe air and water. Mesmerize. As a non-combat action, the athnahga can attempt to mesmerize any number of targets. The creature must do a series of gesticulations with its body to do so. While doing this, the athnahga cannot move, but can take normal actions. If the creature can continue its motions for two full rounds, the mesmerism takes effect. All creatures within 60 feet that observe the athnahga must make a DC 15 Wisdom saving throw or be affected as if by a *hypnotic pattern* spell.
- **Innate Spellcasting.** The athnahga's innate spellcasting ability is Wisdom (Spell Save DC 15). The athnahga can innately cast the following spells, requiring no material components:
- **2/day each:** *command, control water, control weather, fog cloud, hold person, sanctuary, wind wall.*

Actions

- **Tail Lash.** *Melee Weapon Attack*: +6 to hit, reach 15 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage. In addition, the target becomes grappled (escape DC 14). Constriction. If a creature is constricted at the start of the athnahga's turn, that creature must make a Strength (Athletics) or Dexterity (Acrobatics) check (DC 14) or take 11(2d6+4) bludgeoning damage. While constricted, the target is considered restrained. A constricted target remains constricted until they use an action and succeed at an escape attempt (DC 14). The athnahga can only constrict one creature at a time. As long as the target is medium size or smaller, the athnahga can move normally and bring the creature with it without breaking the constriction.



Elder Athnahga

Huge aberration, neutral

Armor Class 18 (natural armor)
Hit Points 170 (20d12+40)
Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	20 (+5)

Skills Survival +5
Saving throws Dex +6, Wis +5
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 12
Languages Common, Aquan
Challenge 7 (2,900 XP)

Special Qualities

- **Amphibious.** The athnahga can breathe air and water.
- **Mesmerize.** As a non-combat action, the athnahga can attempt to mesmerize any number of targets. The creature must do a series of gesticulations with its body. While doing this, the athnahga cannot move, but can take normal actions. If the creature can continue its motions for two full rounds, the mesmerism takes effect. All creatures within 60 feet that observe the athnahga must make a DC 16 Wisdom saving throw or be affected as if by a *hypnotic pattern* spell.
- **Innate Spellcasting.** The athnahga's innate spellcasting ability is Wisdom (Spell Save DC 16). The athnahga can innately cast the following spells, requiring no material components:

  2/day each: *command, control water, control weather, fog cloud, hold person, sanctuary, wind wall.*

Actions

- **Tail Lash.** *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 22 (3d10+6) Slashing Damage. In addition, the target becomes grappled (escape DC 16).
- **Constriction.** If a creature is constricted at the start of the athnahga's turn, that creature must make a Strength (Athletics) or Dexterity (Acrobatics) check (DC 16) or take (3d10+6) bludgeoning damage. While constricted, the target is considered restrained. A constricted target remains constricted until they use an action and succeed at an escape attempt (DC 16). The athnahga can only constrict one creature at a time. As long as the target is large size or smaller, the athnahga can move normally and bring the creature with it without breaking the constriction

The athnahga are large creatures with a body like a snake with frills of various sizes and shapes running its entire length. These frills are each as unique as the athnahga, and their color ranges from monochrome to rainbow, to all mixtures in between. The athnahga's head is pointed and scaled with pronounced feathers and appears as a mixture of human and lizard combined. It is the eyes which give it the human touch. Some athnahga even have beards. The athnahga grow to great length, some being 50 feet long, but most average around 30 feet in length. Their bodies are quite wide, spanning up to two feet in diameter for a full-grown athnahga.

River Dwellers. The athnahga live near or in rivers. Although they reside on land most of their lives, the athnahga can live underwater. Athnahga prefer simple abodes, but they cannot build them themselves. Hence, many do not live in keeps or temples, but just move up and down the river they call their own. However, when they do have someone build abodes for them, their homes are often elaborate multi-floor affairs with no stairs since they move like snakes and can crawl up walls. Should their abodes be built for other reasons, such as for praying or making offerings, there are often chambers and stairs and other accouterments to satisfy the needs of those entering to sacrifice to the athnahga.

Protectors of the Riverfolk. Athnahga are servants of Atharioon, the Keeper of the Rivers. They were created to serve Atharioon and carry out her will. The athnahga work to protect the inhabitants who live along the river and who worship the Firsmin, especially Atharioon. It is not the river itself they care much about, but the people who live on it. Though, in effect, the athnahga do work to keep the rivers they choose as home under control. They do this by manipulating the weather, fixing river courses, and performing other actions they deem necessary.

Ever Growing. As athnahga age, they become stronger, larger, gain thicker skin, and can move faster. This is represented in their hit dice and associated statistics.

Cautious Killers. Athnahga attempt to weaken their opponents with their magic abilities. Once they sense their opponents are weakened, they move in, using their tail lash to wound their target, while at the same time, attempting to wrap themselves around the target to constrict it. Athnahga make every effort to split multiple opponents up, so they can attack an opponent one on one.

B

BAG O' BONES

Large undead, chaotic evil

Armor Class 18 (natural armor)
Hit Points 65 (10d10+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	4 (-3)	10 (0)	7 (-2)

Skills Stealth +7
Damage Resistances poison; piercing and slashing from nonmagical weapons
Damage Immunities necrotic
Condition Immunities poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages it knew in life but can't speak
Challenge: 5 (1,800 XP)

Special Qualities

- **Multi-Limbed.** The bag o' bones has (1d6+1 (4)) limbs grafted to its body. It can use each limb independently of all others.
- **Turning Defiance.** The bag o' bones has advantage on saving throws against effects that turn undead.
- **Undead Fortitude.** If damage reduces the bag o' bones to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the bag o' bones drops to 1 hit point instead.

Actions

- **Multiattack.** The bag o' bones makes one attack per limb. The attacks below are examples; a bag o' bones may have additional weapon attacks depending on what is available.

  Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft, one target. *Hit:* 6 (1d6+3) slashing damage.

  Slam. *Melee Weapon Attack:* +6 to hit, reach 10ft, one target. *Hit:* 7 (1d8+3) bludgeoning damage.

  Sword. *Melee Weapon Attack:* +6 to hit, reach 10 ft, one target. *Hit:* 7 (1d8+3) slashing damage.

The bag o' bones is a skeletal colossus of various human and animal bones grafted together in odd patterns to create a terrible, yellow-boned figure of grotesque proportions. Its eye sockets glow with amber light whenever its master is inn control of it, and it fulfills its orders with deadly precision. The creation of such a monster requires expensive ingredients (at least 10,000 gp), months of preparation equal to that of a stone golem, and it requires the magical coordination of both a high-level cleric and a master wizard.

Alchemical Abomination. The bag o' bones is a result of the blending of the necromantic arts of the undead with the alchemical lore of golem creation. Necromancers predominantly use it as a guardian due to its resistance to turning and its ease of control. This allows the necromancer to telepathically communicate with it and, if necessary, guide its actions.

Simple-minded Guardian. The bag o' bones has little Intelligence on its own, and it can only follow simple commands like those given to skeletons or zombies. When under the control of its necromancer creator, the construct has the necromancer's Intelligence score and makes all Intelligence, Wisdom, and Charisma saves as per the necromancer. This is also a liability, as any spells that affect such statistics will affect the necromancer instead of the bag o' bones.

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

Medium undead, unaligned

Armor Class 11
Hit Points 11 (2d8+2)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	1 (-5)	12 (+1)	10 (+0)

Damage resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 60 ft. (blind beyond this radius), passive **Perception** 11
Languages –
Challenge 1/2 (100 XP)

Special Qualities

- **Air Form.** When the creature assumes its air form, it becomes a human-sized cloud of acrid purple smoke. The black breath can enter a hostile creature's space and stop there. It can move through a space as narrow as 1-inch wide without squeezing.

- **Droplet Form.** The black breath is invisible in its droplet form. Once activated, the creature appears as a dark purple mist. A character trying to locate the creature in droplet form must succeed at a DC 20 Intelligence (Investigation) check. On a success, they realize there is some form of magical trap. On a failure, they trigger the creature to assume its air form and attack.

Actions

- **Paralyzing Acidic Breath.** *Melee Weapon Attack*: +2 to hit, reach 5 ft., one creature. *Hit:* 1 acid damage. When the black breath attacks a creature, if the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw. If the save is failed, the creature flies into the target's mouth and fills its lungs. The target is immediately paralyzed and takes an additional 3 (1d6) points of acid damage. The target can repeat the saving throw at the end of each of its turns, ending the effect and expelling the black breath on a success. For each round the victim is paralyzed, the victim takes 3 (1d6) acid damage as the breath begins to eat the victim's vital organs. A *remove curse*, *dispel magic*, or *lesser restoration* cures the victim's paralysis and expels the black breath. When being expelled this way, the black breath must make a Constitution saving throw versus the caster's DC or be destroyed.

Dark Creation. Created by dark magic, the black breath is a creature of necrotic energy. When created, the black breath contains a drop of its creator's blood and appears as a small, invisible gel. The creature remains inert until it is rubbed on a location or object it is meant to guard. It can then assume its air form and attack. These creatures have tremendous value and are occasionally found on the open market, where they bring anywhere from 500 gp – 1000 gp.

Relentless Guardian. The black breath exists for the sole purpose of guarding a location or object and will do so forever. Once activated, the creature will not stop attacking until either there are no living creatures it can detect, or it is destroyed. Only after it has killed or driven off all intruders can the creature again assume its droplet form to await the next intrusion.

Solitary Hunter. There can only be one black breath in an area. Should there be more than one, the creatures simply meld together into a single creature.

Undead Nature. *A black breath doesn't require air, food, drink, or sleep.*

Unklar's Breath in Aihrde

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

BLOOD OOZE

Tiny beast, unaligned

Armor Class 9
Hit Points 1 (1d2)
Speed 1 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	8 (-1)	10 (+0)	2 (-5)	10 (+0)	7 (-2)

Condition immunities blinded, charmed, deafened, exhaustion, frightened, prone.
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages –
Challenge 0 (10 XP)

Special Qualities

- **Replicate.** Each successful bite that causes damage instantly spawns a new blood ooze. The newly created blood ooze will immediately attack as well, seeking to replicate again.

Actions

- **Bite.** *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target. *Hit:* 1 hp necrotic damage.

Blood oozes are tiny, wormlike creatures, roughly 1 inch in length. They are fat to the point of looking as if they will explode, and they are segmented like maggots but colored a distinct dark red. On either end of the worm are small teeth-lined apertures, which they use to bite their victims. They move by sliding and pulling themselves along. Their skin is thin, almost translucent, allowing one to see shadows of veins within the creature. They are pulpous and smash very easily. When smashed, they explode with a pop, splattering tissue and blood everywhere.

Magical Creations. The blood ooze is a magical creature formed in the laboratories of evil wizards. These creatures exist to cause pain and suffering, serving many an evil lord as a plague upon their victims. The worms reproduce so quickly that any region afflicted with only a few can suddenly find itself swamped with thousands of them. Blood oozes do not need food or water due to their magical nature. They only seek "food" to create more of themselves.

Duplication. If the blood ooze scores a successful hit that does 1 point of damage, the worm releases and moves to bite again. The wound sprouts a second blood worm, replicating the first one almost immediately.

Hordes of the Things. Blood oozes are dangerous creations, for when they strike a victim and cause damage, they instantly replicate, splitting in two. The second blood ooze immediately attacks. In this way a few blood oozes can turn into scores and threaten even the most powerful.

In Aihrde

The Umbrian wizards created the blood ooze in the pits of Aufstrag in the latter days of Unklar's rule. The worms were unleashed on the dwarves, goblins, and halfings in the Trench War under the roots of the great city fortress. There, they spread like a plague as the tunnel fighters tended to ignore them; but when their natures became known, the soldiery dreaded the sight of them, for they spread so quickly. The goblins, then allies of the dwarves, eventually found a way to keep them at bay with various incantations and minor sorceries. The terror of the blood ooze passed quickly after that, and they became one more danger in the long list of dangers in that horrid war beneath the earth.

But the plague of the creatures spread beyond the confines of the dungeons beneath Aufstrag. Some enterprising merchants took them and began to peddle them on the markets of the east. Assassins, evil wizards, and other of that ilk found them useful. After the Winter Dark Wars ended, the blood ooze became scarce, but some still peddle them on the black markets of the world; they also linger in dungeons long hidden from the gaze of men.

BLOOD WORM

Small monstrosity, neutral evil

Armor Class 10
Hit Points 3 (1d6)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (+0)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

Condition Immunities Prone
Senses Passive Perception 10
Languages –
Challenge 0 (10 Xp)

Special Qualities

- **Infestation.** The bite of a blood worm carries thousands of tiny larvae. With each successful bite, the blood worm injects the larvae into the victim's blood stream. Within a few short rounds, they infest the host creature's whole body. The larvae attach onto the inner walls of veins and begin to chew their way through the flesh. The larvae break through the veins' walls in 1d4 days. When this happens, the victim begins bleeding internally, suffering 1 point of necrotic damage every hour after the breech. Eventually, the victim begins bleeding from their eyes, mouth, nose, and from any sores or open wounds on their body. A *lesser restoration* or similar spell will kill the larvae and stop the infestation. A successful DC 15 Wisdom (Medicine) or Intelligence (Nature) check reveals that fever will kill the larvae, as well, and having the victim sit in very hot water or similar rising temperature for 1-4 hours will also clear the infestation.

Actions

- **Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 necrotic damage. The creature automatically latches onto the target, remaining attached until killed or otherwise removed. The creature automatically does 1 necrotic damage on its turn for each additional round it remains attached. If the worm can remain attached for 12 rounds, it becomes full, ceases draining blood, and crawls away. The target must also make a Constitution save (DC 10) from the initial bite or be subject to infestation.

Ambush Predator. Blood worms lie in wait for victims to approach. When any living creature moves within striking distance of a worm, roughly a foot away, the worm strikes out, attempting to bite the creature and latch on. Worms continue to attack a victim no matter how many other worms have latched on.

Unusual Reproduction. Blood worms can only reproduce by finding a host body for their larvae. Once they bite into a living creature, they attempt to insert their larvae into the creature. Even if the creature dies, it remains a viable food source for the larvae until they mature into blood worms and burrow out.

Fire Aversion. Blood worms have an unusual fear of fire. If a significant source of fire is present, they immediately gain the frightened condition with respect to the fire source.

In Aihrde

The blood worms are the creation of the god Kekki, who fashioned them in the early days of man's walking the dark forests of the Ethvold. He despised the people of Ethrum, and thus created plagues to pursue them; the blood worms were only one such nightmare. In later years, many mastered the worms, using them to guard their holds and towers or to poison villages.

BLOODSUCKING WYRM

Medium monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 51 (6d8+24)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	2 (-4)	10 (0)	5 (-3)

Skills Perception +4, Stealth +4
Damage Vulnerabilities fire
Damage Immunities acid
Senses blindsight 60 ft., passive Perception 14
Languages –
Challenge 4 (1,100 XP)

Special Qualities

- **Acidic Bite.** If a bloodsucking wyrm misses on an attack, but would strike an Armor Class of 10, it latches on to an otherwise armored or clothed part of a character and begins to secrete acid, which dissolves the armor or cloth. On the next round, the wyrm breaks through and begins to deal bloodsucking damage to the character. In addition, the armor's AC value is thereafter reduced by 1 point, unless repaired by a blacksmith, leatherworker, or other armor smith. AC reduction is cumulative with multiple attacks by several wyrms. Armor whose AC is reduced to 10 is useless and irreparable.
- **Thrashing Instinct.** Victims grappled by a bloodsucking wyrm are at disadvantage to attack the creature (but not to attempt an escape DC), as it instinctively targets hard-to-reach areas and constantly thrashes about.

Actions

- **Bloodsucking Bite.** *Melee Weapon Attack.* +6 to hit, reach 10 ft., 1 target. *Hit:* 11 (2d6+4) piercing damage, plus 2 (1d4) acid damage. If the bite strikes successfully, the victim is grappled thereafter until the bloodsucking wyrm dies (escape DC 16 Strength (Athletics) only; success deals 3 (1d6) slashing damage and 3 (1d6) acid damage as the creature is ripped off.) and the wyrm deals an additional 3 (1d6) damage of blood drain every round.
- **Tail Swipe.** *Melee Weapon Attack.* +6 to hit, reach 10 ft., 1 target. *Hit:* 8 (1d8+4) bludgeoning damage. This attack is a defense mechanism; the wyrm may only use the tail attack while feeding upon a victim, and it may not attack the victim upon whom it is feeding.

The larger cousin of the blood worm, bloodsucking wyrms are medium-sized, snake-like wyrms generated from the filth, corruption, and blood of evil dragons. As the corruption and filth of these dragons' bodily secretions falls upon mud and muck, the wyrms spawn from the mystical corruption generated. Once a single one is born, it quickly propagates, spreading over swamps and morass until it becomes a small army of deadly parasites. These wyrms lie in wait within swamps and muck, mindlessly waiting and driven by instinct to feed whenever the opportunity arises.

They are long and thick, and they can grow from several feet up to 12 feet long or more—easily the size of a python. They are black, squamous, scaly creatures, reptilian in nature, and possessed of a leechlike mouth lined with thousands of tiny teeth. They look a bit like a cross between a black python and a lamprey.

Mindless Parasites. Bloodsucking wyrms are instinct-driven parasites, largely mindless and waiting for victims to pass by. As soon as a potential meal passes within range, the parasite lashes out, latching on with impossible strength and draining the victim of blood. They can secrete an acid from their mouth, which eats through armor, clothing, and other forms of protection, damaging the armor or attire in the process of attacking.

Metabolic Reproduction. Bloodsucking wyrms reproduce from the act of feeding. The more they feed, the more larvae they produce. A single victim drained to death is enough to produce several dozen larvae; as such, these creatures can grow to plague-levels very quickly. Larvae mature within 1d4 weeks to full size, though as many as 50% of the larvae may be consumed and re-absorbed by the parents to sustain their ongoing metabolism. Larvae consumed in this manner do not result in additional spawn.

BOGTILT

Tiny fey, chaotic evil

Armor Class 13
Hit Points 2 (1d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	11 (+0)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Sylvan
Challenge 1/8 (25 XP)

Special Qualities

- **Innate Spellcasting.** The bogtilt's innate casting ability is Charisma (DC 11 spell saving throw). For each group of four present, the bogtilts can cast (as a group) *charm person* and *dancing lights* once per day. For instance, 8 bogtilts could cast both spells twice per day.

Actions

- **Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage.

  Small but rather long, the bogtilt is a winged faerie who dwells in the deeps of most swamps. Generally, they are shaped like legless frogs with very long tails. Their wings are more like a bat's: long, slender, and made of a thin membrane. Their mouths are wide, filled with misshapen teeth. The bogtilts range in color, from the very bright to the extremely dull. Their wide yellow eyes sit atop their head like small gems. They have thin arms and small hands.

- **Drawn to Shiny Objects.** They have a great love for all precious metals and stones, and upon sight of any such item, they set about harassing the rightful owner. Once they have captured, killed, or incapacitated the victim, bogtilts swoop in to claim whatever prize they sought. If there is no chance of luring the victims to their demise, the bogtilts content themselves with confusing the victim with spells until an opportunity to rob the victim presents itself.

- **Trickery and Ambush.** Bogtilts are prone to theft and mischief. Bogtilts generally lie upon branches, their tails wrapped around them for support, or in the muck upon swamp floors, waiting patiently for creatures to pass by; and when prey appears, they rouse themselves. Through their croaking calls that act as *charm person* spells, they attempt to lead their victims into dangerous areas such as quicksand, deep water, or to creatures that might slay them but not concern themselves with the treasure, such as the moundule (see below). They engage directly only as a last resort.

- **Croaking.** The croaking of these strange fey is very melodious and not a little strange; it sounds much like heavy water dripping from the eaves of a roof into a shallow pool. They often gather in small pods (a group of bogtilts are called pods) and croak for hours on end. Of course, they often do this to call other bogtilts to them. At times, huge pods of several hundred exist.

In Aihrde

The bogtilts are found in almost every swamp, marsh, or bog in Aihrde. They are very common—as common as they are loathed. They thrived during the Winter Dark, as they found the new lords of the land, confident in their own power, easy prey. Hunts were routinely called, and many a huntsmen swept into the swamps in search of these annoying fey. The hunts had little impact and the bogtilts continued to harass the enemy even up to the Battle of the Tree. Today they are common everywhere, but particularly thick in the Gausumland surrounding Aufstrag.

Beyond that, they are prized for their croaking and are often sold in groups of three, this allows the owner the charm of their "music" without the danger of their charm.

BONE SPUR

Medium aberration, lawful evil

Armor Class 18 (natural)
Hit Points 67 (9d8+27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	7 (-2)	9 (-1)	6 (-2)

Skills Perception +3
Damage Resistances bludgeoning, piercing, or slashing from nonmagical or non-silvered weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Common (understands but can't speak)
Challenge 5 (1800 XP)

Qualities

- **Mirror Walk.** The bone spur can travel between reflective surfaces. This ability functions at will and is in all ways like the *dimension door* spell, except the bone spur must step into a reflective surface (mirror, polished shield, still pool, etc.) and emerge from another reflective surface within range. It can do this as part of its move action, with each mirror walk comprising 10 feet of total movement.

Actions

- **Multiattack.** The bone spur makes two claw attacks.

Claws. *Melee Weapon Attack.* +5 to hit, reach 5ft, one target. *Hit:* 8 (2d6+2) slashing damage.

The bone spur appears much like a shattered bone. Its long, dirty, white torso consists of multiple layers of thick bonelike skin. It crawls upon four thin legs that protrude from its body, much like an insect. These legs end in scythelike apertures that make for poor feet, giving the beast a stilted gait when it walks. Its true form, however, is very different, for it is little more than reflected stain possessed of an intelligence that allows it to hunt.

For this reason, the bone spur is only found in a reflective surface, a mirror, a highly polished shield, within a jewel, a piece of silver, and so on. Their reflection has no particular size, so their lair may be any item of any description.

Creatures of Malice. They bone spur is a creature of utter malice, dwelling in the filth of their own evil. They are semi-intelligent, following simple directions with ease. They desire direction in all their actions, seeking some affirmation in almost any task they undertake. For this reason, they are often used as guardians by magi, evil paladins, and the like. Once set in a role, they remain there until destroyed.

Mirror World Ravagers. In combat, the bone spur rises upon its hind legs and falls upon its victims with its fore legs, slashing with the jagged ends. If they are in danger of losing a fight, they will mirror walk from the material world into a reflective surface.

In Aihrde

The bone spur is an ancient creature, of the order of the Val-Eahrakun, created as they were in the Void long ago. Tis said by those knowledgeable that the bone spur came to be when splinters of the All Father's tools caught the reflection of his manifest thought. Being a reflection, the image of the thought turned, and the bone spur knew no goodness, but only evil. But because they stood in the presence of the All Father, they longed for his direction, something he never gave.

So, the bone spurs came to dwell in the deeps of the Void, even at the beginning of time. They are summoned from time to time, hunted, captured, and traded by those who are skilled in crossing the Wall of Worlds and able to plunder the wealth of the Void.

As guardians, they are unmatched for their fearsomeness and ability to follow simple commands.

BUFFALO (CATTLE)

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 17 (2d10+6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	3 (-4)	10 (+0)	7 (-2)

Senses passive Perception 10
Languages –
Challenge ¼ (50 XP)

Special Qualities

- **Keen Smell.** The buffalo has advantage on Wisdom (Perception) checks that rely on smell.
- **Trampling Charge.** If the buffalo moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the buffalo can make one attack with its hooves against it as a bonus action.
- **Rage.** When injured, a buffalo must make a DC 15 Wisdom saving throw. If it fails, the buffalo flies into a rage. The buffalo gains phenomenal strength and durability, but becomes reckless and less able to defend itself. The buffalo temporarily gains +4 to its attack and damage rolls, but suffers a –2 penalty to AC. The rage lasts until the bull is slain or the danger is removed.
- **Stampede.** A frightened herd of cattle flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size large or small that gets in their way, dealing 1d12 points of bludgeoning damage for every five cattle in the herd. Each target may make a DC 17 Dexterity saving throw , taking full damage on a failed save, or half damage on a successful one.

Actions

- **Gore.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6+5) piercing damage.
- **Hooves.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6+5) bludgeoning damage.

Buffalos are large herbivores that travel in small or vast herds. They generally follow one dominant bull and several smaller bulls. They are migratory, moving over the plains in seasonal patterns. They are very large, averaging 5-6 feet at the shoulder. They can be aggressive, but generally flee from any perceived danger. The bulls on the other hand become extremely aggressive when threatened.

Combat: Buffalo bulls are notorious for their ill tempers and are easily provoked. Once enraged, they wildly attack any nearby moving target. The following applies only to bulls, whether cattle or buffalo.

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CAMEL

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 22 (3d10+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9
Languages –
Challenge 1/8 (25 XP)

Special Qualities

- **Keen Smell.** The camel has advantage on Wisdom (Perception) checks that rely on smell.

Actions

- **Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

These even-toed beasts of burden carry large deposits of fatty tissue on their backs called humps. They are tall, about six to seven feet in height, and weigh anywhere from 800 to 1,400 pounds. They are generally brown or dark brown.

Domesticated camels are common in almost every region the camel lives. They are used as beasts of burden, pack animals, and war mounts. They can generally carry about 20% of their body weight. They are extremely stout and able to travel long distances without nourishment, often losing up to 40% of their body weight before dying.

Combat: Camels are normal herbivores and though they can be very aggressive, they do not generally engage in any form of combat. They flee at the first sign of danger.

CARIBOU (REINDEER)

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 15 (2d10+4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	2 (-4)	10 (+1)	5 (-3)

Senses passive Perception 11
Languages –
Challenge 1/4 (50 XP)

Special Qualities

- **Keen Smell.** The caribou has advantage on Wisdom (Perception) checks that rely on smell.
- **Charge.** If the caribou moves at least 20 feet straight toward a target and then hits with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

- **Horns.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Caribou are arboreal creatures that prefer colder climes. They travel in small to very large herds led by a dominant buck.

Herd Mentality: Caribou are herd animals that instinctively flee in the face of danger. If cornered or otherwise trapped, however, their horns and hooves can be formidable weapons.

CATOBLEPAS

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 68 (8d10+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	2 (-4)

Senses passive Perception 8
Languages –
Challenge 5 (1,800 XP)

Special Qualities

- **Killing Gaze.** The catoblepas is so abhorrent, unnatural and awful in appearance that anyone who begins their turn within 30 feet of the creature and can see it must make a DC 15 Constitution saving throw or suffer 17 (5d6) necrotic damage and have their maximum hit points reduced by an equal amount. This effect repeats every round, regardless of how often the creature succeeds at its saving throw. A creature that isn't surprised can avert its eyes to avoid the effect at the start of its turn but is at disadvantage for all attacks and ability checks for the turn. In the meantime, if it looks at the catoblepas, it must make the save. Any reduction to maximum hit points suffered lasts until the victim completes a long rest. A creature reduced to 0 maximum hit points dies.

Actions

- **Multiattack.** The catoblepas makes three tail attacks.
- **Tail.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage, and the target must make a DC 15 Strength saving throw or be prone and stunned for 2d6 rounds. Victims may make a new save at the end of each of their turns, ending the stunned effect on a success.

These awful creatures have no redeeming qualities whatsoever. They appear similar to a giant warthog with stubby legs; great, long tails ending in a bundle of thick fur; and long, grotesque necks. Their mangy hides consist of matted, patchy, dull-brown fur punctuated by bits of bare pink flesh. The smell of the creature is offensive to anyone nearby, and the head is too cumbersome for the creature to keep raised for a long period of time; as such, it is usually underwater in the fetid pools it inhabits. This is a boon to society, as the catoblepas is so unnatural and foul that people who gaze fully upon its visage die from horror and fright.

Docile Horrors. Fortunately for most passersby, the catoblepas is a relatively benign creature, not prone to confrontation, and if one is seen with its head below the water, leaving it alone and simply passing by is generally a wise approach, for the creature will not engage unless engaged. Once it has been threatened, however, it will defend itself to its fullest ability.

Killing Gaze. The catoblepas is so inherently *wrong* at a core level, that just seeing its face is deadly. Often, these creatures avoid entering physical combat, just trusting on their inherent gaze to protect them from danger. This effect persists even in death; as such, many wizards and alchemists prize the eyes of the catoblepas, which are powerful components in potions and certain magical rituals, fetching up to 100 gp each on the open market. Of course, harvesting the eyes properly requires looking upon the beast.

CEEANA OLGDONBERG

Large beast, unaligned

Armor Class 12
Hit Points 45 (6d10+12)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	3 (-4)	14 (+2)	7 (-2)

Senses passive Perception 12
Languages –
Challenge 1 (200 XP)

Special Qualities

Trampling Charge. If the ceeana olgdonberg moves at least 20 feet straight toward a creature and then hits with a hooves attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. The steed can make another attack with its hooves against it as a bonus action.

Superior Mount. When a ceeana olgdonberg is acting as a controlled mount to a rider who has trained with it for at least a full month, it adds the attack action to its list of possible actions. If the mount uses the dodge action, both the mount and the rider gain the advantages of the dodge action.

Actions

- **Bite** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) piercing damage.
- **Hooves.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

The ceeana olgdonberg is a steed specifically bred for war. They are noble beasts with a proud bearing. Their frames are massive, though their heads tend to be smaller than those of most horses. They sport long manes and tails, both of light hair, which are easily tied or braided. They are round on the quarters, but have thick, powerful legs. The predominant colors of the ceeana olgdonberg are gray, bay, or chestnut, with brown being rare. These horses average 15-16 hands in height and weigh around 2,000 pounds.

Magnificent Steed. Stronger than a heavy warhorse and as fast as a light warhorse, the ceeana olgdonbergs have carried the day in more than one battle. They are an exceptionally strong and aggressive breed that lives longer than most other normal horses. Although they mature late, they show obedience, intelligence and a willingness to learn. They are also very empathic creatures, developing close relationships with their owners. The horse is best purchased when young and trained with the eventual rider on hand, so that deep bonds develop

between riders and mount. The horse can develop these bonds over time with those who treat them well.

Exceptional Beast of Burden. A light load for an olgdonberg is up to 350 pounds; a medium load, 351-700 pounds; a heavy load, 701-1,000 pounds. They can drag 5,000 pounds.

In Aihrde

The ceeana olgdonberg is the most magnificent warhorse on the face of Aihrde. Their trainers are held in high renown, and raising and selling these horses is considered an honorable profession. The Count of Ceeana, however, controls the herds, allowing only loyal lords to utilize his stock. They sell for an immense sum of money, often twice what a normal warhorse would cost. As such, they are prized by their owners as much as magical weapons or items.

CHARON FIEND

Large monstrosity, lawful evil

Armor Class 14 (natural armor)
Hit Points 56 (8d10+12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Skills Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages –
Challenge: 2 (450 XP)

Special Qualities

- **Camouflage.** The creature naturally blends into its environment, much like a chameleon. The charon fiend has advantage on all Dexterity (Stealth) checks.
- **Keen Smell.** The charon fiend's superior sense of smell gives it advantage on all Wisdom (Perception) checks that rely on smell.

Actions

- **Multiattack.** The charon fiend makes two attacks: one with its bite and one with its claws. If it has a creature grappled with its bite, it instead automatically hits with its bite and makes an attack with its mane of snakes.
- **Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target *Hit:* 7 (1d8+3) piercing damage. The target must succeed on a DC 14 Strength saving throw or be grappled.
- **Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.
- **Snakes.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 3 (1d6) poison damage. The target must succeed on a DC 14 Constitution saving throw or suffer an additional 7 (2d6) poison damage and gains the poisoned condition.

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

Constant Rage. The charon fiend is a fierce creature, driven mad by the constant bites it receives from the snakes about its face. Its foul disposition drives it to attack anything that it comes across, good or evil; lawful or chaotic; man, elf, orc, or beast. The wake of their passage is often easy to discern, and for this reason, when a charon fiend enters into a region it is immediately hunted down.

Dangerous Pets. At times, the very powerful capture them, using them as hunting dogs. Their intelligence makes them trainable but very dangerous, as they turn on their master if the opportunity presents itself.

Solitary Migrants. Charon fiends are migratory and never remain in any one place for long. With a slight ability to reason, they can realize when they have depleted a food source, their prey is too weak to defend itself, or if they are in real danger. They always travel alone, only coming together to mate.

Mating Pairs. Mating charon fiends are even more disagreeable than normal, for both beasts suffer from multiple snakebites, as well as the violence of the pairing. While mating, two charon fiends will temporarily share territory. During this time, they dig or occupy a den. The male leaves as soon as the female is with pup. A litter of 1-4 pups is common, but the female always eats all but the strongest of them. The remaining pup matures extraordinarily quickly and leaves its mother at about 1 year of age. Two fiends may spend several years paired up, as producing young is extremely difficult for them.

In Aihrde

The charon fiend was created in the pits of Aufstrag by one or more of the greater mogrl. These grim beasts served the mogrl as pets and hunting companions. Housed in large pens in the deeps, the mogrl used them only when needed.

With Unklar's fall and the end of the Winter Dark Wars, these beasts slipped from Aufstrag and into the world. Some traveled with their masters, but most escaped into the wilds. The terror of their passage left a mark upon the people of Aihrde, for their depredations knew no bounds. Eventually, they vanished into the dark places of the world and became legends of the Age of Winter Dark. They are uncommon in most of the world, but on occasion, one or two appear in villages, towns, and such, wreaking havoc upon the world at large. They are more common in the Grausumland and the wilds of the Gelderland. The Hlobane orcs prize these creatures and pay tremendous sums for their pups, or breeding pairs. They use them as mounts, hunting dogs, and the like. If a mogrl should be near (within a few miles) and sounds its horn, any and all charon fiends come running, howling and barking in joyful glee, as is their want when in the vicinity of their true masters.

CHIMERA, LESSER

Large monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 32 (5d10+5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 1 (200 XP)

Special Qualities

- **Keen Smell.** The lesser chimera has advantage on Wisdom (Perception) checks that rely on smell.
- **Pack Tactics.** The lesser chimera has advantage on all attack rolls if another chimera is within 5 feet of the target and not incapacitated.

Actions

- **Multiattack.** The lesser chimera makes three attacks: one with its bite, one with its claws, and one with its tail.

  Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

  Claws. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) slashing damage.

  Tail. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage. The target must also make a DC 13 Constitution saving throw or suffer the poisoned condition until they complete a long rest.

These vile creatures are minor cousins of the legendary chimaeras. Legend holds that the beasts are the result of a mating between wolves and charon fiends. They have the body of a large, maned wolf with a multi-colored snake tail. Their hair is long and stiff. Normally grey, the hair darkens along the spine and becomes much longer and stiff. Whenever the beast feels threatened or is about attack, this longish black hair rises on end, standing at an angle from the beast's back. This dark streak of hair ends in a long black tail that is actually a scaled snake. The snake tail is not possessed of any intelligence but does have the instinct to bite any prey in the area. These creatures range throughout most terrain and climes, though they prefer wilderness areas, particularly mountains. They prey on almost anything but have a strong liking for horse flesh.

Pack Hunters. They travel in small packs, called flocks, of up to 12 and are very territorial, defending their range against all

other predators. They hole up in a cave or around other rocky features. They hunt in packs, two, or three usually, ranging out and herding prey into a well-known trap area, such as a box canyon, or the like, where the whole pack pounces. When hunting, they call out to each other in broken Common to disconcert and scatter the prey.

In Aihrde

Lesser chimeras live throughout Aihrde, being more common in the west. They are more common in the mountains that range from Kayomar to the northern wastes. Mages, scribes, and the like value lesser chimeras—or, at least their hides. The spinal hair shaft is thick and hollow serves as an excellent, virtually indestructible quill; for that reason, such quills cost about 5 gp each.

COBLYNAU

Tiny fey, neutral

Armor Class 12
Hit Points 5 (1d8+1)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	13 (+1)	15 (+2)	10 (+0)

Skills Nature +3, Perception +4, Stealth +4
Senses darkvision 30 ft., passive Perception 14
Languages Common, Sylvan
Challenge 1/4 (50 XP)

Special Qualities

- **Innate Spellcasting.** The coblynau's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components.

  At will *minor illusion*.

  3/day: *animal messenger, freedom of movement, fly, invisibility, meld into stone, pass without trace*

- **Magic Stone.** Once each day, a coblynau can enchant a stone, giving the stone the temporary ability to *dispel magic* by touching something with the stone. It takes the coblynau two rounds to enchant a stone, and the stone only lasts for 24 hours or for one application. Regardless of whether it is used successfully or not, the stone loses its magical properties.

Actions

- **Blowgun.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage. The target must make a DC 11 Constitution saving throw or suffer from the poison of the Coblynau. The poison leaves the target incapacitated for 1 minute. The target can save against the poison at the end of its turn. If the save is successful, the incapacitated condition ends for the target and the target is immune to the poison for the next 24 hours.
- **Dagger/Pick/Hammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. The target must make a DC 11 Constitution saving throw or suffer from the poison of the coblynau. The poison leaves the target incapacitated for 1 minute. The target can save against the poison at the end of its turn. If the save is successful, the incapacitated condition ends for the target and the target is immune to the poison for the next 24 hours.

The coblynau are creatures that have long been associated with the world of fey. They are small creatures, ranging only about 2 feet in height. A wide head that resembles that of a frog caps their thin torsos. They have wide, luminous yellow-orange eyes and a small mouth lined with needle-sharp teeth. A rash of feathers, long and colorful, crowns their heads. When they become agitated, the feathers straighten and lie flat, covering their heads, neck, and shoulders. They have short but powerful legs and arms with lemurlike toes and fingers. Aside from their faces, palms, and feet, a dark, reddish-brown, or tan fur covers their body and the like. They generally wear simple clothes, smocks, pants, and long shirts. They carry weapons too, picks and hammers, predominantly.

- **Builders and Crafters.** Coblynau prefer to live in dark, cool places. Caves are common homes, but they far prefer the roots of large trees, where they construct elaborate dens of multiple tunnels and rooms. They are expert miners and can dig in almost any terrain. On rare occasions, they dwell in deep plains grasses, where they weave warrens from the grass. Adults farm out young ones to relatives. They do not mate for life but rather travel in tight extended family groups

that usually consist of cousins, nephews, and nieces. They live long lives, counting their age in centuries, not years.

- **Secretive.** These creatures are very secretive, keeping aloof from others, associating with no other creatures unless pressed. They despise other fey, such as pixies, sprites, and grigs, finding them flighty and bothersome. They do not have any love for any of the demi-humans either. They are industrious in their own fashion, building and expanding their warrens, but they do not lend a hand to others unless pressed, or given a great reason to do so.
- **Poison Production.** They are skilled herbalists, and if in their own environment, they can locate the necessary ingredients to create poisons—some simply harmful, others deadly. Although their typical poison is a potent paralytic agent, they can create other poisons to do damage or cause other effects.

In Aihrde

The coblynau are ancient creatures, coming to Aihrde in the Days before Days with the first of the Val-Eahrakun. The coblynau are not numerous, nor have they ever been so, for though they are slow to die, they do not breed often. Indeed, many travel through the long, untold years without ever seeing any of their kindred. They are found throughout the world of Aihrde, but they prefer the deeper jungles and forests of the south and central regions of the world.

They are very intelligent creatures, and they can pass their memories down from generation to generation, so that even the very young are sometimes very wise. Many of the coblynau rate their wealth by their knowledge; however, they guard it jealously. They often keep the choicest of their memories and wisdoms for themselves, sharing them with their kin only for a price. They can pass on their memories to other species, but often only as vague images and thoughts. Many sages seek such creatures for answers to their undiscovered mysteries, but the price is often too high or perilous as the coblynau, if angered or insulted, may send its memories to a victim in such a way as to drive them mad. In this case, the victim must make a successful DC 12 Intelligence saving throw or suffer the effects of the *insanity* spell.

Wizards see them as familiars, as once bound, they are true to their word. They prize their ability to create magical stones as well, for many wizards use the coblynau's power to their own advantage in their sorcerous endeavors.

CRNA RUK

The Crna Ruk are members of the Crna Ruk Guild of Assassins. In all outward appearances, they are human (in some rare cases demi-humans are chosen), but within them boil a twisted malevolence. They serve a higher order, and work toward the domination or destruction of anything that opposes them or their dark religion. They walk among the kingdoms of men as would any normal person, disguised as merchants, soldiers, peasants, nobles, priests, etc. The only distinguishing mark they bear is a tattoo of geometric symbols upon the inner left wrist. It is the symbol of the wizard-god they serve. The brand is magical (see **Illusory Mark** below for the nature of the brand and the effects of reading it.)

Secretive and Select. Few openly join or actively seek to join the Crna Ruk. The Order is very secretive and always kills those who attempt such a feat. It has ever been the practice of the guild to take the sons and daughters of men at an early age and raise them under the direct guidance of the guild. They choose these children for a variety of reasons: some, because they seem to possess an evil nature, others because particular guild members have "dreamed" of them, and still others for their bloodlines. Initiates kidnap these children from the houses of the wealthy or from the shanties of the very poor. Some they discover in the slave markets, where they are purchased and brought to the Order's houses. Those taken are always very young, toddlers or the like. But, no matter the age or background, all these children carry an affinity for evil; they are "touched." Those selected were predisposed at birth for evil, marked by the gods. The Order simply encourages and channels their natural inclinations. These chosen spend the rest of their lives in the Order. Once considered humans, or demi-humans, these Initiates become so twisted by their service to evil that they have lost all ability to empathize with suffering, or to feel remorse or sympathy. The Crna Ruk are the incarnation of evil.

Slaves of Order. The Crna Ruk believe that the only way to return "peace" to the world is through the Order and control. They can only attain and maintain such control through terrorizing the world. The Crna Ruk know little of life beyond the guild and the evil worship of their dark deities. No members of their guild believe in a different path. They are irredeemably evil. The guild itself is highly structured and follows a strict hierarchy. Those chosen for the guild become Initiates. Those Initiates who are gifted and highly skilled become Crna Ruk Scholars. A very few of the Scholars possess the necessary skills and abilities to become Inquisitors. The Inquisitors are few, very powerful, and rule the Order with an iron discipline. To break with the guild or defy or even question its law is an instant death sentence for any member—though such betrayal never happens, for they are all dedicated to the rule of law and the order it brings.

Shadow Organization. The Order consists of Chapter Houses. Each House commands a city, town, district, duchy, or any other number of political regions. Each House is different in size, some very small and others very large. Each House consists of an Executioner, several Scholars, and an indeterminate number of Initiates (lawful evil individuals of 1-4 HD of various classes who bear the *illusory mark* of Initiate (DC 10 saving throw versus *suggestion*)). When Initiates advance, they choose one of two paths, the path of the Scholar, or the path of the Inquisitor. Those on the path of the Scholar become bards, and use their abilities to spy, infiltrate, and discover lost lore. Starting as Students, they rise to become Scholars and perhaps even a Master Scholar. The Inquisitor becomes a master of assassination, strategically removing the Order's

foes clandestinely. Starting as Blades who help the Assassins, acting as muscle, they become Assassins in their own right and eventually Executioners.

The Wearer of the Shroud. No one, except possibly the Grand Inquisitor, knows who the Wearer is. What is known is that the Wearer is the spymaster of the entire Order. The Wearer and the Grand Inquisitor share power, with the Wearer locating information and the Grand Inquisitor implementing policy. The Shroud is a minor relic , which greatly helps its Wearer become one of the most slippery beings in Aihrde.

The Grand Inquisitor. The Grand Inquisitor is the greatest assassin of the Crna Ruk. He rarely leaves the Guild Hall, but when he does, his target is in the utmost danger.

The Crna Ruk In Aihrde

The Crna Ruk (Kerna-Rook), in the Vulgate, "those whose hands pass through the dark," are predatory assassins who lust for the rebirth of the horned god. They worship the rule of Law as symbolized in the Winter's Dark. They pay homage to Unklar, the horned god, who ruled by keeping the world in a continual winter and who brooked no rebellion. The Crna Ruk served as his cohort of assassins, rogues, and spies.

The wizard Nulak-Kiz-Din founded the Order in the early years of the Winter Dark to serve him and the horned god. Nulak used them primarily to control the minions of the horned god, to gather information on their activities and report back to him. The Crna Ruk rose to great prominence as Nulak gained power and were instrumental in helping his rise. The information they supplied him served him well when he needed it. Next to the Trolls of Gottland, the Crna Ruk were Nulak's most powerful allies and servants.

After the fall of the horned god, they attempted to bolster the power of the arch-mage in the power vacuum that followed. But in doing so, they ran afoul of the Lord of the Halls (that is Aufstrag), Coburg the Undying. Coburg himself was in the process of consolidating his own power over Aufstrag after the horned god's fall and set about a ruthless campaign of exterminating the Crna Ruk (along with many others). He put many of them to death, bound others in Klarglich, and others to the walls of Aufstrag itself. Coburg slew (The Wearer of the Shroud with his own hand by choking him to death upon the dais of the throne. He fashioned a drinking cup from his skull, which he called *Shrouded Vessel*, but drinking from it made him hallucinate. Later, Michael Bagelton, a rogue of great renown, later stole the Shrouded Vessel from Coburg, and it was subsequently lost.

Few now know the Order's true origins, only that they thrived during the Winter Dark and practiced an eldritch sorcery. Since the Winter Dark Wars, they have lived on as legends, as demons to haunt the nightmares of the people of the world. For this reason, the Crna Ruk are universally feared.

In recent years however, the Crna Ruk have grown in power. They have formed small, independent units in towns and cities, paying homage to the wizard and the horned god. There is a new, powerful Grand Inquisitor and The Wearer of the Shroud, both of whom were servants during the waning days of the Winter Dark. Their one great quest is to find the missing spells of the Blood Rune sorcery. This sorcery, they believe, offers the Crna Ruk the greatest opportunity to return Unklar to the plane. They detest Coburg and consider him a mortal enemy and a heretic who they see, rightfully so, as someone who does not wish Unklar's return. Their main guild hall is in the Punj, where they have found staunch allies. They have begun spreading throughout the Lands of Ursal, however, searching for the pieces of the missing horn, or any other device that they feel will aid them in their mission and bring back the Winter Dark.

Crna Ruk Blade

Medium humanoid (human), lawful evil

Armor Class 14 (studded leather)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

Saving throws Dex +4, Int +2
Skills Deception +2, Religion +2, Stealth +4
Senses passive Perception 11
Languages Common
Challenge 2 (450 XP)

Special Qualities

- **Illusory Mark.** The Blade has a magical tattoo of the Order on them. This tattoo identifies both their membership and rank within the Order. Any other member of the Order can see and understand the mark. Anyone not a member of the Order who views the mark must make a DC 10 Wisdom saving throw or be affected as if by a *suggestion* spell, with the suggestion, "You don't want to know what this tattoo is, and you will ignore the tattoo and its bearer."
- **Sneak Attack (1/turn).** The Blade deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Blade that isn't incapacitated and the Blade doesn't have disadvantage on their attack roll.
- **Speedy Strike.** The Blade has advantage on initiative rolls
- **Deadly Strike.** If the Blade's first attack in a combat is against a foe who has not taken an action, they have advantage on the roll and do maximum damage if they hit.
- **Spellcasting.** The Blade is a 4th-level spellcaster. Its spellcasting ability is Charisma (DC 10 spell save, +2 to hit with spell attacks). The Blade has the following spells prepared:

  Cantrips (at will) *eldritch blast*, *poison spray*, *vicious mockery*

  1st level (3 slots) *charm person*, *hellish rebuke*, *sanctuary*

Actions

- **Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.
- **Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Crna Ruk Assassin

Medium humanoid (human), lawful evil

Armor Class 15 (studded leather)
Hit Points 66 (12d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Saving throws DEX +6, INT +3
Skills Deception +4, Perception +4, Religion +3, Stealth +6
Senses passive Perception 14
Languages Common
Challenge 8 (3900 XP)

Special Qualities

- **Illusory Mark.** The Assassin has a magical tattoo of the Order on them. This tattoo identifies both their membership and rank within the Order. Any other member of the Order can see and understand the mark. Anyone not a member of the Order who views the mark must make a DC 12 Wisdom saving throw or be affected as if by a *suggestion* spell, with the suggestion, "You don't want to know what this tattoo is, and you will ignore the tattoo and its bearer."
- **Sneak Attack (1/turn).** The Assassin deals and extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Assassin that isn't incapacitated and the assassin doesn't have disadvantage on their attack roll.
- **Speedy Strike.** The Assassin has advantage on initiative rolls
- **Deadly Strike.** If the Assassin's first attack in a combat is against a foe who has not taken an action, they have advantage on the attack roll and do maximum damage if they hit.
- **Case Target.** The Assassin can, as a bonus action, choose one target in battle. They attack that target immediately with advantage and can inflict sneak attack damage, even if the Assassin has already used that ability this turn.
- **Spellcasting.** The Assassin is a 9th-level spellcaster. Its spellcasting ability is Charisma (DC 12 spell save, +4 to hit with spell attacks). The Assassin has the following spells prepared:

  Cantrips (at will) *eldritch blast, poison spray, vicious mockery*

  1st level (4 slots) *charm person, hellish rebuke, sanctuary*

  2nd level (2 slots) *alter self, invisibility, spider climb*

Actions

- **Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.
- **Light Crossbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Crna Ruk Executioner

Medium humanoid (human), lawful evil

Armor Class 18 (natural armor)
Hit Points 162 (25d8+50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	14 (+2)

Saving Throws DEX +9, INT +6
Skills Deception +7, Perception +7, Religion +6, Stealth +9
Senses passive Perception 17
Languages Common
Challenge 13 (10,000 XP)

Special Qualities

- **Illusory Mark.** The Executioner has a magical tattoo of the Order on them. This tattoo identifies both their membership and rank within the Order. Any other member of the Order can see and understand the mark. Anyone not a member of the Order who views the mark must make a DC 15 Wisdom saving throw or be affected as if by a *suggestion* spell, with the suggestion, "You don't want to know what this tattoo is, and you will ignore the tattoo and its bearer."
- **Sneak Attack (1/turn).** The Executioner deals an extra 31 (9d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Executioner that isn't incapacitated and the Executioner doesn't have disadvantage on their attack roll.
- **Speedy Strike.** The Executioner has advantage on initiative rolls
- **Deadly Strike.** If the Executioner's first attack in a combat is against a foe who has not taken an action, they have advantage on the roll and do maximum damage if they hit.
- **Case Target.** The Executioner can, as a bonus action, choose one target in battle. They attack that target immediately with advantage and can inflict sneak attack damage, even if the Executioner has already used that ability this turn.
- **Evasion.** When the Executioner is subjected to an effect that allows a Dexterity saving throw to take half damage, the Executioner takes no damage on a successful save, and half damage on a failed save.
- **Innate Spellcasting.** (1/day) *finger of death* (Save DC 15)
- **Spellcasting.** The executioner is a 17th-spellcaster. Its spellcasting ability is Charisma (DC 15 spell save, +7 to hit with spell attacks). The Executioner has the following spells prepared:

  Cantrips (at will) *eldritch blast*, *poison spray*, *vicious mockery*

1st level (4 slots) *charm person*, *hellish rebuke*, *hex*, *sanctuary*

2nd level (3 slots) *alter self*, *invisibility*, *misty step*, *spider climb*

3rd level (3 slots) *blink*, *gaseous form*, *haste*

Actions

- **Shortsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.
- **Light Crossbow.** *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Crna Ruk Student

Medium humanoid (human), lawful evil

Armor Class 13 (studded leather)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +3, Cha +4
Skills Deception +6, History +3, Religion 5, Stealth +3
Senses passive Perception 11
Languages Common
Challenge 2 (450 XP)

Special Qualities

- **Illusory Mark.** The Student has a magical tattoo of the Order on them. This tattoo identifies both their membership and rank within the order. Any other member of the order can see and understand the mark. Anyone not a member of the order who views the mark must make a DC 12 Wisdom saving throw or be affected as if by a *suggestion* spell, with the suggestion, "You don't want to know what this tattoo is, and you will ignore the tattoo and its bearer."
- **Spell Recovery (1/day).** The Student can recover one spell slot of any level as a bonus action.
- **Spellcasting.** The Student is a 4th-level spellcaster. Its spellcasting ability is Charisma (DC 12 spell save, +4 to hit with spell attacks). The student has the following spells prepared:

  Cantrips (at will) *friends*, *message*, *vicious mockery*

  1st level (4 slots) *charm person*, *comprehend languages*, *disguise self*, *identify*

  2nd level (3 slots) *detect thoughts*, *invisibility*, *suggestion*

Actions

- **Shortsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+1) piercing damage.

Crna Ruk Scholar

Medium humanoid (human), lawful evil

Armor Class 13 (studded leather)
Hit Points 54 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +3, Cha +5
Skills Arcana +5, Deception 7, History +5, Perception +5, Religion +5, Stealth +5
Senses passive Perception 15
Languages Common
Challenge 3 (700 XP)

Special Qualities

- **Illusory Mark.** The Scholar has a magical tattoo of the Order on them. This identifies both their membership and rank within the Order. Any other member of the Order can see and understand the mark. Anyone not a member of the Order who views the mark must make a DC 13 Wisdom saving throw or be affected as if by a *suggestion* spell, with the suggestion, "You don't want to know what this tattoo is, and you will ignore the tattoo and its bearer."
- **Spell Recovery (1/day).** The Scholar can recover one spell slot of any level as a bonus action.
- **Shadow Walk.** Once per long rest, the Scholar can use this ability to assume a shadowy, two-dimensional form. While in this form, the Scholar cannot attack or cast spells (but can maintain concentration on a spell already cast). The Scholar can move through a space as narrow as 1 inch and has advantage on Dexterity (Stealth) checks while in this form; he also has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- **Spellcasting.** The Scholar is a 9th-level spellcaster. Its spellcasting ability is Charisma (DC 13 spell save, +3 to hit with spell attacks). The Scholar has the following spells prepared:

  Cantrips (at will) *friends*, *message*, *vicious mockery*

  1st level (4 slots) *charm person*, *disguise self*, *identify*

  2nd level (3 slots) *detect thoughts*, *invisibility*, *suggestion*

  3rd level (3 slots) *nondetection*, *speak with dead*

  4th level (3 slots) *dimension door*, *greater invisibility*, *polymorph*

  5th level (1 slot) *dominate person*

Actions

- **Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+1) piercing damage.

Crna Ruk Master Scholar

Medium humanoid (human), lawful evil

Armor Class 13 (studded leather)
Hit Points 99 (22d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	15 (+2)	12 (+1)	18 (+4)

Saving throws Dex +4, Cha +7
Skills Arcana +8, Deception +10, History +8, Perception +7, Religion +8, Stealth +7
Senses passive Perception 17
Languages Common
Challenge 6 (2300 XP)

Special Qualities

- **Illusory Mark.** The Master Scholar has a magical tattoo of the Order on them. This tattoo identifies both their membership and rank within the Order. Any other member of the Order can see and understand the mark. Anyone not a member of the Order who views the mark must make a DC 15 Wisdom saving throw or be affected as if by a *suggestion* spell, with the suggestion, "You don't want to know what this tattoo is, and you will ignore the tattoo and its bearer."
- **Spell Recovery (1/day).** The Master Scholar can recover one spell slot of any level as a bonus action.
- **Shadow Walk.** Four times per long rest, the Master Scholar can use this ability to assume a shadowy, two-dimensional form. While in this form, the Master Scholar cannot attack or cast spells (but can maintain concentration on a spell already cast). The Master Scholar can move through a space as narrow as 1 inch and has advantage on Dexterity (Stealth) checks while in this form and resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- **Venomous Strike (3/day).** When Master Scholars strike with a melee weapon attack and hit, they can magically poison the target. The target must make a DC 15 Constitution saving throw, taking an additional 26 (4d12) of poison damage on a failed save, or half as much on a success.
- **Spellcasting.** The Master Scholar is a 15th-level spellcaster. Its spellcasting ability is Charisma (DC 15 spell save, +7 to hit with spell attacks). The Master Scholar has the following spells prepared:

  Cantrips (at will) *friends*, *mage hand*, *message*, *poison spray*, *vicious mockery*

  1st level (4 slots) *charm person*, *disguise self*, *identify*

  2nd level (3 slots) *detect thoughts*, *hold person*, *invisibility*, *suggestion*

  3rd level (3 slots) *nondetection*, *speak with dead*

  4th level (3 slots) *confusion*, *dimension door*, *greater invisibility*, *polymorph*

  5th level (2 slots) *dominate person*, *legend lore*, *modify memory*, *scrying*

  6th level (1 slot) *mass suggestion*, *true seeing*

  7th level (1 slot) *teleport*

  8th level (1 slot) *mind blank*

Actions

- **Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Crna Ruk Wearer Of The Shroud

Medium humanoid (human), lawful evil

Armor Class 16 (studded leather, *shroud*)
Hit Points 143 (26d8+26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	20 (+5)

Saving Throws DEX +9, CHA +11
Skills Arcana +14, Deception +15, History +14, Perception +6, Persuasion +15, Religion +14, Stealth +7
Senses passive Perception 16
Languages Common
Challenge 13 (10,000 XP)

Special Qualities

- **Illusory Mark.** The Wearer of the Shroud has a magical tattoo of the Order on them. This tattoo identifies both their membership and rank within the Order. Any other member of the Order can see and understand the mark. Anyone not a member of the Order who views the mark must make a DC 18 Wisdom saving throw or be affected as if by a *suggestion* spell, with the suggestion, "You don't want to know what this tattoo is, and you will ignore the tattoo and its bearer."
- **Spell Recovery (1/day).** The Wearer of the Shroud can recover one spell slot of any level as a bonus action.
- **Shadow Walk.** The Wearer of the Shroud can use this ability to assume a shadowy, two-dimensional form as a bonus action. While in this form, they cannot attack or cast spells (but can maintain concentration on a spell already cast). They can move through a space as narrow as 1 inch and has advantage on stealth checks while in this form and resistance to bludgeoning, piercing. and slashing damage from nonmagical weapons.
- **Venomous Strike (3/day).** When the Wearer of the Shroud strikes with a melee weapon attack and hits, they can magically poison the target. The target must make a DC 18 Constitution saving throw, taking an additional 32 (5d12) poison damage on a failed save, or half as much on a success.
- **Spellcasting.** The Wearer of the Shroud is a 20th-level spellcaster. Its spellcasting ability is Charisma (DC 18 spell save, +10 to hit with spell attacks). The Wearer of the Shroud has the following spells prepared:

  Cantrips (at will) *friends*, *mage hand*, *message*, *poison spray*, *vicious mockery*

  1st level (4 slots) *charm person*, *disguise self*, *identify*

  2nd level (3 slots) *detect thoughts*, *hold person*, *invisibility*, *pass without trace*, *suggestion*

  3rd level (3 slots) *nondetection*, *speak with dead*

  4th level (3 slots) *confusion*, *dimension door*, *greater invisibility*, *polymorph*

5th level (3 slots) *commune*, *dominate person*, *hallow*, *legend lore*, *modify memory*, *scrying*

6th level (2 slots) *find the path*, *mass suggestion*, *true seeing*

7th level (2 slots) *project image*, *teleport*

8th level (1 slot) *glibness*, *mind blank*

9th level (1 slot) *true polymorph*

Actions

- **Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) Piercing Damage.
- **The Shroud.** The Shroud is a minor artifact. While wearing it, the wearer gains the following benefits:

  +2 AC and Dexterity saves

  The wearer is always under the effect of a *blur* spell

  The wearer can cast *misty step* as a bonus action without using a spell slot.

Legendary Actions

The Wearer of the Shroud can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Wearer of the Shroud regains spent legendary actions at the start of its turn.

- **Cantrip.** The Wearer casts a cantrip
- **Quick Escape.** The Wearer takes the disengage action and gets to make a full move.
- **Fervent Whispers (Costs 2 Actions).** The Wearer casts a *suggestion* spell. The DC is 19 and this does not use a spell slot.
- **Cast a Spell (Costs 3 Actions).** The Wearer casts a spell from their list of prepared spells, using a spell slot as normal.

Crna Ruk Grand Inquisitor

Medium humanoid (human), lawful evil

Armor Class 18 (natural armor)
Hit Points 225 (30d8+90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +10, Int +6
Skills Deception +8, Perception +7, Religion +6, Stealth +10
Senses passive Perception 17
Languages Common
Challenge 16 (15,000 XP)

Special Qualities

- **Illusory Mark.** The Grand Inquisitor has a magical tattoo of the Order on them. This tattoo identifies both their membership and rank within the Order. Any other member of the Order can see and understand the mark. Anyone not a member of the Order who views the mark must make a DC 16 Wisdom saving throw or be affected as if by a *suggestion* spell, with the suggestion, "You don't want to know what this tattoo is, and you will ignore the tattoo and its bearer."
- **Sneak Attack (1/turn).** The Grand Inquisitor deals an extra 35 (10d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Grand Inquisitor that isn't incapacitated and the Grand Inquisitor doesn't have disadvantage on their attack roll.
- **Speedy Strike.** The Grand Inquisitor has advantage on initiative rolls
- **Deadly Strike.** If the Grand Inquisitor's first attack in a combat is against a foe who has not taken an action, they have advantage on the roll and do maximum damage if they hit.
- **Case Target.** The Grand Inquisitor can, as a bonus action, choose one target in battle. They attack that target immediately with advantage and can inflict sneak attack damage even if the Grand Inquisitor has already used that ability this turn.
- **Evasion.** When the Grand Inquisitor is subjected to an effect that allows a Dexterity Save to take half damage, the Grand Inquisitor takes no damage on a successful save, and half damage on a failed save.
- **Innate Spellcasting.** (1/day) *finger of death*
- **Spellcasting.** The Grand Inquisitor is a 20th-level spellcaster. Its spellcasting ability is Charisma (DC 16 spell save, +9 to hit with spell attacks). The Grand Inquisitor has the following spells prepared:

  Cantrips (at will) *eldritch blast*, *poison spray*, *vicious mockery*

  1st level (4 slots) *charm person*, *hellish rebuke*, *hex*, *sanctuary*

  2nd level (3 slots) *alter self, invisibility*, *misty step*, *spider climb*

  3rd level (3 slots) *blink*, *fly*, *gaseous form*, *haste*

  4th level (1 slot) *greater invisibility*

Actions

- **Shortsword.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage.
- **Light Crossbow.** *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Legendary Actions

The Grand Inquisitor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Wearer of the Veil regains spent legendary actions at the start of its turn.

- **Strike.** The Grand Inquisitor makes one melee attack.
- **Cantrip.** The Grand Inquisitor casts a cantrip
- **Escape**. The Grand Inquisitor casts *misty step*.

CUNALRUR (THE EYE UPON THE ROAD)

Medium monstrosity, lawful neutral

Armor Class 15 (natural armor)
Hit Points 32 (5d8+10)
Speed 40 ft., fly 80 ft

STR	DEX	CON	INT	WIS	CHA
13 (+2)	18 (+4)	14 (+2)	10 (0)	12 (+1)	7 (-2)

Skills Perception +5
Damage Resistances cold
Senses passive Perception 15, truesight
Languages Telepathic communication
Challenge 2 (450 XP)

Special Qualities

- **Rend.** If the cunalrur strikes a victim with at least two claw attacks, the victim suffers an extra 3 (1d6) slashing damage per successful claw attack.
- **Telepathic Communication.** The cunalrur can telepathically transmit visions of anything it sees, as well as empathic impulses to those with whom it has established a willing telepathic bond (usually its pack and/or master).
- **Pack Tactics.** Whenever the cunalrur is within 5 feet of an ally, it gains advantage on all attack rolls, so long as that ally is not incapacitated.

Actions

- **Multiattack.** The cunalrur makes six claw attacks.
- **Claws.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Man-sized, six-legged beasts, the cunalrur are swift runners and able fliers. They have thin bodies covered in light furlike feathers. An equally lengthy, prehensile tail gives them advantage on dangerous inclines. They have thick, dark claws that serve them in their purchase in trees, cliffs, and the like, and they can also act as weapons. Cunalrur have a thin membrane growing between their hind and forelegs, which enables them to fly or glide for great distances. Their brows are high, shaped more like a wolf's, but rather than a snout, they possess an eaglelike beak. Whether climbing, flying, or running, they display tremendous speed.

Territorial Guardians. Cunalrur are highly prized guard animals, as they are highly territorial, possess exceptional vision, and have minor telepathic abilities. These allow them to function with a sort of hive mind, projecting images of what they see to other members of their pack or to anyone else with whom they wish to communicate. Vocally, they produce only a hollow howl, which is used only when they are in great pain or when issuing a warning of danger to their pack or master.

Non-Aggressive Packs. As pack animals, the cunalrur travel in groups of up to four. They reproduce asexually, laying 1-2 eggs about every two years. These they bury or hide in a secure place and leave them. The eggs mature on their own and hatch

as a fully mature adult cunalrur in 6-7 weeks, whereupon they immediately seek out others of their kind to join a pack.

The cunalrur are not particularly aggressive, but they can be dangerous when hunting, cornered, or otherwise forced to fight. In combat, they rear up on their hind legs and use their claws to grab the target, ripping and tearing viciously until the target is dead or they are removed.

In Aihrde

"They watch the road. They do not sleep, nor suffer from the wants of man. They watch and howl when they see something they do not like or trust."

—Rhul-Eye of the House of Vian, Wizard

Unklar bred the cunalrur upon the heights of his towers in Aufstrag after many of the wars were fought and he reigned over all of Aihrde. He labored long over them, for his needs in those days were great, as his enemies were still strong, if scattered. So, he set within them a great deal of his own power, and they bred upon it and flourished. For many long years, they lived in the high perches overlooking the swelling swamps below.

Eventually, he trusted them to his outer works, and in time, they spread from there into the wider world, where they flourished. They were prized by all manner of people, as it was found that they could be hatched early and trained to a master; they, thereby, became the perfect guard animals. The cunalrur always yearn for Aufstrag, though, as the species has a remarkable ability to pass memories down through generations.

Cunalrur eggs are highly prized, bringing anywhere from 1,500 to 10,000 gp per egg.

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DAKMOUR WYRM

Huge Beast, Chaotic Evil

Armor Class: 14 (natural armor)
Hit Points: 85(10d12+20)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
21(+5)	14(+2)	14(+2)	8(-1)	10(+0)	8(-1)

Skills: Perception +2, Stealth +4
Senses: Darkvision 30 ft, Passive Perception 12
Challenge: 3(700 XP)

Special Qualities

- **Camouflage**. The Dakmour Wyrm has perfect camouflage for its native environment. Any time it is in its own hunting grounds, it has advantage on all Stealth checks.

Actions

- **Multiattack**. The creature can make 1 bite attack and up to 4 tendril attacks each round. If 2 tendrils successfully grapple a single target, the Wyrm can also attempt a constriction attack.
- **Bite**. Melee Weapon Attack: +7 to hit, reach 10 ft, one creature. Hit: 12(2d6+5) piercing damage.
- **Tentacles**. Melee Weapon Attack: +7 to hit, reach 10ft, one creature. Hit 8(1d6+5) necrotic damage. The target must make a Strength or Dexterity Save (DC 14, their choice). If they fail the save, they are grappled by the tendril. Someone grappled by a tendril automatically takes damage from the tendril each round. If two or more tendrils grab someone, then the Wyrm can immediately make a Constriction Attack as well.
- **Constriction**. Melee Weapon Attack: +7 to hit, reach 5 ft, on creature. Hit: 14(2d8+5) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained and the Wyrm cannot constrict another target.

The dakmour is a strange, snake-like beast that is highly adapted to jungle or forest environments. Ranging up to 36 feet long, with a girth that averages about 5 feet in diameter, this legless dragon-like creature is heavy and not very mobile on the ground. However, four large and long tentacles located several feet behind the head allow the creature to move through a forest canopy with ease. By using its tentacles, tail, and body the creature moves through the lower, heavy branches quite quickly. The green-yellow pattern of its skin makes it well suited for the forest environment, giving it the ability to blend in with the surrounding foliage and stalk its prey. These creatures are possessed of some minor intelligence and are aware enough to understand a lust for killing things.

Territorial Hunters. These creatures take great pleasure in killing and are always on the hunt. Though they have no dens, they generally have very limited hunting ranges, less than 2 or 3 square miles and they always return to the same place to eat their prey, a spot somewhat removed from where it hunts. It leaves any remains of its victims in piles and heaps where wild dogs or other scavengers pick the bones.

Ambush Predator. The dakmour generally hunts its prey by laying in ambush in the lower canopy of trees and striking when something passes beneath. They pull the prey/victim into the tree if they can, if not they fall out of the tree and coil about the creature. These heavy beasts fight with absolute wild abandon, lashing about with their torsos, biting, engulfing victims with their tentacles and constricting them. The tentacles attach to their prey, both crushing them and sucking the blood from them. If it gets enough of a hold, the dakmour tries to wrap around the victim, Crushing it with its body, draining its lifeblood with its tentacles and biting it to death.

In Aihrde

Dakmour wyrms are very prolific beasts. Encountered throughout the tropical and temperate zones due to their highly adaptable nature, dakmour wyrms are the terror of many regions. Thief guilds the world over prize the suckers of the dakmour wyrms, for they can be used as climbing tools for a limited time, much like a hand claw. The tentacle's suckers are thick and durable and do not rot for several months. The suckers are attached to an open-ended leather sheaf. This sheaf is placed over the hands and gives the climber added security (+2 per sheaf used) on their climb. They cost 25gp per sheaf and are good for four usages before they wear out.

DEMON

DEMON, ARU

Large Fiend, Chaotic Evil

Armor Class: 15 (natural armor)
Hit Points: 102 (12d10+36)
Speed: 30ft 60ft fly

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	16(+3)	15(+2)	13(+1)	11(+0)

Skills: Stealth +4
Saves: Con +6, Int +5
Damage Immunities: Poison
Condition Immunities: Poisoned
Damage Resistance: Acid, Cold, fire, lightning; bludgeoning, piercing and slashing from non-magical weapons.
Senses: darkvision 60 ft, passive perception 11
Languages: Abyssal
Challenge: 6

Special Qualities

- **Stench**. Any creature within 20 feet of the Aru must make a Constitution save (DC 15). If they fail the save, they are at disadvantage on all attack and ability checks due to being made sick by the smell. The creature can repeat the saving throw at the end of its turn. Once a creature makes the save, they are immune from the effects of the stench for 24 hours.
- **See Invisible**. The Aru is able to see invisible creatures. The Blur and Mirror Image spells also do not work against the creature, as it is able to see through the illusions. The creature has advantage on saves against any visual illusion.

Actions

- **Multiattack**. The Aru uses one bite and two claw attacks. It can instead use its acid breath if that is available.
- **Bite**. Melee Weapon Attack. +5 to hit, 7 (1d10+2) piercing damage. In addition, the target must make a Constitution save (DC 15). If the target fails the save, it suffers 11 (2d10) necrotic damage, and its maximum hit points are reduced by the amount of damage suffered. This is recovered immediately if the Aru is slain. Otherwise, it returns after a long rest.
- **Claw**. Melee Weapon Attack. +5 to hit, 5(1d6+2) slashing damage. In addition, the target must make a Constitution save (DC 12). If they fail the save, they are infected with a form of demonic leprosy. They immediately lose 1d4 charisma. After each long rest, they must repeat the saving throw. If they fail the save, they lose another 1d4 charisma. If their charisma is reduced to 0 in this way, they die. If they can make three saving throws in a row, the disease is cured. A *greater restoration* can also remove the disease. Once the disease is removed, the Charisma returns at a rate of 1 point per long rest. A *lesser restoration* spell can restore 1 point per casting once the disease is gone.

- **Acid Breath (recharge 5-6)**. The Aru can spray acid in a 20 ft cone. All creatures within the cone must make a Dexterity save (DC 15), taking 21(6d6) acid damage on a failed save, or half as much on a successful one.

The aru are large, white-skinned creatures. They stand on powerful legs with bird-like feet, but their legs are disproportionate to their wide chests and broad back. Their arms are as wings, with folds of flesh binding them to their torsos; beak-like claws serve as hands. Their backs are smooth but for a single ridge of boney protrusions that sprout the length of their skin. They have broad, flat, short tails that aid their balance when walking. Their heads look more like a bird's beak, with no neck to speak of, beady eyes and holes where they would have ears. A gland under their neck is always swollen, seeping a clear liquid gel harmful to the touch.

Creature of Chaos. They are highly independent, fiercely chaotic, and never found in the company of other demons unless compelled to it. They do not serve in the armies of any abyssal lords unless it is by chance and their own design. Even then it is for their gratification, to sate their lusts for evil, which they perpetrate on their "allies" as well as their prey.

Dwellers in Filth. They dwell in putrid muck; a mire that resembles their original state. Coats of slime cover these boiling pools of filth. The aru dwell beneath the surface, rising only when prey passes near or when the desire suits them to ride the currents of the shadow realm upon the hunt. They prefer to strike from ambush and overwhelm anything foolish enough to enter their territory

In Aihrde

The aru are not of the All Father's making and as such do not know him or his designs. Before all else, there was the Great Empty, and across its face moved two beings, the All Father and Inzae, the dragon. The dragon tore the fabric of the Empty and matter came to be; her efforts attracted the All Father and where his might met her designs, there was chaos. From this cosmic madness, the aru evolved. Taking shape of their own design, they haunted the Void for eons, devouring the hapless shapes they found there.

In time, many of them gravitated to the Shadow Realms, for there darkness reigned and evil ruled; the dead shambled along without

hope or purpose and made easy prey for the ever-hungry aru. They dwell far from the haunts of other demons for the aru are quarrelsome, and feed upon their kin as quickly as the doomed. They are hunted by the unkbartig for sport, but it is a dangerous sport and many of those greater demons fall victim to their intended prey.

The Imtell-et-Aru worships the aru as beings of great power and beneficence. It is a cult of madmen who believe the aru came to be through their own power and through them the world must one day be remade. The Imtell-et-Aru are considered madmen, though its ranks are filled with wizards, assassins, rogues, thieves and similar ilk. They are universally hated and when discovered, burned at the stake for the dangers they pose are real. In the end, they are mistaken in their trust of the aru, for that demon-kin is not kindly, nor has any purpose other than destruction.

DEMON, BARGHEST

Medium Fiend, Chaotic Evil

Armor Class: 15 (Natural Armor)
Hit Points: 37 (6d8+6)
Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	14 (+2)	14 (+2)	14 (+2)

Damage Immunities: Fire, Poison
Condition Immunities: Poisoned
Damage Resistance: Cold; Necrotic; Bludgeoning, Piercing And Slashing From Non-Magical Weapons
Senses: Darkvision 120ft., Passive Perception 15

Skills: Perception +5, Stealth +5, Survival +5
Saves: Str +6, Dex +5, Wis +6
Languages: Infernal, Vulgate
Challenge: 4 (1,100 Xp)

Special Qualities

- **Change Shape.** The barghest can assume the shape of a goblin or a normal wolf. It can keep this form indefinitely, reverting to its natural form upon death. It retains its natural weapons while in alternate shape.
- **Consume the Soul.** When a barghest slays an opponent, it feeds upon the victim's soul as well as its corpse, using a bonus action to do so. Victims whose soul is consumed by a barghest in this manner cannot be raised or resurrected through anything short of *wish* or *true resurrection,* which has only a 50% chance of success. *Reincarnate* may also be attempted, with only a 25% chance of success.
- **Feed.** A barghest who slays an opponent and consumes their soul gains hit dice. For every three opponents slain, the barghest gains one hit die, to a maximum of 12 HD. For each HD it gains, it also increases its Strength, Dexterity and Constitution by 1, and its AC increases by 1. For every 3 HD thus gained, the damage for its natural attacks increases by one die type (d8, d10, d12), and its effective Challenge Level increases by 1, with a commensurate increase in Proficiency bonus. At 10 HD, its size increases to Large, and its shape-change allows for shifting to hobgoblin or worg forms instead of goblin and wolf.
- **Pass without Trace.** A barghest in wolf form can use *pass without trace,* at will, as a spell-like ability. This ability does not require an action, nor does it require components.
- **Spell-like Abilities (Save DC 15).** *At will—change self, levitate, minor illusion, misdirection; 1/day—charm monster, dimension door, fear.*

Actions

- **Multiattack.** The barghest attacks 3 times; twice with its claws and once with its bite.
- **Claws.** *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. *Hit:* 9 (2d6+3) slashing damage.
- **Bite.** *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. *Hit:* 7 (1d8+3) piercing damage.

A barghest is an evil faerie. They are vaguely human in shape but can alter their size to very small or very large, appearing as if they are looming over any who face them. Upon closer inspection, their ragged, dull-colored flesh is revealed, and a stench pervades them like the smell of rotten fruit.

Despisers of Life. Barghests reside on the outskirts of civilization, lurking in abandoned buildings, alleys and the like. Barghests require the souls of living victims to sustain themselves, growing more powerful with each unfortunate devoured. These foul-minded fey stalk the living in the mortal realms, hoping to gain for themselves power and immortality, and driven by a violent hatred of all living things.

Deadly Tricksters. The Barghest will always attempt to lead a victim astray through the use of spell-like abilities. They will take the shape of someone in distress, to call upon their intended victims and lure them into the dark. They then pounce upon them and devour them, body and soul.

NACURAVAND, DEMON

Large Fiend, Chaotic Evil

Armor Class: 17(Natural Armor)
Hit Points: 110(13d10+39)
Speed: 20ft Swimming 90ft

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	17(+3)	10(+0)	13(+1)	8(-1)

Skills: athletics +7, Deception+2, persuasion+2
Saves: Str+7, Con+6, Wis+4
Damage Immunities: Poison
Condition Immunities: Poisoned
Damage Resistance: cold, bludgeoning, piercing and slashing from non-magical weapons
Senses: Darkvision 60ft, Passive Perception 11
Languages: Common, Aquan, Abyssal
Challenge: 7 (2900XP)

Special Qualities

- **Bound Weapons**. All Nacuravands have 4 weapons that are mystically bonded to them. They remain in an interdimensional space until called out as a bonus action. The demon typically uses longswords but can use any weapon. The weapons that are bound this way act as +1 weapons and are considered magical for the purposes of damage resistance. They become normal weapons if the Nacuravand is slain.
- **Magic resistance**. The Nacuravand has advantage on all saving throws against spells or other magic.
- **Innate Spellcasting**. (2/day) *Polymorph (self only)*.
- **Plane-shifting**. While in water, the demon can swim to other planes. From the Prime, they can swim to the Elemental Plane of Water. From the Elemental Plane, they can swim to either the Prime or the Abyss. From the Abyss they can swim to the Elemental Plane of Water. For it to work, the demon must be able to swim in a straight line for 90 feet. At the end of that move, they fade into the other plane.
- **Water Breathing**. The Nacuravand can breathe underwater. This remains true even while polymorphed or otherwise altered.

Actions

- **Multiattack**. The Nacuravand in its original form can strike 4 times with its swords, wielding them in its tentacles. While in Humanoid form, it can strike twice with a sword.
- **Sword**. Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit 9(1d8+5) slashing.
- **Toxic Cloud (recharge 6)**. The creature releases a cloud in a 30ft radius around itself. All creatures within the cloud must make a Constitution save (DC 15), taking 22(4d10) poison damage on a failed save, or half on a success. The cloud remains for 4 rounds underwater, and 2 rounds on land. Any creature that starts its turn within the cloud or enters the cloud during its turn must make the save.

The water demons are foul creatures that average about 15 feet from head to tail. Their lower torsos are similar to large, fat pufferfish, with a broad sweeping tail. They have six spindly legs along their flanks that enable them to walk on dry land or the bottom of the sea. Their upper torsos, however, are vaguely female-human shaped with broad shoulders bracing up four arms. Their heads are similar to a squid's, long, narrow and with two fins, long and angular, in line with the shoulders where their ears should be. They have long tentacles draped around their shoulders like so much roping. There are no eyes on the creature, but the tentacles are covered in thousands of cilia that constantly grope about the air, sensitive to any motion within normal "sight."

Pack creatures. The extremely aggressive water demons are oddities in that they travel in small groups. These pods do not act in concert, however, but rather travel together for the purpose of protection and safety.

Tricky Hunters. The nacuravand are the curse of many fishermen. They often shapeshift on the shores of lonely beaches calling for aid. When the unsuspecting fisherman comes to their assistance the water demon slays them. They take the form of the woman in the deep waters as well, pretending to be distressed when a ship comes by; many a poor crew have been slain by the nacuravand soon after taking her aboard.

In Aihrde

These creatures came to be when the All Father fell and his nightmares overwhelmed Aihrde. As such, they are relative newcomers to the world, having only haunted it for several thousands of years. Despite this, they are the best known of all the demons for they haunt all the coastal shores of Aihrde; they are found in rivers, deep lakes and even on occasion in swamps. They are the most hated of all the Tvungenos for they haunt the common lives of men, elves, dwarves, and all others who make their living from or dwell by the waters.

During the long Winter Dark, the Lords of Aufstrag made sport of hunting them, and their gills found a place upon the platters of the Master of Aufstrag. They also found a home in the towers of the City of Seven where the nobles of that Empire sought their amusements. For there, many towers were constructed and the city was allowed to take the shape of an amalgam of madness. Each tower bore with it a forbidden fruit of unbridled chaos, which Unklar's nobles came to enjoy. The contests between tower and lord were legendary and the nacuravand played a greater role than any other demon.

All this ended with the fall of the Empire and the nacuravand returned to their old haunts of terror and death upon the edges of the world.

In the Shadow Realms, the nacuravand are found anywhere there is water. There they haunt the hapless dead even as they do upon the sun-lit shores of Aihrde.

PARALYTE, DEMON

Small Fiend, Chaotic Evil

Armor Class: 17(armored plates)
Hit Points: 38(7d6+14)
Speed: 50ft

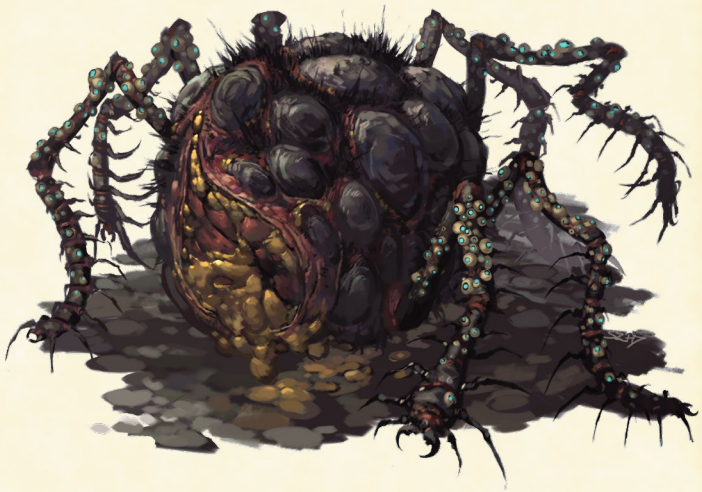
STR	DEX	CON	INT	WIS	CHA
16(+3)	8(-1)	14(+2)	5(-3)	5(-3)	6(-2)

Condition Immunities: Poisoned
Damage Resistance: Acid
Senses: Darkvision 60 ft, Passive perception 7
Languages: Abyssal, common
Challenge: 1 (200 XP)

Actions

- **Claws**. Melee Weapon Attack. +5 to hit, reach 5ft, one target. Hit: 6(1d6+3) slashing damage.
- **Spew Acid (recharge 6)**. One target, range 15 feet. The target must make a Dexterity save (DC 13), taking 3d6 acid damage on a failed save, or half that on a success.

These multi-legged creatures crawl low to the ground, their bodies almost dragging the earth. They are able to fold their legs underneath their misshapen forms, so they look no more like a spawn of chaos than a rock. Multiple clusters of small plates, shrouded in rings of coarse hair, cover the paralyte's misshapen body. Thousands of tiny "eyes" dot the creature's legs. From a distance, they look like clusters of small blisters, but up close the viewer can discern small pupils, constantly turning and looking about. Their legs are capped with barb-like claws that often break off in their foes. They have no need to feed or take in nourishment but do possess something of a mouth, more like a large open, festering wound, that moves across the creature's body, tearing its flesh as it does so.



Horrors In Any Environment. The paralyte are dim-witted demons that occupy most any planes. They prefer dry, rocky, hot regions, but harsh weather or terrain has no adverse effect upon them. They travel in clusters, finding strength in numbers. They are able to communicate in a form of the vulgate, but it is halting and broken. They remain inactive until living creatures come within their area, at which point they liven up and attack anything they see. They are indiscriminate in their attack, often attacking other demons when crossed. If one attacks every one of the creatures in the pod attack. They cover a victim, trying to bring it to the ground, where they slay it.

Fell Maw. The "mouth" is actually part of the creature that has a mind of its own. It cannot attack in concert with the legs, though occasionally does so by accident. The mouth usually moves across the creature's body, looking for its own target. When it moves, it slithers across the paralyte's torso, ripping the skin and flesh open. The exposed wounds close in time but usually become nests of all manner of foul bacteria-laced rot. The mouth cannot tear the tiny plates but does move them constantly so the creature, when active, looks as if its skin is literally crawling. The mouth does not actually eat and cannot effectively bite. However, it is able, given time, to spit gobs of caustic bile. The mouth is able to speak, but its command of language is weak.

In Aihrde

The paralytes are spawns of the Vulcreed demons. Where those great beastly creatures travel, they leave spores behind. These spores mutate into paralytes. They are universally detested by all living things, for they have no purpose. Only the greater demons have learned to use them in battle, gathering them in bundles to hurl them at their enemies, where they attack viciously.

The festering, secreting wounds caused by the mouth of the creature contain a toxin that assassins use. It is very expensive, usually running up to 500gp per four applications. It acts as a type IV poison when properly cured.

SUCCUBUS, AIHRDIAN, DEMON

Large Fiend, Chaotic Evil

Armor Class: 14(Natural)
Hit Points: 60(11d10)
Speed: 30ft 60ft Fly

STR	DEX	CON	INT	WIS	CHA
13(+1)	15(+2)	10(+0)	12(+1)	11(+0)	19(+4)

Skills: Deception+6, Insight+2, Persuasion+6
Saves: Int+3, Cha+6
Damage Immunities: Cold, fire, lightning, thunder, acid, poison
Condition Immunities: Poisoned
Damage Resistance: Bludgeoning, Piercing and Slashing from non-magical weapons
Senses: Darkvision 60 ft
Languages: Abyssal, see below
Challenge: 4

Special Qualities

- **Fair Form.** The succubus has two forms. The first is its demonic form. The second is the form of a beautiful maiden. The succubus has limited control over this form, being able to choose hair color and alter the appearance cosmetically. However, the form is always attractive and always female. The succubus has its wings in its Fair Form, but may hide them if it chooses. If the succubus is damaged while in its fair form, it must make a concentration test with advantage, resuming its demonic form if it fails. The succubus can maintain the form while asleep if it wishes.
- **Wings of Insanity.** While in its demonic form, the succubus can unfurl its wings, revealing bizarre magical patterns. Any creature viewing the wings must make a Wisdom save (DC 14). Anyone who fails the save is immediately paralyzed. At the end of each of their turns, any paralyzed creature can repeat the save, removing the paralysis if they succeed. Should a creature fail three consecutive saves, the paralysis ends and the creature is immediately feebleminded. The feeblemind condition remains until removed with a *greater restoration*.
- **Kiss of Doom.** In either form, the succubus can use her magical kiss. The target must kiss her willingly. The target must make a Charisma save (DC 14). If the save is failed, the target is immediately rendered unconscious. They remain unconscious until revived with a *greater restoration* or the succubus releases them. Once the succubus renders someone asleep, she has the option to slowly begin devouring their soul. Each day, the target suffers 5(1d10) necrotic damage. This damage cannot be healed while the target is unconscious. If this damage reduces the target to 0hp, the target dies.
- **Magic Resistance.** The succubus has advantage on saving throws against spells and other magical effects.
- **Innate Spellcasting**. The succubus' innate spellcasting ability is Charisma (Spell Save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

  - At Will: *Tongues*. (this spell should always be considered as cast unless there is a reason it would not be)
  - 3/day each: *Hallucinatory Terrain*
  - 1/day each: *Hypnotic Pattern*, *Suggestion*

Actions

- **Multiattack.** While in its demonic form, the succubus can make two claw attacks and one tail attack. While in fair form, it may strike once with its dagger.
- **Claws.** Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit 4(1d6+1) slashing damage.
- **Tail.** Melee Weapon Attack: +3 to hit, reach 10 ft, one target. Hit 3(1d4+1) Piercing damage.
- **Dagger.** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit 4(1d4+2) Slashing damage.

The succubus has two forms. In reality, she is a beastly creature, thin, malformed, and possessed of a horrible stench much like the smell of rotting fruit. Her face is drawn and narrow, barely containing her humanoid features. Her chest sags inward, bones protruding through the thin gossamer of her skin. Beneath her ribs, her stomach distends like a horrid pouch, filled with the souls of the unfortunates she has devoured. To most, however, she does not seem so horrid, more like a beautiful woman, shapely and perfect. Her long hair covers her shoulders and her form she casts in folds of silk that tantalize the viewer. In either form, she has massive bat-like wings, they unfold behind her,

spreading out like two massive canopies, black and empty. Her wings are conduits to the outer planes, looking into their black depths is dangerous and many a man has gone mad doing so.

Hunger and Rage. Two motives drive the succubus. She is continually hungry; desiring to eat the souls of humans more than anything else, though dwarves serve her in a pinch. Elves and the other fey she has little interest in, other than, of course, slaying them. They are driven by hate as well, for they know their race, spawned in the depths of the abyss, are failed and they long for what they are not, pure and whole. So they hate all things and the fact that they must disguise themselves to interact with other creatures drives their hate even further.

Lonely. They are almost always alone, though on occasion they gather in the covers, pressed into service by a more powerful demon or devil, or by one of their own. Wizards, in time, are able to bind them, but this as always is a dangerous endeavor, for these creatures are unadulterated evil. Like all of their kind, they are not able to forgive, they have no conscience, no feelings, are driven by no motives other than hunger and hate.

Patient Temptress. The succubus always attempts to charm its victim through its fair form. Casting herself as a beautiful maiden she calls the unfortunate for aid or succor. They travel with the victim if necessary, luring it into a sense of safety before they strike. They attempt to kiss the victim if they can, casting their sleep upon it. In any case, they feed on it, slowly if they can, draining its life force. But if pushed into open combat, the succubus uses her spells to drive off or kill a foe. When pressed, she reveals her true form, dropping the glamour, shifting into that horrible, stench-laden shape.

In Aihrde

Created in the great empty in the All Father's youth, these creatures proved unpleasing to him for their minds were twisted and he cast them off into the void. There they dwelt in a vast ball of writhing wings and limbs, clinging to one another in hatred and spite, hunger and desperation. When the world came to be they lingered on the edge of the Great Empty, filled with envy. Some slipped through, others were summoned, and others refused and fought the calling of the magi. When Unklar came to rule and built the Winter's Dark, he called upon the succubus to join him in Aufstrag. Some attempted to lure him into their own evil and he cast them aside and threw them all out, slaying them where he could find them. The rest fled from his wrath, some lingering in the Void, others entering the abyss of the Shadow Realms.

Intelligent demons, they are able to share their collective memories, each one experiences the triumphs and the failings of their sisters. So they all, as a group, long for life in the world, for there they see plenty of food and an almost infinite supply of victims to torture.

It is said that it was a succubus that seduced Kain the Godless in the Age of the Sorcerers; also it is known to the learned that the same creature seduced Luther the Dreaming Knight and that unholy union begat his son Morgeld the Black Prince.

ULTHAL (WINGED DEMON, TVUNGENOS)

Medium Fiend, Chaotic Evil

Armor Class: 16(natural)
Hit Points: 75(10d8+30)
Speed: 30 ft, Fly 80 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	12(+1)	16(+3)	10(+0)	12(+1)	8(-1)

Skills: Stealth+4
Saves: Strength+6, Constitution+6
Damage Immunities: Cold, Fire, Poison
Condition Immunities: Poisoned, Charmed
Damage Resistance: Necrotic, Bludgeoning, Piercing and Slashing from non-magical weapons
Senses: Darkvision 60ft, Passive Perception 11
Languages: Ulthal
Challenge: 5

Special Qualities

- **Innate Spellcasting**. The Uthal's innate spellcasting ability is Wisdom (Spell Save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
  - At Will. *Detect Thoughts*, *Speak With Dead*
  - 3/day each: *Improved Invisibility*
  - 2/day each: *Dispel Evil and Good*
  - 1/day each: *Animate Dead*

- **Charm Immunity.** Not only are the Uthal immune to charm, but they are immune to any charm effect that would in any way affect their emotions.

Actions

- **Multiattack**. The Ulthal can strike twice with its claws or once with its Scythe, plus making a bite attack.
- **Claws**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit 6(1d6+3) Slashing damage.
- **Scythe**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit 10(2d6+3) Slashing damage plus 7(2d6) Necrotic damage. The Scythe is considered magical for the purpose of damage resistance.
- **Bite**. Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit 7(1d8+3) Piercing Damage.

This skeletal creature appears long and tall but is little more than six feet. It looks something like a humanoid, but for its large dark wings and small head. Its skin stretches over the bones of its frame like a cadaver and it reeks much like the dead as well. Wicked looking fangs fill its long-beaked head. Its narrow eyes lie hooded beneath scaly protrusions. The ulthal possess long toes and fingers and the wicked claws its sports as weapons. They always carry a scythe in battle. Each ulthal decorates his scythe, from haft to blade, with bones, pictographs, or any other item they find desirable.

Sadistic Killers. They do not know love nor hate, only a never-ending torment of loss and this makes them unintelligible, impossible to bargain with and even immune to some spells. They hold no particular hatred for any one people or thing, but lust in the agony of all living things. They stalk their prey from afar, hidden to the naked eye, usually hovering in the air some dozen or so feet above who they wish to torment. They wait for an opportunity to strike and then fall upon the victim, rending and tearing them as best they can.

Unwilling Servants. The Ulthal serve no master, no god, nor cause of any description. They haunt the worlds of men and the planes, hunting only for torment. On occasion, sorcery binds them to powerful wizards or priests, or even to others of their own kind, but never willingly. If they are so bound, they reserve all their hate for those who have laid fetters upon them. They do travel with other ulthal, in the deeps of negative planes, flocks of these beasts gather in the thousands.

Special Language. They talk a tongue entirely their own. To the untrained, it sounds much like the cawing of crows. The language is simple and not difficult to learn, but few know it beyond the confines of the ulthal's hunting grounds.

In Aihrde

The ulthal are of the order of creatures called the Tvungenos, the unfettered, demons to men. That being those creatures that Unklar called from the Void or the other realms but was unable to bring under his control. They predate time, however, they are not of the order of the Val-Eahrakun, but rather belong to the order of the Val-Austlich, as the ulthal were fashioned from the Language by Ornduhl the Red God.

Many throughout Aihrde know of the winged demons, as they are the Eaters of the Dead. In the Shadow Realms, they dwell in huge flocks, circling the lines of dead and lost souls who have come to that gray abyss. They swoop down upon the unsuspecting soul to pluck it from the surface, carry them into the heavens. There, hosts of the ulthal fall upon the soul/body, rending it to shreds. The soul of course suffers immense pain before it slowly reforms upon the surface of the Shadow Realms, there to resume its course.

UNKBARTIG, (DARK BEARDED DEMON)

Large Fiend, Chaotic Evil

Armor Class: 18(Natural)
Hit Points: 190(20d10+80)
Speed: 40 ft, Fly 60 ft

STR	DEX	CON	INT	WIS	CHA
23(+6)	10(+0)	19(+4)	18(+4)	15(+2)	13(+1)

Skills: Athletics+10, History+9, Insight+6, Persuasion+5
Saves: Strength+10, Constitution+8, Intelligence+8
Damage Immunities: Poison
Condition Immunities: Charmed, Frightened, Poisoned
Damage Resistance: Cold, Bludgeoning, Piercing and Slashing from non-magical weapons
Senses: Darkvision 60 ft, Passive perception 12
Languages: Abyssal, Common, Dwarf
Challenge: 12

Special Qualities

- **Charge.** The Unkbartig can take the dash action and charge at a single opponent. At the end of the move, it can use its bonus action to make a single Melee attack. If that attack hits, it does an additional 13(2d12) Bludgeoning damage.
- **Spell Immunity**. They are immune to all mind-effecting spells, i.e. mind blank, charm, all illusions, etc.
- **Magic Resistance.** The Unkbartig has advantage on saving throws against spells and other magical effects.
- **Unicorn Vulnerability**. If the Unkbartig is struck by a unicorn, or even if the blood of a unicorn is ingested or somehow enters the body, the Unkbartig is slain instantly.
- **Wood Vulnerability.** Any pure wooden weapon that strikes the Unkbartig does an extra 1d4 points of damage. This does not include arrows, spears, and the like.
- **Innate Spellcasting.** The Unkbartig's innate spellcasting ability is Intelligence (Spell Save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
  - At Will. *Speak with Dead*, *Zone of Truth*
  - 3/day each: *Darkness*, *Fear*, *Fireball*, *Glyph of Warding*, *Teleport*
  - 1/day each: *Create Undead* (the bodies appear and do not need to be there already), *Delayed Blast Fireball*, *Dispel Evil and Good*, *Passwall* (cannot pass through a wooden wall), *Power Word Stun*, *Raise Dead*,

Actions

- **Multiattack**. The Unkbartig can strike three times with its claws or with its Halberd.
- **Claws**. Melee Weapon Attack: +10 to hit, reach 5 ft, one target. Hit 13(2d6+6) Slashing damage.
- **Halberd**. Melee Weapon Attack: +10 to hit, reach 10 ft, one target. Hit 17(2d10+6) Slashing damage.

Lair Actions. If the Unkbartig is in his castle, he may take lair actions. On initiative count 20 (losing initiative ties), the Unkbartig takes a lair action to cause one of the following magical effects:

- The demon summons lesser minions to aid him. This is equivalent to the spell *conjure minor elemental*, but the Unkbartig summons demons instead of elementals. The minions are loyal to the Unkbartig and do their best to obey his orders and defend him.
- A thick Fog fills a 30-foot radius. All non-demonic creatures within the area must make a DC 16 Constitution save. Those who fail take 14(4d6) poison damage and suffer from the poisoned condition for one minute. Those who succeed take half the damage and are not poisoned.

The Unkbartig are huge, standing around 8 feet tall, their heads are much too big for their bodies and hang low so that their chin is forever resting upon their chests. Their faces are broad, long, and angular. Upon their scalps, hair grows in long, thick, dark coils of ash. It is forever breaking free, falling away in small swirls of dust. The same occurs with their beards. Fashioned to mimic dwarves, their beards dangle from their chins and upper lip in tendrils of smoky ash, some little blasted away by the breath of their speech. They are bipedal and possess two arms, but these limbs are misshapen. The arms are thick, fat, and long. Their legs are shorter than the torsos and bend outward. They decry clothing of any sort, but their bodies are covered in thick ashy hair. They have muscular chests and stomachs, but even here the muscle is strange for it seems to have no course or direction. With their small red eyes, the unkbartig are horrid creatures to behold.

Lords of their Castle. The Unkbartig are lords in their own right, dwelling in towers built of copper and stone. They shape their fortresses with twisted corridors, mazes, stairs, and ramps that often go nowhere. They rule from the hoof, never sitting down, nor stopping. They walk continually, stomping through the hollow chambers on their squat legs and feet. The unkbartig revel in creating and over time, their dungeons can spread over great distances and possess hordes of rooms and chambers.

Armies of Chaos. Through their power and force of will, they command the respect of many of the other demons. These often congregate in the copper towers of the unkbartig in flocks of squawking madness. When roused, of course, they follow the bidding of their master, as best they can. They often command large armies of dead souls, victims of their own life's evil that have landed them in the hands of the unkbartig. They have no ability to think strategically or tactically, chaotically throwing themselves and their minions into the fray.

Wood Abhorrence. They abhor wood of any shape or size and the smell of it drives them into a rage.

In Aihrde

In the darkness of the Void, there was great tumult as the All Father swept through creation. Many thoughts hung behind him, catalyzed into shape and form, flawed and evil, broken and without hope. Some fled into the recesses in mindless terror; others followed the wake of his light through the Great Empty. In those days the unkbartig possessed no shape, nor any form. They wandered listlessly but filled with the rage to hate. When at last they steeled their courage to come to Aihrde, they saw the All Father in the act of creation; he bent over his forge and pound the language into the substance of life. They played witness to the making of the dwarves and these they envied greatly, for the All Father seemed to love those most of all. Their envy fueled the corruption of their being. They shaped themselves then in mockery of the dwarves even to the mark of sprouting beards. For their part, the dwarves do not see the shadow of their form in unkbartig, but the dwarves are possessed of a particular arrogance, grounded in the knowledge of their own origins.

The unkbartig are powerful demons that occupy all layers of the Shadow Realms; they haunt the world of Aihrde as well as many of the other planes of existence. But in the Shadow Realms, they have assumed a grim purpose, finding great pleasure in the

torment of the damned. When the wizard Ondluch splintered the mind of the All Father, a host of passageways opened between the realms; the portals took many shapes, some were hidden, others not; many bore dangers undreamed of by man or dwarf. These portals dotted the Shadow Realms and it is here that the unkbartig gathered and built their towers. They called themselves Guardian of the Portal and ruled as tyrants.

When the lonely dead and damned came to the Shadow Realms, their wandering paths knew no direction, but those that came to the portals found themselves subject to the unkbartig's torments. Some they let pass, others they drew within their towers and tormented them; still others they culled and made them servants. In time, the Unkbartig grew in power throughout the Shadow Realms for their armies were large and filled with the conscripts of the damned.

VULCREED, DEMON

Huge Fiend, Chaotic Evil

Armor Class: 19(Natural Armor)
Hit Points: 273(26d12+104)
Speed: 60 Ft, Burrow 20ft, Climb 30ft

STR	DEX	CON	INT	WIS	CHA
23(+6)	13(+1)	18(+4)	21(+5)	16(+3)	12(+1)

Skills: Arcana+11, Athletics+12, Insight+9, Intimidation+7, History+11
Saves: Strength+12, Constitution+10, Intelligence+11
Damage Immunities: Cold, Lightning, Poison
Condition Immunities: Blinded, Charmed, Exhausted, Frightened, Poisoned
Damage Resistance: Acid, Fire, Bludgeoning, Piercing And Slashing From Non Magical Weapons
Senses: Darkvision 120ft, Blindsight 60ft, Telepathy 60 Ft, Passive Perception 13
Languages: Abyssal
Challenge: 18(20,000 Xp)

Special Qualities

- **Innate Spellcasting.** The Vulcre's spellcasting ability is Intelligence (Spell save DC 19). The Vulcre can innately cast the following spells, requiring no material components.
  - At Will: Clairvoyance, Legend Lore
  - 3/day each: Darkness, Spike Growth, Wall of Thorns
  - 1/day each: Flesh to Stone, Insect Plague (range 0), Move Earth, Storm of Vengeance
- **Regeneration.** The Vulcre recovers 10 hit points at the start of its turn as long as it is in darkness or dim light.
- **Light Vulnerability.** Any time the Vulcre is exposed to magical light or ends its turn in an area of magical light, it suffers 5(1d10) damage.
- **Magic Resistance.** The Vulcre has advantage on saving throws against spells and other magical effects.

Actions

- **Multiattack.** The Vulcre can make 4 Claw attacks, and either a Bite and Dark Dreaming action, or cast a spell.
- **Claws.** Melee Weapon Attack. +12 to hit, Reach 15 ft, one target. Hit 16(3d6+6) slashing damage.
- **Bite.** Melee Weapon Attack. +12 to hit, Reach 15 ft, on target. Hit 22(3d10+6) piercing plus 16(3d10) necrotic.
- **Dark Dreaming.** The Vulcre targets one creature it can sense within 60 ft. The target must succeed on a Wisdom save (DC 19) against this magic or be blinded and incapacitated as their entire vision is consumed with the dark dream of the Vulcre. Each round thereafter, the target can save against the effect at the end of its turn. If the target saves, the effect ends. If the target fails its save, its intelligence is reduced by 3(1d6). If the target's intelligence is reduced to 0 by this effect, the intelligence loss is permanent and can only be cured by a wish. The Vulcre does not have to concentrate to maintain this effect, but the effect ends if the creature is killed. Temporary intelligence loss is restored at the rate of 1 point per long rest. A lesser restoration spell will restore one point of intelligence.

Gigantic creatures, the vulcreed are powerful denizens of the lower realms. They feed on darkness, their bulk swelling in the cool depths of the cold and empty. Their bodies are massive, bulbous, and longer than wide. They sprout legs from their flanks as normal creatures do hair, usually possessing 4-12 good legs, with a half-dozen half grown, dangling from their sides like so many limbs. Many-jointed, the spindly legs seem incapable of holding up the bulk of the creature. But it is from beneath their massive carriage that the creature's true horror lies, for here, a

long, thin neck unfolds, extending a dozen feet or more beyond the beast, ending at last in a long, barbed snout, where fangs of various sizes criss-cross each other in no discernable pattern. The vulcreed is covered in pus-filled sores, dropping off chunks of it body as it crawls along.

Solitary Tyrants. Their dens consist of massive, many-layered dungeons beneath the earth. Here they burrow through rock and earth in a never-ending quest for darkness; for light causes them distress and powerful light inflicts damage. It drives them to madness, so they escape it, feeding on the darkness, leaving behind them an inky residue that does not suffer light to enter.

Fearful Even in the Abyss. In the legions, all fear them, for their presence is unbearable to most other demons. They do not command armies, but whither they go other demons are likely to follow, for in their wake the vulcreed leave utter chaos.

Brutal And Clever. Despite their bulk, the vulcreed's many legs allow them to move very quickly. They have powerful spell-like abilities but always prefer to battle close with their victims and deliver their range of physical attacks. They are extremely intelligent and are able to discern which opponent poses the greatest threat.

In Aihrde

The vulcreed came to Aihrde as many did, but their origins are utterly unique. The vulcreed, like many evil creatures, were born of dark dreams that stole upon the All Father unbidden. But many of these came to be when the All Father fell to the sorcery of the Goblins; the vulcreed, alone of all creation stole from the All Father's troubled sleep of their own accord. They slipped into the inky blackness of the Void and fled from him for fear that when his light awoke, he would destroy them as he surely would have. In time, when the world came to be, the vulcreed crept to and stole into the hidden places and their made war upon other living things. For a time they joined the legions of Ornduhl, but the Great Bull offered them little sanctuary from Corthain when he discovered them and learned from whence they came. He then hunted them, using the golden hounds of his halls; many died at the end of his long spear, but some fled into the Shadow Realms where they found refuge from his wrath.

In after days, the vulcreed came to rule vast areas of the Shadow Realms, ushering the damned into their dungeons where they tortured them endlessly. They have ever longed for vengeance and hate all things that come from Aihrde. They long for the Void but fear to return there for the golden hounds are always vigilant.

Tis said even so that some few of the vulcreed dwell in Aihrde still, hidden in the great wilds and forgotten places of the world.

DEVILS

AGHUL, DEVIL (TUSKED)

Large Fiend, Chaotic Evil

Armor Class: 18 (natural)
Hit Points: 52 (7d10+14)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
12(+1)	15(+2)	14(+2)	18(+4)	10(+0)	7(-2)

Damage Immunities: Fire, poison
Damage Resistance: Cold, Bludgeoning, piercing and slashing from non-magical or non-silvered weapons
Senses: Darkvision 120 ft, passive perception 10
Languages: Telepathy 120 ft
Challenge: 4 (1100 XP)

Special Qualities

- **Regeneration**. The aghul regenerates 1d6 hit points per round while in a cold environment.
- **Innate Spellcasting**. The aghul's innate spellcasting ability is Charisma (Spell Save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
  - At Will. *Detect Thoughts*, *Speak with Dead*
  - 3/day each: *Glyph of Warding*, *Levitate*
  - 2/day each: *Fly*, *Water Walk*
  - 1/day each: *Animate Dead*, *Control Weather*, *Magic Circle*, *Spiritual Weapon*

Actions

- **Multiattack**. The aghul can strike once with its tusks and once with its knoglen blade.
- **Tusks**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit 11(2d8+2) piercing damage.
- **Knoglen Blade**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit 12 (2d10+1) slashing damage. In addition, on a natural 19 or 20 the blade causes Agonizing Necrosis.
- **Agonizing Necrosis**. The target suffers intense pain as their body begins to slowly rot. They immediately develop one level of exhaustion, which cannot be removed until the Necrosis is removed. Every 24 hours, the target suffers an additional 1d10 necrotic damage as they begin to rot. This damage cannot be cured until the Necrosis is removed. The Necrosis can be removed with *Heal*, *Greater Restoration* or *Remove Curse*. If Turn Undead is applied against the dead flesh, the target can make a Constitution save. If they fail the save, the rot is driven out and the Necrosis ends.

The aghul are a type of devil, extremely evil and filled with a burning hate for all things. They are large man-like creatures, possessed of long arms and short legs. They are entirely hairless but for their monstrous heads. Their bodies are thickly muscled, if at times disproportionately so. They wear little in the way of

clothing as they are totally immune to any form of temperature, hot or cold. They have massive broad foreheads, a long trunk-like nose, two huge tusks that rise from their toothy maw. Their fur-covered heads are dirty and matted. Their tusks are long, ivory and often carved or covered in jewels and bands of iron, silver, gold or platinum. They are very fond of jade and cap theirs tusks in this precious metal. When disguised, they cast themselves as dwarves, decked in jade armor and beards of ivory, combed immaculately and curled, the curls held with oils and perfumes.

Solitary Seekers of Knowledge. Their hideous forms lead them into solitary lives, though they do, from time to time, gather in a concourse for what purpose, few can surmise. Their solitude is usually spent in failed attempts at creation; for it is their desire to lord over lesser creatures and they are forever steeping themselves in arcane magic and the various sciences. These creatures are very intelligent, possessed of a natural ability to judge the value and reason of things. They possess some minor empathetic abilities.

Cautious fighters: The aghul are reluctant to fight and only do so if threatened, cornered, or made extremely wrathful. Generally, they attempt to cajole their slaves or servants into battle for them. When they are forced into battle, they do so using a combination of spells to disconcert their opponents and close using their weapon of choice, the knoglen.

Knoglen Blade: This weapon is a pole-arm, fashioned from the living bones of the aghul's victims. Ranging about 8 feet long, it serves as a +2 weapon in both hit and damage. The blade(s) are razor-sharp, self-replicating bones. When the blade strikes a successful hit with a 19 or 20 (without bonus), flakes of the bone break off into the wound. These flakes are living bone and begin to meld with the victim. If not treated, the wound begins to rot and the surrounding flesh begins to fall off. A creature that dies from the rotting returns as an undead. Unless buried in holy or consecrated ground, they reanimate as a zombie or skeleton in 1d8 days. The Knoglen loses all magic when its owner dies.

In Aihrde

The Aghul are rare in Aihrde anymore. Originally created by the All Father in the depths of the Void, these creatures thrived in that Great Empty. When Unklar called for aid in the war against the Gods they flocked to his banner. The Aghul rose to power in the horned god's world and lorded over armies of ogres, orcs, and men. Their intelligence led them into many posts of great repute, building castles, bridges, and weaponry. Their knowledge of the various sciences played well with Unklar and he used them as servants throughout his experimentations.

The Aghul were feared by almost all of the creatures that served and fought the horned god. They are wicked, cruel creatures who thrive on the sufferings of others. Few entered their domains and returned as they entered, tortured by what diabolical machinations only they could tell.

When the horned god fell, the Aghul were scattered, many consumed in the wars that followed. But some fled to various strongholds, towers and holes in the ground to live on until the day their master returned to Aihrde.

CULL, DEVIL (Cull stodti'ne, Flawless Circles)

Medium Fiend, Lawful Evil

Armor Class: 15 (natural armor)
Hit Points: 121 (22d8+22)
Speed: 40 ft., 80 ft. (fly), 40 ft. (climb)

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	12(+1)	14(+2)	16(+3)	18(+4)

Skills: Deception +8, Persuasion +8
Saves: Dex +6, Cha +8
Damage Immunities: Poison
Condition Immunities: Poisoned
Damage Resistance: Cold, Fire, Bludgeoning, Piercing and slashing from non-magical weapons
Senses: Dark Vision 120 ft passive Perception 13
Languages: Common, Infernal, Sylvan
Challenge: 9 (5000 XP)

Special Qualities

- **Innate Spellcasting**. The cull's spellcasting ability is Charisma (spell save DC 16). The cull can innately cast the following spells, requiring no material components:
  - At will: *Telekinesis*
  - 1/day each: *Mirror Image*
- **Phantasmal Mirror**: cull use this ability when they are surrounded. By drawing upon the ring of diamonds, they

raise magical mirrors all about them so that anyone looking upon the cull is subject to the sorcery. Each creature within 30 feet of the cull who can see the mirrors must make a Wisdom save (DC16). Those who fail take 4d10 psychic damage and are stunned. At the start of their turn, they make again attempt to save. If they succeed, they shake off the effect. If they fail, they remain stunned and take a further 4d10 psychic damage. Any creature reduced to 0hp by this effect has their soul trapped in the cull's Mirror of Life Trapping. Anyone making their saving throw is immune from the phantasmal mirror for 24 hours.

- **Mirror of Life Trapping**. Each Cull has a *Mirror of Life Trapping* bound to them. Should their mirror ever be shattered, they can form a new one after 24 hours. If the cull is killed, the mirror will continue to hold anyone already caught but loses its ability to entrap anyone.
- **Magic Resistance**. The cull has advantage on saving throws against spells and other magical effects.
- **Mirror Movement (3/day)**. While in its lair, the cull may, as its movement action, enter a mirror within 10 feet of it and emerge from any other mirror in the lair.

Actions

- **Nine Ring Broadsword.** Melee Weapon Attack. +4 to hit. Reach 5 ft. one target. Hit: 6(1d8+2) slashing. On a critical hit, the weapon inflicts an additional 14 slashing damage.
- **Whip.** Melee Weapon Attack. +7 to hit. Reach 15 ft. one target. Hit: 5(1d4+3) slashing. On a hit, the target must make a DC 16 Strength save or suffer 2d10 Thunder damage.
- **Ice Storm (Recharge 6).** By snapping its whip, the Cull can hurl an *Ice Storm* as per the spell. This is created by actually hurling ice shards from its personal mist aura, rather than creating a spell, so it cannot be countered.

Long ago, the cull shaped and molded their forms to mimic those of the dryads and other sylphs of the forest. To all appearances, they look like a human woman. They are tall and thin, their skin is pale and in the light translucent. Their hair hangs down in long curls upon their shoulders. The hair itself is of a pinkish hue, though beneath that color it is white. Long lashes shroud their wide, unblinking eyes. Their form is flawless, their hair never moves, they do not bruise or show wounds until death takes them. Wings hang over them, riding upon their backs, barely discernible to the naked eye; but when viewed appear with feathers, long and graceful. Their arms are overly long, with fingers to match and nails like claws. Their spines are clearly visible, pushing at the taut skin upon their backs. They are beautiful to behold, though terrible to see. A slight haze circles the cull at all times, it appears as a thin mist, only a few inches wide. It moves extremely quickly, circling her, between her legs and up around the back of her head. It consists of millions of tiny shards of diamonds.

Devil in the Circle. Cull are highly intelligent and exceedingly organized. With orderly thoughts, they organize everything around them. Their lairs, almost always built of white stone, evenly cut, lie in circular rooms. Corridors are in circles as well, there are no corners in the world of the cull. Few furnishings adorn their abodes, for the cull cannot lie down, nor sit. They almost always have mirrors in their halls, however; mirrors that hang upon the walls, rest upon the floor, or cling to the ceiling. The mirrors serve the cull as doorways, leading to other portions of their lair, or often to other palaces in the Wretched Plains or beyond them into the outer planes.

Narcissistic. The cull look at themselves constantly. They cherish jewels, but favor diamonds, pearls, and white opals. They have a tremendous envy of all things beautiful. If they cannot own it, they seek to destroy it.

Strange Officers. When the cull ride to war, they gather their cohorts around them in great circles; they carry huge mirrors at the fore, and these are their banners. The mirrors are magical and cast doubt and consternation before them. The cull favor whips of chain and adorn their bodies in white armor emblazoned with circles of varying size.

In Aihrde

One of the All Father's earliest creations, the cull came to the Void when even the All Father was young. He took moments of time and cast them in a hard shell and, whirling them in multiple circles, he hurled them into the Great Empty. They were aware and lusted immediately for more; he looked upon them and saw the flaw of their mind and cast them off to continue his creation. They lingered in his wake like dust for untold eons. But when the maelstrom split, torn by the thrashing of the dragon Inzae, they left his wake and entered her chaos, traveling through it into the realms beyond the All Father's knowing. Here they settled in the blasted wastes of what later became the Shadow Realms.

They built palaces throughout the planes, always on tall hills, and always circular; they made them of stone or silks and blanketed all in a thin covering of ice like jewels. The palaces of the cull stood as beacons of vanity in that blighted landscape, drawing the dead to the fields of diamonds that always surrounded them. There they fell into dust, cut a thousand times over in their suffering until they ceased to exist. But these palaces stood as fast fortresses against the tyranny of tvungenos and bastions of evil vanity.

During the Winter Dark, many of the cull rose to the world and served the Dark Lord and he loved them, using them sparingly. When he fell, many returned to the Shadow Realms to find their homes besieged or spoiled by the madness of the demons. Some remained in Aihrde however, hidden from the foolish but obvious to the wise for their houses of circles.

FLESH LORD, DEVIL

Large fiend (devil), lawful evil

Armor Class: 19 (natural armor)
Hit Points: 119 (12d10+48)
Speed: 40ft., climb 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	18 (+4)	14 (+2)	16 (+3)

Condition Immunities: Charmed, poisoned, blinded (unless deafened; see echolocation).
Condition vulnerabilities: Deafened (results in blinded and deafened)
Damage Resistance: cold; fire; bludgeoning, piercing and slashing from non-magical weapons that aren't silvered.
Senses: Blindsight 60ft., Passive Perception 12.
Skills: Arcana +10, History +7, Religion +8
Languages: Infernal
Challenge: 7 (2,900 XP)

Special Qualities

- **Echolocation.** The Flesh Lord cannot use its blindsight if it is deafened.
- **Regeneration.** Flesh lords regenerate 1d10 damage every round.
- **Magic resistance.** Flesh lords gain advantage on saving throws against spells and magical effects.

Actions

- **Multiattack.** The flesh lord makes three attacks—two with its claws and one with its flaying dagger.
- **Claw.** *Melee Weapon Attack.* +7 to hit, reach 10ft., one target. *Hit:* 8 (1d8+4) slashing damage.
- **Flaying dagger.** *Melee Weapon Attack.* +10 to hit, reach 10ft., one target. *Hit:* 7 (1d6+4) slashing, plus 2 (1d4) necrotic, critical on 19-20. Victims must also succeed at a DC 17 Wisdom save or be racked with pain as their flesh is flayed from their body; this results in 2 (1d4) points of Wisdom damage and victims suffer disadvantage on all attacks, saving throws and ability checks. Wisdom damage lasts until the victim completes a long rest or is fully healed via magic, and if Wisdom reaches zero, victims can do nothing but lie and wail in agony (stunned) until the damage is restored. If the flesh lord is killed its flaying dagger dissolves to ash.
- **Summon Giant Spiders.** Once per day, the flesh lord can summon 3 (1d6) giant spiders. These spiders appear anywhere the flesh lord desires within its line of sight, act on the flesh lord's initiative, and obey its mental commands. If killed, the spiders disappear.
- **Spellcasting.** The flesh lord is a natural spellcaster. Its spellcasting ability is Intelligence. Its save DC is 15 and its spell attack bonus is +5. It may use the following spell-like abilities, all at base level:
    - At will: Detect Good or Evil, Detect Magic
    - 1/day: Ray of enfeeblement
    - 2/day: Scare, Shapechange, Telekinesis
    - 3/day: Hold Monster, Shatter
    - 5/day: Hold Person, Levitate

Flesh lords are devils of Aufstrag. They are tall, emaciated creatures with long arms and long legs. Their hands and feet are also long, slender and capped by wicked claws. Their pale skin clings to bones that jut out in painful outlines. The skin itself is dry, cracking at the touch and constantly peeling. The flesh lords encourage this with the long, fleshing knife they carry and constantly drag across their hides. They have no mouth, eyes, nor nose. Where their mouths should be are scars. The eye sockets remain but are covered with smooth flesh and the nose is a gash. They have two small holes above either cheek that allow them to hear the world around them.

The Flesh Lord moves very quickly, running in a long gait, or crawling like an insect. They prefer to cling to the ceiling, dropping down on unsuspecting prey. However, their continually shedding skin places them at a disadvantage. Anyone keeping a watch on the floor is likely to notice the loose skin laying all about.

Echolocation. They cannot see, smell or talk. They do however have superior auditory skills. The openings in their skulls allow them to hear even the slightest sounds, from the echo of moving wind to whispers. From these sounds they derive a clear picture of what is going around them.

Flayers of Flesh. Flesh lords prefer to use their four-foot long fleshing dagger. The u-shaped blade is very sharp, can cut through most mail, and carves off long slivers of flesh. The peeled skin is harvested by the flesh lord after any encounter. They wrap the strips of skin together, making long, web-like ropes. The ropes are tough and cling to whatever they touch. The Flesh Lords often hang their victims with their own skin.

Masters of Torture. The flesh lord is an accomplished spellcaster, preferring to batter his victims with spells before filleting them alive with his long knife. They wield *hold person* spells to grab a victim, and as they are held, fillet them alive, cutting off strips of flesh that cause tremendous pain if little damage.

In Aihrde

The Lords of Al-Liosh were powerful and wealthy. Though many bore noble sons and daughters and ruled lands in kindness and with a fair hand to judgment, others were not so good. Others ruled in spite of their wealth, with cruel mouths and twisted minds; they tortured their serfs, paying them in evil's wage. When Al-Liosh fell, Unklar harvested these Lords and put them to his own purpose. He gave them power over his armies and set them up to torture the victims of the long conquest. And when the wars ended, he made them masters of the Hall of Chains in Aufstrag's lower regions, feeding them all those who passed through his court.

The Flesh Lords grew great in power and arrogance as they lorded over the minions of the dark.

As is known, Unklar's power waxed and waned, and for many years he slept upon his throne while the kingdoms of his making unfolded as they would. So it came that in the 400th year of the Winter Dark the Flesh Lords rose against their master,

who had slept these many years. They crowded the Torture Gardens and the Pits of Woe with the victims of their torment and assailed the upper halls with great force. The wailing of the damned echoed in the deep chambers and roused the Mogrl, devils of Unklar's rage. These rose to do battle with the Flesh Lords. The clamor of the war carried far and wide so that men in the Punj could hear it. The towers of Aufstrag shook, and flights of wyverns took to the air from on high. The slaves of the Trenches deep in the bowels of the Great Tree rose in rebellion and flooded the lower halls in violence.

All of this roused Unklar from his sleep. His roar tore the air around him and shattered walls and floors. He descended the towers and came upon the great battles raging below. His presence sent the Flesh Lords fleeing to the chambers below, and the Mogrl hounded them. But Unklar, once roused, could not sate his anger so easily. He entered the Hall of Chains and crushed them beneath his cloven hoof. He stripped the Flesh Lords of their tongues to end their blasphemy. He removed their mouths to stop their wailing. He sliced off their noses so men would hate their shapeless forms. And he pulled the flesh of their brows over their eyes so that they could never see again. He plucked their souls from their bodies, bound them in balls of iron, and hurled them across the world. At the last, he drew breath across them and pulled the life from their flesh, so that it curled and dried and fell in flakes. They grew so fearful that ever after, the Flesh Lords listened for the slightest movement of their master. In this way, they came to hear all things, great and small.

Thus ended the Flesh Lords War.

GEERTHTOOL, DEVIL

Large fiend (devil), lawful evil

Armor Class: 17 (Natural Armor)
Hit Points: 113 (12d10+48 HD)
Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	16 (+3)	15 (+2)	13 (+1)

Damage Immunities: Fire, cold
Condition Immunities: Poisoned
Damage Resistance: Bludgeoning, piercing and slashing from non-magical weapons that aren't silvered.
Senses: Darkvision 120ft., true sight 120ft., passive perception 12
Languages: Infernal, Telepathy 120ft.
Challenge: 11 (7,200 XP)

Special Qualities

- **Amorphous Limbs:** The devil grows a new appendage once every 12-24 hours and drops off one as well. The appendages vary in length and nature, sometimes looking human, other times appearing as those of an animal including sea animals such as octopus'. The appendages are the devil's main weapons in a fight and also its main defense. The devil can have up to 12 appendages at any given time, and fights with 4 of them, using the others for balance. Each appendage is capable of doing a lot of damage and taking damage (see Limb Defense below). Blows directed at the limb of the creature cause it no permanent damage. The limbs themselves are AC 21 to score a good hit as they are constantly moving, twisting and shifting, and are made from bits of bone and sinew, giving them unnatural toughness. 12 or more points of damage cuts the limb off, but it can re-grow the limb in 3 (1d6) rounds.
- **Brute:** A successful melee attack by the geerthtool deals an extra die of damage. This is already figured into the action statistics, above.
- **Create Objects:** Through its obsession with finishing a perfect chair, the geerthtool has developed a unique capacity to summon building material for said object. The geerthtool can summon up to 50 cubic feet of wood, a dozen or so wood working tools, 100 yards of silk or cotton and 100 lbs of cotton batting. After using this ability, the devil requires a long rest before using it again.
- **Limb Defense:** Whenever the geerthtool takes 12 or more damage from a single blow, it can use its reaction to lose a limb instead. The loss of the limb does not cost any hit point loss. It just loses a 'weapon,' thus reducing its multiattack ability by 1 until the lost limb regrows. The limb grows back in 3 (1d6) rounds. It will not lose a balancing limb (it needs four for balance).
- **Summon Imps:** The geerthtool can summon 6 (1d12) imps to do his bidding. The imps appear at a spot of the devil's choosing within 30 feet of it. The ability can be used three times before the devil requires a long rest to use it again. Completing a long rest restores all expended uses of this ability.
- **Teleport without Error:** geerthtool can cast teleport without error as a spell-like ability. This ability requires no components and can be used three times before the devil requires a long rest to use it again. Completing a long rest restores all expended uses of this ability.

Actions

- **Hideous howl (recharge 6):** The monstrous mouth and odd tubular construction in the geerthtool's throat allows it to emit an unearthly howl or rage of hatred that shatters glass and ceramic and can cause damage. Anyone within a 100-foot cone in front of the devil suffers 10 (2d10) points damage. The howl also acts as a *fear* spell. A successful Dexterity save (DC 15) halves the damage and negates the fear effect. The DC is constitution-based.
- **Multiattack:** The geerthtool makes four slam attacks with its limbs.
- **Slam.** *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 19 (3d10+4) bashing damage, plus 3 (1d6) necrotic damage.

The geerthtool is a hideous devil, one of only a few of this type known to exist. Its ugliness derives from its incomplete state of being. This devil is in the process of being created. It is stuck in the process and thinks of nothing more than it coming to

rest in a final state. The dreams which created this creature are incomplete as if one awoke in the middle of the dream as a figure was forming in the mind. Thus, the devil is and shall always remain – a process. This grotesque aberration looks to be a pile of bones with many multi-jointed arms, legs, and other appendages topped by a massive angular skull much like that of a crocodile. Rotting flesh and tendrils of tendons hold it together and warp around numerous pulsating and globulous organs dripping ichor and slime wherever it moves.

The creature is constantly growing extra limbs or appendages and dropping those which have been around for a day or more. It leaves a trail of limbs and bones behind it. The rest of the creature, though unfinished, is static. This state has made this devil supremely malicious and evil. It cannot even conceive of what it should be so has little hope for creating or moving to a perfect state. And even worse, because its state is always changing with its number of legs and arms changing with time, it grates angrily at its fate all the time and has no moment of solace. To the ill of all those it encounters, it kills out of envy for others in a complete and finished state.

Targeting the Vulnerable. The creature cannot speak but communicates telepathically. It cannot read thoughts but understands what a person or creature intends in a general sense. However, the creature is unusually keen in perceiving and detecting true intent as revealed in body language. Some actions and intents are often telegraphed by people unwittingly. For example, fear is telegraphed by an increase in sweating, twitches on the face, and elevating eyebrows. Equally, aggression or the intent to act is likewise revealed. The demon uses this to its advantage and often focuses on those characters who are most vulnerable or fearful.

Seekers of Comfort. All these devils have a similar obsession. They would like a comfortable place to sit or lie. As one might guess, having so many appendages coming out of their bodies, the devil finds it difficult to find a place or sit or lie down, and walking is very uncomfortable. As a result, it often spends much of its energies attempting to make a perfect chair/bed/recliner to sit in. This obsession supersedes most other concerns and if an enterprising character can find a manner of engaging this creature and offering a plausible solution to its problem, the devil can be quite forgiving – until said object is created.

Outside of Aihrde, geerthtool devils can often be found on the same planes of Hell as bone devils.

HIRSENKEELT, DEVIL

Large fiend (devil), lawful evil

Armor Class: 18 (Natural Armor)
Hit Points: 95 (10d10+40 HD)
Speed: 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	17 (+3)	15 (+2)	15 (+2)

Damage Immunities: Fire, cold, poison
Condition Immunities: Poisoned
Damage Resistance: Bludgeoning piercing and slashing from non-magical weapons that aren't silvered.
Senses: Darkvision 120ft., true sight 120ft., passive perception 16 (+6)
Skills: Arcana +7, Perception +6
Languages: Infernal, Telepathy 120ft.
Challenge: 9 (5,000 XP)

Special Qualities

- **Aura of Flux:** The hirsenkeelt emanates a permanent state of destructive potential that flows about it like an energy field. This field affects all within 30 feet from the creature, and as they draw nearer, the effects increase, dealing additional damage. At 20-30 feet from the hirsenkeelt, all living creatures take 4 (1d8) points of damage and material objects age as if one year has passed (rust forms on metal, water dries up, etc). From 10-19 feet, the effect deals 5 (1d10) hit points and 2 (1d4) years of aging and under 10 feet, the damage is 6 (1d12) and the aging is 3 (1d6) years. This is rolled per individual or object as the field is always in an amorphous flux. The Castle Keeper is responsible for tracking and determining the effects of the aging, which likely will not mechanically affect PCs, but represents a decay that has occurred. PCs are entitled to a Constitution save (DC 16) to resist the effects. Every time a character suffers damage from flux, the devil heals 1-2 hit points, and creatures that approach are subject to each level of damage (30 feet, then 19 feet, then 9 feet), with a separate save for each.
- **Immaterial:** Once the hirsenkeelt is reduced to less than half its maximum hit points in damage, it uses its reaction to become immaterial and disperse, only to reappear 3 rounds later in a random direction 50 feet away. It automatically returns to half hit points plus 1d10 during this process. It can do this three times, and then requires a long rest, after which it regains all expended uses of this ability. Becoming immaterial cannot occur on consecutive rounds.
- **Levitate:** The hirsenkeelt can *levitate* an object up to 500 pounds. Aside from the weight this ability is in all other ways as per the spell but requires no material components. Objects thus levitated can be physically moved and pushed by other beings, but always come back to their starting point unless willed to remain in their new location by the hirsenkeelt. This ability may be used at will, but requires concentration.
- **Teleport without Error:** hirsenkeelt can cast *teleport without error* as a spell-like ability. This ability requires no components. It can use this ability three times and then requires a long rest. After completing a long rest, it regains all expended uses of this ability.
- **True Immortal:** The hirsenkeelt does not experience the passage of time; it has no concept of such and exists in a perpetual state of the present. It does not age and, in reality, cannot be killed, only cast back into that realm from which it came. This is done by bringing the creature to 0 hit points, at which point it disappears.

Actions

- **Unmake (Recharge 6):** Range 60 ft. With this ability, the hirsenkeelt can make a focused energy attack that causes 2d10 necrotic damage. The recipient of the attack is allowed a Constitution check (DC 15). Success indicates that ½ damage is taken. The hirsenkeelt can only do this three times a day.
- **Telekinetic Attack (Recharge 4-6):** As the spell except it can move up to 500 lbs 200 feet. The hirsenkeelt can throw one target up to 60 feet, doing 1d6 points of bludgeoning damage for every 10 feet thrown if the target strikes a hard surface, or leaving the target prone otherwise. The target can make a Dexterity save (DC 15) to avoid this effect.
- **Multiattack.** The devil makes 3 attacks with its scimitar
- **Necrotic Scimitar.** *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 13 (2d8+5) slashing damage plus 10 (3d6) necrotic damage. When the hirsenkeelt is defeated, its scimitar vanishes with the devil.

The hirsenkeelt is a very rare devil. They came into being in that world between worlds, between the living and the dead, between time and no time. They are enigmas with no particular form or shape as if half dreamed into being but never quite making it across the threshold of existence. They are called the hirsenkeelt by the dwarves, meaning the negation of being. They exist in the spaces between the known planes and can only be brought over by the most powerful of creatures.

They are aware of themselves and believe themselves to be beings in the process of self-creating and of creating a world in which to live. For the hirsenkeelt, the worlds of all the planes and everything in them are the raw material for their continued creative process, nothing more than paints upon a palette. The devil has no intentional evil in it, rather, it is so unconcerned and uncaring (and incapable of such) for all things other than themselves that their actions become evil as an after-effect of their being.

The hirsenkeelt can only be found in its natural state when *dimension door, teleport* or some similar magical travel between the planes goes awry and those teleporting are locked between the planes. This space crackles with energies and materials that are in a constant state of flux – as is the hirsenkeelt. Even should one travel to this 'area,' the chances of meeting a Hirsekeelt are one in a million.

Creatures of Will. It takes no form, but simply projects its will from out of an amorphous energy area. Only when they come into the planes of existence do they actually acquire a more recognizable form. Here they acquire some slight gaseous material nature that is transformed into a vague shape as if a robe flowing over a body.

Forces of Destruction. Although it is incapable of actually remaking itself or continuing the process of creation, it believes it can. It, therefore, attempts to transform and consume objects first by destroying them and then consuming them. It does this without even consciously trying to do so

with its innate aura of flux. This is why the hirsenkeelt is such a dangerous creature. It destroys that which it moves near. It then proceeds to consume the decay which it causes, in effect healing itself.

Outside of Aihrde, these tortured creatures can be found on any plane of Hell, often wandering near Lemures and similar twisted creatures.

KAIN'S HENCHMAN, DEVIL

Medium Fiend, Lawful Evil

Armor Class: 18(Infernal armor)
Hit Points: 84(13d8+26)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	15(+2)	10(+0)	8(-1)	7(-2)

Saves: Str +7, Con +5
Damage Immunities: Poison
Condition Immunities: Poisoned
Damage Resistance: cold, fire
Senses: Darkvision 60 ft, Passive Perception 9
Languages: speaks and understands all languages
Challenge: 5(1800 XP)

Special Qualities

- **Shape Change**. Kain's Henchmen have an innate ability to change their form, assuming the form of any humanoid including their clothes.
- **Innate Spellcasting**. The Henchman's innate spellcasting ability is Intelligence (Spell save DC 11). It can innately cast the following spells, requiring no material components

- At Will: *Detect Evil and Good*
- 3/day each: *Hold Person*
- 2/day each: *Firestorm*, *Glyph of Warding*

Actions

- **Multiattack**. Kain's Henchman makes two weapon attacks.
- **Claws**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. 6(1d4+4) slashing damage.
- **Bilun (Pole Arm)**. Melee Weapon Attack: +7 to hit, reach 10 ft, one target. 11(2d6+4) slashing damage. In addition, anyone hit by the Bilun must make a Constitution save (DC 11). If they fail, their mind becomes filled with doubt and confusion. They are at disadvantage on all attacks and ability checks. They may repeat this save at the end of each of their turns, ending the effect on a successful save. This effect can also be removed with a *Greater Restoration* spell.

Kain's henchmen stand roughly 5 feet at the shoulder. They are muscular bipedal creatures with the lower torso of a goat and the upper torso of a man. Their faces are twisted with evil and crowned by a set of coiled horns. Their goat legs are covered in thick fur, black or brown with a hint of red in it. Their bodies reflect the color of burnt ash, grayish-black, charred or dark stained red. They have no pupils but see from hollow pools of darkness. They wield all manner of weaponry but prefer polearms with multiple points and edges. When shape-changing, they prefer to take the shape of a human, dressed nicely in a courtiers garb.

Willing Servants. Kains's henchmen are rather uninspired creatures found throughout the Wretched Plains. Their slight imagination drives them into the service of greater devils where they serve as soldiers, guards, standard bearers and the like. There they serve with distinction, as their thirst for order drives them to obedience. Anything that is not ruled or governed from above they see as weak; creatures that act irrationally are seen as weak. When commanded to do something by their masters they do not question it and carry out the command regardless of the outcome.

Reluctant Spies. Though dull-witted, they are able to speak any language, good or evil, lawful or chaotic. This, combined with their shape-changing ability, means they are often used as spies and infiltrators. They dislike such duty but carry it out without hesitation.

Simple and direct. Kain's Henchmen possess a tremendous reluctance to assume another form, instinctively seeing that as a weakness. In battle, they always assume their natural shape, discarding any subterfuge they may have adopted. They prefer the damage inflicted by their polearms to any other.

Bilun (Pole Arm): These long iron polearms are fashioned in the forges of the greater devils deep in the Wretched Plains. They are seven feet long from butt to point and are capped by a tri-bladed spear that is lined with notches, spikes, and twisted metal edges. The shaft is black as pitch, casting a reflection in its depths; its blade is a sickly yellow color, like tarnished gold.

In Aihrde

These creatures earned their name in the latter days of the Winter Dark Wars. Unklar, despairing of victory, called upon Kain the Godless to reap mayhem in the ranks of his enemies. Kain, a Lord of Chaos, took up the task. In his arrogance, he bound a cohort of these devils to him and they served as his standard-bearers and guards. They served him loyally, though what sorcery the Chaos Lord used to bind these creatures of pure law and evil to his will, none ever discovered. But these creatures were known as Kain's Henchmen from that time forward.

They are not uncommon in Aihrde, as many remained after the fall of Aufstrag. They took up service with wizards, knights, and others who seek their power and service. The wise believe that King Louis II of Maine took such servants into his household. It is told that he discovered the treasure of the Orc General Aziz, and in that treasure were several of Kain's Henchmen. Louis II died of a long and slow illness and none could cure it and this was held as a curse of the house brought upon it by the Henchman. His son Louis III is bent upon the same path, or so the tales relate.

MAUKLING, DEVIL (LORD OF THE WRETCHED)

Large Fiend, Lawful Evil

Armor Class: 21 (Metallic body)
Hit Points: 241 (23d10+115)
Speed: 50ft 80ft Fly

STR	DEX	CON	INT	WIS	CHA
21(+5)	15(+2)	20(+5)	16(+3)	15(+2)	21(+5)

Skills: Deception +11, Insight+8, Intimidation+11, Persuasion+11
Saves: Strength+11, Constitution+11, Charisma+11
Damage Immunities: Bludgeoning, Piercing and Slashing damage from any demonic source, fire, poison
Condition Immunities: poisoned
Damage Resistance: cold, lightning, Bludgeoning, Piercing and Slashing damage from non-magical weapons.
Senses: darkvision 60 ft, passive perception 12
Languages: Telepathy
Challenge: 17 (18,000 XP)

Special Qualities

- **Innate Spellcasting**. The Maukling's spellcasting ability is Charisma (spell save DC 19). The Maukling can innately cast the following spells, requiring no material components:
  - At will: *Fire Shield* (warm only)
  - 5/day: *Stinking Cloud*
  - 3/day: *Summon Elemental* (fire only).
  - 1/day: *Earthquake*, *Maze*, *Meteor Swarm*, *Wall of Force*
- **Fear Aura**. The Maukling has a constant aura of fear around it. As soon as a creature moves within 30 feet of the Maukling, they must make a Wisdom save (DC 19) or become frightened. Any affected creature can repeat the save at the end of their turn, ending the effect if the save is successful. Any creature that makes the save against the aura is immune to it for the next 24 hours.
- **Gaze of Madness**. As an action, the Maukling can change its face to its true fiendish form. Anyone within 60 feet of the Maukling that can see its face must make a Charisma save (DC 19). If they fail the save, they are affected by short term madness. If they fail the save by more than 5, they are instead affected by long term madness. If they roll a natural 1 and fail the save by more than 5, they suffer indefinite madness. A creature can only be affected by this ability once per day.
- **Burning Body**. The Maukling is a creature of fire and its body is always hot. Any successful melee attack by the Maukling does 9(2d8) fire damage in addition to the normal damage the attack would cause. Any creature grappled with a Maukling suffers 9(2d8) fire damage at the start of their turn.
- **Magic Resistance**. The Maukling has advantage on saving throws against spells and other magical effects.

Actions

- **Multiattack.** The Maukling makes three attacks. It may choose to use one attack to cast any spell it innately knows and make two melee attacks, either with its fist or its Rotlen Blade.
- **Fist.** Melee Weapon Attack: +11 to hit, reach 5ft, one target. Hit: 10(1d10+5) bludgeoning damage plus 9(2d8) fire damage.
- **Rotlen Sword.** Melee Weapon Attack: +12 to hit, reach 10ft, one target. Hit: 16(3d6+6) slashing damage plus 9(2d8) fire damage. The Rotlen is a greatsword and acts as a +1 weapon. Further, if the weapon scores a critical hit and the target survives the blow, they must immediately make a Charisma save (DC19) or be affected by an *Imprisonment* spell. They are trapped in a cell in the Maukling's infernal keep. Anyone who can get control of the sword and issues a command word can call someone so banished back. The magic only works in the hands of a Maukling except for recalling someone who is banished.

The Maukling stand tall, averaging 8 feet in height are perfectly formed human males, strong, and muscular. Their muscles ripple like corded iron and no flaw or hint of decay hangs about them. They are eternally youthful and possess such beauty of form that to look upon them is to despair. Their skin is reddish in hue, but underneath is dark, almost gray, for their skin itself is made of iron. Their faces do not reflect their bodies, for they are bland and almost shapeless, the bones of the skull push against the skin of the face, and the eyes are deep and shadowed by the thick bone of the brow. Upon their head are coiled two ram's horns; in the dim light, they appear more like hair than horns. When they take the form of another, they do not shape their bodies but their face only, casting it in the mold of a beautiful human male.

Lords of Their Realm. Maukling build massive complexes of iron and stone. The design of these fortresses follows very linear lines, but they are obsessed with building upward, so the greater the maukling, the taller the complex. There is always order in the buildings and they place nothing randomly or that does not have balance set against it. They allow only one entrance and no doors, save the chamber door that guards their Great Hall where they reside and gather their treasure. The whole edifice is placed upon a pillar of fire that usually rises 50 to 60 feet above the plain.

Voiceless. The Maukling have neither throat, nor tongue, or any teeth in their mouth; therefore, they cannot speak. They communicate telepathically, if they do open their mouths, they belch forth a stinking cloud.

Lead From The Front. They always ride at the forefront of the legions of the Wretched Plains, for few can harm, particularly demons as the maukling are made of iron immune to most of their blows. The maukling are fierce in battle and jealous of the glory that war brings. They do not permit any to attack before them or to surpass them on the battlefield. They do prefer to fight face to face, looking upon spell-craft as a resource for the weak. All devils of the lesser tiers obey the Maukling; only the Cull avoid him and do not listen to his call.

In Aihrde

The maukling came to be in the latter days of the All Father's crafting, before the coming of Inzae the dragon. Beings of fire, they hurled upon the Great Empty lighting the darkness; they raged there, tearing at the fabric of the Void. The hopeless pursuit bemused the All Father but he saw the fault in them and cast them aside. They plundered the depth, then haunted the far reaches of nothing. At last, the dragon came to the Great Empty and tore it open, and upon her back the All Father created Aihrde. The maukling came to Aihrde and there fought the first of the many long wars of that world. They assailed Corthain in his youth and the god bested them, casting them back into the Empty.

They sulked upon the edge of forever, did the maukling, looking for egress until at last the All Father succumbed to the spells of Ondluche the Goblin Sorcerer and the multiverse sprang into being. They hunted throughout the planes, hungry for a realm of their own. At last, their wanderings brought them to the Wretched Plains where they established their hold.

In time, Unklar called and they followed his banner, only now they took a form, shaping their flame to resemble the Horned One in body; but they failed in this and ever the memory of Corthain burned upon their collective memory and came to their minds. So when they took shape, they more resembled the Justice Maker as opposed to the Horned God. They have loved and hated their forms ever since.

Upon the fall of Unklar, they returned to the Shadow Realms there to wage another war, only this time against the tvungenos who laid claim to all they once possessed.

MONGREL, DEVIL (DESPAIRING HOUNDS)

Medium Fiend, Lawful Evil

Armor Class: 12 (description)
Hit Points: 71 (13d8+13)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills: Perception +2
Damage Immunities: poison
Condition Immunities: Poisoned
Damage Resistance: cold, fire.
Senses: darkvision 60ft, passive perception 12
Languages: Can understand infernal
Challenge: 3 (700XP)

Special Qualities

- **Keen Smell.** The mongrels have a superior sense of smell and gain advantage to any check that uses smell.
- **Pack Tactics.** The mongrel has advantage on an attack roll against a creature if at least one other mongrel is within 5 feet of the creature and isn't incapacitated.
- **Innate Spellcasting.** The mongrel's spellcasting ability is Wisdom (DC10). The creature can cast *Heat Metal* three times per day.
- **Baying.** The mongrel can release a mournful cry that causes despair in those who hear it. All creatures within 120 feet of the mongrel must make a Wisdom save (DC10) or suffer disadvantage on all Attacks, Saves and Ability checks. If three or more mongrels bay at the same time, all saves against the effect are at disadvantage. The effect lasts for 1 minute. Anyone affected can make another save at the end of their turn, ending the effect on a success. Anyone who has successfully saved against the baying is immune to the effect for 24 hours.
- **Guise.** The mongrel can take on the appearance of a normal, large dog. The type varies. The mongrel loses this guise immediately upon attacking. The guise can be seen through by spending a round examining the creature and making an Intelligence save (DC 13).

Actions

- **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 6 (1d8+2) piercing damage plus 11 (2d10) poison damage. Anyone bitten by a mongrel must make a Strength save (DC 12) or be knocked prone.

The mongrel are dog-like devils; mutts of varying breeds. Their pocked, scarred skin reeks of burnt hair. Their lips curl up over their naked gums, wrapped around massive fangs; thick, yellowish bile constantly dribbles from the beast's jaws. They have a long tail, barrel chest and huge paws. Their eyes, like the eyes of all their kindred, are hollow pools of nothing. When they desire to be hidden, they take on the guise of stout German Shepard, Doberman, Pit Bull, Bull Mastiff, or similar guard dog.

Roving Packs. These black hounds of hell dwell throughout the Wretched Plains and attack any hapless soul that passes near, whether dead or not. They prefer to travel in packs and are always hunting. They work working in flawless cohesion with the other pack members. They always attempt to trip a victim even as they bite him. As soon as a victim is brought

down, they are attacked by the whole pack. mongrels generally attack the same victim until that one is dead. Then they turn on the next victim.

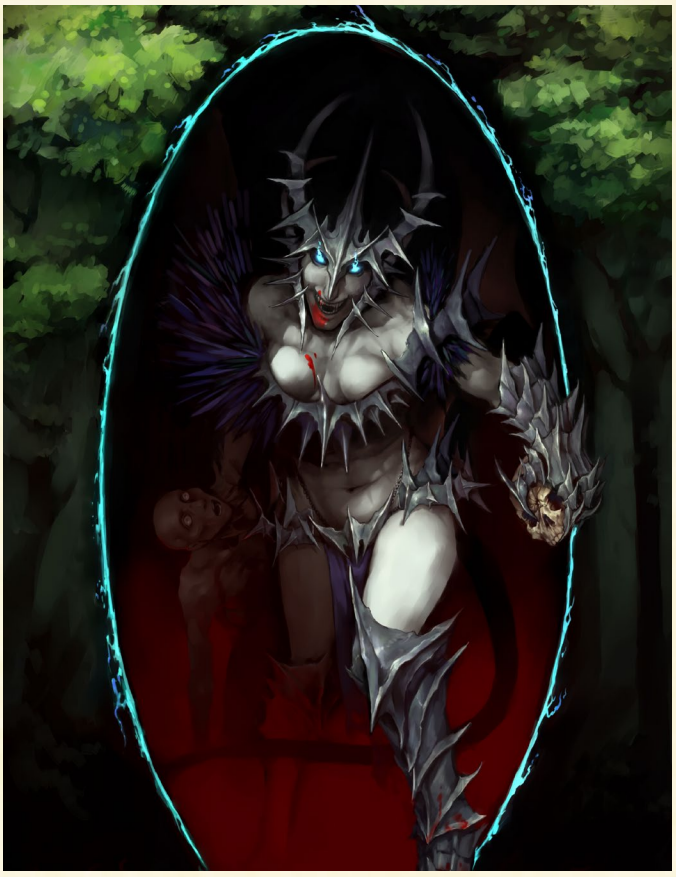
Eternal Hunger. They are consumed with a never-ending hunger and must eat constantly. The mongrel consumes that which it kills. It consumes flesh as well as equipment, armor and weapons; devouring everything. Normal equipment dissolves into nothing, but magical equipment rests in the creature's belly until the end of time, or until extracted.

Loyal Servants. They serve all manner of devils in and out of the Wretched Plains, being used as guardians, hunters, or in massive packs to hound and molest the enemies of the lords of hell. Their howling and baying are always heard before a great host of devils march to war.

In Aihrde

The hounds of hell took their shape upon the death of the All Father. When his mind splintered they issued forth into the Shadow Realms, wreaking havoc upon the denizens there. Their constant baying drew the attention of the Tvungen Lords who gathered them in packs and kenneled them in their halls. They are used on the hunt where their baying weakens their prey and causes them to lose hope.

Unklar detested these creatures, as their baying drove him mad, holding the echoes of his creator in their voices. Though he used them, they were not permitted near him nor ever to enter his Upper Halls.



The stomach of a mongrel can be cut out and cleaned, and if a *permanency* spell is cast upon it within 24 hours, it serves as a *bag of holding*.

NAROZIN, DEVIL (THE MOTHER)

Medium fiend, Lawful Evil

Armor Class: 17 (natural)
Hit Points: 210(28d8+84)
Speed: 40 ft, Fly 60 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	16(+3)	19(+4)	17(+3)	17(+3)

Saves: Con+8, Cha+8
Damage Immunities: cold, Fire
Condition Immunities: Frightened, poisoned
Damage Resistance: Acid, Lightning, necrotic, bludgeoning, piercing and slashing damage from non-magical weapons
Senses: Darkvision 120 ft, passive perception 13
Languages: Infernal
Challenge: 15 (13,000XP)

Special Qualities

- **Pool of Flame:** The narozin possess no blood, but when wounded a liquid flame pours from the wound. The flame gathers at their feet in a pool of burning water. Any creatures who touch or make a melee attack against it must make a Constitution save (DC 18), suffering 4d6 points of fire damage on a failed save, or half as much on a successful save. They save for half. The narozin cannot cast any magical spells unless she is standing in this pool of flame. The pool follows them wherever they go unless some violence removes them from it, i.e. some force hurls them out of the pool or transports them away. With normal movement, the pool of fire follows them.
- **Magic resistance.** Narozin gain advantage on saving throws against spells and magical effects.
- **Innate Spellcasting.** The narozin's spellcasting ability is Charisma (spell save DC 18). The narozin can innately cast the following spells as a 15th level caster, requiring no material components but requiring the pool of flame to be active:
    - At will: *Fire Bolt*
    - 3/day each: *Fire Storm*
    - 2/day each: *Flesh to Iron* (stone), *Wall of Iron* (stone)
    - 1/day each: *Storm of Vengeance*, *Time Stop*

Actions

- **Multiattack**. The narozin can make 2 melee attacks per round or may cast one innate spell and make one melee attack each round.
- **Claws**. Melee Weapon Attack. +8 to hit. Reach 5 ft. one target. Hit: 9(1d12+3) slashing.

- **Vorgalos Blade**. Melee Weapon Attack. +10 to hit. Reach 5 ft. one target. Hit: 10(1d10+5) slashing damage. The narozin heals damage equal to half the damage the blade inflicts.

Narozin appear as normal women, shorter than average, with red hair. Their skin is white, pale with a tint of red beneath it. They are uncommonly beautiful, but as with all their kind, the beauty is stagnant, possessing no depth beyond the skin. Disjointed and without bones of any kind, they can move any limb in any direction, twisting it in multiple directions. They do not age, their skin does not move and no emotion passes across their visage. Their eyes, green and black, with no white, reflect only hate and disdain; all things seem petty to the narozin and their demeanor shows this. They dress in red--clothing, silks, and even their armor. When they change form, their hair always remains red, no matter the creature's shape they take; it is their curse and joy.

Realms of Iron. The narozin build their lairs beneath the ground, having no love for the chaos of the world. They dig deep into the crust and line their halls with iron; sheets of it cover the floors, the wall, and ceilings. Pillars adorn their great halls and these too are iron, fashioned in singular posts without decoration or design. They are overly fond of mazes and build them to protect their lairs from intruders.

Cagey Rulers. The narozin are some of the most powerful of their kind, ruling vast areas of the Wretched Plains. Their halls are indestructible, and offer refuge from the hated tvungenos, for those creatures cannot touch iron willingly. When the narozin go to war, they ride nightmares, and wherever they go pools of fire follow. They enjoy casting themselves in the role of a wounded woman, seeking aid, or as a slave; whatever they can do to gain a position of trust so that they can betray and kill.

Haters of Nature. They hate druids, fey, trees, and all things to do with the forest world more than anything else.

Vorgalos Blade: The narozin prefer to wield a polearm in battle, having a particular predilection for the gisarme and its multiple points and edges. These +2 weapons deal 1d10 points of damage and act as *life drinking* blades. Victims struck by the blade suffer the appropriate damage; half of that damage transfers to the narozin in the guise of hit points. It heals her. This damage cannot be healed by normal healing spells or rest. It requires a *heal* spell. The vorgalos blade devours any creature that falls to it, passing the soul on to the narozin. Any such creature can only be restored to life by *True Resurrection* or *Wish*. After a month, the soul returns as a sauld devil. If the blade is ever captured it acts as a *nine lives stealer*.

In Aihrde

In the deeps of time, before the order of things, many spirits flocked to Aihrde; they possessed no form, nor any idea of it. Imperfect things, they followed only the light, as a fly to the fire. In time they took shape, each suited to its own desires. The narozin wandered the dark paths without shape until they, at last, discovered Mordius in her grove. The trees there grew by the light of the fire of creation, for in those days there was neither sun nor moon. The narozin watched Mordius and marveled at her beauty, unmarred in her youth. They saw her raiment; cast in the shadows of the mountain's fire, as red and it flowed from her in undulating waves. Her face seemed fixed in the light as well, with dark rings upon her eyes. They envied her beauty, and set up casting forms for themselves; they took her shape and covered in rings of fire. Their faces took on a red hue, but the skin beneath their wide eyes was black.

At that moment, Ea-Vette rose in the heavens, revealing the wide world to the waking day as well as the true beauty of Mordius, dressed in her gowns of green with a face lit with pure joy. The narozin fell back into dismay, for they saw their own form as flawed, a beauty with design or purpose and cast in colors untrue to the growing world. They fled, terrified to look upon her; they took up abodes in far off places and wept their hatred.

When the world split, the narozin felt drawn to the Wretched Plains and there they found a home in the halls of the dead. They lorded over the other occupants, binding many to them, but most, especially those dead whose lives knew no goodness. These narozin wrapped themselves in flesh that burned as the fire of the first mountains and made them suffer like no others. This mockery of birth became the hallmark of the narozin and they peopled the Shadow Realms, that place men call the Wretched Plains, with the sauld devils.

NARVILIN, DEVIL

Large fiend (devil), lawful evil

Armor Class: 18 (Dexterity + Natural Armor)
Hit Points: 95 (12d10+24 HD)
Speed: 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	7 (-3)

Damage Immunities: Cold, Poison
Condition Immunities: Charmed, Poisoned
Damage Resistance: Fire, Bludgeoning, slashing and piercing from non-magical weapons that aren't silvered
Senses: Darkvision 120ft., Passive perception 12, *True Sight* (as per the spell; always active)
Languages: Infernal, telepathy 120ft.
Challenge: 8 (3,900 XP)

Special Qualities

- **Aura of Cold:** The Narvilin casts a continual cold spell about it, dropping the temperature of everything within 50 feet of it by 15 degrees. All within the area must succeed at a Constitution save (DC 15) or be at disadvantage to attacks and dexterity checks while in the area. A new save may be made each round, and once a character succeeds at the save, no further saves are necessary.
- **Teleport Without Error:** The Narvilin can use the *Teleport without Error* spell as a spell-like ability. It requires no components to cast the spell. It may use this ability

twice and then requires a long rest before using it again. After a long rest, it regains all expended uses.

- **Summon Mephits:** The Narvilin can summon 1d4 mephits, which appear instantly at any spot within sight of the Narvilin. It may summon mephitis up to six times and then requires a long rest. After a long rest, it regains all uses of this ability.
- **Reconstitution:** The Narvilin can instantly heal injuries by concentrating for two rounds. After concentrating for two rounds (standard concentration rules apply), it heals a number of hit points equal to the number of hit points it has currently remaining. It cannot exceed its normal hit point maximum in this manner. It may perform this healing four times, after which it requires a long rest before using this ability again. Following a long rest, the Narvilin regains all expended uses of this ability.

Actions

- **Multiattack:** the Narvilin attacks twice, with its claws or a weapon, and its bite.
- **Claws.** *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 11 (2d6+4) slashing damage.
- **Scimitar.** *Melee Weapon Attack:* +7 to hit, reach 10ft, one target. *Hit:* 13 (2d8+4) slashing damage.
- **Bite.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 13 (2d8+4) piercing damage.
- **Bear Hug:** If the Narvilin successfully attacks with its claws, it may choose to grapple the victim as a bonus action, unless they succeed at a Strength save (DC 15). The character thereafter takes 4 (1d8) damage each round until they break free or are killed. To break free the character must make a successful strength save. Two rounds following a successful attack, the Narvilin thereafter automatically inflicts bite damage as well each round. While grappling a character, the Narvilin may make no other actions but to inflict damage on the hugged character. It may choose to release the bear hug at any time.
- **Mangling Stomp:** Upon making a successful melee attack, the Narvilin can choose to knock the victim prone unless it succeeds at a Dexterity check (DC 15). Once the Narvilin has knocked an opponent down it can use a bonus action to stomp on that character. The stomp attack is made at advantage, is +7 to hit, and inflicts 10 (1d12+4) damage.
- **Roar (Recharge 5-6).** This thunderous roar is heard for 1000 yards but only affects those within 100 yards of the creature. The roar causes all within a 100-yard cone to make a Constitution save (DC 15) or be deafened and stunned for 1d4 rounds.
- **Stunning Stomp (Recharge 6).** The Narvilin can stomp one of its hooves, causing a sonic wave. This wave blasts everything within a 50-foot radius of the Narvilin. All within the area of effect must succeed at a Constitution save (DC 15) or be stunned for 1-4 rounds. After using this ability, the Narvilin itself is stunned for 1 round.

The Narvilin comes from some dismal nether region of ice and snow. In the mixed dreams of the All Father, before the making of many things, the unfinished thoughts, missives and passing fancies collided and swirled producing, for a moment the Narvilin, when the All Father shuddered and awoke. In that moment between waking and sleeping, the Narvilin slipped unknown into existence.

The Narvilin is a large hairy creature with the build of a polar bear with two extra arms. It stands more erect than a bear and has a bare chest like a human. The lower set of arms ends in hands while the upper arms end in claws. Its white fur has black stripes running across it. Its feet are hoofed much like that of wooly oxen. The head is a large affair with wide ears and two large tusks growing from where its lower canines should be and appears as a hybrid bear and human face.

Uncaring Killers. The Narvilin resides in no particular area but springs into existence wherever one finds frigid winds and life killing cold. They are little more than a hoary death made real. They care little for anything at all. It is not in their makeup to care, even for themselves. They have no capacity for sympathy or empathy and have few other emotions at all.

Very few creatures garner the attention of the Narvilin and, should they not present an immediate threat or offer something of interest to it, the Narvilin likely ignores it. They are not fond of creatures that exude a great deal of warmth, such red dragons, salamanders and the like. Those creatures who cast fireballs or heat-related spells or use heat-related magic garner its attention much more quickly than others. Once it enters combat, it fights to obliterate its foes, even going so far as to mutilate a corpse after a battle and stomp those already killed underneath its feet.

Hoarders of Treasure. What Narvilin do appreciate is fine objects of gold and silver and platinum, jewels and shiny things that glow like ice crystals and they will go to all ends to acquire them. Oddly though, they do not care if they lose them.

Outside of Aihrde, Narvilin can be found on the same planes of Hell as ice devils.

SAULD, DEVIL

Medium Fiend, Lawful Evil

Armor Class: 13 (Natural Armor)
Hit Points: 44 (8d8+8)
Speed: 80 ft, Climb 40 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	3 (-4)	5 (-3)	4 (-3)

Damage Immunities: poison
Condition Immunities: poisoned
Damage Resistance: cold, fire
Senses: darkvision 60ft, passive perception 7
Languages: Infernal
Challenge: 2 (450 XP)

Special Qualities

- **Leaping**. The Sauld can leap up to 20 feet as part of its movement. If the Sauld leaps onto an opponent, it gains advantage on its Bite attack for that round.

Actions

- **Multiattack**. The Sauld can make 4 attacks in a round, two claws, one bite, and one tail attack.
- **Claw**. Melee Weapon Attack. +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) slashing damage.
- **Bite**. Melee Weapon Attack. +3 to hit, reach 5 ft, one target. Hit: 5(1d8+1) piercing damage.
- **Tail**. Melee Weapon Attack. +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) piercing damage.

With grotesquely long arms and legs to match, the sauld can crawl on four legs, climb almost any surface, or spring upright and run as fleet as any gazelle. Their skin ranges from a lackluster orange to a deep red and stretches over their thin, boney frames. Hairless, without eyes or ears, they possess only a gaping, tooth-filled maw, and two slits in their face for a nose. Their spines are long, rising from the flesh of their back in rings that can be grasped by the bold; but more than that the spine extends far beyond the body in a long boney tail. The sauld stink of sulfur and are forever leaving a thin cloud of ash behind them.

Mindless Servants. These are the rank and file of the legions of the Wretched Plains. Completely unable to project themselves beyond the moment, they obey the commands of their masters without thought, heedless of the outcome. They are heedless of pain or wounds and if led by another devil of greater power, their morale never fails. They delight in the suffering of others and spend their time tormenting the lost souls that wander the plains.

Eternal Destruction. The sauld, when not employed as soldiers, guardians, servants, etc., wander the Shadow Realms in great packs, hunting for things to torment.

In Aihrde

The sauld are spawns of the Wretched Plains. There, the dead souls of those lacking any redeemable character wander in a constant state of torment, hunted by their occupants of the plains. Those unlucky enough to be captured in the snares of the lillith devils are consumed and sent back to the plains where their skin crawls with torment, encasing the soul in a cage of never-ending agony. They are the sauld, and their ranks are limitless.

SEERE, DEVIL (PAINTED DEVIL)

Large Fiend, Lawful Evil

Armor Class: 18 (natural)
Hit Points: 102(13d10+26)
Speed: 40 ft, Fly 80 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	18(+4)	15(+2)	18(+4)	15(+2)	7(-2)

Skills: Perception+5, arcana+9, religion+5
Damage Immunities: Necrotic, Poison
Condition Immunities: Blinded
Damage Resistance: Bludgeoning, piercing and slashing from non-magical weapons
Senses: True Seeing, Passive Perception 15
Languages: Infernal
Challenge: 7 (2900 XP)

Special Qualities

- **Innate Spellcasting**. The seere's spellcasting ability is Intelligence (spell save DC 15). The seere can innately cast the following spells, requiring no material components:
  - At will: *True Seeing* (self only)
  - 3/day each: *Confusion*, *Create Undead*, *Darkness*
  - 1/day each: *Insect Plague*, *Symbol*
- **Summon Wights**. The seere can, as an action, strike the ground with its Essunk spear, summoning 1d4 Wights. The seere hates to do this, as it releases the souls. The spear contains 1d20 charges. It costs one charge per wight summoned.

Actions

- **Multiattack**. The seere can bite ones and strike with its essunk spear twice each round.
- **Bite**. Melee Weapon Attack. +6 to hit. Reach 5 ft. one target. Hit: 10(2d6+3) piercing.

- **Essunk Spear**. Melee Weapon Attack. +8 to hit. Reach 10 ft. one target. Hit: 15 (3d6+5) piercing damage. In addition, the target must make a Constitution save (DC 15). The first time a target fails this save, they are blinded. The second time a target fails this save, they are deafened.
- **Swallow**. If a target is both blinded and deafened or if a target is unconscious, the seere may attempt to swallow. The seere makes a bite attack. If it hits, the target must make a Wisdom save (DC 15). If the target fails the save, they take no damage but suffer the effects of a trap the soul spell with the devil acting as the gem. Until something or someone destroys the seere devil, the unfortunate victim remains in the belly of the beast. If they succeed, they still suffer damage from the bite but no other effects.

Seere devils, or painted devils, are tall and thin, lecherous looking creatures with emaciated bodies covered by dried flaking flesh. They walk on hobbled feet, shaped more like a giant marsupial's than a man's. Long, drawn faces end in a dislocated jaw that hangs several feet down the creature's chest. The open jaw contains an impenetrable darkness. The seere devils have no eyes, only sockets that are both wide and deep. They have no ears, nor a nose; all their senses bound in the flesh of their jaw so that they "hear" the world around them. The etchings of multiple tattoos cover their skin, these they have carved upon themselves. Their favored form, however, is of a beautiful man, short and muscular, with long hair that hangs low upon their chests; but their deceptions possess a flaw, for their disjointed jaws defy the illusion and they must be wired together so that the painted devil must always appear as a human with a brass casing bound to his chin and cheeks.

Strange Guides. Called by many names, the seere serve as guides in the Wretched Plains, but their etchings give them the sobriquet of the "painted" devil as well. Though the etchings seem disorganized, they are carefully placed and vital for the painted devil's ability to change shape. They reflect the skin they assume upon changing form; damage to them negates the creature's ability to appear as anything other than what it is, a horrid monstrosity. The painted devils dwell in long columned buildings; the order of the building is linear and rarely deviates from one cardinal direction. There are never turns in the creature's home. The heart of their lair is always an open room, tiled in immaculate rectangular tiles, almost always a sea green. The tiles lead to a large bath of steaming water where the creature sleeps.

Lead from Above. The seere ride to war on the wind of undead crows; wherever they go massive flocks of the birds follow them. They carry their essunk spear in hand, preferring to battle from on high; they lance their victims from above. They are able organizers and often command troops of the lesser devils, Kain's Henchman, and the like. The seere fight from above, never touching the ground unless forced or until victory is at hand. They lance their victims with their spears, leaving the stains of the dark soul in them. They breathe insects upon their prey before descending upon them to devour them. Their massive jaws engulf any fallen foe, swallowing them, drawing them into the inky blackness of oblivion.

Essunk Spear: The spear of the seere acts as a +2 weapon. Fashioned from the souls of the damned, a shroud of dark shadow hangs over the spear. These snaking tendrils coil and wrap around the haft and the seere himself. They seem to have a life of their own; but in fact, their master guides them in their every move, unleashed only when he enters battle.

In Aihrde

The painted devils followed the course of the cull in coming to the world of Aihrde. Fashioned in the deeps of the Void, they drifted in clouds of their own stench for eons until the world took shape. They came to it even before the sun and moon were set upon their courses and they lived in the darkness for time without count and as they watched the world unfold, their envy grew. It knew no bounds as they played witness to the beauty around them. The hate of beauty germinated within them until it consumed them. They remained faceless though, fearful of the power of the world around them, that is, until the coming of the horned one.

Upon his arrival, the seere rose and entered the annals of the world as nightmares. Their immense knowledge, gained from long observation, proved a valuable conduit for the lords of Aufstrag and they used the seere as guides through the cosmos and in the governance of all things. All dreaded the seere for he lorded over both friend and foe.

Upon the fall of the Horned God, the enemies of the seere, and they were many, returned his arrogance in full measure. Driven from the halls they fled into the wilderness or to the wretched plains where they joined the detracted legions of devils who vied with power over the realm with tvungenos.

SOLARIN, DEVIL

Large fiend (devil), lawful evil

Armor Class: 19 (Natural Armor)
Hit Points: 85 (10d10+30 HD)
Speed: 50ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	17 (+3)	15 (+2)	17 (+3)	18 (+4)

Damage Immunities: Fire, Cold, Radiant
Condition Immunities: Poisoned

Damage Resistance: Bludgeoning piercing and slashing from nonmagical weapons that aren't silvered.
Damage Vulnerabilities: Necrotic
Senses: Darkvision 120ft., true sight 120ft., passive perception 13
Languages: Infernal, Telepathy 120ft.
Challenge: 8 (3,900 XP)

Special Qualities

- **Fires of Healing:** Any fire, heat-based or radiant damage attacks on the solarin heal it instead of damaging it. It can gain temporary hit points over and above its maximum hit points in this manner.
- **Halo of Light:** The Solarin casts a permanent immutable halo of light that engulfs everything within 100 feet of it. The effect is such that there is no point of origin for the light but rather it emits from everywhere. There are no shadows or shades, making it like a bright day everywhere—this imposes disadvantage on all stealth checks within the area to hide. This effect cannot be mitigated by any means: if one were to place a towel over one's head, it would still be light inside. One can only close his/her eyes and even then, it bleeds through as if someone has a bright light shining on their face. Not even magical effects like the *darkness* spell can extinguish this light.
- **Teleport without Error:** Solarin can cast teleport without error as a spell-like ability. This ability requires no components and can be used three times before the devil requires a long rest to use it again. Completing a long rest restores all expended uses of this ability.

Actions

- **Arc of Fire (Recharge 3-6):** The Solarin can use their action to cast an arc of fire, which explodes from the Solarin's body like a whip lashing out randomly in a 50-foot cone. Because of the random nature of the arc, it makes an attack roll against each target within the area of effect, with a +5 to hit. If it strikes it deals 10 (1d20) points of radiant damage, but those struck can make a Dexterity save (DC 15) for half damage.
- **Concussive Blow:** When the Solarin reduces a target to less than half its normal hit point maximum, it instinctively knows its victim has been weakened. It can then cast concussive blows upon that creature. It takes two rounds for the Solarin to generate such a blow, during the first of which it can take no actions and enemies have advantage on attack rolls against it. On the second round, the victim is wracked with a concussive blast that pushes it 30ft in a straight line away from the Solarin and reduces it to 1 hit point. If it succeeds at a Dexterity save (DC 15) the victim instead suffers half its remaining hit points in damage and is not pushed.
- **Ray of Light (Recharge 6):** Solarin have the ability to cast a blinding ray of light which does not radiate heat, but causes blindness to everyone within a 50-foot radius of the Solarin, which lasts for 2d8 rounds followed by disadvantage on all attack rolls for a further 1d8 rounds. All those within a 100-foot radius suffer disadvantage on attack rolls for 1d8 rounds. Victims caught in the radius can make a Dexterity save (DC 15) to avoid the effects. Multiple exposures are not cumulative, though victims who have recovered or partially recovered can see the effects renewed on subsequent uses.
- **Rod of Hellfire.** *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 14 (2d10+6) magical bludgeoning damage, plus 5 (1d10) radiant damage. This rod vanishes if the Solarin releases it or dies. It can be summoned to the Solarin's hand at will.

These devils reside in the heavens upon the radiant beams of light cast from stars. They are called Solarin by men, Udul by the dwarves, and Ithilnil by the elves. These devils were created as the stars came into being and were little more than the result of the All Father's momentary meandering. Like a child cast forth and abandoned, the Solarin hold a deep and abiding grudge against almost all those things the All Father purposefully made. Though powerful and with a bent toward wanton destruction, these devils are far too self-absorbed to spend much effort in seeking out taking vengeance upon those they despise.

The Solarin appear as tall thin sexless humans with angular features. They have no hair, broad eyes, thin noses and lips, though they have no ears. Their skin is a bright bronze color. They have no teeth which makes their speech sound more akin to the mumblings of an old man than to that of man, dwarf or elf. It is as if they are nearly finished creatures whose final form is in the making.

Seekers of Creation. They have, over the many millennia since their creation, sought to complete the creation process through whatever means necessary. Only with the calling of Unklar did the Solarin come to Airdhe and there witness an image of what they believe may have been their completed state. Since that time, those who came have haunted the lands of man and elf.

Tyrannical Torturers. With respect to certain sentient creatures (humans and humanoids), the Solarin is more interested in wounding them to such a degree that they grovel before their feet. They do not seek to immediately kill them – unless necessary. They then lord over them for some time (one day to a hundred years), keeping them wounded and near death the whole time. This they do to stroke their magnificent ego and humble the creatures that they, in the dark part of their souls, envy so much.

Outside of Aihrde, In other fantasy settings, the Solarin are formed when a Solar angel becomes corrupted and falls from grace. Unlike other devils, they do not specifically inhabit a level of Hell, but reside amongst the stars, and wander the levels of Hell. They are honorable to a fault, but also arrogant and obsessed with their own superiority, and they call angels and other devils enemies, having deluded themselves as to their new nature. This makes them astoundingly lonely creatures.

VONLATOT, DEVIL (KNIGHT OF THE DEAD)

Medium Fiend, Lawful Evil

Armor Class: 17(Breastplate +1)
Hit Points: 144(17d8+68)
Speed: 30 ft, 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	18(+4)	15(+2)	16(+3)	12(+1)

Skills: Animal handling +6, Persuasion +5
Saves: Strength +8, Constitution +8
Damage Immunities: poison
Condition Immunities: poisoned
Damage Resistance: Cold, fire
Senses: Darkvision 60ft, passive perception 12
Languages: Common, Infernal
Challenge: 10(5900 XP)

Special Qualities

- **Innate Spellcasting**. The vonlatot's innate spellcasting ability is Wisdom (spell save DC 15). The vonlatot can cast the following spells, requiring no material components:
  - At Will: *Produce Flame*
  - 5/day: *Heat Metal*
  - 3/day: *Flame Strike*, *Telekinesis*
  - 1/day: *Delayed Blast Fireball*, *Wall of Fire*
- **Mount**. The vonlatot has a Giant Vulture of maximum hit points as a mount. The creature is bound to its master, and no magic can cause it to betray its master. The vonlatot has a telepathic bond with its mount and can command it without using an action.
- **Seeming**. At will, the vonlatot can place a seeming on itself and its mount, causing it to appear as a glorious knight and his noble steed. This effect lasts as long as the devil concentrates on it.
- **Magic Resistance**. The vonlatot has advantage on saving throws against spells and other magical effects.

Actions

- **Multiattack**. The vonlatot makes 2 attacks with its Ball and Chain, or one attack and casts a spell it innately knows.
- **Ball and Chain**. Melee Weapon Attack: +8 to hit, reach 15 ft, one target. Hit: 11(1d12+4) bludgeoning damage. In addition, the chain can be used for one of three effects. The target must roll a Dexterity save (DC 14) to avoid.
  - Disarm: One weapon the target is holding is knocked from their grasp and send 1d6*10 feet in a random direction.
  - Trip: The target is knocked prone.
  - Entangle: The target is entangled in the chain. The target is considered restrained until they escape from the entanglement. Once the vonlatot uses this option, they cannot use ball and chain to cause extra effects until the target is unconscious or escapes the entanglement.

The vonlatot are tall, elfin creatures, whose skin is fair and soft. They seem almost frail with a high rib cage, and shallow stomachs; a face that is expressionless, devoid of any taint of age or texture that would remark upon facial movements. They are bland in their perfection. Underneath their vanity stands a skeletal frame of stone, bound by muscle that is beyond tissue, hard as the roots of a tree. They have no blood, nor do they produce any bodily fluids. But their most unusual feature is the ragged hole that rests in their gut. The hole is like torn fabric; the simple can see through the creature, but the wise can see into the outer planes for this wound is a gate. Beyond them lies a shroud of ash, barely discernable unless the beast takes to flight; when airborne, the wings take a more solid shape and appear as massive vulture wings.

Unchanging. The vonlatot are static creatures that have not changed, nor can they change, since time began. They ride giant vultures in battle and favor breastplates for armor, but the armor never covers the midsection where the hole resides. When they cast themselves in a favorable form, it is always as a knight, riding a horse. Both knight and steed wear silver or gold raiment and shine with a radiant beauty.

Spartan Domains. The vonlatot dwell in huge sprawling castles throughout the Wretched Plains. Their castles are of black stone, built in an orderly fashion. Their halls are clean and

free of adornments. Their rooms are sparse and their treasure is always gathered in their main lair.

Patient Hunters. The vonlatot are powerful creatures and are able to secret themselves deep in the earth. They have no concept of time and are not averse to hiding themselves for whole ages if they think the time is not ripe for their rise.

Covetous Commanders. They lust for power and control, having gained a taste in other times. They command legions of devils, undead, and other unsavory creatures. They favor the orc above all things for in their company, the vonlatot are indeed beauty personified.

In Aihrde

The vonlatot are ancient, cast in their shape in the deep Void, they came to Aihrde long ago and soon became embroiled in the wars of the darkling days when first Corthain took up arms against his brother Ornduhl. The vonlatot served Corthain for a short while, but the Justice Maker found them lacking; they did not care if they caused suffering and possessed a streak of cruelty that Corthain could not abide. When he turned his gaze upon the vontalot, he saw them as knights upon wonderful steeds, even as he himself looked, but he saw through their disguise and saw what they were and he knew them as flaws of creation. He drove them from his host and threatened them with death and banishment should they mingle in his affairs again. They fled from him, taken in fear.

They lay in the deep places of the earth for a great while until Unklar's summons, and they rose to serve him. They proved powerful minions to the horned god and he used them often in his struggles throughout Aihrde. They rose in power and ruled towers and lands of their own. But in the end, Unklar(was thrown down and his allies with him. The vonlatot fled the Holy Sword Durendale for it called to their minds the power of Corthain.

They have since returned to their lairs deep in the earth or to the Wretched Plains, hoping to win back their lost power. There, they have gained a voice in the councils of the foul lords who rule for the vonlatot, the Knights of the Dead, are powerful when roused.

DOG, WAR

Medium Beast, Unaligned

Armor Class: 13(leather armor)
Hit Points: 13(2d8+4)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
15(+2)	12(+1)	14(+2)	3(-4)	12(+1)	6(-2)

Skills: Perception+3
Senses: passive perception 13
Challenge: ¼ (50 XP)

Special Qualities

- **Scent**. The war dog has advantage to all perception checks involving scent.

Actions

- **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) piercing damage.
- **Lockjaw**. Upon a successful bite, the war dog can choose to lock its jaws on the target. The target is grappled and the war dog's armor class is reduced by 2. The target can use an action to make an escape attempt with a DC of 12 to escape the grapple. If the war dog starts its turn lockjawed to a target, it automatically succeeds on a bite attack on the target.

These are large breed dogs, bred and trained for combat; i.e. mastiffs, great danes, huskies, german shepherd, doberman pinchers, etc. They are able to wear armor.

Bred for war. War dogs are aggressive animals trained to participate in combat situations. They attack using their deadly fangs.

DRAGONMEN OF KAATH

Acolyte of Kaath

Medium Humanoid, Chaotic Evil

Armor Class: 14(natural armor)
Hit Points: 27 (5d8+5)
Speed: 30 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	10(+0)	14(+2)	13(+1)	16(+3)

Skills: Deception +6, Persuasion+6(+9 against dragons), Religion+5
Saves: Constitution+3, Charisma+6
Senses: Passive Perception 11
Languages: Common, Draconic
Challenge: 2 (450 XP)

Special Qualities

- **Spellcasting**. The acolyte is a 5th level spellcaster. Its spellcasting ability is Charisma (Spell DC 14, +6 to hit with spell attacks). The acolyte has the following sorcerer spells prepared:
  - Cantrips (at will): *Fire Bolt*, *Light*, *Message*, *Ray of Frost*, *Shocking Grasp*
  - 1st level (4 slots) *Disguise Self*, *Shield*, *Thunderwave*
  - 2nd level (3 slots) *Invisibility*, *Suggestion*
  - 3rd level (2 slots) *Lightning Bolt*

Actions

- **Staff**. Melee Weapon Attack: +3 to hit, reach 5ft, one creature. Hit: 3(1d6) bludgeoning damage.

Dragon priest of kaath

Medium Humanoid, Chaotic Evil

Armor Class: 14(natural armor)
Hit Points: 65 (10d8+20)
Speed: 30 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	12(+1)	14(+2)	13(+1)	18(+4)

Skills: Deception +8, Persuasion+8(+12 against dragons), Religion+6
Saves: Constitution+5, Charisma+8
Damage Resistance: Lightning
Senses: Passive Perception 11
Languages: Common, Draconic
Challenge: 6 (2300 XP)

Special Qualities

- **Spellcasting**. The dragon priest is a 10th level spellcaster. Its spellcasting ability is Charisma (Spell DC 16, +8 to hit with spell attacks). The dragon priest has the following sorcerer spells prepared:
  - Cantrips (at will): *Fire Bolt*, *Friends*, *Light*, *Message*, *Ray of Frost*, *Shocking Grasp*
  - 1st level (4 slots) *Disguise Self*, *Shield*, *Thunderwave*
  - 2nd level (3 slots) *Invisibility*, *Suggestion*
  - 3rd level (3 slots) *Counterspell*, *Lightning Bolt*
  - 4th level (3 slots) *Dimension Door*, *Ice Storm*, *Stoneskin*
  - 5th level (2 slots) *Cone of Cold*
- **Heightened Spell**. 3/day the dragon priest can, when casting a spell, cause one of the targets to have disadvantage to saves against that spell.

Actions

- **Staff.** Melee Weapon Attack: +4 to hit, reach 5ft, one creature. Hit: 3(1d6) bludgeoning damage.

high priest of kaath

Medium Humanoid, Chaotic Evil

Armor Class: 16(natural armor)
Hit Points: 97 (15d8+30)
Speed: 30 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	12(+1)	14(+2)	14(+2)	20(+5)

Skills: Deception +10, Persuasion+10(+15 against dragons), Religion+7
Saves: Constitution+6, Charisma+10
Damage Resistance: Lightning
Senses: Passive Perception 12
Languages: Common, Draconic
Challenge: 9 (5000 XP)

Special Qualities

- **Spellcasting**. The high priest is a 15th level spellcaster. Its spellcasting ability is Charisma (Spell DC 18, +10 to hit with spell attacks). The high priest has the following sorcerer spells prepared:
  - Cantrips (at will): *Fire Bolt, Friends, Light, Message, Ray of Frost, Shocking Grasp*
  - 1st level (4 slots) *Disguise Self, Misty Step, Shield, Thunderwave*
  - 2nd level (3 slots) *Invisibility, Suggestion*
  - 3rd level (3 slots) *Counterspell, Lightning Bolt*
  - 4th level (3 slots) *Dimension Door, Ice Storm, Stoneskin*
  - 5th level (2 slots) *Cone of Cold*
  - 6th level (1 slot) *Chain Lightning*
  - 7th level (1 slot) *Prismatic Spray*
  - 8th level (1 slot) *Dominate Monster*
- **Heightened Spell**. 3/day the Dragon Priest can, when casting a spell, cause one of the targets to have disadvantage to save against that spell.
- **Enhanced Lightning**. When the high priest casts a *Lightning Bolt* or *Chain Lightning*, the spell does an additional 5 damage, and the priest re-rolls all 1s rolled on the damage dice.

Actions

- **Staff**. Melee Weapon Attack: +5 to hit, reach 5ft, one creature. Hit: 3(1d6) bludgeoning damage.

grand master of kaath

Medium Humanoid, Chaotic Evil

Armor Class: 18(natural armor)
Hit Points: 130 (20d8+40)
Speed: 30 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	12(+1)	16(+3)	14(+2)	22(+6)

Skills: Deception +12, Persuasion+12(+18 against dragons), Religion+9
Saves: Constitution+7, Charisma+12
Damage Immunities: Lightning, Thunder
Senses: Passive Perception 12
Languages: Common, Draconic
Challenge: 15 (13,000 XP)

Special Qualities

- **Spellcasting**. The grand master is a 20th level spellcaster. Its spellcasting ability is Charisma (Spell DC 20, +12 to hit with spell attacks). The grand master has the following sorcerer spells prepared:
  - Cantrips (at will): *Fire Bolt, Friends, Light, Message, Ray of Frost, Shocking Grasp*
  - 1st level (4 slots) *Disguise Self, Misty Step, Shield, Thunderwave*
  - 2nd level (3 slots) *Invisibility, Suggestion*
  - 3rd level (3 slots) *Counterspell, Lightning Bolt*
  - 4th level (3 slots) *Dimension Door, Ice Storm, Stoneskin*
  - 5th level (3 slots) *Cone of Cold*
  - 6th level (2 slots) *Chain Lightning*
  - 7th level (2 slots) *Prismatic Spray*
  - 8th level (1 slot) *Dominate Monster*
  - 9th level (1 slot) *Power Word Kill*
- **Heightened Spell**. 5/day the Grand Master can, when casting a spell, cause one of the targets to have disadvantage to saves against that spell.
- **Enhanced Lightning**. When the Grand Master casts a *Lightning Bolt* or *Chain Lightning*, the spell does an additional 6 damage, and the priest re-rolls all 1s rolled on the damage dice.
- **Breath of the Dragon**. Once per day, the Grand Master can breathe lightning. Calling upon the power of Lemul, the Grand Master hurls lighting from his mouth in a 90-foot line that is 5 feet wide. Each creature in that line must make a Dexterity save (DC 19,) taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Actions

- **Staff**. Melee Weapon Attack: +6 to hit, reach 5ft, one creature. Hit: 3(1d6) bludgeoning damage.

These depraved creatures were once men, proud and tall. They were members of a race blessed by the gods and fawned over by Athria herself. But they took to sorcery and twisted themselves to look like the dark dragons they worshiped. They are tall, 6 feet and more. Their skin is white and pale, almost translucent. The blue veins trace spider web designs across their emaciated torsos, legs, arms, and bald head. Stretched and pulled by machinations of the forge and by dark sorcery, their face is an abomination so that their lower jaw extends a half-foot from their skull and their upper curves over it in a long beak appendage. They have no noses, scalp pulled away and their ears hang as long tendrils of useless flesh. Their eyes are wide and hollow and without lids. Razor-sharp teeth line their small, lipless mouths. Their thin arms end in wispy, clawed fingers and their legs are the same. They have a tail, too; long, bony appendages with a thin veil of skin stretched over them. But they have wings, great leathery things, protruding from their backs, made of hollowed cane and their own abnormally stretched flesh.

Scattered Survivors. The dragonmen are not great in number but live over the wide world, hidden in towers built in the clouds or on high mountain slopes. Tales relate of cities of the dragonmen, where the greater part of their people live. Here they breed and grow their race, waiting for a day they can gather all the folk of the Dragon Cult together and master the world. They dress in wildly colored silks and are always bejeweled, with crowns and the like.

Servants of Lamul. The dragonmen are an evil lot, driven to madness by their religion. They are devoted to the worship of Lamul, an ancient blue dragon, and to this end, they created and still foster the Dragon Cult (see below), whose members they watch through a variety of devices and to whom they answer when called. The dragonmen have come to believe in their own divinity, but they are more sorcerers than gods.

Dragon Control. The dragonmen are not generally powerful enough to control dragons, though the masters of their order probably could, however, they are strong enough to subdue many of the lesser breeds. Each dragonman encountered is likely to be accompanied or by a nakal wyrm, crup, or a lial beast.

Magical Blood. Every dragonmen, great or small, is a sorcerer. They range in level from 5th to 15th. The Grand Master of the cult is always a 20th level sorcerer and he is accompanied by four Acolytes to the Dragon, called Keepers of the Sacred Knowledge, each, in turn, a 16th, 17th, 18th and 19th level sorcerer. They possess a minimum charisma of 16. The dragonmen are able to draw from a wealth of sorcerous power.

Lead from the Rear. Dragonmen avoid fighting when they can. Acolytes usually accompany them and the dragonmen always use their servants to attack any threat or enemy. If forced to fight, they employ their magic. They are able to wield any type of weapon, armor, or shield.

In Aihrde

Of all the tribes of men, the Katha were the most wise. Early in the dawn of the world they paid homage to the god Athriat, the Birth Mother, and called upon her for their needs and desires. They built cities upon the banks of the Inner Sea and lived peaceful lives. They were tall and knowledgeable and in those early days, Athria walked amongst them and taught them what they could learn. They dedicated temples to her and nominated a high priestess to serve her. But eventually, war came to their cities and they despoiled and the Kaath were driven into the wilderness. They traveled for long years, over great distances

until at last they crossed the sea and came to an unexplored island in the southern oceans.

Here they built new cities and discovered the Waters of Life. These sacred springs flowed from the high mountains and carried with them water pure and cool. The water was magical, and the priestesses and the priests knew it and they hoarded it from their fellows and built temples over the springs. By drinking the water the Kaath ingrained magic into their very being. In time, they learned that those who drank of the Waters of Life were not subject to aging or death, they became immortal. Those who partook of the Waters were called the High Kaath, all those who did not were called the Low Kaath.

Eventually, the Kaath dwindled. The High Kaath chose lives of luxury and indolence. They built ever greater towers and their palaces reflected a wealth that only long years can accumulate. Low Kaath were condemned to lives of ever-greater servitude. Many of the High Kaath were corrupted by their pleasures and became shades of their former selves and they forgot the worship of Athria and fell to worshiping strange gods, half-gods and the like. The Dragon Cult of the High Kaath became the wild fancy of many of the men and women and they fell to worshiping a great blue dragon of the mountains called by the Kaath, Lamul.

Lamul was an evil beast, old as time, a greater wyrm could hardly be found. He called sacrifices of flesh and he gave them in the guise of Low Kaath men and women. In time the Dragon Cult became wildly powerful and despotic and preyed upon the High Kaath as well until they slew a priestess of Athria and were finally branded as criminals and exiled. They fled the island in the face of a fearful death and migrated to the distant north. Lamul settled into his aged stupor and dreamed of the mortal flesh he had dined on for so long. The Kaath struggled on.

But the Dragon Cult, wild now without their lord, settled in the distant parts and built a city for themselves and named it Alaunot-Kav-Lamul. Long taken by madness they began to use vile sorceries and magic to twist their forms, to shape themselves like the beasts they worshiped. They grew and stretched their skin to encompass their arms, giving themselves wings of sorts. They captured lial beasts from the heavens and plucked their scales and these they grafted into their skin so that in the end, they looked not like dragon men, but rather as if they were misshapen creatures of nightmare. They were tall, immortal and colored translucent by the Waters of Life and they preyed upon men of all stripes and they sought followers.

So the Dragon Cult spread too many reaches and many kingdoms. It is an evil gathering of men, elves and other sad fools who disdain immortality through their deeds but seek it in their lives. They are found in most cities of reputable size and gather in towers when the moon is not quite full. They are wealthy for many spoiled, disaffected youth of the noble houses of all the great kingdoms, supposed intellectuals and the like find themselves seeking the "peace" offered by Lamul. The enclaves are usually small but dedicated and can manage all manner of mischief.

DRAGONS OF AIHRDE

Introduction

For eons, dragons have dwelt in the world. Whether they live in deep caves, dwell at the bottoms of wide lakes, or stalk the sandy dunes of the deserts dragons have been a part of the landscape of men, elf and orc. They are feared and loved, revered as gods or vilified as nightmarish creatures of the world's dawn. Their size and stupendous power, their accumulated wealth, and even the value of the scales, bones and teeth have meant that they are only able to dwell upon the fringes of the kingdoms of the world. They restrict themselves to hidden places, far from the concerns of mortals. But there are those who dwell closer and interact more with men.

In many ways, dragons are like all creatures. They have suffered as all things have suffered, by the whims of the world and the power of nature. Some have thrived in the present condition, powerful beasts unaffected by the world's changing. Others have evolved to new circumstances, growing greater than they ever were, or descending into myriad forms and creatures less than their ancestors. Some few dwell unchanged, lost in an ever-changing world and still others have failed and died out entirely.

Like all creatures, they have thrived, died out or evolved to the circumstances of their worlds. They have suffered as all things have suffered, by the whims of the world and the power of nature. They have become less than the wyrms of common legend and lore.

Some are the progenitors of the whole species, remnants of a time before the dragons were the masterly lords they have become. Still, some others have forgotten what they knew and descended from the power of their ancestors. They have become less than their mighty forebearers. They are every bit as magical, sometimes intelligent, but above all else, they are dragons and dangerous creatures to cross or malign. Indeed, some would account these lesser drakes as far more dangerous, for they are driven by primeval forces, forces for greater than those conjured by the wise. They are driven by hunger, the need to protect their territory, by instinct and they feed on the fear of men.

These lesser drakes take many shapes and sizes, and they have many abilities, but they can be classified by their primary method of attack. Herein presented are the miasmal wyrms, those foul creatures who secret poison through glands in their skin, acids in their breath, whose mouths are so infected with bacteria and rot that to suffer a bite from one is to invite a slow and painful if not maddening death. The miasmal wyrms are feared by all for they are predacious, aggressive hunters and their victims die in agony and sufferance.

Lesser Dragons

Like all dragons, lesser dragons are powerful creatures with magical abilities and uncommonly long life spans. These dragons, however, are every bit as cunning, but not as intelligent, as their more commonly known kin, their magic is weaker, and in some cases benign. They are smaller as well, few growing to over 20 feet in length. Too, they are more animal in nature, less discerning in their actions, more concerned about hunting or breeding than hoarding treasure unraveling the philosophy of

men. They can be good or evil, but many are simply neutral, once again, closer to animals than magical beasts.

Lesser dragons also depart from their cousins in that many of them have no love of treasure, nor do they keep static dens, but rather hunt in the wilderness, marking out territories and defending those territories against encroachments of any kind. Where other dragons may use their abilities to gather treasure, outwit those who possess it or weave magics lesser dragons use their abilities, magical and mundane to improve their ability to hunt. This makes them far more dangerous than one might suspect, for they possess the natural cunning of all dragons and combine it with their magical abilities and animal instincts.

Age: Lesser dragons do not possess the long life spans of their cousins, they are not immortal. Some may live for a thousand years, but if they do, it is an anomaly and not the norm. Most die as in the early mature stage, killed off by one of their own kind or unable to keep up the hunt as they were before. Hatchlings grow quickly, emerging from the egg fully formed, aggressive and able to exist apart from their mother. They eat tremendous amounts of food, mostly insects, rodents, and the like. They grow very fast, becoming young adults with a few years of hatching.

Size: As with all dragons, a lesser dragon's age determines its size, which is indicated under each stat block.

Move: Lesser dragons in age category 1 move at half the rate listed, and those in age category 4 move 1/2 more than the listed rate.

Languages and Magic: All dragons can speak their own tongue and the common tongue. Many dragons have some spell-like abilities, as detailed under each dragon type. Dragons of at least Adult age category can attempt an Intelligence check against a DC 12, with proficiency. If the check is successful, the dragon is able to speak and understand any language. If the roll fails, a new check can be made when the dragon reaches the next age category.

Ecology

Lesser dragons are found in most climes. As with all dragons they are immune to most temperature variations, though some prefer warm or cold climes. Some are adaptable, but most have already developed specialized traits that limit them to certain types of environment, such as the nakal, which finds itself limited to jungle and forest terrain. All of them are meat-eaters and either trap their prey or stalk it.

Lesser Dragons and Dragons

Dragons are intelligent beasts and have little to do with the lesser drakes for they see them as little more than animals or magical beasts, fit perhaps for eating, but nothing else. Their lineage is so corrupted or ancient and they are so far removed from the first hatchings that dragons abhor their company.

Familiars & Minions

On occasion men or women of valor are able to subdue a dragon and bind it to the master. This is impossible for any adult or mature lesser dragon that does not have some rudimentary intelligence. If it is able to speak, one can appeal to its vanity, pride or fears, but otherwise one cannot. Like any animal, however, if these creatures are taken when they are hatchlings, training them is possible and not uncommon. Of course, like any wild beast, these wyrms can turn on their masters in a moment and the master finds out what it means to be a dragon's meal.

Abilities Common to All Dragons

Like their larger kin, lesser dragons are ferocious and able to fight with a multitude of weapons. Though they are not as agile as larger dragons they are able to launch multiple attacks, though usually not against several different opponents.

Special Rules for Dragon Combat: Lesser dragons do add their full hit dice when making attack rolls and they do add their full hit dice to saving throw rolls, plus the bonus set forth in the age chart.

Breath Weapons: Most lesser dragons have at least one breath weapon. Each breath weapon is different and explanations are given in the monster's descriptive text under the appropriate heading.

Immunities: All dragons are immune to sleep and paralysis effects.

Spell Resistance: As lesser dragons age, they become more resistant to spells and spell-like abilities. When a dragon reaches Adult, they save against spells and magical attacks at advantage.

Keen Senses: All dragons possess keen sight, smell and hearing, gaining Advantage on all Wisdom (perception) checks as a result. In addition, most dragons possess some level of darkvision, which will be described in their individual stat blocks.

BEAKED DRAGON

Beaked Dragon Wyrmling

Medium Dragon, Neutral

Armor Class: 15 (natural armor)
Hit Points: 65 (10d8+20)
Speed: 30 ft 60 ft Swim

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	14(+2)	9(-1)	10(+0)	8(-1)

Skills: Athletics+5, Stealth+3
Senses: Passive Perception 10
Languages: Draconic
Challenge: 2 (450 XP)

- **Camouflage.** While hiding in water, the dragon has advantage on stealth checks.
- **Stone to Mud.** Once per day, the dragon can transform an area up to 10 feet by 10 feet from stone to mud. Any creature on the area when it transforms must make a Dexterity save (DC 13) or be knocked prone, and the area becomes difficult terrain.

- **Charge.** If the dragon can move at least 20 feet towards a target and make an attack, it has advantage with its bite attack.

Actions

- **Multiattack.** The Dragon makes three attacks per round, two with its claws and one with its bite. If the creature is grappling a target with its mouth, it cannot use its claws.
- **Claws.** Melee Weapon Attack. +5 to hit, reach 5ft, one target. Hit: 6(1d6+3) slashing damage.
- **Bite.** Melee Weapon Attack. +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) piercing damage. In addition, the target must make a Strength save (DC 15) or be grappled. If the dragon has a creature grappled at the beginning of its turn, it automatically inflicts bite damage, and also does 4(1d8) acid damage.

Young Beaked Dragon

Large Dragon, Neutral

Armor Class: 16(natural armor)
Hit Points: 75 (10d10+20)
Speed: 30 ft 60 ft Swim

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	15(+2)	9(-1)	10(+0)	8(-1)

Skills: Athletics+6, Stealth+3
Senses: Passive Perception 10
Languages: Draconic
Challenge: 3 (700 XP)

- **Camouflage.** While hiding in water, the dragon has advantage on stealth checks.
- **Stone to Mud.** twice per day, the dragon can transform an area up to 20 feet by 20 feet from stone to mud. Any creature on the area when it transforms must make a Dexterity save (DC 14) or be knocked prone, and the area becomes difficult terrain.
- **Charge**. If the dragon can move at least 20 feet towards a target and make an attack, it has advantage with its bite attack.

Actions

- **Multiattack.** The Dragon makes three attacks per round, two with its claws and one with its bite. If the creature is grappling a target with its mouth, it cannot use its claws.
- **Claws.** Melee Weapon Attack. +6 to hit, reach 5ft, one target. Hit: 11(2d6+4) slashing damage.
- **Bite.** Melee Weapon Attack. +6 to hit, reach 5 ft, one target. Hit: 13(2d8+4) piercing damage. In addition, the target must make a Strength save (DC 16) or be grappled. If the dragon has a creature grappled at the beginning of its turn, it automatically inflicts bite damage and also does 9(2d8) acid damage.

Adult Beaked Dragon

Huge Dragon, Neutral

Armor Class: 17(natural armor)
Hit Points: 95 (10d12+30)
Speed: 30 ft 60 ft Swim

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	16(+3)	10(+0)	10(+0)	8(-1)

Skills: Athletics+8, Stealth+4
Saves: Strength+8, Constitution+6
Senses: Passive Perception 10
Languages: Draconic
Challenge: 5 (1800 XP)

Special Qualities

- **Camouflage.** While hiding in water, the dragon has advantage on stealth checks.
- **Stone to Mud.** twice per day, the dragon can transform an area up to 30 feet by 30 feet from stone to mud. Any creature on the area when it transforms must make a Dexterity save (DC 15) or be knocked prone, and the area becomes difficult terrain.
- **Charge.** If the dragon can move at least 20 feet towards a target and make an attack, it has advantage with its bite attack.

Actions

- **Multiattack.** The Dragon makes three attacks per round, two with its claws and one with its bite. If the creature is grappling a target with its mouth, it cannot use its claws.
- **Claws.** Melee Weapon Attack. +8 to hit, reach 10 ft, one target. Hit: 15(3d6+5) slashing damage.
- **Bite.** Melee Weapon Attack. +8 to hit, reach 5 ft, one target. Hit: 18(3d8+5) piercing damage. In addition, the target must make a Strength save (DC 16) or be grappled. If the dragon has a creature grappled at the beginning of its turn, it automatically inflicts bite damage and also does 13(3d8) acid damage.

Ancient Beaked Dragon

Huge Dragon, Neutral

Armor Class: 18(natural armor)
Hit Points: 133 (14d12+42)
Speed: 30 ft 60 ft Swim

STR	DEX	CON	INT	WIS	CHA
22(+6)	12(+1)	17(+3)	12(+1)	12(+1)	10(+0)

Skills: Athletics+9, Stealth+4
Saves: Strength+9, Constitution+6
Senses: Passive Perception 11
Languages: Draconic
Challenge: 7 (2900 XP)

Special Qualities

- **Camouflage.** While hiding in water, the dragon has advantage on stealth checks.
- **Stone to Mud.** Three times per day, the dragon can transform an area up to 30 feet by 30 feet from stone to mud. Any creature on the area when it transforms must make a Dexterity save (DC 16) or be knocked prone, and the area becomes difficult terrain.
- **Charge.** If the dragon can move at least 20 feet towards a target and make an attack, it has advantage with its bite attack.

Actions

- **Multiattack.** The Dragon makes three attacks per round, two with its claws and one with its bite. If the creature is grappling a target with its mouth, it cannot use its claws.
- **Claws.** Melee Weapon Attack. +9 to hit, reach 10 ft, one target. Hit: 16(3d6+6) slashing damage.
- **Bite.** Melee Weapon Attack. +9 to hit, reach 5 ft, one target. Hit: 19(3d8+6) piercing damage. In addition, the target must make a Strength save (DC 16) or be grappled. If the dragon has a creature grappled at the beginning of its turn, it automatically inflicts bite damage and also does 18(4d8) acid damage.

More turtle than lizard the beaked dragon is a wide-bodied creature with thick, round overlapping scales across its back and sides. Its tail is long, thick in its beginning, tapering down to a cone-shaped point. Its neck, with multiple folds of skin, is wide and long as well and ends only where the armored head begins. A full adult can be up to 30 feet long. Its narrow jaws are capped with fierce beaks on the upper and lower jaw. It is able to open its toothless maw extremely wide. Its head is crowned by two, large dwarf-sized scales. Short legs give way to long, webbed claws. Two small wings adorn its back, though these are useless for flight, serve the creature well in the deep sea currents where it is often encountered.

Stalkers of the Deep. Beaked dragons are very heavy creatures, bearing too much weight for their forms. For this reason, they prefer to dwell in watery environs, living in swamps, rivers, lakes and upon the world's seas. They are not particularly agile swimmers but are rather fast. They are able to use their bulks to float or settle in the water and spend a great deal of time doing so. They can hold their breath for over an hour and use this ability to wait for prey-animals to walk near. They are old creatures, some of the earliest dragons to walk the earth, appearing throughout the legends of the ancients. They are solitary and are never encountered with other members of their species. Females are born with hundreds of fertile eggs in the wombs, which they lay from time to time.

Feral Hunters. Beaked dragons generally lie in wait, upon the edges of a lake or other body of water. They are hidden beneath the water. Any creature that passes by and the dragon feels it can eat without too much fuss is subject to the beast's sudden charge and a wicked bite. Once the creature bites the prey it drags it back into the water. These beasts possess little more than an animal intelligence, are very aggressive and almost always willing to take a meal. They eat until they are gorged and usually rut around in their kill until the scent of it covers their bodies. They dig very deep dens wherever the ground is solid enough to hold up, even so, their dens are constantly collapsing and the creatures are made to dig their way out again. In these dens, they lay their eggs and often drag carcasses back. If there is treasure in them it is usually buried in the mire and filth of the beaked dragon's past meals.

Beaked Dragon In Aihrde

Beaked dragons are common throughout Aihrde, but are a particular nuisance in the Great Soup Marsh in southern Ethrum. There they thrived during the long Winter Dark due to that swamp's proximity to the Eldwood and the Great Oak. They are a plague to the lords of Brindisium as they are forever crossing the Bay of Moridain from their marshy homelands. They do however bring the folk of that southern nation a bit of wealth for their eggs are prized by the dwarves of Norgorad-Kam as a delicacy. The eggs bring a hefty 10 golden crown apiece in the open market.

CH-CRUP

Young crup

Medium Dragon, Chaotic Evil

Armor Class: 13
Hit Points: 88(16d8+16)
Speed: 30 ft, 60 ft Swim

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	13(+1)	6(-2)	8(-1)	5(-3)

Skills: Athletics+4, Perception+1, Stealth+5
Senses: Darkvision 60 ft, passive perception 11
Languages: Draconic
Challenge: 2(450 XP)

Special Qualities

- **Camouflage**. The crup has advantage on Stealth checks when in its natural environment.
- **Luring Call**. When Hunting, the crup issues a strange, low sound with magical qualities. Any creature within 120 feet of the crup must make a Wisdom save (DC 12) or be charmed by the crup and inclined to seek out the source of the strange, pleasant noise. If the crup believes the creature will make an easy meal, it lures them close and then ambushes them. If the creature(s) look too tough, the crup will try to convince them it's harmless and convince them to leave.

Actions

- **Multiattack**. The crup can make 2 Claw and 1 Bite attack every turn.
- **Claw**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+2) slashing damage.
- **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 7(1d10+2) piercing damage. In addition, the target must make a Strength save (DC 14) or be grappled.
- **Constriction**. If the crup is able to maintain a grapple for a full round, it can attempt to constrict its victim. It makes a single bite attack. If the attack hits, in addition to the damage the target becomes wrapped up by the crup. They are considered restrained and take 5(1d10) bludgeoning damage at the beginning of their turn. The victim can attempt to break out of the constriction, but the creature keeps squeezing tighter. On the first round, the escape DC is 14. It increases by 1 for each round to a maximum DC of 20.
- **Larva (recharge 6)**. Instead of trying to grapple, the crup instead attempts to inject a larva into a target. After a successful Bite attack, the crup releases a larva. The target must make a Constitution save (DC 14). If the save succeeds, the larva fails to catch on and is cast off. If the save fails, then the larva successfully inserts itself into the target. The target immediately suffers the poisoned condition. Once per day thereafter, the target can make a Constitution save. If the save succeeds, the Larva dies. If this save fails, the target is poisoned and incapacitated. The next day that target saves again. On a successful save, the target is no longer incapacitated but remains poisoned. On a failed save, the target is rendered unconscious. The unconscious target gets another save the next day. If that save succeeds, they are awake but incapacitated. If they fail the save, they die. The saves continue each day until either the target clears the poison and the larva dies, or the target dies. If the target dies, the larva consumes the body over the next 24 hours. At the end of this process, there is a new young crup Dragon. A *Greater Restoration* or *Heal* spell will kill the larva immediately and restore the target to full health.

Adult Crup

Large Dragon, Chaotic Evil

Armor Class: 16
Hit Points: 120(16d10+32)
Speed: 30 ft, 60 ft Swim

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	14(+2)	8(-1)	10(+0)	8(-1)

Skills: Athletics+5, Perception+2, Stealth+5
Senses: Darkvision 60 ft, passive perception 12
Languages: Draconic
Challenge: 4(1100 XP)

Special Qualities

- **Camouflage**. The crup has advantage on Stealth checks when in its natural environment.
- **Luring Call**. When Hunting, the crup issues a strange, low sound with magical qualities. Any creature within 120 feet of the crup must make a Wisdom save (DC 14) or be charmed by the crup and inclined to seek out the source of the strange, pleasant noise. If the crup believes the creature will make an easy meal, it lures them close and then ambushes them. If the creature(s) look too tough, the crup will try to convince them it's harmless and convince them to leave.
- **Innate Spellcasting**. The crup's innate spellcasting ability is Wisdom (spell save DC 10). It can innately cast the following spells, requiring no components to cast.
  - Cantrips (At Will): *Prestidigitation*
  - 3/day each: *Light*
  - 1/day each: *Blur, Phantasmal Killer*

Actions

- **Multiattack**. The crup can make 2 Claw and 1 Bite attack every turn.
- **Claw**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8(2d4+3) slashing damage.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one

target. Hit: 14(2d10+3) piercing damage. In addition, the target must make a Strength save (DC 15) or be grappled.

- **Constriction**. If the crup is able to maintain a grapple for a full round, it can attempt to constrict its victim. It makes a single bite attack. If the attack hits, in addition to the damage the target becomes wrapped up by the crup. They are considered restrained and take 11(2d10) bludgeoning damage at the beginning of their turn. The victim can attempt to break out of the constriction, but the creature keeps squeezing tighter. On the first round, the escape DC is 15. It increases by 1 for each round to a maximum DC of 20.
- **Larva (recharge 6)**. Instead of trying to grapple, the crup instead attempts to inject a larva into a target. After a successful Bite attack, the crup releases a larva. The target must make a Constitution save (DC 14). If the save succeeds, the larva fails to catch on and is cast off. If the save fails, then the larva successfully inserts itself into the target. The target immediately suffers the poisoned condition. Once per day thereafter, the target can make a constitution save. If the save succeeds, the Larva dies. If this save fails, the target is poisoned and incapacitated. The next day that target saves again. On a successful save, the target is no longer incapacitated but remains poisoned. On a failed save, the target is rendered unconscious. The unconscious target gets another save the next day. If that save succeeds, they are awake but incapacitated. If they fail the save, they die. The saves continue each day until either the target clears the poison and the larva dies, or the target dies. If the target dies, the larva consumes the body over the next 24 hours. At the end of this process, there is a new young crup Dragon. A *Greater Restoration* or *Heal* spell will kill the larva immediately and restore the target to full health.

Ancient Crup

Large Dragon, Chaotic Evil

Armor Class: 13
Hit Points: 150(20d10+40)
Speed: 30 ft, 60 ft Swim

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	14(+2)	10(+0)	10(+0)	10(+0)

Skills: Athletics+7, Perception+3, Stealth+6
Senses: Darkvision 60 ft, passive perception 12
Languages: Draconic
Challenge: 5(1800 XP)

Special Qualities

- **Camouflage**. The crup has advantage on Stealth checks when in its natural environment.
- **Luring Call**. When Hunting, the crup issues a strange, low sound with magical qualities. Any creature within 120 feet of the crup must make a Wisdom save (DC 15) or be charmed by the crup and inclined to seek out the source of the strange, pleasant noise. If the crup believes the creature will make an easy meal, it lures them close and then ambushes them. If the creature(s) look too tough, the crup will try to convince them it's harmless and convince them to leave.
- **Innate Spellcasting**. The crup's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no components to cast.
  - Cantrips (At Will): *Prestidigitation*
  - 3/day each: *Light*
  - 1/day each: *Blur, Phantasmal Killer*

Actions

- **Multiattack**. The crup can make 2 Claw and 1 Bite attack every turn.
- **Claw**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 9(2d4+4) slashing damage.
- **Bite**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 15(2d10+4) piercing damage. In addition, the target must make a Strength save (DC 17) or be grappled.
- **Constriction**. If the crup is able to maintain a grapple for a full round, it can attempt to constrict its victim. It makes a single bite attack. If the attack hits, in addition to the damage the target becomes wrapped up by the crup. They are considered restrained and take 11(2d10) bludgeoning damage at the beginning of their turn. The victim can attempt to break out of the constriction, but the creature keeps squeezing tighter. On the first round, the escape DC is 17. It increases by 1 for each round to a maximum DC of 22.
- **Larva (recharge 6)**. Instead of trying to grapple, the crup instead attempts to inject a larva into a target. After a successful Bite attack, the crup releases a larva. The target must make a Constitution save (DC 14). If the save succeeds, the larva fails to catch on and is cast off. If the save fails, then the larva successfully inserts itself into the target. The target immediately suffers the poisoned condition. Once per day thereafter, the target can make a Constitution save. If the save succeeds, the Larva dies. If this save fails, the target is poisoned and incapacitated. The next day that target saves again. On a successful save, the target is no longer incapacitated but remains poisoned. On a failed save, the target is rendered unconscious. The unconscious target gets another save the next day. If that save succeeds, they are awake but incapacitated. If they fail the save, they die. The saves continue each day until either the target clears the poison and the larva dies, or the target dies. If the target dies, the larva consumes the body over the next 24 hours. At the end of this process, there is a new young crup Dragon. A *Greater Restoration* or *Heal* spell will kill the larva immediately and restore the target to full health.

The ch-crup, or crup for short, is a large dragon, ranging up to 20 feet in length. The crup have long, narrow snouts filled with row upon row of long razor-sharp teeth. Their eyes are huge and bulbous and allow them to see in complete darkness. Two thin veils of flesh hang from the middle of their lower jaw and are often brightly colored. The crup are able to draw breath

in and fill these sacks with air. The sacks stretch to enormous sizes. Once released the air passes across through the mouth and around the teeth which are have long hollow tubular shapes on them. By opening or closing the mouth, moving the tongue and controlling the exhalation the crup is able to create an eerie soft musical sound. These sacks also allow the creature to travel great distances underwater. The creature's body is long and snake-like, its six legs short and clawed and its tail long. The creature's scales are small, hardly discernible, and the crup sports a long spiny ridge of thin, hollow spikes along the length of its back and tail. They are able to make these spikes light up with a faint hollow glow. These dragons are darkly colored in blues and blacks or deep greens.

Cold Killers. The crup prefer cooler climes and are never encountered in the tropics. They also prefer mountains or forests, places where they can lay in wait, hiding while they call for their prey. crup only hunt at night. They use their limited camouflage ability to hide, and once they feel secure they open their mouths wide and casting out with their breath weapon, trying to entice a prey animal close. They occasionally light up the spines on the back, briefly from bottom to top, to further entice victims. Once a creature comes within a few yards the crup launches out striking with its large mouth and long teeth, hoping to pin the creature in a grasp. It will coil its body around the victim if need be. Being solitary hunters they are never encountered in groups.

Violent Reproduction. The crup are asexual creatures and born with small polyps on the roof of their mouths. The polyps are actually small larvae that detach themselves from the crup's mouth during combat and attach themselves to the victim. If they successfully attach to the victim they fill their air sacks and begin the sing-song charm immediately dissuading the adult crup from attacking. The adult breaks off the attack and flees. The larvae poison the victim eventually causing a coma (see below) at which time it devours the creature, growing quickly as it eats.

Draconic Memories. crup possess a rudimentary intelligence, almost human-like and have memories of the dragons they once were. They dig deep dens, sometimes in the banks of rivers, with entrances underwater, where they keep the baubles they are able to salvage from their kills. crup age poorly and their scales and spines begin to fall off which accounts for their reduced armor class as mature dragons.

In Aihrde

Crup are found in almost all of the mountains of the northern hemisphere and both the Northern and Southern Ice Shelf. They are very common on the islands of Wodenhole and Galland. In the Cradle of the World, they are most commonly found in the Salt Flats, the Holmgald, Shadow Mountains and Grundliche Mountains. The dwarves of Grundliche Hohle make a great sport out of hunting the creatures for their spines are easy to shape and durable.

DRAGON, ERDER WYRM

Erder Wyrm, wyrmling

Medium Dragon, Chaotic Evil

Armor Class: 15 (natural armor)
Hit Points: 17 (3d8+4)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
15(+2)	15(+2)	13(+1)	7(-2)	10(+0)	7(-2)

Skills: Perception +2, Stealth +4
Damage Immunities: Cold
Condition Immunities: Blinded
Senses: Darkvision 120 ft, Tremorsense 120 ft, Passive perception 17
Challenge: 1/2 (100 XP)

Special Qualities

- **Lightning Speed**: The erder wyrm gains advantage on initiative
- **Keen Senses**: The erder wyrm gains advantage on all perception checks due to its keen sight and smell
- **Stealthy Camouflage**: The erder wyrm naturally blends into shadows and dark, murky environs. As such, it gains advantage on stealth checks.
- **Unarmored Underbelly**: By accepting disadvantage on an attack roll, an attacker can target the erder wyrm's underbelly, which has only an AC of 12.

Actions

- **Multiattack**: The erder wyrm strikes twice with its claws, and can either bite or use its breath weapon.
- **Claws**. Melee Weapon Attack. +4 to hit, 5' range, one target. Hit: 4 (1d4+2) slashing damage.
- **Bite**. Melee Weapon Attack. +4 to hit, 5' range, one target. Hit: 7 (2d4+2) piercing damage.
- **Deafening Roar (Recharge 6)**: The erder wyrm can issue a deafening roar which affects everyone in a 60-foot cone and

causes bone-chilling panic in the hearts of its foes. All those hostile to the wyrm who hear the roar suffer from the deafened and frightened conditions. Further, any creature with a CR or level of 1 or less will flee from the creature as fast as it can. The wyrm does not have to concentrate to maintain this effect. A Charisma save (DC 11) negates all effects of the roar. A creature affected by the roar can make another save at the end of its turn, negating the effects on a success.

Erder Wyrm, Young

Large Dragon, Chaotic Evil

Armor Class: 16(natural armor)
Hit Points: 30(4d10+8)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	15(+2)	7(-2)	10(+0)	7(-2)

Skills: Perception +2, Stealth +4
Damage Immunities: Cold
Condition Immunities: Blinded
Senses: Darkvision 120 ft, Tremorsense 120 ft, Passive perception 17
Challenge: 1 (200 XP)

Special Qualities

- **Lightning Speed**: The erder wyrm gains advantage on initiative
- **Keen Senses**: The erder wyrm gains advantage on all perception checks due to its keen sight and smell
- **Stealthy Camouflage**: The erder wyrm naturally blends into shadows and dark, murky environs. As such, it gains advantage on stealth checks.
- **Unarmored Underbelly**: By accepting disadvantage on an attack roll, an attacker can target the erder wyrm's underbelly, which has only an AC of 12.

Actions

- **Multiattack**: The erder wyrm strikes twice with its claws, and can either bite or use its breath weapon.
- **Claws**. Melee Weapon Attack. +5 to hit, 5' range, one target. Hit: 7 (1d6+3) slashing damage.
- **Bite**. Melee Weapon Attack. +5 to hit, 5' range, one target. Hit: 10 (2d6+3) piercing damage.
- **Deafening Roar (Recharge 6)**: The erder wyrm can issue a deafening roar which affects everyone in a 120-foot cone and causes bone-chilling panic in the hearts of its foes. All those hostile to the wyrm who hear the roar suffer from the deafened and frightened conditions. Further, any creature with a CR or level of 2 or less will flee from the creature as fast as it can. The wyrm does not have to concentrate to maintain this effect. A Charisma save (DC 13) negates all effects of the roar. A creature affected by the roar can make another save at the end of its turn, negating the effects on a success.

Erder Wyrm, adult

Large Dragon, Chaotic Evil

Armor Class: 18(natural armor)
Hit Points: 68 (8d10+24)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
19(+4)	15(+2)	16(+3)	7(-2)	10(+0)	7(-2)

Skills: Perception +2, Stealth +4
Damage Immunities: Cold
Condition Immunities: Blinded
Senses: Darkvision 120 ft, Tremorsense 120 ft, Passive perception 17
Challenge: 3 (700 XP)

Special Qualities

- **Lightning Speed**: The erder wyrm gains advantage on initiative
- **Keen Senses**: The erder wyrm gains advantage on all perception checks due to its keen sight and smell
- **Stealthy Camouflage**: The erder wyrm naturally blends into shadows and dark, murky environs. As such, it gains advantage on stealth checks.
- **Unarmored Underbelly**: By accepting disadvantage on an attack roll, an attacker can target the erder wyrm's underbelly, which has only an AC of 12.

Actions

- **Multiattack**: The erder wyrm strikes twice with its claws, and can either bite or use its breath weapon.
- **Claws**. Melee Weapon Attack. +6 to hit, 5' range, one target. Hit: 11 (2d6+4) slashing damage.
- **Bite**. Melee Weapon Attack. +6 to hit, 5' range, one target. Hit: 15 (2d10+4) piercing damage.
- **Deafening Roar (Recharge 6)**: The erder wyrm can issue a deafening roar which affects everyone in a 120-foot cone and causes bone-chilling panic in the hearts of its foes. All those hostile to the wyrm who hear the roar suffer from the deafened and frightened conditions. Further, any creature with a CR or level of 3 or less will flee from the creature as fast as it can. The wyrm does not have to concentrate to maintain this effect. A Charisma save (DC 15) negates all effects of the roar. A creature affected by the roar can make another save at the end of its turn, negating the effects on a success.

Erder Wyrm, ancient

Huge Dragon, Chaotic Evil

Armor Class: 19(natural armor)
Hit Points: 126 (12d12+48)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
21(+5)	15(+2)	19(+4)	7(-2)	12(+1)	7(-2)

Skills: Perception +4, Stealth +5
Damage Immunities: Cold
Condition Immunities: Blinded
Senses: Darkvision 120 ft, Tremorsense 120 ft, Passive perception 17
Challenge: 7 (2900 XP)

Special Qualities

- **Lightning Speed**: The erder wyrm gains advantage on initiative
- **Keen Senses**: The erder wyrm gains advantage on all perception checks due to its keen sight and smell
- **Stealthy Camouflage**: The erder wyrm naturally blends into shadows and dark, murky environs. As such, it gains advantage on stealth checks.
- **Unarmored Underbelly**: By accepting disadvantage on an attack roll, an attacker can target the erder wyrm's underbelly, which has only an AC of 12.

Actions

- **Multiattack**: The erder wyrm strikes twice with its claws, and can either bite or use its breath weapon.
- **Claws**. Melee Weapon Attack. +9 to hit, 5' range, one target. Hit: 15 (3d6+5) slashing damage.
- **Bite**. Melee Weapon Attack. +9 to hit, 5' range, one target. Hit: 21 (3d10+5) piercing damage.
- **Deafening Roar (Recharge 6)**: The erder wyrm can issue a deafening roar which affects everyone in a 120-foot cone and causes bone-chilling panic in the hearts of its foes. All those hostile to the wyrm who hear the roar suffer from the deafened and frightened conditions. Further, any creature with a CR or level of 5 or less will flee from the creature as fast as it can. The wyrm does not have to concentrate to maintain this effect. A Charisma save (DC 16) negates all effects of the roar. A creature affected by the roar can make another save at the end of its turn, negating the effects on a success.

In its mature state, the erder wyrm is a 10-foot-long, slithering lizard-like beast with 6 thin, double-jointed legs. Ancient wyrms have been known to grow much larger. It has thick, short claws, and a long crocodilian head with rows of sharp, jagged teeth. It ranges in color, but is most often a mottled gray, with a bluish sheen along its flanks. It is well–adapted at hiding in dark, murky environments. The beast has two yellowish eyes with reptilian pupils. It is able to dislocate its jaws so that it can swallow prey much larger than its maw would indicate.

Erder wyrms have a thick scaly hide on their back, tail, and head. Their underside is another thing altogether. There the scales are thinner and weaker. In general, a mature erder wyrm of this age will not fight in a manner that exposes its belly.

Ravenous Predators. These creatures are perpetually hungry and eat constantly. They are dimwitted brutes, but have keen eyesight, an extraordinary sense of smell and can detect motion through vibrations. They often find some hole or crevice to den up in and stalk the area for prey. They are commonly found in cities, particularly the sewers and any underground cavernous chambers. They prey on almost anything, digesting bone, wood, or metal as easy as meat and vegetable matter.

Ambush Hunters. They stalk their prey by finding a good hiding place and launching out at passing creatures. Though squat, the creatures are able to move remarkably fast and often rush opponents using their deafening roar to knock them senseless. Once senseless, they fall upon the hapless victim, using their jaws and claws to pull them from the area where the creature may swallow them in safety.

FLYING DRAGON

Flying Dragon Wyrmling

Small Dragon, Chaotic Evil

Armor Class: 17 (natural armor)
Hit Points: 38 (11d6)
Speed: 20 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
8(-1)	15(+2)	10(+0)	4(-3)	8(-1)	8(-1)

Skills: Stealth+4
Damage Resistance: Acid
Senses: Passive Perception 9
Languages: Draconic
Challenge: 1 (200 XP)

- **Draconic Confusion.** If there are 5 or more Flying dragons of any size, they can use this power to give themselves an advantage in battle. Before battle begins, they all begin issuing a cacophony of sounds that seem to come from everywhere. When initiative is rolled, all non-dragons in the area must roll a Wisdom save. The DC is based on the size of the largest Flying Dragon in the battle

(DC 10 for Wyrmling, 12 for Young, 14 for Adult, and 16 for Ancient). Anyone who fails the save can take no action or bonus action during their first turn.

Actions

- **Multiattack.** The dragon can attack with its bite, claws and tail or use its breath weapon if available.
- **Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+2) slashing damage.
- **Tail.** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+2) piercing damage.
- **Bite.** Melee Weapon Attack: +1 to hit, reach 5ft, one target. Hit: 1(1d4-1) piercing damage. In addition, the target must make a Constitution save (DC 11). On a failed save, they take 3(1d6) poison damage and the poisoned condition. This damage reduces the character's maximum hit points and cannot be cured until the poisoned condition is removed. On a successful save, the character takes half damage which does not reduce their maximum and does not suffer the poisoned condition. One hour after being poisoned, the character makes another save. If they succeed on this save, they shake off the poisoned condition. If they fail, they again take 3(1d6) poison damage which reduces the hit point maximum. At dawn the next day for up to six days, the character has to make the save, removing the poisoned condition on a success and taking the damage on a failure. If the poison reduces a character to 0 maximum hit points, they die.
- **Breath Weapon (Recharge 6).** The dragon exhales caustic ash in a 10 ft cone. All creatures within the cone must make a Dexterity save (DC 11), taking 7(2d6) acid damage on a failed save, or half as much on a success.
- **Overbearing:** When three or more flying dragons attack a single opponent they are able to attempt an overbearing attack. The largest dragon flies by the target and does a Shove attack on the target, gaining advantage on the shove due to the speed of their flight and the distraction of the other dragons. If the shove succeeds, the target is knocked prone. The other dragons then immediately land on the target and attack with claw, bite, and tail, gaining advantage due to the target's prone condition.

Flying Dragon Young

Medium Dragon, Chaotic Evil

Armor Class: 18(natural armor)
Hit Points: 76 (17d8)
Speed: 30 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	10(+0)	5(-3)	10(+0)	9(-1)

Skills: Stealth+5
Damage Resistance: Acid
Senses: Passive Perception 10
Languages: Draconic
Challenge: 3 (700 XP)

- **Draconic Confusion.** If there are 5 or more Flying dragons of any size, they can use this power to give themselves an advantage in battle. Before battle begins, they all begin issuing a cacophony of sounds that seem to come from everywhere. When initiative is rolled, all non-dragons in the area must roll a Wisdom save. The DC is based on the size of the largest Flying Dragon in the battle (DC 10 for Wyrmling, 12 for Young, 14 for Adult, and 16 for Ancient). Anyone who fails the save can take no action or bonus action during their first turn.

Actions

- **Multiattack.** The dragon can attack with its bite, claws and tail or use its breath weapon if available.
- **Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) slashing damage.
- **Tail.** Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6(1d6+3) piercing damage.
- **Bite.** Melee Weapon Attack: +2 to hit, reach 5ft, one target. Hit: 4(1d8) piercing damage. In addition, the target must make a Constitution save (DC 13). On a failed save, they take 7(2d6) poison damage and the poisoned condition. This damage reduces the character's maximum hit points and cannot be cured until the poisoned condition is removed. On a successful save, the character takes half damage which does not reduce their maximum and does not suffer the poisoned condition. One hour after being poisoned, the character makes another save. If they succeed on this save, they shake off the poisoned condition. If they fail, they again take 7(2d6) poison damage which reduces the hit point maximum. At dawn the next day for up to six days, the character has to make the save, removing the poisoned condition on a success and taking the damage on a failure. If the poison reduces a character to 0 maximum hit points, they die.
- **Breath Weapon (Recharge 6).** The dragon exhales caustic ash in a 20 ft cone. All creatures within the cone must make a Dexterity save (DC 13), taking 17(5d6) acid damage on a failed save, or half as much on a success.
- **Overbearing:** When three or more flying dragons attack a single opponent they are able to attempt an overbearing attack. The largest dragon flies by the target and does a Shove attack on the target, gaining advantage on the shove due to the speed of their flight and the distraction of the other dragons. If the shove succeeds, the target is knocked prone. The other dragons then immediately land on the target and attack with claw, bite, and tail, gaining advantage due to the target's prone condition.

Flying Dragon Adult

Medium Dragon, Chaotic Evil

Armor Class: 19(natural armor)
Hit Points: 104 (19d8+19)
Speed: 30 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
12(+1)	17(+3)	12(+1)	7(-2)	11(+0)	10(+0)

Skills: Stealth+6
Damage Resistance: Acid
Senses: Passive Perception 10
Languages: Draconic
Challenge: 5 (1800 XP)

- **Draconic Confusion.** If there are 5 or more Flying dragons of any size, they can use this power to give themselves an advantage in battle. Before battle begins, they all begin issuing a cacophony of sounds that seem to come from everywhere. When initiative is rolled, all non-dragons in the area must roll a Wisdom save. The DC is based on the size of the largest Flying Dragon in the battle (DC 10 for Wyrmling, 12 for Young, 14 for Adult, and 16 for Ancient). Anyone who fails the save can take no action or bonus action during their first turn.

Actions

- **Multiattack.** The dragon can attack with its bite, claws and tail or use its breath weapon if available.
- **Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 7(1d8+3) slashing damage.
- **Tail.** Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 6(1d6+3) piercing damage.
- **Bite.** Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 5(1d8+1) piercing damage. In addition, the target must make a Constitution save (DC 15). On a failed save, they take 10(3d6) poison damage and the poisoned condition. This damage reduces the character's maximum hit points and cannot be cured until the poisoned condition is removed. On a successful save, the character takes half damage which does not reduce their maximum and does not suffer the poisoned condition. One hour after being poisoned, the character makes another save. If they succeed on this save, they shake off the poisoned condition. If they fail, they again take 10(3d6) poison damage which reduces the hit point maximum. At dawn the next day for up to six days, the character has to make the save, removing the poisoned condition on a success and taking the damage on a failure. If the poison reduces a character to 0 maximum hit points, they die.
- **Breath Weapon (Recharge 6).** The dragon exhales caustic ash in a 30 ft cone. All creatures within the cone must make a Dexterity save (DC 15), taking 28(8d6) acid damage on a failed save, or half as much on a success.
- **Overbearing:** When three or more flying dragons attack a single opponent they are able to attempt an overbearing attack. The largest dragon flies by the target and does a Shove attack on the target, gaining advantage on the shove due to the speed of their flight and the distraction of the other dragons. If the shove succeeds, the target is knocked prone. The other dragons then immediately land on the target and attack with claw bite tail, gaining advantage due to the target's prone condition.

Flying Dragon Ancient

Large Dragon, Chaotic Evil

Armor Class: 20(natural armor)
Hit Points: 123 (19d10+19)
Speed: 30 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
14(+2)	18(+4)	12(+1)	9(-1)	12(+1)	10(+0)

Skills: Stealth+7
Damage Resistance: Acid
Senses: Passive Perception 10
Languages: Draconic
Challenge: 6 (2300 XP)

- **Draconic Confusion.** If there are 5 or more Flying dragons of any size, they can use this power to give themselves an advantage in battle. Before battle begins, they all begin issuing a cacophony of sounds that seem to come from everywhere. When initiative is rolled, all non-dragons in the area must roll a Wisdom save. The DC is based on the size of the largest Flying Dragon in the battle (DC 10 for Wyrmling, 12 for Young, 14 for Adult, and 16 for Ancient). Anyone who fails the save can take no action or bonus action during their first turn.

Actions

- **Multiattack.** The dragon can attack with its bite, claws and tail or use its breath weapon if available.
- **Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 13(2d8+4) slashing damage.
- **Tail.** Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 11 (2d6+4) piercing damage.
- **Bite.** Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 11(2d8+2) piercing damage. In addition, the target must make a Constitution save (DC 17). On a failed save, they take 14(4d6) poison damage and the poisoned condition. This damage reduces the character's maximum hit points and cannot be cured until the poisoned condition is removed. On a successful save, the character takes half damage which does not reduce their maximum and does not suffer the poisoned condition. One hour after being poisoned, the character makes another save. If they succeed on this save, they shake off the poisoned condition. If they fail, they again take 14(4d6) poison damage which reduces the hit point maximum. At dawn the next day for up to six days, the character has to make the save, removing the poisoned condition on a success and taking the damage on a failure. If the poison reduces a character to 0 maximum hit points, they die.
- **Breath Weapon (Recharge 6).** The dragon exhales caustic ash in a 40 ft cone. All creatures within the cone must make a Dexterity save (DC 17), taking 45(13d6) acid damage on a failed save, or half as much on a success.
- **Overbearing:** When three or more flying dragons attack a single opponent they are able to attempt an overbearing

attack. The largest dragon flies by the target and does a Shove attack on the target, gaining advantage on the shove due to the speed of their flight and the distraction of the other dragons. If the shove succeeds, the target is knocked prone. The other dragons then immediately land on the target and attack with claw bite tail, gaining advantage due to the target's prone condition.

These are small dragons, ranging only a dozen feet in length. They have narrow bodies, two legs with large wings with a span greater than the length of their bodies. Their feet are long and thin as well, capped by toes more like tendrils with razor-sharp claws. Their eyes are always green, wide and more like a cat's than anything else. They test the air with forked tongues and use specially adapted senses to feel the tremor of the earth as it vibrates up the tree stems upon which they make their homes. They are adept fliers and can run with some speed. They have rows of small but sharp teeth in their long snout. Two thin, obsidian horns rise from their brow. They are orange-red or red in color.

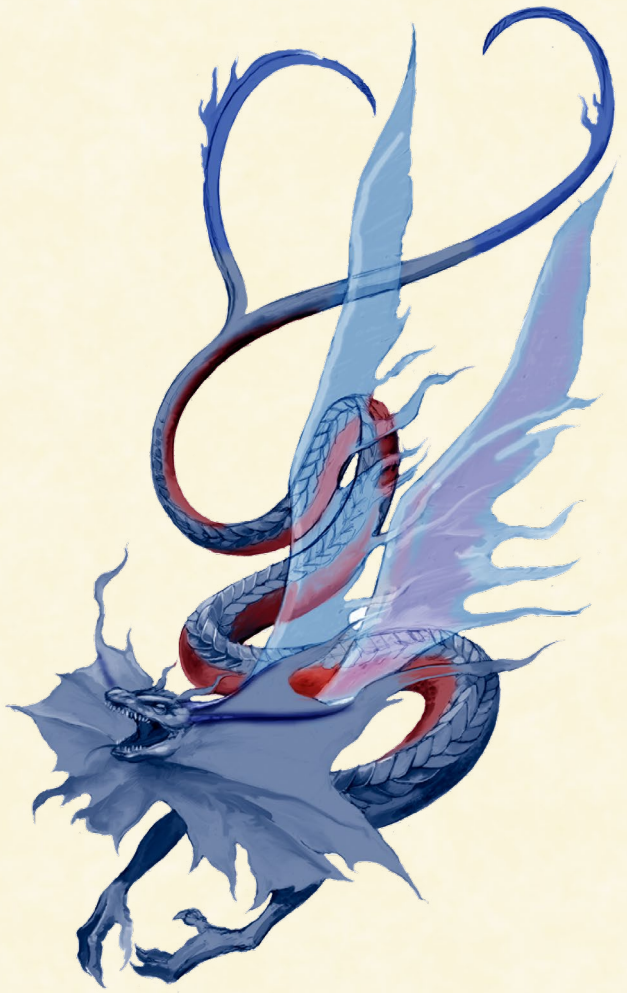
Kings of the Forest. The flying dragon spends the bulk of its life in the treetops, coming down only to feed. They nest in small pods along thick branches of deciduous trees, sleeping in crooks of limbs and the like. They lay their eggs in the tree and rear their young there. Their pods rarely number more than a score, but sometimes, if an area offers good hunting, several pods, up to a dozen, can be located in close proximity of each other. Their scales are small but very sensitive and are able to detect the telltale sounds of creatures approaching along the forest floor up to 500 yards away. They use their wings and agile legs to leap from branch to branch, passing through the trees more like primates than flying creatures.

Master Hunters. They are skilled hunters, though one good-sized meal keeps the creature at bay for a week or more. They are often spotted watching, or following people in the forest, their hollow, vacant stares filled with only a dim glow of intelligence, only a vague curiosity about a possible future meal. If they are hungry, however, they attack almost any target, no matter the size. Once killed the whole pod settles upon the unfortunate victim and makes a meal out of them. This is the only time a flying dragon comes out of its trees.

Cruel and Sadistic. The flying dragon is a particularly vicious creature and mean-tempered. Their nascent intelligence allows them enough understanding to realize the harm and damage they and they often revel in, dragging out the suffering of a kill, watching it die over time.

Flying Dragons in the World of Aihrde

Flying dragons are found throughout the world of Aihrde. They are particularly attracted to regions where faerie dwell and often develop a symbiotic relationship with the pixies, sprites and the like. They are known to exist in the Voralberg Mountains and the Detmold and together with small hordes of malicious sprites, they hound caravans and the like. Sometimes the sprites use the dragons as mounts.



DRAGON, FRILLED

Frilled Dragon Wyrmling

Medium Dragon, Chaotic Good

Armor Class: 15 (natural)
Hit Points: 38 (7d8+7)
Speed: 60 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
12(+1)	15(+2)	13(+1)	10(+0)	13(+1)	11(+0)

Skills: Persuasion+2, Perception+3
Damage Resistance: Poison
Senses: Passive Perception 13
Languages: Elvish, Draconic
Challenge: 1 (200 XP)

Actions

- **Multiattack**. The dragon makes three attacks, one with its bite, one with its claws, and one with its tail.
- **Bite**. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 6(1d10+1) piercing damage.
- **Claws**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) slashing damage.

- **Tail**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) slashing damage.
- **Breath Weapon (Recharge 5-6)**. The Frilled Dragon's breath is a slow-acting poison. The dragon breathes out a 20-foot cone. All creatures in the cone must make a Constitution save (DC 13). If they succeed on the save, then the breath has no effect. If they fail the save, they have the poisoned condition. The poisoned condition remains for the next minute. At the end of that minute, the target has to roll another Constitution save. If the second save succeeds, they shake off the poisoned condition. If the second save fails, the target is incapacitated with pain and take 4(1d8) poison damage. Each round thereafter, the target must make the save again, removing both the incapacitated and poisoned conditions on a success, and taking the damage on a failure. Any magic that removes the poisoned condition will stop all other effects of the poison.

Frilled Dragon Young

Large dragon, Chaotic Good

Armor Class: 16(natural)
Hit Points: 52 (7d10+14)
Speed: 60 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	14(+2)	12(+1)	14(+2)	12(+1)

Skills: Persuasion+3, Perception+4
Damage Resistance: Poison
Senses: Passive Perception 14
Languages: Elvish, Draconic
Challenge: 2 (450 XP)

Actions

- **Multiattack**. The dragon makes three attacks, one with its bite, one with its claws, and one with its tail.
- **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 13(2d10+2) piercing damage.
- **Claws**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10(2d6+3) slashing damage.
- **Tail**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10(2d6+3) slashing damage.
- **Breath Weapon (Recharge 5-6)**. The Frilled Dragon's is a slow-acting poison. The dragon breathes out a 30-foot cone. All creatures in the cone must make a Constitution save (DC 14). If they succeed on the save, then the breath has no effect. If they fail the save, they have the poisoned condition. The poisoned condition remains for the next minute. At the end of that minute, the target has to roll another Constitution save. If the second save succeeds, they shake off the poisoned condition. If the second save fails, the target is incapacitated with pain and take 9(2d8) poison damage. Each round thereafter, the target must make the save again, removing both the incapacitated and poisoned conditions on a success, and taking the damage on a failure. Any magic that removes the poisoned condition will stop all other effects of the poison.

Frilled Dragon Adult

Large dragon, Chaotic Good

Armor Class: 17(natural)
Hit Points: 82 (11d10+22)
Speed: 60 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
15(+2)	17(+3)	14(+2)	14(+2)	14(+2)	13(+1)

Skills: Persuasion+3, Perception+4
Damage Resistance: Poison
Senses: Passive Perception 14
Languages: Elvish, Draconic
Challenge: 3 (700 XP)

Actions

- **Multiattack**. The dragon makes three attacks, one with its bite, one with its claws, and one with its tail.
- **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 13(2d10+2) piercing damage.
- **Claws**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10(2d6+3) slashing damage.
- **Tail**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10(2d6+3) slashing damage.
- **Breath Weapon (Recharge 5-6)**. The Frilled Dragon's is a slow-acting poison. The dragon breathes out a 30-foot cone. All creatures in the cone must make a Constitution save (DC 15). If they succeed on the save, then the breath has no effect. If they fail the save, they have the poisoned condition. The poisoned condition remains for the next minute. At the end of that minute, the target has to roll another Constitution save. If the second save succeeds, they shake off the poisoned condition. If the second save fails, the target is incapacitated with pain and take 13(3d8) poison damage. Each round thereafter, the target must make the save again, removing both the incapacitated and poisoned conditions on a success, and taking the damage on a failure. Any magic that removes the poisoned condition will stop all other effects of the poison.

Frilled Dragon Ancient

Huge dragon, Chaotic Good

Armor Class: 18(natural)
Hit Points: 102 (12d12+24)
Speed: 60 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
16(+3)	18(+4)	14(+2)	16(+3)	16(+3)	14(+2)

Skills: Persuasion+5, Perception+6
Saves: Dexterity+7, Intelligence+6
Damage Resistance: Poison
Senses: Passive Perception 16

Languages: Elvish, Draconic
Challenge: 5 (1800 XP)

Actions

- **Multiattack**. The dragon makes three attacks, one with its bite, one with its claws, and one with its tail.
- **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 19(3d10+3) piercing damage.
- **Claws**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 14(3d6+4) slashing damage.
- **Tail**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 14(3d6+4) slashing damage.
- **Breath Weapon (Recharge 5-6)**. The Frilled Dragon's is a slow-acting poison. The dragon breathes out a 40-foot cone. All creatures in the cone must make a Constitution save (DC 17). If they succeed on the save, then the breath has no effect. If they fail the save, they have the poisoned condition. The poisoned condition remains for the next minute. At the end of that minute, the target has to roll another Constitution save. If the second save succeeds, they shake off the poisoned condition. If the second save fails, the target is incapacitated with pain and take 18(4d8) poison damage. Each round thereafter, the target must make the save again, removing both the incapacitated and poisoned conditions on a success, and taking the damage on a failure. Any magic that removes the poisoned condition will stop all other effects of the poison.

Frilled dragons are long, sinuous drakes, adults ranging up to 20 feet in length. Their tails are almost as long as their bodies and end in two long twin spikes. They have large bluish-black scales ranged down their backsides, with broad-banded reddish segments on their bellies. Their wings are broad and thin, with a span that equals if not exceeds their body length. The undersides of their wings are blood red, the outer side bluish-black. They have a long, thin snout with razor-sharp teeth, their head crowned with short boney spikes. Behind its jawline are long webbed spikes that the creature (this like a frilled lizard) which when the creature is agitated open wide and spread out, the connecting skin being a reddish-orange with deep red veins throughout. All four legs are the same length, with long claws.

Friends of the Elves. These intelligent beasts travel alone or in pairs, rarely are they found in large groups. They are unique in that they have long been allied with elves, usually living in or around elven communities. Further, they have a distinct distaste for most humanoids, hunting them wherever they encounter them. Frilled dragons are highly predatory and very reactionary, attacking threats before they communicate with them.

Woodland Dwellers. The frilled dragon dwells mostly in wooded environments, old-growth deciduous forests and the like. They lay their eggs in nests of bramble on the ground. They take little precaution in hiding the nest as the female spends the whole of the egg's gestation time nearby. They attack anything, good or evil, that approaches their nest. They are intelligent and highly reasoned.

Frilled. The creature attacks by rearing back, opening its webbed neck membranes wide, and blasting a cloud of toxic gas upon its foes. The membrane serves to make the dragon look much larger than it actually is, though serves no other purpose, defensive or otherwise.

In Aihrde

The frilled dragon came to Aihrde not through the gift of Inzae as many of the dragonkin did, but rather through the gates to the Seven Rivers, those lands where the elves first dwelt. This realm the All Father fashioned only in his dreams and it came to be when he succumbed to the machinations of the Goblin Lords. When his mind splintered and the gates to these worlds opened, the elves came to Aihrde and with them came the frilled dragons. These dragons have dwelt in harmony with the elves in Aihrde even as they did within the land of Seven Rivers.

They range far and wide but are most common in and around the Channel Lakes where the elves built their first elven homes. They have an unusual hatred for orcs and upon sight, or even scent of them, attack with an extreme hatred. Their lives and memory are long and they remember the wars in and around the Marl so many years ago.

In some wild elf lands, the elves use the older frilled dragons as mounts. They are very swift and able.

DRAGON, IAHNEAL

Iahneal Dragon Wyrmling

Medium Dragon, Lawful Evil

Armor Class: 14(natural armor)
Hit Points: 78 (12d8+24)
Speed: 40 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	14(+2)	12(+1)	10(+0)	11(+0)

Skills: Deception+2, Intimidation+2
Senses: Passive Perception 10
Languages: Draconic
Challenge: 2 (450 XP)

Special Qualities

- **Bewilder**. The dragon opens its wings, displaying a dazzling variety of scintillating colors. All creatures within 30 feet of the dragon must make a Wisdom save (DC 13) or be incapacitated. Any creature so incapacitated can repeat the save at the end of their turn, ending the effect on a success. Any creature who successfully saves against the bewilderment is immune from this effect for 24 hours. Note that the dragon cannot use this power while flying, as it needs to hold its wings open in a way that would keep it from flying.

Actions

- **Multiattack**. The Dragon attacks twice with its claws, once with its bite, and once with its tail. The dragon can make these

attacks in the same round it uses its Bewilder power.

- **Claws**. Melee Weapon Attack. +5 to hit, reach 5 ft, one target. Hit: 5(1d4+3) Slashing damage.
- **Bite**. Melee Weapon Attack. +5 to hit, reach 5 ft, one target. Hit: 8(1d10+3) piercing damage.
- **Tail**. Melee Weapon Attack. +5 to hit, reach 5 ft, one target. Hit: 6(1d6+3) Bludgeoning damage.
- **Breath Weapon (Recharge 6)**. The dragon's breath weapon is a small cloud of dust and stone, barely 5 feet long. It can only affect one target, and that target must be with the range of the creature's bite attack. The target must make a Dexterity save (DC 13). If they fail the save by 5 or more, they are instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure and ending the effect on a success.

Iahneal Dragon Young

Large Dragon, Lawful Evil

Armor Class: 14(natural armor)
Hit Points: 90 (12d10+24)
Speed: 40 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
18(+4)	11(+0)	15(+2)	13(+1)	11(+0)	12(+1)

Skills: Deception+3, Intimidation+3
Senses: Passive Perception 10
Languages: Draconic
Challenge: 3(700 XP)

Special Qualities

- **Bewilder**. The dragon opens its wings, displaying a dazzling variety of scintillating colors. All creatures within 30 feet of the dragon must make a Wisdom save (DC 14) or be incapacitated. Any creature so incapacitated can repeat the save at the end of their turn, ending the effect on a success. Any creature who successfully saves against the bewilderment is immune from this effect for 24 hours. Note that the dragon cannot use this power while flying, as it needs to hold its wings open in a way that would keep it from flying.

Actions

- **Multiattack**. The Dragon attacks twice with its claws, once with its bite, and once with its tail. The dragon can make these attacks in the same round it uses its Bewilder power.
- **Claws**. Melee Weapon Attack. +6 to hit, reach 5 ft, one target. Hit: 9(2d4+4) Slashing damage.
- **Bite**. Melee Weapon Attack. +6 to hit, reach 10 ft, one target. Hit: 15(2d10+4) piercing damage.
- **Tail**. Melee Weapon Attack. +6 to hit, reach 10 ft, one target. Hit: 11(2d6+4) Bludgeoning damage.
- **Breath Weapon (Recharge 6)**. The dragon's breath weapon is a small cloud of dust and stone, barely 5 feet long. It can only affect one target, and that target must be with the range of the creature's bite attack. The target must make a Dexterity save (DC 14). If they fail the save by 5 or more, they are instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure and ending the effect on a success.

Iahneal Dragon Adult

Large Dragon, Lawful Evil

Armor Class: 18(natural armor)
Hit Points: 119 (14d10+42)
Speed: 40 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	16(+3)	15(+2)	13(+1)	14(+2)

Skills: Deception+5, Intimidation+5
Saves: Strength+8, Constitution+6
Senses: Passive Perception 11
Languages: Draconic
Challenge: 6(2300 XP)

Special Qualities

- **Bewilder**. The dragon opens its wings, displaying a dazzling variety of scintillating colors. All creatures within 30 feet

of the dragon must make a Wisdom save (DC 15) or be incapacitated. Any creature so incapacitated can repeat the save at the end of their turn, ending the effect on a success. Any creature who successfully saves against the bewilderment is immune from this effect for 24 hours. Note that the dragon cannot use this power while flying, as it needs to hold its wings open in a way that would keep it from flying.

- **Wing Attack**. Once per round, as a reaction, the dragon can attempt to smash its wings down on its enemies. It cannot use this ability in the same round it uses its bewilder attack and cannot use it while flying. All creatures within 10 ft of the dragon must make a Dexterity save (DC 15), taking 10(3d6) bludgeoning damage on a failed save and being knocked prone. Creatures that save take half damage and are not knocked prone.

Actions

- **Multiattack**. The Dragon attacks twice with its claws, once with its bite, and once with its tail. The dragon can make these attacks in the same round it uses its Bewilder power.
- **Claws**. Melee Weapon Attack. +8 to hit, reach 5 ft, one target. Hit: 10(2d4+5) Slashing damage.
- **Bite**. Melee Weapon Attack. +8 to hit, reach 10 ft, one target. Hit: 16(2d10+5) piercing damage.
- **Tail**. Melee Weapon Attack. +8 to hit, reach 10 ft, one target. Hit: 12(2d6+5) Bludgeoning damage.
- **Breath Weapon (Recharge 6)**. The dragon's breath weapon is a small cloud of dust and stone, barely 5 feet long. It can only affect one target, and that target must be with the range of the creature's bite attack. The target must make a Dexterity save (DC 15). If they fail the save by 5 or more, they are instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure and ending the effect on a success.

Iahneal Dragon Ancient

Huge Dragon, Lawful Evil

Armor Class: 20(natural armor)
Hit Points: 152 (16d12+48)
Speed: 40 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
22(+6)	12(+1)	16(+3)	18(+4)	15(+2)	14(+2)

Skills: Deception+5, Intimidation+5
Saves: Strength+9, Constitution+6
Senses: Passive Perception 12
Languages: Draconic
Challenge: 8(3900 XP)

Special Qualities

- **Bewilder**. The dragon opens its wings, displaying a dazzling variety of scintillating colors. All creatures within 30 feet of the dragon must make a Wisdom save (DC 17) or be incapacitated. Any creature so incapacitated can repeat the save at the end of their turn, ending the effect on a success. Any creature who successfully saves against the bewilderment is immune from this effect for 24 hours. Note that the dragon cannot use this power while flying, as it needs to hold its wings open in a way that would keep it from flying.
- **Wing Attack**. Once per round, as a reaction, the dragon can attempt to smash its wings down on its enemies. It cannot use this ability in the same round it uses its bewilder attack and cannot use it while flying. All creatures within 15 ft of the dragon must make a Dexterity save (DC 17), taking 17(5d6) damage on a failed save and being knocked prone. Creatures that save take half damage and are not knocked prone.

Actions

- **Multiattack**. The Dragon attacks twice with its claws, once with its bite, and once with its tail. The dragon can make these attacks in the same round it uses its Bewilder power.
- **Claws**. Melee Weapon Attack. +9 to hit, reach 5 ft, one target. Hit: 13(3d4+6) Slashing damage.
- **Bite**. Melee Weapon Attack. +9 to hit, reach 10 ft, one target. Hit: 22(3d10+6) piercing damage.
- **Tail**. Melee Weapon Attack. +8 to hit, reach 10 ft, one target. Hit: 16(3d6+6) Bludgeoning damage.
- **Breath Weapon (Recharge 6)**. The dragon's breath weapon is a small cloud of dust and stone, barely 5 feet long. It can only affect one target, and that target must be with the range of the creature's bite attack. The target must make a Dexterity save (DC 17). If they fail the save by 5 or more, they are instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure and ending the effect on a success.

The iahneal dragons are large beasts, more like traditional dragons than most of the lesser wyrms. Their forelegs are shorter than their hind legs, and their bodies squat toward their tail. The tail itself is very long, mounted with small plates that range up the beast's spine to the back of its head. Their scales are a deep, very dark purple color, though the underside is tinted blue. They have broad wings and are able fliers. The wings themselves are blue like the beast's underbelly. They have a long snout with a barbed horn at the end of the upper jaw that smacks into the lower jaw with a clacking sound when the beast closes its mouth.

Stone Affinity. These large beasts range throughout the known world. They nest in rocky crags, hills, and abutments, anywhere that they can use stone as their bed. They build their nests as high as they can; mounding stone up until pillars of it surround their den. Here they hoard their treasure, nurse their young, and sleep. The iahneal can consume creatures it has turned to stone and considers them a delicacy.

Savvy Hunters. Iahneal dragons are very intelligent, calculating beasts. They enjoy watching other creatures suffer and spend a great deal of time torturing them. In battle, the iahneal dragon attacks first by rearing up upon its hind legs and stretching its wings to their full extent. Their wings exude a magical scintillating aura that serves to stun their victims into inaction. As the victim is responding to this attack it launches into a vicious melee combat. Its breath weapon is very limited and it saves this for the victim it chooses to bring back to its den as a trophy or as food for its young.

In Aihrde

These beasts were part of the original clutch of eggs that Inzae brought to the world of Aihrde and gifted the All Father for his gift of trees. The iahneal are much like that grim goddess, evil and intent on destruction. It is said by the learned that they know well the Language of Destruction as imparted by the Dragon God but that they will never reveal it until the time she returns to the maelstrom and unmakes the world. Then the iahneal promise is to join her and bring about the end of all things. They are worshipped by various cults through Aihrde, and in particular, are held in high regard on the Isle of Koth where the Dragon People dwell. The beast of course does not return the worship and holds all creatures in disdain, using these cults from time to time to feed their young or garner riches from them.

DRAGON, IRIS

Iris Wyrmling

Tiny Dragon, Neutral

Armor Class: 13 (natural armor)
Hit Points: 7 (3d4)
Speed: 15 ft 30 ft Fly

STR	DEX	CON	INT	WIS	CHA
6(-2)	15(+2)	11(+0)	8(-1)	10(+0)	7(-2)

Senses: Passive Perception 10
Languages: Draconic
Challenge: ¼ (50 XP)

Special Qualities

- **Camouflage**. The dragon is able to adapt its color to match its environment. The creature has advantage on all stealth checks.

Actions

- **Claw**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit 4(1d3+2) slashing damage. The target must make a Constitution save (DC 12) or be affected by the creature's poison. The poison causes the target to become incapacitated. The target can repeat the save at the end of each of its turns, shaking off the effect and gaining immunity to the poison for 24 hours on a successful save.
- **Blood Drain**. If the dragon has incapacitated a target, it will try to feed. The dragon lands on the target, injecting its mouth tube into the victim and sucking out blood. The target

automatically takes 2(1d4) necrotic damage each round. The creature will keep drinking until attacked, its victim dies, or it consumes twice its hit points in damage. If the dragon consumes double its hit points in blood, it will immediately stop draining blood and fly away to digest its meal.

- **Paralysis Breath (Recharge 5-6)**. The dragon exhales a cloud of spores in a 5-foot cone. Anyone in the area must make a Dexterity save (DC 12) or be infected by the spores and paralyzed. Anyone immune to disease automatically saves against the spores.

Iris Young

Small Dragon, Neutral

Armor Class: 13 (natural armor)
Hit Points: 18 (4d6+4)
Speed: 15 ft 30 ft Fly

STR	DEX	CON	INT	WIS	CHA
8(-1)	16(+3)	12(+1)	10(+0)	11(+0)	9(-1)

Skills: Stealth+5
Senses: Passive Perception 10
Languages: Draconic
Challenge: 1/2 (100 XP)

Special Qualities

- **Camouflage**. The dragon is able to adapt its color to match its environment. The creature has advantage on all stealth checks.

Actions

- **Claw**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit 5(1d4+3) slashing damage. The target must make a Constitution save (DC 13) or be affected by the creature's poison. The poison causes the target to become incapacitated. The target can repeat the save at the end of each of its turns, shaking off the effect and gaining immunity to the poison for 24 hours on a successful save.
- **Blood Drain**. If the dragon has incapacitated a target, it will try to feed. The dragon lands on the target, injecting its mouth tube into the victim and sucking out blood. The target automatically takes 3(1d6) necrotic damage each round. The creature will keep drinking until attacked, its victim dies, or it consumes twice its hit points in damage. If the dragon consumes double its hit points in blood, it will immediately stop draining blood and fly away to digest its meal.
- **Paralysis Breath (Recharge 5-6)**. The dragon exhales a cloud of spores in a 10-foot cone. Anyone in the area must make a Dexterity save (DC 13) or be infected by the spores and paralyzed. Anyone immune to disease automatically saves against the spores.

Iris Adult

Medium Dragon, Neutral

Armor Class: 15(natural armor)
Hit Points: 27(5d8+5)
Speed: 15 ft 30 ft Fly

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	12(+1)	12(+1)	12(+1)	10(+0)

Skills: Stealth+5
Senses: Passive Perception 11
Languages: Draconic
Challenge: 1 (200 XP)

Special Qualities

- **Camouflage**. The dragon is able to adapt its color to match its environment. The creature has advantage on all stealth checks.

Actions

- **Claw**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit 7(1d8+3) slashing damage. The target must make a Constitution save (DC 15) or be affected by the creature's poison. The poison causes the target to become incapacitated. The target can repeat the save at the end of each of its turns, shaking off the effect and gaining immunity to the poison for 24 hours on a successful save.
- **Blood Drain**. If the dragon has incapacitated a target, it will try to feed. The dragon lands on the target, injecting its mouth tube into the victim and sucking out blood. The target automatically takes 4(1d8) necrotic damage each round. The creature will keep drinking until attacked, its victim dies, or it consumes twice its hit points in damage. If the dragon consumes double its hit points in blood, it will immediately stop draining blood and fly away to digest its meal.
- **Paralysis Breath (Recharge 5-6)**. The dragon exhales a cloud of spores in a 15-foot cone. Anyone in the area must make a Dexterity save (DC 15) or be infected by the spores and paralyzed. Anyone immune to disease automatically saves against the spores.

Iris Ancient

Medium Dragon, Neutral

Armor Class: 17(natural armor)
Hit Points: 55(10d8+10)
Speed: 15 ft 30 ft Fly

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	12(+1)	13(+1)	14(+2)	12(+1)

Skills: Stealth+5
Senses: Passive Perception 11
Languages: Common, Elvish, Draconic
Challenge: 2 (450 XP)

Special Qualities

- **Camouflage**. The dragon is able to adapt its color to match its environment. The creature has advantage on all stealth checks.

Actions

- **Claw**. Melee Weapon Attack: +9 to hit, reach 5 ft, one target. Hit 12(2d8+3) slashing damage. The target must make a Constitution save (DC 16) or be affected by the creature's poison. The poison causes the target to become incapacitated. The target can repeat the save at the end of each of its turns, shaking off the effect and gaining immunity to the poison for 24 hours on a successful save.
- **Blood Drain**. If the dragon has incapacitated a target, it will try to feed. The dragon lands on the target, injecting its mouth tube into the victim and sucking out blood. The target automatically takes 5(1d10) necrotic damage each round. The creature will keep drinking until attacked, its victim dies, or it consumes twice its hit points in damage. If the dragon consumes double its hit points in blood, it will immediately stop draining blood and fly away to digest its meal.
- **Paralysis Breath (Recharge 5-6)**. The dragon exhales a cloud of spores in a 20-foot cone. Anyone in the area must make a Dexterity save (DC 16) or be infected by the spores and paralyzed. Anyone immune to disease automatically saves against the spores.

The smallest of dragons, the iris wyrm is light green in color,

thin and lithe. Broad, leaf-like scales cover its long form; its legs are shaped like vines, and its head, long and thin, is yellow. It has small claws, used to cling to the sides of trees, branches, or rocks. The iris dragon's tail, long and thinning to a small taper, serves a similar purpose. It has razor-sharp teeth that deliver a stinging bite, but its real weapon is the dewclaw it possesses on each forward claw. This long appendage, several inches longer than its other claws carries potent venom.

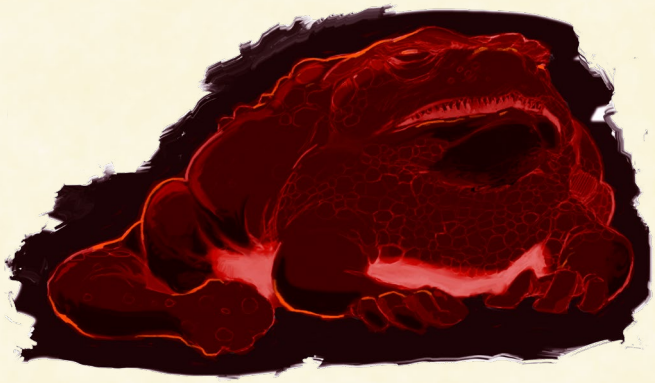
Ambush Predator. The iris dragon is able to camouflage itself extraordinarily well. To the casual viewer, the creature looks more like a vine snaking up the side of a tree or rock than a dragon. It moves slowly as well, using its ability to blend into the environment to hide it from the creature it is stalking. They prey primarily on humans, demi-humans, and humanoids. They feed through a tubular protrusion that lies beneath their tongue. When a victim is gassed or paralyzed the dragon settles on them, the tube is driven into the victim and their blood drained. The iris wyrm feeds on the paralyzed victim, so long as the victim is alive. If at any time the victim is viewed as dead by the iris wyrm it stops eating it. For instance, the monk's ability to feign death would stop the dragon from devouring the character.

Family Ties. They dwell in tropic, sub-tropic jungles and temperate deciduous forests. They are very social, pack-oriented dragons, and travel in family groups of up to 10. The creature is moderately intelligent and the older ones able to speak elf, the vulgate, or any other tongue with which it has had long exposure. The iris dragon takes up residence near water or cave entrances, trails and the like; anywhere that creatures may stop to find food or shelter. They take shelter in the trees and shrub, disguising themselves as plants. When their prey enters the area, they wait for it to come within range of one of its forefeet, using the claw they attempt to nip the victim. They wait until the paralysis takes effect and then come into feed. If discovered or disturbed the whole pack of them launch in a very aggressive attack on any and all targets in the area.

In Aihrde

The iris dragon is a favorite of wizards and illusionists as they are able to use the wyrms as guardians in and around their towers. In old Aenoch the practice of creating elaborate gardens of walkways, bridges, lawns, beds of flowers, etc. was common amongst the nobles; for a great while the fad of peopling those gardens with the iris wyrm allowed the creature to spread into most of the Lands of Ursal and beyond. The creature suffered greatly during the long winter dark and their numbers dwindled. The people of Aufstrag saw the iris wyrm as a delicacy and served the creature with mounds of butter and gravy in their great feasts.

To this day the Aenochians are very partial to the iris wyrm and the people of New Aenoch have revived the practice of making gardens to house the iris wyrm and the small dragon's numbers have increased, if only moderately.



DRAGON, IRS WYRM

Irs Wyrmling

Medium Dragon, Lawful Evil

Armor Class: 15 (natural armor)
Hit Points: 91 (14d8+28)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
14(+2)	9(-1)	15(+2)	4(-3)	10(+0)	6(-2)

Damage Resistance: Poison
Senses: Passive Perception 10
Challenge: 3 (700 XP)

Special Qualities

- **Aura of Hopelessness**. The IRS wyrm projects an aura of fear, desperation and hopelessness. All creatures within 60 feet of the IRS must make a Charisma save (DC 13). Those who fail are stunned from the overwhelming feeling of helplessness. At the beginning of their turn, they can again make the save. If they fail again, they remain stunned and lose 1d4 Charisma. The target continues to save until they make a save or their Charisma reaches 0. A target reduced to 0 Charisma becomes completely catatonic and will starve to death if not helped. Only a *Heal* spell has the strength to restore a creature from 0 Charisma. Otherwise *Greater Restoration* is sufficient. Once a creature makes a successful save against this effect, they are immune for the next 24 hours.
- **Stench**. A small cloud of poisonous gas surrounds the creature at all times. Any creature that comes within 15 feet of the creature must make a Constitution save (DC 13) or immediately be paralyzed by the poison. A creature immune to the poisoned condition will ignore this effect. A creature immune to the paralyzed condition instead suffers the poisoned condition. Once affected, the victim remains paralyzed until removed from the poison cloud or the IRS is slain. A *Greater Restoration* will overcome the effect, but the target can be affected again. Anyone who makes the Constitution save is immune to this effect for 24 hours.
- **Slow to Act**. IRS wyrms always go last in the initiative order.

Actions

- **Multiattack**. The IRS makes two attacks, one with its bite and one with its tail. It cannot use its bite and tail attacks on the same target.
- **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 6(1d8+2) piercing damage.
- **Tail**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 7(1d10+2) bludgeoning damage.

IRS WYRM YOUNG

Large Dragon, Lawful Evil

Armor Class: 16(natural armor)
Hit Points: 127(15d10+45)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	9(-1)	17(+3)	4(-3)	10(+0)	6(-2)

Damage Resistance: Poison
Senses: Passive Perception 10
Challenge: 4(1100 XP)

Special Qualities

- **Aura of Hopelessness**. The IRS wyrm projects an aura of fear, desperation and hopelessness. All creatures within 90 feet of the IRS must make a Charisma save (DC 14). Those who fail are stunned from the overwhelming feeling of helplessness. At the beginning of their turn, they can again make the save. If they fail again, they remain stunned and lose 1d4 Charisma. The target continues to save until they make a save or their Charisma reaches 0. A target reduced to 0 Charisma becomes completely catatonic and will starve to death if not helped. Only a *Heal* spell has the strength to restore a creature from 0 Charisma. Otherwise *Greater Restoration* is sufficient. Once a creature makes a successful save against this effect, they are immune for the next 24 hours.
- **Stench**. A small cloud of poisonous gas surrounds the creature at all times. Any creature that comes within 20 feet of the creature must make a Constitution save (DC 14) or immediately be paralyzed by the poison. A creature immune to the poisoned condition will ignore this effect. A creature immune to the paralyzed condition instead suffers the poisoned condition. Once affected, the victim remains paralyzed until removed from the poison cloud or the IRS is slain. A *Greater Restoration* will overcome the effect, but the target can be affected again. Anyone who makes the Constitution save is immune to this effect for 24 hours.
- **Slow to Act**. IRS wyrms always go last in the initiative order.

Actions

- **Multiattack**. The IRS makes two attacks, one with its bite and one with its tail. It cannot use its bite and tail attacks on the same target.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 12(2d8+3) piercing damage.
- **Tail**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 14(2d10+3) bludgeoning damage.

IRS WYRM ADULT

Large Dragon, Lawful Evil

Armor Class: 18(natural armor)
Hit Points: 171(18d10+72)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
18(+4)	9(-1)	19(+4)	4(-3)	10(+0)	6(-2)

Damage Resistance: Poison
Senses: Passive Perception 10
Challenge: 6(2300 XP)

Special Qualities

- **Aura of Hopelessness**. The IRS wyrm projects an aura of fear, desperation and hopelessness. All creatures within 90 feet of the IRS must make a Charisma save (DC 15). Those who fail are stunned from the overwhelming feeling of helplessness. At the beginning of their turn, they can again make the save. If they fail again, they remain stunned and lose 1d4 Charisma. The target continues to save until they make a save or their Charisma reaches 0. A target reduced to 0 Charisma becomes completely catatonic and will starve to death if not helped. Only a *Heal* spell has the strength to restore a creature from 0 Charisma. Otherwise *Greater Restoration* is sufficient. Once a creature makes a successful save against this effect, they are immune for the next 24 hours.
- **Stench**. A small cloud of poisonous gas surrounds the creature at all times. Any creature that comes within 20 feet of the creature must make a Constitution save (DC 15) or immediately be paralyzed by the poison. A creature immune to the poisoned condition will ignore this effect. A creature immune to the paralyzed condition instead suffers the poisoned condition. Once affected, the victim remains paralyzed until removed from the poison cloud or the IRS is slain. A *Greater Restoration* will overcome the effect, but the target can be affected again. Anyone who makes the Constitution save is immune to this effect for 24 hours.
- **Slow to Act**. IRS wyrms always go last in the initiative order.

Actions

- **Multiattack**. The IRS makes two attacks, one with its bite and one with its tail. It cannot use its bite and tail attacks on the same target.
- **Bite**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 13(2d8+4) piercing damage.
- **Tail**. Melee Weapon Attack: +7 to hit, reach 10 ft, one target. Hit: 15(2d10+4) bludgeoning damage.

IRS WYRM ANCIENT

Huge Dragon, Lawful Evil

Armor Class: 19 (natural armor)
Hit Points: 230 (20d12+100)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
20(+5)	9(-1)	20(+5)	4(-3)	10(+0)	6(-2)

Saves: Constitution+8
Damage Resistance: Poison
Senses: Passive Perception 10
Challenge: 10 (5900 XP)

Special Qualities

- **Aura of Hopelessness**. The IRS wyrm projects an aura of fear, desperation and hopelessness. All creatures within 120 feet of the IRS must make a Charisma save (DC 17). Those who fail are stunned from the overwhelming feeling of helplessness. At the beginning of their turn, they can again make the save. If they fail again, they remain stunned and lose 1d4 Charisma. The target continues to save until they make a save or their Charisma reaches 0. A target reduced to 0 Charisma becomes completely catatonic and will starve to death if not helped. Only a *Heal* spell has the strength to restore a creature from 0 Charisma. Otherwise *Greater Restoration* is sufficient. Once a creature makes a successful save against this effect, they are immune for the next 24 hours.
- **Stench**. A small cloud of poisonous gas surrounds the creature at all times. Any creature that comes within 30 feet of the creature must make a Constitution save (DC 17) or immediately be paralyzed by the poison. A creature immune to the poisoned condition will ignore this effect. A creature immune to the paralyzed condition instead suffers the poisoned condition. Once affected, the victim remains paralyzed until removed from the poison cloud or the IRS is slain. A *Greater Restoration* will overcome the effect, but the target can be affected again. Anyone who makes the Constitution save is immune to this effect for 24 hours.
- **Slow to Act**. IRS wyrms always go last in the initiative order.

Actions

- **Multiattack**. The IRS makes two attacks, one with its bite and one with its tail. It cannot use its bite and tail attacks on the same target.
- **Bite**. Melee Weapon Attack: +8 to hit, reach 5 ft, one target. Hit: 18(3d8+5) piercing damage.
- **Tail**. Melee Weapon Attack: +8 to hit, reach 15 ft, one target. Hit: 21(3d10+5) bludgeoning damage.

These offspring of the greater IRS wyrms are foul wicked beasts that feed upon the hopes and dreams of the unaware. They are ugly, squat creatures, with thick bulbous bodies. They look something like a toad, but the pustules that cover their hides constantly seep with poisonous ichors. They are colorless, and almost witless, settling into an area where they begin to feed. Thousands of tiny sharp teeth line their wide mouths; these constantly fall out and grow back. They have thick legs, short webbed toes and almost no claws. Their tail is short and crowned with a knobby growth that they drag behind them unknowingly.

Depraved Birth. The IRS wyrms are born of the ichor that seeps from the greater IRS wyrms. The hatchlings fall from their parent to sit upon the ground. They are witless, only possessed of a great hunger when born, a need to take what other creatures possess. Many die beneath the crushing bulk of their sire, as it rolls to one side or the other, grinding them to a pulp. But some move away, if slowly, leaving the parent without thought or remorse.

Lazy Hunters. Flight is beyond them as they have no wings, and no magic to lift them from the dust. They move slowly, hopping from one spot to the next, resting for a while, seeking any prey that they might dine upon. They frequently settle in the cities of men, deep dungeons, or any abode that offers them plenty of food and an easy place to hide. The IRS wyrm is inherently fearful, avoiding direct combat whenever it can. They hide near their prey animals, settling in their stench, burrowing into mounds of their own filth. Once settled they emanate their aura of fear and begin "feeding" upon those who pass near.

Ageless. Being immortal an IRS wyrm never dies, unless slain by someone's heroic actions. Even if they go unfed for eons they live on, dwindling some, but feeding off their own spite. But they cannot grow unless they feed, and when they feed, they can grow to enormous proportions, become greater wyrms in their own right.

IN AIHRDE

The IRS wyrm's origins lie in the mind of Inzae. When that mother of all dragons settled upon the mountains of Aihrde to bargain with the All Father she laid in a nest of her evil intent. This evil seeped from her and settled in the earth. From it came all manner of creatures but one of the greatest and most feared were the IRS wyrms. Little more than a cloud of hate in their beginnings, over time they took the shape of creatures they thought were like Inzae. In this they failed, for they looked little more than beastly, puss ridden toads. In the early days, the goblins paid homage to them but even they abandoned them in disgust, realizing that they were little more than giant parasites.

The IRS is a horrid creature, reviled by all other living things, whether good or evil, lawful or chaotic.

DRAGON, KURLET (BONED)

KURLET WYRMLING

Medium Dragon, Lawful Evil

Armor Class: 15 (natural armor)
Hit Points: 38 (7d8+7)
Speed: 30 ft, 40 ft Fly

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	13(+1)	10(+0)	10(+0)	11(+0)

Damage Immunities: cold
Damage Resistance: necrotic, bludgeoning, piercing and slashing from non-magical weapons
Senses: passive perception 10
Languages: Draconic
Challenge: 2(450 XP)

Special Qualities

- **Innate Spellcasting**. The kurlet can cast *Wall of Ice* once per day (DC 10)

Actions

- **Multiattack**. The kurlet strikes twice with its claws, once with its bite and once with its tail, or uses its breath weapon.
- **Claws**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5(1d4+3) slashing damage.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) piercing damage.
- **Tail**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6(1d6+3) bludgeoning damage.
- **Breath Weapon (Recharge 5-6)**. The dragon exhales the cold of the grave in a 20 ft cone. All creatures in the area of effect must make a Dexterity save (DC 13), taking 11(2d10) necrotic damage on a failed save, or half as much on a success. Any creature that fails the Dexterity save must also make a Constitution save (DC 13) or age 1d10 years. The aging can be reversed by a *Greater Restoration* spell, but only if cast within 24 hours. Otherwise, the aging is permanent.

Kurlet Young

Large Dragon, Lawful Evil

Armor Class: 16(natural armor)
Hit Points: 58 (9d10+9)
Speed: 30 ft, 40 ft Fly

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	14(+2)	11(+0)	11(+0)	12(+1)

Damage Immunities: cold
Damage Resistance: necrotic, bludgeoning, piercing and slashing from non-magical weapons
Senses: passive perception 10
Languages: Draconic
Challenge: 5 (450 XP)

Special Qualities

- **Innate Spellcasting**. The kurlet can cast *Wall of Ice* once per day (DC 12)

Actions

- **Multiattack**. The kurlet strikes twice with its claws, once with its bite and once with its tail, or uses its breath weapon.
- **Claws**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8(2d4+3) slashing damage.

- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 12(2d8+3) piercing damage.
- **Tail**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 10(2d6+3) bludgeoning damage.
- **Breath Weapon (Recharge 5-6)**. The dragon exhales the cold of the grave in a 30 ft cone. All creatures in the area of effect must make a Dexterity save (DC 14), taking 22(4d10) necrotic damage on a failed save, or half as much on a success. Any creature that fails the Dexterity save must also make a Constitution save (DC 14) or age 1d10 years. The aging can be reversed by a *Greater Restoration* spell, but only if cast within 24 hours. Otherwise, the aging is permanent.

Kurlet Adult

Large Dragon, Lawful Evil

Armor Class: 16(natural armor)
Hit Points: 90 (12d10+24)
Speed: 30 ft, 40 ft Fly

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	14(+2)	12(+1)	12(+1)	12(+1)

Saves: Dexterity+6, Intelligence+4
Damage Immunities: cold
Damage Resistance: necrotic, bludgeoning, piercing and slashing from non-magical weapons
Senses: passive perception 11
Languages: Draconic
Challenge: 6(2300 XP)

Special Qualities

- **Innate Spellcasting**. The kurlet can cast *Wall of Ice* once per day (DC 14)

Actions

- **Multiattack**. The kurlet strikes twice with its claws, once with its bite and once with its tail, or uses its breath weapon.
- **Claws**. Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 8(2d4+3) slashing damage.

- **Bite**. Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 12(2d8+3) piercing damage.
- **Tail**. Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 10(2d6+3) bludgeoning damage.
- **Breath Weapon (Recharge 5-6)**. The dragon exhales the cold of the grave in a 30 ft cone. All creatures in the area of effect must make a Dexterity save (DC 15), taking 33(6d10) necrotic damage on a failed save, or half as much on a success. Any creature that fails the Dexterity save must also make a Constitution save (DC 15) or age 1d10 years. The aging can be reversed by a *Greater Restoration* spell, but only if cast within 24 hours. Otherwise, the aging is permanent.

Kurlet Ancient

Huge Dragon, Lawful Evil

Armor Class: 17(natural armor)
Hit Points: 123 (13d12+39)
Speed: 30 ft, 40 ft Fly

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	16(+3)	14(+2)	15(+2)	13(+1)

Skills: Survival(Cold)+5, Nature(Cold)+5
Saves: Dexterity+6, Intelligence+5
Damage Immunities: cold
Damage Resistance: necrotic, bludgeoning, piercing and slashing from non-magical weapons
Senses: passive perception 10
Languages: Draconic
Challenge: 8(3900 XP)

Special Qualities

- **Innate Spellcasting**. The kurlet can cast *Wall of Ice* once per day (DC 16)

Actions

- **Multiattack**. The kurlet strikes twice with its claws, once with its bite and once with its tail, or uses its breath weapon.
- **Claws**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 11(3d4+4) slashing damage.
- **Bite**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 17(3d8+4) piercing damage.
- **Tail**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 14(3d6+4) bludgeoning damage.
- **Breath Weapon (Recharge 5-6)**. The dragon exhales the cold of the grave in a 40 ft cone. All creatures in the area of effect must make a Dexterity save (DC 17), taking 44(8d10) necrotic damage on a failed save, or half as much on a success. Any creature that fails the Dexterity save must also make a Constitution save (DC 17) or age 1d10 years. The aging can be reversed by a *Greater Restoration* spell, but only if cast within 24 hours. Otherwise, the aging is permanent.

The boned dragon's name is a contrast to its appearance. The beast is a winter dragon, normally only found in northern climates where there is snow or ice year-round. It is long, roughly 25 feet when fully grown, but unlike its traditional relatives it is thick, its scales broad, resembling overlapping plates. These plates are super sensitive to temperature, especially sunlight, absorbing as much of it as they can. The beast's long neck ends in a broad, fang-filled mouth. Its tail is long as well. Upon the end of its tail are long, strands of hair. This hair ranges up the side of the creature, running its full length, where the back scales meet the under scales, all the way to the head. Here they hang, resembling whiskers, though they do not stand out on the face like a cat, rather they shroud the head from behind. The beast is bone white, hence its name, its eyes a deep blue.

Solitary Creatures. They are solitary creatures that dwell in deep caves, sometimes hollowed from the icy landscape they call home. They horde treasure like other wyrms and are clever to understand the world of men. They speak the common tongues of men and dwarves, elves and halflings, orcs and other creatures with which they have come into contact. They are terrible in appearance, filled with a cunning and hatred that they exude. They are unforgiving and very destructive. While they may bargain if they see it is in their best interest, they prefer to destroy those who enter their territory. The boned dragon is immortal.

Patient Hunters. They are cunning in the hunt, lying for long periods of time under the snow, waiting for prey to pass near. Alternately they take to the high, thin clouds looking for creatures traversing the icy landscape, waiting for them to become exposed on cliff faces, ledges and the like. At which point they swoop in and attempt to knock them from their perch on the ground below.

Aerial Fighter. The boned dragon attacks by rising with a blast of its fetid, cold breath that drains the souls from men. It follows with a ferocious attack with claw and fang. It keeps airborne as often as it can, swooping in to dispatch the incapacitated victims from which life has been drained.

In Aihrde

For the greatest while, the boned dragon dwelt in the high reaches of the world, in the lands of Engale and northern Aenoch. Some few migrated to the peaks of the Marl or other mountains. Dwelling far from the haunts of man they remained unknown, and little spoken of in the lore of the dragon scholars. But with the coming of the Dark, things changed, suddenly their range opened up and the whole world became their hunting grounds. They spread south and learned the joy of hunting men in the open country. They learned to love the taste of elf flesh and to serve the dark. The boned dragon became a favorite pet to the Lords of Aufstrag and its population and influence spread across the world of Aihrde so that this terror of the frozen wastes became known all too well to the kingdoms of men.

When the Winter failed and the horned god fell from the world into the abyss the boned dragons found their range greatly reduced. But they adapted quickly, retreating to the high mountains and hibernating in the warm months, but awakening in the winter to return to the plains and forests and hunt their favored prey, humans. They remain a terror and the most ardent rangers know that to drive them from the lowlands you must hunt them in their dens and slay them in the mountains.

LIAL BEAST (FEATHERED DRAGON)

Lial Beast Wyrmling

Medium Dragon, Chaotic Neutral

Armor Class: 13 (description)
Hit Points: 71 (13d8+13)
Speed: 20 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	12(+1)	9(-1)	11(+0)	8(-1)

Skills: Perception +2
Damage Immunities: Acid
Senses: Passive Perception 12
Languages: Draconic
Challenge: 1 (200 XP)

Actions

Multiattack. While flying, the lial beast can make two claw attacks with its rear claws as well as a tail attack. While on the ground, it makes 2 front claw attacks and a bite attack. Otherwise, it can make a breath attack if available or use its wing hypnosis.

- **Claws (front).** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+2) slashing damage.
- **Claws (rear).** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) slashing damage.
- **Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit 6(1d8+2) piercing damage.
- **Tail**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit 5(1d6+2) bludgeoning damage.
- **Breath Weapon, Caustic Cloud (Recharge 5-6).** The dragon exhales a cloud of caustic gas in a 15-foot cone. All creatures within the cone need to make a Dexterity save (DC 13). Those who fail the save become coated with a thick, caustic acid. They suffer 6(1d12) points of acid damage immediately and are at disadvantage on all attack and ability checks. At the end of each of their turns, they must repeat the save. If they succeed, they take half damage and shake off the disadvantage. If they fail they take full damage again and continue to be at disadvantage on attacks and ability checks. Those making the initial save take half damage and are not coated. If a target can immerse themselves in water for an entire turn, they can wash the acid off and avoid further effect. Those who are immune to acid damage avoid all effects of this breath weapon. Those who are resistant to acid have advantage on their saves after the initial saving throw.
- **Wing Hypnosis**. The lial beast cannot be flying when it uses this ability. It opens its wings, creating a bright display of light and color. This acts as a *hypnotic pattern* spell, but the cube must be projected directly in front of the dragon. The DC for the wisdom save is 13.

Lial Beast Young

Large Dragon, Chaotic Neutral

Armor Class: 15 (description)
Hit Points: 97 (15d10+15)
Speed: 20 ft 80 ft Fly

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	12(+1)	11(+0)	12(+1)	9(-1)

Skills: Perception +3
Damage Immunities: Acid
Senses: Passive Perception 13
Languages: Draconic
Challenge: 3 (700 XP)

Actions

- **Multiattack**. While flying, the lial beast can make two claw attacks with its rear claws as well as a tail attack. While on the ground, it makes 2 front claw attacks and a bite attack. Otherwise, it can make a breath attack if available or use its wing hypnosis.
- **Claws (front).** Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8(2d4+3) slashing damage.
- **Claws (rear).** Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10(2d6+3) slashing damage.
- **Bite.** Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit 12(2d8+3) piercing damage.
- **Tail**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit 10(2d6+3) bludgeoning damage.
- **Breath Weapon, Caustic Cloud (Recharge 5-6).** The

dragon exhales a cloud of caustic gas in a 20-foot cone. All creatures within the cone need to make a Dexterity save (DC 14). Those who fail the save become coated with a thick, caustic acid. They suffer 13(2d12) points of acid damage immediately and are at disadvantage on all attack and ability checks. At the end of each of their turns, they must repeat the save. If they succeed, they take half damage and shake off the disadvantage. If they fail they take full damage again and continue to be at disadvantage on attacks and ability checks. Those making the initial save take half damage and are not coated. If a target can immerse themselves in water for an entire turn, they can wash the acid off and avoid further effect. Those who are immune to acid damage avoid all effects of this breath weapon. Those who are resistant to acid have advantage on their saves after the initial saving throw.

- **Wing Hypnosis**. The lial beast cannot be flying when it uses this ability. It opens its wings, creating a bright display of light and color. This acts as a *hypnosis pattern* spell, but the cube must be projected directly in front of the dragon. The DC for the wisdom save is 14.

Lial Beast Adult

Large Dragon, Chaotic Neutral

Armor Class: 17(description)
Hit Points: 117 (18d10+18)
Speed: 30 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
14(+2)	18(+4)	13(+1)	13(+1)	13(+1)	10(+0)

Skills: Perception +3
Damage Immunities: Acid
Senses: Passive Perception 13
Languages: Draconic
Challenge: 4 (1100 XP)

Special Qualities

- **Innate Spellcasting**. The lial beasts innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components.
  - At will: *Dancing Lights, Friends*
  - 2/day: *Hypnotism*
  - 1/day: *Blur, Hallucinatory Terrain, Hypnotic Pattern*

Actions

- **Multiattack**. While flying, the lial beast can make two claw attacks with its rear claws as well as a tail attack. While on the ground, it makes 2 front claw attacks and a bite attack. Otherwise, it can make a breath attack if available or use its wing hypnosis.
- **Claws (front).** Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 9(2d4+4) slashing damage.
- **Claws (rear).** Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 11(2d6+4) slashing damage.
- **Bite.** Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit 13(2d8+4) piercing damage.
- **Tail**. Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit 11(2d6+4) bludgeoning damage.
- **Breath Weapon, Caustic Cloud (Recharge 5-6).** The dragon exhales a cloud of caustic gas in a 25-foot cone. All creatures within the cone need to make a Dexterity save (DC 15). Those who fail the save become coated with a thick, caustic acid. They suffer 19(3d12) points of acid damage immediately and are at disadvantage on all attack and ability checks. At the end of each of their turns, they must repeat the save. If they succeed, they take half damage and shake off the disadvantage. If they fail they take full damage again and continue to be at disadvantage on attacks and ability checks. Those making the initial save take half damage and are not coated. If a target can immerse themselves in water for an entire turn, they can wash the acid off and avoid further effect. Those who are immune to acid damage avoid all effects of this breath weapon. Those who are resistant to acid have advantage on their saves after the initial saving throw.
- **Wing Hypnosis**. The lial beast cannot be flying when it uses this ability. It opens its wings, creating a bright display of light and color. This acts as a *hypnosis pattern* spell, but the cube must be projected directly in front of the dragon. The DC for the wisdom save is 15.

Lial Beast Ancient

Huge Dragon, Chaotic Neutral

Armor Class: 18(description)
Hit Points: 170 (20d12+40)
Speed: 30 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
16(+3)	20(+5)	14(+2)	16(+3)	14(+2)	11(+0)

Skills: Perception +5
Damage Immunities: Acid
Senses: Passive Perception 15
Languages: Draconic
Challenge: 7 (2900 XP)

Special Qualities

- **Innate Spellcasting**. The lial beasts innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components.
  - At will: *Dancing Lights, Friends*
  - 2/day: *Hypnotism*
  - 1/day: *Blur, Hallucinatory Terrain, Hypnotic Pattern*

Actions

- **Multiattack**. While flying, the lial beast can make two claw attacks with its rear claws as well as a tail attack. While on the ground, it makes 2 front claw attacks and

a bite attack. Otherwise, it can make a breath attack if available or use its wing hypnosis.

- **Claws (front).** Melee Weapon Attack: +8 to hit, reach 10 ft, one target. Hit: 12(3d4+5) slashing damage.
- **Claws (rear).** Melee Weapon Attack: +8 to hit, reach 10 ft, one target. Hit: 15(3d6+5) slashing damage.
- **Bite.** Melee Weapon Attack: +8 to hit, reach 15 ft, one target. Hit 18(3d8+5) piercing damage.
- **Tail**. Melee Weapon Attack: +8 to hit, reach 15 ft, one target. Hit 15(3d6+5) bludgeoning damage.
- **Breath Weapon, Caustic Cloud (Recharge 5-6).** The dragon exhales a cloud of caustic gas in a 30-foot cone. All creatures within the cone need to make a Dexterity save (DC 17). Those who fail the save become coated with a thick, caustic acid. They suffer 26(4d12) points of acid damage immediately and are at disadvantage on all attack and ability checks. At the end of each of their turns, they must repeat the save. If they succeed, they take half damage and shake off the disadvantage. If they fail they take full damage again and continue to be at disadvantage on attacks and ability checks. Those making the initial save take half damage and are not coated. If a target can immerse themselves in water for an entire turn, they can wash the acid off and avoid further effect. Those who are immune to acid damage avoid all effects of this breath weapon. Those who are resistant to acid have advantage on their saves after the initial saving throw.
- **Wing Hypnosis**. The lial beast cannot be flying when it uses this ability. It opens its wings, creating a bright display of light and color. This acts as a *hypnosis pattern* spell, but the cube must be projected directly in front of the dragon. The DC for the wisdom save is 17.

Easily one of the most exotic and beautiful dragons the lial beast is large with huge wings, with a 30-foot span when fully grown. The creature walks on two or four legs, the front being noticeably shorter than the rear. Its body is squat and short, crowned by a long neck and thin head and snout. The scales on the snout and back of the neck are long, like spears and pointed. The lial beast raises these high when threatened or excited. The creature's eyes are like many-faceted jewels and set high and far back on its brow. The lial beast's scales on its body and legs are long, thin, almost feather-like. They are colored as well, bright colors with no discernable pattern. The wings consist of similar scales and colors. These make the creature look strange as it sticks out in almost any environment. It has long claws and a wicked toothy snout.

Ranging Hunters. The lial beast is rare, found only in wide-open country such as deserts, savannahs, or prairie. They are normally solitary hunters but are occasionally encountered in groups of up to 6. If so encountered one or two of them are generally hatchlings. They range over broad territories of hundreds of miles, taking flight and hunting for prey from the air.

Territorial. They do nest, generally returning each year to the same nest. Sometimes they eat their prey where they kill, at others, they bring it back to the nest to devour. They instinctively steal shiny objects and are therefore one of the few lesser dragons who actively gather treasure. Though this is not hoarded so much as dropped or woven into the nest.

Opportunists. On occasion these creatures nest in cities where they have learned to use their abilities to confuse and hypnotize crowds of people, stealing one or two of the crowd for dinner. They favor herd animals for prey and are often spotted by farmers as they swoop down and single out a lone cow, horse or pig and drive it further from the herd, or scoop it up and carry it off. They are not averse to hunting other prey and have a dragon cunning that allows them to attempt to mesmerize a victim to make it easier to kill. The lial beast spends much of its time in the skies, slowly circling, ever searching for prey. It has keen vision and can spot most movement and creatures both great and small. It is, however, a rather delicate dragon, for its body, legs and neck are thin so it abhors direct attacks. Rather, it swoops down upon its victim, using its breath weapon to confuse or disorient. It then lands, spreading its multicolored wings and dipping its head low, to beguile those who are watching. It uses this attack to further cripple the prey's ability to defend itself. It pounces upon the prey, rending it and devouring it. If there is more than one, it tries to separate one from the group.

In Aihrde

The lial beast is found throughout the world of Aihrde. It flourished during the winter dark and expanded its territory and numbers. They are not uncommon. Their scales, thin and flexible, though strong, are highly sought after and bring a good price from craftsmen. A single scale can bring up to 15gp on the market. They are used for crafting armor and some weapons. Any such weapon or armor gains a +1 to its to hit or AC values.

LORE DRAKE

Wyrmling

Medium Dragon, Neutral

Armor Class: 15(natural)
Hit Points: 49(9d8+9)
Speed: 40 ft, Swim 60 ft

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	13(+1)	15(+2)	13(+1)	13(+1)

Skills: Arcana+4, History+6, Investigation+4, Religion+4, Perception+3
Saves: Dex+4, Int+4, Wis+3, Cha+3
Damage Immunities: Cold, Thunder
Senses: Dark Vision 60 ft, passive perception 13
Languages: draconic, dwarf, elf, halfling, gnome, orc, goblin, hobgoblin, and gnoll
Challenge: 2 (450 XP)

Special Qualities

- **Water Breathing**. The drake can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

- **Innate Spellcasting**. The lore drake's innate spellcasting ability is Intelligence (Spell save DC 12, +4 to hit with spell attacks. It can innately cast the following spells, requiring no material components.
  - 3/day each: *Suggestion, Detect Thoughts*
  - 2/day each: *Stone Shape*
  - 1/day: *Wall of Stone*.

Actions

- **Multiattack**. The lore drake strikes twice with its claws, once with its bite and once with its tail.
- **Claw**. Melee Weapon Attack. +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) slashing damage.
- **Bite**. Melee Weapon Attack. +4 to hit, reach 5 ft, one target. Hit: 7(1d10+2) piercing damage.
- **Tail Slap**. Melee Weapon Attack. +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) bludgeoning damage.
- **Cacophonic Breath Weapon (Recharge 5-6)**. The dragon exhales a burst of sound that can crush the life from anyone who hears it. The weapon forms a 30-foot cone. Each creature in that cone must make a Wisdom save (DC 12), taking 16(3d10) thunder damage on a failed save, or half as much on a successful one.

Young Lore Drake

Large Dragon, Neutral

Armor Class: 17(natural)
Hit Points: 112(15d10+30)
Speed: 40 ft, Swim 60 ft

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	14(+2)	17(+3)	14(+2)	14(+2)

Skills: Arcana+6, History+9, Investigation+6, Religion+6, Perception+5
Saves: Dex+6, Int+6, Wis+5, Cha+5
Damage Immunities: Cold, Thunder
Senses: Dark Vision 60 ft, passive perception 15
Languages: draconic, dwarf, elf, halfling, gnome, orc, goblin, hobgoblin, and gnoll
Challenge: 7 (2900 XP)

Special Qualities

- **Water Breathing**. The drake can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.
- **Innate Spellcasting**. The lore drake's innate spellcasting ability is Intelligence (Spell save DC 14, +6 to hit with spell attacks. It can innately cast the following spells, requiring no material components.
  - 3/day each: *Suggestion, Detect Thoughts*
  - 2/day each: *Stone Shape*
  - 1/day: *Wall of Stone*.

Actions

- **Multiattack**. The lore drake strikes twice with its claws, once with its bite and once with its tail.
- **Claw**. Melee Weapon Attack. +6 to hit, reach 10 ft, one target. Hit: 10(2d6+3) slashing damage.
- **Bite**. Melee Weapon Attack. +6 to hit, reach 10 ft, one target. Hit: 14(2d10+3) piercing damage.
- **Tail Slap**. Melee Weapon Attack. +6 to hit, reach 10 ft, one target. Hit: 10(2d6+3) bludgeoning damage.
- **Cacophonic Breath Weapon (Recharge 5-6)**. The dragon exhales a burst of sound that can crush the life from anyone who hears it. The weapon forms a 40-foot cone. Each creature in that cone must make a Wisdom save (DC 14), taking 44(8d10) thunder damage on a failed save, or half as much on a successful one.

Adult Lore Drake

Huge Dragon, Neutral

Armor Class: 19(natural)
Hit Points: 190(20d12+60)
Speed: 40 ft, Swim 60 ft

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	16(+3)	20(+5)	17(+3)	16(+3)

Skills: Arcana+10, History+15, Investigation+10, Religion+10, Perception+8
Saves: Dex+8, Int+10, Wis+8, Cha+8
Damage Immunities: Cold, Thunder
Senses: Dark Vision 60 ft, passive perception 18
Languages: draconic, dwarf, elf, halfling, gnome, orc, goblin, hobgoblin, and gnoll
Challenge: 17 (18,000 XP)

Special Qualities

- **Water Breathing**. The drake can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.
- **Innate Spellcasting**. The lore drake's innate spellcasting ability is Intelligence (Spell save DC 18, +10 to hit with spell attacks. It can innately cast the following spells, requiring no material components.
  - 3/day each: *Identify, Suggestion, Detect Thoughts*
  - 2/day each: *Legend Lore, Stone Shape*
  - 1/day: *Wall of Stone*.
- **Legendary Resistance (3/day)**. If the dragon fails a saving throw, it can choose to succeed instead.

Actions

- **Multiattack**. The lore drake strikes twice with its claws, once with its bite and once with its tail.
- **Claw**. Melee Weapon Attack. +9 to hit, reach 10 ft, one target. Hit: 14(3d6+4) slashing damage.
- **Bite**. Melee Weapon Attack. +9 to hit, reach 10 ft, one target. Hit: 20(3d10+4) piercing damage.
- **Tail Slap**. Melee Weapon Attack. +9 to hit, reach 10 ft, one target. Hit: 14(3d6+4) bludgeoning damage.
- **Cacophonic Breath Weapon (Recharge 5-6)**. The dragon exhales a burst of sound that can crush the life from anyone who hears it. The weapon forms a 50-foot cone. Each creature in that cone must make a Wisdom save (DC 18), taking 66(12d10) thunder damage on a failed save, or half as much on a successful one.

Legendary **Actions**

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect**. The dragon makes a Wisdom (perception) check
- **Tail Attack**. The dragon makes a tail attack.
- **Crush (Costs 2 Actions)**. The dragon drops onto an area, crushing everything within. The dragon moves up to half its movement and lands on as many opponents as it can. Each character in the area must make a Dexterity save (DC 18), taking 22(4d8+4) bludgeoning damage and being knocked prone on a failed save, or taking half damage and moving to the nearest unoccupied space on a successful one.

Ancient Lore Drake

Gargantuan Dragon, Neutral

Armor Class: 21(natural)
Hit Points: 297(22d20+66)
Speed: 40 ft, Swim 60 ft

STR	DEX	CON	INT	WIS	CHA
21(+5)	16(+3)	16(+3)	25(+7)	19(+4)	18(+4)

Skills: Arcana+14, History+21, Investigation+14, Religion+14, Perception+11
Saves: Dex+10, Int+14, Wis+11, Cha+11
Damage Immunities: Cold, Thunder
Senses: Dark Vision 60 ft, passive perception 18
Languages: draconic, dwarf, elf, halfling, gnome, orc, goblin, hobgoblin, and gnoll
Challenge: 21 (33,000 XP)

Special Qualities

- **Water Breathing**. The drake can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.
- **Innate Spellcasting**. The lore drake's innate spellcasting ability is Intelligence (Spell save DC 22, +14 to hit with spell attacks. It can innately cast the following spells, requiring no material components.
  - 3/day each: *Identify, Legend Lore, Suggestion, Detect Thoughts*
  - 2/day each: *Stone Shape*
  - 1/day: *Wall of Stone*.
- **Legendary Resistance (3/day)**. If the dragon fails a saving throw, it can choose to succeed instead.

Actions

- **Multiattack**. The lore drake strikes twice with its claws, once with its bite and once with its tail.
- **Claw**. Melee Weapon Attack. +12 to hit, reach 15 ft, one target. Hit: 19(4d6+5) slashing damage.
- **Bite**. Melee Weapon Attack. +12 to hit, reach 15 ft, one target. Hit: 27(4d10+5) piercing damage.
- **Tail Slap**. Melee Weapon Attack. +12 to hit, reach 15 ft, one target. Hit: 19(4d6+5) bludgeoning damage.
- **Cacophonic Breath Weapon (Recharge 5-6)**. The dragon exhales a burst of sound that can crush the life from anyone who hears it. The weapon forms a 60-foot cone. Each creature in that cone must make a Wisdom save (DC 20), taking 77(14d10) thunder damage on a failed save, or half as much on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect**. The dragon makes a Wisdom (perception) check
- **Tail Attack**. The dragon makes a tail attack.
- **Crush (Costs 2 Actions)**. The dragon drops onto an area, crushing everything within. The dragon moves up to half its movement and lands on as many opponents as it can. Each

character in the area must make a Dexterity save (DC 20), taking 32(6d8+5) bludgeoning damage and being knocked prone on a failed save, or taking half damage and moving to the nearest unoccupied space on a successful one.

Although huge in size, lore drakes are long and sinewy, with small vestigial wings. Their fangs, claws, and tails are still deadly. Not of any uniform color or striation, lore drakes are often mistaken for young dragons of color. As they age, however, the scales of a lore drake begin to grow a crystalline covering, mimicking their most prevalent color. This gives the appearance that they are covered in thousands of tiny, glittering jewels.

Guardians of Knowledge. lore drakes are a rare breed of dragon, most encountered are thousands of years old. The drakes are naturally curious and have the ability to retain history and lore without error. They make places of knowledge their lair, sometimes even making their home in a place of civilization, such as a dwarven kingdom, a wizard's tower, or an active temple.

Keepers of Ancient Lore. The lore drake possesses extraordinary knowledge about the fantastic and mundane. The older the dragon, the more knowledge it is likely to have. They are secretive and tend toward the cryptic with their knowledge; they do not grant it willingly to any who might ask. This is not because of arrogance or any feelings of disdain for those who might approach them, but rather to protect the knowledge itself and make certain that it is not misused for someone's gain or some other's loss. The lore drake is not aggressive either, excepting anyone's approach with seemingly little more than idle curiosity. But they listen to everything said in their presence; they are very intuitive and able to infer from other's comments. The greater drakes can, after listening to others speak, determine where they come from, their age, and often their lineage.

Speak in Many Tongues. They are fluent in most languages: the vulgate, dwarf, elf, halfling, gnome, orc, goblin, hobgoblin, and gnoll. They speak the language of the elder drakes as well as a wide variety of other tongues and other dialects.

In Aihrde

Lore drakes trace their line back to the beginning of their kind when the dragon god Inzae gave a clutch of eggs to the All Father and he brought them into the world. They avoided many of the conflagrations of the early years, from the Kinship Wars to the Goblin-Dwarf wars. The early Dwarf Kings utilized them as sages and soon after it became common to find these creatures in the holds of the greater dwarf lords. These are the closest dragons to the dwarves and the only ones who have ever befriended them. Some hold that the dwarves themselves bred them but this is not true, for it was never in the hearts of the dwarves to treat with living things, their desires lay upon the forges and the construction of things.

The lore drakes did not fare well after the fall of the dwarven kingdoms and their numbers dwindled. Traces of them vanished during the Winter Dark years, so much so that many believed they had become extinct. Though in the end, King Dolgan of

Grundliche Hohle, Lord of the White Council, rescued one and brought it to the halls of his realm. An elder dragon, he spoke of others of his kind, hidden in the deep recesses of the world.

DRAGON MAEGLE

Maegle Wyrmling

Small Dragon, Chaotic Evil

Armor Class: 15 (description)
Hit Points: 88 (16d6+32)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
14(+2)	8(-1)	14(+2)	4(-3)	6(-2)	3(-4)

Skills: Stealth+1
Senses: Passive Perception 8
Challenge: 2 (450 XP)

Special Qualities

- **Sludge Fever**. The maegle infects its targets with a nasty disease, rendering the target weak. Even if a target manages to escape the maegle, it will eventually drop from sickness, only to find the maegle catching up to it. The target is considered to have the poisoned condition. In addition, they cannot heal damage normally and magical healing only heals half of the damage it normally would. Until healed, the target can repeat the saving throw once per day after a long rest, ending the disease on a successful save.

Actions

- **Multiattack**. The maegle can strike twice with its claws and once with its bite. In addition, if it has a creature grappled, it can use all of its normal attacks against that target with advantage and also do a crush attack.
- **Claw**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+2) Slashing damage.
- **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) piercing damage. Also, on a hit, the target is grappled (escape DC 13). The target must

also make a Constitution save (DC 13) or be infected with Sludge Fever. If a creature makes this save, they are immune to Sludge Fever for 24 hours.

- **Crush**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) bludgeoning damage.
- **Sludge Breath (Recharge 5-6)**. The dragon spits a gout of diseased sludge in a line 30 feet long. Any target must make a Constitution save (DC 13). Any target that fails the save is infected with sludge fever. On a successful save, the target is immune to Sludge Fever for the next 24 hours.

Maegle Young

Medium Dragon, Chaotic Evil

Armor Class: 17 (description)
Hit Points: 142 (19d8+57)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	9(-1)	16(+3)	4(-3)	6(-2)	3(-4)

Skills: Stealth+2
Senses: Passive Perception 8
Challenge: 5 (1800 XP)

Special Qualities

- **Sludge Fever**. The maegle infects its targets with a nasty disease, rendering the target weak. Even if a target manages to escape the maegle, it will eventually drop from sickness, only to find the maegle catching up to it. The target is considered to have the poisoned condition. In addition, they cannot heal damage normally and magical healing only heals half of the damage it normally would. Until healed, the target can repeat the saving throw once per day after a long rest, ending the disease on a successful save.

Actions

- **Multiattack**. The maegle can strike twice with its claws and once with its bite. In addition, if it has a creature grappled, it can use all of its normal attacks against that target with advantage and also do a crush attack.
- **Claw**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 6(1d6+3) Slashing damage.
- **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 8(1d10+3) piercing damage. Also, on a hit, the target is grappled (escape DC 15). The target must also make a Constitution save (DC 15) or be infected with Sludge Fever. If a creature makes this save, they are immune to Sludge Fever for 24 hours.
- **Crush**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 10(1d12+3) bludgeoning damage.
- **Sludge Breath (Recharge 5-6)**. The dragon spits a gout of diseased sludge in a line 40 feet long. Any target must make a Constitution save (DC 15). Any target that fails the save is infected with sludge fever. On a successful save, the target is immune to Sludge Fever for the next 24 hours.

Maegle Adult

Large Dragon, Chaotic Evil

Armor Class: 19 (description)
Hit Points: 199 (21d10+84)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
19(+4)	10(+0)	18(+4)	4(-3)	6(-2)	3(-4)

Skills: Stealth+4
Senses: Passive Perception 8
Challenge: 9 (5000 XP)

Special Qualities

- **Sludge Fever**. The maegle infects its targets with a nasty disease, rendering the target weak. Even if a target manages to escape the maegle, it will eventually drop from sickness, only to find the maegle catching up to it. The target is considered to have the poisoned condition. In addition, they cannot heal damage normally and magical healing only heals half of the damage it normally would. Until healed, the target can repeat the saving throw once per day after a long rest, ending the disease on a successful save.

Actions

- **Multiattack**. The maegle can strike twice with its claws and once with its bite. In addition, if it has a creature grappled, it can use all of its normal attacks against that target with advantage and also do a crush attack.
- **Claw**. Melee Weapon Attack: +8 to hit, reach 10 ft, one target. Hit: 11(2d6+4) Slashing damage.
- **Bite**. Melee Weapon Attack: +8 to hit, reach 10 ft, one target. Hit: 15(2d10+4) piercing damage. Also, on a hit, the target is grappled (escape DC 17). The target must also make a Constitution save (DC 17) or be infected with Sludge Fever. If a creature makes this save, they are immune to Sludge Fever for 24 hours.
- **Crush**. Melee Weapon Attack: +8 to hit, reach 5 ft, one target. Hit: 17(2d12+4) bludgeoning damage.
- **Sludge Breath (Recharge 5-6)**. The dragon spits a gout of diseased sludge in a line 50 feet long. Any target must make a Constitution save (DC 17). Any target that fails the save is infected with sludge fever. On a successful save, the target is immune to Sludge Fever for the next 24 hours.

Maegle Ancient

Large Dragon, Chaotic Evil

Armor Class: 21 (description)
Hit Points: 231 (22d10+110)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
22(+6)	10(+0)	20(+5)	4(-3)	6(-2)	3(-4)

Skills: Stealth+4
Senses: Passive Perception 8
Challenge: 11 (7200 XP)

Special Qualities

- **Sludge Fever**. The maegle infects its targets with a nasty disease, rendering the target weak. Even if a target manages to escape the maegle, it will eventually drop from sickness, only to find the maegle catching up to it. The target is considered to have the poisoned condition. In addition, they cannot heal damage normally and magical healing only heals half of the damage it normally would. Until healed, the target can repeat the saving throw once per day after a long rest, ending the disease on a successful save.

Actions

- **Multiattack**. The maegle can strike twice with its claws and once with its bite. In addition, if it has a creature grappled, it can use all of its normal attacks against that target with advantage and also do a crush attack.
- **Claw**. Melee Weapon Attack: +10 to hit, reach 10 ft, one target. Hit: 13(2d6+6) Slashing damage.
- **Bite**. Melee Weapon Attack: +10 to hit, reach 10 ft, one target. Hit: 17(2d10+6) piercing damage. Also, on a hit, the target is grappled (escape DC 18). The target must also make a Constitution save (DC 18) or be infected with Sludge Fever. If a creature makes this save, they are immune to Sludge Fever for 24 hours.
- **Crush**. Melee Weapon Attack: +10 to hit, reach 5 ft, one target. Hit: 19(2d12+6) bludgeoning damage.
- **Sludge Breath (Recharge 5-6)**. The dragon spits a gout of diseased sludge in a line 60 feet long. Any target must make a Constitution save (DC 18). Any target that fails the save is infected with sludge fever. On a successful save, the target is immune to Sludge Fever for the next 24 hours.

The maegle dragon is a brute of a creature. Thick of body and limb it drags itself along the ground, tearing up vegetation, moving rocks, grinding things beneath it. Its torso is wide, fat beneath the plated scales of its hide. Its legs are short, topped with wickedly thick claws. It has a very wide mouth, with disjointed fangs, that protrude in every direction. Oft time these fangs grind into the creature's gums or jaws, bruising the flesh so much so that the jaws are always a discolored purple or dark red. It has a broad flat tongue as well. Its thick tail is lined with plate-like apertures that change color when the beast feeds. Normally a deep blue, these turn red when the creature is fed or while it's feeding. The creature is a deep yellow-brown color.

Aggressive when Hungry. The maegle dragon is rather unintelligent, unable to speak any languages, or comprehend any. It has no magic-using ability and little ability to empathize with any other creature. Its overriding drive is to feed and sleep. When they are famished they are very aggressive, but after a meal, they care little for any activity and are almost docile. When they do feed it is a horrific process. They take their prey into their mouths and through the force of their jaws grind the victims to a pulp. They grip the tattered remains of the tenderized flesh in their mouths where they suck the blood from the morass. It's a sloppy, brutal process. When all the nutrients have been sucked out the mangled corpse is dropped and the beast moves on.

Wandering Hunters. The maegle dragon travels in small packs, usually up to six or so. They lay their eggs in warm vegetation, sand and the like. They leave their young to hatch and fend for themselves. The maegle is found in many climes, but generally warm and hot subtropical or desert environments. They are particularly adapted to swamps and wetlands.

In Aihrde

This beast is often associated with Ornduhl the Red God, lord of chaos and evil. Seeing one is believed to be the sign of the red curse, a blight on the viewer who has somehow garnered the attention of the Duke and must suffer his wrath. Slaying the beast is the only way of removing the curse as this cuts the bonds between mortal and immortal.

The Crna Ruk and other assassins often seek out the maegle dragon. They use their saliva as a potent poison that retards people's abilities to heal and makes the assassin's job that much easier. For years the Crna Ruk hired and trained rangers to hunt the beasts, subdue or kill them, and extract the poisons from their gums and teeth. Generally a small vial of the toxin costs between 100gp and 500gp.

MUSK WYRM

Musk Wyrmling

Tiny Dragon, Chaotic Evil

Armor Class: 13(description)
Hit Points: 2(1d4)
Speed: 30 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
2(-4)	16(+3)	11(+0)	1(-5)	10(+0)	3(-4)

Senses: Passive Perception 10
Challenge: 1/8 (25 XP)

Special Qualities

- **Camouflage.** The musk wyrm is able to camouflage itself in any water, gaining advantage on all stealth rolls.

Actions

- **Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 1 Piercing Damage and the target must make a DC 10 Constitution Saving throw, taking 3(1d6) poison damage on a failed save.

Musk Wyrm Young

Medium Dragon, Chaotic Evil

Armor Class: 14(description)

Hit Points: 77 (14d8+14)
Speed: 30 ft, swim 60 ft

STR	DEX	CON	INT	WIS	CHA
8(-1)	16(+3)	12(+1)	7(-2)	10(+0)	3(-4)

Skills: Stealth+5
Damage Resistance: Poison
Senses: Passive Perception 10
Challenge: 2 (450 XP)

Special Qualities

- **Camouflage**. The musk wyrm is able to camouflage itself in any water, gaining advantage on all stealth rolls.

Actions

- **Multiattack**. The musk wyrm attacks twice with its claws, once with its bite, and once with its tail.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8(1d8+3) Piercing Damage.
- **Claw**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5(1d4+3) Slashing damage.
- **Tail**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6(1d6+3) bludgeoning damage.
- **Poison Cloud Breath (Recharge 5-6)**. The dragon releases a cloud of poisonous gas, filling a 15-foot radius circle adjacent to the dragon. The cloud remains for 1 minute. Any creature that enters the cloud or ends its turn in the cloud must make a Constitution save (DC 12), taking 7(3d4) poison damage on a failed save, or half as much on a successful save. If the cloud is touched by an open flame, it explodes. All creatures in the cloud must make a Dexterity save (DC 12), taking 16(3d10) fire damage on a failed save or half as much on a success. This immediately destroys the cloud.

Musk Wyrm Adult

Large Dragon, Chaotic Evil

Armor Class: 15(description)
Hit Points: 112 (15d10+30)
Speed: 30 ft, swim 60 ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	17(+3)	14(+2)	9(-1)	10(+0)	3(-4)

Skills: Stealth+5
Damage Resistance: Poison
Senses: Passive Perception 10
Challenge: 4 (1100 XP)

Special Qualities

- **Camouflage**. The musk wyrm is able to camouflage itself in any water, gaining advantage on all stealth rolls.
- **Innate spellcaster**. The musk wyrm's innate spellcasting ability is Wisdom (Spell Save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components.
  - 3/day: *Locate object*
  - 1/day: *Hypnotism*

Actions

- **Multiattack**. The musk wyrm attacks twice with its claws, once with its bite, and once with its tail.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 12(2d8+3) Piercing Damage.
- **Claw**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 8(2d4+3) Slashing damage.
- **Tail**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 10(2d6+3) bludgeoning damage.
- **Poison Cloud Breath (Recharge 5-6)**. The dragon releases a cloud of poisonous gas, filling a 20-foot radius circle adjacent to the dragon. The cloud remains for 1 minute. Any creature that enters the cloud or ends its turn in the cloud must make a Constitution save (DC 14), taking 15(6d4) poison damage on a failed save, or half as much on a successful save. If the cloud is touched by an open flame, it explodes. All creatures in the cloud must make a Dexterity save (DC 14), taking 33(6d10) fire damage on a failed save or half as much on a success. This immediately destroys the cloud.

Musk Wyrm Ancient

Huge Dragon, Chaotic Evil

Armor Class: 16(description)
Hit Points: 127 (15d12+30)
Speed: 30 ft, swim 90 ft

STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	14(+2)	11(+0)	10(+0)	3(-4)

Skills: Stealth+7

Damage Resistance: Poison
Senses: Passive Perception 10
Challenge: 6 (2300 XP)

Special Qualities

- **Camouflage**. The musk wyrm is able to camouflage itself in any water, gaining advantage on all stealth rolls.
- **Innate spellcaster**. The musk wyrm's innate spellcasting ability is Wisdom (Spell Save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components.
    - 3/day: *Locate object*
    - 1/day: *Hypnotism*

Actions

- **Multiattack**. The musk wyrm attacks twice with its claws, once with its bite, and once with its tail.
- **Bite**. Melee Weapon Attack: +7 to hit, reach 10 ft, one target. Hit: 17(3d8+4) Piercing Damage.
- **Claw**. Melee Weapon Attack: +7 to hit, reach 10 ft, one target. Hit: 11(3d4+4) Slashing damage.
- **Tail**. Melee Weapon Attack: +7 to hit, reach 10 ft, one target. Hit: 14(3d6+4) bludgeoning damage.
- **Poison Cloud Breath (Recharge 5-6)**. The dragon releases a cloud of poisonous gas, filling a 30-foot radius circle adjacent to the dragon. The cloud remains for 1 minute. Any creature that enters the cloud or ends its turn in the cloud must make a Constitution save (DC 15), taking 25(10d4) poison damage on a failed save, or half as much on a successful save. If the cloud is touched by an open flame, it explodes. All creatures in the cloud must make a Dexterity save (DC 15), taking 55(10d10) fire damage on a failed save or half as much on a success. This immediately destroys the cloud.

The musk dragon is a long, thin beast, a distant relative of the red dragon. Its snake-like body is matched by a long tail and head so that in the adults the creature is often 30 feet long. It has a long snout and wide jaws, filled with massive fangs. Thick, syrupy musk constantly streams from the beast's mouth, hanging in rope-like tendrils to the ground or splattering against its side. Its legs bend toward its body making for an ungainly look but allow the creature to attain very rapid speeds and allow it to gain purchase in the tops of trees or upon the sides of cliffs. Its skin is thick and consists of small, indiscernible scales from head to toe. Only around its eyes are the scales a little larger and noticeable. Upon its back are large wings, that fold in upon themselves when the creature is not in flight. The musk wyrm has little intelligence and its eyes reflect this in vacant, hungry stares.

Survival of the Fittest. Musk dragons congregate in pods of up to eight. When they breed they spawn, and hundreds of tiny wyrms are forever crawling about until they are devoured by their parents or other predators. Only a few make it young adults and these either fight their way into an existing pod or travel off to start their own. They are found in most temperate environments but prefer hot country, jungles, scrub, even deserts. They are highly territorial, ranging over broad regions, marking trees, rocks and the like with their huge claws. Any trespasser is investigated and often attacked. Only the musk goblins (see below) are able to live in the shadow of these beasts, and often they are devoured, killed, or maimed by their protectors.

Watery Warrens. Musk wyrms always hole up in natural caves where there is a water source. The dens are usually very deep in the ground. They hoard treasure like most larger dragons, picking over the debris of their feeding to pull back anything that interests them, which is most things. They do not pile the treasure in any noticeable fashion, but rather drop it wherever they are in the den. There is almost always a grove of bandy willows around their dens, as the sapling of these peculiar trees can only take root in the droppings of musk wyrm dragons. The grove usually hides the den's entrance and serves as a place of refuge for the small breed of symbiotic goblins that dwell with the dragons.

Goblin Companions. A strange breed of goblin, who call themselves Masli, are able to live with and amongst the Musk Dragons. Scholars are unsure as to why, but the Musk Dragons never attack the Masli (although they certainly might crush one accidentally). In return, the Masli maintain the dragon's lair and act as a guard system for the lair.

Violent. They are the most vicious of the miasmal wyrms, filled with an ever driving urge to kill, a remnant or shadow of its larger cousin. They attack in packs or singly, for they are fearless. They fight amongst themselves constantly, the larger or stronger gain the first place at the meal, the warmest place in the sun, and so on.

In Aihrde

The musk wyrms are found throughout the world of Aihrde, living in the central temperate belt. They are very common in the Cradle of the World around the Luneberg Plains, The Toten Fields, Punj, Rhuneland, Aufstrag and the Red Hills. They were used as hunting beasts for the lords of the Winter Dark when they ruled the land not so many years past. They were bred and kept as pets and used to hunt elves and other fey. But it was against the halflings that they were used most commonly used against. Many of those folk fled to the Grossewald forests and fought a long, bitter war against the Winter Dark. The dragons were used there to hunt them, root them out and kill or maim them with disease. The halflings became skilled at many tasks, not the least of which was dragon slaying and they counted many musk wyrm in their tallies. They developed magical bells (see dragon bells below) to warn them of the approaching wyrms and set ambuscades and traps to kill or wound the beast. To this day the wyrms still dwell in those parts. Though the breeder pens are long since fallen into ruin the dragons themselves thrive in the wild world that is the ruin of the Winter Dark.

NAKAL

Nakal, Wyrmling

Small Dragon, Neutral

Armor Class: 13(description)
Hit Points: 13(3d6+3)
Speed: 30 ft Fly 30 ft Swim 20 ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	12(+1)	6(-2)	12(+1)	7(-2)

Skills: Stealth +4, Survival +3, Nature +3, Perception +3
Saves: Strength +2, Dex +4, Con +3
Condition Immunities: Paralyzed, Unconscious
Senses: Darkvision 60 ft, Passive Perception 18
Languages: Draconic
Challenge: 1/2 (100 XP)

Special Qualities

- **Acute Senses**. The Dragon has superior senses, granting it advantage on perception checks and nature (tracking) checks.

Actions

- **Multiattack**. The nakal attacks twice with its claws, once with its bite and once with its tail.
- **Claws**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+2) slashing damage.
- **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+2) piercing damage.
- **Tail**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) piercing damage plus 2(1d4) poison damage. In addition, the target must make a Constitution save (DC 12). On a failed save, the target is paralyzed for 24 hours. On a successful save, the target is poisoned for 24 hours.

Nakal, Young

Medium Dragon, Neutral

Armor Class: 14(description)
Hit Points: 45(6d8+18)
Speed: 30 ft Fly 30 ft Swim 20 ft

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	16(+3)	6(-2)	16(+3)	7(-2)

Skills: Stealth +4, Survival +5, Nature +5, Perception +5
Saves: Strength +4, Dex +4, Con +5
Condition Immunities: Paralyzed, Unconscious
Senses: Darkvision 60 ft, Passive Perception 20
Languages: Draconic
Challenge: 2 (450 XP)

Special Qualities

- **Acute Senses**. The Dragon has superior senses, granting it advantage on perception checks and nature (tracking) checks.

Actions

- **Multiattack**. The nakal attacks twice with its claws, once with its bite and once with its tail.
- **Claws**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6(1d6+3) slashing damage.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6(1d6+3) piercing damage.
- **Tail**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) piercing damage plus 3(1d6) poison damage. In addition, the target must make a Constitution save (DC 14). On a failed save, the target is paralyzed for 24 hours. On a successful save, the target is poisoned for 24 hours.

Nakal, Adult

Medium Dragon, Neutral

Armor Class: 15(description)
Hit Points: 85(10d8+40)
Speed: 30 ft Fly 30 ft Swim 20 ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+2)	18(+4)	6(-2)	18(+4)	7(-2)

Skills: Stealth +5, Survival +7, Nature +7, Perception +7
Saves: Strength +6, Dex +5, Con +7
Condition Immunities: Paralyzed, Unconscious
Senses: Darkvision 60 ft, Passive Perception 22
Languages: Draconic
Challenge: 5 (1800 XP)

Special Qualities

- **Acute Senses**. The Dragon has superior senses, granting it advantage on perception checks and nature (tracking) checks.

Actions

- **Multiattack**. The nakal attacks twice with its claws, once with its bite and once with its tail.
- **Claws**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 10(2d6+3) slashing damage.
- **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 6(1d6+3) piercing damage.
- **Tail**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 7(1d8+3) piercing damage plus 3(1d6) poison damage. In addition, the target must make a Constitution save (DC 16). On a failed save, the target is paralyzed for 24 hours. On a successful save, the target is poisoned for 24 hours.

Nakal, Ancient

Large Dragon, Neutral

Armor Class: 16(description)
Hit Points: 133(14d10+56)
Speed: 30 ft Fly 30 ft Swim 20 ft

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	19(+4)	6(-2)	18(+4)	7(-2)

Skills: Stealth +5, Survival +7, Nature +7, Perception +7
Saves: Strength +7, Dex +5, Con +7
Condition Immunities: Paralyzed, Unconscious
Senses: Darkvision 60 ft, Passive Perception 22
Languages: Draconic
Challenge: 7 (2900 XP)

Special Qualities

- **Acute Senses**. The Dragon has superior senses, granting it advantage on perception checks and nature (tracking) checks.

Actions

- **Multiattack**. The nakal attacks twice with its claws, once with its bite and once with its tail.
- **Claws**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 14(3d6+4) slashing damage.
- **Bite**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 11(2d6+4) piercing damage.
- **Tail**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 13(2d8+4) piercing damage plus 7(2d6) poison damage. In addition, the target must make a Constitution save (DC 17). On a failed save, the target is paralyzed for 24 hours. On a successful save, the target is poisoned for 24 hours.

The nakal dragons are small creatures, ranging up to 12 with the tail. They stand more like a bird than a lizard, moving rapidly through the forest on their two, thick hind legs. They have enormous, clawed feet. Their arms are small and used for little more than balance for the thin, membrane that serves as wings and that stretch between their arms and the creature's body. They range in color from a rusty red to a deep green. Their underbellies are almost always sallow yellow and scaled with tiny small scales that look more like chips of bark than anything else. They have a ridge of spines, each one connected to the one behind with a thin skin laced with thousands of tiny veins. Their snouts are wide and culminate in a beak upon the upper jaw that they use to tear flesh or armor. Their long, narrow tail ends in a bulb upon which rest a host of barbs.

Forest Hunters. The nakal dragons are only found in heavy forests or jungles in almost any climate. They are very territorial, marking their territory by dragging their sides against large trees. Their territory ranges up to 15 square miles, depending on the size of the dragon. They only cross out of the territory if food becomes short, of in the case of males, to hunt out an adult female to mate with. The nakal are highly predacious and skilled hunters. They are always on the move, searching for the scent of their prey, generally wild animals, but they are keenly intelligent and inquisitive and will hunt new prey-animals if that prey-animal should wander into its territory. This of course makes humans, demi-humans and humanoids perfect targets. Once they have picked up a scent they track the creature until they find it. They single out what appears to be the weakest and smallest in the herd and attack it.

Family Packs. Though often encountered alone, nakal dragons occasionally travel in groups of 2-5. If traveling in a group it is usually a family group of one adult female, one or two hatchlings, and one young adult female. On occasion, males are encountered in pairs, a young adult attaching itself to the older mature nakal in order to hone its skills as a hunter. Female young adult nakals do the same with a mature female for hunting and nesting. In both instances, the young adult constantly challenges the older until it is able to kill it and take over its territory.

The Nakal Dragon in the World of Aihrde

The nakal dragon is found in most forested environments throughout Aihrde. They are able to withstand extreme temperatures and can be found in tropical jungles and temperate forests. They prefer old-growth forests and are most commonly encountered in Aenochia, Ethrum, Inklu-Naid and Aroyo. In the Cradle of the World, they are most commonly found in the Darkenfold, Eldwood and Kellerwald. The nakal are prized for their poisons and the toxins are often found for sale in the sprawling cities of the New Empire or Avignon. They are hunted for sport by the Fontenouq, who at times, capture hatchlings and train them as guardians.

DRAGON, RING (INETH)

Wyrmling

Tiny Dragon, Chaotic Evil

Armor Class: 13
Hit Points: 7(2D6)
Speed: 20 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
6(-2)	16(+3)	11(+0)	7(-2)	11(+0)	12(+1)

Skills: Stealth+5, Survival+2
Senses: Passive Perception 10
Languages: Draconic, Elvish, Common
Challenge: 1/8 (25 XP)

Special Qualities

- **Camouflage**. the ring dragon is able to change the color of his skin in patches. Each portion of its body reflecting the terrain it's in so that it can lay half in the shade and half in the sun, allowing its body to be both dark and light at the same time. The creature has advantage on all Stealth checks. Further, if it rolls less than a 10 on a Stealth check, treat it as rolling a 10.
- **Choose Prey**. The dragon will mark a victim, forming a mystic link with its target. The dragon must be within 50 feet of the target to make the attempt. The target needs to make a Charisma save (DC 10). If they fail the save, the link is formed. It remains until either the target or the dragon dies. If someone attempts to dispel the link, the link should be treated as a 4th level spell.
- **Diminish Life**. Once the dragon has linked to a victim, it begins to slowly feed. It will attempt to sneak to within 50 feet of the target, preferably while its target is asleep. It then enters into a trance, during which it draws upon the life force of its prey. The trance lasts for 1 minute. At the end of the trance, the prey loses 1d4 Constitution. Once it feeds for the day, it will sneak away to "digest". The Constitution cannot be regained by rest or spell for as long as the link between dragon and prey exists. Once the link is broken, a *Greater Restoration* or a long rest will restore all lost Constitution.

Actions

- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5(1d4+3) piercing damage.

Young

Small Dragon, Chaotic Evil

Armor Class: 13
Hit Points: 17(5D6)
Speed: 30 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
8(-1)	17(+3)	11(+0)	9(11)	12(+1)	12(+1)

Skills: Stealth+5, Survival+3
Senses: Passive Perception 11
Languages: Draconic, Elvish, Common
Challenge: 1/4 (50 XP)

Special Qualities

- **Camouflage**. the ring dragon is able to change the color of his skin in patches. Each portion of its body reflecting the terrain it's in so that it can lay half in the shade and half in the sun, allowing its body to be both dark and light at the same time. The creature has advantage on all Stealth checks. Further, if it rolls less than a 10 on a Stealth check, treat it as rolling a 10.

- **Choose Prey**. The dragon will mark a victim, forming a mystic link with its target. The dragon must be within 50 feet of the target to make the attempt. The target needs to make a Charisma save (DC 12). If they fail the save, the link is formed. It remains until either the target or the dragon dies. If someone attempts to dispel the link, the link should be treated as a 5th level spell.
- **Diminish Life**. Once the dragon has linked to a victim, it begins to slowly feed. It will attempt to sneak to within 50 feet of the target, preferably while its target is asleep. It then enters into a trance, during which it draws upon the life force of its prey. The trance lasts for 1 minute. At the end of the trance, the prey loses 1d4 Constitution. Once it feeds for the day, it will sneak away to "digest". The Constitution cannot be regained by rest or spell for as long as the link between dragon and prey exists. Once the link is broken, a *Greater Restoration* or a long rest will restore all lost Constitution.

Actions

- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6(1d6+3) piercing damage.

Adult

Medium Dragon, Chaotic Evil

Armor Class: 15(natural armor)
Hit Points: 45(10D8)
Speed: 30 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
10(+0)	18(+4)	11(+0)	12(+1)	13(+1)	12(+1)

Skills: Stealth+6, Survival+3
Senses: Passive Perception 11
Languages: Draconic, Elvish, Common
Challenge: 1/2 (100 XP)

Special Qualities

- **Camouflage**. the ring dragon is able to change the color of his skin in patches. Each portion of its body reflecting the terrain it's in so that it can lay half in the shade and half in the sun, allowing its body to be both dark and light at the same time. The creature has advantage on all Stealth checks. Further, if it rolls less than a 10 on a Stealth check, treat it as rolling a 10.
- **Choose Prey**. The dragon will mark a victim, forming a mystic link with its target. The dragon must be within 50 feet of the target to make the attempt. The target needs to make a Charisma save (DC 13). If they fail the save, the link is formed. It remains until either the target or the dragon dies. If someone attempts to dispel the link, the link should be treated as a 6th level spell.
- **Diminish Life**. Once the dragon has linked to a victim, it begins to slowly feed. It will attempt to sneak to within 50 feet of the target, preferably while its target is asleep. It then enters into a trance, during which it draws upon the life force of its prey. The trance lasts for 1 minute. At the end of the trance, the prey loses 1d4 Constitution. Once it feeds for the day, it will sneak away to "digest". The Constitution cannot be regained by rest or spell for as long as the link between dragon and prey exists. Once the link is broken, a *Greater Restoration* or a long rest will restore all lost Constitution.

Actions

- **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 8(1d8+4) piercing damage.

Ancient

Medium Dragon, Chaotic Evil

Armor Class: 15(description)
Hit Points: 58(13D8)
Speed: 30 ft 60 ft Fly

STR	DEX	CON	INT	WIS	CHA
12(+1)	19(+4)	11(+0)	13(+1)	15(+2)	12(+1)

Skills: Stealth+6, Survival+4
Senses: Passive Perception 12
Languages: Draconic, Elvish, Common
Challenge: 1 (200 XP)

Special Qualities

- **Camouflage**. the ring dragon is able to change the color of his skin in patches. Each portion of its body reflecting the terrain it's in so that it can lay half in the shade and half in the sun, allowing its body to be both dark and light at the same time. The creature has advantage on all Stealth checks. Further, if it rolls less than a 10 on a Stealth check, treat it as rolling a 10.
- **Choose Prey**. The dragon will mark a victim, forming a mystic link with its target. The dragon must be within 50 feet of the target to make the attempt. The target needs to make a Charisma save (DC 15). If they fail the save, the link is formed. It remains until either the target or the dragon dies. If someone attempts to dispel the link, the link should be treated as a 7th level spell.
- **Diminish Life**. Once the dragon has linked to a victim, it begins to slowly feed. It will attempt to sneak to within 50 feet of the target, preferably while its target is asleep. It then enters into a trance, during which it draws upon the life force of its prey. The trance lasts for 1 minute. At the end of the trance, the prey loses 1d4 Constitution. Once it feeds for the day, it will sneak away to "digest". The Constitution cannot be regained by rest or spell for as long as the link between dragon and prey exists. Once the link is broken, a *Greater Restoration* or a long rest will restore all lost Constitution.

Actions

- **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 9(1d10+4) piercing damage.

Ring dragons are small fragile-looking creatures. A dozen legs, with slender, black clawed feet, line their long, sinuous bodies. With four interlocked wings they are highly mobile and very fast. A long neck tops it all with a slender head and jaws lined with thousands of tiny teeth. The ring dragon ranges in color, depending on the environment.

Stalkers. The ring dragon is wickedly evil. It stalks its prey and slowly feeds off of it, draining it of its life essence without being seen. These dragons are rarely seen, keeping themselves at a distance, drawing the essences from the victims slowly, over several day's time. Often the victims don't even know they are feeding the dragon, assuming that some illness has overtaken them and is wasting them away. After a ring dragon's victim has died the creature lingers to eat it. Once the victim is alone, buried or not, the ring dragon retrieves the body and devours it, bones, and all.

Elvish Enmity. The ring dragons prefer elf above all things and particularly relish devouring them.

Solitary and Secretive. The ring dragon is highly adaptable, living in almost every clime and terrain. They dwell in small dens but range far from their homes in search of prey. They are never found in pairs but for a very brief period when they mate. Like all dragons they have a great love of shiny things, so they do keep treasures they find and bring them back to their lair.

In Aihrde

Ring dragons owe their origins to the peculiar of happenstance. As the learned are aware the Langue of Creation is the source of all magic in the world of Aihrde. The Language represents the holy words of the All Father and understanding it and its use is a task that only the most ambitious of wizards and priests pursue, and aside from a precious few, no one is able to grasp. But use of the Language is not uncommon amongst the very powerful, but neither is its misuse. In their attempts to grasp the Language words are twisted, turned upon themselves, or even wholly misspoken. These words are dangerous to the users but tend to linger in the world as curses and malevolent forces that forever hound the Kingdoms of the world.

The ring dragons come from just such misspoken words. When evil priests, wizards, and their ilk attempt to use the Language and fail, then often the words tumble to the earth like solid things. These words are powerful curses and they remain dormant, until such time as the world moves them. On rare occasions these dormant curses are touched by the undead, when this happens the curses evolve, springing to life as mimicry of the dragon-goddess Inzae, whom the All Father met upon the Great Empty. These dragons are of course ring dragons, very rare, but deadly.

In Aihrde they are highly prized by wizards of all make, for some believe that they possess tidbits of the All Father, being physical manifestations of his magic, even if misspoken.

DRAGON, TAGEAN WYRM (Leaf Tailed Dragon)

Tagean Wyrmling

Small Dragon, Neutral Good

Armor Class: 15 (description)
Hit Points: 42 (12d6)
Speed: 30 ft, 50 ft Fly, 30 ft Swim

STR	DEX	CON	INT	WIS	CHA
8(-1)	12(+1)	10(+0)	13(+1)	15(+2)	11(+0)

Skills: Nature+3, Survival+4
Saves: Intelligence+3, Wisdom+4
Damage Immunities: Acid
Senses: Passive Perception 12
Languages: Draconic, Common
Challenge: 1 (200 XP)

Special Qualities

- **Innate Spellcasting**. The tagean's spellcasting ability is Wisdom (spell save DC 12). The tagean can innately cast the following spells, requiring no material components:
  - At Will: *Heat Metal* (range touch only)
  - 3/day *Water Breathing* (self only)
- **Spellcasting**. The tagean is a 1st level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The tagean has the following Druid spells prepared:
  - Cantrips (at will): *Druidcraft, Mending*
  - 1st level (2 slots): *Cure Wounds, Entangle, Longstrider*
- **Fog Breath**. As a bonus action, the tagean can spit out a 15-foot radius cloud of thick fog. The cloud cannot be seen through, and the area is considered to be heavily obscured. The cloud lasts for 1 minute before dissipating.
- **Acid Secretion**. While on land, the tagean is naturally covered with a thick acid coating. Any creature that ends its turn grappled by the tagean or in close physical contact must make a Dexterity save (DC 11), taking 7(2d6) acid damage on a failed save, or half damage on a success.

Actions

- **Multiattack**. The tagean strikes once with its claws, once with its bite, and once with its tail. If the tagean has a creature grappled at the beginning of its turn, it will instead use its Rend attack.
- **Claws**. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 3(1d3+1) Slashing damage. In addition, the target must make a Dexterity save (DC 11) or be grappled by the tagean.
- **Bite**. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 4(1d6+1) piercing damage.
- **Tail**. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 3(1d4+1) bludgeoning damage.

- **Rend**. If the tagean starts its turn grappling a target, the target automatically takes claw damage. Its Bite and Tail attacks are made at advantage. In addition, if its Acid Secretion is active, all attacks do an additional 3(1d6) acid damage.

Tagean Young

Medium Dragon, Neutral Good

Armor Class: 16(description)
Hit Points: 88 (16d8+16)
Speed: 30 ft, 60 ft Fly, 30 ft Swim

STR	DEX	CON	INT	WIS	CHA
11(+0)	14(+2)	12(+1)	14(+2)	17(+3)	12(+1)

Skills: Nature+4, Survival+5
Saves: Intelligence+4, Wisdom+5
Damage Immunities: Acid
Senses: Passive Perception 13
Languages: Draconic, Common
Challenge: 3 (700 XP)

Special Qualities

- **Innate Spellcasting**. The tagean's spellcasting ability is Wisdom (spell save DC 13). The tagean can innately cast the following spells, requiring no material components:
  - At Will: *Heat Metal* (range touch only)
  - 3/day *Water Breathing* (self only)
- **Spellcasting**. The tagean is a 3rd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The tagean has the following Druid spells prepared:
  - Cantrips (at will): *Druidcraft, Mending*
  - Ist level (4 slots): *Animal Friendship, Cure Wounds, Entangle, Longstrider, Speak With Animals*
  - 2nd level (2 slots): *Darkvision, Lesser Restoration, Moonbeam, Mirror Image, Misty Step*
- **Fog Breath**. As a bonus action, the tagean can spit out a 20-foot radius cloud of thick fog. The cloud cannot be seen through, and the area is considered to be heavily obscured. The cloud lasts for 1 minute before dissipating.
- **Acid Secretion**. While on land, the tagean is naturally covered with a thick acid coating. Any creature that ends its turn grappled by the tagean or in close physical contact must make a Dexterity save (DC 13), taking 10(3d6) acid damage on a failed save, or half damage on a success.

Actions

- **Multiattack**. The tagean strikes once with its claws, once with its bite, and once with its tail. If the tagean has a creature grappled at the beginning of its turn, it will instead use its Rend attack.
- **Claws**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+1) slashing damage. In addition, the target must make a Dexterity save (DC 13) or be grappled by the tagean.
- **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 6(1d8+2) piercing damage.
- **Tail**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) bludgeoning damage.
- **Rend**. If the tagean starts its turn grappling a target, the target automatically takes claw damage. Its Bite and Tail attacks are made at advantage. In addition, if its Acid Secretion is active, all attacks do an additional 7(2d6) acid damage.

Tagean Adult

Large Dragon, Neutral Good

Armor Class: 16(description)
Hit Points: 120 (16d10+32)
Speed: 30 ft, 60 ft Fly, 40 ft Swim

STR	DEX	CON	INT	WIS	CHA
13(+1)	16(+3)	14(+2)	15(+2)	18(+4)	13(+1)

Skills: Nature+4, Survival+6
Saves: Intelligence+4, Wisdom+6
Damage Immunities: Acid
Senses: Passive Perception 14
Languages: Draconic, Common
Challenge: 4 (1100 XP)

Special Qualities

- **Innate Spellcasting**. The tagean's spellcasting ability is Wisdom (spell save DC 14). The tagean can innately cast the following spells, requiring no material components:
  - At Will: *Heat Metal* (range touch only)
  - 3/day *Water Breathing* (self only)
- **Spellcasting**. The tagean is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The tagean has the following Druid spells prepared:
  - Cantrips (at will): *Druidcraft, Mending, Thorn Whip*
  - Ist level (4 slots): *Animal Friendship, Cure Wounds, Entangle, Longstrider, Speak With Animals*
  - 2nd level (3 slots): *Darkvision, Lesser Restoration, Moonbeam, Mirror Image, Misty Step, Pass Without Trace*
  - 3rd level (2 slots): *Call Lightning, Dispel Magic, Water Breathing, Water Walk*
- **Fog Breath**. As a bonus action, the tagean can spit out a 30-foot radius cloud of thick fog. The cloud cannot be seen through, and the area is considered to be heavily obscured. The cloud lasts for 1 minute before dissipating.
- **Acid Secretion**. While on land, the tagean is naturally covered with a thick acid coating. Any creature that ends its turn grappled by the tagean or in close physical contact

must make a Dexterity save (DC 15), taking 14(4d6) acid damage on a failed save, or half damage on a success.

Actions

- **Multiattack**. The tagean strikes once with its claws, once with its bite, and once with its tail. If the tagean has a creature grappled at the beginning of its turn, it will instead use its Rend attack.
- **Claws**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 8(2d4+3) slashing damage. In addition, the target must make a Dexterity save (DC 15) or be grappled by the tagean.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 12(2d8+3) piercing damage.
- **Tail**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 10(2d6+3) bludgeoning damage.
- **Rend**. If the tagean starts its turn grappling a target, the target automatically takes claw damage. Its Bite and Tail attacks are made at advantage. In addition, if its Acid Secretion is active, all attacks do an additional 10(3d6) acid damage.

Tagean Ancient

Huge Dragon, Neutral Good

Armor Class: 17(description)
Hit Points: 136 (16d12+32)
Speed: 30 ft, 80 ft Fly, 50 ft Swim

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	15(+2)	17(+3)	20(+5)	15(+2)

Skills: Nature+6, Survival+8
Saves: Intelligence+6, Wisdom+8
Damage Immunities: Acid
Senses: Passive Perception 14
Languages: Draconic, Common
Challenge: 6 (2300 XP)

Special Qualities

- **Innate Spellcasting**. The tagean's spellcasting ability is Wisdom (spell save DC 16). The tagean can innately cast the following spells, requiring no material components:
  - At Will: *Heat Metal* (range touch only)
  - 3/day *Water Breathing* (self only)
- **Spellcasting**. The tagean is a 7th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The tagean has the following Druid spells prepared:
  - Cantrips (at will): *Druidcraft, Mending, Thorn Whip*
  - 1st level (4 slots): *Animal Friendship, Cure Wounds, Entangle, Longstrider, Speak With Animals*
  - 2nd level (3 slots): *Darkvision, Lesser Restoration, Locate Animals or Plants, Moonbeam, Mirror Image, Misty Step, Pass Without Trace*
  - 3rd level (3 slots): *Call Lightning, Dispel Magic, Sleet Storm, Water Breathing, Water Walk*
  - 4th level (1 slot): *Conjure Woodland Beings, Control Water, Freedom of Movement*
- **Fog Breath**. As a bonus action, the tagean can spit out a 40-foot radius cloud of thick fog. The cloud cannot be seen through, and the area is considered to be heavily obscured. The cloud lasts for 1 minute before dissipating.
- **Acid Secretion**. While on land, the tagean is naturally covered with a thick acid coating. Any creature that ends its turn grappled by the tagean or in close physical contact must make a Dexterity save (DC 16), taking 17(5d6) acid damage on a failed save, or half damage on a success.

Actions

- **Multiattack**. The tagean strikes once with its claws, once with its bite, and once with its tail. If the tagean has a creature grappled at the beginning of its turn, it will instead use its Rend attack.
- **Claws**. Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 10(3d4+3) slashing damage. In addition, the target must make a Dexterity save (DC 16) or be grappled by the tagean.
- **Bite**. Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 16(3d8+3) piercing damage.
- **Tail**. Melee Weapon Attack: +6 to hit, reach 15 ft, one target. Hit: 13(3d6+3) bludgeoning damage.
- **Rend**. If the tagean starts its turn grappling a target, the target automatically takes claw damage. Its Bite and Tail attacks are made at advantage. In addition, if its Acid Secretion is active, all attacks do an additional 14(4d6) acid damage.

The tagean wyrm is a long, thin light blue or green dragon. It ranges up to 30 feet including its tail, but this appendage is always half its body length, shaped like a broadleaf. The creature has long legs, clawed and webbed feet, but a short, thick neck. Its head is armored better than its body and its short snout is filled with scores of razor-sharp teeth. It has wings, thin and wide that are able to fold in upon the creature's back, blending in with the creature's long thing scales. The tagean wyrm spends much of its time in water and suffers predation from giant sharks and other creatures, so it has developed thick, long segmented scales for protection. On the narrow chest area does the pattern is broken as one large, almost perfectly round scale exists. In an adult, this scale can be three feet in diameter.

Amphibious. This rare creature is found only near warm ocean water where it spends a good deal of its life, hunting and for safety. The creature is largely benign, but can very dangerous as it will eat anything. They come onto land frequently both to hunt and nest. When they are on land they secrete a thick residue to coat their scaly hide. It's acidic in nature and at first, burns whatever it comes into contact

with, eventually, the secretion hardens into a thick, almost unbreakable shell.

Family Groups. They are encountered in groups 1-6 and work in tandem to hunt prey. They do this by dividing spreading out and driving the prey-animal into the nesting area where they fall upon it and rend it to pieces. The tagean wyrm is not aggressive and generally only attacks when it is hunting or threatened. It is able to assess most encounters and tries to flee from anything it deems too threatening, usually heading for the open water via flight. When cornered or hunting though the creature attacks with a mad rush, raising up on its hind legs to grasp its victim. Using its broad tail for balance it leaps upon the victim

Clever and Cooperative. They possess some intelligence and are able to speak a rudimentary form of the vulgate and use some limited magics. They do not normally attack humans, elves and the like, but will do so to defend themselves. They can be made to offer their assistance if properly induced, payment in food, etc etc.

In Aihrde

This dragon is a very rare creature and found almost exclusively along the coasts of the Straights of Ursal and the Sea of Shenal. They are encountered more often in the Gelderland and the wilds of Aenochain Valley than near any civilized land. The tageans prize the beasts and never kill them for they have learned to harvest the trees that the tagean wyrm despoils. For when the beast climbs onto trees, hunting or taking the sun, its secretions burn and harden the trees they use. These husks are greatly valued by the tagean weapon smiths and they are harvested, shaped, and honed into battle spears (see below, magic items). Further, the chest scale is sought after by the tageans as well for once retrieved it serves as a lightweight, indestructible shield (see below). The creature is honored in tagea and the surrounding islands, temples have been built in its honor. Killing one is tantamount to an act of war from the men of tagea so holy has the beast become.

DRAGON, TAVIS WYRM

Tavis Wyrm, Wyrmling

Small Dragon, Unaligned

Armor Class: 14(natural armor)
Hit Points: 16 (3d6+6)
Speed: 30 ft, 20 ft burrow

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	7 (-2)	10 (+0)	7 (-2)

Damage Immunities: Lightning, fire, poison
Condition Immunities: Poisoned
Damage Resistance: Bludgeoning, piercing, and slashing from non-magical weapons
Senses: Darkvision 60 Ft, Passive Perception 10
Challenge: 1/2 (100 XP)

Special Qualities

- **Heat**: The tavis wyrm is heat incarnate. Any non-metallic, non-magical weapon that strikes a tavis wyrm is automatically destroyed by the heat. Any non-magical metallic weapon striking a tavis wyrm requires its wielder to make a Dexterity save (DC 12) or the weapon is heated exactly as per the *heat metal* spell. Any creature that starts its turn within 5 feet of a tavis wyrm suffers 3 (1d6) fire damage.

Actions

- **Bite**: Melee weapon attack: +4 to hit, reach 5ft, one target. Hit: 5 (1d6+2) piercing damage plus 3 (1d6) fire damage.

Tavis Wyrm, Young

Medium Dragon, Unaligned

Armor Class: 16(natural armor)
Hit Points: 37 (5d8+15)
Speed: 30 ft, 20 ft burrow

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	7 (-2)	10 (+0)	7 (-2)

Damage Immunities: Lightning, fire, poison
Condition Immunities: Poisoned
Damage Resistance: Bludgeoning, piercing, and slashing from non-magical weapons
Senses: darkvision 60 ft, passive perception 10
Challenge: 2 (450 XP)

Special Qualities

- **Heat**: The tavis wyrm is heat incarnate. Any non-metallic, non-magical weapon that strikes a tavis wyrm is automatically destroyed by the heat. Any non-magical metallic weapon striking a tavis wyrm requires its wielder to make a Dexterity save (DC 13) or the weapon is heated exactly as per the *heat metal* spell. Any creature that starts its turn within 5 feet of a tavis wyrm suffers 7 (2d6) fire damage.

Actions

- **Bite**: Melee weapon attack: +5 to hit, reach 5ft, one target. Hit: 7 (1d8+3) piercing damage plus 3 (1d6) fire damage.

Tavis Wyrm, Adult

Large Dragon, Unaligned

Armor Class: 17 (natural armor)
Hit Points: 85 (10d10+30)
Speed: 30 ft, 20 ft burrow

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	7 (-2)	10 (+0)	7 (-2)

Damage Immunities: Lightning, fire, poison
Condition Immunities: poisoned
Damage Resistance: bludgeoning, piercing, and slashing from non-magical weapons
Senses: darkvision 60 ft, passive perception 10
Challenge: 6 (2300 XP)

Special Qualities

- **Heat**: The tavis wyrm is heat incarnate. Any non-metallic, non-magical weapon that strikes a tavis wyrm is automatically destroyed by the heat. Any non-magical metallic weapon striking a tavis wyrm requires its wielder to make a Dexterity save (DC 14) or the weapon is heated exactly as per the *heat metal* spell. Any creature that starts its turn within 5 feet of a tavis wyrm suffers 14 (4d6) fire damage.

Actions

- **Bite**: Melee weapon attack: +7 to hit, reach 5ft, one target. Hit: 13 (2d8+4) piercing damage plus 7 (2d6) fire damage.

Tavis Wyrm, Ancient

Huge Dragon, Unaligned

Armor Class: 18 (natural armor)
Hit Points: 189 (18d12+72)
Speed: 40 ft, 20 ft burrow

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	10 (+0)	7 (-2)

Damage Immunities: Lightning, fire, poison
Condition Immunities: poisoned
Damage Resistance: bludgeoning, piercing, and slashing from non-magical weapons
Senses: darkvision 60 ft, passive perception 10
Challenge: 11 (7200 XP)

Special Qualities

- **Heat**: The tavis wyrm is heat incarnate. Any non-metallic, non-magical weapon that strikes a tavis wyrm is automatically destroyed by the heat. Any non-magical metallic weapon striking a tavis wyrm requires its wielder to make a Dexterity save (DC 15) or the weapon is heated exactly as per the *heat metal* spell. Any creature that starts its turn within 5 feet of a tavis wyrm suffers 28 (8d6) fire damage.

Actions

- **Bite**: Melee weapon attack: +10 to hit, reach 5ft, one target. Hit: 19 (3d8+6) piercing damage plus 10 (3d6) fire damage.

Denizens of the elemental plane of fire, these creatures are often found in the mortal realms. They have long, snake-like bodies with two well-developed forearms. With a head and jaws much like a dragon's, tavis wyrms are often mistaken as the offspring of one of the greater drakes.

Denizens of Fire. These wyrms are able to squeeze themselves through very tight tunnels and often surprise their prey in this manner. They radiate an incredible amount of heat, which they use to burrow through solid rock, fusing and melting the stone in passing. These creatures travel to the mortal realms and prime material plane to derive sustenance from there which cannot be found in their home elemental plane.

DRAGON, TULMAT (SPIKE TAIL)

Tulmat Wyrmling

Large Dragon, Lawful Neutral

Armor Class: 14 (description)
Hit Points: 78 (12d10+12)
Speed: 30 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	12(+1)	10(+0)	12(+1)	11(+0)

Skills: Perception+3
Damage Resistance: Poison
Senses: Passive Perception 13
Languages: Common, Draconic
Challenge: 3 (700 XP)

Special Qualities

- **Tulmat Poison**. Tulmats have a unique poison, which they use in both their breath weapon and their tail spikes. Any creature exposed to it must make a Constitution save (DC 13). On a success, the poison has no effect. If the save is failed, the target immediately has the poisoned condition and takes 7 (2d6) poison damage. At the end of each of their turns, the target must make another Constitution save. On a success, they suffer half damage and no longer

need to make saves. If they fail, they take full damage and continue to be poisoned. If they fail the save by more than 5, they are also incapacitated. Once Incapacitated, they continue to save at the end of each of their rounds. On a successful save, they take half damage and no longer need to save. On a failed save, they take full damage. If they fail a save by more than 5, they are reduced to 0 hit points and must begin making death saves as normal. Any effect caused by this poison lasts for 1 hour except for death, which is, of course, permanent.

Actions

- **Multiattack**. The tulmat attacks with 2 claws, one bite and one tail attack. Or it uses its breath weapon.
- **Claw**. Melee Weapon Attack. +4 to hit, reach 5 ft, one target. Hit: 9(2d6+2) Slashing damage.
- **Bite**. Melee Weapon Attack. +4 to hit, reach 5 ft, one target. Hit: 13(2d10+2) piercing damage.
- **Tail**. Melee Weapon Attack. +4 to hit, reach 10 ft, one target. Hit: 7(2d4+2) piercing damage plus the target is exposed to tulmat poison.
- **Poison Cloud Breath Weapon (Recharge 5-6)**. The tulmat breathes in a 15-foot cone. All creatures in the cone are exposed to tulmat poison.

Tulmat Young

Large Dragon, Lawful Neutral

Armor Class: 16(description)
Hit Points: 105(14d10+28)
Speed: 30 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	14(+2)	12(+1)	14(+2)	12(+1)

Skills: Perception+5
Damage Resistance: Poison
Senses: Passive Perception 15
Languages: Common, Draconic
Challenge: 5 (1800 XP)

Special Qualities

- **Tulmat Poison**. Tulmats have a unique poison, which they use in both their breath weapon and their tail spikes. Any creature exposed to it must make a Constitution save (DC 15). On a success, the poison has no effect. If the save is failed, the target immediately has the poisoned condition and takes 10(3d6) poison damage. At the end of each of their turns, the target must make another Constitution save. On a success, they suffer half damage and no longer need to make saves. If they fail, they take full damage and continue to be poisoned. If they fail the save by more than 5, they are also incapacitated. Once Incapacitated, they continue to save at the end of each of their rounds. On a successful save, they take half damage and no longer need to save. On a failed save, they take full damage. If they

fail a save by more than 5, they are reduced to 0 hit points and must begin making death saves as normal. Any effect caused by this poison lasts for 1 hour except for death, which is, of course, permanent.

Actions

- **Multiattack**. The tulmat attacks with 2 claws, one bite and one tail attack. Or it uses its breath weapon.
- **Claw**. Melee Weapon Attack. +6 to hit, reach 5 ft, one target. Hit: 10(2d6+3) Slashing damage.
- **Bite**. Melee Weapon Attack. +6 to hit, reach 5 ft, one target. Hit: 14(2d10+3) piercing damage.
- **Tail**. Melee Weapon Attack. +6 to hit, reach 10 ft, one target. Hit: 8(2d4+3) piercing damage plus the target is exposed to tulmat poison.
- **Poison Cloud Breath Weapon (Recharge 5-6)**. The tulmat breathes in a 25-foot cone. All creatures in the cone are exposed to tulmat poison.

Tulmat Adult

Huge Dragon, Lawful Neutral

Armor Class: 17(description)
Hit Points: 127(15d12+30)
Speed: 30 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
19(+4)	16(+3)	14(+2)	14(+2)	15(+2)	13(+1)

Skills: Perception+5
Saves: Dexterity+6, Intelligence+5
Damage Resistance: Poison
Senses: Passive Perception 15
Languages: Common, Draconic
Challenge: 7 (2900 XP)

Special Qualities

- **Tulmat Poison**. Tulmats have a unique poison, which they use in both their breath weapon and their tail spikes. Any creature exposed to it must make a Constitution save (DC 17). On a success, the poison has no effect. If the save is failed, the target immediately has the poisoned condition and takes 14(4d6) poison damage. At the end of each of their turns, the target must make another Constitution save. On a success, they suffer half damage and no longer need to make saves. If they fail, they take full damage and continue to be poisoned. If they fail the save by more than 5, they are also incapacitated. Once Incapacitated, they continue to save at the end of each of their rounds. On a successful save, they take half damage and no longer need to save. On a failed save, they take full damage. If they fail a save by more than 5, they are reduced to 0 hit points and must begin making death saves as normal. Any effect caused by this poison lasts for 1 hour except for death, which is, of course, permanent.

Actions

- **Multiattack**. The tulmat attacks with 2 claws, one bite and one tail attack. Or it uses its breath weapon.
- **Claw**. Melee Weapon Attack. +7 to hit, reach 5 ft, one target. Hit: 14(3d6+4) Slashing damage.
- **Bite**. Melee Weapon Attack. +7 to hit, reach 5 ft, one target. Hit: 20(3d10+4) piercing damage.
- **Tail**. Melee Weapon Attack. +7 to hit, reach 10 ft, one target. Hit: 11(3d4+4) piercing damage plus the target is exposed to tulmat poison.
- **Poison Cloud Breath Weapon (Recharge 5-6)**. The tulmat breathes in a 35-foot cone. All creatures in the cone are exposed to tulmat poison.

Tulmat Ancient

Gargantuan Dragon, Lawful Neutral

Armor Class: 19(description)
Hit Points: 187(15d20+30)
Speed: 30 ft 90 ft Fly

STR	DEX	CON	INT	WIS	CHA
22(+6)	16(+3)	14(+2)	16(+3)	17(+3)	14(+2)

Skills: Perception+7
Saves: Dexterity+7, Intelligence+7
Damage Resistance: Poison
Senses: Passive Perception 17
Languages: Common, Draconic
Challenge: 12 (8400 XP)

Special Qualities

- **Tulmat Poison**. Tulmats have a unique poison, which they use in both their breath weapon and their tail spikes. Any creature exposed to it must make a Constitution save (DC 19). On a success, the poison has no effect. If the save is failed, the target immediately has the poisoned condition and takes 17(5d6) poison damage. At the end of each of their turns, the target must make another Constitution save. On a success, they suffer half damage and no longer need to make saves. If they fail, they take full damage and continue to be poisoned. If they fail the save by more than 5, they are also incapacitated. Once Incapacitated, they continue to save at the end of each of their rounds. On a successful save, they take half damage and no longer need to save. On a failed save, they take full damage. If they fail a save by more than 5, they are reduced to 0 hit points and must begin making death saves as normal. Any effect caused by this poison lasts for 1 hour except for death, which is, of course, permanent.

Actions

- **Multiattack**. The tulmat attacks with 2 claws, one bite and one tail attack. Or it uses its breath weapon.
- **Claw**. Melee Weapon Attack. +10 to hit, reach 10 ft, one target. Hit: 20(4d6+6) Slashing damage.

- **Bite**. Melee Weapon Attack. +10 to hit, reach 15 ft, one target. Hit: 28(4d10+6) piercing damage.
- **Tail**. Melee Weapon Attack. +10 to hit, reach 20 ft, one target. Hit: 16(4d4+6) piercing damage plus the target is exposed to tulmat poison.
- **Poison Cloud Breath Weapon (Recharge 5-6)**. The tulmat breathes in a 45-foot cone. All creatures in the cone are exposed to tulmat poison.

The tulmat, or spike tailed dragon, is a large creature with a body some 20 feet long and a tail and neck of equal length. When fully mature the creature can range up to 70 feet long and have a wingspan even longer. They are light green creatures, with a hint of orange in the membranes of their wings. Their eyes are sharp and narrow and sit astride a fang-filled snout, the end of which is capped by a boney aperture that looks a little like a horn. Its hind legs are long and thin and it has no forearms. Unusual for dragons, its belly is armored as much as its backside, though its spine is lined with thick plates. Behind its head, long hair-like feathers grow and its tail ends in a knob of small spikes.

Masters of the Sky. The tulmat dragon nests in high mountains, or on occasion in very tall and large trees. They range over a vast swath of country, hunting for prey. They do so by floating on the updrafts, much as does a normal bird of prey, watching for movement. They have extraordinarily good vision and are able to detect even slight movements at great distances. Being intelligent they are also able to discern what exactly they are looking at. They do not shy away from attacking large parties, knowing that their breath weapon is able to kill creatures quickly. They are not vengeful, however, and eat only what they need. If during a combat they have immobilized their prey animal and the opportunity to seize it and carry it off presents itself, the tulmat does so, carting the unfortunate victim to its nest to be devoured.

Solitary Aerie. They are solitary creatures and are only seen with others of their own kind when they are mating. At such times they are very aggressive. They give birth to live young, usually during flight. The young quickly adapt to flight or die. They build nests much as do birds from woven branches, sticks, and similar debris. These are usually very tall and deep as they renew them each year. Here they keep their treasures as the tulmat wyrms are particularly inclined to take gems, jewels, magic items, and even gold when the opportunity presents itself.

Unique Thinkers. The tulmat are intelligent, able to speak the Vulgate clearly. They do not think like most other creatures so they often are not able to understand them or get their own points across.

In Aihrde

The tulmat wyrm has long haunted the skies of Aihrde. Originating in the deeps of the Zuala jungles as an offshoot of the more powerful green dragons, they spread rapidly into the north so that that they are now common in all climes and regions.

During the long wars between the Dwarves and Goblins, when the kobold peoples first came to Aihrde, they encountered the tulmat wyrms before all other creatures. It is said by the learned that the tulmat wyrm the kobolds first encountered took pity on the small creatures largely because his belly was full; it is not entirely known why the dragon did not feed upon the kobolds. They lived for a great while in the shadow of one another, working in concert on occasion.

The kobolds tell of a time when a tribe of men pressed their peoples living in the northern mountains. The war dragged on for several years when the expansion of men began to threaten the hunting grounds of several of the tulmat. These creatures attacked the men so fiercely that the kobolds came to them with promises of gems and jewels if they would help them drive the men from the plains. This arrangement began a century's long alliance between these dragons and the kobolds. Eventually the dragons allowed the kobolds to ride them, but only with promises of saddles studded with jewels and gems of wondrous beauty. Even today the powerful kobold tribes live near tulmat dragons, feeding them and working with them on their long hunts.

DRAGON, UNK WYRM (HORNED DRAGON)

Unk Wyrmling

Small Dragon, Neutral Evil

Armor Class: 12(description)
Hit Points: 22 (4d6+8)
Speed: 20 ft 10 ft Swim

STR	DEX	CON	INT	WIS	CHA
6(-2)	8(-1)	14(+2)	5(-3)	10(+0)	5(-3)

Skills: Stealth+1
Damage Immunities: Poison
Condition Immunities: Poisoned
Senses: Passive Perception 10
Challenge: 1/8(25 XP)

Special Qualities

- **Camouflage**. The unk innately uses minor illusions to hide itself. It has advantage on all Stealth checks.
- **Innate Spellcasting**. The unk can cast each of the following spells once per day, requiring no material components. Its spellcasting ability is Wisdom (Spell Save DC 10). *Phantasmal Force, Dissonant Whispers, Hallucinatory Terrain.*

Actions

- **Multiattack**. The unk makes two Claw attacks and one Bite attack.
- **Claw**. Melee Weapon Attack: +1 to hit, reach 5 ft, one target. Hit: 1(1d3-1) Slashing Damage.
- **Bite**. Melee Weapon Attack: +1 to hit, reach 5 ft, one target. Hit:2(1d6-1) Piercing Damage.

- **Poisoned Spittle Breath (Recharge 6)**. The unk can spit a glob of poisonous goo at a target up to 30 feet away. The target must make a Dexterity save (DC 10). On a failed save, the target is coated with the poison. They immediately suffer the poisoned condition. They also take 5(2d4) poison damage. The coating remains and continues to do damage. At the end of each of their turns, the target must make a Constitution save (DC 10), taking another 5(2d4) poison damage on a failed save, or half as much on a successful one. The target can attempt to remove the poison by spending an action and making a Dexterity (acrobatics) check against a DC of 10. If they succeed, they remove the poison coating and stop taking damage. The poisoned condition lasts for 1 hour regardless.

Unk Young

Medium Dragon, Neutral Evil

Armor Class: 15(description)
Hit Points: 91 (14d8+28)
Speed: 20 ft 10 ft Swim

STR	DEX	CON	INT	WIS	CHA
12(+1)	8(-1)	15(+2)	5(-3)	10(+0)	5(-3)

Skills: Stealth+1
Damage Immunities: Poison
Condition Immunities: Poisoned
Senses: Passive Perception 10
Challenge: 2(450 XP)

Special Qualities

- **Camouflage**. The unk innately uses minor illusions to hide itself. It has advantage on all Stealth checks.
- **Innate Spellcasting**. The unk can cast each of the following spells once per day, requiring no material components. Its spellcasting ability is Wisdom (Spell Save DC 10). *Phantasmal Force, Dissonant Whispers, Hallucinatory Terrain.*
- **Musk**. If the unk has released its breeding musk or is in an area where such musk has been released, it goes into a frenzy. The unk gains advantage on all attacks, but all attacks against the unk are also at advantage.
- **Exposed Gland**. The creature's poison gland is on the surface of its body behind its head. Anyone who knows about this weakness (DC 20 nature check) can try to target it. The attack is made at disadvantage, but any hit is a critical.

Actions

- **Multiattack**. The unk makes two Claw attacks and one Bite attack.
- **Claw**. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 3(1d4+1) slashing damage.
- **Bite**. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit:6(1d10+1) piercing damage.
- **Poisoned Spittle Breath (Recharge 6)**. The unk can spit a glob of poisonous goo at a target up to 40 feet away. The target must make a Dexterity save (DC 12). On a failed save, the target is coated with the poison. They immediately suffer the poisoned condition. They also take 7(3d4) poison damage. The coating remains and continues to do damage. At the end of each of their turns, the target must make a Constitution save (DC 12), taking another 7(3d4) poison damage on a failed save, or half as much on a successful one. The target can attempt to remove the poison by spending an action and making a Dexterity (acrobatics) check against a DC of 12. If they succeed, they remove the poison coating and stop taking damage. The poisoned condition lasts for 1 hour regardless.

Unk Adult

Medium Dragon, Neutral Evil

Armor Class: 16(description)
Hit Points: 105 (14d8+42)
Speed: 20 ft 10 ft Swim

STR	DEX	CON	INT	WIS	CHA
16(+3)	8(-1)	16(+3)	5(-3)	10(+0)	5(-3)

Skills: Stealth+1
Damage Immunities: Poison
Condition Immunities: Poisoned
Senses: Passive Perception 10
Challenge: 3(700 XP)

Special Qualities

- **Camouflage**. The unk innately uses minor illusions to hide itself. It has advantage on all Stealth checks.
- **Innate Spellcasting**. The unk can cast each of the following spells once per day, requiring no material components. Its spellcasting ability is Wisdom (Spell Save DC 10). *Phantasmal Force, Dissonant Whispers, Hallucinatory Terrain.*
- **Musk**. If the unk has released its breeding musk or is in an area where such musk has been released, it goes into a frenzy. The unk gains advantage on all attacks, but all attacks against the unk are also at advantage.

- **Exposed Gland**. The creature's poison gland is on the surface of its body behind its head. Anyone who knows about this weakness (DC 20 nature check) can try to target it. The attack is made at disadvantage, but any hit is a critical.

Actions

- **Multiattack**. The unk makes two Claw attacks and one Bite attack.
- **Claw**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5(1d4+3) slashing damage.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit:8(1d10+3) piercing damage.
- **Poisoned Spittle Breath (Recharge 6)**. The unk can spit a glob of poisonous goo at a target up to 50 feet away. The target must make a Dexterity save (DC 15). On a failed save, the target is coated with the poison. They immediately suffer the poisoned condition. They also take 10(4d4) poison damage. The coating remains and continues to do damage. At the end of each of their turns, the target must make a Constitution save (DC 15), taking another 10(4d4) poison damage on a failed save, or half as much on a successful one. The target can attempt to remove the poison by spending an action and making a Dexterity (acrobatics) check against a DC of 15. If they succeed, they remove the poison coating and stop taking damage. The poisoned condition lasts for 1 hour regardless.

Unk Ancient

Large Dragon, Neutral Evil

Armor Class: 18(description)
Hit Points: 133 (14d10+56)
Speed: 20 ft 10 ft Swim

STR	DEX	CON	INT	WIS	CHA
21(+5)	8(-1)	18(+4)	5(-3)	10(+0)	5(-3)

Skills: Stealth+2
Damage Immunities: Poison
Condition Immunities: Poisoned
Senses: Passive Perception 10
Challenge: 6(2300 XP)

Special Qualities

- **Camouflage**. The unk innately uses minor illusions to hide itself. It has advantage on all Stealth checks.
- **Innate Spellcasting**. The unk can cast each of the following spells once per day, requiring no material components. Its spellcasting ability is Wisdom (Spell Save DC 11). *Phantasmal Force, Dissonant Whispers, Hallucinatory Terrain.*
- **Musk**. If the unk has released its breeding musk or is in an area where such musk has been released, it goes into a frenzy. The unk gains advantage on all attacks, but all attacks against the unk are also at advantage.
- **Exposed Gland**. The creature's poison gland is on the surface of its body behind its head. Anyone who knows about this weakness (DC 20 nature check) can try to target it. The attack is made at disadvantage, but any hit is a critical.

Actions

- **Multiattack.** The unk makes two Claw attacks and one Bite attack.
- **Claw.** Melee Weapon Attack: +8 to hit, reach 5 ft, one target. Hit: 10(2d4+5) slashing damage.
- **Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft, one target. Hit:16(2d10+5) piercing damage.
- **Poisoned Spittle Breath (Recharge 6).** The unk can spit a glob of poisonous goo at a target up to 60 feet away. The target must make a Dexterity save (DC 17). On a failed save, the target is coated with the poison. They immediately suffer the poisoned condition. They also take 15(6d4) poison damage. The coating remains and continues to do damage. At the end of each of their turns, the target must make a Constitution save (DC 17), taking another 15(6d4) poison damage on a failed save, or half as much on a successful one. The target can attempt to remove the poison by spending an action and making a Dexterity (acrobatics) check against a DC of 17. If they succeed, they remove the poison coating and stop taking damage. The poisoned condition lasts for 1 hour regardless.

Unk wyrms are virtually wingless, long-legged dragons with wide torsos, broad mouths and stubby tails. Their scaley skin is thick and hangs from their body in multiple folds. The scales themselves are long and pointed and interrupted by thick black spikes sprinkled across the creatures back and legs. Even its underbelly is covered in these pointed scales. The unk wyrm averages about 15 feet in length, including its tail. At their broadest point, they are about 4-5 feet wide. Their heads are as large as their torsos, covered in small, boney nobs. However, jutting from the back of their skulls are long, thick, cone-shaped spikes that serve as armor for the soft tissue of their upper backs and neck. Beyond this soft tissue, they range in color from mottled grey to deep green.

Breeding Frenzy. Unk wyrms are solitary hunters and are only encountered with other unk dragons when they are breeding. At such times the males secret a very powerful musk from glands on the back of the neck. The musk drives both males and females into a frenzy and they will attack almost anything they come across. Females are attracted to the musk and will travel great distances to find its source. In such times it is not uncommon to encounter a dozen or so unk dragons in one area.

Wandering Ravagers. The unk wyrms are voracious feeders and after they exhaust the food supply in one area they move to another. For this reason, they are encountered almost everywhere. Their ability to camouflage themselves allows

them to change colors and blend in with the new environment. They are stationary hunters as well. They are not able to move quickly so they hide themselves and wait for a target of opportunity to pass by.

Wide-Ranging Menace. Unk wyrms are found in almost any climate and any terrain. They prefer rocky, scrub, forest or desert terrain where they are able to take greater advantage of the environment and use their camouflage abilities. They are competent if slow swimmers and are able to use the thin membrane that stretches between their forelegs and torsos to float or glide at sea. Sailors have reported sighting these strange horned dragons bobbing in the deep oceans.

The Unk wyrm in Aihrde

When Inzae gave the clutch of eggs to the All Father there were many dragons kept therein, some great, some not so. The unk wyrm was one of those breeds that was runted and garnished little attention from the All Father. Though they are one of the most ancient breeds in Aihrde they are rarely recognized as true dragons at all. Only the dwarves are schooled in their habits for the eldritch goblins used them from time to time as mounts and were able to take advantage of their acidic vomit and concoct poisons and other toxins. They also fashioned many shields and armors from their scales and heads. They are found throughout Aihrde except in the Great Northern Shelf and Great Southern Ice Shelf.

DREAM WARRIOR

Large Construct, Neutral

Armor Class: 18 (natural armor)
Hit Points: 55 (10d10 HD)
Speed: 30ft, 40ft (fly)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	11 (+0)	10 (+0)	12 (+1)	9 (-1)

Damage Immunities: Fire, Cold, Poison
Condition Immunities: Charmed, Grappled, Poisoned, Restrained
Damage Resistance: Bludgeoning, piercing, and slashing from nonmagical weapons
Senses: Darkvision 60ft., Passive Perception 14
Languages: All
Challenge: 6 (2,300 XP)

Special Qualities

- ***Detect Thoughts.*** The dream warrior can use the *Detect Thoughts* spell at will as a spell-like ability. This ability is always active and the save DC is 12.
- ***Ethereal Sight.*** The dream warrior can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.
- ***Mist Form.*** A dream warrior is incorporeal most of the time; however, three times a day, at will, the dream warrior may assume a more corporal form. It takes up to four rounds to alter its shape. A dream warrior may move 40 ft. in its mist form. The ability is otherwise similar to a *gaseous form* spell. This shape almost always takes on the form of someone close to the one they are fighting. This often disconcerts their foes and unless a successful Charisma save (DC 12) is made they suffer disadvantage on all attacks, attribute checks (made against the dream warrior), and saving throws.

- **Two-Weapon Fighting.** When fighting with a weapon in each hand, the dream warrior adds its ability bonus to its off-hand weapon. The dream warrior creates only a single dreamscape weapon; if it fights with two weapons, the other will be of mundane or magical quality, but not dreamscape-crafted.

Actions

- ***Dreaming Mist (Recharge 5-6).*** The dream warrior uses dream mist to confuse and entrap their prey. This spell plays upon the victim's own desires, fears, and needs, creating minor illusions based on these deep terrors and desires. In all respects, the ability works as a *confusion* spell (DC 12 Charisma save negates).
- **Dreamscape Weapon.** *Melee Weapon Attack.* +9 to hit, reach 10ft, one target. *Hit:* 12 (2d6+4) magical damage (type according to weapon). Any victim, other than a Confessor Knight or resident of the Dreaming Sea struck by such a

weapon, must succeed at a Charisma save (DC 12) every time they take a long rest or be plagued with nightmares and sleepless nights. A failure means the victim suffers a point of exhaustion at the end of the long rest. Only a *remove curse* spell can cure this ailment. Until such a spell is received, the victim's Constitution score is reduced by 1 point each month that passes, and cannot be restored by any means.

- ***Etherealness.*** The dream warrior enters the Ethereal Plane from the Material Plane or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.
- ***Fear (Recharge 6).*** The dream warrior can cast Fear as a spell-like ability (DC 12).

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

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

Deadly Warriors. Dream warriors use any variety of weapons in combat, preferring swords, axes, and lances. They can fight two-handed as if they have the Two-Weapon Fighting Style. Their weapons act as +2 to hit and damage, or if they use two weapons then +1 to hit and damage. They are not particularly clever or crafty in battle, and in all respects, battle as fighters.

The Dream Warrior on Aihrde

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

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

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

Their weapon of choice is fashioned from the Dreamscape when the creature alters itself from its mist form.

E

ELETHU

Medium Elemental, Neutral Evil

Armor Class: 12(description)
Hit Points: 99(18d8+18)
Speed: Fly 40 ft

STR	DEX	CON	INT	WIS	CHA
11(+0)	15(+2)	12(+1)	13(+1)	16(+3)	15(+2)

Skills: Deception+5, Persuasion+5
Saves: Dexterity+5, Charisma+5
Damage Immunities: Cold, Lightning
Damage Resistance: Bludgeoning, Piercing, and slashing from non-magical weapons
Senses: Passive Perception 13
Languages: Common, Primordial
Challenge: 5(1800 XP)

Special Qualities

- **Innate Spellcasting**. The elethu can innately cast *lightning bolt* 5 times per day (Save DC 15).

Actions

- **Slam**. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 5(1d10) bludgeoning damage.
- **Engulf**. The creature can attempt to engulf any creature of size large or smaller. The target must make a Dexterity save (DC 16) to avoid the effect. An engulfed creature is considered restrained and automatically takes Slam damage each round. Further, if a creature has been engulfed for 1 round or more, the elethu can attempt its moonbeam transformation on them. Each round, the target may use its action to make either a Strength or Dexterity save (their choice) against a DC 16, escaping the engulf on a success.
- **Moonbeam Transformation**. This can only be used on engulfed targets. The target must make a Constitution save (DC 15). On a failed save, the target is transformed into a beam of moonlight. It is unable to move, attack or communicate in this form. The target can repeat the save once per day at dawn. The effect can also be removed with a Dispel Magic or Greater Restoration.

The elethu are millions of strands of light, bound together by a powerful conscious. These creatures appear as beautiful women, with long hair, often reaching to their waist or beyond. Their skin is a silvery color as is their hair. The hair itself morphs into a very long gown that trails behind the creature or levitates around it. They do not walk as much as float over the ground. When angered, their form changes, shifting into something that far more resembles a living cloak than that of a woman.

Reclusive. The elethu love water and seek it out whenever they can. They often build their dens beneath the water or at least in caves and hidden grottos. They are solitary creatures and do not readily seek anyone's company. They do not speak any language known to man, magical or otherwise. They see most living creatures as disturbances only and have little if anything to do with them.

Hatred of Light. While elethu are creatures of light, they are also jealous of all other light, seeking to be the only light in an area. The best way to elicit a response from an elethu is to enter its den with any light source, natural or magical. The sight of this enrages them and they attack whoever bears the torch, lantern, or magical flame. Spell-like effects can garner this response, such as a *faerie fire*, *light* spell, and so forth. Normal magical swords that emanate a muted light do not. When enraged, elethus shed their female forms, shifting into a billowing curtain of light. They use their lightning strike to kill whoever angers them, usually the torchbearer.

In Aihrde

When the All Father fashioned Ea-Raena he made her in the shape of a great curtain. She covered the heavens in her glory and lit the skies with a pale light. Later, he tired of this and he bound the curtain into a ball and thus the moon was born. But when the All Father took the strands of the curtain to bind the moon into her shape, some of those strands fell to earth, unspent, and unspoiled. They took on a life of their own and when the sun was created they fled across the world to take refuge in dark corners of dungeons, caves and the like.

They are bitter at the coming of the sun and do not like any who bear its likeness or worship it. They frequently come out at night and wander the landscape, remembering the world before the light of day spoiled its beauty.

ELFBANE

Elfbane, Bull

Huge Monstrosity, Unaligned

Armor Class: 15 (natural armor)
Hit Points: 102 (12d12+24 HD)
Speed: 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Damage Resistance: Bludgeoning, Piercing, and slashing from non-magical weapons
Senses: Passive Perception 15
Challenge: 8 (3,900 XP)

Special Qualities

- **Trampling Charge.** If the elfbane moves at least 20ft. straight towards a target, then hits it with a gore attack on the same turn, the target takes an additional 18 (2d12+5) damage. If the target is a creature, it must succeed on a Strength save (DC 17) or be knocked prone. If the creature falls prone, the elfbane may make a stomp attack against it as a bonus action.

Actions

- **Gore.** *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 17 (2d12+5) piercing damage.
- **Stomp.** *Melee Weapon Attack:* +9 to hit, reach 5ft., one prone creature. *Hit:* 25 (4d10+5) bludgeoning damage.

Elfbane, Cow

Large Monstrosity, Unaligned

Armor Class: 15 (natural armor)
Hit Points: 76 (10d10+16 HD)
Speed: 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Damage Resistance: Bludgeoning, Piercing, and slashing from non-magical weapons
Senses: Passive Perception 14
Challenge: 6 (2,300 XP)

Special Qualities

- **Trampling Charge.** If the elfbane moves at least 20ft. straight towards a target, then hits it with a gore attack on the same turn, the target takes an additional 16 (2d10+5) damage. If the target is a creature, it must succeed on a Strength save (DC 15) or be knocked prone. If the creature falls prone, the elfbane may make a stomp attack against it as a bonus action.

Actions

- **Gore.** *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 15 (2d10+5) piercing damage.
- **Stomp.** *Melee Weapon Attack:* +8 to hit, reach 5ft., one prone creature. *Hit:* 21 (4d8+5) bludgeoning damage.

Elfbane, Juvenile

Large Monstrosity, Unaligned

Armor Class: 13 (natural armor)
Hit Points: 57 (8d10+8 HD)
Speed: 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	13 (+1)	2 (-4)	12 (+1)	6 (-2)

Damage Resistance: Bludgeoning, Piercing, and slashing from non-magical weapons
Senses: Passive Perception 13
Challenge: 3 (700 XP)

Special Qualities

- **Charge.** If the elfbane moves at least 20ft. straight towards a target, then hits it with a gore attack on the same turn, the target takes an additional 13 (2d8+4) damage. If the target is a creature, it must succeed on a Strength save (DC 15) or be knocked prone.

Actions

- **Gore.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 12 (2d8+4) piercing damage.

The Elfbane is a large four-legged beast, armored in folds of flesh. It can often be seen with ragged, blood-stained remnants of the clothing and armor of its victims hanging from its fatty folds, clinking and jangling like a vision of death unchained from some arcane hell. A massive horn rises from its brow as it calmly shovels through the ground for food.

Juvenile elfbane are around the size of a buffalo. Adult females are around the size of a rhinoceros, while bull elfbane is about a third again as large as the female, its horn thrusting out a greater distance like a lance.

Elfbanes come by their name through reputation, for they have a great hatred for all elves and fey, and indeed, while they can survive on grass and shrubs, elves and fey are their primary and preferred food source; with the lack of this food, elfbane waste away, their strength and aggression fading until they become little more than natural beasts of burden. They have a keen sense of smell and sight. When alerted to the proximity of fey they become enraged and pursue the target until they can kill it with horn or hoof.

Bane of the Fey. Should the party contain an elf, half-elf or fey, an elfbane smells them, becomes enraged, and attacks immediately, always angling for the elf. If there are no elves or fey with the party, the elfbane is a relatively placid creature, ignoring all those who do not disturb it.

If enraged, it lumbers forward bellowing loudly into the winds, calling its mate and warning the younger elfbane to keep back. There could be as many as five elfbane young nearby, close enough to watch the encounter. These juveniles do not engage. The bull elfbane will also be nearby, able to hear the bellowing of its mate and will begin to move in her direction, arriving within several minutes.

The elfbane smashes into the party, aiming for the fey with the highest hit points, ignoring all others in its first charge. It attempts to overbear and trample its opponents. It turns its attention away from its initial target only when struck for significant damage (CK's discretion). It then focuses on that person nearest it for the next round. The elfbane's initial attack on any creature is always an attempt to overbear it.

Sorrowful Death Knell. If the elfbane dies, it bellows in a very deep tone that carries over the landscape. This is a combination of warning to the younger elfbane and a cry of anguish to other elfbane in the region. The younger elfbanes move toward their dying mother and watch as she dies. Should these be approached, they move away as a group. Juvenile elfbane run for about half an hour before they begin to tire and turn to fight.

The bull elfbane makes its way, as quickly as possible to its mate and is never more than ten minutes away. It does not take long before it smells the blood of its mate and begins a mad dash to the body. If anyone remains at the body, the bull attacks (again, fey first). If the party has moved on, the bull tracks them down, following the scent of fey or the scent from its mate's blood. The bull cares little for the younger elfbane and may trample them in an effort to get to any who may have been responsible for its mate's death.

The Elfbane in Aihrde

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

Since the passing of Winter's Dark, the Elfbane have regained much of their former strength, for, with the fall of the Horned One and the return of the elves, food has once more become plentiful. Very powerful and evil creatures occasionally use them as steeds or hunting hounds. It is said that the Undying Lord of Aihrde himself has tamed one of the beasts, training it for battle with the Confessor Knights or their master, Luther.

EPIHIPPUS

Small Beast, Neutral

Armor Class: 12(description)

Hit Points: 11(2d6+4)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	14(+2)	8(-1)	10(+0)	7(-2)

Skills: Perception+2
Senses: Passive Perception 17
Challenge: ¼(50 XP)

Special Qualities

- **Scent**. The epihippus has a superior sense of smell. This allows it to avoid ambush. The creature has advantage on Perception checks if its target has a scent.

Actions

- **Hooves**. Melee Weapon Attack. +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) bludgeoning damage.

This small equine stands about three feet at the shoulder. It has a long snout, small ears, and wide eyes. They range in color from light brown to spotted or striped. They are odd for horses, as they have five toes on each foot, and no hoof, though their central toe is longer and thicker.

Wild Horses. These creatures are extraordinarily swift for their size and can be very aggressive. Their heightened sense of intelligence allows them to understand more than an average horse. They are more versatile than larger horses too, their toes allowing them to grip while climbing simple slopes and rugged terrain. Very social, they travel in small, tight-knit herds.

Herd animals. The epihippus, like most herd animals, avoid combat by fleeing. If pressed they use their claws to strike. A large heavier epihippus may be found leading a herd. They have (2d8+4) HP and gain an additional bite attack it can use in addition to its hooves (+4 to hit, 1d4+2 Slashing damage).

In Aihrde

Little used by the early inhabitants of Aihrde, the epihippus did not come into its own until the Winter Dark, when the surviving Halfling tribes began taming them and using them as war ponies. They quickly developed a symbiotic relationship with the beasts, able to speak with them through a variety of emotive responses, body signals, and gestures.

ESCHL

Eschl Warrior

Medium Humanoids, Any

Armor Class: 13(leather and shield)
Hit Points: 11(2d8+2)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
12(+1)	10(+0)	13(+1)	10(+0)	8(-1)	9(-1)

Skills: Nature+2, Survival+1

Senses: Darkvision 30 ft, Passive perception 14
Languages: eschl
Challenge: 1/8(25 XP)

Special Qualities

- **Scent.** The eschl has a superior sense of scent. The creature gains advantage on any perception or tracking checks it makes where the target would have a detectable scent.

Actions

- **Spear**. Melee Weapon Attack: +3 to hit, reach 5 ft or range 20/60 ft, one target. Hit: 4(1d6+1) piercing damage.

Eschl Sub chief

Medium Humanoids, Any

Armor Class: 14(leather and shield)
Hit Points: 39(6d8+12)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	14(+2)	11(+0)	10(+0)	10(+0)

Skills: Nature+2, Survival+2
Senses: Darkvision 30 ft, Passive perception 15
Languages: eschl
Challenge: 1/4(50 XP)

Special Qualities

- **Scent**. The eschl has a superior sense of scent. The creature gains advantage on any perception or tracking checks it makes where the target would have a detectable scent.

Actions

- **Battle Axe**. Melee Weapon Attack: +3 to hit, reach 5 ft or, one target. Hit: 5(1d8+1) slashing damage.

Eschl Chief

Medium Humanoids, Any

Armor Class: 15(studded leather and shield)
Hit Points: 78(12d8+24)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
14(+2)	13(+1)	15(+2)	12(+0)	12(+1)	12(+1)

Skills: Nature+2, Survival+3
Saves: Strength +4, Constitution+4
Senses: Darkvision 30 ft, Passive perception 16
Languages: Common, Elvish, eschl, Orc
Challenge: 2(450 XP)

Special Qualities

- **Scent.** The eschl has a superior sense of scent. The creature gains advantage on any perception or tracking checks it makes where the target would have a detectable scent.

Actions

- **Multiattack.** The Chief strikes twice with its Battle Axe, and also may make one attack with its tusks. Alternately, he can throw two handaxes per round.
- **Battle Axe.** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 6(1d8+2) slashing damage.
- **Tusks.** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+2) piercing damage.
- **Hand Axe.** Ranged Weapon Attack: +4 to hit, range 20/60 ft, one target. Hit: 5(1d6+2) slashing damage.

Eschl Shaman

Medium Humanoids, Any

Armor Class: 14(leather and shield)
Hit Points: 39(6d8+12)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	14(+2)	12(+1)	14(+2)	15(+2)

Skills: Nature+4, Survival+4
Saves: Intelligence +3, Wisdom +4
Senses: Darkvision 30 ft, Passive perception 17
Languages: Common, Elvish, eschl, Orcish
Challenge: 2(450 XP)

Special Qualities

- **Scent.** The eschl has a superior sense of scent. The creature gains advantage on any perception or tracking checks it makes where the target would have a detectable scent.
- **Shapechange.** Twice per day, the shaman can change shape to any beast with a CR of ½ or lower that does not have a fly speed. The change lasts for up to 1 hour. The shaman takes on the abilities, AC, Hit Points, and attacks of the new form. If a form is reduced to 0 hit points, the shaman loses that form and immediately reverts to its true form. In addition, due to its heritage, the shaman can also use this ability to assume the form of an Orc or Elf. In either form, the shaman retains its normal abilities. While in Orc form, it also gains +2 to hit and damage and an additional 6 hit points. While in Elvish form, It gains +2 to all Dexterity and Charisma checks.
- **Spellcasting.** The Shaman is a 5th level spellcaster. Its spellcasting ability is Wisdom (Spell Save DC 12, +4 to hit with spell attacks). The Shaman has the following Druid spells prepared:
  - Cantrips (at will): *Druidcraft, Guidance, Shillelagh, Thorn Whip*
  - 1st level (4 slots): *Charm Person, Cure Wounds, Faerie Fire, Goodberry*
  - 2nd level (3 slots): *Hold Person, Invisibility, Lesser Restoration, Pass Without Trace*
  - 3rd level (2 slots): *Call Lightning, Daylight, Haste*

Actions

- **Battle Axe.** Melee Weapon Attack: +3 to hit, reach 5 ft or, one target. Hit: 5(1d8+1) slashing damage.

The eschl are demi-humans. They are shorter than most men, averaging about 5 feet in height. They are thin with dark hair and gray or dark eyes. Occasionally they sport deep green eyes or even blue, but these traits are rare and usually draw much attention in a tribe. Their skin is olive green in color, though this ranges in shade from tribe to tribe. Though they are small their bones are very prominent, especially their jaw. The lower jaw juts out just slightly from the upper, and two small tusks often cut off or capped grow from the lower jaw. These tusks are barely discernable when the eschl are young; as they grow older the tusks grow as well. Very ancient eschl sport tusks several inches long. They wear little armor but carry very ornate spears, axes, and shields in battle. Normally long and dark, the hair of the eschl serves the creature as his main identifier as tribes cut or grow their hair in wild fashion. For instance, the Oot Tribe shaves the left side of their heads and uses animal fats to create spikes with the hair on their right sides. All eschl use tattoos extensively, along with bracelets, rings, piercing, and the like.

Tribal. Eschl live in small tribal bands, far from the haunts of civilization. They are hunter-gatherers for the most part, but some do practice limited agriculture or subsistence hunting on creatures like fish and shellfish. Those that do live as hunter-

gatherers and practice subsistence living, tend to live in large compounds and villages. They are deeply religious peoples and are very tribal-centric. They are animists, paying homage to the trees, streams, lakes, rivers, winds, storms, and so forth. They use totem magic extensively and find magic in most things. They follow any number of rituals, both personal and tribal. Each individual possesses his or her own rituals to follow. Many of these rituals produce true magic, producing a +1 to AC or +1 to missile fires and so forth. This belief in ritual magic carries over to the tribe as well and whole groups of eschl follow certain practices. For instance, the Oot tribe finds it necessary to slaughter and feast on a bull calf before they begin the spring hunts. Failure to do so would be disastrous to the season's hunt.

Primitive Society. The tribes themselves vary in size, some being very small, consisting of a few dozen members at best. Others are rather large and consist of several hundred. The size of the tribe depends on the country they occupy and the abundance of food, etc. Like all civilized or semi-civilized societies, the eschl interact with each other on terms both friendly and violent. Some meet and exchange wives or husbands, warriors or children, as well as any manner of trade goods and artifacts. Others find themselves at perpetual war with each other. The eschl speak a language that is very similar to elf and orc. Anyone able to speak either of these tongues is able to converse with the eschl. They are very adept with language and are quick studies. The eschl possess Stone Age technology. They are adept at making spears, axes, stone daggers, bows, arrows, atlatl, etc. They are also accomplished weavers, basket makers, and potters. The heavy wool blankets produced by some tribes are highly prized by the more civilized people for their water-resistant nature.

Simple Leadership. A Chief and the Sub-Chiefs generally lead the tribes, but the governments vary from tribe to tribe depending on their nature. Some are by a council of elders, others by the warrior societies that form from the strongest and bravest. Others still may be matriarchal in nature. Within each tribe are various societies, made up of the many varied elements of any cultural unit: warrior guilds, hunting societies, mid-wife societies, craftsman, and the sort. These groupings carry varied weight in the tribe's government. The tribes are open, and groups frequently break off from larger tribes to pursue their own agendas. Entry into the tribe is relatively easy so long as trust is established with the tribal members. The eschl are surprisingly free from prejudice or racial antipathy. Adoption is often a way they renew the bloodlines of the tribe. Like all demi-humans, eschl can be of character class. They are restricted to the following: fighter, ranger, rogue, cleric, druid, and bard. Tribal leaders are usually experienced in one of these classes.

Fight and Survive. The eschl are fierce warriors, prizing battle above all things. Often the females of the tribe participate in battle, but generally only when they are required to protect the children and elderly. The men of the tribe fight like many Stone Age peoples; honorable death is not part of the glory of battle. The utmost achievement is to kill your foe, or wound them, or even drive them off. They do not sell themselves dearly but flee to fight another day. Large pitched battles, or fights to the death, are uncommon for the loss of man warriors could be catastrophic. They are more likely to strike quickly, wound, scatter and kill and then fall back unless of course, total victory is at hand. They have no mores against killing women and children. Eschl rarely fight as units, but rather in small groups (societies) and individually. They will aid each other, as saving a friend is accounted a great battle honor.

In Aihrde

The eschl are the offspring of orc and elves, who crossed in the deep past many ages ago. They dwell primarily in the southern regions of Ethrum, the Darkenfold, and Ethvold, but are found in strange places throughout the world. They are quiet and secretive and have for long centuries been the object of a vigorous slave trade that has seen them ported throughout the Lands of Ursal, the Cradle of the World. For this reason, they are very suspicious of men and avoid them when they can. They worship the Og-Aust, the old gods that ruled the world in the Days before Days. They are very aware of the creatures of fey, aware that these creatures live in most places. They may not always actively worship them, but they do pay them respect.

F

FELIUL STONES

Large Undead, Neutral Evil

Armor Class: 17 (Natural Armor)
Hit Points: 157 (16d10 + 64 Hd)
Speed: 20 Ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-2)	18 (+4)	7 (-3)	10 (+0)	7 (-3)

Damage Immunities: Poison
Condition Immunities: Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Damage Resistance: Slashing And Piercing From Non-Magical Weapons
Senses: Darkvision 120ft., Passive Perception 10
Languages: Common, Dwarf, Goblin
Challenge: 8 (3,900 Xp)

Special Qualities

- **Suggestible.** Feliul stones suffer disadvantage on Wisdom saving throws. In addition, a successful Charisma (persuasion) check (DC 12) can stop the creature from attacking. Feliuls stopped in this manner will parlay with the attackers, who must then convince the creature they are not enemies.

Actions

- **Multiattack.** The feliul stone makes two slam attacks.
- **Slam.** *Melee weapon attack:* +8 to hit, reach 5ft., one target. *Hit:* 27 (4d10+5) bludgeoning damage.
- **Stone Spray (recharge 5-6).** The feliul stone spews forth a cone of razor-sharp stone spars in a 30-foot cone. Each creature in the cone must make a Constitution save (DC 14), taking 42 (12d6) slashing damage on a failed save, half as much on a successful one.

Feliul stones are magical stones that have been possessed by the spirit of a fallen dwarf, gnome, giant, or goblin (far more commonly a dwarf). Usually, the victim has died some horrible death, through torture or the like. Some feliul stones are possessed of the spirits of those that have died before some great task was completed. Whatever the case, the spirit lingers in the living world and takes up residence in the stone about it. These spirits live within the rock and stone, trying to fulfill their spent lives' lingering needs. After many years they are able to shape the very rock within which they reside. They shape it to resemble all manner of things from boulders to statues.

Feliul stones are undead creatures and as such, they can be turned. Feliul stones are generally evil, for they possess some nascent memories of their past lives, which leaves them frustrated. These memories escape them like fleeting thoughts and they brood on what they cannot wholly remember. In time, frustrations and rage twist them into creatures of ill intent and disposition. So they haunt the ground where they fell or were buried and terrorize those who come within their domain. They are not wholly stationary, but they never leave the ground around which they fell.

They do possess treasure, sometimes absorbing it into the stone that makes up their host bodies.

Bulls in a China Shop. The feliul stone attacks by crashing into its opponent. They use whatever shape they have taken to their advantage. If they are humanoid-shaped they punch or crush the enemy, a boulder rolls over them, etc. Feliul stones do not, however, have faces and can never be surprised or attacked from the rear or flank. They are aware of everything around them.

Defeating the Feliul Stone. Defeating a feliul stone is not an easy task. Battering it to death is possible, but it is an arduous job. It can be hit by non-magical weapons and the stone can be destroyed. But the spirit is not destroyed and reconstitutes its stony shape within 1-4 days. Magical weapons will destroy the spirit. A successful turn forces the spirit to leave the host and flee. But it will return within 1-4 days. Any number of spells may work, such as *rock to mud*, *rock to flesh*, etc. but such spell craft does not destroy the creature. It is able to reconstitute itself in 1-4 days.

These creatures are very susceptible to suggestion. They long for a life they barely remember, and anyone who attempts to talk to the creature may meet with some success. Spells such as *suggestion*, *charm person*, etc. can yield the source of the creature's pain, and promises to finish the task or remedy whatever happenstance kept the spirit in the world serve to calm the creature into not attacking. Anyone who attempts any of these things should be awarded extra experience points.

When a feliul stone is successfully killed or turned, the stone itself cracks and falls to pieces. Whatever treasure the creature may have falls to the earth where it stood.

FEULK

Huge Monstrosity, Unaligned

Armor Class: 15 (Natural Armor)
Hit Points: 155 (20d8+60 Hd)
Speed: 0

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	2 (-4)	12 (+1)	6 (-2)

Damage Immunities: Acid, Cold, Poison
Condition Immunities: Charmed, Exhaustion, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Damage Resistance: Bludgeoning
Damage Vulnerabilities: Fire
Senses: Darkvision 60 Ft., Passive Perception 14
Skills: Perception +4, Stealth +6, Survival +4
Challenge: 7 (2,900 Xp)

Special Qualities

- **Acid Mucous.** The feulk generates an acidic mucous from its tentacles; any creature grappled by the feulk suffers 2 (1d4) points of acid damage per round they are grappled. This damage persists each round after the creature is released until it is thoroughly washed with water (immersion or soaking for at least 1 round). In addition, this mucous impairs movement, causing disadvantage on all attack rolls and dexterity checks and saves, until washed off.

Actions

- **Multiattack.** The feulk makes three tentacle attacks every round.
- **Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage and target is grappled and restrained unless it succeeds at a Strength save (DC 15). Creatures thus grappled suffer additional 8 (1d8+4) bludgeoning damage at the beginning of each of the feulk's turns, as well as acid mucous damage, and are subject to a bite attack. The creature may attempt a new saving throw at the end of each of its turns, freeing itself with a success.
- **Bite.** *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6+4) piercing damage. The feulk may only bite creatures that are currently grappled by its tentacles.

The feulk dwell in deep forests and jungles. Their bodies are amorphous masses of tissue clinging to the tops of trees through a series of adhesive secretions. The body has no definable shape, stretching from tree stem and branch in large globs. Though they cannot move, they do grow in their nests, often leaving one area for another. Older, dying sections of the feulk tend to fall over, lying on the ground or sticking to the trees. They have long arm-like, fully retractable tendrils they project from their body. These tendrils are similar to vines; complete with a hardened covering (the drying mucous) that resembles bark. The feulk are able to adapt to their surroundings changing color from green to brown and many shades thereby. They are not noticeable from the ground unless someone is experienced in finding these strange creatures.

Their young are born spontaneously, emerging from the mucous. The vast majority die by falling to the earth, where they are eaten, though some are able to cling to birds and are carried off into the forest. They drop off when they come upon a suitable hunting ground, falling into the treetops where they cling and slowly grow, feeding at first on insects and birds but slowly moving up the food chain.

Ambush Predators. The feulk cling to their treetop homes, waiting for creatures to pass over, under or near their vines. They prefer to wait until they can strike with several vines at once, but if their victim is moving away, they strike with whatever they can. They wrap their vines around the prey and proceed to lift them into the heights of the trees to feed upon them.

FIEDOTH "SHOVEL MOUTH"

Large Beast, Neutral

Armor Class: 15(Natural Armor)
Hit Points: 82(11d10+22)
Speed: 10 Ft, Fly 90 Ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	15(+2)	3(-4)	10(+0)	3(-4)

Skills: Perception+2
Saves:
Damage Immunities:
Condition Immunities:
Damage Resistance:
Senses: Passive Perception 12
Languages:
Challenge: 4 (1100 Xp)

Special Qualities

- **Ram**. If the fiedoth moves at least 30 feet towards a target and makes a bite attack, it has a chance of knocking the target prone. Whether the attack succeeds or fails, the target must make a Strength save (DC 15) or be knocked prone. If the bite attack hits, the save is made with disadvantage.

Actions

- **Multiattack**. The fiedoth makes 1 bite attack. If it chooses to stop moving while in contact with a target, it may also make 4 tentacle attacks.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 14(2d10+3) piercing damage.
- **Tentacle**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 7(2d6) necrotic damage and the target is grappled. If a target is grappled by the fiedoth at the beginning of its turn, the tentacle automatically hits. The target can attempt to escape the grapple, using an action and needing to make a Strength or Dexterity save (their choice) of DC 13.

The fiedoth dominate the skies they occupy. Huge, featherless creatures, they use their broad wings to glide through the air, seeking prey from on high. Broad wings span some 40 feet from tip to tip, balanced by a huge mid-section. Their heads are broad, with mouths shaped something like a shovel. They have four eyes, two on the top of the snout and two more underneath. This second set of eyes they use to spy the ground far below. The upper eyes are weaker, and are able to detect motion and shapes but little more. Thick, boney apertures cover the head; their spine curves in a great hump, decked with thick, blunted spikes that run the full length of the creature's back. They have no tail, only a nub of bone where the spine ends. Many mistake their tentacle-like legs for a tail, but in truth where most creatures sport two legs the fiedoth, sport four 12-foot long tentacles. These tentacles serve to grab a hold on limbs, mountain crevices, and the like. When the beast is in flight, the tentacles trail behind it, not unlike a tail. These tentacles serve the creature in a far more insidious manner as well. Thousands of tiny barbs line the tentacles; these allow the creature to absorb its prey.

Death from Above. Fiedoth are visual hunters, spending the majority of their lives gliding on the upper air currents in broad circles seeking desirable prey. They are very aggressive -- if dim-witted -- hunters, attacking almost anything that that is smaller than they are. In hunting, they range over hundreds of square miles; some become very territorial and feed off of the same animal or human communities for years. They hunt in most seasons, but are more lethargic in the winter months, hunting far less.

Mountain Dwellers. They generally nest in the mountains, or if necessary in very tall trees, several hundred feet high. They lay their eggs in clutches of one or two. The creature matures in the egg, hatching as a full-grown fiedoth. Attempts to tame them have almost always failed as the creature's intelligence does not lend itself to learning and is compounded by their ferocious appetite and their propensity to devour their riders.

Fight and feed. A fiedoth swoops down upon its prey from above, gaining tremendous speed. As it descends, its broad head and mouth serve as a battering ram, knocking over its target and anyone standing near it. Once it knocks down the victim, the fiedoth uses its huge wings to cover its victim, where it hovers, attacking with its tentacles, strangling and devouring its prey. Creatures captured in the beast's tentacles keep the fiedoth from moving very fast or far. They generally hover, beating their massive wings in a slow rhythmic fashion, defending their kill with its bite or ram attack and their tentacles if necessary. They are generally satisfied with one victim, having feasted they leave the battlefield.

In Aihrde

The fiedoth, or "shovel mouth," is a rare predatory creature that occupies almost all the known mountains of Aihrde. They hunt far beyond their ranges into the plains and steppes.

But it is in the mountains that they have their greatest impact. For here, the stone giants dwell and they worship the beast as a god and the source of much of their worldly goods. These simple peoples hunt the fiedoth, for they cull their carcass for all manner of tools. The meat is high in nutrients; their skins they use as clothing; their bones they fashion into ornaments; their skulls serve as powerful shields, rams, or other weapons; the tentacle barbs, however, are of the greatest significance, for the stones giants believe that these small hollow barbs are gateways to the Shadow Realms. To pass through them leads one to an afterlife of misery. So they take the barbs of dead fiedoth and use them as totems; these they believe give them power, long life and protects them from other fiedoth and the Shadow Realms.

Any stone giant who has charms made from these barbs gains a +1 on all his morale and to-hit rolls. Any weapon or piece of armor fashioned from the skulls of the shovel mouth gains a +2 bonus. They are of course very heavy and impossible for normal men to lift and wield.

Slaying a fiedoth, if discovered by the stone giants, brings down their wrath and they pursue any who are so bold as to defend themselves against the daunting shovel mouth.

FORSAKEN

Medium Undead, Chaotic Evil

Armor Class: 15(natural)
Hit Points: 97(15d8+30)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	14(+2)	13(+1)	11(+0)	10(+0)

Skills: Stealth+7, Performance+3
Saves: Con+5, Int+4
Damage Immunities: Poison
Condition Immunities: Exhaustion, Poisoned
Damage Resistance: Necrotic, Bludgeoning, Piercing, And Slashing From Non-Magical Weapons
Senses: Darkvision 120ft, Passive Perception 10
Languages: Common
Challenge: 5 (1800 Xp)

Special Qualities

- **Fearful Gaze**. Once per round as a bonus action, the forsaken can lock eyes with one target that can see it within 30 feet. That target must make a Charisma save (DC 14), becoming

Frightened of the forsaken on a failed save. The target can repeat the save at the end of each of their turns. If the target makes a save, they are then immune to this effect for 24 hours.

- **Dark Calling**. Once per day, if reduced to ½ its normal hit points, the forsaken can, as a bonus reaction, summon either 2d4 Giant Rats, 2d4 Giant Bats, or 1d4 Wolves. The creatures will try to protect the forsaken as best they can but are not guided by the creature.

Actions

- **Multiattack**. If the forsaken is not hugging a target, it can attack with two claw attacks and a bite attack. If the forsaken is hugging a target, it automatically does spine damage and may make a bite attack.
- **Claw**. Melee Weapon Attack. +7 to hit, reach 5 ft, one target. Hit: 6(1d4+4) slashing damage. If both claw attacks hit a target in a turn, the forsaken attempts to hug the target. The target must make a DC 17 escape check or be grappled and subject to spine damage.
- **Bite**. Melee Weapon Attack. +7 to hit, reach 5 ft, one target. Hit: 9(1d10+4) piercing damage. If the forsaken is hugging a target and hits with this attack, the forsaken heals itself for the same amount of damage it inflicts on its target.
- **Spines**. If the forsaken starts its turn with a victim it is hugging, the target automatically takes 7(2d6) necrotic damage as the creature's spines pierce its flesh and drain its life force.

Tall and wiry, the forsaken resemble humans in their basic shape. Their bodies however are horribly malformed. Spikes grow from their sallow skin; some little more than nubs, others razor sharp and still others jagged and broken off. They bear the signs of their origins and chains and leather straps hang upon them, some attached, others not. They cloak themselves in ragged shrouds to hide their affliction. Their lips are sewn shut and their noses long rotted away. Their eyes are deep pools of black and fear.

Ravenous Hunters. The forsaken are driven by their constant hunger for flesh, animal, human or other. If they don't eat enough flesh, they rot from the inside out until their decay becomes such that they linger on only as a misshapen spirit, wracked with agony. Forsaken always travel in groups of five, four males and one female. They haunt dungeons and abandoned ruins, but the madness of their pain and needs often drive them to the cities and villages where they feed upon the hapless souls who wander across their paths.

Sly ambush. Forsaken use the female for bait, laying her upon the road where she moans through her mangled lips, trying to draw victims to her. While the intended victims are distracted, the other forsaken spring upon them, attacking from all sides. Forsaken never stop fighting, as their hunger drives them to kill or be killed.

In Aihrde

The forsaken are creatures who have survived Klarglich, the Pits of Woe. There, Unklar bound many unfortunate victims of his reign and wreaked havoc upon them, their minds and bodies. His slave masters tortured them, his wizards experimented upon them and the darkness fed upon their sanity. Most victims perished in that dark pit in the bowels of Aufstrag, but a few survived and they fled the Pit when they could. They rambled about Aufstrag, haunting its corridors, feeding upon those foolish enough to let their guard down, for as is written even when the Horned God dwelt in Aufstrag, its halls overflowed with danger.

After his fall, his servant Coburg the Undying opened the gates to battle the powers of the Ethrum and fell in defeat. The Causeway lay unguarded and the doors to the lower halls open. This state lasted for many years and many creatures crawled forth into the light of the day. The forsaken escaped the dungeons then and fled across the land, spreading like a dark plague of twisted humanity across the Lands of Ursal.

FOX

Small Beast, Unaligned

Armor Class: 12
Hit Points: 3(1d6)
Speed: 30 Ft

STR	DEX	CON	INT	WIS	CHA
7(-2)	15(+2)	11(+0)	4(-3)	13(+1)	4(-3)

Skills: Stealth+4
Senses: Passive Perception 11
Challenge: 1/8 (25 Xp)

Special Qualities

- **Scent**. The fox has advantage on all perception checks involving scent.
- **Ambush**. The fox has advantage on all stealth checks.

Actions

- **Bite**. Melee Weapon Attack: +4 to hit, reach 10 ft, one target. Hit: 4(1d4+2) piercing damage

Foxes are renowned as clever animals, able to avoid the hunter's hounds which seek them for their valuable furs. They are most active at night but are occasionally active during the day. Their tails are always tipped white, while their legs, feet, and tips of the ear are always black. The rest of their coat, however, is varied in color, most commonly red, though silver and platinum foxes are also known. Foxes avoid battle if they can. If cornered, they can deliver a wicked bite.

FRAONTH

Medium Humanoid, Neutral Evil

Armor Class: 12
Hit Points: 91(14d8+28)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	14(+2)	10(+0)	12(+1)	11(+0)

Skills: Stealth+5, Survival+4
Saves: Dexterity+5, Intelligence+3
Senses: Darkvision 30 ft, passive perception 11
Languages: Common
Challenge: 5 (1800 XP)

Special Qualities

- **Despair**. The fraonth's visage is so horrifying, all who view it are revulsed. The first time a creature comes within 30 feet of the fraonth and can see the creature, they must make a Charisma save (DC 15) or have the frightened condition with respect to the fraonth. The target can repeat this save at the end of their turn unless they suffer this effect during their turn, in which case they have to wait until their next turn. A successful save will remove the frightened condition. A creature who makes a save against this effect is immune for the next 24 hours. Any beast that is not evil automatically fails this save.
- **Camouflage**. The fraonth is incredibly skilled at hiding itself. It gains advantage to all Stealth checks within its own environment.

Actions

- **Multiattack**. The fraonth can strike twice per round with its claws. If it's Terrifying Maw is available, it can also use that.
- **Claw**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit 5(1d6+2) slashing damage.
- **Terrifying Maw (recharge 5-6)**. The creature is able to open its mouth and project a target's image of hell directly to its face. The target must be within 5 feet of the fraonth. The target of this attack must make a Charisma save (DC 18) or be paralyzed. The target can repeat the save at the end of each of their turns to remove the paralyzed condition. However, if they remove the paralyzed condition they are considered incapacitated for one further round before completely recovering.

Fraonth are evil witches born of the dark musings of an evil god. They are bone-thin, with arms and legs that look little different than the leafless limbs of some long-dead tree. Their legs are four to five feet long with knobby knees, and their torsos are almost as long. Their arms are long, as thin as their legs, and drag along the ground when the creature walks. Their faces are lost in a mess of tangled, dark hair with long chins and sunken eyes. Their mouths are tiny and offer the only color in the creature's otherwise dark visage. Red as freshly spilled blood they cackle and mew as they wander.

Sadistic. These witches are particularly evil and enjoy tormenting the innocent, in particular children and widows. They move quickly on their long, stilt-like legs, peering into windows or over hedgerows to terrify people. They snatch up the unwary. If adults, the creature wrings their necks, pulling the head and torso apart and stretching the tissues near to the breaking point. Children they keep longer, oftentimes for weeks. For some demented reason, the creature mothers them, tormenting them with food, candy, and toys. The fraonth will torment her victims for days or weeks until an opportunity presents itself to snatch or slay a victim, or until boredom overcomes them. When they attack they use their claws to deadly effect while they pick a victim to use their terrifying maw attack on. Once an individual is prone and unable to defend themselves the fraonth strangles the life out of them.

Solitary Outcasts. They are always hunting for new victims to torment. To this end they dwell on the edges of the kingdoms of men, living in abandoned fields, forests, old wood sheds, barns, and the like. They are solitary and they never travel with others of their own kind, though they do speak a broken form of the common tongue and are able to converse with others. On rare occasions, usually during some celestial event of some import, a dozen or more of the fraonth gather together to exchange news and tales of happy hunting grounds. The fraonth are hated by any and all, good and evil, for these creatures are not discerning and can see nothing beyond their own desires

In Aihrde

Fraonth are common creatures in the east where the hatred of Unklar settled fully upon the world. They thrived under his rule and developed a particular affinity for halfling meat and tormenting those folks. In the west, they are rare, and when even rumor of one crops up the paladins of Kayomar are usually immediately on the hunt. They are used occasionally by clerics or evil druids in order to snatch individuals when needed, but their notoriously evil disposition discourages most.

G

GAMPEDE

Large Beast, Neutral Good

Armor Class: 13
Hit Points: 52(7d10+14)
Speed: 100 ft

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	15(+2)	15(+2)	17(+3)	12(+1)

Skills: History +4
Senses: Darkvision 60 ft, Passive Perception 13
Languages: Common, Elvish, Sylvan
Challenge: 2(450 XP)

Actions

- **Multiattack**. The gampede makes three attacks, 2 hoof attacks and 1 bite attack. If a target is prone at the beginning of the creature's attack, the gampede can choose to do a Trample attack instead of the hoof attacks.
- **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 9(2d4+4) piercing damage.
- **Hoof**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 11(2d6+4) bludgeoning damage. In addition, if the gampede hits one target with both hoof attacks, that target must make a Dexterity save (DC 15) or be knocked prone. The target is then immediately subject to a trample attack.
- **Trample**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit:25(6d6+4) bludgeoning damage. In addition, the target must make a Dexterity save (DC 15) or be considered grappled.

The gampede are rare steeds from the land of fey. They are stout animals, with legs longer than the normal horse. Their snouts are wide and almost always white. They possess flowing manes of white hair and long tails as well. They range in color from white to beige and on rare occasions speckled grey. Their eyes possess an uncanny intelligence which even the most casual viewer recognizes.

Immortal Wanderers. The gampede are immortal beasts who spend most of their days in the wilderness. From time to time, however, they join with other people for a quest or similar venture. Through their long lives, they have learned how to speak most of the trader tongues, plus elven, and are adept at learning others. They pass these languages down to their offspring so that even very young gampede are able to speak a variety of languages.

Elf Friends. They are particularly fond of elves and often let those folk ride them, but never with a saddle or bit and bridle. Elves consider them sacred animals, protecting them from harm. Upon encountering the gampede the elf may attempt to befriend the creature. To do so, they must make a successful charisma check before the steed allows the elf to ride it. The steed stays as longs as it desires.

Shy until provoked. The gampede are wary beasts, avoiding battle when they can. However, if pressed, or the need arises, they attack immediately, singling out one target and staying on it until the victim is slain. They attack by battering with their hooves, always attempting to strike the creature's legs. As soon as its opponent falls to the ground, they stomp it to death.

In Aihrde

Before they came to Aihrde, the gampede dwelt in the Land of Seven Rivers. In this they were as the elves, pure of corruption, born of the All Father's dreams. They roamed the country that flanked the River Am, and as such, they were first befriended by the *Teth-Aet-Am*, the noblest of the elven kindred. When the All Father died through the machinations of Ondluche, the barriers between the worlds fell and the gampede crossed over into the world of Aihrde even as did the elves. Some came over as mounts, others of their own accord. They adapted immediately, falling in love with the wild opens and the dangers offered by the wilderness of the All Father's making.

To the knowledge of all men, the gampede has partaken in only one war. They joined the dwarves in the Stone Wars and fought in the deeps beneath the mountains. That brutal fight lasted many years and the death toll wasted the races of dwarves and goblins and left a permanent mark upon the minds of the gampede, so that never since those days have they joined in the titanic struggles that have shaped Aihrde.

They remained in the world during the long Winter Dark; roaming the Winter Wilderness as if nothing had changed. They did not join in any of the wars and as such are not beloved by the Vale Knights and the people of Meltowg's understanding. They still hold a great love for the elven kindred, but also they think well of the dwarves, remembering their plight in the deeps of the world.

GAR, GIANT

Large Beast, Unaligned

Armor Class: 12(description)
Hit Points: 45(6d10+12)
Speed: Swim 80 ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+2)	15(+2)	1(-5)	10(+0)	4(-3)

Senses: Passive perception 10
Challenge: 2(450 XP)

Special Qualities

- **Quick Strike**. If the Gar moves up to a target, makes a bite attack, and immediately moves away, it does not provoke an attack of opportunity.

Actions

- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 12(2d8+3) piercing damage. In addition, if the Giant Gar bites a creature of small size or smaller, it can attempt to swallow them whole. The target must succeed on a Dexterity save (DC 13) or be swallowed. While swallowed, the target is blinded and restrained. The target takes 7(2d6) acid damage at the beginning of the Gar's turn. If the Gar dies, the target is no longer restrained and can move out of the Gar as a normal movement.

The predatory giant gar are long, thick fish, ranging up to 12 feet, though occasionally really large ones reach 15 feet in length. Their mouths are wide and lined with hundreds of razor-sharp teeth.

Wandering Predators. The giant gar live in most waters, as there are fresh and saltwater species. They travel in small schools of up to six, preying on almost anything that enters the water. Giant gar do not den nor stay in one area for any length of time. Any treasure they have has been swallowed.

Vicious striker. The giant gar attack by swooping in and biting prey and then moving out as fast again, passing around for another strike.

GIANT, TRUE

Huge Giant, any neutral

Armor Class: 15(description)
Hit Points: 276(24d12+120)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
28(+9)	15(+2)	21(+5)	12(+1)	15(+2)	13(+1)

Skills: Survival+6, Nature+5
Saves: Strength+13, Constitution+9
Senses: Passive Perception 12
Languages: Common, Giant
Challenge: 11(10,000 XP)

Special Qualities

- **Shapechange**. 1/day. The true giant can assume the form of any creature of CR 11 or less for up to 1 hour as per the *Shapechange* spell. The giant can also assume the form of a non-creature, such as a mighty wind or a great stone. This ability does not require concentration, and the giant cannot permanently assume the form as per the spell.
- **Rock Catching.** Whenever a giant is attacked by another giant, by a thrown rock or boulder, or if subjected to an attack by a catapult or other boulder–throwing apparatus, the giant is allowed a dexterity save with a DC of 10+the thrower's strength bonus. If the save is successful, the giant does not suffer any damage from the attack, has grabbed the rock out of mid-air, and may throw the boulder the following round.

Actions

- **Multiattack**. The True Giant can make two Greatclub attacks.

- **Greatclub**. Melee Weapon Attack: +13 to hit, 22(3d8+9) bludgeoning damage.
- **Boulder**. Ranged Weapon Attack: +13 to hit, range 200/1000 ft, one target. Hit: 35(4d12+9) bludgeoning damage.

True giants are the tallest of giants, ranging well over 20 feet in height. Unlike most giant kin, the true giant does not conform to color or shape. Some are very fat, others thin, some thick about the middle. They resemble men in many respects, having no special variant that is more common than not. Some prefer beards, others do not, etc. They all have a universal taste for good company, food, and drink. They have a particular affinity for cakes and other sweets.

Hermits. The true giant prefers a life of solitude. They live in wilderness regions, far from the haunts of men, dwarves, elves, and others. They are adept craftsmen, able to fashion their own clothes, tools, and weapons. These giants are rustic creatures, shying away from the perfumes and comfortable clothing of more civilized lands. Like men, they build their homes of stone or wood, fortify them, etc.

Inclined to rest. The true giant inclines toward sleep, spending many days in the prone, or in their favorite chair, in the rain, sunshine, or snow dreaming giant dreams. They are hard to wake when they are so occupied and usually in a foul temper when they are roused.

Simple Fighters. True giants rarely wear armor or carry

metal weapons, preferring tree-like clubs and large boulders to anything else. When roused to anger, or desirous of hurting someone, they always attempt to smash it first, crushing it with their ham-like fists, or beating it to death with their club. Often indifferent to the plight of their victims, they frequently leave it battered and bruised but alive.

In Aihrde

In the Days before Days when the All Father crafted the dwarves, he crafted them in many sizes. Some bore the height of the world with terrible wrath and resolved to be small, others walked with their heads above the treetops. In time, the giant kin broke from the dwarf kin and took their own paths so that the two never crossed again. In the long years of reckoning, before the records of history began, the giants and dwarves became bitter foes.

Of the giants, the true giants were the first and the fathers of all that came after. Early in their journey, the race of true giant was seduced by Inzae and she bore the greater part of them into captivity in the inner world of her making. In later days, these were called the Trottigen Giants and their knowledge went into the Rings of Brass. But some few of these giants remained behind in Aihrde. These were the solitary members of that people who did not succumb to her song. They ranged in the deep wilderness and shied from other creatures so much so that few knew they even existed. But once in a while, they are found in great wooden and stone homes built upon mountains or in deep forests. Once in a great while, they gather together in a Thing, where they make merry, sing songs of the old days, and court mates.

True giants are benevolent but very dangerous when roused. They are storehouses of information of the early days of Aihrde, though they are not inclined to share this knowledge with any but the winds.

GOBLIN, ELDRITCH

Eldritch Goblin, Lesser

Small Humanoid, Neutral Evil

Armor Class: 15 (Leather armor and shield)
Hit Points: 35 (10d6)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	10(+0)	20(+5)	18(+4)	16(+3)

Skills: Animal Handling (worgs only) +6, History +7, Stealth +6, Religion +7, Perception +6, Insight +6
Saves: Dexterity +4, Intelligence +7
Senses: Darkvision 60 ft, Passive Perception 16
Languages: All Humanoid languages
Challenge: 1 with one or two gifts, 2 with three gifts.

Special Qualities

- **Eldritch Gifts.** Each eldritch goblin has 1-3 eldritch gifts. The Castle Keeper can choose the abilities or roll them randomly. This list should not be considered exhaustive but is offered if the Castle Keeper wishes to quickly generate an eldritch goblin.
  - Has *Protection from Evil and Good* at all times without concentrating
  - Never needs to eat. The goblin is immune to ingested poison and has advantage on saves to avoid exhaustion.
  - Call Animals. Once per day, the goblin can cast *Conjure Animals* as an innate spell. The animals called should be appropriate for a Goblin.
  - Hardened Skin. The goblin gains +2 AC. This stacks with any armor.
  - Persuasive Words. The goblin can innately cast *Suggestion* (DC 13) three times per day.
  - Toughened. The goblin has advantage on all Constitution saves.
  - Bound Mount. The goblin has formed a mystic bond with a worg. The goblin can call the mount as a bonus action, causing the creature to instantly appear. The mount is obedient to its master.
  - Divine Strike. The goblin infuses any weapon it wields with power. The weapon does an extra 1d4 radiant damage and is considered magical.
  - Link to the Earth. Once per week, the goblin can innately cast *Commune with Nature*.
  - Mirror Trick. The goblin can cast *Mirror Image* 3/day as a bonus action.

- **Silence.** At will, the goblin can choose to become perfectly silent, even if it would otherwise make noise. The creature becomes invisible to tremorsense and gains advantage on Stealth checks.
- **Mounted Combat.** The eldritch goblins are superior worg riders. If they roll less than 10 on any animal handling check for a worg mount, they instead roll a 10. If they are knocked from their mount, they automatically land on their feet and avoid damage. If the goblin moves at least 20 feet towards a target while riding its worg and hits with a spear attack, that attack does triple dice damage (quadruple on a critical hit). While mounted on a worg, the worg can make its bite attack if a target is available. The worg acts on its rider's initiative and in all other ways is considered a controlled mount. Finally, the goblin can mount or dismount from the worg without using movement.
- **Eldritch Spear.** The goblins have designed a special spear with an incredibly light design. The materials are rare and the creation of these spears takes considerable time and energy, so only the Eldritch wield them. The weapon is a finesse weapon in their hands.
- **Unique Death.** Each eldritch goblin has a unique form of attack that can slay it. The Castle Keeper should choose one energy type. Only damage from that energy type can permanently slay the goblin. If the goblin is reduced to 0 hit points by any other form of attack, it is at 0 hit points and stable. The only other way to slay the goblin is to reduce its maximum hit points to 0.

Actions

- **Multiattack**. The eldritch goblin makes two attacks with its spear or short bow.
- **Spear**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) piercing damage.
- **Shortbow**. Ranged Weapon Attack: +4 to hit, range 80/320 ft, one target. Hit: 5(1d6+2) piercing damage.

Eldritch Goblin, Greater

Small Humanoid, Neutral Evil

Armor Class: 15(Leather armor and shield)
Hit Points: 70(20d6)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	10(+0)	22(+6)	18(+4)	16(+3)

Skills: Animal Handling (worgs only)+6, History+8, Stealth+6, Religion+8, Perception+6, Insight+6
Saves: Dexterity+4, Intelligence+8
Senses: Darkvision 60 ft, Passive Perception 16
Languages: All Humanoid languages
Challenge: 5 (1800 XP)

Special Qualities

- **Eldritch Gifts.** Each greater eldritch goblin has 3 Eldritch gifts. The Castle Keeper can choose the abilities or roll them randomly. This list should not be considered exhaustive but is offered if the Castle Keeper wishes to quickly generate an eldritch goblin.
  - Has *Protection from Evil and Good* at all times without concentrating
  - Never needs to eat. The goblin is immune to ingested poison and has advantage on saves to avoid exhaustion.
  - Call Animals. Once per day, the goblin can cast *Conjure Animals* as an innate spell. The animals called should be appropriate for a Goblin.
  - Hardened Skin. The goblin gains +2 AC. This stacks with any armor.
  - Persuasive Words. The goblin can innately cast *Suggestion* (DC 13) three times per day.
  - Toughened. The goblin has advantage on all Constitution saves.
  - Bound Mount. The goblin has formed a mystic bond with a worg. The goblin can call the mount as a bonus action, causing the creature to instantly appear. The mount is obedient to its master.
  - Divine Strike. The goblin infuses any weapon it wields with power. The weapon does an extra 1d4 radiant damage and is considered magical.
  - Link to the Earth. Once per week, the goblin can innately cast *Commune with Nature*.
  - Mirror Trick. The goblin can cast *Mirror Image* 3/day as a bonus action.
- **Deeper Secrets.** The greater eldritch goblin has access to ancient and powerful lore. Each one has a greater ability. Below is a list of possible abilities, but the Castle Keeper should feel free to invent others.
  - The goblin can cast *shapechange* on itself once per day.
  - The goblin can cast time stop once per day.
  - The goblin is immune to damage from piercing, slashing, and bludgeoning damage.
  - The goblin has legendary spell resistance. 3/day if it fails a saving throw, it can instead choose to make it.
  - The goblin can cast *counterspell* at third level once per round.
  - The goblin has an aura that aids allies and terrifies foes. All allies of the goblin with 60 feet gain 2d10 temporary hit points. All foes must make a Wisdom save (DC 15) or be frightened of the goblin. An ally can only gain temporary hit points like this once per 24 hours. Those who are frightened may repeat the save at the end of each of their turns.
  - The goblin has a permanent *Haste* spell on itself.
  - The goblin has regeneration, recovering 10 hit points at the beginning of its turn for as long as it is alive.

- The goblin has the spellcasting ability of a 9th level Cleric of the Trickey Domain (DC 15, +7 to hit)
  - *Cantrips (At Will) Mending, Sacred Flame, Spare the Dying, Thaumaturgy*
  - *1st level (4 slots) Charm Person, Command, Cure Wounds, Disguise Self, Shield of Faith*
  - *2nd level (3 slots) Blindness/Deafness, Hold Person, Mirror Image, Pass Without Trace, Spiritual Weapon*
  - *3rd level (3 slots) Blink, Dispel Magic, Meld Into Stone, Protection from Energy, Sending*
  - *4th level (3 slots) Banishment, Divination, Dimension Door, Guardian of Faith, Polymorph*
  - *5th level (1 slot) Dominate Person, Legend Lore, Modify Memory*
- The goblin has the spellcasting ability of a 9th level Wizard (DC 17, +9 to hit)
  - *Cantrips (At Will) Fire Bolt, Friends, Minor Illusion, Ray of Frost*
  - *1st level (4 slots) Charm Person, Disguise Self, Magic Missle, Shield*
  - *2nd level (3 slots) Alter Self, Detect thoughts, Hold Person, Invisibility*
  - *3rd level (3 slots) Counterspell, Fireball, Protection from Energy*
  - *4th level (3 slots) Banishment, Dimension Door, Polymorph*
  - *5th level (1 slot) Dominate Person, Scrying*

- **Silence.** At will, the goblin can choose to become perfectly silent, even if it would otherwise make noise. The creature becomes invisible to tremorsense and gains advantage on Stealth checks.
- **Mounted Combat.** The eldritch goblins are superior worg riders. If they roll less than 10 on any animal handling check for a worg mount, they instead roll a 10. If they are knocked from their mount, they automatically land on their feet and avoid damage. If the goblin moves at least 20 feet towards a target while riding its worg and hits with a spear attack, that attack does triple dice damage (quadruple on a critical hit). While mounted on a worg, the worg can make its bite attack if a target is available. The worg acts on its rider's initiative and in all other ways is considered a controlled mount. Finally, the goblin can mount or dismount from the worg without using movement.
- **Eldritch Spear.** The goblins have designed a special spear with an incredibly light design. The materials are rare and the creation of these spears takes considerable time and energy, so only the Eldritch wield them. The weapon is a finesse weapon in their hands.
- **Unique Death.** Each eldritch goblin has a unique form of attack that can slay it. The Castle Keeper should choose one obscure form of attack. Only damage from that one attack can permanently slay the goblin. If that attack reduces the goblin to 0 hit points or hits the goblin while it is unconscious, the goblin is instantly killed. If the goblin is reduced to 0 hit points by any other form of attack, it is at 0 hit points and stable. The only other way to slay the goblin is to reduce its maximum hit points to 0.

Actions

- **Multiattack.** The eldritch goblin makes three attacks with its spear or short bow.
- **Spear.** Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5(1d6+2) piercing damage.
- **Shortbow.** Ranged Weapon Attack: +5 to hit, range 80/320 ft, one target. Hit: 5(1d6+2) piercing damage.

Eldritch goblins are immortal. They take a variety of shapes and forms, though all are goblinesque in nature. Some are taller than normal goblins, others smaller, so much so that they are only a foot or so high. Their features are akin to an old knotted black-jack oak, twisted, and wrinkled like dried bark. This is representative of their age, the older the goblin the more knotted and thick his skin. Younger eldritch goblins, - those only several centuries old - still possess something of the smooth, stretched skin of their lesser kindred. Of course, some of the elders are possessed of luminescent beauty, a reflection of their magical quality (*see below*). Eldritch goblins have a great love of things, and they are always carrying them around, often tied to their persons, articles that they have come across in their adventures, articles they found interesting such as a beaded glass jar, a box of peculiar workmanship, a bone, etc. They are also fond of jewelry and wear ear, finger, and toe rings, bracelets, armbands, and the like. In clothing, they are as varied as any species, some preferring colors bright and glaring, others armor, still others, drab cloaks or rags.

Gods amongst Goblins. Eldritch goblins belong to any of the greater goblin communities, though they stand apart from vast hordes and often travel alone. Some rule their lesser kin; others live amongst them as strangers, revered as god-like figures. But few of the eldritch goblins work in concert with each other as their purposes are different. Some few, however, develop friendships with their eldritch brethren and spend their lives in adventure. If encountering more than a dozen, it is very rare and usually an indication that something huge is happening in the goblin communities; war, or the like.

Long-Lived. They are fluent in all human, demi-human, and most other humanoid languages, having keen intelligence and long lives to learn them. They revel in the history of their being and judge one another by their deeds and accomplishments, battle honors not the least. They are not averse to traveling with any of the other races, carrying no particular hatred for other creatures, secure in their own lifeless superiority.

Cunning Leaders. Eldritch goblins utilize the same tactics as their lesser brethren, but they are even more vile and wicked in doing so. Unlike lesser goblins, eldritch goblins can match strategy with any dwarf, and they are not cowardly. They are more

than willing to sacrifice any number of other goblins, orcs, or any other creatures in their service to gain a victory. Being immortal creatures, they have complete disdain for the lives of other beings.

The Eldritch Goblins and Aihrde

The eldritch goblins were the first of the dwarves corrupted by Ornduhl in ancient times. He twisted them and made them hate their Dwarven brethren. He taught them a vile sorcery, and in time, they became deformed. Also, the eldritch goblins saw into Ornduhl's memory, and there they found the secret of immortality and other dark powers. Some are evil and vicious, ever seeking to begin again the great wars between dwarf and goblin. But many have discarded the corruption of the Red Duke and live now to further their own means; even evil deeds lose relevance after thousands of years. Many tales relate of the friendship between Dolgan King, Lord of Grundluche Hohle, and Agmor the Goblin.

For their part, the goblins worship the eldritch goblins, following their lead in every course.

Eldritch goblins cannot spawn their own kind without a queen. Instead, a mating of eldritch goblins results in a typical goblin ("lesser goblin"). Only a queen lays eggs from whence eldritch goblins hatch. These are rare, usually 1 in thousands.

Holthvar, the brother of Hlothver, was a dwarf of some small skill. He lived in the wilds with his wife, Eigluna, whom he loved over much. In time, she grew weary of the world. She became ill and could not rise from her bed. One day, when the moon hung heavy in the sky, she died, the light of the cooking fire dancing on her brow. Holthvar, stricken with grief, collapsed. He lay upon the ground, moaning and calling for Eigluna to come back. The days that followed did not assuage his grief and he wandered about pulling his beard and hair and calling for his fallen wife. All the while her body settled into the earth and decayed before his very eyes.

It was there that Ornduhl the Red God found him and took him up, promising him life everlasting. But Holthvar would have nothing of it, "Why Ornduhl, would I see to live here, without her."

The Red God took the bones of Eigluna and laid them out, carefully upon a bier of stone. "She is gone now from the world, but not wholly so, for she dwells now, though only in your memory. If you die, what then of fair Eigluna? Live on and through you, she shall live forever, so long as you carry her memory."

Holthvar thought upon the Red God's words and wondered at them. They seemed true and the thought of her memory fading from the world smote him like a physical blow. "Then give me your knowledge, Red God, grant me the life of an immortal and I shall keep the flame of her alive, if only in thought."

The Red God thought upon him, and his spirit became bound in the husk of his body for all time. Holthvar immediately felt the weight of his new life and knew that Ornduhl laid chains upon him. He looked down and saw a single link upon his chest, hanging in his clothing. From that link, a tether ethereal hung, following it, it led to his love. He saw her spirit, bound to him. And she was afraid, for she was not dead, but neither was she alive. She pulled at the chains and sought to flee from him, rising above the ground, ever behind him, so that he could not see her. In confusion, he took her skull and bore it with him every.

He wandered into the wilds, though he would not eat and drank only a little for her voice followed him. It no longer held the love of his wife, but the constant fear and bewilderment, and this song of the dead aged Holthvar so that his body wasted away, becoming a twisted version of his once-proud self. In time, want drove him to murder and he slew other dwarves for food and treasure. Even as he slew, the spirits of his victims suffered the chains of his binding and they lingered beyond his site, pulling at the chains. Their voices added to that of Eigluna but he could not see them any more than her. Eventually, driven by sorrow and the horror of his life's choices, he cut his eye from his face with a jagged dagger and lifting it saw with it, his departed wife and those he had murdered. And they were scared and in terror and if he wished them peace, he could not give it to them. It was a price he could not pay. But the eye he held in his hand ever after and the wound bled continually, scarring a visage already weathered with time and hate.

Indeed, it was a price greater than he knew, for he could not die, and all those that he slew were bound to him. A new link formed for each victim, and their souls, Ornduhl's power tethered to the dwarf. The Red God's curse followed him in the guise of hundreds of spirits, invisible to all but those who can truly see and to Holthvar who carries his eye in his hand, holding it up from time to time, to see his departed Eigluna.

And thus, Holthvar became a goblin of eldritch abilities, wandering the world, loving the Red God's gift, and cursing it as well, all the while pulling the host of dead behind him (see image preceding pages).

GOLEM, COPPER

Construct, Neutral

Armor Class: 21(Natural Armor)
Hit Points: 39(6d8+12)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
19(+4)	8(-1)	15(+2)	8(-1)	10(+0)	9(-1)

Damage Immunities: Poison, Bludgeoning, Piercing, And Slashing Damage From Non-Magical Weapons That Aren't Adamantine
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: Darkvision 120 ft, passive perception 10
Languages: Understands the language of its owner
Challenge: 7(2900 XP)

Special Qualities

- **Magic Absorption**. Any time the copper golem is affected by a magic effect with a damage type of Acid, Cold, Fire, Force, Lightning, Psychic, Radiant, or Thunder it immediately absorbs that spell, nullifying all effects of the spell. For

every spell level absorbed, the golem adds one point to its absorption pool. If the golem absorbs a magic effect that does not have a level, roll damage normally and add one point to the absorption pool for every 10 points of damage absorbed.

- **Regeneration**. At the beginning of its turn, the golem will automatically spend points from its absorption pool to heal the damage it has suffered. It restores 10 hit points of damage for each point spent from the absorption pool and automatically spends enough points until fully healed unless it runs out of points in the absorption pool. Further, any time the golem absorbs magic, it automatically uses its regeneration ability immediately up to the points absorbed.
- **Overload**. If the golems absorption pool ever exceeds 15 points, the creature overloads and explodes. The explosion does (52) 15d6 lightning damage to all creatures within 50 feet. Any creature affected can make a Dexterity save (DC 16) for half damage. The golem is completely destroyed by this.
- **Magic Immunity**. The golem is immune to all magical damage that it does not absorb.
- **Indestructible**. If the golem is reduced to 0hp and has no points in its absorption pool, it is not destroyed. It simply crumbles to the ground, completely inert. The only ways to permanently destroy a copper golem is to dispel the magic that animates it after rendering it inert (treat as a 9th level spell), melt the creature in a non-magical fire, or overload it.

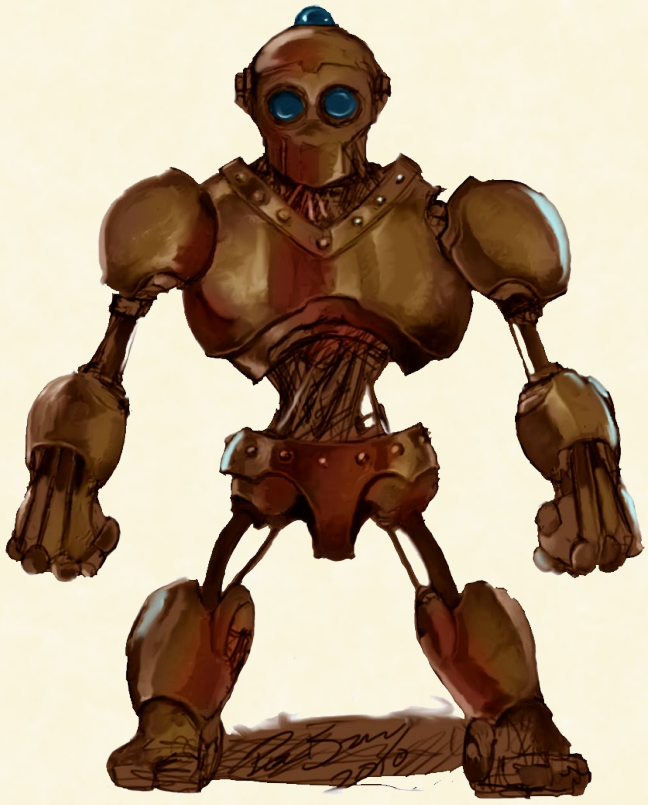
Actions

- **Slam**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 15(2d10+4) bludgeoning damage
- **Lightning Burst**. Using its absorption pool, the golem can hurl a bolt of lightning. The bolt is 100 feet long and 5 feet wide and does 1d6 damage for each point in the absorption pool. Targets can make a Dexterity save (DC 15) for half damage. After using this ability, the absorption pool is reduced by 1d6 points.

The copper golem is generally squat and powerful, and most of the time, very much resembling a metallic statue of a dwarf, though other forms have been known to exist, in accordance to the whims of the creator.

Magical Battery. These unusual creations typically serve as a battery focus for magical energy. Created as vessels for the natural forces a wizard manipulates, these constructs have the ability to absorb a variety of energy and reprocess it into electrical power.

Simple Servants. Copper golems are semi-intelligent, able to understand simple commands, and have a limited ability to reason on their own. While even more uncommon than the copper golem itself, even small animal shapes are known to exist. Copper golems remain passive to their set duties unless a party is foolish enough to disrupt a set task. Then the relentless nature of this energy conduit. Their ability to absorb energy and transfer it into both a deadly energy burst and greater physical power makes these creations a fearsome guardian indeed.



Difficult Creation. The process to build a Copper golem is expensive (30,000gp at least) and requires the following: Sufficient copper to construct the basic shape, a complex mixture of m-state elements to enable high conductivity, an infusion of the creators own life force (for the semi-awareness) and a variation on the animate object spell. Copper golems are, as a matter of course, immune to a large array of energy effects, but they are still vulnerable to the attacks of the adventurer's bane - the rust monster, and any effect that does not have an energy base.

In Aihrde

The copper golem is a strange construct developed by the wizards in the early ages of the Empire of Aenoch. They found that containing power to expand their magical explorations proved highly beneficial and used the copper golems in countless experiments. Their exact construct was secret knowledge, however, and few ever mastered it. The copper golem is extremely rare.

The exact nature of this sorcery was lost during the long Winter's Dark; though it is rumored that the Great Library at Aranowl contains the secret scrolls. But such rumors always abound about missing knowledge, for that library contains a vast dungeon of manuscripts, books, scrolls, and the like, many of which are not cataloged.

GRINDLWERE

Large Aberration, Chaotic Evil

Armor Class: 14(description)
Hit Points: 52(7d10+14)
Speed: 30 ft Fly

STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	15(+2)	2(-4)	10(+0)	6(-2)

Skills: Stealth+6
Damage Immunities: Lightning, Thunder, poison
Condition Immunities: Exhausted, frightened, grappled, petrified, poisoned, prone
Damage Resistance: Bludgeoning, Piercing, And Slashing From Non-Magical Weapons
Senses: Tremorsense 90 ft
Challenge: 4 (1100 XP)

Special Qualities

- **Darkness**. The dark swirling clouds that surround the grindlwere should be treated as magical darkness in a 30-foot radius around the creature.
- **Windblast**. A storm surrounds the creature at all times. Creatures within 60 ft of the creature are at disadvantage to all Strength and Dexterity ability checks as well as all concentration checks. Any creature of Small or smaller size must make a Strength save (DC 10) at the end of each turn it is within the cloud. On a failed save, the creature is knocked prone.
- **Cloudform**. The creature is almost entirely a cloud and is surrounded by clouds. It has advantage on all stealth checks while in an area of clouds or fog. The creature can pass through any crack that normal fog could get through.

Actions

- **Lightning Burst (Recharge 5-6)**. The grindlwere infuses itself with electricity and hurls itself as a bolt of lightning. The creature travels in a straight line up to 90 feet. This creates a bolt 10 feet wide and as long as the creature's move. Each creature in this area must make a Dexterity save (DC 14). On a failed save, they take 35(10d6) lightning damage or half on a successful save.
- **Lightning Fists**. Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 13(2d8+4) lightning damage.

The grindlwere is a fiend that comes to life in the bosom of giant storms. Born of the chaos embodied in the violent conflicts of the elements, the creature manifests as a living entity without discernable shape or form. They appear only as a darker mass in the deep dark clouds, for this is where the creature comes to life, drawing the power of the storm within it. They express themselves through the forked tongues of their lightning, which they hurl constantly. This is the most visible form the creature takes; a rush of thick cloud that follows the arc of its own energy as it strikes those around it. The cloud assumes an almost tangible shape as it follows the arcing electricity.

Clouds within Clouds. The grindlwere possess no physical form beyond that of the storm which gives them life. They do not eat or need any sustenance; they draw their energy from the storms themselves. Their life ends when the storm passes and the magic that gave birth to it fades. These creatures are almost impossible to detect until the storm itself brews, at such times those experienced enough may detect the creature as a ball of lightning or strange undulating darkness in the clouds.

Mindless Destroyers. These creatures thrive on violence and attack by thundering down upon their victims with a massive bolt of lightning. This is often the first hint that someone has they are being attacked. They are unreasoning creatures without the ability to speak or understand for they hardly recognize that they are alive. On rare occasions, encounters with more than one occur, but these happen only during massive storms. At such times the grindlwere never act in concert or for that matter, even recognize that another grindlwere is present.

In Aihrde

The grindlwere is a creature of Naarheit, borne of his contemplated rage upon Unklar during their great battles in those lands that came to be known as the Frozen Salt Flats. That black-hearted god of chaos did not surrender his power easily and hurled all manner of devilry against the dark lord. Naarheit summoned great storms, hurling them upon the Horned One, some bore these creatures within their bosom, others did not. The Horned One was confounded and raged his power against any storm that he saw. Though the grindlwere failed to carry the battle for Naarheit and he fell into ruin, they lived on, manifesting in storms all over the world. For chaos once unleashed is difficult to contain.

They plague all the lands of Aihrde. Some of the learned scholars and magi, clerics, and druids attempt to harness this power to summon them. Their efforts sometimes meet with success and others in failure; for these creatures are indeed of Naarheit's fashioning and he has set his memory of them aside and left them to their true natures of unrepentant chaos.

GULUP-THER

Warrior

Small Humanoid, Neutral Evil

Armor Class: 12
Hit Points: 18(4d6+4)
Speed: 30 ft, 30 ft swim

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	12(+1)	10(+0)	10(+0)	9(-1)

Skills: Survival(forest) +2
Damage Resistance: Poison
Senses: Darkvision 60 ft, passive perception 10
Languages: Gulup
Challenge: ¼ (50 XP)

Actions

- **Shortsword**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) slashing damage plus 4(1d8) poison damage. The target must make a Constitution save (DC 12) or be poisoned for 1 minute.
- **Javelin**. Ranged Weapon Attack: +1 to hit, range 30/120 ft, one target. Hit: 2(1d6-1) piercing damage plus 4(1d8) poison damage. The target must make a Constitution save (DC 12) or be poisoned for 1 minute.

Shaman

Small Humanoid, Neutral Evil

Armor Class: 12(16 with *barkskin*)
Hit Points: 45(10d6+10)
Speed: 30 ft, 30 ft swim

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	12(+1)	11(+0)	14(+2)	11(+0)

Skills: Survival(forest) +4
Saves: Intelligence +2, Wisdom +4
Damage Resistance: Poison
Senses: Darkvision 60 ft, passive perception 10
Languages: Gulup
Challenge: 1 (200 XP)

Special Qualities

- **Spellcasting**. The shaman is a 4th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The shaman has the following Druid spells prepared:
  - Cantrips(at will): *Druidcraft, Mending, Poison Spray*
  - First Level (4 slots): *Cure Wounds, Entangle, Goodberry, Speak with Animals*
  - Second Level (3 slots): *Barkskin, Moonbeam, Pass Without Trace, Spider Climb*

Actions

- **Shortsword**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) slashing damage plus 4(1d8) poison damage. The target must make a Constitution save (DC 12) or be poisoned for 1 minute.
- **Javelin**. Ranged Weapon Attack: +1 to hit, range 30/120 ft, one target. Hit: 2(1d6-1) piercing damage plus 4(1d8) poison damage. The target must make a Constitution save (DC 12) or be poisoned for 1 minute.

Great Shaman

Small Humanoid, Neutral Evil

Armor Class: 12(16 with barkskin)
Hit Points: 72(16d6+16)
Speed: 30 ft, 30 ft swim

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	12(+1)	12(+1)	16(+3)	12(+1)

Skills: Survival(forest) +5
Saves: Intelligence +3, Wisdom +5
Damage Resistance: Poison
Senses: Darkvision 60 ft, passive perception 10
Languages: Common, Gulup
Challenge: 3 (700 XP)

Special Qualities

- **Spellcasting**. The shaman is an 8th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The shaman has the following Druid spells prepared:
  - Cantrips(at will): *Druidcraft, Mending, Poison Spray*
  - First Level (4 slots): *Cure Wounds, Entangle, Goodberry, Speak with Animals*
  - Second Level (3 slots): *Barkskin, Lesser Restoration, Moonbeam, Pass Without Trace, Spider Climb*
  - Third Level (3 slots): *Call Lightning, Dispel Magic, Plant Growth, Speak with Plants*
  - Fourth level (2 slots): *Divination, Dominate Beast, Freedom of Movement, Polymorph*

Actions

- **Shortsword**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) slashing damage plus 4(1d8) poison damage. The target must make a Constitution save (DC 12) or be poisoned for 1 minute.
- **Javelin**. Ranged Weapon Attack: +1 to hit, range 30/120 ft, one target. Hit: 2(1d6-1) piercing damage plus 4(1d8) poison damage. The target must make a Constitution save (DC 12) or be poisoned for 1 minute.

The gulup-ther dwell in deep, ancient forests. Their bodies are long and lean, from their torso to their arms, legs, fingers, and toes. They stand about four feet high. Their fingers and toes are capped by round suction-like cups. Their necks are narrow, but they support a large head that very much resembles that of a frog. Their underbellies are bright yellow, and smooth of scales, but their backsides are bright green and hard with larger scales. They have wide, deep-set eyes on either side of their heads allowing them to see 360 degrees around them. Their eyes are pale, but at night reflect a deep red in the light of lanterns or spells. The gulup-ther are very adept at appearing as if they are giant frogs.

Social Creatures. The gulup-ther are semi-civilized creatures. They fashion tools using wood and stone; their clothing consists of animal hides, sometimes cured into leather. They are not particularly curious creatures and do not seek to learn new tasks or skills. They use jade, feathers, teeth, claws, and other forest by-products for decorations and as honors. They are not adept at making dwellings for themselves, usually living wild in the deep forests or the ruins of ancient dwellings. These wild creatures are unaffected by the weather; in the winter they are much as they are in the summer.

Religious Hierarchy. Shamans dominate their tribal groups. If 10 are encountered, there is at least one shaman; any more than 10 and there are 2-5 shaman encountered. These act as mediums for the forest gods they worship and instruct the tribe on where it should live and what it should do. They are highly superstitious, reacting to almost everything that occurs outside the norm as a sign. More powerful shamans might dominate smaller groups, so it is entirely possible to meet 11 gulup-ther with a great shaman able to cast as an 8th level druid and another group of 80 with a shaman able to cast as 4th level druid.

Cautious fighters. The gulup-ther are not curious creatures and rarely deem something a threat unless directly attacked or encouraged to do so by their shamans. When they do engage in battle, they usually do so from a distance, using spears, javelins, and their preferred weapon, the atlatl. They coat their weapons in poison extracted from poisonous frogs.

In Aihrde

The gulup-ther were once men. They dwelt in the Ethvold, in the lands of southern Ethrum. They paid homage to Amenut, a god of uncertain disposition. Amenut took the guise of a giant man-like frog and ruled from the deep valleys of that ancient wood. Those who followed him knew wealth and prosperity and they waxed powerful beneath the forest eves. They built cities of stone with broad avenues and tall buildings. They decorated their dwellings with ponds and streams, building sanctuaries for the worship of their god. They ruled for many long years in the days when the Dwarves were young.

But the worship of Amenut failed in the end and he faded from glory, shrinking in size and happenstance. Those who followed him lived on, calling ever to his image, and in time through the machinations of their own magic -- corrupted without the god's leadership -- they transformed into images of their god. These images reflected their desires to bring Amenut back to power and glory but it was not to be.

Now the gulup-ther are a lost people, few of their number remember or even worship Amenut. Their shamans call to the Og Aust, but rarely put a name to the power. They are secretive and hide mostly in the deep, unexplored forests of the Darkenfold and Ethvold, though some migrated to other parts of the world, most notably the lands of Inklu-Naid across the sea.

H

HAG, ANNIS

Medium Fey, Chaotic Evil

Armor Class: 17 (natural armor)
Hit Points: 85 (10d8+30)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	16(+3)	18(+4)	14(+2)	12(+1)

Condition Immunities: Charmed, Restrained
Damage Resistance: cold, fire; bludgeoning, piercing, and slashing from weapons that aren't made from cold iron.
Senses: darkvision 120ft; passive perception 15
Skills: Arcana +7, Athletics +7, Deception +4, Insight +5, Perception +5
Languages: Abyssal, Common, Giant, Goblin, Infernal, Orc, Sylvan
Challenge: 6 (2,300 XP).

Special Qualities

- **Resist illusions:** The annis hag has advantage on saves against all spells of the illusion school.
- **Spell-like abilities:** The annis hag may use *alter self* and *fog cloud* as spell-like abilities. She may use each of these abilities twice, after which she must engage in a long rest before they may be used again.

Actions

- **Multiattack.** The annis attacks with her claws and a bite, plus a possible rend attack (see below).
- **Claws.** *Melee weapon attack:* +7 to hit, reach 5ft., one target. *Hit:* 11 (2d4+4) slashing damage.
- **Bite.** *Melee weapon attack:* +7 to hit, reach 5ft, one target. *Hit:* 8 (1d6+4) piercing damage.
- **Rending Grapple.** If the annis strikes with her claws, she holds her victim fast. The victim is both grappled and restrained and suffers automatic claw and bite damage each round as a result. The escape DC for this grapple is 15; victims may try to escape each round. While an annis is grappling, she may not attack any other creatures, but may defend and gains half cover from her victim. Further, if the AC bonus from her victim is what prevents her from being hit, her victim is instead struck for full damage.

The annis hag always appears as an overgrown female humanoid with putrid eyes and long, black claws at the tips of her fingers. She has an exaggerated form that is extremely thin while at the same time being wiry and athletic and has taut, drawn, cobalt-blue skin which is as hard as stone.

Social Hags. These foul creatures are often found in the company of ogres, trolls, and evil giants, very often commanding and controlling them. The annis subsists on a diet of human

flesh but will devour any flesh, so long as there are muscle and sinew. In general, annis hags are solitary and rarely gather in groups, but when they do they can be a serious threat, as can all hags forming a coven.

Powerful but Clever. In combat, the annis hag uses her strength and claws to maximum advantage, holding her foes in an iron grip and rending them apart. They are wickedly intelligent and almost always send their minions into battle first, to weaken their foes.

HILD'S BROOD

Small humanoid, neutral

Armor Class: 15 (Dexterity And Natural Armor)
Hit Points: 4 (1 Hd)
Speed: 20 Ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	18 (+4)

Condition Immunities: Unconscious, Incapacitated
Senses: Passive Perception 10
Languages: Common
Challenge: 1 (200 Xp)

Special Qualities

- **Undying.** If one of the brood is physically attacked they suffer the damage, torn flesh, broken bones, etc. They shout in pain and call for aid from their mother, the witch or hag

who binds them. They weep and ask for pity. But they do not die, though they may lie still as if dead or crawl off into the darkness, they quickly rebound and return as if healed. The only way to kill them or rather, to release their soul from bondage is to slay the witch or hag who binds them.

Actions

- **Regretful Laughter.** Any creature that comes within 50 ft. of one of a child must make a successful DC 16 Charisma save or succumb to a nagging regret of lost youth and happiness. If the save is successful, the laughter and cries become a distraction only. 8 hours later, any who have heard the child's laughter must make another DC 16 Charisma Save, going to the child and beginning to play with them on a failure, laughing and shouting as any child would do. 10 rounds later, the victim who failed the check must make another DC 16 charisma check. Failing that they descend into madness, dancing and capering about like a lunatic, screaming and laughing all the while. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The GM controls its movement, which is erratic. After 10 more rounds, they pass out, becoming unconscious and incapacitated, easy prey for the witch or her minions. If the victim survives for the duration of a long rest after falling unconscious, they awaken, sane once more.
- **Summon Witch.** A brood child that is reduced to 0 hit points will summon the witch or hag who binds them on a roll of 6 on 1d6.

Lost children. Hild's Brood are apparitions that dwell as much in the mind of a witch or hag as they do in the world at large. They are the stolen dead, children laid aside by their loved ones for illness or death, and commended to the gods for care. These, the witch steals during their passage to the other world and she takes them to her abode, binding them to her, corrupting them in such a way that salvation lies only in the witch's death. The stolen child joins the witch with no understanding of where it came from or where it is, living only in the moment, playing or roughhousing, or doing what normal children do. There are usually half a dozen of these children and they all know one another's name and pleasures, but they have little memory of what came before. Only powerful priests can draw that out of the wayward spirit.

Deceptive innocence. These creatures are children between the ages of 6 and 10. There is nothing unusual about their appearance. They dress as children do, the boys in wool pants and long-sleeved shirts, the girls in full skirts, and both wear simple leather shoes. They are not filthy, but are dirty, as children who play outside all day tend to be. They carry few items beyond the occasional wooden toy, a doll or horse, or some such. Sometimes one will have a tool, such as a hammer or saw, but they never carry weapons or anything of that nature.

Mindless play. The brood is mindless, concerned only with their play. If engaged, they laugh only and continue to play, trying to induce any who are not playing to join them. Their

activities, laughter, and mindless joy are infectious, distracting any who listen to it or engage them from more important tasks. This is where the true danger in the brood lies, for once one succumbs to their joyful diversions, it is difficult to do anything else. Engaging them is challenging. When playing together the brood often torments each other with a singular game. They do not answer questions beyond a very shallow, child-like response. They always act as if they know the correct answer but often answer with a nonsensical response. The brood responds with only joy and merriment to any who join them, though redirecting them toward other tasks is impossible. Though they may seem interested in other's speech or concerns for a moment, they quickly revert to their games and pursue them with joy.

In Aihrde

Hild is a witch, or rather the witch. The great servant of Narrheit, the Unburdened One, and she dwells in a cottage that straddles both the material world and the world of her master's domain, the Gray Waste. As is known, in Aihrde, mothers often lay their dying or recently dead children in a river, hoping to give them over to the goddess Tefnut, for it is known that that goddess takes pity on the child and takes them into her household to live in happiness. This keeps the child from the Endless Pools of nothingness or worse. It is Hild's great past time to hunt the river banks and find these children, recently given to Tefnut, and snatch them before the goddess has a chance to take them in. These children are tutored in Hild's household and serve her as a distraction, creating the illusion of hearth and home that she uses to entrap others and to comfort her broken soul. Other witches have broods, but they are known by the common name of Hild's Brood.

HLOBANE ORC

Warrior

Medium Humanoid, Lawful Evil

Armor Class: 16(Chain Mail)
Hit Points: 15(2d8+6)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	12(+1)	17(+3)	8(-1)	11(+0)	10(+0)

Skills: Intimidation+2
Damage Resistance: Poisoned
Senses: Darkvision 60 ft, Passive perception 10
Languages: Common, hlobane, Orc
Challenge: 1(200 XP)

Special Qualities

- **Martial Advantage**. The hlobane reigns in his normal aggression due to his training, instead focusing on using tactics to his advantage. Once per turn, the hlobane can deal an extra 7(2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of another hlobane that isn't incapacitated.
- **Poison Resistance**. The hlobane gains a +2 to all saves against poison.

Actions

- **Halberd**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 8(1d10+3) slashing damage.
- **Heavy Crossbow**. Ranged Weapon Attack: +3 to hit, range 100/400 ft, one target. Hit: 6(1d10+1) piercing damage.

Pit Orc

Medium Humanoid, Lawful Evil

Armor Class: 17(Splint Mail)
Hit Points: 34(4d8+16)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	18(+4)	9(-1)	12(+1)	10(+0)

Skills: Intimidation+2
Damage Resistance: Poisoned
Senses: darkvision 60 ft, Passive perception 10
Languages: Common, hlobane, Orc
Challenge: 2(450 XP)

Special Qualities

- **Martial Advantage**. The hlobane reigns in his normal aggression due to his training, instead focusing on using tactics to his advantage. Once per turn, the hlobane can deal an extra 10(3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of another hlobane that isn't incapacitated.
- **Poison Resistance**. The hlobane gains a +2 to all saves against poison.

Actions

- **Halberd**. Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 9(1d10+4) slashing damage.
- **Heavy Crossbow**. Ranged Weapon Attack: +3 to hit, range 100/400 ft, one target. Hit: 6(1d10+1) piercing damage.

Overseer

Medium Humanoid, Lawful Evil

Armor Class: 18(Plate Mail)
Hit Points: 68(8d8+32)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
19(+4)	12(+1)	19(+4)	10(+0)	12(+1)	10(+0)

Skills: Intimidation+2
Damage Resistance: Poisoned
Senses: Darkvision 60 ft, Passive perception 10
Languages: Common, hlobane, Orc
Challenge: 3(700 XP)

Special Qualities

- **Martial Advantage**. The hlobane reigns in his normal aggression due to his training, instead focusing on using tactics to his advantage. Once per turn, the hlobane can deal an extra 14(4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of another hlobane that isn't incapacitated.
- **Poison Resistance**. The hlobane gains a +2 to all saves against poison.
- **Superior Tactics**. Once per long rest, the Overseer can issue commands to its underlings. All hlobane within 30 feet of the Overseer who can hear and obey its order immediately make one free attack.

Actions

- **Multiattack**. The Overseer can make two attacks with its Halberd.
- **Halberd**. Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 9(1d10+4) slashing damage.
- **Heavy Crossbow**. Ranged Weapon Attack: +3 to hit, range 100/400 ft, one target. Hit: 6(1d10+1) piercing damage.

Overlord

Medium Humanoid, Lawful Evil

Armor Class: 18(Plate Mail)
Hit Points: 171(18d8+90)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	20(+5)	11(+0)	13(+1)	12(+1)

Skills: Intimidation+4
Saves: Strength +8, Constitution +8
Damage Resistance: Poisoned
Senses: Darkvision 60 ft, Passive perception 10
Languages: Common, hlobane, Orc
Challenge: 7(2900 XP)

Special Qualities

- **Martial Advantage**. The hlobane reigns in his normal aggression due to his training, instead focusing on using

tactics to his advantage. Once per turn, the hlobane can deal an extra 17(5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of another hlobane that isn't incapacitated.

- **Poison Resistance**. The hlobane gains a +2 to all saves against poison.
- **Superior Tactics**. Once per long rest, the Overlord can issue commands to its underlings. All hlobane within 30 feet of the Overlord who can hear and obey its order immediately make one free attack.

Actions

- **Multiattack**. The Overlord can make two attacks with its Halberd.
- **Halberd**. Melee Weapon Attack: +8 to hit, reach 10 ft, one target. Hit: 10(1d10+5) slashing damage.
- **Heavy Crossbow**. Ranged Weapon Attack: +4 to hit, range 100/400 ft, one target. Hit: 6(1d10+1) piercing damage.

Sanjak

Medium Humanoid, Lawful Evil

Armor Class: 18(Plate Mail)
Hit Points: 285(30d8+150)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	20(+5)	12(+1)	14(+2)	14(+2)

Skills: Intimidation+6
Saves: Strength+9, Constitution+9, Wisdom+6
Damage Resistance: Poisoned
Senses: Darkvision 60 ft, Passive perception 10
Languages: Common, hlobane, Orc
Challenge: 12(8400 XP)

Special Qualities

- **Martial Advantage**. The hlobane reigns in his normal aggression due to his training, instead focusing on using tactics to his advantage. Once per turn, the hlobane can deal an extra 21(6d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of another hlobane that isn't incapacitated.
- **Poison Resistance**. The hlobane gains a +2 to all saves against poison.
- **Superior Tactics**. Once per long rest, the sanjak can issue commands to its underlings. All hlobane within 60 feet of the sanjak who can hear and obey its order immediately make one free attack.

Actions

- **Multiattack**. The Overlord can make three attacks with its Halberd.
- **Halberd**. Melee Weapon Attack: +9 to hit, reach 10 ft, one target. Hit: 10(1d10+5) slashing damage.
- **Heavy Crossbow**. Ranged Weapon Attack: +5 to hit, range 100/400 ft, one target. Hit: 6(1d10+1) piercing damage.

Shaman

Medium Humanoid, Lawful Evil

Armor Class: 18(Plate Mail)
Hit Points: 60(8d8+24)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	12(+1)	17(+3)	12(+1)	15(+2)	12(+1)

Skills: Intimidation+3
Saves: Strength+5, Wisdom+4
Damage Resistance: Poisoned
Senses: darkvision 60 ft, Passive perception 10
Languages: Common, hlobane, Orc
Challenge: 3(700 XP)

Special Qualities

- **Martial Advantage**. The hlobane reigns in his normal aggression due to his training, instead focusing on using tactics to his advantage. Once per turn, the hlobane can deal an extra 10(3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of another hlobane that isn't incapacitated.
- **Poison Resistance**. The hlobane gains a +2 to all saves against poison.
- **Spellcasting**. The Shaman is a 7th level spellcaster. Its spellcasting ability is Wisdom (Spell Save DC 12, +4 to hit with spell attacks). The Shaman has the following spells prepared:
  - Cantrips (At Will): *Eldritch Blast, Guidance, Spare the Dying*
  - 1st level (4 slots): *Bless, Cure Wounds, Guiding Bolt, Hellish Rebuke*
  - 2nd level (3 slots): *Calm Emotions, Hold Person, Spiritual Weapon*
  - 3rd level (3 slots): *Dispel Magic, Mass Healing Word, Tongues*
  - 4th level (1 slot): *Banishment*

Actions

- **Halberd**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 8(1d10+3) slashing damage.
- **Heavy Crossbow**. Ranged Weapon Attack: +3 to hit, range 100/400 ft, one target. Hit: 6(1d10+1) piercing damage.

The hlobane are orcs, though of a particular breed. In general, they are tall for their kind, with large chests, long muscular arms, and legs as thick timber. They are very muscular, priding themselves in their fitness. Only the very old or very wealthy hlobane tend to the heavy side. And these are grossly fat, living off of a lifetime of spoils. A hlobane's skin is always a deep green,

mottled almost black in the joints of their legs and arms. They have broad faces with a wicked underbite. They often shape the fangs that rise from the lower jaw and cap them with steel or bronze. Their eyes are deep yellow with narrow pupils and filled with an intelligence that their lesser kin do not possess.

Disciplined Warriors. The hlobane (pronounced Hu-Lo-Bane) Nation is a vast and powerful tribe of orcs. Mercenary captains prize them, for they are highly militarized and famous for their iron discipline and unwavering courage in the face of battle. It is rare to hear of a hlobane who retreats or flees from a battlefield. The hlobane generally keep to themselves, speaking to few, and those who do, serve the interests of their paymaster or Lord. They are fiercely loyal to each other and if one is in trouble, it is more than likely that the others will rush to his aid. Some do venture from the Nation in order to gain glory in arms.

The hlobane have always been a settled orc nation. They dwell in towns made of stone or built into the sides of hills and mountains. They are accomplished craftsmen ordering and fortifying their dwellings along military lines. Their entire society is one based on military principles, even to the ordering of their family households. At the head of each household is a patriarch, who in turn is followed by a matriarch and their children, any brothers and sisters the patriarch have as well as his parents and in some cases his mate's parents. The patriarch does not rise to power by age but by strength. As soon as a patriarch becomes weak or dies, the remaining males in the family group contest each other for the role of patriarch. There is almost always a second in command, however, and these family disputes rarely break out into open brawls or contests.

Clan Structured. Each family group belongs to a larger clan. The clan consists of several related family groups, usually ones related through the female, but not always. The size and numbers of the clans shifts constantly, depending on circumstances. Clans frequently break up due to deaths or when one group decides to break free from the bonds of one Clan to join another. The Clans make up the hlobane Nation and they serve a Council of Elders chosen, not from each Clan, but from those elder warriors who have gained the most fame in battle. Each Clan supplies soldiers for the Nation in times of war, which is almost always. Sanjaks lead the troops; this title the tribe adopted some time ago. The Council chooses the Sanjak for their skills on the battlefield.

Strict Order. The most accomplished warriors lead hlobane troops in battle. For every 10 encountered, at least one Pit Orc is present. For every two or more Pit Orcs, there is one Overseer. For every 4 Overseers there is one OverLord. Over this troop is the Sanjak, usually the general in charge of the hlobane army. **:** The hlobane fight as they live, with discipline and order. They fight as a unit when they can; they are able tacticians if not strategists. Even younger hlobane are able to take in and take advantage of the terrain and fighting conditions in which they are going to fight. Though they do not retreat, they also do not, by their own volition, knowingly throw themselves into a position of certain destruction. If ordered into such a position by a leader they respect, they will obey without question. They favor heavy armor, shields, helms, and large cleaving weapons such as the glaive, halberd, and the like. For close quarters, they use short swords and axes. They are more partial to crossbows than bows.

Raised for War. By the time a hlobane reaches the age of six, males join older males outside their family unit. They serve an apprenticeship for several years. The older males wean the younger from their mothers and teach them the arts of war. The younger orcs serve the older in all manner of capacity, from cleaning their armor to fetching food. When they reach the age of 13, the tribe considers them warriors and allowed to enter any of the Warrior Societies that thrive in the hlobane communities. The Societies serve as the backbone to the hlobane military strength. They prize discipline, sacrifice, battle skills above all else. The hlobane speak their own tongue, which is much concerned with military terms and military organization.

Magic Averse. The hlobane shun magic for the most part. Their society has few shamans. Orcs shamans have some spellcasting capability from both the warlock and cleric classes. They call upon their dark gods only to play witness to their bravery or their deeds.

Elitist. hlobane don't get along with many races. They tolerate any and all who they feel can serve their greater purpose. They detest other orcs as weak, unworthy creatures. They have a grudging respect for dwarves and halflings (this last may only apply to the battle-hardened halflings of Airhde). They have had little contact with elves and as such do not possess the normal orc hatred of those creatures.

In Aihrde

The hlobane originate in the Austsern, the Claws of God, a land far to the east of the Cradle of the World, in the southern Marl. They were an insignificant tribe until they came into contact with an outcast sorcerer from the island kingdoms of Kath who used them as his servants. The sorcerers of Kath were immortals who worshiped the Dragon God of their own land. After several generations, the hlobane changed markedly in their behavior and abilities. The sorcerer used them in his wars and in various enterprises. After many years he left them, returning to the south but the hlobane were changed forever.

They continued to live in the Austern until Unklar found them. Greatly impressed by what he saw he immediately desired to bring them to his realm as servants, so he took the guise of a black dragon and fell upon the villages and towns, slaying many and driving the others into the wilderness. There, in his true form, he 'found' them and rescued them, offering them promises from his own hand in his own realm. The hlobane were beguiled and followed Unklar into the west to his towers in Aufstrag. There he remade them into warriors and cultivated them until they were the most trusted and fierce of his lesser servants.

During the long Winter Dark, they served him well and they settled in and around the Red Hills where they guarded the southern approaches to Aufstrag. They served in the guards of many of the great Princes of his Empire. During the Winter

Dark Wars, at the Battle of the Tree, or as some call it the Ten Day Battle, the hlobane Nation stood firm against the Council of Light. So the histories record, "Only the hlobane, the Orcs of the Red Hills, retired in order, for their pride has always been their strength and they could not be sundered."

The hlobane are numerous and powerful and still hold to the old ways of the horned god. Their shamans worship him and their warriors fight under his banner. They are a prideful people for they alone survived the catastrophe of the Toten Fields. They prefer heavy armor and weaponry and are generally skilled in the use of it. They live in townships with large dirt parapets surrounding them. They carry the banner of their lord, a crescent moon into battle and frequently wear it upon their shields.

Most also speak the Vulgate (Common). The more intelligent ones (14 intelligence or better) speak Dwarf and Goblin.

HLOBANE ORC: NEUROG LET, BONE CRUSHERS

Large Humanoid, Lawful Evil

Armor Class: 16(Chain Mail)
Hit Points: 115(12d10+60)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
22(+6)	9(-1)	20(+5)	6(-2)	9(-1)	7(-2)

Saves: Constitution+8
Condition Immunities: Charmed, Frightened
Damage Resistance: Poison
Senses: Dark Vision 60ft, Passive Perception 9
Languages: Hlobane
Challenge: 5 (1800 XP)

Special Qualities

- **Poison Resistance**. The neurog gets +2 to all saves vs poison.

Actions

- **Multiattack**. The neurog attacks twice with its fists or with its Ball and Chain.
- **Ball and Chain**. Melee Weapon Attack. +9 to hit, reach 10 ft, one target. Hit: 15(2d8+6) bludgeoning damage.
- **Fists**. Melee Weapon Attack. +9 to hit, reach 5 ft, one target. Hit: 8(1d4+6) bludgeoning damage.

The neurog let, called the bone crushers in the vulgate, are beastly orcs, bred for their sheer brutality. They are tall, powerfully built, though surprisingly lean creatures. With narrow eyes set beneath a thick brow line, it appears as if they are forever glaring. Their mouths are wide and their teeth filed and sharp. Like all orcs, they have tusks that jut from the lower jaw, but the neurog let often grow the tusks back into their upper jaw where they cut the flesh, wounds which constantly seep pus and blood. Hairless but for a token lock they keep on their scalps, the neurog let ritually tattoo themselves, usually blending their horrific scars with the decorative nature of tattoos. The tattoos always reflect the dark crescent or the horned god.

Special Breed. neurog let spawn other neurog let and usually kept apart from the tribe, bound to the females of their particular breed. These Den Mothers routinely beat them and torture them, teaching them the tools of their trade. By the time they reach maturity, a rage born of a long life of pain and suffering consumes them; for this reason, the tribe binds them in chains, specifically designed for the bone crushers. Two chains, each independent of the other, are set on the creature's wrists. The chains attach to one or two spiked mace heads and are placed inside a huge iron ball that weighs several hundred pounds. The neurog let must drag this ball wherever he goes.

Controlled Chaos. The Ukjanu let, The Keeper of the Bone Crusher, looks after the ball. The ukjanu is the only orc allowed near the bone crusher. He feeds him, waters him, and mends his wounds. For these reasons, they exercise some control of the neurog let. In combat the ukjanu breaks open the large iron ball and releases the spiked mace heads, unleashing the neurog let onto the world. Generally, the bone crusher only responds to the ukjanu. If the ukjanu is killed the neurog let rampages on all things living until he is killed. By the time they reach maturity, the Battle Groups assume charge of them and use them for a variety of purposes. For the most part, they are used to torturing prisoners and striking fear into those who do not yield to the questions put to them. They also unleash them in order to battle some champion or the like.

Berserker. neurog let, once unleashed, attack with a brutal disregard to any suffering they may incur. They single out the largest or best-armored opponent and attack until they have killed it or they themselves fall. They do not feel pain or suffer

any wound to stop them, fighting even after limbs have been severed. They attack with the ball and chain, swinging it in wide circles to smash their victims or using them to strangle opponents. If freed from their chains for some reason they take any weapon that is near.

In Aihrde

The neurog let, of the hlobane orcs, hail, as all the whole of that orc tribe does, from the Red Hills. Descendants of the first orcs of the Marl and are held in high regard by the rest of the hlobane peoples. To become an Ukjanu is a highly sought-after, if dangerous, post in the tribal hierarchy.

During the Winter Dark, each hlobane Legion took one of these creatures to serve in the noted purpose. In later years they Unklar favored them in his dealings with all peoples and used frequently by him to bring great suffering and humiliation on his victims. Their nature made them unreliable and they often turned on Unklar or his servants and were in their own turn destroyed. In later years, the neurog let have become even more rare, but any large group of hlobane, numbering over 100 has a good chance of possessing one of these fierce creatures.

They are most often encountered in the east; however, an increased demand for these creatures in certain courts and by those who seek such protection has led to their spreading to the west. They are sometimes sold on the slave markets of the Confederation of Torrich, Eloria, the Gelderlands, or other similar places, always with the ukjanu let in tow.

HLOBANE ORC: UKJANU LET, KEEPER OF THE BONE CRUSHER

Medium Humanoid, Lawful Evil

Armor Class: 18(Plate Mail)
Hit Points: 34(4d8+16)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	18(+4)	10(+0)	12(+1)	12(+1)

Skills: Intimidation +2
Damage Resistance: Poisoned
Senses: darkvision 60 ft, Passive perception 11
Languages: Common, Hlobane, Orc
Challenge: 2(450 XP)

Special Qualities

- **Martial Advantage**. The hlobane reigns in his normal aggression due to his training, instead focusing on using tactics to his advantage. Once per turn, the hlobane can deal an extra 10(3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of another hlobane that isn't incapacitated.
- **Poison Resistance**. The hlobane gains a +2 to all saves against poison.

Actions

- **Halberd**. Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 9(1d10+4) slashing damage.
- **Heavy Crossbow**. Ranged Weapon Attack: +3 to hit, range 100/400 ft, one target. Hit: 6(1d10+1) piercing damage.

The ukjanu let, the Keeper of the Bone Crusher, is a unique orc amongst orcs. Their appointed task is singularly unique amongst the orc kindred, for they are set to watch the neurog let, the Bone Crushers. The ukjanu shave their bodies to make themselves seem more palatable to their maddened charges. They wear tattoos of a religious bent as men wear clothes. But much of this they hide, as they love to adorn themselves in iron. A fitted breastplate plus leg and arm greaves leave only their forearms and thighs exposed. They always wear a heavy helm, often shaped to mimic a crow's bill. They carry any assortment of weapons but prefer cleaving weapons such as the glaive, poleaxe, or bearded axe.

Monster Keeper. The ukjanu let is a highly sought-after position, for once tasked as a Keeper, the orc is relieved of all other tasks. The tribe chooses only those possessed of keen intelligence, guile, and strength. Once chosen they are given a charge, usually one fresh from the Den Mother's hold and they are set the task of bonding with the neurog let. Only the ukjanu may speak with their charge. Through a series of elaborate rituals, they bind the neurog let to them and a true empathy develops. The two are inseparable ever after. A great iron ball binds the neurog let; this ball opens upon a command word given by the ukjanu. Once spoken the ball opens, releasing the chains that hold the Bone Crusher. If a Bone Crusher falls the ukjanu often become mad with rage and grief and attack whatever killed their charge.

Protector. The ukjanu possess no particular battle skills that stand them above and beyond their fellow tribesmen. They do not engage in combat so long as their charge is alive. They rush to its aid only if they see that it is threatened by death; otherwise, they remain near the iron ball ready to call back their charge whenever they can. If pressed they attack with the lust that any of their breed possesses.

In Aihrde

Ukjanu is a rank more than a breed. Orcs vie for the post for a variety of reasons, but the honor-hungry hlobane, of which the ukjanu come, are usually after the power that the post commands. All in the hlobane tribe give the ukjanu are given a wide berth but for the Tribal Council. The tribe affords them a great share of any treasure, well-fed and given plenty to sake their thirst upon. Keeping the ukjanu well supplied and happy is an honor for more common hlobane and for this reason they live in the best of circumstances.

They are found wherever Bone Crusher orcs are found and certainly with the hlobane tribes in and around the Red Hills.

HOUNDS OF DARKNESS

Huge Beast, Lawful Evil

Armor Class: 18(natural)
Hit Points: 285(30d12+90)
Speed: 60 ft

STR	DEX	CON	INT	WIS	CHA
21(+5)	15(+2)	16(+3)	10(+0)	11(+0)	9(-1)

Skills: Perception+4, Stealth+6
Senses: Darkvision 120 ft, Passive perception 19
Challenge: 11 (7200 XP)

Special Qualities

- **Keen Senses**. Due to the hound's keen senses of smell and hearing, along with superior vision, the hound has advantage on all perception checks.
- **Massive Leap**. The hound has the ability to leap great distances. Without any running start, the hound can leap 50 feet. With at least a 10 foot running start, the distance increases to 75 feet. The leap costs the hound half of its movement. In addition, any creature in the area the hound lands has to make a Dexterity save (DC 10) to avoid being crushed. On a failed save, the target takes 44(8d10) bludgeoning damage. All damage is avoided on a successful save, and the target moves from under the hound to the nearest adjacent space.
- **Detect Chaos and Good**. The hound has the ability to sense both Chaos and Good. It requires an action, and allows the hound to know the location of any source of Chaos or Good within 120 feet.

Actions

- **Bite**. Melee Weapon Attack: +9 to hit, reach 10 ft, one target. Hit:27(4d10+5) slashing damage. In addition, if the target is medium or smaller sized, the target must make an escape roll (DC 15) or be swallowed whole.
- **Swallowed**. While a creature is swallowed, it is considered blinded and restrained. It has total cover against attacks and other effects outside the hound. At the start of the hounds turn, any swallowed creature suffers 9(2d8) bludgeoning damage plus 4(1d8) acid damage. A swallowed creature can attempt to cut its way out. If it can do a cumulative

25 points of slashing or piercing damage to the inside of the hound (AC 15), they cut a hole through the stomach and can escape. The creature's body immediately closes the hole by compressing the muscles together so that the hole is not available to any other creature that has been swallowed.

These malevolent hounds tower above the earth, standing 15-20 feet at the shoulder and weighing over 6 tons. They have broad chests and tapered waists, with wide heads and short snouts filled with fangs. Their fur is short in the summer, sometimes splotchy, and sometimes falling out altogether, exposing wrinkled, reddish-pink skin. In winter months, they grow a shaggy coat of fur, usually dark red or reddish-black in color. Their eyes burn with an eldritch fire that glows in the dark, sending wisps of blue smoke rising from their heads. Their breath is a gale of fetid stink. When they walk, the world rumbles; when they leap, it shakes; and when they do battle, it quakes.

Roving Destruction. Though they are rare, the hounds are found in all climes and all terrains. They generally hunt alone, though they are occasionally found in pairs. They will eat anything and do not reason when they are hungry. They neither make dens nor stop moving. Once in a great while, they settle in a region and hunt the region over, particularly if that area has an abundance of its favorite food.

Stalkers of Fey. If well-fed, they tend to only hunt faerie creatures of all stripes, especially elves. They have a peculiar ability to sniff out creatures that are good or chaotic, both dispositions for which they have an unreasoning hatred. Elves have a wholly natural fear and hatred of these creatures, for they often terrorize their villages and towns. Few can tame them, but some have tried and fewer still have succeeded, most ending their days as a dog meal.

Fearless Hunters. The hounds have a tremendous sense of smell and a keen sense, not unlike a dragon's. When their

prey is located, they attempt to lay in wait for it, hoping that the victims come within their leaping range so that they can pounce and devour the hapless creature. When this fails, if they are discovered, for instance, they attack by charging outright, leaping, and attempting to swallow their victim.

In Aihrde

Unklar first used his forges in the Klarglich, the Pit of Woe, to bring forth these fiendish beasts. The evil hounds were forged from the tortured bodies of the fey, twisted into the shapes of massive dogs. Beaten, battered, and starved they became wild with rage. When at last they were released, they left the pits in a rush and scattered throughout the world. In those days of the Winter Dark, they were seen in all the corners of the world, even swimming the oceans in their hunt for elven prey. It is rumored that one of these beasts slew the elven queen, Londea in the Shelves of the Mist. They were hunted by Prince Meltowg Lothian for many years until his death. And the annals speak of three that he slew single-handed. The creatures remain though, haunting the world and elves in particular. They are driven by lingering pain from their tortured births as much as by hate. Their only purpose was to root out the high elves from their places of hiding. With the banishment of Unklar, they roam the world without a master, seeking elves to kill or a new master to follow, some few lay in dark places to abide their days in misery.

HULEN

Large Aberration, Neutral Evil

Armor Class: 16(natural)
Hit Points: 104(16d10+16)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
15(+2)	13(+1)	13(+1)	7(-2)	9(-1)	9(-1)

Saves: Dexterity+3, Wisdom+1
Senses: Darkvision 60 ft, passive perception 9
Languages: Primordial
Challenge: 4(1100 XP)

Special Qualities

- **Ethereal Jaunt**. As a bonus action, the hulen can move from the Material Plane to the Ethereal plane or from the Ethereal Plane to the Material Plane. Anything it holds or anyone who is grabbed is pulled along with it.

Actions

- **Multiattack**. The hulen can make 6 attacks each round with its tentacles.
- **Tentacle**. Melee Weapon Attack: +4 to hit, reach 10 ft, one target. Hit: 5(1d6+2) Bludgeoning Damage. If a target is hit by two or more tentacles in a round, the target must make a Strength Save (DC 15) or find itself grabbed by the hulen. The target is considered restrained until they successfully save against the grab. The hulen cannot use two of its tentacle attacks while it is holding a target.

Hulen appear as huge tuberous masses of tissue. Its large domed 'top' is red or orange in color, translucent, and sprouts hundreds of bone-white tentacles of varying sizes. It is difficult to actually focus on the creature and the viewer often sees only a mass of horrific-looking tissue, for this abomination doesn't, in fact, possess a physical form. They are strange creatures who inhabit both the ethereal and material planes, lingering on the edge of both.

Ambusher. They are very predacious and delight in snatching victims, or at least the items they possess, from the material plane and casting them off into the ethereal where they return to feast upon them later.

Interplanar predator. The hulen are able, through their ethereal jaunt ability to move from one plane to the other and can pass through physical items in the material with ease. They usually stalk a certain area and wait for victims to pass through, at which point the jaunt in, attempt to snatch the victim and jaunt back to the ethereal where they attack the victim. If at any time the hulen is wounded in either plane, it lets go its attack and retreats to the ethereal plane. If its victim is in the ethereal plane and doing much damage it jaunts back, dropping the victim into the prime material. It can carry up to 2 human-sized victims per jaunt.

In Aihrde

The rune maids are creations cast off by Corthain when he first attempted to make the Rune Lords. They seemed weak and purposeless so that greater god cast them off from the Void and into the ethereal (quite by accident). The hulen possessed a lingering desire to serve their master's purpose, which was to guard the pathways that lead from the Void to the Material world. Despite their desires, they hadn't the power or understanding, so they dwell in limbo, lingering on the edge of the material plane, watching for they do not know what. They constantly drift into the world and snatch people and things and carry them to the ethereal where they leave them or devour them.

I

IBAR

Medium Beast, Chaotic Neutral

Armor Class: 15 (natural)
Hit Points: 58 (13d8)
Speed: 60 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	3 (-4)	10 (+0)	5 (-3)

Senses: Darkvision 60 ft, Passive Perception 10
Challenge: 2 (450 XP)

Special Qualities

- **Nauseous Cloud**. Once per day, as an action, the Ibar can release a cloud of poisonous vapor. All creatures within 10 feet of the ibar must make a Constitution save (DC 14) or suffer the poisoned condition. Ibar's are immune to this poison. Any affected target may repeat the save at the end of their turn, removing the poisoned condition on a successful save.

Actions

- **Multiattack**. The Ibar attacks once with its bite and twice with its claws each turn. If its bite attack knocks a target prone, the Ibar gains the advantages of attacking a prone target with its claw attacks.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8 (1d10+3) slashing damage. In addition, the target must make a Strength save (DC 13) or be knocked prone.
- **Claw**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6 (1d6+3) slashing damage.

Ibar are beastly creatures cast in the general shape of a leopard. The ibar's body is long as are its legs and neck. Gaunt flesh clings to the ibar's flanks, revealing thick bones and casting the beast in a ghastly yellow color. Its shoulder bones extend and protrude beyond the skin and well beyond the creature's back; they broaden too, affording the ibar's flanks protection. A mane of long quills encircle the ibar's neck, extending down to cover its chest and along the spine where they merge with its thin tail. The ibar's head is short and beaked, its eyes broad and set deep beneath boney cavities upon its skull.

Wild Hunters. The ibar are able hunters, found in almost every clime and type of terrain. They run individually or in packs, however, their natures are wild and they are unable to work in concert with each other, as often as not they attack one another in the course of a melee. They are highly territorial, holing up in deep dens, or taking up residence in old ruins, dungeons, and the like. Packs that become too large split much as do wolf packs.

Aggressive. The ibar attack by rushing an opponent and attempting to trip them. If the trip fails, the ibar immediately

expels a cloud of gas to disorient their prey while they are attacking.

In Aihrde

The ibar are ancient creatures pre-dating the Dwarven Kingdoms. They have hounded the peoples of Aihrde both above and below ground. They are valued for their quills. Skilled craftsmen have used the quills in the manufacture of many items, from scroll cases to whips and blowguns. The quill itself is almost indestructible and is pliant when heated. Generally, the quill sells for 5gp in the open market.

ICE ROUNDER (Mugi Worm, Flat Head, or Tuoyel)

Large Beast, Neutral Evil

Armor Class: 15 (natural)
Hit Points: 91 (14d10+14)
Speed: 30 ft Swim 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	3 (-4)	10 (+0)	4 (-3)

Skills: Stealth +3
Damage Immunities: Cold
Condition Immunities: Blinded
Senses: Tremorsense 30 ft, passive perception 10
Challenge: 3 (700 XP)

Special Qualities

- **Camouflage**. The Rounder can perfectly blend in with ice and snow. The creature has advantage on all stealth checks while in ice or snow.
- **Keen Senses**. Due to the rounder's highly sensitive antennae, the creature has advantage on all perception checks for anything within 30 feet of the creature.
- **Adapted to Ice**. The Rounder never suffers penalties to

movement for Ice or Snow.

Actions

- **Multiattack**. The Rounder makes two attacks each round, one with its bite and one with its tail.
- **Bite**. Melee Weapon Attack: +4 to hit, reach 10 ft, one target. Hit: 12(3d6+2) piercing damage. The bite criticals on a 19 or 20, and does triple damage instead of double damage on any critical hit.
- **Tail**. Melee Weapon Attack: +4 to hit, reach 10 ft, one target. Hit: 9(2d6+2) bludgeoning damage.

Ice rounder, or flat head worms, are long, flat creatures that are found in most cold climes. They are generally white or light gray, covered in coarse fur, and are well adapted to hiding in the snowy tundra. Ideally built for travel in the deep snow, the ice rounder is a long creature, growing up to 15 feet in length. They have six thin, long double-jointed legs with webbed toes. They have a broad, flat head, capped by a wide mouth, filled with discordant rows of hundreds of small, thin, razor-sharp teeth. The teeth protrude from the mouth at all angles, even beneath the creature's thin lips. Their eyes are wide, with huge bluish pupils, but they are nearly blind.

Icy killer. They are stationary hunters, camouflaging themselves in surrounding snow and extending their two whip antennae out and under the snow. These appendages are 6-8 feet long and grow out from beneath the creature's chin. They resemble thin black whips and are very sensitive to ground movement or heat variations. The ice rounder can tell the size of passing prey as well as its weight and speed. Anything that crosses over its antennae is instantly attacked.

Ravenous. Ice rounders are highly predacious and hunt constantly. They are rarely found in the company of other ice rounders. Their webbed feet allow them to swim, which they do frequently in search of fresh hunting grounds. Their movement is the same in water as out.

The Ice Rounder in Aihrde

These strange creatures emerged from the Great Salt Flats after the early days of the Great Wars when Unklar had taken control of the land. They flourished for the thousand-year reign, becoming a complete terror to folks all over Aihrde. They now inhabit the high peaks of almost all of the world's mountain ranges. They do wander down during the cold months, hunting more tender morsels than their normal mountain fare. They are still plentiful in the Great Salt Flats.

IGNITH DOG

Small Beast, Chaotic Evil

Armor Class:14 (natural armor)
Hit Points: 9 (2d6+2)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	12(+1)	3(-4)	10(+0)	6(-2)

Damage Resistance: Lightning
Senses: Passive Perception 10
Challenge: ¼ (50 XP)

Actions

- **Electric Bite (Recharge 5-6)**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+2) piercing damage plus 9(2d8) lightning damage. The ignith dog will only use the bite if they have an electric charge. Otherwise, they will use their tail.
- **Tail**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) Bludgeoning damage.

The ignith dog looks like a dog in general shape, however, it possesses six legs and a much longer, flat tail. Scales cover the creature's torso and the lower part of the legs; hair, long and course, runs the length of the creature's back and down its tail. A short neck sprouts a wide snout filled with misshapen fangs; it has no nose but two eyes that burn white or blue with a glassy stare.

Ungodly killers. Ignith dogs are magical creatures created when gods wage war upon one another. They are ravenous beasts with an insatiable desire to kill living things, mirroring the rage of their creation. They hunt in packs usually, though sometimes alone or in pairs. They do not den up and have no treasure.

Magical Eyes. Their eyes are solid glass, containing a powerful charge of electricity. Removing them is easily done. The small marble puts off a few feet of dim white light. They have other uses, often in experiments, but in battle, they are prized by slingers because when they hit, they explode and discharge their power for 1d6 extra points of lightning damage. The eyes are considered magic weapons when used in this manner.

In Aihrde

These creatures are common where gods war; their divine magic creates the creatures. They roam the world in packs, hunting living creatures. The creatures are most commonly found on the Roof of the World but range through the lower Lands of Ursal. There are those who make their living from hunting the

ignith dogs, knowing the value of their eyes. These hunters travel with clerics or druids, following the signs of the gods to bring them into contact with the beasts. The eyes once carved out, bring 250gp on the open market.

IKLE DEMON

Small Fiend, Chaotic Evil

Armor Class: 11 (description)
Hit Points: 7 (2d6)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	11 (+0)	12 (+1)

Damage Immunities: Cold, Necrotic, Poison
Condition Immunities: Charmed, Exhausted, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Damage Resistance: Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, And Slashing From Non-Magical Weapons
Senses: Darkvision 30 Ft, Passive Perception 10
Languages: Common
Challenge: ¼ (50 Xp)

Special Qualities

- **Incorporeal Movement**. The Ikle can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- **Turnable**. Although not technically undead, the Ikle is connected to the negative energy plane and can be turned as if it were undead. They can also be damaged by holy water as if they were undead.

Actions

- **Engulf**. The Ikle targets one opponent and attempts to engulf their face. The target is allowed to make a Dexterity save (DC 13) to avoid it. If the save succeeds, there is no effect. If the save fails, the Ikle covers the target's face and enters its breathing passages, suffocating the victim and draining the life from them. The victim takes 7 (2d6) necrotic damage immediately and is considered grappled. Any target who remains grappled at the beginning of the Ikle's turn automatically takes an additional 7 (2d6) necrotic damage. As an action, the victim can attempt to escape the creature's grasp (DC 13).

Ikle demons have no particular shape or form. Upon first glance, they look like a wisp of dark smoke cast, though a more careful observation reveals the vague shape of a man or woman's face, captured with a look of extreme fear. This terror is so written into the parchment of their expression that it leaves the viewer cold. The smell like burnt tar, so that anyone within a few feet is left with an acidic taste in his or her mouths.

Unworthy Spirits. These small creatures come from the negative planes. They are the evil spirits of petty criminals cursed to spend eternity in the shadows. They are numerous and found almost anywhere. Ikle demons are terrified of everything around them and seek only to hide from any light. However, if suddenly unearthed or exposed in some ways they do attack.

The Ikle Demon In Aihrde

Though most commonly encountered in the Shadow Realm, the Ikle Demons dwell everywhere. Cursed by their life's actions, their souls wander without direction; forever denied access to the Dreaming or the Stone Fields. Ushered from the light by their own fear, they hide in dark places far from the roving minds of men. They are often captured by wizards, sorcerers, priests, dwarven smiths, goblins, shamans, and the like and used as guardians.

IO-TOPEK (APE-MEN)

Warrior

Large Humanoid, Neutral Evil

Armor Class: 11 (Hide armor)
Hit Points: 85 (10d10+30)
Speed: 30 ft Climb 20 ft

STR	DEX	CON	INT	WIS	CHA
19(+4)	11(+0)	17(+3)	8(-1)	9(-1)	7(-2)

Skills: Survival(jungle)+1
Senses: Dark Vision 60 ft, passive perception 9
Languages: Io-Topek
Challenge: 3 (700 XP)

Special Qualities

- **Blood Frenzy**. When an Io-Topek is reduced below half its hit points, it enters a blood rage. While in a blood rage, the creature has advantage on all attacks, does +4 damage on each hit, and gains advantage to save against all mind-affecting magic. However, any creature attacking the Io-Topek does so with advantage. While in a blood rage, the Io-Topek will only use its claws and bite, dropping any weapon it was wielding.
- **Leap**. As long as the Io-topek can move at least 10 feet, it can leap 40 feet as the rest of its movement.

Actions

- **Multiattack**. The Io-Topek attacks twice with its claws or once with a weapon, plus a bite.
- **Greataxe**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 14(3d6+4) slashing damage.
- **Claws**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 8(1d8+4) slashing damage.
- **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 10(1d12+4) piercing damage.
- **Rend**. If an Io-Topek hits one target with both of its claw attacks, it does an additional 10(3d6) slashing damage.

Warlord

Large Humanoid, Neutral Evil

Armor Class: 13(Chain Shirt)
Hit Points: 152(16d10+64)
Speed: 30 ft Climb 20 ft

STR	DEX	CON	INT	WIS	CHA
20(+5)	11(+0)	18(+4)	8(-1)	11(+0)	10(+0)

Skills: Survival(jungle)+3, Intimidate+3
Saves: Strength+8, Wisdom+3
Senses: Dark Vision 60 ft, passive perception 10
Languages: Io-Topek
Challenge: 6 (2300 XP)

Special Qualities

- **Blood Frenzy**. When an Io-Topek is reduced below half its hit points, it enters a blood rage. While in a blood rage, the creature has advantage on all attacks, does +4 damage on each hit and gains advantage to save against all mind-affecting magic. However, any creature attacking the Io-Topek does so with advantage. While in a blood rage, the Io-Topek will only use its claws and bite, dropping any weapon it was wielding.
- **Leap**. As long as the Io-topek can move at least 10 feet, it can leap 40 feet as the rest of its movement.

Actions

- **Multiattack**. The Io-Topek attacks twice with its claws or twice with a weapon, plus a bite.
- **Greataxe**. Melee Weapon Attack: +8 to hit, reach 5 ft, one target. Hit: 15(3d6+5) slashing damage.
- **Claws**. Melee Weapon Attack: +8 to hit, reach 5 ft, one target. Hit: 9(1d8+5) slashing damage.
- **Bite**. Melee Weapon Attack: +8 to hit, reach 5 ft, one target. Hit: 11(1d12+5) piercing damage.
- **Rend**. If an Io-Topek hits one target with both of its claw attacks, it does an additional 14(4d6) slashing damage.

Shaman

Large Humanoid, Neutral Evil

Armor Class: 11(16 with barkskin)
Hit Points: 85(10d10+30)
Speed: 30 ft Climb 20 ft

STR	DEX	CON	INT	WIS	CHA
19(+4)	11(+0)	17(+3)	8(-1)	12(+1)	13(+1)

Skills: Survival(jungle)+3
Saves: Wisdom+3, Charisma+3
Senses: Dark Vision 60 ft, passive perception 9
Languages: Io-Topek
Challenge: 4 (1100 XP)

Special Qualities

- **Blood Frenzy**. When an Io-Topek is reduced below half its hit points, it enters a blood rage. While in a blood rage, the creature has advantage on all attacks, does +4 damage on each hit and gains advantage to save against all mind-affecting magic. However, any creature attacking the Io-Topek does so with advantage. While in a blood rage, the Io-Topek will only use its claws and bite, dropping any weapon it was wielding.
- **Leap**. As long as the Io-topek can move at least 10 feet, it can leap 40 feet as the rest of its movement.
- Spellcasting. The Shaman is a 5th level spellcaster. Its spellcasting ability is Wisdom (Spell Save 11, +3 to hit with spell attacks). It has the following Druid spells prepared.
  - Cantrips (at will): *Druidcraft, Produce Flame, Shillelagh*
  - 1st level(4 slots): *Cure Wounds, Entangle, Longstrider*
  - 2nd level(3 slots): *Barkskin, Find Traps, Moonbeam, Spider Climb*
  - 3rd level(2 slots): *Call Lightning, Plant Growth, Protection from Energy*

Actions

- **Multiattack**. The Io-Topek attacks twice with its claws or once with a weapon, plus a bite.
- **Greataxe**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 14(3d6+4) slashing damage.
- **Claws**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 8(1d8+4) slashing damage.
- **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 10(1d12+4) piercing damage.
- **Rend**. If an Io-Topek hits one target with both of its claw attacks, it does an additional 10(3d6) slashing damage.

In the deep jungles of the south lie wondrous cities, now in ruins, victims of time and nature. Little remains where once stood mighty ramparts, domed buildings decked with gold and other splendors. The walls are in ruins, vines cover the gates and trees split the cobbled ways and the domes are in splinters. Here, amidst all this forgotten splendor, dwell the last of a dying race, the io-topek. The io-topek are ape-like creatures that resemble ape-like men. They stand about 5 feet tall, are thick of chest with long arms and shorter legs. They are powerful creatures, with thick muscles of corded iron. They walk with a rambling gait, moving slowly and awkwardly. When they run, they are very fast for they shift their weight forward using their arms as much as their legs. Their bodies are covered in a thick layer of dark hair and the skin beneath is thick, more like the hide of a beast than the skin of a man. The heads of the bulls are strangely devoid of hair, their scalps a pale gray color. The cows have longer hair, with a generous amount on their heads. The bulls are always larger than the cows, thicker in chest and arms, though the cows are more nimble and move far quicker than their rambling mates.

Relics of Their Own Past. The io-topek have long fangs, often ringed with bands of iron, gold, silver, or some other precious metal. Though once they mastered the use of metalworking, they have long since lost this ability and pilfer the dead for what they wear. They deck themselves in armbands, rings, and studs. They sometimes carry shields, but rarely, as these tend to interfere with their movement. For weapons, they use iron-studded clubs, stone axes, or other weapons they have stolen or inherited over the years. They have a very good mastery of ropes, vines, and the like and often use these in combat to immobilize their foe. Though intelligent, they are not very industrious, living in the ruins of their ancestors, embedded in the squalor of a past they cannot remember.

Warbands. They live in small bands, usually, but not always near the ruins of their ancestors. Some of the bands have digressed into such a primitive state they hardly resemble their kin. These bands are led either by the largest bull, a Warlord, or by a Shaman, an io-topek of greater intelligence that is able to conjure minor spells. Shamans act as a normal io-topek, but are able to cast druid spells as a 5th level druid. The bands consist of about 50% male and female with 10% of the band being young adults or babies.

Full of Rage. The io-topek are ferocious in battle. They are quick to anger and attack almost anything that displeases them. Always in the backs of their minds are latent feelings of superiority and the desire to destroy anything that may cause envy. If a warlord or shaman is present, they can act in concert when attacking. The troop, male and female, surrounds the enemy and falls upon them from all sides. The io-topek will attempt to capture some of their victims and keep them for sacrifices.

In Aihrde

The primitive peoples were once men of great stature and power. They dwelt in cities of stone deep in the jungles of Naid. There they worshipped the god Ornduhl and served him in his every design. Wild were their sacrifices, barbaric and brutal; they ruled through him and he through them. They conquered vast stretches of the jungle and its people, enslaving them or abusing them as is the wont of evil creatures. But in the end, their master fell into the darkness and the io-topek suffered the curses of the victors. They became little more than beasts; whether through mating with the wild apes or through a slow degradation of their minds none may say but their own shamans, but whatever the case these brutal creatures are but echoes of a power that once reigned in the jungles of the south.

The io-topek worship the moon of Aihrde, but not the true moon. The moon they call the Eye of Orx, a shortened name of the god Ornduhl. They worship this long since fallen deity, making grim sacrifices to him whenever they can. Their temples are wooded areas, at the heart of which is a hollowed stump that has been fashioned into a drum. Upon the full moon, they gather there, wildly beating upon the drum, eating, dancing, and making sacrifices when they can.

J

JACULUS

Small beast, unaligned

Armor Class: 15 (Size plus dexterity)
Hit Points: 3 (1d6)
Speed: 5ft, 30ft (fly)

STR	DEX	CON	INT	WIS	CHA
8(-1)	18(+4)	10(+0)	3(-4)	16(+3)	7(-2)

Damage Immunities: Poison
Condition Immunities: Poisoned

Senses: Keen vision, darkvision 120ft, passive perception 18
Challenge: 1/8 (25 XP)

Special Qualities

- **Keen vision.** The jaculi have advantage on all Wisdom (perception) checks involving eyesight.

Actions

- **Multiattack.** The jaculus attacks with its claws and a bite.
- **Claws.** *Melee weapon attack:* +6 to hit, reach 5ft, one target. *Hit:* 2 (1d4) slashing damage.
- **Bite.** *Melee weapon attack:* +6 to hit, reach 5ft, one target. *Hit:* 1 point of slashing damage, plus 3 (1d6) poison damage. A Constitution save (DC 12) negates the poison damage.
- **Spit venom (recharge 6).** The jaculi spits venom at its foe, causing 1d4 poison damage plus blindness for 1d4 hours. A Dexterity save (DC 12) negates the damage and blindness effect; flushing the eyes with water for 1d4 rounds will restore vision.

The jaculus is a strange and rare creature with the body and head of a viper and the wings and talons of a bird of prey.

Forest Predator. It is a dangerous predator which hides in forest canopies watching for potential prey.

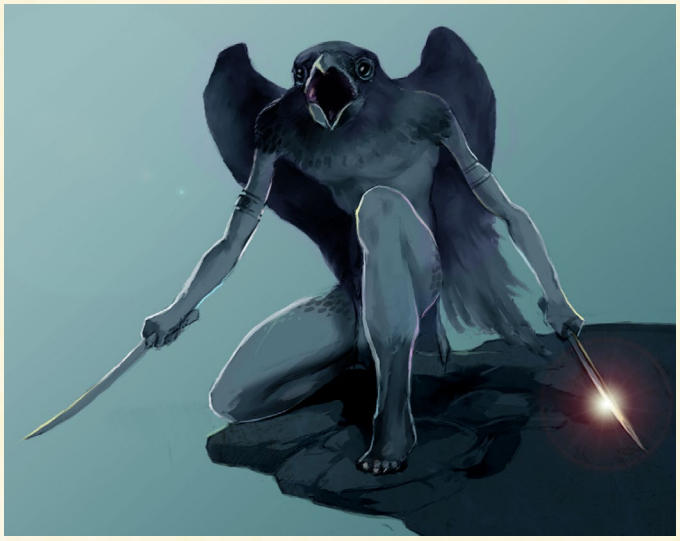
Poisonous Ambusher. Generally, jaculi target small and weak animals, but when starving, desperate or threatened they will attack larger creatures, swooping down silently and deadly, striking first with talons, then biting to inject their deadly venom.

JARA-TUOR

Medium Humanoid, Neutral Evil

Armor Class: 13 (Hide armor)
Hit Points: 13 (3d8)
Speed: 30 ft Fly 60 ft

STR	DEX	CON	INT	WIS	CHA
12(+1)	15(+2)	11(+0)	10(+0)	11(+0)	12(+1)



Skills: Perception+2
Senses: Passive Perception 12
Languages: common
Challenge: ¼ (50 XP)

Actions

- **Javelin**. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft or range 30/120 ft, one target. Hit: 5(1d6+2) piercing damage.
- **Shortsword**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) piercing damage.

Reactions

- **Caw**. After being hit by an attack, the jara-tuor can, as a reaction, issue a loud, enchanted sound. All creatures except other jara-tuor within 30 ft must make a Charisma save (DC 13). Any creature that fails is affected as if by a phantasmal force spell. The illusion is that an undead hound has appeared and is attacking that character. The target suffers 3(1d6) psychic damage each round. The illusion lasts for one minute unless the target uses an action and makes an intelligence save to disbelieve. Once a target saves against this ability, they are immune to the caw from all Jara-tuor for 24 hours.

The jara-tuor dwell in the deeps of ancient forests. They are a strange amalgamation of man and crow. They have the lower torsos, legs, feet, stomach, and arms of men and the bodies, wings, and head of a crow. Their wings are wide, easily an eight-foot wingspan. The arms lie beneath the wings, and covered in a downy growth of gray-black feathers, they make the jara-tuor the perfect amalgamation of bird and man.

Masters of the Forest. They are as comfortable on the ground as they are in the air, though their sheer size prohibits an easy flight through thick bramble or forests. The jara-tuor dwell in colonies of up to a dozen. They mold the forest to fit their needs, carving tunnels out of the canopy that allows them to fly with ease from one area to another. They nest in ancient trees, high off the ground, building homes for themselves upon the branches. These homes consist of a mixture of structures built into and on the tree limbs. They are not careful in their design the homes do not reflect a comfortable abode.

Scavengers. The jara-tuor hunt the paths of their forests, targeting interlopers more than anything else. They use tools and weapons as most men do, but do not have the knowledge, or at least the fortitude to create them on their own; relying upon theft to acquire them.

In Aihrde

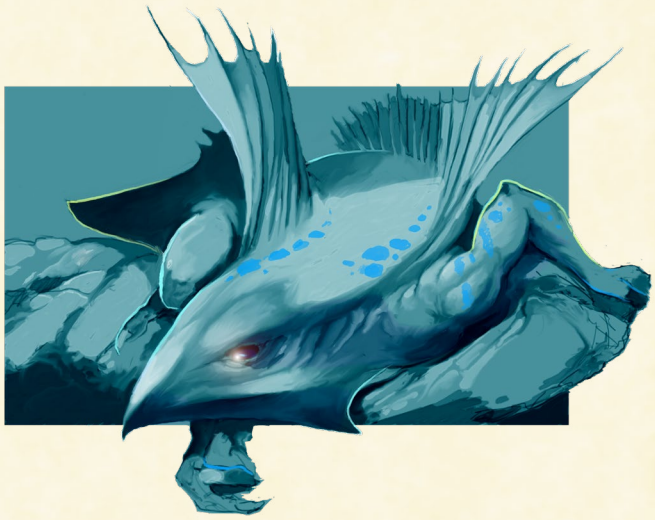
The jara-tuor serve Heth, the crow god. As one of the greater Og-Aust, Heth took upon himself the task of guiding the dead to the afterlife, whether to the Stone Fields or the Shadow Realms. The early ancestors of the Ethrum tribe worshipped him far and wide and they commonly carried charms of Heth to keep them safe upon the road or to ward off death. Never an evil god, but one who governed the gates of death, Heth became the object of the deepest superstition, and of all the Og-Aust his worship lasted the longest. Even the modern ages see his charms frequently placed upon gravesites or carried by men on the road.

The jara-tuor served Heth as soldiers, guides, and messengers. When the power of Heth faded in later years and the Ethvold shrank to its present borders, the jara-tuor fled to the hinterlands or the deep mountains. Some fled north and east to occupy other forests, always in search of their master. Now they are uncommon to encounter but found throughout the world.

JARHDEL

Medium Beast, Neutral

Armor Class: 17(description)
Hit Points: 52(8d8+16)
Speed: 30 ft



STR	DEX	CON	INT	WIS	CHA
15(+2)	10(+0)	14(+2)	3(-4)	10(+0)	6(-2)

Senses: Darkvision 60 ft, passive perception 10
Challenge: 1 (200 XP)

Actions

- **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) piercing damage.
- **Powerful Charge**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 8(1d12+2) bludgeoning damage. In addition, the target must make a Constitution save (DC 13) or be knocked prone and stunned until the end of the jarhdel's next turn. The jarhdel can only use the powerful charge if it can move at least 10 feet towards a target before making the attack.

The jarhdel are beastly creatures that are able to dwell in a wide range of environments. They stand about 3 feet at the shoulder and are about 6 feet long from head to tail. They have four long, jointed legs with thin clawed toes that allow them to gain purchase on steep rises, icy ledges, or even on slippery rocks. Their heads are broad and covered in an angled plate of bone that allows them to ram their victims, but also protects them

from the thrashing of their prey. Their jaws are long and filled with cutting saber-like incisors at the fore and rending teeth at the back. They are wide and bulky and do not run terribly quickly, but their bodies have several bright blue colorations that often confuse less intelligent prey. A thick hide of short horns protects the flanks and back, though their bellies have no protection at all. Their most peculiar feature is undoubtedly the large 'sails' they are able to unfold from their backside. They are able to unfold two, long spiny, sails from their back. These sails consist of a thin membrane of skin connected to boney spikes. They have a short tail, used mainly for balance.

Wide-Ranging. The jarhdel prefer to dwell in cool environments but are able to dwell almost anywhere. Their sails, filled with blood vessels, allow them to regulate their body temperatures from one extreme to the next. This allows them to hunt in most environments and throughout much of the year. When the sails are flush with blood, they turn a bright orange color; this color often serves to distract their prey.

Ambush Predators. The jardhel are wide-ranging, traveling in packs of 1-8. There is always one adult male, the rest being female with 1-2 young. Solitary encounters are almost always with young males, hunting the tundra for an older male they can unseat. They are very capable hunters and will eat almost anything they can take down. They are not particularly fast and as such usually wait for their prey to pass near, charge, ramming them, and pouncing upon them. They are scavengers as well, eating almost anything they find dead on the plains.

In Aihrde

The jarhdel were largely restricted to the northern regions of the world and rarely seen in the southern climes before the age of the Winter Dark. When the horned god filtered the sun's light, the snows began falling and the jarhdel's population exploded as a whole new range of hunting grounds opened up to them. They adapted to a wide range of terrain and humanoids, humans, and demi-humans became a major part of their prey. They ranged into the Lands of Ursal (the Cradle of the World) where they became a terror throughout. A favorite target for hunters for both their meat and their heads, the jarhdel were favored by the nobility of Unklar's court, at least for a while, as decorations.

When the Winter Dark receded, the jarhdel remained behind, their sails proving a highly efficient adaptation, allowing them to live in almost any environment. They are now encountered almost anywhere in the world.

JOLMUEN

Large Aberration, Chaotic Evil

Armor Class: 15 (natural armor)
Hit Points: 153 (18d10+54)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	11(+0)	16(+3)	8(-1)	9(-1)	11(+0)

Skills: Perception+2
Senses: Darkvision 60 Ft, Passive Perception 17
Languages: Common
Challenge: 6 (2300 XP)

Special Qualities

- **Superior Smell**. The Jolmuen has an amazing sense of smell. It has advantage on all perception checks that involve scent.

Actions

- **Multiattack**. The Jolmuen can make 4 weapon attacks, 2 weapon attacks and 2 hoof attacks, one gore attack or attempt a trample.
- **Longsword**. +6 to hit, reach 5 ft, one target. Hit: 12 (2d8+3) slashing damage.
- **Hoof**. +6 to hit, reach 5 ft, one target. Hit: 10(2d6+3) bludgeoning damage.
- **Gore**. +6 to hit, reach 10 ft, one target. Hit: 16(2d12+3) piercing damage.
- **Trample**. If the Jolmuen can run at least 10 feet towards a target, it can attempt to trample them. The target must make a Dexterity save (DC 15). If the target saves, they dodge the charge without further effect. If they miss the save, the target immediately takes 22(3d12+3) piercing damage and is knocked prone. In addition, the Jolmuen can make 2 hoof attacks on the target with advantage.

These strange creatures are a mix between a boar and a giant; with the body of a boar, and the upper torso of a dwarf. They have four arms, thickly muscled from which they wield weapons of stone or iron. Their bestial faces are thick, flat, and round, four huge tusks sprouting from the horizontal gash that is their mouth. A thick coarse hair covers much of their torso, almost as

thick as the boar's body; this affords them a simple armor. Their eyes are small as are their ears, but their noses are broad and flat and very sensitive. They usually wear some type of harness in order to manage their weapons.

Nomadic Hunters. The jolmuen are fierce fighters, attacking most of everything they encounter. They are carnivorous and require a great deal of food to sustain them. They do not nest up or have lairs, carrying everything they own or value on their backs in the form of satchels, packs, barrels, and the like. They are nomadic but are very migratory, visiting the same seasonal locations as food waxes and wanes.

In Aihrde

Creations of the Ichlun the Goblin Sorcerer, the jolmuen served to flesh out the ranks of the goblins in their eternal wars with the dwarves. The first recordings of them come from the annals of the Alanti when the goblins lords used them to batter down the walls of their coastal towers. The creatures proved difficult to slay and their brute power became a terror to the common ranks of the dwarves. But, as with all things born of ill design, they were flawed. Unable to follow directions, nor to stay on task, the jolmuen fell easy prey to the highly organized dwarves . . . at least when the dwarves marched in such numbers as to weigh them down.

In the end, the wars ground to a halt for both races of dwarf and goblin butchered themselves upon the rocks of history. The jolmuen thrived, however, spreading across the land where they enjoyed reaping mayhem in all regions of the world.

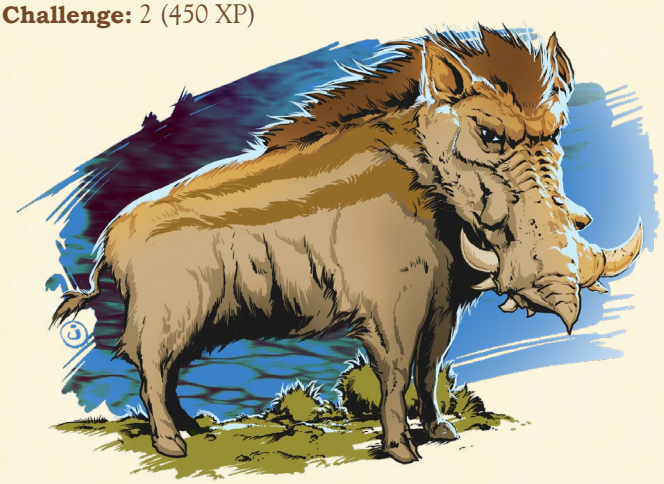
JOLNOCH

Large Beast, Neutral

Armor Class: 13 (Natural armor)
Hit Points: 85 (10d10+30)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	10(+0)	16(+3)	2(-4)	10(+0)	6(-2)

Damage Resistance: Cold
Senses: Passive Perception 10
Challenge: 2 (450 XP)



Actions

- **Bite**. Melee Weapon Attack. +5 to hit, reach 5 ft, one target. Hit: 12 (2d8+3) piercing damage.
- **Charge**. If the Jolnoch can run at least 20 ft towards a target and hit with a bite attack, it does an additional 9 (2d8) damage. Further, the target must make a Strength save (DC 13) or be knocked prone.

The jolnoch are large boar-like beasts, down to the hooves and snout. Barrel-chested, these massive creatures stand up to six feet at the shoulder. Their light brown fur is very thick and short; spots intermix with two distinctive white stripes that run from the shoulder to the tail. Unlike regular boars these creatures are predators, hunting the plains for prey large and small. They prefer cold climates, though on occasion range into warmer regions.

Hunters and Trackers. The jolnoch hunts by scent, tracking its prey over great distances.

Special Skin. They are prized for their skin, for once it is properly cured it makes an astounding cloak. Such a cloak grants the wearer the same protection as if an endure elements (cold) spell were cast, but the effect wears out over time.

Reckless Attacker. The jolnoch stalks its prey; once located, it breaks into a charge, slamming the victim with its massive head and then rending it with fangs.

In Aihrde

The creatures are found largely in Hunlands and Gottland and further north. Their skins bring 50gp in the open market. Halflings love to hunt them for the challenge is tremendous, as is the risk.

JORAL FISH

Large Beast, Neutral Evil

Armor Class: 17 (Natural armor)
Hit Points: 90 (12d10+24)
Speed: Swim 60 ft

STR	DEX	CON	INT	WIS	CHA
19(+4)	10(+0)	14(+2)	16(+3)	15(+2)	11(+0)

Skills: Perception +4
Senses: Darkvision 30 ft, passive perception 14
Challenge: 3 (700 XP)

Special Qualities

- **Water Breathing**. The joral fish can only breathe underwater.
- **Ram**. The joral fish can ram small watercraft, using its hard head as a battering ram and doing 11 (2d10) damage to the craft.

Actions

- **Bite**. Melee Weapon Attack: +6 to hit, 5 ft reach, one target. Hit: 17 (3d8+4) piercing damage. In addition, the

target must make a Dexterity save (DC 15) or be grabbed.

- **Grab**. While a target is grabbed, it is considered grappled and suffers 11(2d6+4) bludgeoning damage at the end of each of its turns as the joral crushes it with its powerful jaws. The target remains grabbed until they succeed at an escape roll (DC 15). The joral has advantage on its attacks against the target while it is grabbed.

This huge fish is found in most freshwater rivers and large lakes. As an adult, they range up to 8 feet in length, with powerful pectoral fins and a long spiny-dorsal fin. The joral fish is a deep blue above the lateral line but white or light blue below. A naked bone carapace marks the fish's head, the jaws coming together in a maw that consists of bone-teeth inseparable from the head itself. Two massive bone-teeth on the bottom and two on the top allow the joral fish to grip almost any prey. Two wide eyes are set just above the bone carapace.

Intelligent Hunters. The joral fish is a very intelligent creature and as such is able to learn from its experiences to solve problems. This makes the predator extremely dangerous. By the time they have reached adulthood they are able to recognize prey and understand how to get at them, whether knocking someone out of a boat, sinking a boat, or even swimming in shallow waters without getting stuck. The joral is far more than a fish.

Survival of the Fittest. When the fish breeds they drop live young in deep, slow-moving or still parts of whatever water they live in. There the fish feeds on smaller fish, crustaceans as well as scavenge for food. They grow only slowly and the young die at an extraordinary rate for they are aggressive and live in a predacious world. Those that live do so through experience, experiences they retain and utilize in future hunts. They are not partial to anything in particular, only flesh, but they are willing to ram boats to get it.

Accidental Hoarders. Joral fish nest in deep hollows beneath river banks. They often drag their prey there to devour and for this reason, many of their lairs are filled with items both magical and mundane. The fish itself is highly sought after, particularly in its infant stage, as they are put in castle moats to guard against intruders.

Dragged to their Doom. This highly predacious fish hunts almost any type of prey it feels it can bring under the water and drown. It particularly hunts creatures in boats, ramming the craft and attempting to dislodge anyone in it as they are far more likely to sink due to clothing and armor. Once they have picked their prey, they bite it and attempt to drag it under the water.

In Aihrde

joral fish are common in almost all the rivers and large lakes of Aihrde. They are a favored fish to hunt and kill in the Aenochian Forest. Often fishermen go after them with a knife alone, for the challenge of slaying one in battle under the water is seen as a great feat and honor.

JUNG-MULE

Large Beast, Lawful Evil

Armor Class: 16(natural armor)
Hit Points: 90(12d10+24)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
20(+5)	7(-2)	15(+2)	4(-3)	12(+1)	4(-3)

Skills: Perception+3
Condition Immunities: blinded
Senses: Tremorsense 200 ft
Challenge: 3 (700 XP)

Special Qualities

- **Beast of Burden**. The jung-mule can carry far more than its strength would normally allow. It can move normally carrying up to 1000 pounds and is able to move up to 4000 pounds.

Actions

- **Slam**. Melee Weapon Attack: +7 to hit, 5 ft, one target. Hit: 16(2d10+5) bludgeoning damage.
- **Trample**. If the jung-mule can move at least 15 feet towards a target and then makes a successful attack with its slam, it gets to trample the target. The target must make a Dexterity save (DC 14). On a failed save, the target is knocked prone and takes an additional 11(2d10) bludgeoning damage from the creature's feet stomping it. On a successful save, the target takes half damage and is not knocked prone.

These massive, eight-legged beasts have thick, armor-plated bodies. Shovel-like horns crown their broad heads, but beneath these where a snout should be, is a third horn; pointing down, this horn is sharper but as broad as the other two. Beneath this third horn lies their wide mouth, lined with razor-sharp,

small teeth. Their eyes and ears are small and set deep in their armored plates, but these are almost useless organs, for the beast is equipped with an amazing ability to detect motion even in the most inhospitable environments. Thick, coarse hair covers them from head to six cloven feet.

Herd Animals. These creatures travel in small herds dominated by a matriarch. This dominant female determines what the herd does and where it goes. She always feeds first. If one jung-mule is spotted it is usually a buck searching for a mate. These are always aggressive. Generally, the jung-mule scavenges for its meal, however, they hunt anything and eat any other creature, living or dead.

Adapted for Cold. The horns, though used as a weapon, are an adaptation that allows them to move through the thick snow and ice. They are normally found in colder climes, but if the hunting is good often wander into warmer temperatures during the winter months.

Superior Mounts. They are excellent mounts, easy to tame and generally agreeable if they are regularly fed. They are able to move massive weight, up to 4000 lbs, with their shovel-like horns.

Sonar. Their ability to detect motion through sound and put shape to it augments their poorly developed eyesight and hearing. Through this sonar, they are able to "see and hear" up to 200 feet away. This sonar is magical in nature and is not obstructed by weather patterns or even solid surfaces such as rock. It works in many respects as the spell *clairaudience* and *clairvoyance*, without the limitation that the jung-mule has to be familiar with the area he is detecting.

In Aihrde

For long millennia, these creatures ranged in the frozen tundras and highlands. The orcs of the Marl tamed them and used them for all manner of tasks; as beasts of burden, in construction, and as battle mounts. Their short hair is thick and used for armor, clothing, footwear, and the like. During the Winter Dark, the beast spread rapidly across the world of Aihrde and quickly became the standard mount. Their diet of flesh mixed well with an ability to shovel large amounts of snow from their paths for troops and travelers. Most armies possessed huge herds of the beasts that always moved ahead of the main body, shoveling roadways for the lesser creatures to pass; hence their name "Jung", meaning snow, mule.

K

KAVRUN HOUND

Medium Aberration, Chaotic Evil

Armor Class: 16(natural armor)
Hit Points: 78(12d8+24)
Speed: 50 ft, Burrow 5 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	9(-1)	15(+2)	3(-4)	12(+1)	7(-2)

Senses: Tremorsense 100 ft, Passive perception 16
Challenge: 3 (700 XP)

Special Qualities

- **Superior Sonar**. Due to the creature's incredibly sensitive sonar, it can detect any movement. This renders invisibility useless and means the creature cannot be surprised. It also has advantage on all perception checks.
- **Group Press**. If more than one kavrun hound is attacking a target, that target is at disadvantage to save against their trip. Further, they strike in rapid succession. If a target is knocked prone by the first trip attack, all other kavrun get to strike the target while prone.

Actions

- **Multiattack**. The kavrun hound makes three attacks, two with its claws and one with its bite.
- **Claw**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6(1d6+3) Slashing Damage.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8(1d10+3) Piercing Damage. The target may also be subject to a trip.
- **Trip**. Any time the kavrun hits a creature of large size or smaller with its bite attack, the target must make a Strength save (DC 15) or be knocked prone.

Kavrun hounds are vaguely dog-like creatures that live in caves, dungeons, and the like. Their armored heads are little more than bone-covered jaws, jagged fangs, and long hair-like stalks hanging from their lower jaw. They have neither eyes nor nose of which to speak. Bony plates protect the creature's back, flanks, and legs; the plates overlap, providing an inter-locking defense. On their bellies, their tissue is soft and pink. They have broad, flat, tails, also thickly armored. Thick claws designed to dig in through stone cap all four of their long legs.

Tunnel Fighters. The kavrun hound is heavily armored on the top and upon its head; however, the beast's brain actually lies in the base of its tail. This tail is highly flexible and able to coil up underneath the creature's belly, protecting it if the need arises. They do not see nor hear the world around them, but rather detect movement through the highly sensitive stalks upon their jaws. They are able to detect temperature variations as well as movement and any seismic activity. Though they

dwell beneath the ground, they do venture out of their caverns, but shy away from wide-open spaces, preferring swamps, forests, jungles, and scrub-land. They do not nest, but rather lay eggs in holes or fissures. The eggs mature and hatch on their own and the young are born full-grown.

Pack Attackers. kavrun hounds are extremely aggressive, pack animals. The kavrun hound always attacks by charging its prey; head low to the ground with the object of flipping or tripping the creature so that it can leap on top of it. They attack in groups, one using its weight to knock an opponent off balance while the other(s) use their weight to trip them.

Tunnelers. The hound can tunnel with amazing speed, digging through dirt at 5 feet per round and stone up to 6 inches per round. The tunnel ranges about 2 by 3 feet in diameter.

In Aihrde

The goblins bred the kavrun hounds in their deep tunnels, long before the Goblin-Dwarf wars. They used the beasts for a variety of purposes; as beasts of burden they could carry up to 40 lbs. of weight, as guards they were impossible to surprise; in the tunnels, they dug constantly; in the attack, they bore the same lust for battle that their master's possessed. The kavrun proved a terror to the dwarves in the early wars who had little experience with such creatures. But in time, a whole class of kavrun-hunters developed, hard-bitten dwarves, wild and savage, whose sole task was to hunt the beasts and slay them and their masters. This art was never lost and even today hunt the creatures. These hunters are called the Pulsoldat, the Dog Soldiers.

The kavrun were never exterminated, however, and they propagated in the dark places of the earth after the end of the Stone Wars, that last battle between dwarf and goblin.

They are common to the underground world but far wilder now, with little memory of their past connection to the goblins. Though some of that fell race, mostly the eldritch goblins, reach out from time to time, attempting to bring them back to the fold. To this end, they are forever in search of the eggs of these beasts, so they may breed them in captivity. They pay a handsome price in Ngorondoro, up to 500gp for an egg.

KIMER STEPPE DEVIL

Medium Beast, Neutral

Armor Class: 13
Hit Points: 22(5d8)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	11(+0)	3(-4)	10(+0)	5(-3)

Skills: Stealth +5
Senses: Passive Perception 15
Challenge: ½ (100 XP)

Special Qualities

- **Superior Scent**. The kimer has a highly developed sense of smell. It gains advantage on all perception checks that might involve smell.
- **Born Grappler**. If the kimer has a target grappled, it gains advantage on all of its attacks against that target.

Actions

- **Multiattack**. The kimer attacks once with its claws and once with its beak. It always attacks a single target.
- **Claws**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5(1d4+3) piercing damage. The target is must make an escape check (DC 13) or be grappled.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) piercing damage.

The kimer steppe devils are mammalian creatures found in many climes, but preferring the open country of steppes or prairies. They are long and sleek, with a narrow neck and head. They have a beak at the end of their snout used for digging out prey from the dry rocky ground or tearing flesh from larger prey animals. Steppe devils are six-legged creatures that stand several feet at the shoulder, about the size of an adult greyhound. Each paw is six-toed and clawed, though the claws are not used as weapons, but rather for gripping moving prey while they tear at it with their powerful jaws. Their fur is short, with dark spots. They are ferocious and almost fearless animals who scavenge as much as they hunt.

Pack Predators. kimer are normally pack creatures, usually traveling in packs of 2-5, though sometimes 1-2 pups are found with the pack as well. When a kimer pack locates a good area for hunting, usually along a well-traveled road, near ready sources of prey like farms or where herd animals graze, they dig elaborate dens. Dens are usually dug into the earth, under an overhang, etc. The kimer drag prey back to the den where they rend it into pieces, dragging chunks down into the hole. Any treasure found is usually littered around the mouth of the den.

The Kimer Steppe Devil in Aihrde

Steppe devils are found mostly in the open savannah to the east of New Aenoch. They range as far north as the Frozen Salt Flats, and far to the east. However, during the long reign of Unklar, they were occasionally used as mounts and dogs by halflings.

The kimer clan was the first to tame these beasts and use them in battle. Since the fall of Unklar, they have spread their range into the Cradle of the World, reaching as far as the Inner Sea. Some are still used by those halflings who have retained their nomadic lifestyles. They are expensive to purchase and hard to train. Usually, pups bring several hundred gold on the open market and a trained mount upwards to a thousand.

KULN (TROLL) BIRD

Small Beast, neutral

Armor Class: 11
Hit Points: 9(2d6+2)
Speed: 10 ft Fly 60 ft

STR	DEX	CON	INT	WIS	CHA
5(-3)	13(+1)	12(+1)	3(-4)	12(+1)	6(-2)

Senses: Passive Perception 11
Challenge: 1/8(25 XP)

Special Qualities

- **Captivating Song**. All creatures within 200 ft of a kuln bird must make a Charisma save (DC 13) or be affected as if by a *slow* spell. However, once affected, the creature remains under the effect until they can no longer hear the song or the effect is dispelled. If a creature succeeds on their save, they are immune to this effect for 24 hours. Trolls and Troll kin are immune to this particular effect.
- **Summon Troll**. Any troll within a quarter-mile of the kuln, upon hearing its song, will be struck with great hunger. Unless they have an immediate supply of food, they will seek out the source of the sound, associating it with food.

Actions

- **Claws**. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 1 slashing damage.

The kuln bird is a large bird whose wingspan is roughly that of a raven's, about 45-50 inches. They are black with white tail feathers and a distinctive circular patch of red beneath each eye. They have long black beaks and claws. The kuln bird's middle digit on both feet is particularly long, thickly muscled, and capped with a wickedly curved claw. This claw is used to rend flesh from the dead.

Wide-ranging. Kuln birds dwell in most deciduous forests, and some species, slightly smaller, have spread to jungle environs. They are also commonly found in the mountains. Regardless of the wood, dale, or mountain, the kuln bird dwells in the lower branches of trees, along outcroppings of rock, and similar low-hanging roosts watching natural and man-made paths and roads.

Symbiotic with Trolls. They always nest near a troll's den or lair for they have developed a symbiotic relationship with the troll. They survive on a diet of meat, and though they can eat just about anything, dead or alive, their most favored meat is that of humans, dwarves, and giants. It is for this reason that they primarily dwell along paths and roads. They wait for passing travelers and when they spy them they begin to follow them. The kuln bird is of course too small to hurt or otherwise harm a grown man or dwarf, much less a giant, but they are very vocal and once they have spied a meal they begin following it calling out in their strange sing-song warble. Any troll worth its salt knows the call well and knows that there is a goodly chance a meal is nearby. The kuln bird is almost always near a troll, within a few miles. Regardless of where the troll is if the bird spies a potential meal it begins its call, if the troll is several miles off it begins its call and heads toward the troll in short flights, hoping to summon it.

Scavengers. Kuln birds themselves do not attack creatures unless they are prone on the ground and seem lifeless or near death. They do use their captivating song to charm their prey, slowing them down and simultaneously summon a troll to attack their intended meal, so that they can devour the carcass once the troll abandons it.

In Aihrde

Kuln birds are a scourge in Aihrde. Their symbiotic relationship with trolls is accounted the main reason for that creature's spread into civilized lands, for where men or dwarves are, the birds travel and they bring the trolls with them. They are widespread and known in all the realms of the Lands of Ursal and beyond, but they are a particular nuisance in Eisenheim, Northern Augsberg, and the Rhuneland. Trolls have followed the bird

down from the Grundliche Mountains, settled in the river bottoms, and hound and hunt many a village. A sect of rangers has sprung up in those lands whose primary task is to hunt the birds and the trolls they bring.

KUN MUR

Medium celestial, chaotic good

Armor Class: 14 (Dexterity)
Hit Points: 17 (3d8+3 HD)
Speed: 40ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	12 (+1)	15 (+3)	16 (+2)

Skills: Arcana +3
Saves: Dexterity +6, Wisdom +5
Damage Immunities: Necrotic, Poison
Condition Immunities: Charmed, Exhaustion, Frightened, Poisoned
Damage Resistance: radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Senses: Truesight 120 ft, Passive Perception 15
Languages: All, telepathy, 120 ft.
Challenge: 1 (200 XP)

Special Qualities

- **Kun Mur Lamp.** The lamp of the Kun Mur is bound to the creature itself. If the creature dies there is a 10% chance that the lamp is extinguished. If not, and one masters it, requiring a DC 30 Intelligence (Arcana) check, the lamp can act as a *trap the soul* spell for one soul.

Actions

- **Trap the Soul (recharge 6).** The Kun Mur targets a single person and opens its lamp, exposing the targeted creature to its full light. The creature must make a DC 15 Charisma save or be bound in the lamp as with a *trap the soul* spell. Success means the creature is immune to that same Kun Mur's lamp for 24 hours.

The Empty Light. The Kun Mur, the Empty Light, Lamps of the Gray Waste, are creatures bound to the realms beyond, that serve as both guides and terrors. They are lithe, small fey-like creatures that resemble a young elf-like female. They are often pale in color, matching the nothingness wherein they live, though their skin changes with the environment they pass through. They dress in simple garbs of white or cream-colored linen. In conversation, they seem distracted by other thoughts and are rarely in the moment. They carry a lamp with them always, to aid them in finding souls and snaring the unwary. They possess a stone as well, a simple shard of crystal, they wear as a piece of jewelry.

Rescuers of the lost. The Kun Mur are child-like, innocent of wrongdoing and suffering. They have no understanding of what they do or why, only a driving need to find a soul and attach themselves to it. They dwell in Gehenna for the most part, though wander the other planes from time to time. They are not mindless creatures, but they are incomplete and are forever seeking to make themselves whole. Their one great purpose is to find meaning in life. To this end, they hunt for lost souls who wander the Gray Waste, men, or women, and when they find one, they snare it and bind it. In binding it the stone reveals surface memories, often broken now with the confusion and disorientation of death. These memories are incomplete, fractured, and often several memories bound as one. But the Kun Mur does not know nor understand this and takes the first memory they find and recasting it gives the soul a part of its life they have lost.

This memory is always incongruous with reality. It might be sitting in a chair in the wilderness, eating at a table made of books, warming one's feet before a fireplace filled with flying birds. The Kun Mur has no experience in the world and no reference points and recasts only what it sees. For its part, the snared soul becomes lost in this memory, though it never seems to care, for it is reliving a moment, however odd, that it thought it once knew.

Beckoned by imagery. To summon a Kun Mur to hunt for a soul on the Grey Waste you must bait them with imagery.

Summon them by placing something with the image or personal connection of the lost soul. Something special must draw them to the soul, a coin with the likeness of the soul's face upon it, a gem taken from them in life, and so on. Once the Kun Mur sees this, she will hunt the lost soul and bind with it.

Wardens of souls. The Kun Mur do not actively engage in combat, but if hounded or harassed by the living, dead, or demons from Gehenna they will, in a pinch turn and open their lanterns, exposing the enemy to the full power held within. The lamp is a receptacle for souls, filled with creatures that attack the Kun Mur or threaten it. It is for this reason that the demons of Gehenna avoid the Kun Mur and leave the souls they have harvested in peace. If extinguished or lost or in any way broken and the light ruined, any bound soul in the lamp breaks free.

In Aihrde

The Kun Mur are ethereal creatures born of an errant thought of Ea-Raena. They dwell in the Gray Waste of the Wretched Plains. The learned know that they are creatures that are inherently good and able to offer a safe refuge for souls lost upon the Waste. A soul cast out into the Gray Waste invites utter destruction. Souls who wander there do so listlessly, moving without purpose, but their end is always the same. The demons of the Gray Waster devour some. The flames of the Burnt Stone incinerate the others, casting them back out as a gray dust that settles upon the land. For the lucky few, the Kun Mur find them, snare them, and keep them from wandering to the stone. For this reason, travelers on the Gray Waste encounter the occasional strange scene of a couple living out some malformed mundane act of the living.

Wizards, illusionists, and other sages prize the lamps of the Kun Mur.

KUTHIS (BAY OF TOTH)

Small Fey, Neutral Evil

Armor Class: 13 (Natural Armor)
Hit Points: 7 (2d6)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
8(-1)	13(+1)	10(+0)	11(+0)	12(+1)	10(+0)

Skills: Stealth+3
Senses: Passive perception 11
Languages: Understands Sylvan but cannot speak
Challenge: 1/8 (25 XP)

Special Qualities

- **Silent Movement**. Kuthis are naturally silent in their movements until they choose to make noise. They have advantage on Stealth rolls.

Actions

- **Bite**. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 4(1d6+1) piercing damage. The first time a target is of medium size or smaller is bitten by a Kuthis in a round, they must make a Dexterity save (DC 13) or be knocked prone.

The kuthis are black wolf-like beasts. They are shorter than wolves, with long torsos and even longer tails. Their fur is short and disheveled, and always very dark. Between their shoulders lies a great tuft of hair, like a hunch back. Long snouts, filled with wickedly sharp teeth, afford them an amazing sense of smell. The snout of the kuthis is hairless, resembling the bone beneath. Their foremost fangs are long, protruding beneath the lower jaw. Retractable claws serve the kuthis well when they attempt to grasp prey they are taking down. Their eyes reflect a deep red color.

Pack Animals. The kuthis almost always hunt in packs. They always hunt demi-humans, humans, giants, or humanoids. They never hunt or attack animals unless pressed. When they single out their prey they hound it, chasing it, by baying, howling, and barking in their pursuit. If encountering a single kuthis it is always a weaker beast, low hit points, unable to maintain itself in a pack.

Mob tactics. The kuthis are pack-oriented animals. They attack in waves; the second to the strongest beast always strikes first, attempting to bite the prey in such a way as to make it off balance, usually by biting an arm. The second and third pack leaders strike the victim from different angles and directions, attempting to keep the prey spinning around and off-balance. As soon as it falls, the pack leaps upon the victim and rends it.

In Aihrde

These creatures of fey are some of the many beasts to form from the demise of Mordius. So great was the evil perpetrated by Ornduhl at her slaying, that the act itself saw the birth of many fantastic creatures. Most of these came into the world as shades of the murder itself, evil and filled with a hatred of all living things. The kuthis are such creatures; mad with hatred, they hunt men

whenever they encounter them. Ranging through the wilderness, never resting nor holing up, the kuthis hunt continually. It is believed that once they make a kill, they do not eat the meat because they are busy dragging the victim's soul to the Shadow Realms, where the victim suffers the torments of the dark lords of those never-ending planes. It is said that when they bay the voice of Toth, Keeper of the Dead, can be heard in their voices.

Many believe that the kuthis are harbingers of death. If they are spotted, those who see them first are likely to suffer death very soon. In order to avoid this fate, the victim must call for a boon from one of the Val-Earhukun. If the boon is granted, the victim is spared, if not, and the victim dies, the boon went unheard.

Wizards prize these hounds as guardians.

KUTHITE

Large Fey, Neutral Evil

Armor Class: 16(natural armor)
Hit Points: 105(14d10+28)
Speed: 40 ft, Climb 30 ft

STR	DEX	CON	INT	WIS	CHA
13(+1)	17(+3)	14(+2)	16(+3)	15(+2)	14(+2)

Skills: History+5, Perception+4
Saves: Dexterity+5, Charisma+4
Senses: Dark vision 60 ft
Languages: Common, Sylvan
Challenge: 4 (1100 XP)

Special Qualities

Spell Resistance. The kuthite has advantage on saving throws against spells and other magical effects.

Actions

- **Multiattack**. The kuthite can fire twice with its bow, strike once with its tail, or constrict.
- **Bow**. Ranged Weapon Attack: +6 to hit, range 150/600 ft, one target. Hit: 13(2d8+4) piercing damage.
- **Tail**. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 7(1d8+3) bludgeoning damage. The target must make an escape roll (DC 13) or be grappled.
- **Constriction**. If the kuthite has a target grappled at the beginning of its turn, it may use its action to constrict them. The target takes 14(3d8+1) bludgeoning damage and is considered restrained.

The kuthite's torsos, heads, and arms resemble those of beautiful humans, resting upon a long snake's body. They have bat-like wings with a span of over a dozen feet. Their skin is flawless, pale, and supple, covered only by their hair which they wear long, bound up from time to time with silver or gold broaches. Their beauty is legendary, rivaling that of any of the fey. Despite having wings, the kuthite are horrible in flight, rarely able to get more than a few feet off the ground. The wings serve more for

balance while they use their long snake form to coil and climb up surfaces. In this way, they can climb vertical planes.

Eternal Recluses. The creatures are immortal, living out their lives in almost any terrain but preferring regions where they can nest high off the ground and far from the interference of other creatures. They are commonly found in abandoned castles and towers.

Dangerous Curiosity. The kuthite are very curious creatures and rarely pass up an opportunity to molest travelers or any who come near their lairs. Though not wholly evil, they are possessed by an innate greed that often drives them to kill those they molest.

Archers. The kuthite favor the bow in combat. Though they disdain clothing and armor of any type, they are able to fashion bows and arrows. Their skills are immense with the weapon and their speed beyond that of normal creatures; as such they can shoot two arrows per round. The kuthite are able to use the bow in close action combat, shooting victims they are constricting.

In Aihrde

The kuthite are of the order of Val-Earhakun who came to Aihrde during the long dark ages while the All Father fashioned the world. The songs do not reference them and they have not partaken in any of the many wars that have raged since those long-ago days.

Their bows are magical +1 bows and their arrows +1 as well.

L

LAKARN

Huge Beast, Neutral

Armor Class: 13 (natural armor)
Hit Points: 315 (30d12+120)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	18 (+4)	3 (-4)	11 (+0)	6 (-2)

Damage Resistance: cold
Senses: Passive Perception 10
Challenge: 11 (7200 XP)

Special Qualities

- **Powerful Charge**. If the lakarn can move at least 20 ft towards an opponent and make a Gore attack, the attack does an additional 22 (4d10) bludgeoning damage. The target must succeed at a Dexterity save (DC 14) or take an additional 7 (2d6) bludgeoning damage and be knocked prone.
- **Trample**. If the lakarn can move over a prone opponent, it can make a free stomp attack in addition to any other actions it takes.

Actions

- **Gore**. Melee Weapon Attack. +11 to hit, reach 5 ft, one target. Hit: 23 (3d10+7) piercing damage.
- **Stomp**. Melee Weapon Attack: +11 to hit, reach 5 ft, one prone target. Hit: 34 (5d10+7) bludgeoning damage.

These giant herbivores stand, on average, 20 feet at the shoulder. Four thick, trunk-like legs support their massive bulk. They have broad heads, narrows eyes, and long, thin ears. Their crown is topped by a massive set of flat antlers, more akin to a moose than anything else. Covered in thick hair, they are perfectly adapted to winter or cold environments.

Herds. Generally traveling in family groups of one large male and a dozen or so females and calves, the lakarn is constantly on the move as they deplete their local food supplies rather quickly.

Massive Mounts. Lakarn are used by mounts in some regions; as once tamed, they are easy to control and quickly adapt the trainer/rider into their family group, becoming very protective of them.

Ornery. The lakarn uses its horns to shovel snow from its food source or in battle, attacking others of its own species or any creatures foolhardy enough to hunt them. They are particularly aggressive and do not hesitate to charge any creature that they deem threatening. It usually threatens the creature first by lowering its head and waving it from side to side. If the horns and the sheer bulk of the beast do not frighten the foe, the lakarn charges, ramming its target, and once knocked prone, stomping it into the ground. When the bull feels its calves are threatened it rampages, fighting despite any wounds inflicted.

In Aihrde

For centuries, the lakarn dwelt in the far northern extremes where the weather held cold most of the year-round. There they were hunted by the northern peoples, the Engale, and on occasion tamed as beasts of burden and war beasts.

During the age of the Winter Dark, they expanded their range tremendously, spreading throughout all the lands of Aenoch and Ethrum. The Lords of Aufstrag adopted the northern habit of taming them and quickly adopted them into the armies of the Dark Lord. Their uncertain temperament left many a battle undecided, as the beasts rampaged upon their own armies as well as the enemies. But their loyalty to their riders proved a lure to continue using them. The generals had armored forged for the beasts and they were often decked out in heavy sheets of illustrative plate; their horns capped and sharpened were crusted with gold and other precious metals; their heads crowned in iron bands and their legs covered in chain. They posed a formable site to any who stood against them.

In the squalor of Unklar's fall, they remained in the southern lands. Long winters and wet springs made their continued roaming possible. Few use them for war beasts now, though some remain in the pens of Aufstrag and the Hlobane breed and train them on occasion.

LAUK

Large Aberration, Lawful Evil

Armor Class: 16 (natural armor)
Hit Points: 170 (20d10+60)
Speed: 40 ft, Burrow 10 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	6 (-2)	11 (+0)	5 (-3)

Damage Immunities: cold
Damage Resistance: fire
Senses: Dark vision 60 ft, passive perception 10
Challenge: 6 (2300 XP)

Actions

- **Multiattack**. The lauk can attack with its claws and its tusks each round.
- **Claws**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 9(2d4+4) slashing damage.
- **Tusks**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 15(2d10+4) piercing damage.
- **Icy Breath (Recharge 6)**. The lauk fills a 60 ft cone with thick icy vapor. The entire area is lightly obscured and considered difficult terrain for one minute. Any creature in the area when it is created must make a Dexterity save (DC 15), taking 16(3d10) cold damage on a failed save, or half as much on a successful one. Thereafter, any creature that ends its turn in the area takes 7(2d6) cold damage. The area disperses after one minute.

The lauk are massive creatures that walk with an odd, shambling gait, as their forelegs are slightly shorter than their rear legs. Their long torsos are covered in thick, coarse, white hair except along their spine and chest area, where armored scales dominate. Tufts of hair mingle with the scales making for an untidy appearance. Their feet are like a bear's, but their nails are thick and blunt. The creature's head offers the most outlandish feature, for there the creature is possessed of a broad snout that ends upon the jaw in two inverted tusks. These tusks are actually the creature's front teeth that have grown out and down into the shapes of two massive horns. Their eyes are set forward like any predators and gleam a golden yellow in the sun. A thin coat of ice covers the creatures at all times.

Creatures of Ice. The lauk's skin emanates cold. The air around it crystallizes into ice. Whenever it travels it is followed by the sound of falling sleet; foliage is ofttimes covered with a thin layer of ice and the ground itself is left frozen, where before there was snow, there is now ice.

Hibernating Horrors. The lauk are creatures that hibernate most of the year, laying low in deep caverns during the warm months of spring and the heat of summer. It is only during the winter, when the temperatures fall, that the lauk rouse from their slumbers to terrorize the world. They come forth from their dens with ravenous hunger and though they are herbivores, feeding upon the trees, winter deadfall, and other similar growth, they are vicious when encountered. They view all things as a threat and attack without warning.

Alien. Born of the outer planes the lauk have little reasoning capacity and only an unquenchable desire to destroy things. They are not random in their patterns but calculated, deriving nothing from the world beyond a vague desire for its ending.

Belligerent. When the lauk see a threat they attack immediately, usually through wild threatening gestures, stomping their feet, bellowing, and ramming their tusks into trees, rocks, or any other item near them. This is all in preparation for the charge that must inevitably come. When they do attack, they rush upon the victim, goring them with their tusk, and if threatened or pressed too hard they bellow their icy breath.

In Aihrde

The lauk are ancient beasts fashioned by the gods in the Days before Days. They were bred for hunting, set loose in the wild, and proved the target of many great hunts. Tales speak of the brothers Corthain and Ornduhl hunting the Lauk together and competing one with the other for the most kills. Ornduhl reveled in wrestling the beasts with his hands; in those days the beasts were much greater than they are now. During the Ages of the Dwarves, the lauk became legendary creatures, rare. They wandered the northern climes where the cold held the world in a continual grip and few encountered them.

During the Winter Dark, the world opened for them and that long age of ice and snow became their playground and they wandered in ever-growing herds into the lowlands where they brought death and terror to those they encountered. Unklar's nobles lusted in the hunt of these legendary creatures, but as often as not, the hunters died in the wastelands. With the dark's demise, the creatures settled into a habit of hibernating during the warm months, but as the winters are very harsh on Aihrde, echoing the shadow of the Winter Dark, the lauk come out and bring terror and death wherever they roam.

LAUMEUN

Medium Undead, Neutral Evil

Armor Class: 11
Hit Points: 45(10d8)
Speed: Fly 30 ft

STR	DEX	CON	INT	WIS	CHA
9(-1)	13(+1)	11(+0)	17(+3)	15(+2)	16(+3)

Skills: Arcana+5, stealth+4
Damage Immunities: Poison
Condition Immunities: poisoned, exhausted
Damage Resistance: necrotic, psychic, bludgeoning, piercing, and slashing from non-magical weapons

Senses: darkvision 60 ft, passive perception 12
Languages: Common
Challenge: 2 (450 XP)

Actions

- **Draining Touch**. Melee Weapon Attack: +3 to hit, reach 10 ft, one target. Hit: 4(1d8) necrotic damage. The laumeun gains these hit points as temporary hit points.

Reactions

- **Howl of Despair**. Upon taking damage, the laumeun can issue a horrifying wail. Any creature within 10 feet of the laumeun must make a Charisma save (DC 14) or take 7(2d6) psychic damage.

The laumeun were once humans whose bodies have wasted away, mutating into abominations through a lifetime of misspent sorceries. They are shells of themselves; their flesh largely rotted away, their innards, blackened with corruption, hanging on to their slowly mutating bones. Their muscle has long since decayed and only their sorcery holds them upright, giving them the appearance of floating. The laumeun stink like decayed flesh, the smell attracting hordes of flies, and other insects. They do not wear clothes or armor, nor carry weapons or any other accouterments, for their exposed tissues and bones are very sensitive and cause them great pain when in contact with the physical world.

Fallen Sorcerers. The laumeun are aware of what has happened to them. They well remember the transformation and understand that the sorcery they practiced in life somehow went awry and corrupted them. Filled with anger and constantly suffering pain from their exposed tissues they drift slightly above the ground seeking to visit their agonies on other unfortunate souls. They are attracted to magic-using creatures such as wizards and the like, smelling the sorcery from afar and drifting toward it. They attack any creature using magic or magical weapons on sight. The laumeun no longer practice sorcery, though they remember it well and lust for the power of its return until they fall into ruin, slain by some outsider.

Ancient Blight. The laumeun exist in every clime, both in cities and in the wilderness. Being immortal, they often survive long after their own homes have fallen to dust; dwelling still in the rumps of castles or the fallen remains of towers and the like. Their bones continue to mutate, growing longer, distorted, horns sometimes spring from the bones. The tissues of their guts eventually turn black and cling to the bones as rotting flesh, foul-smelling and diseased.

Silent Killers. The laumeun attack by drifting within ten feet of its victim and drawing off the life essence. They attack in the day or night, but are particularly dangerous at night, as often those being consumed are not aware that they are under attack.

In Aihrde

The laumeun first appeared during the Age of Men when the sorcerers ruled. Lau is the dwarven word for sorcery as is a derogatory word at best. Mastery of the Language of Creation lies beyond many men's capabilities and some succumb to the power of it before they cast it aside. These are the laumeun. The language, corrupted beyond its scope lingers with the laumeun, burning away their flesh and corrupting the mind.

The creatures are considered great abominations by wizards in Aihrde for they failed at their craft, but continue to hound those more successful. It is the fear of all wizards that at some point they too shall become corrupted by their magic and mutate into a laumeun.

LUVANDGAURN

Luvandgaurn (Adult)

Huge beast, unaligned

Armor Class: 18 (natural armor)
Hit Points: 155 (15d12+45)
Speed: 60ft (swim)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	4 (-3)	16 (+3)	7 (-2)

Damage Resistance: cold
Senses: Passive Perception 17, Darkvision 120ft, Blindsight 60ft
Skills: Perception +7, Stealth +6, Survival +7
Challenge: 10 (5,900 XP)

Special Qualities

- **Underwater Stealth.** The luvandgaurn gains advantage on stealth checks while submerged.
- **Capsize.** The luvandgaurn automatically capsizes any ship that it bites, if the ship is half its length or less.

Actions

- **Bite.** *Melee Weapon Attack:* +9 to hit, reach 5ft, one target. *Hit:* 25 (5d8+5) piercing damage, and the victim is grappled and restrained (Escape DC 17). Grappled creatures may repeat the save at the end of each of their turns, ending the effect on itself with a success. The luvandgaurn can hold up to 4 creatures in its jaws like this without releasing a victim.
- **Tail.** *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 25 (4d10+5) bludgeoning damage.

Legendary Actions

The luvandgaurn can take 2 legendary actions per round, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The luvandgaurn regains spent legendary actions at the start of its turn.

- **Thrash.** The luvandgaurn deals an automatic 25 (5d8+5) slashing damage to any creature that it has currently grappled and restrained.
- **Tail Slap.** The luvandgaurn makes a melee attack with its tail.

Luvandgaurn (Young Adult)

Large beast, unaligned

Armor Class: 16 (natural armor)
Hit Points: 67 (7d10+21)
Speed: 40ft (swim)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	4 (-3)	16 (+3)	7 (-2)

Damage Resistance: cold
Senses: Passive Perception 16, Darkvision 60ft, Blindsight 60ft
Skills: Perception +6, Stealth +5, Survival +6
Challenge: 7 (2,900 XP)

Special Qualities

- **Underwater Stealth.** The luvandgaurn gains advantage on stealth checks while submerged.

Actions

- **Bite.** *Melee Weapon Attack:* +7 to hit, reach 5ft, one target. *Hit:* 19 (5d6+4) piercing damage, and the victim is grappled (Escape DC 15). Grappled creatures may repeat the save at the end of each of their turns, ending the effect on itself with a success. The luvandgaurn cannot bite if it currently has a creature grappled.
- **Tail.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 16 (4d6+4) bludgeoning damage.

Legendary Actions

The luvandgaurn can take 2 legendary actions each round, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The luvandgaurn regains spent legendary actions at the start of its turn.

- **Thrash.** The luvandgaurn deals an automatic 19 (5d6+4) slashing damage to any creature that it has currently grappled and restrained.
- **Tail Slap.** The luvandgaurn makes a melee attack with its tail.

Luvandgaurn (Juvenile)

Medium beast, unaligned
Armor Class: 16 (natural armor)
Hit Points: 52 (7d8+14)
Speed: 30ft (swim)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	4 (-3)	15 (+2)	7 (-2)

Damage Resistance: cold
Senses: Passive Perception 14, Darkvision 60ft, Blindsight 60ft
Skills: Perception +4, Stealth +5, Survival +4
Challenge: 2 (450 XP)

Special Qualities

- **Underwater Stealth.** The luvandgaurn gains advantage on stealth checks while submerged.

Actions

- **Bite.** *Melee Weapon Attack:* +5 to hit, reach 5ft, one target. *Hit:* 11 (3d6+2) piercing damage, and the victim is grappled (Escape DC 13). Grappled victims take an additional 3 (1d6) slashing damage each round. Grappled creatures may repeat the save at the end of each of their turns, ending the effect on itself with a success. The luvandgaurn cannot bite if it currently has a creature grappled.
- **Tail.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (2d6+2) bludgeoning damage.

The luvandgaurn is a huge aquatic beast, often ranging up to 50 feet in length. With a long, thick body, four flippers, and a long flat tail, the creature achieves amazing speeds. It has a short neck and a massive head with a long, broad snout. Its massive jaws bear a veritable hedge of massive fangs from 6-8 inches in length. The beast's large eyes are ideally suited for hunting in the deep seas and murky waters.

Luvandgaurn range throughout the known world; they are air-breathers that can survive in salt or fresh water bodies, though they can only spawn in freshwater, normally in and near swamps. When young, they are truly vicious but are also preyed upon by many other predators. As they grow, they become the dominant predators in their area

Voracious Hunters. They are voracious hunters, in constant need of feeding to support their massive bulk. The luvandgaurn are universally feared as they will consume anything from wood to flesh, iron to bone.

Silent Predators. The luvandgaurn glide through the water until their keen eyes spot a possible meal. They attack immediately by rolling to the side and clamping down with their massive jaws. After biting, they will roll with their victim.

In Aihrde

The luvandgaurn, or "tooth-water-monster," are found throughout Aihrde. They are particularly prevalent in the waters around New Aenoch, as the feeding there is always good. They also hunt throughout the sea lanes that run from New Aenoch to Avignon. Many have attempted to train these beasts for war or to otherwise tame them, but all have failed; the creatures have far too little intellect for domestication.

Since the fall of the Winter Dark, these creatures have begun to increase their range up many rivers, swimming upstream when very small and carving out hunting grounds for themselves. They find the old deciduous forests, with their wide range of animal, human and humanoid prey, to be the most favorable. The Darkenfold plays host to some of the largest ever reported.

M

MERIC EEL

Meric Eel (Small)

Medium Beast, Neutral

Armor Class: 13
Hit Points: 27(6d8)
Speed: Swim 30 ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	17(+3)	11(+0)	3(-4)	11(+0)	4(-3)

Skills: Stealth+5
Senses: Passive Perception 10
Challenge: ½ (100 XP)

Special Qualities

- **Camouflage.** Meric eels can conceal themselves exceptionally well in their normal environment. When concealed and motionless, they receive advantage on all stealth checks. Only the lure is visible, and only when they desire it to.
- **Lure.** The meric's lure is something like a dorsal fin, only situated just behind its eyes. It is long and for the first several feet, black. The end however is shaped vaguely like a sword and possesses a bio-luminesce that allows it to grow in the dark. When the fish is hunting it lays the lure down in the muck, where it starts to glow. Anyone who sees the glow must make a successful Intelligence save (DC 13) or be convinced there a magic sword beneath the water.

Actions

- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8(1d10+3) piercing damage.

Meric Eel (Medium)

Medium Beast, Neutral

Armor Class: 14(natural armor)
Hit Points: 66(12d8+12)
Speed: Swim 30 ft

STR	DEX	CON	INT	WIS	CHA
14(+2)	17(+3)	12(+1)	3(-4)	11(+0)	4(-3)

Skills: Stealth+5
Senses: Passive Perception 10
Challenge: 1 (200 XP)

Special Qualities

- **Camouflage**. Meric eels can conceal themselves exceptionally well in their normal environment. When concealed and motionless, they receive advantage on all stealth checks. Only the lure is visible, and only when they desire it to.
- **Lure.** The meric's lure is something like a dorsal fin, only situated just behind its eyes. It is long and for the first several feet, black. The end however is shaped vaguely like a sword and possesses a bio-luminesce that allows it to grow in the dark. When the fish is hunting it lays the lure down in the muck, where it starts to glow. Anyone who sees the glow must make a successful Intelligence save (DC 14) or be convinced there a magic sword beneath the water.

Actions

- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 14(2d10+3) piercing damage.

MERIC EEL (LARGE)

Large Beast, Neutral

Armor Class: 15(natural armor)
Hit Points: 156(24d10+24)
Speed: Swim 30 ft

STR	DEX	CON	INT	WIS	CHA
18(+4)	17(+3)	13(+1)	3(-4)	11(+0)	4(-3)

Skills: Stealth+5
Senses: Passive Perception 10
Challenge: 4 (1100 XP)

Special Qualities

- **Camouflage**. Meric eels can conceal themselves exceptionally well in their normal environment. When concealed and motionless, they receive advantage on all stealth checks. Only the lure is visible, and only when they desire it to.
- **Lure.** The meric's lure is something like a dorsal fin, only situated just behind its eyes. It is long and for the first several feet, black. The end however is shaped vaguely like a sword and possesses a bio-luminesce that allows it to grow in the dark. When the fish is hunting it lays the lure down in the muck, where it starts to glow. Anyone who sees the glow must make a successful Intelligence save (DC 15) or be convinced there a magic sword beneath the water.

Actions

- **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 20(3d10+4) piercing damage.

These long, sleek beasts grow up to 20 feet in length. Their bodies are thin, though tall, ranging a good six feet from pectoral fin to the dorsal. They are dark-skinned, though speckled deep orange spots line their bodies from head to caudal fin. The meric eel's dorsal fin is tall, however, easily as tall as its body and spiny, making it rigid. The creature's mouth is huge and lined with a pharyngeal jaw, a secondary jaw that allows it to grip food better. The most unique feature the meric possesses is the lure, a long protrusion that rises from its head. The lure glows in the dark and possesses the vague shape of a sword or blade. Beneath the murky waters where the eel calls home the lure appears to be a magic sword lying upon the bottom of the lake.

Death Beneath the Waves. The meric eel dwells in any deep body of water, whether a river, lake, sea or ocean, salt or fresh water. They hunt anything they judge that they can eat, which is fairly much anything that enters the water. They are solitary hunters though on occasion two are encountered and these are always in the process of mating. Their young are born live and close to being full-grown, being 12+ feet at birth.

Patient Predators. They are dangerous but stationary hunters as they wait for their prey to come to them. As they do not move often, they do not need to feed very often. Usually once a month or even less depending on how much meat they consume. Their favorite prey is humans, humanoids, and demi-humans, anything that is drawn to the lure of magical treasure.

In Aihrde

Meric eels are a favorite pet of the god Elor. When the magi first walked the world they were arrogant and held themselves unaccountable to the gods. Elor found this amusing so he crafted the meric eel and drove it into all the waters of the world. Knowing their love of magic the eel was given a lure to draw men into the water, where the eel could slay and devour them. Thus overweening pride was answered by a jest of the Val Eahrakun.

MISON MEN

Medium Undead, Chaotic Neutral

Armor Class: 16(natural)
Hit Points: 170(20d8+80)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	11(+0)	19(+4)	13(+1)	15(+2)	12(+1)

Skills: Perception+5
Saves: Con+7, Int+4
Damage Immunities: Poison
Condition Immunities: Poisoned
Senses: Dark Vision 120 ft, passive perception 15
Languages: Common, Draconic
Challenge: 6 (2300 XP)

Special Qualities

- **Blood Rage**. If damage reduces a mison to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken. If they make the save, they instead drop to 1 hit point. In addition, they enter a rage. While in this rage, they gain +2 to damage for all hits and have advantage on all attacks. However, all opponents have advantage to hit them.
- **Magic Resistance**. The mison has advantage on all saving throws against spells and other magical effects.

Actions

- **Multiattack**. The mison makes two attacks with its claws and one attack with its bite. If both claw attacks hit the same target, it also does a Rend attack to that target.

- **Claw**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 6(1d6+3) slashing damage.
- **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 14(2d8+3) piercing damage.
- **Rend**. If both claws hit one target, the Mison does an additional 10(3d6) damage to that target.

Mison men are ancient mountain warriors who have returned to the world by the magic bound in the bones of dead dragons. Mison men rise up from the grave and equip themselves with the skin and bones of the dead dragon, appearing in the guise of men adorned in plates of dragon scale. Mison men are about the size of a large human, with heights ranging from six to eight feet. They weigh around 175-200 pounds of pure muscle.

Guardians of Mountains. Bound to protect their mountain homeland, the mison men stop at nothing to destroy those that intrude on their territory. They typically move in small groups stalking through the shadows. Mison men never leave the mountain where they dwell; if they do so, they crumble to dust for they do not have the mountain's (or dragon's) magic to support them.

Clever Stalkers. Mison men prefer to attack their enemies when the enemy is off guard. Mison men stalk intruders of their mountain homes for days to find an opening in their defenses. They usually wait until the intruders are asleep before they attack. Mison men charge in, attack for a little while, and run out. They sometimes wait anywhere between a couple of hours or a few days

before they attack again. They have extraordinary senses of sight, smell, and hearing. They also have razor-sharp fangs and can dislocate their jaws to savagely chew into their opponents.

In Aihrde

The mison men's origins lie in the early history of men. When men first wandered the high planes beyond the confines of the Dwarven Realms, they encountered creatures both amazing and terrifying, not least of which were the dragons. Many paid homage to these beasts and the monsters took them as servants. And though they still plundered the men of their wealth, or devoured them in flame and acid, the men paid them homage. These ancient tribes found their futures interwove with that of the great beasts. In later days, Cults of priests learned how to stave off death using the power of the magic born in the dragons, but what they did not account for was the evil bound into the beasts, for as is known, the dragons all came from the goddess Inzae, and her disposition is a malicious one.

Bound to the dragon and the mountain where the dragon dwelt, the mison men lingered in the lands between life and death, returned or otherwise. These undead creatures haunted the mountains of the dragons forevermore.

MOGRL (LESSER)

Huge Fiend, Chaotic Evil

Armor Class: 20(natural armor)
Hit Points: 310(27d12+135)
Speed: 40 ft, Fly 120 ft

STR	DEX	CON	INT	WIS	CHA
27(+8)	16(+3)	21(+5)	20(+5)	19(+4)	17(+3)

Skills: Athletics+14, Arcana+11, History+11, religion+11, perception+10, deception+9
Saves: Str+14, Dex+9, Con+11, Wis+10
Damage Immunities: Poison, Fire
Condition Immunities: poisoned
Damage Resistance: Acid, Cold, Bludgeoning, Piercing, And Slashing Damage From Non-Magical Weapons
Senses: Darkvision 120 Ft, Truesight 30 Ft, Passive Perception
Languages: Common, Infernal
Challenge: 20 (25,000 XP)

Special Qualities

- **Frightful Presence**. Any creature hostile to the mogrl in a 50ft radius must make a Charisma save (DC 19) or immediately become frightened. The target can repeat the save at the end of their turn, removing the condition on a success. Anyone who makes a save against this power is immune to the frightful presence for 24 hours.
- **Magic Resistance**. The mogrl has advantage on saving throws against spells and other magical effects.
- **Magical Attacks**. All of a mogrl's melee attacks are considered magical.

- **Innate Spellcasting**. The mogrl's spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The mogrl can innately cast the following spells, requiring no material components.
  - 5/day each: *Darkness*
  - 3/day each: *Fireball*
  - 2/day each: *Dimension Door, Fire Shield*
  - 1/day each: *Scrying, Stinking Cloud, Symbol*

Actions

- **Multiattack**. The mogrl can strike twice with its claws or sword, once with its bite, and once with its tail.
- **Claw**. Melee Weapon Attack: +14 to hit, reach 10 ft, one target. Hit: 18(3d6+8) slashing damage.
- **Greatsword**. Melee Weapon Attack: +14 to hit, reach 15 ft, one target. Hit: 29(6d6+8) slashing damage.
- **Bite**. Melee Weapon Attack: +14 to hit, reach 10 ft, one target. Hit: 21(3d8+8) piercing damage.
- **Tail**. Melee Weapon Attack: +14 to hit, reach 15 ft, one target. Hit: 18(3d6+8) bludgeoning damage.
- **Rock**. Ranged Weapon Attack: +14 to hit, range 60/240 ft, one target. Hit: 30(4d10+8) bludgeoning damage.
- **Fire Breath (Recharge 6)**. The mogrl breaths fire in a 30 ft cone. All creatures within this area must make a Dexterity save (DC 19), taking 55(10d10) fire damage and suffering the blinded condition until the end of their next

turn on a failed save, or half damage and no blindness on a successful one.

- **Sonic Breath (Recharge 6)**. The mogrl hurls a line of concentrated, magical sound in a line up to 60 feet long, striking one target. The target must make a Constitution save (DC 19), taking 45(10d8) thunder damage on a failed save, or half as much on a successful one. In addition, if the target fails the spell, they are affected as if they were hit by a *dispel magic* spell. The dispel is so powerful, it can even temporarily affect magic items. Treat common and uncommon items as 4th level spells, rare and very rare items as 7th level spells, and legendary items as 9th level spells. The mogrl uses intelligence on its checks to dispel all spells and items on the character. A permanent item that is dispelled is not permanently destroyed and regains its power after one hour.

Legendary Actions

The mogrl can take up to three legendary actions per round, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mogrl regains spend legendary actions at the start of its turn.

- **Tail Attack**. The mogrl makes a tail attack.
- **Fire Bolt**. The mogrl hurls a bolt of flame at one target within 60 ft. The target must make a Dexterity save (DC 19) or take 11(2d10) fire damage.
- **Wing Attack (Costs 2 actions)**. The mogrl beats its wings. Each creature within 10 feet of the mogrl must succeed on a Dexterity save (DC 19) or take 15(2d6+8) bludgeoning damage and be knocked prone.

MOGRL(GREATER)

Huge Fiend, Chaotic Evil

Armor Class: 20(natural armor)
Hit Points: 414(36d12+180)
Speed: 40 ft, Fly 120 ft

STR	DEX	CON	INT	WIS	CHA
27(+8)	16(+3)	21(+5)	23(+6)	21(+5)	18(+4)

Skills: Athletics+15, Arcana+13, History+13, religion+13, perception+12, deception+11
Saves: Str+15, Dex+10, Con+12, Wis+12
Damage Immunities: Poison, Fire
Condition Immunities: Poisoned
Damage Resistance: Acid, Cold, Bludgeoning, Piercing, And Slashing Damage From Non-Magical Weapons
Senses: Darkvision 120 Ft, Truesight 30 Ft, Passive Perception
Languages: Common, Infernal
Challenge: 23 (50,000 XP)

Special Qualities

- **Frightful Presence**. Any creature hostile to the mogrl in a 50ft radius must make a Charisma save (DC 20) or immediately become frightened. The target can repeat the save at the end of their turn, removing the condition on a success. Anyone who makes a save against this power is immune to the frightful presence for 24 hours.
- **Magic Resistance**. The mogrl has advantage on saving throws against spells and other magical effects.
- **Magical Attacks**. All of a mogrl's melee attacks are considered magical.
- **Innate Spellcasting**. The mogrl's spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). The mogrl can innately cast the following spells, requiring no material components.
  - 5/day each: *Darkness*
  - 3/day each: *Fireball*
  - 2/day each: *Dimension Door, Fire Shield*
  - 1/day each: *Scrying, Stinking Cloud, Symbol*
- **Spellcasting**. The Greater mogrl is an 18th level spellcaster. Its spellcasting ability is intelligence (spell save DC 21, +13 to hit with spell attacks). The mogrl has the following Wizard Spells prepared:
  - Cantrips (at will): *Fire Bolt, Minor Illusion, Poison Spray, Shocking Grasp*
  - 1st level (4 slots): *Charm Person, Identify, Magic Missile, Thunderwave*
  - 2nd level (3 slots): *Flaming Sphere, Hold Person, Suggestion*
  - 3rd level (3 slots): *Dispel Magic, Fireball, Tongues*
  - 4th level (3 slots): *Blight, Locate Creature, Polymorph*
  - 5th level (3 slots): *Cloudkill, Dominate Person, Wall of Force*
  - 6th level (1 slot): *Circle of Death*
  - 7th level (1 slot): *Plane Shift*
  - 8th level (1 slot): *Trap the Soul*
  - 9th level (1 slot): *Meteor Swarm*

Actions

- **Multiattack**. The mogrl can strike twice with its claws or sword, once with its bite, and once with its tail.
- **Claw**. Melee Weapon Attack: +15 to hit, reach 10 ft, one target. Hit: 18(3d6+8) slashing damage.
- **Greatsword**. Melee Weapon Attack: +15 to hit, reach 15 ft, one target. Hit: 29(6d6+8) slashing damage.
- **Bite**. Melee Weapon Attack: +15 to hit, reach 10 ft, one target. Hit: 21(3d8+8) piercing damage.
- **Tail**. Melee Weapon Attack: +15 to hit, reach 15 ft, one target. Hit: 18(3d6+8) bludgeoning damage.
- **Rock**. Ranged Weapon Attack: +15 to hit, range 60/240 ft, one target. Hit: 30(4d10+8) bludgeoning damage.
- **Fire Breath (Recharge 6)**. The mogrl breaths fire in a 30 ft cone. All creatures within this area must make a

Dexterity save (DC 20), taking 55(10d10) fire damage and suffering the blinded condition until the end of their next turn on a failed save, or half damage and no blindness on a successful one.

- **Sonic Breath (Recharge 6)**. The mogrl hurls a line of concentrated, magical sound in a line up to 60 feet long, striking one target. The target must make a Constitution save (DC 20), taking 45(10d8) thunder damage on a failed save, or half as much on a successful one. In addition, if the target fails the spell, they are affected as if they were hit by a dispel magic spell. The dispel is so powerful, it can even temporarily affect magic items. Treat common and uncommon items as 4th level spells, rare and very rare items as 7th level spells, and legendary items as 9th level spells. The mogrl uses intelligence on its checks to dispel all spells and items on the character. A permanent item that is dispelled is not permanently destroyed and regains its power after one hour.

Legendary Actions

The mogrl can take up to three legendary actions per round, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mogrl regains spend legendary actions at the start of its turn.

- **Tail Attack**. The mogrl makes a tail attack.
- **Fire Bolt**. The mogrl hurls a bolt of flame at one target within 60 ft. The target must make a Dexterity save (DC 20) or take 11(2d10) fire damage.
- **Wing Attack (Costs 2 actions)**. The mogrl beats its wings. Each creature within 10 feet of the mogrl must succeed on a Dexterity save (DC 20) or take 15(2d6+8) bludgeoning damage and be knocked prone.
- **Cast Spell (Costs 1-3 actions)**. The mogrl casts one of its spells. A first level spell costs 1 action, a second level spell 2 actions, and a third level spell 3 actions.

The mogrl is a huge creature, standing roughly 25 feet high. They are powerfully built and muscular. Their flesh and hair are dark-hued, reds, browns, and blacks. Like their master, their legs are triple jointed, and they stand upon cloven hooves. Fur covers the beast's lower quarters from its waist to its hooves. Their torsos are hairless but for their bony spines, which are covered in spike-like hair, usually white or gray in color. Their spines connect to a long barbed tail, similarly rigid with spine and hair. Their hands, with long fingers, have retractable claws. They have massive bat-like wings that sprout from their backs. Their necks and shoulders are thick, with massive sinews, all to sport the head of bone that crowns the mogrl's fierce visage. Rising from the neck is its wide, horned head. The creature's snout is thick; folds of leathery flesh hang from its jowls and surround its beady eyes. A wide plate of ashen bone, upon which are mounted two, sometimes three great horns, crowns the creature's head. These huge creatures emanate fear and hate and the smell of blight precedes their shadowed form.

True Lords of Evil. The mogrl are rare demonkind. They are solitary creatures, very powerful and intelligent. They are divergent in personality. Some are possessed of tremendous power and lord over hordes of servants, others dwell in solitude. They are wicked, cruel, and avaricious.

Cruel Attacker. The mogrl are very aggressive and attack quickly and without warning or recourse to negotiation. They can fight on the ground or while flying and can take multiple attacks each round, swinging their weapon as well as striking with their tail, etc. When doing so, their favorite tactic is to hover over their opponent while striking with claws/weapon, tail, and a horrific bite. The Greater mogrl will unleash their mightiest magic before closing to finish the job.

In Aihrde

Unklar forced Dolgan to forge twenty-four of these dark servants from the spite contained in Unklar's mind. Fierce and crafty in war, these creatures of fire and ash are some of the most feared beasts upon Aihrde. They are worshiped as gods by orcs, ungern, and some men of evil intent. As natives to Airhde, they do not travel to any other planes. Coming into life during the height of the Winter Dark, mogrls have no memory of what came before. They consider any attempt to conquer the plane a direct threat to what is rightfully theirs. They particularly hate the firstborn, the dwarves.

Mogrl live in deep places under the earth away from the sun, where they lord over many diverse creatures through spite and malice. They have mastered the forge and often craft weapons of power. The greater mogrl have mastered the act of creation through knowledge of the Language of Creation and they populate their realms with creatures of their own evil imaginings. This knowledge is extremely powerful and places them in the realms of the gods.

It is recorded that three mogrl were slain in the Winter Dark Wars, though the majority of them remain. Rumor holds that the greater mogrl have forged a new lineage of these wicked creatures and that more than 24 now exist in the deep pits of Aihrde. It is thought that the greatest of the beasts resides in Aufstrag still, where he vies for power over that tower with Coburg the Undying.

MORDIUS DRYADS, DAWN'S MAIDENS

Medium Fey, any neutral

Armor Class: 13
Hit Points: 66(12d8+12)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
9(-1)	17(+3)	13(+1)	12(+1)	16(+3)	20(+5)

Skills: Nature+3, Stealth+5
Senses: Dark vision 60 ft, Passive perception 13
Languages: Common, Sylvan
Challenge: 2 (450 XP)

Special Qualities

- **Charm.** A mordius dryad can, knowingly or unknowingly, use this ability on a chosen being. It is only cast after the victim has done three "things" (as prescribed by the CK) in the dryad's presence; three meals are eaten with the dryad, three nights spent in her home, three kisses, and so on. Those mordius dryads who wish to charm people use their ability cleverly. They give the victim three drinks or lead him to a great oak three times and ensnare them. The target must make a Charisma save (DC 15) or fall under the mordius' charm. The target views the mordius as a close and trusted friend and will give her words great weight. The charm is broken by a *dispel magic* or similar spell. There is no limit to those charmed and they are released only after one year and a successful charisma save. If they break the spell they can leave, if not they remain another year. If the dryad dismisses them for whatever reason, they are left with a longing for dryad that never leaves them.
- **SYMBIOSIS.** The mordius dryads are bound to a forest or an area which they have settled. Unlike normal dryads, the mordius dryad is only restricted by the borders of the region or wood where they dwell. If attacked she can, as an action, summon the spirit of the land around her to give her aid. For 100 feet around the dryad, the air thickens, choking those who breathe for 1d4 HP of poison damage per round. Further, the entire area is under the effects of an *entangle* spell. The Dryad is immune to this effect. Any saves made against these effects are at a DC of 15.
- **Innate Spellcasting**. The dryad's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components.
    - At Will: *Druidcraft, Speak with Animals, Speak with Plants*
    - 3/day: *Dimension Door*
    - 1/day: *Control Weather*

Actions

- **Dagger**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5(1d4+3) piercing damage.
- **Shortbow**. Ranged Weapon Attack: +5 to hit, range 80/320, one target. Hit: 6(1d6+3) piercing damage.

These dryads are very comely fey, with perfect form. Their clothing and armament vary from individual to individual. They differ from their lesser kin in that they are not wild, born of god and man so that they can dwell near towns or castles. They do not, however, interact with men often, living aloof or in utter solitude as their conscience dictates. At times they enslave others to serve them.

Force of Nature. These dryads are far more powerful than their normal kin. They command the weather or some facet thereof, and they can charm the hapless into a life of servitude. The few who have been rescued from these Dawn's Maidens, as they are known by men, speak only of an abiding happiness or contentment and rue for the greater part of their mortal lives their passing from the dryad's home.

Bound to the Land. The mordius dryads are bound to a particular region, such as a forest, a grove, a ridgeline, or a mountain. They have been known to bind themselves to huge forests, but generally, they occupy smaller regions of only two or three dozen square miles. They build homes for themselves or occupy abandoned ones. The most well-known of these are the three sisters; Valyana, The Maiden of Sorrow, Freyja, The Maiden of Dunhollow, and Ainoja, The Maiden of Winter's Blight.

In Aihrde

When the world stood upon the moment of creation, the Lady Mordius walked beneath the eves of the woods. She marveled at all things, from the greatest of beasts to the smallest of elements. She loved the world and she gave herself freely to it and it blossomed at her hand, for she was a goddess of supreme power, but her brother Leathriun, whom men call the Red Duke, cruelly slew her, and Mordius' physical form passed from the world. As with all gods or goddesses, she still lives in the hearts and minds of those who call to her. Her spirit touches the world from time to time. On occasion, as she passes through the world, she comes upon one whom her heart cannot resist, and she takes mortal form and lives the life of a human by taking the part of a wife and lover. Any children born of this union are powerful creatures from the land of Faery and they manifest as mordius dryads. The vast majority of them are female, but once in a great while, a male is born.

MOUNDULE

Huge monstrosity, chaotic evil

Armor Class: 18 (natural armor)
Hit Points: 80 (10d12+15)
Speed: 10 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	11 (+0)	16 (+3)	7 (-2)

Skills: Stealth +6, Perception +6
Damage Resistance: Fire, bludgeoning
Condition Immunities: Deafened, Blinded
Senses: Blindsight 60ft, Tremorsense 120ft, Passive Perception 16
Languages: Understands common and sylvan but does not speak
Challenge: 5 (1,800 XP)

Special Qualities

- **Improved Spell Resistance.** The moundule makes saving throws against spells at advantage.
- **Naturally Stealthy:** The moundule adds double its proficiency bonus to stealth checks.

Actions

- **Multiattack.** The Moundule attacks twice with its slam attack.
- **Slam.** *Melee Weapon Attack:* +7 to hit, reach 10ft, one target. *Hit:* 16 (3d8+4) bludgeoning damage.

Monstrous tree-things. The moundule are large creatures that inhabit swamps, riverbanks, bogs, forest ponds, and similar bodies of water. At first glance, they might resemble a small ent, but they are an entirely different species altogether, and completely evil. The moundule stands upon two short, squat legs. Its feet are more akin to tree stumps with no toes or nails. Its arms, however, are long and end in equally brutish stumps. Root-like protrusions cover the beast's whole body, hanging anywhere from a few inches to several feet. These "roots" are highly sensitive and through them, the moundule is able to sense what is going on around him. The beast has no eyes, ears, or nose. They range in colors from brown to gray and green, depending on which portion of the swamp they inhabit.

Silent killers. The moundule rarely move, finding a comfortable spot to sink into and remaining there until they die. The moundule sinks into the muck, its head, arms, and legs lost to sight. Its huge back protrudes from the water, offering would-be travelers a safe, dry place to rest. It is not uncommon for small trees, swamp grass, and other vegetation to grow upon them. They do not breathe, but rather take in energy from the sunlight, much as a plant does. The area around the moundule is always strewn with debris from its past kills, whether bones or riches. These are not always easy to see of course, as they sink into the muck and sour that is the moundule's bed.

Vicious predators. Highly predacious, they attack almost anything that crosses over their mound. They wait until the unsuspecting victim settles upon its back and then rise suddenly from the swamp throwing off the passerby and into the muck. They then swing their trunk-like arms like clubs, battering the life out of the unsuspecting creature. Once they have killed their prey, they pull the body underneath them and sink down on top of it so that the victim fertilizes the creature's roots.

In Aihrde

In the long ago when the gods walked the world free of the constraints that came in after ages, the moundule came to be. As is related in the Codex, Mordius the Green and her brother contested with one another upon many fields. Mordius embodied the unbridled power of the natural world, and Ornduhl the Red God, raged against anything he could not control. So they struggled. Oft times her minions hid themselves in the swamps, for there, in the dark and mist, the Red God could not easily find them. But he sent his minions there nevertheless so that even in those dark places they terrorized her children.

Mordius crafted a cunning plan that played upon her peoples' strengths. For as any who dwell in the marshlands know, that which seems solid is often not, and that which seems safe is often dangerous. Mordius gathered mud and roots and bound them together. Breathing life into the mass she set it down and it rose from the marsh. She spoke to it in the Language and taught it cunning and malice and let it go into the marshes. So the moundule came to be and spread throughout the world. All those of her people knew to avoid solid ground and they rarely fell prey to the Moundule, but the Red God's people and many more who came in after years, who did not understand the powers of the marsh have seen the backs of these beasts as havens of dry warmth and have died, suffocated and devoured, alone in a watery grave.

N

NAERLULTH

Large Aberration, Lawful Evil

Armor Class: 18 (Natural)
Hit Points: 76 (12d10 HD)
Speed: 30ft, 40ft (swim), 20ft (climb)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	10 (+0)	18 (+4)	16 (+3)	7 (-2)

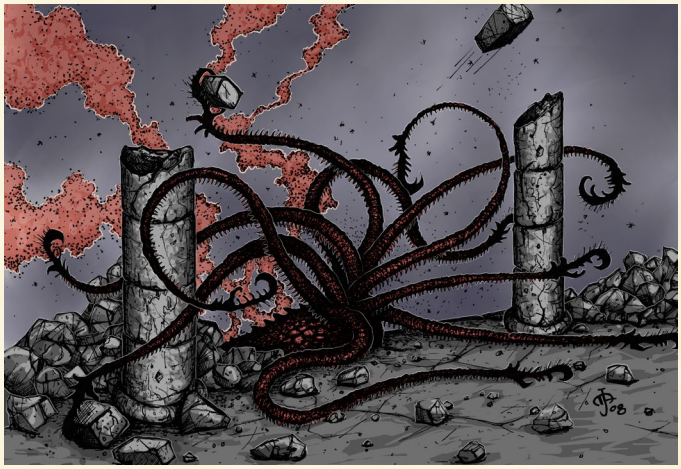
Damage Immunities: Acid, fire, poison
Condition Immunities: Grappled, poisoned, restrained
Damage Resistance: Bashing, piercing, and slashing from non-magical weapons
Damage Vulnerabilities: Radiant
Senses: Darkvision 120', Passive Perception 17
Skills: Arcana +8, History +8, Perception +7, Religion +7
Languages: All, via telepathy
Challenge: 9 (5,000 XP)

Special Qualities

- **Aura of Fear.** The naerluth is a creature of the nether planes, constructed of all that is unnatural and wrong. Any creature that ventures within thirty feet of one must succeed at a Charisma save (DC 16) or be frightened until it leaves the area. A creature who succeeds at this saving throw is immune to the aura from the same naerluth thereafter.
- **Dark Resurrection.** Any creature slain by a naerluth arises again as a random type of undead within 1d10 rounds. This new creature is standard as its undead type in all ways, save that it is subservient to the naerluth that created it. Should the naerluth be destroyed, the undead it has created become independent.
- **Regeneration.** The naerluth regenerates 10 hit points per round as long as it has at least one hit point.
- **Spell Resistance.** The naerluth has advantage on all saving throws against magical spells and effects.
- **Telepathy.** The naerluth can communicate with any intelligent creature telepathically.

Actions

- **Multiattack.** The naerluth makes 6 tentacle attacks.
- **Tentacle.** *Melee Weapon Attack.* +9 to hit, reach 10ft., one target. *Hit:* 15 (2d6+8) bashing damage.
- **Thrown Rock.** *Ranged Attack.* +4 to hit, range 60/120ft., one target. *Hit:* 13 (2d6+8) bashing
- **Ash Cloud (recharge 5-6).** As an action, the Naerluth can spray a cloud of ash in a line that is 30 feet long and 10 feet wide. All within this cloud must make a Dexterity save (DC 16), suffering 3d8 points of acid damage and be blinded for 1d6 rounds on a failed save, or half damage and no blindness on a success.



- **Digest.** As a bonus action, the naerluth can draw any grappled creature into its bulk and begin to digest it. Such creatures are grappled and restrained, and suffer 1d8 acid damage each round until they are freed or the naerluth is destroyed (Escape DC 17). A creature thus engulfed can attempt to escape once per round at the beginning of the naerluth's turn.
- **Improved Grapple.** Any creature struck by two of the naerluth's tentacles is grappled (escape DC 17). Severing a tentacle can free a creature thus grappled; each tentacle has 5 (1d10) hit points, independent of the main body hit points. Severed tentacles regrow in 1d4 rounds.

Reactions

- **Inspire.** As a reaction, the naerluth can give any creature an inspiration die (1d10). This die functions in all ways the same as a bard's Inspiration die.

Legendary Actions

The naerluth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The naerluth regains spent legendary actions at the start of its turn.

- **Detect.** The naerluth makes a Wisdom (perception) check.
- **Tentacle Attack.** The naerluth makes a tentacle attack.
- **Acid Attack (Costs 2 Actions).** The naerluth expels its digestive acid in an explosive spray. Each creature within 10 feet of the naerluth suffers 15 (2d6 + 8) acid damage, plus an additional 1d6 damage each round for 1d4 rounds. A successful Dexterity save (DC 17) halves the initial damage and negates ongoing damage.

The naeurluth are creatures from the nether planes fashioned of ash, smoke, and the dust of burnt things. The naeurluth's body is generally oblong in shape, though crusted over with scabs and the like. It is possessed of long, ashen-colored tentacles which sprout from the upper torso. These are long, thin, and branched with thousands of tiny finger-like appendages that allow the creature to grasp almost anything. The naerluth can have a few tentacles or dozens, depending on its age; these are constantly shed and re-growing. It uses its tentacles for locomotion as well as grasping and combat.

Tentacled Horrors. The naerluth possesses no cartilage or

bones and it is amorphous in shape, its form changing according to mood or needs—it can flatten, contract, or assume almost any shape so long as its total mass and surface area remains the same. It has no visible features or anatomy save its tentacles and main body mass, and its skin constantly peels and flakes, leaving trails of ash behind wherever it goes.

Haters of the Living. The creature is a ravenous eater, devouring everything it encounters by engulfing it and dissolving it with natural digestive acids, discarding the residue as more ash in its wake. A single naerluth, left unchecked, can lay waste to an entire region. It is a highly intelligent being but is consumed with hatred for all living things and an overwhelming desire to feed and sow decay and destruction wherever it goes. Fortunately, it is also consumed with a desire to survive and so tends to avoid civilized regions where it might be quickly dispatched. Rather, it prefers to spend its time alone in remote areas, poisoning a landscape until there is nothing left before moving on to the next.

In Aihrde

In the early days of the Winter Dark, when Unklar's forge, Klarglich, the Pit of Woe, was newly made, the horned god set himself to the task of creation. From these early efforts spawned many foul abominations that came to haunt the world, and do so to this very day.

The naerluth were among the greater of Unklar's early creations, shaped from the ash of corrupted and ancient sentient creatures, plants, and trees, and scorched to life with fire, they took on their coal-ash shape as a mockery of all goodly life created in the image of the All Father. Their amorphous shape and the acid they secrete from their bellies earned them the name, "naerluth," which in dwarvish means "bleeding ash."

Given minds of their own, they in time became possessed of great knowledge and wisdom, but also great envy and hatred for life, and obsessed with their sole driving purpose: to unmake the beauty of the world. So adept were they at their purpose that Unklar made them generals, placing them in charge of many of his dark creations, and it was this very position combined with their vast knowledge of matters historic and arcane that allowed the naerluth to survive Unklar's fall and attain their independence in the world today. Many of Unklar's fallen and cast-off have taken pilgrimages to offer themselves in service to a naerluth in their god's absence, and these creatures often serve as warlords and overlords amongst kingdoms of ash and destruction, attended to by orcs, goblins, bugbears, and legions of undead, already prepared for the day of the Horned God's return.

NAERLULTHUT

Medium Aberration, Neutral Evil

Armor Class: 17 (natural)
Hit Points: 50 (10d8 HD)
Speed: 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	10 (0)	16 (+3)	17 (+3)	7 (-2)

Damage Immunities: Necrotic, Poison
Condition Immunities: Charmed, Incapacitated, Poisoned
Damage Resistance: Bludgeoning, Piercing, and Slashing from non-magical weapons.
Senses: Passive perception 13, Darkvision 60ft.
Languages: Understands Common; does not speak
Challenge: 4 (1,100 XP)

Special Qualities

- **Regeneration.** When a naerlulthut is reduced to 0 hit points, it dissolves back into the dust from whence it came, and will re-form within 1d4 days. The only way to permanently destroy a naerlulthut is if the damage that reduces it to zero hit points be radiant damage.

Actions

- **Slam.** *Melee weapon attack* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8+3) bludgeoning.
- **Devouring Assimilation (Recharge 6).** On a successful slam attack, the victim's flesh becomes dry and cracked, turning black where struck. The victim takes an additional 4 (1d8) points of necrotic damage. In addition, the victim suffers 2 (1d4) points of constitution damage each round; a successful Constitution save (DC 15) negates this loss. The victim is allowed a new save every round, ending the effect on itself on a success. Those who save against devouring assimilation are immune to further constitution loss from the effect. If a victim's constitution is reduced to zero, the victim dies and their body dissolves into grave dust. Constitution lost to this effect returns once the victim completes a long rest.

The naerlulthut are incorporeal creatures that dwell in the fields of ash left behind by the naerlulthut. At times they appear as whirling balls of ash, rolling or twisting through the devastation without purpose. When roused they begin to transform, assuming something of the shape they possessed in life, but it is little more than a hollow echo of it. Gaunt, skeletal creatures, their bodies are elongated beyond imagining, their visages twisted with rage and madness, their clothes in tatters holding what weapons, if any, they held in life. But these are ghostly images of what was once real, for the naerlulthut, their mistress, devours all.

The naerlulthut are the spawn of the naerlulthut, that dread creature of the darkness whose sole intent is to destroy the world about it. These, its children, are undead spirits whose bodies did the beast devour and whose souls were bound to it. These tormented spirits wander the ashen fields of the naerlulthut's destruction, bound to the creature that made them. They have only faint memories of their former lives and these are usually haunting nightmares that do nothing but cause them the anguish of anticipation. Fear and hate consume these creatures.

Lingering Essence. The naerlulthut's natural form is one of dust, the spirit of the devoured creature lingering in the refuse left behind by the naerluth. If in life it used a weapon such as a sword, it will do so in death, but the weapon is actually a part of it and not considered separate. When the creature becomes corporeal, it takes the shape of what it was in life, for example, an orc will appear as a gaunt or skeletal orc, a manticore as a gaunt and skeletal manticore, and so on.

Relentless Attackers. Naerlulthut appear as swirling clouds of dust drifting across the ashy fields. When living creatures (aside from insects or plants) pass near the creature they begin to change shape, turning into a vaguely corporeal form. They appear to be made of dust but with the shape of whatever they were in life. Once they have changed shape, they focus on the nearest living creature and attack it ferociously, even going so far as to pursue it if it should flee. It attacks until killed or turned. They do not leave the fields of dust and as soon as the creature they are pursuing leaves, the naerlulthut dissolves, vanishing into the dust once again. If the naerlulthut is killed, it dissolves back into the dust from whence it came; it is not destroyed, however, for after several days it regains its shape and terrorizes the wasteland once more. Destroying the creature with radiant damage is the only way to permanently destroy them.

In Aihrde

These creatures are very uncommon, only found where the naerlulthut have dwelt for some time. They have no real connection to the Winter Dark or the Horned God, being entirely creations of the naerlulthut. They hold no particular importance to the people of Aihrde, as few have encountered them and even fewer have unraveled their origins. Those that have, such as the White Order, have noted them as yet one more horror that survived the Winter Dark. Some elves have taken to bringing their dead and feeding them to the naerlulthut so that their souls or spirits linger on in the plane, this in hopes of defying the curse of old.

NAGA, FROST (BRODEN)

Large Monstrosity, Neutral Evil

Armor Class: 15 (natural armor plus dexterity)
Hit Points: 58 (9d10+9)
Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	12(+1)	15(+2)	15(+2)	16(+3)

Damage Immunities: Cold, Fire, Poison

Condition Immunities: Charmed, Grappled, Poisoned
Senses: Darkvision 60ft, Heat sense 120ft, Passive Perception 14
Languages: Common plus one other language.
Challenge: 4 (1,100 XP)

Special Qualities

- **Heat Drain:** When the frost naga successfully constricts a foe, it absorbs their heat and heals itself for 1d4 points of damage. In addition, any fire- or heat-based attacks heal the naga instead of harming it: the ratio of healing is 1 point of healing per four points of damage.
- **Heat Sense:** The frost naga is able to sense and track normal human body heat sources at a range of up to 120 feet and fire up to one mile. This also grants the naga blindsight so long as there are heat variances in the area.
- **Freeze surroundings:** The area (20 feet) around the frost naga is always frigid and drops to about 25 degrees F. The ground and walls freeze instantly creating a slippery surface which is difficult terrain. A Dexterity save (DC 15) allows normal movement, though failure means the target falls prone, requiring an action and a second Dexterity save (DC 15) to stand again on the slippery surface. Anyone not prepared for the sudden drop in temperature also suffers 1-4 points of temporary cold damage, which heals at 1 point per hour after leaving the area.
- **Silent Call:** A frost naga can emit a silent (mental) call for help when it is attacked. Any other nagas within 250 feet can sense this and come to its aid.

Actions

- **Multiattack.** The naga attacks twice, with its bite and its tail.
- **Bite.** *Melee Weapon Attack:* +5 to hit, reach 10ft, one creature. *Hit:* 10 (2d6+2) piercing damage.
- **Tail:** *Melee Weapon Attack:* +5 to hit, reach 10ft, one creature. *Hit:* 12 (2d8+2) bludgeoning damage, plus constriction.
- **Constrict:** *Melee Weapon Attack:* On successful tail attack, the target is grappled and restrained, suffering 2d8 points of damage at the beginning of each of the naga's turns and healing the naga for 1d4 damage. The escape DC is 13.

The frost naga is a bizarre creature originating from the nether planes. They have long slender snake-like bodies of silvery or bluish-white hue. A thin, black, razor-sharp spike tops the tail. The body is topped by a hideous female human head with silvery, matted hair and long fangs. They emit a pungent odor, not necessarily unpleasant, that smells of burnt coal.

Guardians of Gateways. As with most nagas, frost nagas serve as guardians. Unlike most other nagas, these nagas primarily guard doorways and entries because of their unique ability to call upon other nagas in the vicinity to help them.

Heat-Seekers. In combat, the frost naga tries to move in and constrict an opponent while biting them in order to steal their heat and heal itself. While doing so, the frost naga uses its tail to attack others or keep them at bay.

In Aihrde

Unklar created this species of naga, in the deeps of Klarglich in the early days of the Winter Dark. When the first of them broke their shells and spilled across the fire-stained stones of the pit, he breathed upon them, giving them the breath of winter. These early beasts took to Unklar like few others. They swarmed upon his feet and followed him through the dank passages to his throne room. As they grew, he dispersed them and set them at portals, more to watch his servants than to watch for the enemy. He continued to breed the creatures in the pits and throughout that grim castle.

In time they were ported from Aufstrag, carried by his greater servants, into the wilds of the world, given the task of guarding the wards of Aufstrag.

Despite their desire for cold, the broden naga have thrived in the world since Unklar's fall. They are able to affect their immediate environment and keep vestiges of the Winter's Dark, at least in their lairs.

NAGA, GHOST

Medium Aberration, Lawful Evil

Armor Class: 15 (natural armor)
Hit Points: 52 (8d8+16)
Speed: 60 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	16(+3)	14(+2)	7(-2)	9(-1)	8(-1)

Skills: Stealth+5, Perception+1
Damage Immunities: Poison
Condition Immunities: poisoned
Senses: Passive Perception 11
Languages: Common
Challenge: 2 (450 XP)

Special Qualities

- **Shriek**: The shriek of a ghost naga causes fear in those who can hear it in a 30 ft radius. This ability can be used 3 times a day. A Wisdom save (DC 14) is allowed. Any creature under this effect can make a save at the end of their turn, removing the condition if successful. A creature who has saved against this effect is immune to it for 24 hours.
- **Ghost Move**. The naga becomes incorporeal. The condition lasts for 8 rounds. The naga can move through other creatures or objects as if they were difficult terrain. The creature becomes immune to bludgeoning, piercing, and slashing damage from non-magical weapons. However, it also cannot make any attacks. It may use its shriek while in this state. Finally, the naga has advantage on all stealth checks while in this state.

Actions

- **Multiattack**. The naga can make two attacks each round, one bite and one tail. If the naga starts its turn grappling a creature, it can instead make a Constriction attack.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6(1d6+3) piercing damage. Further, the target must make a Dexterity save (DC 13) or be grappled.
- **Tail**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5(1d4+3) bludgeoning damage. Further, the target must make a Dexterity save (DC 13) or be grappled.
- **Constriction**. Melee Weapon Attack: If the naga has a creature grappled at the beginning of its turn, it can automatically constrict them for 17(4d6+3) bludgeoning damage.

The ghost naga is a grotesquery from the infernal pits. It has a large yellowish or multi-colored body in the shape of a snake topped with a hideous human-like head.

Summoned Guardian. The ghost naga is often summoned from the planes of the abyss to guard treasuries, hallways, prisoners, or other things that need a constant and loyal eye. Having little will of their own, these creatures usually perform their job well. They are immortal and can remain in one area from ages beyond count before either being dispensed with or released from their summoning.

Hit and Run. In battle, ghost nagas prefer to drag out fights and play with their opponents. They will attack and disappear for some time then return and attack again. If their opponents are trapped and unable to escape (such as in a maze), these attack routines can take days or even weeks. The ghost nagas use their ghost move ability to move through and around their opponents causing fear in them and then escaping through walls.

OGRE, FROST

Large Giant

Armor Class: 16 (*Natural armor plus Dexterity*)
Hit Points: 58 (6d10+18 HD)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	12(+1)	16(+3)	8(-1)	14(+2)	7(-2)

Damage Immunities: Cold
Damage Resistance: Bludgeoning from non-magical weapons
Damage Vulnerability: Fire
Skills: Athletics +6, Stealth +5 (Snow Camouflage)
Senses: Darkvision 60ft., Passive Perception 12
Languages: Common, Giant
Challenge: 3 (700 XP)

Special Qualities

- **Climbing:** Frost ogres gain advantage on Athletics checks to climb in mountainous or hilly regions.
- **Heat Weakness:** When exposed to temperatures above 50 degrees, frost ogres suffer disadvantage on all saves, checks, and attack rolls.
- **Snow Camouflage:** Frost ogres gain advantage on dexterity (stealth) checks in snowy or icy conditions.
- **Sure Footing:** Frost ogres have knobby feet and long, clawed toes allowing them to walk freely on ice and snow with little fear of falling. They gain advantage on all Strength and Dexterity checks or saves made to retain footing or avoid being knocked down.
- **Traps:** Frost ogres use a variety of traps to ambush their prey. Spotting a trap requires a Wisdom (Perception) check DC 15 (or passive perception 15). Failure means 1d4 characters are caught in a trap and suffer one of the following consequences (CK's choice): 2d6 damage, inflict any condition on a character so caught (Save or Escape DC 15). In all cases, failure to notice a trap grants surprise to the ogre and its kin if combat has not begun yet.

Actions

- **Great Club.** *Melee weapon attack.* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+4) bludgeoning damage

Frost ogres are smaller than normal ogres. Their legs are shorter and their bodies far more squat. Their red or blonde hair is generally long and they sport huge beards. They generally have hair covering their bodies. They have a light blue, almost white skin color, with deep gray eyes. They have wide-set eyes and massive noses and ears.

Tactical Attackers. They are every bit as savage as their larger kin but tend to be more group-oriented, working in concert in both the hunt and normal tasks. This allows them slightly better

tool use and they are able to understand and build rudimentary shelters, walls, and the like.

Cunning Tricksters. Even more than normal ogres, frost ogres rely upon cunning and subterfuge to gain their ends. They are avid hunters but do so by stealth or traps. When a trap is sprung they fight ferociously, much more inclined to remain on the field until they are killed than quit, even in the face of insurmountable odds. This is largely due to their reliance on the group for survival and a primitive instinct kicks in that allows them to remain with their fellows, even when they have fallen. They are desperately afraid of fire and do not use it even to cook or warm food.

In Airhde

These creatures are servants of the Val-Eahrukun, the Frost Lord. So cold were the forges of his workplace and the mountains where he worked, that any who dwelt there would perish if they were not adequately inured to the weather. When ogres came to his abode, he bound them to him and bred them, strengthening them against the cold. So they dwelt for long years prisoners of the cold.

During the Age of Winter Dark, the frost ogres spread rapidly across the world of Aihrde. They adapted with ease to the frozen tundra; soon they haunted most of the Kingdoms of the Winter Dark through one form of terror or the other. When the Age ended, they could not adapt and perished in great numbers. Some retreated to the high mountains so that now they come out only in the cold of winter's dark.

OGRE, MAGE

Large Giant, Lawful Evil

Armor Class: 15
Hit Points: 80 (10d10+24)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	10(+0)	16(+3)	15(+2)	15(+2)	10(+0)

Senses: Darkvision 60 ft., passive perception 15
Skills: Arcana +5, Perception +5
Saves: Intelligence +5, Wisdom +5, Constitution +6
Challenge: 5 (1,800 XP)

Special Qualities

- **Spell-Like Abilities:** The Ogre Mage's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components.
  - *At will: invisibility, darkness, polymorph* (self only)
  - *1/long rest: Fly* (12 rounds duration; can be split up), *charm person, gaseous form*

Actions

- **Slam:** *Melee weapon attack:* +6 to hit, reach 5ft, one target. *Hit:* 16 (3d6+4) bludgeoning damage.
- **Staff:** *Melee weapon attack:* +6 to hit, reach 10ft, one target. *Hit:* 11 (1d10+4) bludgeoning damage.
- **Blast of Rime:** The ogre mage can unleash a blast of freezing cold and ice that is 20 ft. long and deals 36 (8d8) cold damage to all in its path. A Dexterity save (DC 12) halves this damage. The ogre mage can do this once and then must complete a short rest before it can be used again.

Ogre Magi are surprising creatures to encounter, especially when one thinks they are facing a standard ogre. Though they look like their dim-witted cousins, these creatures are exceptionally intelligent and possessed of powerful spell-like abilities.

Powerful Leaders. Whether they are created deliberately by some foul magic, are a strange mutation of the ogre species, or are simply a rare breed unto their own is unknown, but what is known is that they are exceptionally dangerous and deadly foes. When encountered with standard ogres, the magi will always be in a position of leadership and command and tend to look down upon their slow-minded cousins with disdain, treating them like fodder to weaken foes before engaging in direct combat. When encountered alone, ogre magi rarely gather in groups of more than six, and even these cabals don't last long as they tend to compete for power and prestige.

Sorcerous Assailants. In battle, an ogre mage will always use its spell-like abilities to its greatest advantage, opening up with a blast of rime, then using its other magical abilities before entering melee.

OGRE, SCREED

Large Giant, Lawful Evil

Armor Class: 14 (Natural armor plus dexterity)
Hit Points: 80 (10d10+24)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	16(+3)	9(-1)	10(+0)	7(-2)

Damage Immunities: Lightning, cold, fire, poison
Condition Immunities: poisoned
Damage Resistance: Bludgeoning, piercing, and slashing from non-magical weapons.
Senses: Darkvision 60 ft., passive perception 10
Challenge: 4 (1,100 XP)

Special Qualities

- **Stone Strike:** A screed ogre adds double its strength bonus to damage on all successful melee attacks.

Actions

- **Slam:** *Melee weapon attack:* +6 to hit, reach 5ft, one target. *Hit:* 20 (2d8+10) bludgeoning damage.
- **Stone Sword:** *Melee weapon attack:* +6 to hit, reach 10ft, one target. *Hit:* 22 (2d10+10) bludgeoning damage.

There are many names for the ogres which live in this region, the kindest being rock ogres but, in order to distinguish them from the "true" rock ogres found far to the east of this land, we shall call them screed ogres. These are truly hulking creatures with massive shoulders, bent backs, thick muscles wrought tight as iron and skin tanned to a tawny ochre shade. Once members of the cohorts gathered near Festung Akt, they now wander the wastelands in search of food and sport, for these screed ogres truly love to torture and tease all manner of living things. If encountered camping, they almost always have some poor animal hobbled or caged and are beating it, throwing rocks at it, or in some manner having sport with it. Although uncommon, it is even possible they are doing so to a humanoid, human, or demi-human.

Weapon Collectors. Screed ogres carry an assortment of weapons gathered from their fallen foes or plundered from the many armories located in the abandoned fortresses found in these lands. Unlike most of their brethren, these ogres have been trained to fight and are capable of using a variety of weapons with skill, and are not above rudimentary tactics. These ogres do not use shields of any kind, as they consider shields the mark of cowards.

Nomadic Raiders. Being nomadic in nature, screed ogres rarely have lairs. However, it is rumored several of the fortresses in the Blighted Screed are home to that most unusual and terrifying of screed ogres-shamans.

ONUZHE

Small Elemental, Neutral Evil

Armor Class: 18(Shield Spell)
Hit Points: 45(10d6+10)
Speed: 40 ft, Swim 120 ft

STR	DEX	CON	INT	WIS	CHA
8(-1)	17(+3)	13(+1)	5(-3)	6(-2)	4(-3)

Damage Resistance: non-magical fire
Damage Vulnerability: magical fire
Senses: Passive Perception 8
Languages: Primordial
Challenge: 1 (200 XP)

Special Qualities

- **Regeneration**. At the start of its turn, the Onuzhe regenerates 5 hit points if it is in contact with water.
- **Shield.** The Onuzhe appears to wield a shield made of electricity. This is, in fact, a *shield* spell that is in effect at all times. When the Onuzhe is slain, roll a d20. On a 20, the shield remains. Anyone can wield it as a regular shield. If it is attuned, the wielder may cast the *shield* spell once per day.

Actions

- **Lightning sword**. Melee Weapon Attack: +5 to hit, one target. Hit: 6(1d6+3) lightning damage.

Onuzhe Lesser

Small Elemental, Neutral Evil

Armor Class: 18(Shield Spell)
Hit Points: 9(2d6+2)
Speed: 40 ft, Swim 120 ft

STR	DEX	CON	INT	WIS	CHA
8(-1)	17(+3)	13(+1)	5(-3)	6(-2)	4(-3)

Damage Resistance: non-magical fire
Damage Vulnerability: magical fire
Senses: Passive Perception 8
Languages: Primordial
Challenge: ½ (100 XP)

Special Qualities

- **Regeneration**. At the start of its turn, the Onuzhe regenerates 2 hit points if it is in contact with water.
- **Shield.** The Onuzhe appears to wield a shield made of electricity. This is, in fact, a *shield* spell that is in effect at all times. When the Onuzhe is slain, roll a d20. On a 20, the shield remains. Anyone can wield it as a regular shield. If it is attuned, the wielder may cast the *shield* spell once per day.

Actions

- **Lightning Sword**. Melee Weapon Attack: +5 to hit, one target. Hit: 6(1d6+3) lightning damage.

Onuzhe Greater

Small Elemental, Neutral Evil

Armor Class: 18(Shield Spell)
Hit Points: 90(20d6+20)
Speed: 40 Ft, Swim 120 Ft

STR	DEX	CON	INT	WIS	CHA
8(-1)	17(+3)	13(+1)	5(-3)	6(-2)	4(-3)

Damage Resistance: Non-Magical Fire
Damage Vulnerability: Magical Fire
Senses: Passive Perception 8
Languages: Primordial
Challenge: 4 (1100 XP)

Special Qualities

- **Regeneration**. At the start of its turn, the Onuzhe regenerates 10 hit points if it is in contact with water.
- **Shield.** The Onuzhe appears to wield a shield made of electricity. This is, in fact, a *shield* spell that is in effect at all times. When the Onuzhe is slain, roll a d20. On a 20, the shield remains. Anyone can wield it as a regular shield. If it is attuned, the wielder may cast the *shield* spell once per day.

Actions

- **Multiattack**. The Greater Onuzhe strikes twice with its lighting sword.
- **Lightning sword**. Melee Weapon Attack: +5 to hit, one target. Hit: 6(1d6+3) lightning damage.

The onuzhe are rare, strange creatures born of the elements. Small, ranging only 3 feet long, they are vaguely humanoid in shape. It is difficult to see the onuzhe, for their whole bodies seem to be a white-blue in color and they blend with the dark storms that give them birth. They carry no weapons or gear but use the elements to attack.

Children of the Storm. The onuzhe are water elementals carried on the winds. They are born of violent storms and take form only after the water has gathered in puddles and pools. In swamps, near streams, rivers, ponds, and lakes, they form all the faster, for the greater the groundwater, the more substance for them. Fighters can take multiple swings at them, as stabbing them or bludgeoning them does damage. When killed, they fall to the ground like so much water; there they lay dormant until they rejoin the wind.

Hostile. They are very aggressive, attacking any human, demi-human, humanoid, giant, or similar creature they encounter. They never attack druids, sensing in them a hint of their maker. They also never enter indoors, including inside wagons, huts, tents, or the *tiny hut* spell. If they die in such a place, they are not reborn but dry, passing from the earth. The onuzhe attack the moment they form from the water. They do not attack with any clear purpose or target; they do not use any tactics. The onuzhe have little mind for anything and will not help their fellows. As soon as they kill a victim, they turn to the next nearest. They swing 'swords' made of water and driven by the wind to strike for damage.

No Possessions. The onuzhe have no treasure, nor are they able to carry anything. However, there is a small chance that the water shields they fashion for themselves retain their form after the onuzhe die.

In Aihrde

"Onuzhe" is an ancient dwarf phrase which translated means "rain of stone". The goddess Mordius favored these beasts; she fashioned them in the Days before Days, bidding them keep watch upon her gardens. For eons, they lingered in the winds, watering her endeavors with their very lives, guarding them against all that might trespass. Though benevolent, they carried within them the seeds of destruction for water is a reckless force. When the Red Duke entered her sacred groves, the onuzhe saw the violence of his form and fell upon him, but they struck the Cloak of Red as so much rain, shattering against him, rolling down that turbulent cloth.

Upon her death, the onuzhe lost their purpose and they drifted from her sacred places, spreading across the world. In time, their memory of her faded and they became a reckless force, tormenting the world wherever they went.

OONLULTH

Huge Elemental, any evil

Armor Class: 18 (natural)
Hit Points: 382 (45d12+90)
Speed: 40 ft, Fly 80 ft

STR	DEX	CON	INT	WIS	CHA
23(+6)	14(+2)	15(+2)	19(+4)	17(+3)	15(+2)

Saves: Str +12, Con+8, Wis+9
Damage Immunities: Fire
Condition Immunities: Frightened, grappled, petrified, poisoned, restrained
Damage Resistance: Lightning, Thunder, bludgeoning, piercing, and slashing from non-magical weapons
Senses: Tremorsense 30 Ft, Darkvision 120 Ft, Passive Perception 13
Languages: Primordial
Challenge: 20 (25,000 XP)

Special Qualities

- **Magic Resistance**. The oonlulth has advantage on saving throws against spells and other magical effects.
- **Aura of Darkness**. A thick cloud of magic ash surrounds the oonlulth. The area within 30 feet of the oonlulth is considered darkness. Non-magical light is blotted out. Magical light can penetrate the area but only creates dim lighting.
- **Lightning Storm**. When the creature manifests, the air around it becomes heated and charged. Each round, one creature within 30 feet of the oonlulth chosen at random is struck by lightning. The target can make a Dexterity save (DC 18), taking 22(4d10) lightning damage on a failed save, or half as much on a successful save.
- **Regeneration**. The oonlulth regenerates 20 hit points at the start of its turn as long as it is conscious.

Actions

- **Multiattack**. The oonlulth strikes three times with its hammer each turn.
- **Hammer**. Melee Weapon Attack: +12 to hit, reach 15 ft, one creature. Hit: 22(3d10+6) bludgeoning damage. This weapon is considered to be magical. Further, the target must make a Constitution save (DC 19). If the target fails the save, they suffer a crippling wound, effectively giving them a level of fatigue.

The oonlulth have no true shape or form. Crushed by the weight of the world, their essence alone drifted through dark fissures and cracks in the stone; however, in the long years since their uprooting, the oonlulth have learned to take form. When in the lonely dark they are nothing more than a cloud of shadow, dark soot that flows across the ground in undulating waves. But when they take form they rise up, twisting their knowledge the underdeep, taking form with flame, lightning, and ash. They stand some 30 feet tall when fully roused with bodies vaguely humanoid. The ash that is their substance moves constantly, like clouds of dark smoke. As they walk, the ash rises in clouds and tumbles about their claw-like feet. They burn with a fire within, the sickly, white flames consuming their substance, making ever more ash for their form. They have no facial features, only the shadow of eyes, and a gaping mouth filled with an echoing white fire. In battle, the oonlulth prefer to wield a huge black hammer. Shaped after a sledgehammer this massive cudgel delivers immense damage. As soon as they take shape, the hammer appears in their hand, made of the same ash and flame as their bodies are.

Horrors of the Deep. The oonlulth are spirits of the deep. They dwell in deep caves, or dungeons long abandoned. They generally have no form or shape, though occasionally an oonlulth assumes a form and retains it. They linger in dark places, almost always large caverns. Their minds cannot imagine much beyond a vague form so when they do take shape, it is quick and always vaguely humanoid.

Haters of Life. They have no lusts, nor drive, nor are they possessed of any worldly thought other than to smother all things that live in their ash and fire. There are no worldly awards they seek, their treasure is usually scattered throughout their halls, left on the bodies of men and elves, dwarves or monsters that they have slain.

Aura of Ash. When the Oonlulth takes shape, a cloud of thick ash forms around it. This cloud blots out light, warms the air, and charges the area around the creature with electricity. The cloud immediately dissipates of the creature is slain.

In Aihrde

It is told that the All Father spied the Maelstrom as caused by the thrashing madness of the dragon Inzae. He settled upon it then and pounded out the substance of creation. He made Aihrde and shaped the plane; great effort he poured into creating the high and low places, shaping the world in all its nuances. Upon

the forge of Aihrde, he focused all his might, shaping life as well as form. Into these dark years came the oonlulth, shades of ash that formed in the stonework; they had neither form nor mind at first, but desired to rend and smother the ground. The All Father paid them no heed and continued his labors so that he buried them beneath the roots of the mountains. They lingered in dark places far beneath the ground, the piles of stone upon their backs an unimaginable weight. They wandered the dark paths of natural caves, fed upon the water of deep underground lakes, and watched the tumult of flame in the rivers of fire. But they were as dust, ground coal, and black as pitch. There the oonlulth lay for many long ages of the world; they paid no heed, nor ever knew of the coming of the sun and moon; they did not take note when the sentients left their roots and walked the world; they failed to note the rise of the dwarves and their manifold kingdoms.

But the dwarves found them nonetheless. Ever deeper the dwarves carved their kingdoms beneath the stone; tunnels and passages that stretched out for miles and that crept into every dark corner of the world. The first of the oonlulth they found rose in a rage of madness for the invasion of its dark lair took it wholly unawares. Without true form, they rose in columns of ash, with arms and legs and a head broiling in shadow. But ever about it hung the deepening dark and it used the inky blackness as a weapon. The dwarves knew nothing of this new terror unleashed on their mines and they fled in fear; the mines they abandoned and their halls lay empty.

Only later did the dwarves return, armed for war with all the might that they could muster. So the oonlulth came to the knowledge of the world and the dwarves named them "Oonlulth," that is in their ancient tongue "Elemental of Ash." They dwell still in the deep places of the earth, a bane on would-be explorers and those who dwell beneath the ground.

ORBUT

Large Aberration, Neutral

Armor Class: 12 (natural)
Hit Points: 30 (4d10+8)
Speed: -

STR	DEX	CON	INT	WIS	CHA
15(+2)	9(-1)	15(+2)	3(-4)	10(+0)	4(-3)

Skills: Stealth+1
Senses: Passive Perception 10
Challenge: ¼ (50 XP)

Special Qualities

- **Translucent**. The orbut is nearly invisible. This gives it advantage on all stealth checks. The creature is considered hidden until it attacks.

Actions

- **Bite**. Melee Weapon Attack. +4 to hit, reach 5 ft, one creature. Hit: 6(1d8+2) acid damage. Further, the target must make an escape check (DC 12) if it is medium or smaller in size. On a failed save, the target is swallowed whole. At the beginning of its turn, the target takes 9(2d8) acid damage. While swallowed, the target is restrained. If the target succeeds in doing at least ten points of damage to the inside of the creature in a single turn, the orbut must make a Constitution save (DC 15) or spit the target out. The target is considered prone after being spit out.

The orbut is a large semi-translucent creature. It consists of little more than a thick stem that ranges up to 8 feet in length and a wide mouth. The mouth caps the stem much as does the venus flytrap plant. The upper and lower jaws are lined with hundreds of small cilia; stem-like appendages that hang down from is maw. These appendages serve as the creature's only sense, warning it of motion.

Magic Residuals. The orbut grow in small pods, primarily in dungeons, and are the result of the magic left over from spent spells, destroyed magic items, or fallen magical creatures. The residue of most magic lingers long after it is gone and from time to time it coalesces into a semi-living creature. The orbut can grow on almost any surface, from floors to ceilings, in and out of water, and in any temperature environment.

Translucent Body. Orbut are hard to see, their skin is so translucent and flexible that they are often mistaken for slime or moisture. A sure sign of the orbut is the sickly stench that permeates them and the acidic droppings leftover from dissolving a victim. If anyone looks directly at an orbut, even

one fully extended, they can see right through it, though things on the other side of the creature are distorted as if looking through rippled glass.

Instinctive predators. They attack anything that moves near them, whether it is living or not. They generally lie against the wall or hang from the ceiling flatly contracted. When something moves beneath them they strike, swallow it, and begin breaking it down.

In Aihrde

The orbut are common creatures in Aihrde, remnants of the many long reigns of the dwarven peoples over Aihrde. Their many hundreds of dungeons often built with magic or through magical means, created the perfect environment for these creatures. Many wizards have taken to capturing them and using them as guardians or pets for their towers or magic depositories.

OSLUN-MUEN

Medium Humanoid, Neutral Evil

Armor Class: 12 (leather armor)
Hit Points: 11 (2d8+2)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	12(+1)	10(+0)	11(+0)	10(+0)

Skills: Animal Handling+4
Saves: Str+3, Con+3
Senses: Passive Perception 10
Languages: Common
Challenge: 1/8 (25 XP)

Special Qualities

- **Pack Tactics**. Due to their close relationship with their hyenas, when an oslun engages with a target that is also engaged by a hyena, it has advantage on its attack rolls.

Actions

- **Javelin**. Ranged Weapon Attack: +3 to hit, range 30/120 ft, one target. Hit: 4(1d6+1) piercing damage.
- **Battle Axe**. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. 5(1d8+1) slashing damage.

Oslun-Muen Leader

Medium Humanoid, Neutral Evil

Armor Class: 13 (leather armor)
Hit Points: 22 (4d8+4)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	13(+1)	10(+0)	12(+1)	10(+0)

Skills: Animal Handling+5
Saves: Str+4, Con+3
Senses: Passive Perception 11

Languages: Common
Challenge: 1/2 (100 XP)

Special Qualities

- **Pack Tactics**. Due to their close relationship with their hyenas, when an oslun engages with a target that is also engaged by a hyena, it has advantage on its attack rolls.

Actions

- **Javelin**. Ranged Weapon Attack: +4 to hit, range 30/120 ft, one target. Hit: 5(1d6+2) piercing damage.
- **Battle Axe.** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. 6(1d8+2) slashing damage.

Oslun-Muen Captain

Medium Humanoid, Neutral Evil

Armor Class: 16 (Chain armor)
Hit Points: 52 (8d8+16)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
15(+2)	12(+1)	14(+2)	10(+0)	13(+1)	10(+0)

Skills: Animal Handling+5
Saves: Str+4, Con+4
Senses: Passive Perception 11
Languages: Common
Challenge: 2 (450 XP)

Special Qualities

- **Pack Tactics**. Due to their close relationship with their hyenas, when an oslun engages with a target that is also engaged by a hyena, it has advantage on its attack rolls.

Actions

- **Multiattack**. The Captain can throw two javelins or strike twice with its axe.
- **Javelin**. Ranged Weapon Attack: +4 to hit, range 30/120 ft, one target. Hit: 5(1d6+2) piercing damage.
- **Battle Axe**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. 6(1d8+2) slashing damage.

Oslun-Muen Chieftain

Medium Humanoid, Neutral Evil

Armor Class: 18(Plate armor)
Hit Points: 104(16d8+32)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	15(+2)	10(+0)	14(+2)	10(+0)

Skills: Animal Handling+8
Saves: Str+6, Con+5
Senses: Passive Perception 12
Languages: Common
Challenge: 4 (1100 XP)

Special Qualities

- **Pack Tactics**. Due to their close relationship with their hyenas, when an oslun engages with a target that is also engaged by a hyena, it has advantage on its attack rolls.

Actions

- **Multiattack**. The Chieftain can throw two javelins or strike twice with its axe.
- **Javelin**. Ranged Weapon Attack: +5 to hit, range 30/120 ft, one target. Hit: 6(1d6+3) piercing damage.
- **Battle Axe**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. 7(1d8+3) slashing damage.

These powerfully built men stand about five and a half feet tall, are dark-skinned, with dark, short-cropped hair. They wear long kilts, belted and covered with strips of dark-colored cloth. These they decorate with iron rings and bands, small bones, and the like; anything they gather from their travels that interest them. They disdain gold, silver, and many of the normal treasures of men, taking pride more in their warrior skills and their beasts. They carry a variety of weapons in battle, but almost always use wide-bladed javelins, axes, and iron-studded cudgels. The true treasure of the oslun-muen is their beasts. Many take hyenas as pets, decorating them with rope collars, strips of cloth and more. They breed these beasts huge and train them to serve them in both war and the hunt.

Cruel Servants. The oslun-muen are not altogether evil, though they serve an evil master. They are brutal men, who come from a brutal world. They do not tarry on the road of goodwill or conscience. They serve their Lord as their hyenas serve them, with ferocity, loyalty, but shadowed by an independent spirit.

Tribal. They travel in large bands of up to a hundred warriors. If they are on the road, migrating, their bands can number up to 600, for every warrior travels with 1-6 women, elderly, and children. They do not prize wealth and put no store in owning beautiful things. They travel in carts, on mules, cattle, or whatever beasts they own. Their wealth lies in their hyenas. An Oslun without a hyena is considered a poor man, one who sustains two, three, or even four is considered wealthy beyond worldly means. For every 10 oslun warriors there is one leader. For every 50, there is 1 captain as well as 4 leaders. For every 100 encountered there is one chieftain.

Hyena Bond. The warriors are fierce in battle, attacking with javelins before unleashing their great hyenas. They never allow the hyenas to attack alone, but join them in the charge, weighing into the fray at the sides of their beasts. Both fight in tandem, one helping the other. Few warriors can shirk off the death of their beasts, many fall from the combat to tend to its body, others become enraged, others so grief-stricken they cannot fight, either quitting the field or laying down upon the body of the fallen beast. When the warriors die, the hyena quits the fight unless something threatens the body of its master; it lingers there until hunger eventually drives it from the corpse. Each warrior has one hyena that joins him in battle. A leader will have 2 hyenas. A Captain will have a giant hyena and a regular hyena and will ride the giant hyena into battle. A chieftain will have 3 giant hyenas with him at all times.

Chaotic warriors. The oslun wield all manner of weapons in battle, but they almost always attack in tandem with their hyenas, unleashing the beasts and charging forward with them. As the beasts charge, they hurl their javelins. There do not attack in an organized fashion; rather they follow the lead of their beasts who instinctively seek out the weakest targets in an area. As soon as these fall, the pair attacks the nearest creature. Ferocious in battle, they rarely yield and fight to the death.

In Aihrde

Called the Oslun-Muen in the tongues of the west, the "Hyena-Men," these men originate from the Zuala tribes to the south and east. With the fall of Unklar, his empire fell into chaos and many vied for power. In the many-storied towers of Aufstrag, Coburg the Undying rose to power. He ruled the upper chambers through force and guile. But he did not trust the servants of Unklar for they always harkened to the Horned God and murmured for his return, something Coburg does not desire. So he stretched out his arm and summoned allies of his, the Zuala served him many times in the past and so they answered his call. Great troops of them came to Aufstrag, bringing with them their families, stores of weapons and equipment, and above all else the great hyenas of their homelands.

They took up their abodes in the halls beneath the throne room and their numbers multiplied, bringing ever greater pressure to bear on the lower Halls. They frequently range forth from the Dark Tree, roaming the countryside for many leagues, searching for prey for their wars-torn spirits.

P

PALKWORM

Large Beast, Neutral Evil

Armor Class: 15 (natural)
Hit Points: 165 (22d10+44)
Speed: 10 ft Swim 60 ft

STR	DEX	CON	INT	WIS	CHA
20(+5)	13(+1)	15(+2)	4(-3)	10(+0)	3(-4)

Skills: Stealth+5
Senses: Tremorsense 30 ft, Passive Perception 10
Challenge: 9 (5000 XP)

Special Qualities

- **Regeneration**. The palkworm regenerates 10 hit points at the start of its turn as long as it has at least 1 hit point.
- **Tentacles**. The creature has 4 tentacles that it uses both to sense its environment and to attack its prey. Each tentacle has AC 15 and 20 hit points. Damage to the tentacles does not reduce the creature's hit points. If a tentacle is killed, the palkworm loses that attack. If all four tentacles are killed, the palkworm loses its tremorsense. The palkworm can regrow its tentacles in 24 hours.

Actions

- **Multiattack**. The palkworm makes 4 attacks with its tentacles and one bite attack. If the creature is holding its target in its mouth, its bite automatically must be applied against whatever it is holding.
- **Tentacle**. Melee Weapon Attack: +9 to hit, reach 20 ft, one target. Hit: 9(1d8+5) bludgeoning damage. If the palkworm does not have a creature in its mouth, then its tentacles will attempt to grapple each target. The target must make a Dexterity save (DC of 15) or be grappled by the tentacle. Any creature grappled by a tentacle at the beginning of the palkworm's turn can be moved 10 feet towards the mouth.
- **Bite**. Melee Weapon Attack: +9 to hit, reach 5 ft, one target. Hit: 24(3d12+5) piercing damage and the target is grappled by the mouth. On its turn, the target can attempt to escape the grapple with a DC 15 escape attempt. If the target succeeds, they break the grapple but suffer 6(1d12) slashing damage from tearing away from the creature's teeth. If the creature has a target grappled in its first mouth at the beginning of its turn, then its second mouth will automatically bite the target, doing 18(3d8+5) piercing damage and increasing the escape DC to 18. Further, if the creature does succeed in using an action to escape, it takes 11(1d12+1d8) slashing damage. If the target is held by the second mouth at the beginning of the palkworm's turn, then the third mouth automatically bites for 15(3d6+5). After this, the palkworm will try to swallow the target. If a target is unconscious and medium-sized or smaller, it is swallowed and suffers an automatic failure on its death save each turn while swallowed. A conscious creature can avoid being swallowed. The palkworm will bite with its third mouth doing 15(3d6+5) damage every turn once it's holding the creature until it can finally swallow it.

The palkworm is a creature of the old world. When full-grown, the beast's tubular body is easily 5 feet in diameter and 20 feet long, though larger specimens have been found. Its mouth is a simple affair, with rows of serrated fangs that bend in deadly curves into the creature's maw, allowing few to escape once

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caught. It has no eyes, nor nose, but rather feels its way through four long, rope-like tentacles that spring from hardened coxa on its torso. These grow to 30 feet in length and serve as weapons, means of locomotion, and the creature's eyes and ears to the world. Four squid-like arms, line with suckers, cap the palkworm's tail end, giving it further means of movement as well as stabilizing the beast in the slippery environs that it calls home.

Bound to Water. The worm begins its life in any small body of stagnant water, usually a pond or pool. Where muck gathers, from animal droppings, dead foliage, or the carcass of some fallen creature the worm thrives, borne thereupon the foul wind of dark deeds. The microbe feeds upon the muck and grows until it's the size of a tadpole, at which point it grows at tremendous speeds, devouring all that it comes into contact. Within a few months of being deposited the palkworm is full-grown. They are as common above ground as below but are bound to the pond that gave them birth for they cannot live without water.

Ambush Predators. They dwell deep in the muck, burrowing into the bottom of the pond, allowing only a tentacle to or two to linger above the water, sensing prey that comes along. It is voraciously hungry and attacks everything that comes within reach of its pond. They sense vibrations, and when anything approaches the edge of the pond, the creature uses its rear appendage to pull and launch itself from the water, and its tentacle-arms to reach for a grapple its foe. Once it has grabbed a foe it pulls the creature to its mouth where it bites it and then begins to slide back under the pond.

Sunburn. Long exposure to the sun dries their skin and eventually kills them. This usually takes several weeks if not a month. Those who are able, and have the time, fight the creature by draining its pond, but such things are deadly challenges. Occasionally their carcasses are found in dried-out ponds where drought did man's work.

In Aihrde

The palkworm was born of a thought, twisted by a notion more deadly than humorous. Long ago Tefnut, the Goddess of Rivers and still water, set her gardens to order, planting all manner of foliage along the banks of her rivers and ponds. In those days the world was young and filled with beauty. She reveled in the joy of it. So it was that Narrheit, Lord of Chaos, found her and he spent some time with her in the wilds of her Ethvold. Narrheit had many tales to tell and he spun yarns of his many deceits. But Tefnut was never one to enjoy needless suffering nor humor born of ill will or jealousy. Narrheit, sensing her irritation, sought another avenue, and thought to flatter her, but Tefnut would have none of it and sent him on his way with a warning to be wary of her woods, "for these rivers are as I ordered them and if any have thought to alter it or give it another face, I would see it as an act most unkind."

Narrheit took heed of her warning and did not mettle with her woods, but coming to the high tops of the mountains that overlooked the Ethvold, that being the Rhodope Mountains, he turned to give her a parting gift. He spat upon his hand and cast his breath out over it so that a light rain fell. Picked up by the wind the rain carried far and wide and within it were his misgivings and evil thoughts. From these, the palkworm was born and carried across the wide world as it is even to this day.

PANDAREEN

Tiny Fey, Chaotic Neutral

Armor Class: (description)
Hit Points: 5(2d4)
Speed: Fly 40 ft

STR	DEX	CON	INT	WIS	CHA
5(-3)	16(+3)	11(+0)	8(-1)	9(-1)	13(+1)

Skills: Stealth+5
Senses: Passive Perception 9
Languages: Sylvan
Challenge: 1/8 (25 XP)

Special Qualities

- **Webs**. If the pandareen are able to render a foe unconscious, they will attempt to seal it in webs. The creatures will swarm around the target, spewing webs from their mouths. Each turn, 10 pandareen can by working together, cover 1 foot of creature in their thick webs. Any creature completely covered by the webs is incapacitated. Once per day, the bound target can make an escape check with a DC of 18. On a success, they escape the web. On a failure, they suffer a level of fatigue and are stuck for another day.

Actions

- **Song**. The pandareen, as a group, sing a special magical

song. It takes at least 10 of the creatures for the magic to work. It initially sounds like lots of bells gently ringing. However, all creatures within 60 feet of the pandareen must make a Wisdom save (DC 15) or fall into a deep slumber. Unless awakened, the creature remains asleep for 8 hours. A creature wishing to awaken the target can do so by spending a round slapping and shaking the target. However, the target remains tired and groggy for the remainder of the 8 hours, giving it disadvantage on all attacks and ability checks. Any creature making their save is immune from the pandareen song for 24 hours.

The tiny pandareen fly upon sylvan wings; with light or dark green skin they hide in the shadows of trees, perching upon branches or trunks. Sexless creatures whose voices sound like ringing bells, they dwell in deciduous forests in very moist climes. They prefer areas near brooks or dead-end paths, where animals or men are likely to stay and drink.

Petty. They have limited intelligence but are possessed of a wicked jealousy for those who carry any sort of tool, from a hammer to a spear.

Wandering Menace. They have no lairs but the victims of their song often lay upon the forest floor, snared in the webbing the creatures cast.

In Aihrde

The pandareen are common in the old forests of the world. In the Lands of Ursal, they are encountered in the Eld Wood and Darknefold forests as well as the Aenochian and Grosswald. They are prized as pets by many far and wide for their songs lull one to sleep. They are generally sold in small cages containing four to eight of the creatures and usually harbored in large cages housed in arbors where they sing but can do no harm to those they lull to sleep.

PHIDIAN

Small Beast, Neutral

Armor Class: 16(natural armor)
Hit Points: 13(3d6+3)
Speed: 30 ft Swim 60 ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	17(+3)	12(+1)	3(-4)	11(+0)	4(-3)

Senses: Passive Perception 10
Challenge: ½ (100 XP)

Actions

- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) slashing damage.

The phidian are small semi-aquatic creatures that resemble a bird to some degree. The creature's two legs are long, adorned with huge claws, designed to rend flesh. Their bodies are narrow, scaled on the underside, but covered in thick fur above. They have a short neck adorned with a huge head. The head, including the phidian's jaws, is actually one large hairless bone;

this bone is so thick that it is very difficult to penetrate with a weapon. There are no teeth or fangs of any kind, but rather the very bone of the jaw. The creature's deep-set eyes are covered by boney apertures, protecting them from harm. The phidian are dark colors, shades of black, gray, even green, or blue.

Aggressive. The phidian are very aggressive, predatory creatures. They travel in small pods of 1-6, throughout all the temperate zones of Aihrde. They prefer thick forests or jungles but dwell on the banks of slow-moving rivers, lakes, and the like. These creatures are particularly aggressive and do not shy away from attack prey many times larger than themselves. When it attacks it lifts its head, rather than lowering its jaw, opening the span of its jaw as wide as it can. When it 'bites' it drops the upper jaw, which falls like a steel trap, crushing its prey. They generally do not use their claws as weapons, but rather use them to tear through the armor plating of their favorite meal, turtles. Ironically, this allows them to rend through armor as well.

Territorial. The phidian usually mark out a territory in which they hunt. They range in style from lying half-submerged in water, to stalking and chasing their prey. When they single out their prey, they attack, though rarely as a group. Individual phidian attack different targets.

In Aihrde

The phidian have long been a pain for travelers, hunters, and woodsmen. Very common in the Darkenfold and Eldwood, these creatures pose a real danger to commerce there and are one of the many reasons that deeper inroads have not been made into those darker forests. The border wars between the Rangers of the Knot and the Knights of Kayomar are replete with many stories of knights being lured from their troops into wet ground occupied by these vicious beasts, who in turn attack and kill the errant knight, tearing open the armor and devouring the man from within his own plated protection.

The goblins of Aihrde have long sought the upper portion of the skull-bone of the phidian for its heavy weight, using it in the manufacture of much of their items as cups, bowls, and the like. Many have integrated it into suits of armor as well or filling the skull with lead to make heavy maces and hammers. Such an item always gives the wielder a +1 to hit.

PLU-NAR, TIN CUP'S MOTE

Medium aberration, unaligned

Armor Class: 17 (Natural armor)
Hit Points: 78 (12d8+24 HD)
Speed: -

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	4 (-3)	18 (+4)	7 (-2)

Skills: Perception +5, Stealth +5
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Damage Resistance: Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks
Senses: Darkvision 60 ft, Passive Perception 15
Languages: None
Challenge: 7 (2,900 XP)

Special Qualities

- **Devouring Fear.** Any creature within the same dimension as the plu-nar and within 60 feet of it must succeed at a DC 17 Charisma saving throw. On a failure, the creature is frightened of the plu-nar and the plu-nar gains 1d4 temporary hit points. The creature may repeat this saving throw at the end of each of its turns, ending the effect on itself with a success.
- **Dimensional Trap.** Any who attempt to leave the dimension of a plu-nar while in its presence must make a DC 15 Charisma

PUALA BEAST

Huge Aberration, Neutral

Armor Class: 17 (natural armor)
Hit Points: 380 (40d12+120)
Speed: 30 ft Swim 60 ft

STR	DEX	CON	INT	WIS	CHA
26(+8)	11(+0)	17(+3)	18(+4)	15(+2)	13(+1)

Skills: History+10
Saves: Str+14, Con+9, Wis+8
Damage Immunities: Cold, poison
Condition Immunities: poisoned
Damage Resistance: Fire
Senses: Dark Vision 120ft, passive perception 10
Languages: Primordial, Aquan, telepathy 120 ft
Challenge: 18 (20,000 XP)

Special Qualities

- **Capsize.** A puala beast can rise out of the water with such force that a vessel with a beam of 25 feet or less is automatically capsized. A vessel with a wider beam has a chance of capsizing equal to the hit dice of the puala divided by the vessel's beamwidth expressed as a percentage; thus a galleon with a 30-foot beam will have an 83% chance of being capsized.
- **Water Mastery.** The puala beast gains a +2 bonus on attack and damage rolls if it is touching the water. (Already figured in)
- **Innate Spellcasting**. The puala beast's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit). It can innately cast the following spells, requiring no material components.
  - At Will: *Water Walk*
  - 5/day each: *Shape Wood* (as *shape stone*, but works on wood)
  - 3/day each: *Astral Projection, Control Weather*
  - 1/day each: *Antilife Shell, Storm of Vengeance*
- **Transmutation**. Three times per day, the puala can transmute up to 500 pounds of inanimate stone or wood into water of equal weight.
- **Regeneration**. The puala beast regenerates 20 hit points at the beginning of its turn as long as it has at least 1 hit point and is in contact with water.
- **Whirpool:** A puala beast can create a whirlpool once every 5 minutes, provided it is underwater. The whirlpool is 10 feet wide at the base, up to 50 feet wide at the top, and 20 feet or taller. The puala beast controls the height of the vortex. It lasts 1 minute or until the puala beast breaks it apart.

  Any creature half the height of the vortex or less must succeed on a Dexterity save (DC 18) when it comes into contact with the vortex or be pulled into the vortex. A swimming creature may use an action and attempt a Strength save (DC 18) each round to escape the vortex. Any creature caught in the vortex takes 22(5d8) bludgeoning damage upon being pulled in and then at the beginning of each of its turns. The creature is considered restrained until it escapes and is trapped underwater. Further, any attempt to cast a spell that has a somatic component or requires concentration requires the caster to succeed at a Constitution save (DC 18) to successfully cast the spell. If the save is failed, the spell slot is lost and the spell fails to go off. If a trapped creature is concentrating on a spell, they have to make a concentration check (DC 18) at the end of their turn.

Actions

- **Multiattack**. The puala can strike twice with its fists each round or cast a spell.
- **Fists**. Melee Weapon Attack. +16 to hit, reach 15 ft, one target. Hit: 23(3d8+10) bludgeoning damage.

The puala is a huge aquatic beast, ranging up to 20 feet long, over 30 with its tail. It has legs like a man's, but its torso is long, shaped more like a fish. It has a long tail that tapers toward the

end, lined with fins that allow the beast to guide itself through the currents. These fins range the whole length of the beast's body to the tentacles of its head. Its arms are huge, muscular things, but bound to its torso by wing-like membranes that allow it to swim very fast and in the most turbulent seas. The puala beast's head is round, like an octopus, it has a dozen or so tentacles that shroud its shoulders. These tentacles are beaked and each possesses multiple eyes that allow the creature to see in many directions at once. The beast is deep green to blue, but the fins that run the course of its body are crimson colored.

Alien Nature. The puala beast does not need air to breathe, nor food or drink. It is a magical creature that is most at home in the deep waters. Its skin is ice cold, holding the Void within it, and when it comes into contact with warm water it also creates a mist. When the beast lingers in one area for too long the mist grows, encompassing vast stretches of the ocean.

Force of Nature. The puala beast is very intelligent and able to communicate telepathically with almost any species. Its origins are beyond those of mortal men and it is not able to understand their drives or reactions. It does not believe in fate, or anything other than the natural unfolding of the universe. Much like a storm, the puala passes over the world, through the deeps, with little thought to what it might harm or aid. They can be reasoned with, but only the cleverest are able to do so.

Elemental Wrath. When roused in anger, the puala uses its powers over the weather and water to react. It usually changes the weather patterns to suit its nature, the stormier the better, followed by a whirlpool. It then uses its spell-like abilities to the greatest benefit. It does not have the capacity to forgive, but neither does it have the capacity to hold a grudge.

In Aihrde

The puala, a Val-Eahrakun, came to life in the deep Void, long before the All Father discovered the Maelstrom and created Aihrde. He toyed with the beast for a while, but grew tired of it and cast it aside to live out its life in the Great Empty. As with many creatures, the puala discovered the world of Aihrde during the age of its making, drifting across the Void, drawn to the light of creation. Like so many other creatures great and small, the puala slipped into the world without arousing concern from the All Father.

In those Days before Days, the puala beasts settled into the deep oceans, avoiding much of the struggles between the other Val-Eahrakun in those days before the rising of the sun and moon. The rising of those great orbs roused only a little curiosity as theirs was a world of darkness and freedom. The puala beasts made concourse with some creatures but for the most part, dwelt in obscurity until the coming of the dwarves of Alanti.

These paid the puala homage, but to no avail, for the beasts cared not, passing on in indifference.

During the last battle of Corthain and Ornduhl, when the bull fell and the Lord of Law cast his judgment, the puala succumbed to a deep sleep and settled in their dens about the ocean floors. There they lay for many eons, passing through the Winter Dark unaware of the struggles of man or god. Recently, they have risen from the deeps, as with Unklar's passing, as the scholars note, the Wall of Worlds is diminished and the Judgment has lost its power.

- **Saving Throw.** Failure means the creature remains trapped. Trapped creatures may repeat the save at the end of each long rest. If the plu-nar is slain, those trapped are automatically returned to their own dimension, expelled from the plu-nar's at exactly the place where they were originally drawn in.

Actions

- **Multiattacks.** The Plu-Nar makes 4 claw attacks
- **Claw.** *Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 8 (1d10+3) slashing damage*

Reactions

- **Multi-Reaction.** The Plu-Nar may take a reaction against every creature it faces, each round.
- **Dimension Fold.** The plu-nar forces another opponent who takes any action or bonus action to make a DC 17 Wisdom saving throw. On a failure, they find themselves yanked into the plu-nar's dimension, looking out into their world beyond and unable to escape. Affected creatures may not return to their home dimension. The creature may repeat the save at the end of each of its turns, ending the effect with a success; they may then attempt to return to their own dimension so long as the portal is still there.

Manifestations of fear and doubt. The plu-nar does not exist until doubt, uncertainty, confusion, and fear create it. When it begins to manifest, the ground around those clouded with doubt begins to freeze, as if a sudden frost descended upon them. The light, both natural and magical, dims, shadows lengthen and a doorway appears in front of those who inadvertently conjured the plu-nar. Beyond the door lie formless grey shadows that seem to mark a road or path that winds through a darker mass. Next, a figure appears, standing in the door. It has no face nor true form but bears the mark of familiarity to all who see it. It seems to be suffering, stricken with doubt and fear, and calling for aid.

Madness of chaos. This is the plu-nar, a madness of chaos. It has no form or shape and only materializes in the wake of fear, taking the shape of a nightmarish dream. The plu-nar is mindless and radiates no evil or chaos, intelligence, or will. It simply exists, a sliver of chaos unleashed. Upon manifesting it creates a limitless pocket dimension behind it, like a portal to another realm. Those who cannot overcome it are drawn into the dimensional space and trapped there. The plu nar does not attack any who stand beyond the door, but those drawn within the dimension are immediately subject to its clawed attacks. It attacks aggressively.

Within the dimensional space the shadow becomes a nightmare blocking the exit to the material world which is plain to see beyond the doorway. But the shadow of a man that seemed somewhat familiar is now a twisted thing, long and lanky with claws that seem to have no end and a wicked empty grin. It is a stain upon the shadows and faces any within the pocket dimension. This is the manifestation of mindless fear and it eats at whoever lies within its realm.

Lost in the Gray Waste. Once one overcomes the shadow of fear and they slay it, their body, battered but alive, stumbles out of the dimension and it fades into nothingness. For those who flee deeper into the dimension, the path darkens and twists, turning in on itself, cursed to wander the trackless wastes of their own fear until rescued through some outside intervention such as a wish spell. For those who die in the dimension, their souls emerge the Gray Waste of Gehenna, lost and without purpose.

Q

QU FIEND

Small Beast, Neutral Evil

Armor Class: 13 (description)
Hit Points: 7 (2d6)
Speed: 20 ft Climb 20 ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	17(+3)	11(+0)	5(-3)	12(+1)	7(-2)

Skills: Athletics+2, Acrobatics+5
Saves: Dexterity+6
Senses: Darkvision 60 Ft, Passive Perception 11
Challenge: ½ (100 XP)

Special Qualities

- **Agile**. The Qu are very agile climbers due to their multiple hands and tail and therefore cannot fall from any height. They have advantage on any check involving climbing. They also have a +1 on all dexterity saves (already added).

Actions

- **Multiattack**. The Qu uses its fearful voice and makes two attacks, one with its claws and one with its bite.
- **Claws**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5(1d3+3) slashing damage.
- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6(1d6+3) piercing damage.
- **Fearful Voice**. The creatures issue a string of eerie sounds in different pitches. All creatures that can hear the voice must make a Charisma save (DC 13). Any creature failing the save is immediately affected by the frightened condition. Any frightened creature can make the save again at the end of its turn. Once a creature saves against the fearful voice, they are immune for 24 hours.

The small, largely hairless qu fiends possess two long arms on their upper torsos and two shorter arms on their lower torso. They have no legs or feet of which to speak. Their skin is very pale, almost pink in color, matched by the pink of their very wide eyes. Their heads are small, with a long snout, filled with massive fangs, both thick and long. When in battle or threatening other creatures, the qu is able to fold its face back, exposing the entirety of its long snout and these very large fangs. The exposed flesh is a dark red. The only hair they sport resides upon their necks. Here, a huge collar of hair dominates the beast, framing its altogether evil countenance. They have a long thick tail as well.

Lords of the Trees. The Qu are extremely agile, living the majority of their lives in the treetops. They are very territorial, marking out hunting grounds where whole generations pass. They often occupy old ruins, for they are just intelligent enough to understand shelter. Once they have marked out a domain these creatures become fierce in defending it, attacking almost

anything that enters the area. Largely fearless, the size of the intruder does not concern the qu.

Pack Loyalty. The Qu are pack-oriented creatures, led by a matriarch. If captured while still very young, they are highly trainable and often take on their owner as their pack, defending them as they would any other qu in their family group. The qu fiends attack with a barrage of weird calls, shouting and calling to each other as they surround their intended target. As soon as the creatures have encircled their victim, or come as close as they can, they ratchet up the noise until one works up the courage to leap into battle, this usually only takes a few rounds.

In Aihrde

The qu fiends are not uncommon creatures, as they thrived during the Winter Dark. They are found in most deciduous forests of the world and the jungles of the southern continents. The pirates who ply the waters of the Amber Sea favor these creatures for shipmates as the ship itself serves as the creature's territory and their calls and violent reaction to sea-born attackers often aids in unsettling attacks on the ship. A brisk trade within the Sea Towns of Ihlsa has developed and those towns play host to a plague of these strange creature's weird calls.

QUESTING BEAST

Large Fey, Neutral

Armor Class: 13 (Natural armor)
Hit Points: 65 (10d10+10)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	12(+1)	2(-4)	10(+0)	10(+0)

Damage Immunities: Bludgeoning, piercing, and slashing from non-magical weapons

Senses: Passive Perception 10
Languages: varies
Challenge: 4 (1100 XP)

Special Qualities

- **Geas**. Three times per day, the beast can attempt to place a geas upon a target. This is cast as if 7th level, and the save DC is 18.
- **Magic Resistance**. The questing beast has advantage on saving throws against spells and other magical effects.
- **Woodland Stride**. The beast can move through any natural terrain without being impeded. Any natural or plant-based condition that would create difficult terrain is treated as normal terrain for the beast. Even magical plants cannot slow the questing beast.

Actions

- **Ram**. Melee Weapon Attack. +5 to hit, reach 5 ft, one target. Hit: 16(2d12+3) piercing damage.

The questing beast appears as a large deer, crowned with a massive spread of horns. A thick coat of white fur covers the deer, broken only by the telltale signs of gray sprinkled throughout. It stands almost six feet at the shoulder, dwarfing other deer. The creature's demeanor is calm, though it is rarely still.

Reclusive. Questing beasts are rare, solitary creatures that dwell in the deep forests far from the haunts of man. They avoid contact whenever they can, but their instincts drive them to visit those in need of guidance or those who seek a higher calling. To these people they appear briefly, signaling to them that a task of unusual danger or one very difficult is set before them. Whether this task is given to them by the questing beast or whether some great force uses the beast is indifferent, for the end result is the same. A quest is laid upon the viewer and they about bound by its dictates.

Voice of the Gods. The questing beast speaks not through a voice or mental command, but rather through sound reverberating from its belly. It is believed that there lies a portal to the other realms and through it, creatures are able to speak to mortals.

Shy. When attacked, the questing beast always first chooses to flee. They move with tremendous speed and are unaffected by the terrain they pass through. They are particularly adept at avoiding magical effects; even physical attacks fail most of the time. If horribly pressed, they geas their opponents or ram them.

In Aihrde

This creature is very rare. When the All Father died and the world of Fey spilled upon Airhde the questing beast was one of many creatures to come to the plain. The embodiment of the All Father's desires, this beast came to exist with an overwhelming power to place people on quests. The creature is very benign and would never knowingly harm another, good or evil. It is indifferent to the alignment of any stripe.

Many knights of many orders pay homage to the questing beast, but it is with the Vale Knights that the beast holds the greatest honor. They hold the questing beast to be a sacred animal and worship it. Their holy days are centered on the creature; many feasts are held in its honor and most if not all the knights incorporate the deer symbol into their coat of arms. Killing or even threatening to kill the question beast earns death at the hand of any of that order.

QUIL

Medium Aberration, Chaotic Evil

Armor Class: 17 (description)
Hit Points: 11 (2d8+2)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
13(+1)	7(-2)	12(+1)	3(-4)	11(+0)	4(-3)

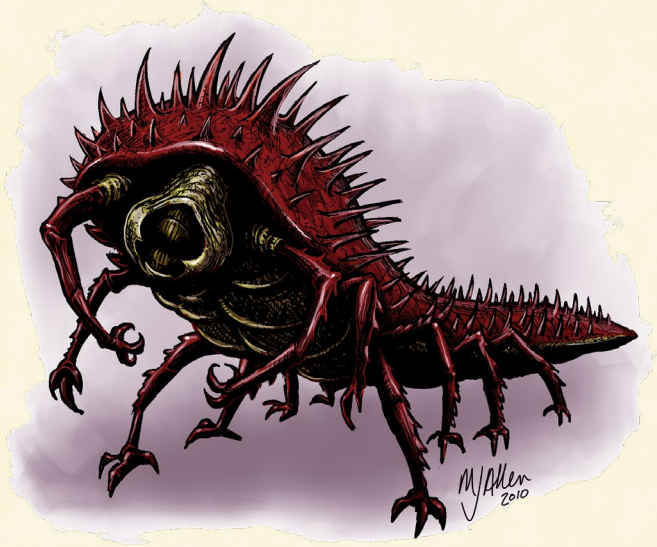
Condition Immunities: Grappled, Prone
Senses: Darkvision 30 ft, passive perception 15
Challenge: ¼ (50 XP)

Special Qualities

- **Scent**. The Quil has a superior sense of smell. It gains advantage on any perception checks involving scent.

Actions

- **Bite**. Melee Weapon Attack. +3 to hit, reach 5 ft, one target. Hit: 4(1d6+1) piercing damage.



The aggressive quil crawl upon a multitude of legs, sliding across the ground in an undulating fashion. A thick coat of bony spikes covers their broad backs, laying flat during movement, but when threatened, they rise on end. They have a dozen insect-like legs and an armored head that can retract beneath the creature's torso if needed. Their head is bone, with no skin, and their jaws open and close like a vise, able to tear through flesh, clothing, furs, and even armor. Their finger-like claws are able to grasp things, allowing them to eat them all the faster.

Infestation. These multi-leg creatures are the bane of farmers, villages, towns, and dungeons. They thrive upon any organic matter, whether flesh or plant. They live in any clime but are most active during the warm months when crops are coming in and markets are filled to capacity with fresh food. Then the quil swarm in pods of a dozen or more. If left unchecked they infest areas, often driving out the local inhabitants.

Colonies. On rare occasions, the quil nest in huge colonies, where an adult female allows other quil to attach upon her, they fold themselves up in a giant ball, breeding and feeding upon each other. If the nest is attacked, there can be scores of the creatures, all of whom drop to the ground and attack.

Persistent predators. The quil's spikes protect it from most predators, designed to hold off an attacker while the quil devours its meal. They are very agile though, and if persistently attacked, or even one of their pack is persistently attacked, they become very aggressive, attacking with their vicious bite.

In Aihrde

The quil are prehistoric creatures, fashioned by the Red Duke in the Days before Days. He made them as a nuisance to plague Mordius' gardens. This they did in profound fashion. She could find no purpose for them, nor turn them to any good. Her druids hunted them, but they spread like a plague for centuries until the goblins and early humans put them to better use.

The eschl first learned to hunt them and use their skins for decorations and weapons. They found that if they killed the quil carefully, usually by flipping them with spears and stabbing their soft underbellies, the spiky skin, once preserved, retained its defensive ability. By stretching the skin over their war-boards, they fashioned formable shields that, once struck, whether from the Eschl or an enemy, the spikes rose on end, offering a separate layer of protection. The eschl also use the creature's thick, skull for clubs. Goblins soon adopted these practices and the quil are even today hunted far and wide for their skins and skulls.

Use of such a skin on a skin gains the shield a +1 to AC. The skull does a +1 damage when properly mounted on the club.

R

RAM (BIG HORN SHEEP)

Medium Beast, Neutral

Armor Class: 13 (Natural Armor)
Hit Points: 30 (4d8+12)
Speed: 50 ft, Climb 30 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	11(+0)	16(+3)	3(-4)	11(+0)	4(-3)

Senses: Passive Perception 10
Challenge: ¼ (50 Xp)

Special Qualities

- **Cliffclimber.** As long as the ram is on dry ground, it is not affected by difficult terrain.

Actions

- **Kick**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5 (1d4+3) Bludgeoning Damage
- **Ram**. If the Ram can move at least 20 feet and then make an attack, it can use its ram attack. Melee Weapon Attack: +5 to hit, reach50 ft, one target. Hit: 17 (4d6+3) Bludgeoning Damage

Wild sheep are agile mountain climbers found in a variety of mountainous regions. The males, known as rams, defend themselves with large, spiraling horns. (Female sheep – also known as ewes – are given separate stats, see below.)

Aggressive. Rams can be aggressive, charging at opponents and head butting them with their horned heads.

RED CAP

Medium Fey, any Evil

Armor Class: 12 (leather armor)
Hit Points: 36 (8d8)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
12(+1)	13(+1)	11(+0)	13(+1)	15(+2)	11(+0)

Skills: Stealth+3
Saves: Dex+3, Wis+4, Cha+2
Senses: Dark Vision 60 ft, passive perception 12
Languages: Sylvan
Challenge: 1 (200 XP)

Special Qualities

- **Innate Spellcasting**. The red cap can cast the following spells, requiring no material components.
  - 3/day: *fog cloud*
  - 1/day *invisibility*
- **Regeneration**. As long as the red cap is wearing its cap and its cap is wet with blood, it regenerates 5 hit points at the beginning of its turn as long as it is alive.

Actions

- **Multiattack**. The red cap attacks once with either its claws or its poleaxe, and once with its bite.
- **Claws**. +3 to hit, reach 5 ft, one target. Hit: 3 (1d4+1) slashing damage.

- **Pole Axe**. +3 to hit, reach 5 ft, one target. Hit: 6(1d10+1) slashing damage.
- **Bite**. +3 to hit, reach 5 ft, one target. Hit: 4(1d6+1) piercing damage.

Red caps are rare creatures related to goblins. They stand about 4 feet at the shoulder, are tall and straight. They ape the mannerisms and clothing of other humanoid races and prefer to carry a poleaxe in all their wanderings. Their faces are wide and round, mouths filled with sharp fangs and heads sparsely covered in shaggy hair. Their most distinguishing feature, however, is their red skullcaps. These caps embody their soul which they dye in the blood of their victims to keep the soul fresh and alive.

Sadistic. Redcaps are very evil and haunt the back roads and lonely paths made by men. They hunt solitary travelers or those unwary on the road. When they spot a likely victim, they attack. They stalk their prey, often following them to a well-known location where they are able to take advantage of the land or a pre-set trap. They attack from behind, striking their foes with their magical pole-axes. There is no rhyme or reason behind the attack, only the desire to cause pain and suffering. They have no feelings of mercy or remorse. They rob their victims and amass the treasure for no purpose other than to have it on hand. They must, however, dip their caps in the blood of a victim at least once a month or they fade away.

Leaders of Goblins. On rare occasions, the red cap gather bands of goblins under their command, and these they use for their own purpose, having no loyalty to their distant kin. They sometimes serve other evil creatures.

Magic Cap. The red cap itself is a magical item that player characters can claim if they wish. The cap will give the player character the same regenerative benefits as this goblin-like creature enjoys, as long as the cap is kept supplied with fresh blood. However, beware, as those who do evil to claim its benefits will themselves become twisted by their own acts. Over time, continued use of the red cap will twist the character into a dark and evil form, until the character is no more and only a red cap remains.

In Aihrde

It is well known to the scholars that the god Ornduhl, the Red God, corrupted dwarves and from them created the race of goblins. In later years, after the long wars of Dwarf and Goblin, the Red God commanded a vast army of minions and he challenged all for supremacy of the world. In the struggle that followed, Frafnog rose against him and he alone could stand to look upon the Duke. They wrestled beneath the forge of the All Father until the dragon, at last, threw the Red God down and shredded his Cloak of Red. Those shreds settled far and wide across the world. Some at the very feet of the dragon itself. Here, there stood a guard of goblins and they gathered the bits and pieces of cloth that fell upon them and fled after their master. They bound these tattered remains into caps and through them grew in power and wisdom, as well as consumed with hate and a need to soak their caps in the blood of their victims. Thus, the red caps are indeed of the goblin kin but they are evolved beyond their meager kin, but for the eldritch goblins whose tale is greater even than theirs.

Their teeth are magical charms, if kept they offer a +1 to all attribute checks. The bonus is not cumulative.

ROCHUN FIEND

Large Elemental, Chaotic Evil

Armor Class: 14 (Natural armor plus dexterity)
Hit Points: 74 (8d10+24)
Speed: 20 ft. (fly)

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	16(+3)	15(+2)	15(+2)	7(-2)

Damage Immunities: Lightning, cold, fire, poison
Condition Immunities: poisoned
Damage Resistance: Bludgeoning, piercing, and slashing from non-magical weapons.
Senses: Electrical perception, passive perception 12
Challenge: 5 (1,800 XP)

Special Qualities

- **Electrical Perception:** The rochun fiend is not restricted by what it can see or hear as it has no ability to see or hear anything. It perceives everything around it by sending out short electrical bursts that bounce back to the creature, allowing it to "see" that creature. It can see in any environment.
- **Electrical Shock:** Once per round, on a successful hit with a tentacle attack, the rochun fiend can unleash a powerful electric shock, dealing an additional 7 (2d6) lightning damage. It can only unleash one shock per round, regardless of how many tentacles hit.
- **Invisibility:** The rochun field is naturally invisible. When it strikes an enemy and discharges an electric shock, it becomes visible for an instant, then vanishes again. This makes it possible to attack the fiend, but all attacks against it suffer disadvantage as a result.

Actions

- **Multiattack:** The rochun fiend makes 6 tentacle attacks each round.
- **Tentacle:** *Melee weapon attack:* +6 to hit, reach 10ft, one target. *Hit:* 10 (1d8+5) bludgeoning damage.

Consisting of magical energies drawn from the negative planes, the rochun fiends are invisible, appearing to the naked eye only when they attack. When visible, usually only for several seconds, they appear as huge, translucent, jellyfish-like creatures. They have hosts of tentacles dangling from an overarching dome. The dome protects their sensory organs, which are located on a large bulb in their center mass and consist of millions of small organs sensitive to electrical activity. These allow them to "see" almost anything within a short distance, usually about 30 to 40 feet.

Aggressive Elemental Guardians. Conjured by wizards of extraordinary power, rochun fiends are used as guardians of treasure and other magic. Their highly aggressive nature makes them dangerous to employ and they require careful management. Wizards keep them in vials, jars, or other receptacles in order to contain them and release them when needed. The container must be glass, as this substance makes them docile.

Malleable Attackers. Though they possess a definite shape when they attack, the rochun fiend has no actual shape or form. It consists of energies, only, and usually occupies extraordinarily small spaces. It can pass under doors, through the cracks in windows, and so forth. The fiend is usually contained in glass jars. These jars appear empty to the casual observer, however, a *detect magic* spell will expose them as powerful magical items. When opened, a cold gas rushes out of the jar as the creature escapes. A command word, usually known only to the wizard who created the creature, sends the fiend back into the jar.

In Aihrde

These creatures were brewed in the depths of Aufstrag during the long Winter Dark. They were creations of that priesthood of wizards, the Umbra. High-ranking members of the Guild found it necessary to guard their own laboratories against the intrusions of their surrogates and minions. What they created were the rochun fiends. Using what little of the Paths of Umbra they understood they opened portals to the deeps of the Void and farmed from it tiny vestiges of magic and brought it back to Aihrde. There they coaxed it into life and drew from it its natural properties. They discovered, through trial and error, that glass was the only property that could safely contain the creatures and so it came to pass that many of these creatures were stored away, eventually becoming lost amidst the chaos of the collapse of the Unklarian Empire.

Powerful magi in Aihrde still venture into the Void to create the rochun fiend. However, the spells to create the fiends continue to be very complex and draining, so that only the boldest and powerful wizards dare to meddle with them. Many have fallen victim to the confusion of the Paths and become lost in the Void. The spell is a 9th level spell.

RUNE MAIDS

Large Monstrosity, Neutral Evil

Armor Class: 13 (description)
Hit Points: 112 (15d10+30)
Speed: Fly 40 ft

STR	DEX	CON	INT	WIS	CHA
19(+4)	16(+3)	15(+2)	15(+2)	16(+3)	17(+3)

Skills: Animal Handling+6
Saves: Str+7, Wis+6
Senses: Passive Perception 13
Languages: Common
Challenge: 8 (3900 XP)

Special Qualities

- **Divine Beauty**. Any elf, human, half-elf, or halfling who gazes upon the rune maid takes note of her amazing beauty. They are automatically stunned for one round. At the end of their turn, they can make a Wisdom save (DC 15), remaining stunned if they fail the save. If and when they are attacked, they wake up and are able to act the following round.
- **Plane Jaunt**. The rune maid can enter the astral plane at will as an action. They can also return to the prime as an action, arriving in the same spot. If the rune maid waits for 24 hours, she can then enter the prime at a different location.

- **Blink**. The rune maid can use their plane jaunt ability as a defense, allowing them to cast blink on themselves at will.
- **Ambidextrous**. The rune maid wields weapons in both hands. She gets her full damage bonus with her off hand. The rune maid can either use a bonus action on its turn to make an extra attack or use a reaction to parry a blow granting a +5 to AC against one attack.

Actions

- **Multiattack**. The rune maid strikes twice with its sword and may make a third strike if it chooses to use a bonus action.
- **Longsword**. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 13(2d8+4) slashing damage.

Reaction

- **Parry**. If the rune maid does not make a third attack on its turn, it can use a reaction to parry an attack, granting a +5AC bonus against that attack.

Tall and beautiful maidens, the rune maids haunt the far reaches of the heavens, ever hunting for prey they deem are in need of judging. They wear little armor, preferring to feel the elements upon their naked flesh. Thin cloaks of silk, flowing lion clothes or skirts are all they wear; bands of gold, rings of silver or platinum, jewelry of all types, make up the remainder of their clothes. At times, they wear helms of fur, but always with coifs woven from silver. Their hair they wear long, flowing, and unkempt. Their eyes are wide and bright, deep pools of emptiness, reflecting the deeps of the great empty where they dwell. Their skin is that of human women, light, pale, dark, or dusty red. They are amazing to look upon and their beauty is such that they drive normal men wild.

Astral Rulers. The rune maids dwell in castles and towers in the heavens, in the astral planes. They dwell here with their sisters amidst the opulence of their wealth. They are serene creatures when not in battle, uncaring, but curious. Though willing to treaty with others, they do not have any depth of understanding when conversing. They believe other intelligent creatures are born to be judged and that their appointed task is to cast that judgment upon them and carry out the sentence.

Riders. Their one great joy lies in their stables, where they breed their magical, winged horses that carry them into battle.

Eternal Judges. Like many of these creatures, they are immortal and though they can be slain in battle, they only return to their homes to take shape again, carrying hardly a ghost of a shred of the memory of their own demise and none whatsoever of those who slew them.

Reckless Warriors. The maidens are ambidextrous and always enter battle with two weapons in hand. They do not use sorcery of any kind, though they are willing to fight from the backs of their mighty steeds. They fight until they are dead or have subdued or slain their victims. They carry their victims into the heavens, dead or alive, and return to their castles where they are set adrift into the outer planes.

In Aihrde

The rune maids are creations of Corthain the Justicar. He fashioned them as guardians of his law during the early days of the world. They served him to great purpose in his wars with Ornduhl the Red God. Their ferocity knew no bounds and the lust for the punishment meted out to the minions of the Red God drove them before the rune maids in fear and terror. Ever their flying steeds blotted the sky, the Red God's people cowered and fled, unless he stood forth. For their part, the rune maids lusted in the destruction of these material beings.

When at last the wars waned and Corthain found less purpose in them, he sent the rune maids away. He found them too single-minded, too lustful for the taste of war, and the suffering of others. The maid's possessed a lingering desire to serve their master's purpose, and they continued to harry the minions of evil. But in time, the further from their master they became, their molestations spread to all peoples, good or ill. Corthain, at last, took notice of them and in a great cloud of wrath drove them from Aihrde and into the Void. There, they lingered upon the edges of the world, watching and lusting for the light of sun and feel of rain. They built homes for themselves, towers, and castles of wondrous work in the darkness.

After long years the greater of the rune maids learned of sorceries that could allow them to cross over to Aihrde and they returned to hunt and pursue; but they found they could not linger long, for the force of their Master's banishment drove them in fear back to their homes in the Void. So they learned in time that they could cross over, but not stay, and harry again the peoples of Aihrde. They constantly drift into the world and snatch people and things, slay them, or carry them back to the Void where they leave them.

Many believe that Trigal the Mage, learned of the Paths of Umbra from a rune maid.

S

SARAB POOL

Large Fey, Chaotic Evil

Armor Class: 10
Hit Points: 65(10d10+10)
Speed: 0

STR	DEX	CON	INT	WIS	CHA
19(+4)	7(-2)	13(+1)	1(-5)	10(+0)	9(-1)

Damage Immunities: Bludgeoning, piercing, and slashing from non-magical weapons
Condition Immunities: Blinded, frightened, paralyzed, petrified, restrained
Damage Resistance: Cold, Fire, Psychic
Senses: Blindsight 30ft
Challenge: 2(450 XP)

Special Qualities

- **Peaceful Illusion.** Any creature that comes within 30 feet of the sarab must make an Intelligence save (DC 15). Anyone who fails this save will see the sarab and the area around it as a peaceful grove with a small pool. They will not be able to see or hear anything else. Even someone being slaughtered a few feet from them would be invisible to them. Anyone who makes the save sees the area as it is, which will initially seem to be the same as if they did not save.
- **Portal of Death.** The first person to step within 5 feet of the sarab will see an additional illusion, creating an illusion of a portal before the character's eyes. Beyond the portal is something the character desperately wants. The target must make an Intelligence save (DC 15) or completely believe the portal is real. If the target steps through the portal, they sink into the sarab and are automatically grappled.

Actions

- **Drown.** If the sarab has someone grappled at the beginning of its turn, it automatically uses its drown attack, forcing the water into the victim's lungs. The target automatically takes 15(2d10+4) necrotic damage.
- **Grab.** Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 9(1d10+4) bludgeoning damage. In addition, the sarab tries to grab the target and draw it into itself to drown it. The target and the sarab must make opposed strength rolls. If the target succeeds, it escapes. If it fails, it is drawn into the pool and grappled. While the sarab has a creature grappled, it cannot use its grab attack.
- **Grapple.** Any creature grappled by the sarab can attempt to escape as an action. They must succeed at either a strength(athletics) or dexterity(acrobatics) attempt at a difficulty of 18 to escape. The sarab can only grapple one creature at a time.

Sarab pools are rare, magical pools that dwell in old glades of ancient forests. They appear as pools of still water to anyone who comes across them. But they are, in fact, mindless creatures of fey that unknowingly trap and kill the unwary through a combination of illusions and sorcery. The glade around the sarab pool is amazingly beautiful with old-growth, moss-covered, oak or elm trees with tangled roots, wildflowers growing amidst deep lush grass, and the like. The sarab pool fosters its own environment, protecting it in many ways and allowing it to grow safe from man or beast.

Fey Cursed. The sarab is created by renegade fey magic, causing peaceful pools of water to become cursed with a need to kill. The sarab are mindless, but they act with purpose.

Ambush Killers. The sarab tries to draw in victims with its illusions, drowning them one at a time. If it is unable to do so, it will try to grab those who stray too close. The creature is incapable of any action except trying to grab victims by any means available to it.

In Aihrde

A sarab pool is actually the by-product of sentients, those ancient trees who the All Father granted wisdom and the knowledge of the Language of Creation. Sentients have wandered the earth for eons and often stop in their wanderings to muse and ponder the land. Where they stop, their roots dig into the earth and break stone and soil. On rare occasions, water pools at their roots and is imbued with tremendous magic shed from the sentients' use of the Language or its contemplative magic. The pool is alive with magic, with the essence of creation, though

unlike its creator, it is not sentient, but rather a conglomeration of that stuff the makes up life. Its sorcery is powerful.

They are found throughout the world of Aihrde and are highly prized by illusionists for to vial the waters of a sarab pool promises to increase the magical strength of any illusion. Any spellcaster who drinks a single draught of a sarab pool is able to cast illusion spells with greater potency. The caster can either cast a spell as if it was one level higher (i.e. use a 1st level spell slot but cast the spell as if cast with a 2nd level slot) or they can increase the DC of an illusion spell by 2. This effect remains for 10 minutes or until it is used to cast three spells, whichever comes first.

SCAJ

Medium aberration, lawful evil

Armor Class: 17 (natural armor)
Hit Points: 82 (12d8+24 HD)
Speed: 40ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	2 (-4)	10 (0)	6 (-2)

Condition Immunities: Frightened, Unconscious
Damage Immunities: Sneak attack
Damage Resistance: Bludgeoning, piercing, and slashing from non-magical or non-silvered weapons.
Senses: Passive Perception 14, Blindsight 120ft
Challenge: 7 (2,900 XP)

Special Qualities

- **Dust.** Whenever a scaj is killed, its body explodes into a 10-foot radius cloud of dust, enveloping anyone or thing within the area in a thick noxious cloud of pestilent ridden, gray-black dust which burns the eyes, mouth, and nose, spreading fire to the guts of those suffering in its wake. Those caught in it suffer 1d8 points of damage each round for 4 (1d8) melee rounds unless *cure disease* is cast upon them. A successful Constitution save (DC 15) halves the damage and negates further damage. A victim who fails can repeat the save at the end of each round, ending the effect on itself with a success. If multiple scaj are killed, the dust cloud thickens. This extends the duration of the effect by an additional 4 (1d8) rounds but does not increase the damage dealt.

Actions

- **Agonizing roar (recharge 4-6).** The scaj chokes out a deep guttural sound infected with the essence of the Abyss. The roar affects a single target in the scaj's line of sight who can hear it. Victims must make a Constitution save (DC 16) or suffer the effects of a *symbol of pain* that lasts for 6 (2d6) rounds. The victim is entitled to repeat the save at the end of each of its turns, ending the effect on itself with a success. Victims who succeed at their saving throw are immune to the roar of that particular scaj thereafter.
- **Multiattack.** The scaj attacks twice, once with its claws and once with its bite.
- **Claws.** *Melee Weapon Attack.* +8 to hit, reach 5ft, one target. *Hit:* 6 (1d6+3) slashing damage.
- **Bite.** *Melee Weapon Attack.* +8 to hit, reach 5ft, one target. *Hit:* 21 (3d12+3) piercing damage.

The scaj are dog-like aberrations formed in the spaces beyond spaces, the most evil void outside of and separate from the presence of goodness. They are mutant monsters in every sense of the word, who walk, or rather crawl on four unshapely legs. Their hind legs are like any dog's, but their forelegs are twice as long as the rear, and much more like a bat's arms. Long, bone-thin torsos reveal ribs and a spine that pushes up from the creature's back to make it appear as if it has a ridge of plates growing along its back. The creature's head is short, with a wide mouth and no face of which to speak. Its brow is flat, with a broad flat scale covering the brainpan. The mouth is filled with broad triangular teeth that run the length of the top and lower jaw. The scaj are made of thousands of scales and have no guts, blood, or any other earthly component. When struck only dust follows the arc of a blade, or rises from the shattering blow of a hammer.

They cough constantly, hacking up ash and clouds of dust. The hacking seems a warning, but as with their other actions, it possesses no purpose.

The scaj move with an awkward gait, with its hind legs pushing forward, and its forelegs protruding from its body at right and left angles, forcing the creature to move in a swinging motion. Its front quarters swing to the left and right, even as its rear legs simply push on.

Dwellers in Darkness. The scaj live in dark places, where great evil once resided. The remnants of these creatures manifest into the scaj, though they possess no intelligence or even understanding of what or who they are, nor where they came from. They are possessed and driven by rage and hate. They cannot breed, nor do they possess any motivation to change their surroundings in any way.

Vicious renders. The scaj attack anything they see, moving toward a target slowly in a stalking manner, not through any design or natural caution, but rather from the unusual shape of their front and hind legs. They attack by first using their fearsome roar, followed by leaping in and grabbing an opponent with their claws, and then clamping down with their impossibly powerful jaws.

In Aihrde

As is known to most men, the mogrl were created in the Klarglich by Unklar and dwarven smiths bound to his will. The mogrl embodied all the malice of their master, filled to overflowing with the filth of evil that drove his purpose. They rose from the ruin of creation as spirits of wrath and fell upon the world as titans. These devils had no purpose but that of their master, no desires but to fulfill his will. Thus it was not given to them to create life, only to govern it or destroy it.

The mogrl however, are very much alive, and though they do not grow, their hide thickens and dries and falls off in gray flakes.

And wherever the mogrl settle, if they do so for any length of time, the flakes of their hide gather at their feet. Such is the will of these creatures that this chaff, what the dwarves call the scaj, gathers in heaps, and in time assumes a life of its own, devoid of all reason and filled only with rage.

The scaj are found wherever the mogrl dwelt for any length of time. As such, they are commonly found in and around Aufstrag, but exist through the kingdoms as well, for the mogrl served their master for many hundreds of years and took up residence throughout the wide world. And many of course, scattered after his fall, but dwell in forgotten realms even still.

SENTIENT

Huge Plant, Any

Armor Class: 17 (natural)
Hit Points: 337 (27d12+162)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
25(+7)	7(-2)	22(+6)	16(+3)	18(+4)	15(+2)

Skills: History+10, Nature+10, survival+11
Saves: Strength+14, Wisdom+11
Damage Immunities: Poison
Condition Immunities: Charmed, Frightened, Paralyzed, Poisoned, Polymorphed
Damage Resistance: Bludgeoning, Piercing
Senses: Passive Perception 14
Languages: Common, Druidic, Elvish, Primordial, Sylvan
Challenge: 21 (33,000XP)

Special Qualities

- **Move Earth.** As an action, the sentient digs its roots deep into the earth, causing great upheaval. The creature casts an *earthquake* spell, centered on itself, which does not affect the sentient. After doing this, the sentient must take a short or long rest before it can use this ability again.
- **Acidic Sap.** Once per long rest, the sentient can emit a coating of acidic sap on itself. This lasts for 1 minute. During this time, all of the creature's slam attacks do an extra 4(1d8) acid damage, and any melee attack that hits the sentient also does 4(1d8) damage to the attacker. Any non-magical weapon that strikes the sentient will be destroyed by the acid at the end of the attacker's turn.
- **Change Stone.** The sentient can cast *Stone Shape* at will.
- **Magic Resistance.** The sentient has advantage on saving throws against spells and other magical effects.
- **Vulnerabilities.** The sentient is vulnerable to fire damage. If the creature suffers cold damage, it has to make a wisdom save against the caster's DC or be stunned for 1d4 rounds.

Actions

- **Multiattack.** The creature has 6 limbs at any time. It can use each limb to either make a slam attack, a squeeze attack, or drop a grappled target into its mouth for a swallow. A limb that suffers 25hp of damage is forced to release its grip on a target but is replaced with new branches the following round.

- **Slam.** Melee Weapon Attack: +12 to hit, reach 15 ft, one target. Hit: 17(3d6+7) bludgeoning damage. In addition, the target must make a Strength save (DC 20) or be grappled by the limb.
- **Squeeze.** If a creature is grappled at the start of the sentient's turn, the sentient squeezes the creature and lifts it towards its mouth. The target automatically suffers 17(3d6+7) bludgeoning damage and is considered restrained.
- **Swallow.** If a creature suffered a squeeze attack in the previous round and is still restrained, the sentient can swallow it whole as long as it is large-sized or smaller. The target is trapped in the sentient, blinded and restrained, and suffers 27(6d8) acid damage at the beginning of each of its turns. Only magic or the death of the sentient can allow a target that has been swallowed to escape.

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

They open up folds of their barky-skin to reveal a massive maw into which they drag any who prey upon them.

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

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

In Aihrde

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

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

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

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

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

SHELKEROW

Large Undead, Neutral Evil

Armor Class: 15 (Natural armor)
Hit Points: 65 (8d10+16 HD)
Speed: 30ft (Fly)

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	15 (+2)	12 (+1)	16 (+3)	15 (+2)

Damage Immunities: Necrotic, poison
Condition Immunities: Charmed, exhaustion, grappled, paralyzed, petrified, prone, restrained
Damage Resistance: Acid; cold; fire; lighting; thunder; Bludgeoning, piercing, and slashing from non-magical weapons
Senses: Passive Perception 13 (+3), Darkvision 60ft.
Languages: Understands all; does not speak
Challenge: 5 (1,800 XP)

Special Qualities

- **Aura of Evil.** Anyone within 350 yards of a shelkerow must succeed at a Wisdom save (DC 14) or be frightened so long as they remain in the area. Those who fail may repeat the save at the end of each turn, ending the effect on themselves with a success. A successful save renders the victim immune to the effect for 24 hours thereafter.
- **Incorporeal Movement.** The shelkerow can move through other creatures as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- **Sunlight Sensitivity.** While in sunlight, the shelkerow has disadvantage on attack rolls, as well as wisdom (perception) checks that rely on sight.

Actions

- **Slam**. Melee Weapon Attack: +6 to hit, reach 5 ft, one creature. Hit: 10(2d6+3) bludgeoning damage. When the shelkerow makes a successful slam attack, the opponent is automatically grappled and restrained. The escape DC is 15, and a new attempt may be made every turn. While grappled, the shelkerow automatically succeeds at a life drain attack each round.
- **Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5ft, one creature. *Hit:* 11 (2d10) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The shelkerow are priests of a banished god, evil and tormented souls who had nowhere to go after death, so they coalesced into a morass of etheric ectoplasm, a twisted nightmare that exists only to drain the life from the world. They exist in the darkest places of the world, which once served as strongholds for evil gods that were toppled by heroes.

Echoes of Darkness. Anywhere that dark priests were put to death *en masse* a shelkerow can manifest. Fortunately, the times

in history when such massacres occurred are rare, as the heroes of light are not given to wanton slaughter, which makes these monstrous horrors ultra-rare to encounter.

Eaters of Souls. When encountered, they appear as a mass of black smoke which manifests tendrils that strike and grapple victims, slowly drawing the life from them. They are relentless and because they are comprised of the souls of many evil clerics, they are exceptionally difficult to turn.

In Aihrde

In Aihrde, the only known shelkerow is located in the Tower of Rothgut. This large tower is located in the Cudgel. Once part of a larger structure that has fallen into ruin, the tower now houses little more than a brass bell. At least once a week, the bell mysteriously sounds, ringing loud and clear across the Cudgel. Few know what dwells within the tower, though it is widely believed to be occupied by the ghosts of the priests who lived in the adjacent temple. The sounding of the bell, it is said, is their moaning for their lost gods.

In years past when the city was sacked, the priests of Unklar gathered here in the tower in a last-ditch attempt to save themselves. They failed, as knights and paladins broke through the door and put them all to the sword.

As priests of a banished god, their souls had no house to which they could flee. So they lingered, evolving into a morass of twisted nightmare known as a shelkerow. This creature attacks anything that enters the tower within 1d8 rounds. It looks like black smoke and occupies the crevices and dark corners of the tower. When it attacks, it coalesces into a huge tendril of black smoke. Any *detect evil* cast in the tower reveals evil everywhere.

SMOKE GUARDIAN

Large aberration, neutral evil

Armor Class 16
Hit Points 19 (2d10 +12)
Speed 10 ft, Fly 30 ft

STR	DEX	CON	INT	WIS	CHA
15(+2)	18(+4)	13(+1)	7(-2)	12(+1)	7(-2)

Damage Resistances: Acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from non-magical weapons.
Damage Immunities: Poisoned
Condition Immunities: Exhaustion, Frightened, Poisoned
Senses: Darkvision 60ft, Passive Perception 11
Languages: Understands common and the language of its creator; speaks none.
Challenge 1/2 (100 XP)

Actions

- **Grapple.** Melee Weapon Attack. +6 to hit, reach 5ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage and opponent grappled and constricted.
- **Constriction:** A successful attack by the smoke guardian can lead to a constriction attack. In the round following the successful attack, the victim must make a Strength save (DC 12). If this save fails, the victim is constricted by the guardian for 2d6 points of damage per round. A victim can make additional strength saves every round to escape constriction, but escape becomes more difficult as the creature tightens its grip. The DC to escape the grapple, therefore, increases by 2 for each round after the first that the victim is constricted.

These creatures are magical in nature and are born only from certain ceremonial candles used by the lords of law and evil. These candles, always green in color, put forth a faded green light and smoke incessantly. The smoke gathers above the candles, never moving many feet from them unless a powerful wind is blowing. If left alone for several hours, the smoke takes on a sentience born of the evil imparted into the candles. The user of the candles is then able to communicate basic commands to these creatures, instructing them as guards or assassins.

Constant Guardians. These creatures are rare and almost always used as guardians of rooms, portals, treasure, and the like. Once they attune themselves to an area, they remain there until dispelled or destroyed. They are always given a command word that drives them back, as they are not always able to discern master from foe.

Dim-Witted and Deliberate. The smoke guardian is slow, both mentally and physically. It always takes it a round or two to realize that intruders have entered its protected area. Once noticed, however, the smoky cloud descends upon its victim, attacking anyone that falls into its grasp. The smoky guardian can attack up to four targets in a 12-foot area simultaneously, trying to constrict each target separately. It attacks by coiling tendrils of thick smoke around the victim, lifting him off the ground a few feet and squeezing him until he is crushed to death.

SNOW STEED, (RINCKVAL)

Large Fey, Neutral

Armor Class: 14(description)
Hit Points: 120(16d10+32)
Speed: 40 ft Fly 90 Ft

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	14(+2)	10(+0)	12(+1)	11(+0)

Damage Resistance: Cold
Senses: passive perception 11
Languages: telepathy 60 ft
Challenge: 4(1100 XP)

Special Qualities

- **Shadow Projection.** Snow steeds are able to enter and exit the astral and ethereal planes at will. Any rider mounted on the beast travels with them. They are limited to their one rider and can take no other passengers. The ability acts as the spell astral projection, and the actual steed and rider remain behind on the material plane.

- **Telepathy.** These creatures are able to speak with any creatures that have some type of mental aptitude but only in limited form. They are to project simple images, say of 5 orcs, to the recipient. They can see similar images. Though they are not able to communicate via language, they can understand very simple and basic words.
- **Snowrunner.** The snow steed never suffers from the effects of difficult terrain in icy or snowy conditions.

Actions

- **Multiattack.** The snow steed makes two attacks, one with its bite and one with its hooves.
- **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 10(2d4+5) piercing damage.
- **Hooves.** Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 12(2d6+5) bludgeoning damage.

They are generally white, or bluish-white with manes and tails of gold or silver. Their coat tends to shimmer in the light, especially if in snowy or icy conditions. Their heads are broad and their eyes a hollow red, when they exert themselves their eyes glow a dull orange. They are tall and long-legged steeds, strong by the standards of any warhorse. They are extremely swift and are able to move over snow and ice without mishaps.

Reluctant Steeds. These beasts are extremely wild, intelligent enough to understand simple language and the nature of bondage. They have a very simple telepathy. On occasion, they serve a single rider, but they abhor a bit and bridle, wearing armor, or even a saddle. Generally, they allow a blanket for their own comfort. They communicate with their rider through mental images, knee pressure, or hand gestures. Generally, handlers take the young, training them as mounts, but even these tend to be skittish and untrustworthy. The Snow Steed can carry up to 1000 pounds.

Shy. They generally travel alone, but on occasion travel in small herds of up to 20 beasts, usually a number of foals and colts, several mares with one or two stallions.

Dimensional Wanderers. Because they move as freely on the astral and ethereal planes as they do the material they are often moving, almost blinking in and out of the light. This gives their coat the shimmering look it possesses but also serves as a natural armor class.

In Aihrde

At the height of the horned god's rule, his lieutenants gathered a great host of horses and selectively bred them. They predominately chose white horses, to blend in with the Winter's snow. They also were particular in breeding them with paladin's warhorse. The magical nature of these creatures passed into the snow steeds and imbued them with extraordinary intelligence and toughness. When at last they strengthened the line of horses, they infused them with the magic of the *Paths of Umbra.*

The intent was to use them to cross over into the planes, particularly the Void. The steeds proved unruly and were rarely willing to carry their masters through the Wall of Worlds, or even the Shroud of Darkness in later years. After some time Unklar's folk abandoned them and drove them into the wild places of the earth. The beasts thrived in the cold and dark of the Winter World. Eventually, as the Winter Dark ended, they migrated to the northern climes and the high mountains. Only on a rare occasion do people encounter them in the warm regions of the world.

They are able to project themselves in the Void as well as the astral and ethereal planes.

Generally, such a horse brings 10,000gp in the market.

SOLDIERS OF THE FROG

Soldier

Medium Humanoid, Neutral

Armor Class: 13(shield)
Hit Points: 11(2d8+2)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
12(+1)	12(+1)	13(+1)	9(-1)	11(+0)	7(-2)

Damage Resistance: Bludgeoning, Piercing, And Slashing
Senses: Passive Perception 10

Languages: Frog
Challenge: 1/8 (25 XP)

Special Qualities

- **Hold Breath.** The soldiers have an amazing ability to hold their breath. They can last up to 5 minutes underwater before suffering any ill effects. If the soldier is exposed to an effect caused by gas or that is otherwise breathed in, the soldier has advantage on the save, and if the save is for half damage and they succeed they instead suffer no damage.

Actions

- **Club.** Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 3(1d4+1) bludgeoning damage.

Champion

Medium Humanoid, Neutral

Armor Class: 13(shield)
Hit Points: 55(10d8+10)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	13(+1)	10(+0)	12(+1)	9(-1)

Damage Resistance: Bludgeoning, Piercing, And Slashing
Senses: Passive Perception 11
Languages: Frog
Challenge: 1 (200 XP)

Special Qualities

- **Hold Breath.** The champions have an amazing ability to hold their breath. They can last up to 5 minutes underwater before suffering any ill effects. If the soldier is exposed to an effect caused by gas or that is otherwise breathed in, the champion has advantage on the save, and if the save is for half damage and they succeed they instead suffer no damage.

Actions

- **Spear.** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) piercing damage.

Chief

Medium Humanoid, Neutral

Armor Class: 13(shield)
Hit Points: 104(16d8+32)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	14(+2)	10(+0)	12(+1)	12(+1)

Damage Resistance: Bludgeoning, Piercing, And Slashing
Senses: Passive Perception 11
Languages: Frog
Challenge: 5(1800 XP)

Special Qualities

- **Hold Breath.** The chief has an amazing ability to hold their breath. They can last up to 5 minutes underwater before suffering any ill effects. If the chief is exposed to an effect caused by gas or that is otherwise breathed in, the chief has advantage on the save, and if the save is for half damage and they succeed they instead suffer no damage.

Actions

- **Multiattack.** The chief makes two attacks with its battleaxe.
- **Stone Battleaxe.** Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 7(1d8+3) slashing damage.

Creatures born of the wild musings of the gods the soldiers of the frog are tall, 4-5 feet high, gangly creatures with long legs jointed much like a frog's, limbs like a man's, but with a clam-shaped head somewhat resembling that of a frog. They have webbed toes that end in long, flexible claw-like toes and hands to match giving the creature a great deal of speed in the water. They have small eyes and take on the raiment of men as they see fit, usually for battle purposes, taking up stone spears, axes, clubs, shields of animal hide, and the like.

Created Army. Soldiers of the frog have no natural habitat but are generally transformed from frogs that live upon the river banks, lakes, ponds, swamps, marshes, bogs, or other locales that frogs are indigenous to. They rise from the muck and arm themselves as they can, with what they can. They have a language known only to them and those rare creatures who can speak with frogs or toads. They are not mindless once transformed but possessed of some keen intelligence. On some level, the soldiers are aware that they were transformed from something driven almost purely by instinct, into something with some semblance of self-awareness. Occasionally this drives the soldiers to seek to remain as soldiers, serving their master or living life as they see fit.

Live for a Cause. The soldiers of the frog are single-minded creatures and filled with the purpose of the one who transformed them. This is usually to drive some interlopers from the area or captures some magical beast for some end or the other. They have little interest in treasure or worldly goods but are possessive of their weapons and armaments because, like all predators, they are aggressive and do not shy away from battle or the challenge of it and because they are vaguely aware of what they were, predators far down on the food chain, they are very aware of their present power.

Simple and Direct. Soldiers of the Frog have few natural weapons, as their long toes and fingers are designed for gripping in soft mud, on river banks, and up through other watery terrain. They usually fight single-minded, without recourse to tactics, but with whatever weapons they have acquired.

In Aihrde

Called the soldiers of Amenut in the lands of the Ethvold, these strange creatures are a by-product of that god's long rule over

that mighty forest. They are very rare in these latter days for the forest is much reduced from its original state. But in places like the Darkenfold and Eldwood, and even further east in the wilds of the woods of Aenoch and Augsberg, the children are summoned by druids whose purpose is always to bring reverence to Amenut and his pedestal throne.

SOUL THIEF

Medium Undead, Lawful Evil

Armor Class: 18(Natural armor)
Hit Points: 45(10D8)
Speed: 30 ft, Fly 30 ft

STR	DEX	CON	INT	WIS	CHA
5(-3)	19(+4)	11(+0)	12(+1)	13(+1)	10(+0)

Skills: Stealth+6
Damage Immunities: Necrotic, poison, bludgeoning, piercing, and slashing from non-magical weapons
Condition Immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses: Darkvision 60 ft, passive perception 11
Languages: infernal
Challenge: 3 (700 XP)

Special Qualities

- **Incorporeal.** The Soul thief can move through objects and creatures as if they were difficult terrain. It takes 5(1d10) force damage if it ends its turn inside an object.
- **Shadow Camouflage.** Any time the soul thief is in dim light or darkness, it has advantage on all stealth checks and it is always considered to have somewhere to hide, even if in plain sight.
- **Energy Drain.** After carefully attuning itself to a particular living victim, it can merge with him, becoming a two-dimensional shadow that takes the place of the victim's shadow. It can move and behave exactly as a regular shadow making it almost impossible to detect (Perception check DC 22). However, even in the darkest light the shadow still exists, and in the brightest sun, it seems less substantial (Perception check DC 17 for each). Each day the victim must make a Wisdom save (DC 15), failure indicating that the soul thief has begun wearing away the target's soul and causing a point of temporary wisdom loss in the process. When the victim reaches zero wisdom, the soul thief will attack the victim, and then personally escorts the departed soul to hell. While attached, the victim cannot regain or be cured of the loss in any way. While attached to a victim, the soul thief loses some of its natural AC, dropping it to 16. It usually only takes a single attack to force it to flee.

Actions

- **Multiattack.** The soul thief attacks twice with its claws and once with its bite. If it hits a single target with both claw attacks, it uses its improved grab.

- **Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit:6(1d4+4) slashing damage.
- **Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 7(1d6+4) piercing damage.
- **Improved Grab.** If the soul thief hits a target with both claws, it automatically grapples them (DC 16 to escape). While grappled, the soul thief can automatically hit with its bite attack.

A soul thief appears as a shadowy, vaguely transparent figure of smoky black. Its face is long, ghoulish in appearance, with hollow, empty eyes. Small horns knob his head and round out the creature's upper quarters. His chest is thin, and his arms wisp-like. Long claws compliment the wings that adorn his back. But his lower torso is his most peculiar feature. More like an elongated shadow, it trails off into the nothingness that is the heart of the soul thief.

Shepherd of the Damned. A soul thief is a special servant of the lords of the nether worlds. He is a guide of sorts, escorting the dead into the Shadow Realm. This is called harvesting the soul; though the soul thief does not harvest just any soul, for he is only tasked with harvesting the souls of those lawful evil creatures who the lords of the Shadow Realm wish to reward. The reward, of course, is always an eternity of pain and suffering.

Hunter of souls. They are very evil and relish journeying to the other planes to harvest souls. When on such sojourns they frequently deviate from the task and hunt other prey and harvest other souls. The soul thief is very aggressive when cornered but

more than that, he is very curious, often hunting and attacking targets that draw his interest.

Cowardly at Heart. A soul thief doesn't prefer a stand-up fight, but rather hides in the shadows, or becomes incorporeal. It waits for the intended victim to approach and merges with their shadow attempting to weaken the creature to the point that it cannot defend itself. Once the creature dies, the soul thief begins harvesting the victim's soul.

In Aihrde

These creatures are of the order of the Val-Austlich, created in the Days before Days by Ornduhl. They were shadows, cast off by the *Cloak of Red*, and called the rottenshuf. These shadows wandered the world doing great mischief. However, at his bidding, they came to Ornduhl and served him in his disreputable tasks. When the Great War between Ornduhl and his brother Corthain was finished and Ornduhl was thrown down, Corthain summoned the rottenshuf and bid them serve a greater purpose. They could not deny him, for in those days his power was supreme. He cast his Judgment and this they followed; ever after it was their task to gather the souls of the evil creatures of Aihdre and usher to the Shadow Realms. So they have done ever since, for millennia, traveling between the prime and the Shadow Realm, carrying the horrified souls to their doom.

Seeing a Soul Thief in Aihrde is believed to be a death sentence, for it is coming to harvest souls. But the learned know that this is not the truth for the creatures defy the Judgment of Corthain when they may, and wander the world, causing mischief and doing deeds of evil. On occasion, they harvest the wrong souls and steal those away to the Shadow Realms, a fate worse than death to most living men. They are prized by Necromancers and used as servants from time to time.

SPHIERLEX

Medium Beast, Chaotic Evil

Armor Class: 15(natural)
Hit Points: 66(12d8+12)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
12(+1)	17(+3)	13(+1)	10(+0)	11(+0)	8(-1)

Skills: Stealth+5, Perception+2
Senses: Passive perception 12
Challenge: 3 (700 XP)

Special Qualities

- **Camouflage.** The sphierlex is able to blend in with almost any environment, giving it advantage on all stealth checks.

Actions

- **Multiattack.** The sphierlex makes 4 attacks with its claws and one with its bite, or uses its wings or uses its breath weapon.

- **Claw.** Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5(1d4+3) slashing damage
- **Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) piercing damage.
- **Toxic Cloud Breath Weapon (recharge 6).** The sphierlex breathes out a thick cloud of poisonous gas. It fills an area 30 feet in diameter from the mouth of the creature. Any creature that starts its turn in the cloud or that enters the cloud on its turn must make a Constitution save (DC 14) or take 10(3d6) poison damage. The cloud remains for 1 minute before dispersing. The sphierlex is immune to its own poison.
- **Wings.** The sphierlex can flap its wings in a bizarre, hypnotizing pattern. All creatures within 30 feet of the sphierlex that can see the wings must make a Wisdom save (DC 13) or be stunned until the end of the sphierlex's next turn.

The sphierlex is a very slender, lizard-like creature. It has 10 legs, five on each side of its torso, and crawls much like an insect. Small ridges of bone line the creature's back, extending all the way to its snout. Its scales are very small and range from a dull gray to dark brown in color. Many rows of serrated teeth line its small, long snout. Though flightless, the sphierlex possesses four long, thin wings. These are used in battle to bemuse and confound its prey.

Wide-Ranging. Sphierlex live in almost any uninhabited region, easily able to blend in with their environs, though they prefer sandy, dry, or hot environs. They are solitary hunters, never in the company of their own kind. They are migratory creatures, moving vast distances in search of prey. However, they do hole up in natural caves for several months, or at least until they deplete the local food sources. At which point they leave the den for more fertile pastures. If they encounter another of their kind, they treat it as a prey animal.

No Family. Once in a lifetime, females spawn, laying their eggs in remote locations. The creature is always on the move when laying eggs; one egg is laid and the sphierlex moves on to lay another egg. Their eggs are generally buried a few inches underground or otherwise hidden beneath rocks, brush, and the like. The males, following the scent, unearth the eggs, fertilize

them, and rebury them, rarely in the same place. The young hatch on their own, and immediately set out on the hunt.

Ambusher. These beasts are quite intelligent. They watch their prey carefully, stalking it. Once they are sure of the direction that their intended prey is traveling, they camouflage themselves in rocks, fallen trees, or even patches of earth. When the prey is almost upon them, they release their breath weapon and close in for the kill.

In Aihrde

These creatures are not uncommon in Aihrde, ranging over much of the known world. They are difficult to hunt and dangerous as well, but many prize their skins, for the scales are so small and yet strong that skilled craftsmen are able to fashion armor from them. The armor serves as +1 chain mail, though it has no weight to it. Furthermore it is able to withstand puncture wounds particularly well. The skin is difficult to penetrate and though a blade may drive the mail into the wound, it rarely breaks it, allowing the wounded party to pull the arrow/spear or knife out without any further damage. Such armor generally brings 250-300gp on the open market.

The sphierlex also possesses a long gland within its neck. This gland produces the toxic gas it uses to poison its prey. The gland is highly sought after by surgeons for its use in 'bleeding' patients. This gland can bring up to 500gp on the market.

STONEHORNS

Huge monstrosity, unaligned

Armor Class: 19 (natural armor)
Hit Points: 129 (13d12+39 HD)
Speed: 40ft, 40ft (leap)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	2 (-4)	12 (+1)	6 (-3)

Condition Immunities: Frightened
Senses: Passive perception 11
Skills: Stealth +10
Challenge: 7 (2,900 XP)

Special Qualities

- **False appearance.** While it remains motionless, the stonehorn is indistinguishable from an inanimate statue.
- **Surprise attack.** If the stonehorn is motionless when first encountered, it gains advantage on initiative unless its opponent succeeds at a Wisdom (perception) check against its passive stealth of 20.

Actions

- **Multiattack.** The stonehorn makes three attacks each round, two claws and one bite.
- **Claws.** *Melee Weapon Attack.* +11 to hit, reach 10ft., one target. *Hit:* 10 (1d10+5) slashing damage.
- **Bite.** *Melee Weapon Attack.* +11 to hit, reach 5ft., one target. *Hit:* 11 (1d12+5) piercing damage.
- **Ram.** *Melee Weapon Attack.* +11 to hit, reach 5ft., one target. *Hit:* 17 (2d12+5) bludgeoning damage, and the victim must succeed at a DC 16 Strength check or be knocked prone. Against prone victims, the stonehorn may immediately attempt a claw attack
- **Leaping Strike.** If the stonehorn is more than 20 feet from a victim, it will leap at its victim, attempting to crush it with its bulk. It makes a ram attack, and if successful, the victim must succeed at a Dexterity save (DC 16) or be crushed under the creature, suffering an additional 13 (2d12) bludgeoning damage and be grappled and restrained. While thus restrained, the stonehorn may automatically inflict claw damage on the victim every round. The victim may attempt to escape at the end of each of its turns, with an escape DC of 16.

Stonehorns are huge creatures, with massive arms and barrel chests. When they stand, they are some 16 feet high. With grey skin, long arms, and a huge belly, the stonehorn crouches on two long frog-like legs. Beady eyes peer out from beneath a broad head crowned by massive horns. The stonehorn's eyes are hollow pools of gray indifference. Their lipless mouths, lined with thousands of tiny, sharp teeth remain clamped shut unless they feed.

The stonehorn prefer to dwell in swamps or marshy areas where their height and strength give them an advantage. Scholars maintain that the beast was born of the toads and frogs to which it bears a slight resemblance.

Docile Travelers. The stonehorn travel alone or in pods of 2-4. They lay eggs when they breed; these are dropped in deep pools and left to grow until they are mature. This generally takes 3-5 years. The stonehorn hatches fully grown and hungry.

Leaping Combatants. In combat, the stonehorn leaps much as a frog does, attempting to land upon its victim. They move very quickly for a beast so large, lunging forward on their legs. This allows them to leap great distances, up 40 feet. While crushing a victim, they rend it with claws and fangs. They do not fear death and attack without any morale. They cannot be affected by *fear* or any similar spell.

In Aihrde

The wizards in Unklar's service practiced all manner of vile sorcery in the pits of Aufstrag. They bound many creatures together, making unwholesome beasts. They bred them, fused them, tortured them; from the lowest orders of things to the highest, none escaped their attention. How the stonehorn came to be few now could say, but they came from Aufstrag with no purpose or high command. They wandered into the world ignorant of their existence. Thus it is that the stonehorn dies as it lives, with an indifference that is truly epic.

They spread far and wide, wandering across the world slowly; but their favored swamp remains the Grausamland.

SUK TREE

Large Plant, Neutral

Armor Class: 13 (Natural armor)
Hit Points: 120 (16d10+32)
Speed: 0

STR	DEX	CON	INT	WIS	CHA
18(+4)	7(-2)	15(+2)	1(-5)	10(+0)	3(-4)

Damage Resistance: Bludgeoning and piercing
Senses: Passive Perception 10
Challenge: 3 (700 XP)

Actions

- **Sleep Cloud.** The suk tree releases a cloud of pollen. This has an identical effect to a *sleep* spell cast at 4th level, centered on the suk tree. After releasing its pollen, the suk tree cannot use this again for an hour.
- **Swallow Whole.** The suk tree attempts to pull the target into the ground to hold it with its roots and devour it. It may target one opponent within 10 feet. The ground will tremble slightly, then open beneath the target. The target must make a Dexterity save (DC 15). If they succeed on the save, they jump clear of the opening and are unharmed. If they fail the save, they fall into the hole and are grasped by the roots. The target is restrained, and immediately takes 10(3d6) acid damage as the suk tree releases its digestive sap, trying to liquify the target so it can absorb their nutrients. If a target starts a turn grasped by the roots, they automatically take the acid damage.

The suk tree is short, rarely ranging over 20 feet when fully grown. The trunk is narrow and the canopy rather flat, extending a dozen feet or so from the trunk of the tree. When in bloom, the leaves of the suk are dark green and broad, offering passers-by plenty of shade from the sun. In the springtime the suk blooms; bright white or in some species pink flowers explode across its canopy, releasing a perfume like-smell that permeates the tree all year long.

Semi-Sentient. The suk is a living tree, aware of its surroundings; however, it speaks no languages, nor understands any. Druids can speak with the suk tree. They grow in very sunny areas in loose earth, usually far from other trees. On occasion, they grow in the desert; anywhere they can provide sun for those who pass by.

Carnivorous. The suk feeds upon the decaying bodies of those it has swallowed. It does not require water, nor sunlight. It stands in place until unlucky victims take refuge from the sun beneath their canopy. When a potential victim settles down, the suk tree releases its perfume, to numb or enchant the victim. This is followed by an attack.

In Aihrde

The suk is an ancient tree in Aihrde. They existed long before the dwarves came to Aihrde and are representative of the types of predacious plants that once dominated the world. It is highly adaptable and found in most climes.

The sap, bark, and flowers of the suk tree are highly sought after, wizards and the like use it in a number of potions. The flowers have enchanting abilities and when mixed properly, they are able to place someone into a trance or deep sleep. The sap is used to make curative spells. When boiled and dried, the bark is used as a type of wafer that is filled with nutrients. Many of course, refuse to eat the bark of the suk tree as they see it as a form of cannibalism.

SYLPH

Medium Elemental, Chaotic Neutral

Armor Class: 14
Hit Points: 66 (12d8+12)
Speed: Fly 50 ft

STR	DEX	CON	INT	WIS	CHA
11(+0)	19(+4)	12(+1)	13(+1)	15(+2)	17(+3)

Damage Immunities: Poison
Condition Immunities: Exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Damage Resistance: Lightning, Thunder, Bludgeoning, Piercing, And Slashing From Non-Magical Weapons
Senses: passive perception 12
Languages: Auran, Common, Elvish, Sylvan
Challenge: 4 (1100 XP)

Special Qualities

- **Incorporeal.** The sylph's natural state is incorporeal. It can enter a hostile creature's space and stop there. It can also move through a space as narrow as 1 inch without squeezing. Finally, its incorporeal state makes it difficult to see, giving it advantage on all stealth checks.
- **Shape Change.** The sylph's natural shape is incorporeal air. However, it is able to assume a more physical form when it chooses. Once a day, the sylph can change into its human form and back again, and once a day it can change into its bird form and back. When in these shapes (bird or the human form) they cannot interact with the physical world.

Actions

- **Electrical Charge (recharge 5-6).** The sylph can throw a bolt of lightning up to 20 feet at one target. Upon striking the target, the lightning then splits and arcs, striking up to 6 additional targets within 20 feet of the original target, chosen by the sylph. Each bolt does 31(9d6) electrical damage. Each target may make a Dexterity save (DC 14), suffering full damage on a failed save and half damage on a successful one.
- **Air Drink (recharge 5-6).** The Sylph can touch a target and draw the breath from it. The target must be within touch range of the Sylph and may make a Constitution save (DC 14). If the save succeeds, there is no effect. If the save fails, the target is stunned. The target can repeat the save at the end of their turn, removing the stunned condition on a successful save.

- **Wind Blast.** Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 13(2d8+4) bludgeoning damage. In addition, the target must make a Strength save (DC 14) or be moved back 10 feet and knocked prone.

The sylph is an incorporeal creature. They dwell in the open air, generally avoiding underground or even surface-level habitats. They have no easily recognizable form, though when they move, it turns the air a slightly bluish tint. However, the sylph is able to change form into that of a waif-like human, male or female, or into that of a bird. The bird form is restricted to one specific type of bird per sylph. For instance, a sylph able to turn into a mockingbird is not able to turn into a blue jay. In their human form, they are uncommonly beautiful, and always adorned in blue and white clothing. They appear to possess a weapon, a long spiked whip.

Reluctant Elementals. The sylph is a form of air elemental found on the material plane. They are highly intelligent, immortal creatures. Because of this, they are able to speak a variety of languages. They prefer the tongues of fey and elves over others. The sylph is extraordinarily envious of humans and elves, desiring their corporeal forms and longing for the touch of the corporeal world. For this reason, when they shape change, they change into shapes that please them.

Limited Presence. The sylph is always at least partially incorporeal, much though they would wish otherwise. They are however able to manipulate air to the point that it can interact with the physical world. When it has to, it can use this as a powerful attack.

In Aihrde

These creatures are the spawn of the goddess Wenafar. In the early days of the world, she dreamed restless dreams and they took shape. The sylphs sprang from these thoughts and they were wild and filled with the love of freedom for the world knew little of what would come. They followed their mistress for a while but in time they left to pursue their own fate. They now people all over the world.

TAEALL STEED (FLYING HORSE)

Large Beast, Neutral

Armor Class: 12
Hit Points: 30(4d10+8)
Speed: 40 ft, Fly 80 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	14(+2)	15(+2)	10(+0)	13(+1)	12(+1)

Skills: Perception+3
Senses: Darkvision 60 ft, passive perception 13
Languages: Understands Common, Elvish, and Sylvan, but cannot speak
Challenge: ½ (100 XP)

Actions

- **Hooves.** Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10(2d6+3) bludgeoning damage.

Large, heavy-set, winged horses, the taeall steeds are able to fly great distances. Thick, long, very coarse hair shrouds their hooves; their manes are long and their tails hang almost to the ground. These shaggy horses range in color from spotted gray or white to light brown. On rare occasions, paints or blacks enter their ranks. These are highly valued for their colors.

Loves the Heights. Bred in the mountain fastness and castles of the rune maids, they long ago spread throughout the world. And though they are not common, they dwell in most climes, though they prefer mountains, remote and little traveled by others.

Dangerous Steeds. A great deal of effort goes into capturing these creatures and taming them to ride. It is a perilous course, however, for as often as not the riders are borne for several months until a bond of trust develops, or seemingly so. For at those moments, the steed, sensing the rider's relaxation, dumps them to the earth far below.

In Aihrde

Corthain first crafted the winged horse for his own design. These first steeds he named the pegasi and they bore him to war and wrath. In peace, he set the rune maids to watching them and they developed a sympathetic bond with the steeds. When Corthain left the world and retreated to the Void, he forgot the taeall steeds and the rune maids. The steeds wandered wide and far, settling in the mountains and deep forests or wild deserts. They have thrived in the wilderness ever since, and though they are rare, they are found from time to time. Many, of course, dwell still in the pens of the maidens in the Void.

The Pegasus in Aihrde: These marvelous steeds are good and powerful and very rare. They carry the memory of Corthain in them and reflect the pegasi of old. This shows in their countenance and bearing. They are stronger than the taeall steed and far faster. The maids fear them and if born into their pens they cast them out as being too willful.

Taming them is impossible. They serve a master only willingly and only if they understand that the purpose of their master is to serve some greater design. They speak the vulgate tongue.

TAGEAN HOUND

Medium Beast, Neutral

Armor Class: 12
Hit Points: 16(3d8+3)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
12(+1)	15(+2)	12(+1)	10(+0)	13(+1)	11(+0)

Skills: Perception+3, Stealth+4
Senses: Darkvision 30 ft, Passive Perception 13
Languages: Limited Telepathy 1000 ft
Challenge: ¼ (50 XP)

Special Qualities

- **Keen Hearing and Smell.** The hound gains advantage on all perception checks involving hearing or smell.
- **Protective.** If the hound sees its master take damage, and its next attack is against the creature that caused the damage, it has advantage on the attack roll and does an additional 3(1d6) damage on a hit.
- **Telepathy.** Tagean hounds can communicate telepathically with their masters up to 1000 feet. The master can receive images, sounds, smells, and even taste, although they cannot "see" through the hound. Because of this link, the master has the same connection to an item or place that the hound does. For instance, if a wizard's hound has seen a room, he could teleport into that room using the hound as a conduit.

Actions

- **Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 7(2d4+2) piercing damage. In addition, the target must make a Strength save (DC 11) or be knocked prone.
- **Throat Strike.** If the hound attacks a prone opponent,

it automatically strikes for the throat. Make a normal bite attack. However, if it hits, the hit is a critical and does triple damage on the dice.

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

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

Bound for life. They are empathetic to the point of telepathy and for this reason, they are highly sought after battle companions and familiars. Tagean hounds can communicate telepathically with their masters up to 1000 feet. The master can receive images, sounds, smells, and even taste, although they cannot "see" through the hound. Because of this link, the master has the same connection to an item or place that the hound does. For instance, if a wizard's hound has seen a room, he could *teleport* into that room using the hound as a conduit. For these reasons, along with their rarity, the tagean hound is almost always in high demand. A standard hound can bring up to 5000gp on market, but the strongest have sold for up to 25,000gp. They never turn on their masters and will fight by their side until they are killed or the master falls. If the master should fall, the tagean hound is often thrown into confusion and will guard the body of its fallen master from friend or foe. When this occurs, there is nothing short of death that can remove the hound from its master. It will stay there until it dies of starvation or is killed.

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

In Aihrde

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

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

TERRALIP TREE

Huge Undead, Neutral Evil

Armor Class: 13 (Natural armor)
Hit Points: 102 (12d12+24)
Speed: 0

STR	DEX	CON	INT	WIS	CHA
21 (+5)	1 (-5)	15 (+2)	3 (-4)	12 (+1)	5 (-3)

Saves: Con +4, Wis +3
Damage Immunities: Poison, Necrotic
Condition Immunities: poisoned, prone
Damage Resistance: bludgeoning and piercing
Senses: passive perception 11
Challenge: 3 (700 XP)

Special Qualities

- **Summon Undead.** At will, the Terralip can call forth the bodies buried in its roots. It will have 2-16 skeletons and 2-16 zombies in its root network. These undead have maximum hit points.
- **Turn Resistance.** The Terralip has advantage on saves to avoid turning. If the terralip makes its save against turning, all zombies and skeletons under its control also have advantage on their saves. If it fails its save, then all of its skeletons and zombies have disadvantage on their saves.

Actions

- **Poisonous Cloud.** The terralip releases a cloud of odorless, colorless gas in a 20-foot radius around itself. Any creature that spends at least 2 turns must make a Constitution save (DC 15). On a failed, save, they lose 1-4 points of strength. For each turn the creature ends a turn in the cloud, they must make the save again, losing an additional 1-4 strength on a failed save. A creature reduced to 0 strength is rendered unconscious. The strength loss remains until the creature receives a full rest or a *greater restoration* spell. If the tree senses that there are creatures nearby, it increases its production of the gas, increasing the radius by 10 feet per turn to a maximum radius of 80 feet. The gas can only be detected by using magic such as *detect poison* and *disease*.

The terralip tree appears as any old, dead tree, leafless, with only the bare-knuckled stem branches remaining. Its trunk, as often as not, is hollow and always brown or gray, the bark gnarled and rough. It stands alone with little or no vegetation around it but for wild roses whose roots dig deep in the rotten earth at the tree's feet and whose briars compliment the terralip's foul disposition.

Angry Remnants. In the old dead husk of many a tree lingers the echo of its spirit. The spirit burns with some malevolence

that it bore in life or that was given to it by others or that it suffered in death. These are twisted spirits, born crooked and they die angry. They are forbidden to return to the earth and oblivion as is the want of all trees, so they remain in bark, bole, and branches, there to poison the ground, the very air, that once gave it life. The roses that mark them are almost always red, but on occasion white bloom in their midst. The thorns that accompany them are long and cruel.

All Environments. The terralip is found where any deciduous forest once grew or grows. They can be of any breed of hardwood, from the hard barked cherry tree to the tall, thin aspen. They can exist in any climate and as high as the tree line in the mountains. They are found in swamps and deserts, towns and valleys, wherever trees grow.

Mindless Killers. Terralip trees do not consciously do anything. They do not devour prey, nor hunt, they do not seek to trap or harm creatures, living or dead. They simply remain a poisoned blot on the landscape. The air and ground around it are poisonous and those who fall victim to it, simply die, absorbed by the earth, and left to feed the wild roses that grow at its feet. Their true danger is to the unwary that approach them, for the flowers that grow wild at their feet. But others, druids and the like, use them as guardians, for powerful druids can bind a tree's spirit to the bole and keep it there until released or turned.

Destruction of Body or Spirit. The tree itself can be destroyed which drives off the spirit, or alternatively, the spirit can be banished by being turned. If turned and the tree is not destroyed the spirit returns after a week's time. When the tree is destroyed and driven off, the dead at its feet pass over to whatever realms they are destined for and do not rise again.

In Aihrde

Trees root deep in the ground; the fingers of their age push into the soils, soft or hard. For some, this is all there is and they take no heed of the fruit that is the earth, the wind, the sky, and cool waters. For others, they are awake and take notice, for what it is worth, of the world around them, and these love or hate the joy of it as is their wont. Of these, the terralip is born. An evil limb in life turns worse in death. Or happenstance twists a happy spirit into a malevolent force. In either case, the tree is foul in death, poisoning the earth and air, filling the soils at its feet with death, trapping the spirits of the fallen in the tangled roots of its own spite.

They are found in any environment and locale, sometimes along on a dusty plain, at others in the deeps of a wild forest.

TOMT

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	13(+1)	15(+2)	16(+3)	13(+1)

Skills: History+5, Perception+6
Saves: Int+5, Wis+6
Condition Immunities: Charmed
Senses: Passive Perception 16
Languages: Common, Sylvan
Challenge: 5 (1800 XP)

Special Qualities

- **Shape Change.** The tomt can switch between its gnome form and its giant form as a bonus action. It can switch up to three times per day. Damage in one form does not carry over to the other form. If one form is reduced to 0 hit points, the tomt automatically reverts to its other form. In this case, it is unable to change form until completing a long rest. If both forms are reduced to 0 hit points, then the creature is slain.

Actions

- **Great Club.** Melee Weapon Attack: +2 to hit, reach 5 ft, one target. Hit: 3(1d8-1) bludgeoning damage.

Gnome Form

Small Fey, Neutral Good

Armor Class: 15(Chain Shirt)
Hit Points: 67(15d6+15)
Speed: 20 ft

Giant Form

Huge Fey, Neutral Good

Armor Class: 15(Chain Shirt)
Hit Points: 142(15d12+45)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
21(+5)	14(+2)	17(+3)	15(+2)	16(+3)	13(+1)

Skills: History+5, Perception+6, Intimidation+4
Saves: Dex+5, Con+6
Condition Immunities: Charmed
Senses: Passive Perception 16
Languages: Common, Sylvan
Challenge: 5 (1800 XP)

Special Qualities

- **Shape Change.** The tomt can switch between its gnome form and its giant form as a bonus action. It can switch up to three times per day. Damage in one form does not carry over to the other form. If one form is reduced to 0 hit points, the tomt automatically reverts to its other form. In this case, it is unable to change form until completing a long rest. If both forms are reduced to 0 hit points, then the creature is slain.

Actions

- **Multiattack.** The tomt strikes twice with its great club in giant form.
- **Great Club.** Melee Weapon Attack: +8 to hit, reach 10 ft, one target. Hit: 18(3d8+5) bludgeoning damage.

The tomt appears as a kindly old gnome. He is short with a long white beard, bushy eyebrows, and brightly colored hat. His skin is wrinkled, with large hands, eyes, and a large nose. The tomt is a shapeshifter, able to shift into the form of a giant. When in their natural, small shape, they always wear a shirt of scale armor, thick wool pants and shirt, and a hat. They carry a walking stick or have it tucked in their belt. When they shapeshift, the scale melds with the flesh making a thick hide and the stick becomes a large club.

Guardians. The tomt is a kindly creature that spends most of his life protecting the yeoman of the world. He watches their homes to keep the wolves at bay. He continues to do so, as long as he is paid. Many farmers sacrifice to the tomt. The fey is very fond of silver, loving it over any other treasure and many farmers set out a silver coin every night in hopes of gaining the tomt's attention and protection. This coin is set in a hidden place so that if it comes up missing, the farmer knows that the tomt is around and that more silver must be set outside.

Solitary. They are rare, never traveling in pairs or groups. They are very secretive and not very friendly. When the tomt takes payment, they loyally serve as guardians until the payment stops. When the payment stops, the tomt leaves.

Homeless. The tomt always carries a *bag of holding* with him, keeping his treasure in the bag. They live in the open air, sleeping on tree branches, under grassy mounds, and the like.

In Aihrde

The tomt came to Airhde from the land of fey after the All Father's demise. The tomt are very magical creatures, filled with a great deal of knowledge of the world of fey. For this reason, wizards often seek them out as familiars. If enjoined for such a task, however, the tomt must be paid in silver, even as the farmers do. They never allow the wizard to use their *bag of holding* for any purpose. Any wizard with the tomt as a familiar gains a +1 on all saves and attribute checks when dealing with any fey.

TROLL LORD

Large Giant, Lawful Evil

Armor Class: 15(natural armor)
Hit Points: 153(18d10+54)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
19(+4)	14(+2)	17(+3)	11(+0)	10(+0)	13(+1)

Skills: Perception+3, Intimidation+4
Saves: Str+7, Wis+3
Senses: Darkvision 60 ft, Passive Perception 13
Languages: Common, Giant
Challenge: 8 (3900 XP)

Special Qualities

- **Regeneration.** At the start of its turn, if the Troll Lord has at least one hit point, it heals 10 hit points of damage.
- **Innate Spellcasting.** At will Stone Shape.
- **Keen Smell.** The Troll Lord has advantage on any checks involving smell.

Actions

- **Multiattack.** The Troll Lord may strike twice with its claws or twice with its axe, plus make one bite attack.

- **Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 11(2d6+4) slashing damage.
- **Rend.** If the Troll Lord strikes a single target with both claw attacks, it can rend that target automatically, doing an additional 21(6d6) slashing damage.
- **Greataxe.** Melee Weapon Attack: +7 to hit, reach 10 ft, one target. Hit: 17(2d12+4) slashing damage.
- **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 13(2d8+4) piercing damage.
- **Stomp (recharge 6).** The Troll Lord stomps the ground with all his might, causing the equivalent of an *earthquake* spell to manifest centered on the Troll Lord.

Troll lords are rare, solitary creatures, never traveling in groups larger than four. They are massive, averaging about 12 feet tall, their huge bellies only matched by their large hands and feet. Their heads are huge as well, with wide eyes and mounds of chins that hang over their thick, barrel-like chests. Their eyes are like pools in their faces; wide, deep, and grey. They take pride in the great tusks that sprout from the tops and bottoms of their jaws, often decorating them with bands of gold, iron, silver, or other precious metals. They prefer little clothing, usually restricting themselves to loose pants, loincloths, and the like. They hang their battle trophies from chains or ropes they loop about their arms, legs, chests, or shoulders.

Ravenous. Troll lords inhabit wilderness regions where they are not likely to be disturbed. Occasionally, they raid farming communities for their favorite food, billy goats. They much prefer raw meat to cooked, but on occasion make large stews of rotten vegetables, meats, and spices. They are perpetually hungry, often stopping in the middle of a fray to devour their foes; on occasion, this behavior leads to their downfall.

Nasty. Troll lords are evil with a mean disposition. They keep to themselves and avoid contact with others. They are of average intelligence but can see in the dark as easily as they can in the day and have keen senses of smell. They generally stay to themselves or in small groups of one to three. They are extremely violent and destructive.

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

In Aihrde

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

Gottland Trees

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

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

TUOTH DRAGON

Huge Dragon, Chaotic Evil

Armor Class: 19(natural armor)
Hit Points: 230(20d12+100)
Speed: 40 ft, Fly 80 ft

STR	DEX	CON	INT	WIS	CHA
23(+6)	12(+1)	20(+5)	11(+0)	13(+1)	11(+0)

Skills: Perception+13, Stealth+7
Saves: Dex+7, con+11, Wis+7, Cha+6
Damage Immunities: Varies
Condition Immunities: Charm, Paralysis
Senses: Dark Vision 120 ft, Passive perception
Languages: Common, Draconic
Challenge: 17 (18,000 XP)

Special Qualities

- **Multi Headed.** The Tuoth has two heads of different colors. Based on the colors of the head, the creature gains a breath weapon and a damage immunity.
  - **White**. Immune to cold damage. Breath weapon is a 30-foot cone, doing 10d10 cold damage. All targets must make a Constitution save (DC 19), taking full damage on a failed save, or half damage on a successful one.
  - **Black.** Immune to acid damage. Breath weapon is a 60-foot line, doing 10d10 acid damage. All targets must make a Dexterity save (DC 19), taking full damage on a failed save, or half damage on a successful one.
  - **Green.** Immune to poison damage. Breath weapon is a 30-foot cone, doing 10d10 poison damage. All targets

must make a Constitution save (DC 19), doing full damage on a failed save, or half damage on a successful one.

- **Blue.** Immune to lightning damage. Breath weapon is a 60-foot line, doing 10d10 lightning damage. All targets must make a Dexterity save (DC 19), doing full damage on a failed save, or half damage on a successful one.

- **Red.** Immune to fire damage. Breath weapon is a 30-foot cone, doing 10d10 fire damage. All targets must make a Dexterity save (DC 19), doing full damage on a failed save, or half damage on a successful one.
- **Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a Wisdom save (DC 15) or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's frightful presence for the next 24 hours.
- **Keen Senses.** The dragon's superior senses give it advantage on all perception checks.
- **Magic Resistance.** The dragon has advantage on all saving throws against spells and other magical effects.

Actions

- **Multiattack.** Each round, the dragon can use its frightful presence. Each head can then make either a breath weapon attack or a bite attack. The body can then make two claw attacks. The dragon cannot make more than one breath weapon attack on each turn.
- **Breath Weapon, First Head (recharges 5-6).**
- **Breath Weapon, Second Head (recharges 5-6)**
- **Bite.** Melee Weapon Attack: +10 to hit, reach 15 ft, one target. Hit: 17(2d10+6) piercing damage.
- **Claw.** Melee Weapon Attack: +10 to hit, reach 10 ft, one target. Hit: 13(2d6+6) slashing damage.
- **Tail.** Melee Weapon Attack: +10 to hit, reach 15 ft, one target. Hit: 13(2d6+6) bludgeoning damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a Dexterity save (DC 18) or take 13(2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

The tuoth, or two-headed, dragons are huge beasts that never cease to grow. Born live, they come into the world filled with the mindless rage of chaos. They crawl swiftly upon four legs, but are unable to fly, for they possess no wings. Two great heads hang upon two long necks, colored black, blue, green, red, or white; each different or the same. Their bodies mimic their heads, whichever is greater coming to dominate their bodies' color so that where the necks meet the body is one of the colors of the head. But the underside of these beasts is always black, stained with the shadows of their mother's home. Their tails are long, snaking from their bodies for 20 feet or more, ending in a whiplash of shadow-capped bone.

Unclean Children. These beastly creatures live simultaneously upon two planes, lying upon the threshold of the negative planes and the material. Offspring of Tiamat, the tuoth are born live and full-grown. As such they are not true dragons but possess many of the qualities of them.

Hateful. The tuoth possess an unending hunger for all things living. They hate life and devour it or destroy it whenever they can. As such, their lairs are blasted areas where no vegetation grows and the ground around them is filled with their foul breath. These wyrms rarely travel from the dwelling where they were birthed, digging into the ground and making holes of slag. They attack anything that comes with their sight or range.

Ravenous. They do not cherish things of the material world and do not horde treasures as other dragons do, but rather they devour it. The wealth lies in the shadows of their innards, eating at them, driving their rage. When slain and gutted, the treasure spills from within them.

In Aihrde

The Futhnopt, the "Five Gates," marks the end of those legendary paths the restless dead, those souls bent toward evil, must travel on their way to the Wretched Plains that house the dead. These plains lay at the end of time, where the weight of its passage gathers in great pools, the Shadow Realms. Here Ornduhl, the Red God, built the Homeless House and brooded upon the conquest of the world. He used the shadows of time to fashion weapons for his wars against his siblings, so that his wars continued for many ages of the world. There came a time when his foes assailed him, pursuing him to his very door. He grew fearful then and set his thought toward guarding his realm and he fashioned from his own malice a beast of such hideous demeanor that few living beings could look upon her. He set her to guard the way to the Shadow Realms and keep all living from entering. So Huadun came to be. The greatest of his servants, born in the maw of his spite, shaped from his disdain for life, and cast in the mold of the unquenched fires of his madness. But Huadun became a creature whole and of herself and as such she possesses the powers of creation. Once in a great while, she births the Tuoth Drauk, the two-headed dragon.

These beasts cause their mother tremendous pain and come into the world living, without egg or shell. They span the Shadow and Material planes, dwelling in both simultaneously. Upon Aihrde, the men see them as unholy apparitions and most slay them outright, if they can, for even seeing one means that death stalks the viewer or one dear to them. Some, however, cast in with the tuoth dragons, and make foul worship of her, but these are few and usually die, devoured by the object of their unholy thoughts.

U

UNDINE, WATER FOUL

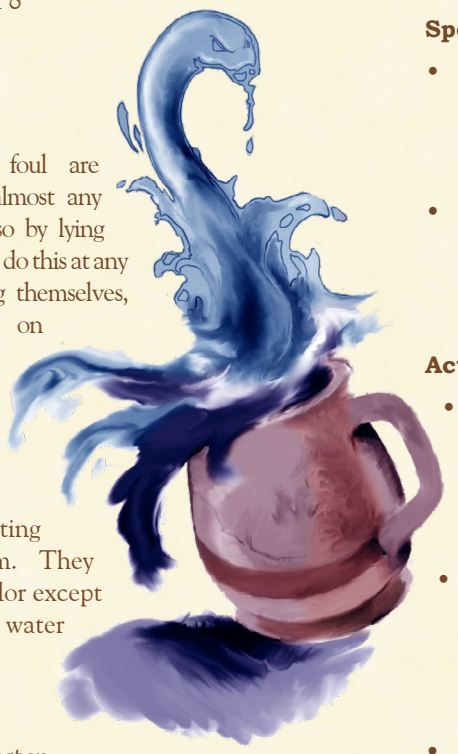
Minor Undine

Small Elemental, Neutral Evil

Armor Class: 13 (natural)
Hit Points: 18 (4d6+4)
Speed: 10 ft, Swim 60 ft

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	13(+1)	5(-3)	7(-2)	6(-2)

Skills: Stealth+3
Damage Immunities: Lightning, Thunder, any effect caused solely by air or gas
Condition Immunities: Cannot be affected by air or gas
Damage Resistance: Fire, Acid slashing, or piercing damage
Senses: Passive Perception 8
Languages: Aquan
Challenge: ½ (100 XP)



Special Qualities

- **Camouflage**. Water foul are able to blend in with almost any environment. They do so by lying still in the water. They can do this at any depth. When concealing themselves, they have advantage on stealth checks.
- **Shapeshifter**. The water foul can assume any shape they have previously seen. They do this by manipulating the water around them. They cannot change their color except by pulling what is in the water into their form.

Actions

- **Slam**. *Melee Weapon Attack*: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) bludgeoning damage. If the target is a creature of medium size or smaller, it must succeed on a Strength save (DC 13) or be grappled. The creature can only have one target grappled at a time.
- **Drown**. If a creature ends its turn grappled by the undine, the undine begins to drown the target. The target is now considered restrained and begins to drown. If a creature is drowning, on the undine's turn it automatically hits with its slam attack and does an additional 2d6 necrotic damage.
- **Trip**. If a creature is standing in water and within 10 feet of the undine, the undine may, as a bonus action, attempt to trip the target. The target must make a Strength save (DC 13) or be knocked prone.

Lesser Undine

Medium Elemental, Neutral Evil

Armor Class: 14 (natural)
Hit Points: 78 (12d8+24)
Speed: 10 ft, Swim 60 ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	14(+2)	5(-3)	7(-2)	6(-2)

Skills: Stealth+3
Damage Immunities: Lightning, Thunder, any effect caused solely by air or gas
Condition Immunities: cannot be affected by air or gas
Damage Resistance: Fire, Acid slashing, or piercing damage
Senses: Passive Perception 8
Languages: Aquan
Challenge: 3 (700 XP)

Special Qualities

- **Camouflage**. Water foul are able to blend in with almost any environment. They do so by lying still in the water. They can do this at any depth. When concealing themselves, they have advantage on stealth checks.
- **Shapeshifter**. The water foul can assume any shape they have previously seen. They do this by manipulating the water around them. They cannot change their color except by pulling what is in the water into their form.

Actions

- **Slam**. *Melee Weapon Attack*: +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) bludgeoning damage. If the target is a creature of medium size or smaller, it must succeed on a Strength save (DC 14) or be grappled. The creature can only have up to two targets grappled at a time.
- **Drown**. If a creature ends its turn grappled by the undine, the undine begins to drown the target. The target is now considered restrained and begins to drown. If a creature is drowning, on the undine's turn it automatically hits with its slam attack and does an additional 2d8 necrotic damage.
- **Trip**. If a creature is standing in water and within 10 feet of the undine, the undine may, as a bonus action, attempt to trip the target. The target must make a Strength save (DC 14) or be knocked prone.

Greater Undine

Large Elemental, Neutral Evil

Armor Class: 15 (natural)
Hit Points: 130 (20d10+40)
Speed: 10 ft, Swim 60 ft

STR	DEX	CON	INT	WIS	CHA
19(+4)	12(+1)	14(+2)	5(-3)	8(-1)	6(-2)

Skills: Stealth+4
Damage Immunities: Lightning, Thunder, any effect caused solely by air or gas
Condition Immunities: cannot be affected by air or gas
Damage Resistance: Fire, Acid slashing, or piercing damage
Senses: Passive Perception 9
Languages: Aquan
Challenge: 7 (2900 XP)

Special Qualities

- **Camouflage**. Water foul are able to blend in with almost any environment. They do so by lying still in the water. They can do this at any depth. When concealing themselves, they have advantage on stealth checks.
- **Shapeshifter**. The water foul can assume any shape they have previously seen. They do this by manipulating the water around them. They cannot change their color except by pulling what is in the water into their form.

Actions

- **Slam**. *Melee Weapon Attack*: +7 to hit, reach 5 ft, one target. Hit: 13(2d8+4) bludgeoning damage. If the target is a creature of large size or smaller, it must succeed on a Strength save (DC 16) or be grappled. The creature can only have up to three targets grappled at a time.
- **Drown**. If a creature ends its turn grappled by the undine, the undine begins to drown the target. The target is now considered restrained and begins to drown. If a creature is drowning, on the undine's turn it automatically hits with its slam attack and does an additional 3d8 necrotic damage.
- **Trip**. If a creature is standing in water and within 10 feet of the undine, the undine may, as a bonus action, attempt to trip the target. The target must make a Strength save (DC 16) or be knocked prone.

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

Plague of Water. Water foul are highly territorial creatures that dwell in all types of water. They are encountered in the deep oceans as well as lakes, ponds, rivers, creeks, wells, and birdbaths. The smaller the body of water the smaller the water foul. They defend their home against all intruders that are not natural to that water. Fish, alligators, sharks, whales, even aquatic elves would be left unmolested but all others would suffer an attack. Creatures who pass through or even come to drink at the water foul's lair suffer a 50% chance of being attacked. The Water foul moves constantly like any predacious creature. Whether or not the creature has treasure depends upon its locale. If it is in a small pond or lake then anything it has slain will naturally sink or be drug to the bottom and left there. So treasure could possibly be found. If, however, the creature dwells in the ocean or a large lake or fast-moving river, then the chances of any treasure being found are negligible, as current and depth would have scattered it far and wide.

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

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

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

In Aihrde

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

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

UNGERN

Medium Humanoid, Lawful Evil

Ungern Warrior

Armor Class: 14
Hit Points: 16 (2d8+6 HD)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	11(+0)	16(+3)	10(+0)	14(+2)	9(-1)

Skills: Stealth +8
Damage Immunities: Cold
Senses: Darkvision 60ft, Passive Perception 12
Languages: Ungern, Orc
Challenge: 1 (200 XP)

Special Qualities

- **Able Tactician:** Any ungern who is within 5 ft of an ally gains advantage on all melee attacks.
- **Camouflage:** Ungern are able to take advantage of most of their environments. When in wilderness settings they are able to conceal themselves. When concealed, they have advantage on Stealth checks.
- **Master Archer:** The ungern have advantage on all ranged attacks, and add their strength bonus to attacks with bows and thrown weapons (but not crossbows).
- **Spell Resistance:** The ungern have advantage on all saving throws against spells.

Actions

- **Multiattack:** The ungern makes three attacks, with its claws, a weapon, and a horn gore.
- **Claws.** Melee Weapon Attack. +6 to hit, 5 ft. range, one target. *Hit:* 6 (1d4+4) slashing damage.
- **Scimitar.** Melee Weapon Attack. +6 to hit, 5ft. range, one target. *Hit:* 8 (1d6+4) slashing damage.
- **Gore.** Melee Weapon Attack. +6 to hit, 5 ft. range, one target. *Hit:* 9 (1d8 +4) piercing damage.
- **Composite Longbow.** Ranged Weapon Attack. +2 to hit, 150ft. / 400 ft. range, one target. *Hit:* 9 (1d8+4) piercing damage.

Ungern Sub-Chief

Medium Humanoid, Lawful Evil

Armor Class: 16
Hit Points: 43 HP (5d8+15 HD)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	16(+3)	10(+0)	14(+2)	9(-1)

Skills: Stealth +8
Damage Immunities: Cold
Senses: Darkvision 60ft, Passive Perception 12
Languages: Ungern, Orc

Challenge: 3 (700 XP)

Special Qualities

- **Able Tactician:** Any ungern who is within 5 ft of an ally gains advantage on all melee attacks.

- **Camouflage:** Ungern are able to take advantage of most of their environments. When in wilderness settings they are able to conceal themselves. When concealed, they have advantage on Stealth checks.
- **Master Archer:** The ungern have advantage on all ranged attacks, and add their strength bonus to attacks with bows and thrown weapons (but not crossbows).
- **Spell Resistance:** The ungern have advantage on all saving throws against spells.

Actions

- **Multiattack:** The ungern makes three attacks, with its claws, a weapon, and a horn gore.
- **Claws.** Melee Weapon Attack. +6 to hit, 5 ft. range, one target. *Hit:* 6 (1d4+4) slashing damage.
- **Scimitar.** Melee Weapon Attack. +6 to hit, 5ft. range, one target. *Hit:* 8 (1d6+4) slashing damage.
- **Gore.** Melee Weapon Attack. +6 to hit, 5 ft. range, one target. *Hit:* 9 (1d8 +4) piercing damage.
- **Composite Longbow.** Ranged Weapon Attack. +3 to hit, 150ft. / 400 ft. range, one target. *Hit:* 9 (1d8+4) piercing damage.

Ungern Chief

Medium Humanoid, Lawful Evil

Armor Class 18
Hit Points: 51 hp (6d8+18 HD)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	16(+3)	10(+0)	14(+2)	9(-1)

Skills: Intiimidation +1, Persuasion +1, Stealth +9
Damage Immunities: Cold
Senses: Darkvision 60ft, Passive Perception 12
Languages: Ungern, Orc
Challenge: 4 (700 XP)

Special Qualities

- **Able Tactician:** Any ungern who is within 5 ft of an ally gains advantage on all melee attacks.
- **Camouflage:** Ungern are able to take advantage of most of their environments. When in wilderness settings they are able to conceal themselves. When concealed, they have advantage on Stealth checks.
- **Command:** When a lesser ungern strikes a foe in battle, the Ungern Chief can use a reaction to give that ungern a single bonus action to make another attack, using any one of its available attack forms.
- **Master Archer:** The ungern have advantage on all ranged attacks, and add their strength bonus to attacks with bows and thrown weapons (but not crossbows).
- **Spell Resistance:** The ungern have advantage on all saving throws against spells.

Actions

- **Multiattack:** The ungern makes four attacks: 2 with its claws, one with a weapon, and one with a horn gore.
- **Claws.** Melee Weapon Attack. +6 to hit, 5 ft. range, one target. *Hit:* 6 (1d4+4) slashing damage.
- **Scimitar.** Melee Weapon Attack. +6 to hit, 5ft. range, one target. *Hit:* 8 (1d6+4) slashing damage.
- **Gore.** Melee Weapon Attack. +6 to hit, 5 ft. range, one target. *Hit:* 9 (1d8 +4) piercing damage.
- **Composite Longbow.** Ranged Weapon Attack. +4 to hit, 150ft. / 400 ft. range, one target. *Hit:* 9 (1d8+4) piercing damage.

Ungern Battle Lord

Medium Humanoid, Lawful Evil

Armor Class: 18
Hit Points: 85 HP (10d8+30 HD)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	16(+3)	10(+0)	14(+2)	9(-1)

Skills: Insight +5, Intimidation +2, Perception +5, Persuasion +2, Stealth +8
Damage Immunities: Cold
Senses: Darkvision 60ft, Passive Perception 15
Languages: Ungern, Orc
Challenge: 5 (1,800 XP)

Special Qualities

- **Able Tactician:** Any ungern who is within 5' of an ally gains advantage on all melee attacks.
- **Camouflage:** Ungern are able to take advantage of most of their environments. When in wilderness settings they are able to conceal themselves. When concealed, they have advantage on Stealth checks.
- **Command:** When a lesser ungern strikes a foe in battle, the ungern battle lord can use a reaction to give that ungern a single bonus action to make another attack, using any one of its available attack forms.
- **Inspiring Presence:** When the ungern battle lord is on the field, all ungern who can see it gain an additional attack every round, and advantage on all saving throws. Inspired ungern cannot use multiattack for this additional attack, which uses any one of their attack forms, and is in addition to all normal and bonus actions in the round.
- **Master Archer:** The ungern have advantage on all ranged attacks, and add their strength bonus to attacks with bows and thrown weapons (but not crossbows).
- **Spell Resistance:** The ungern have advantage on all saving throws against spells.

Actions

- **Multiattack:** The ungern makes four attacks: 2 with its claws, one with a weapon, and one with a horn gore.
- **Claws.** Melee Weapon Attack. +7 to hit, 5 ft. range, one target. *Hit:* 6 (1d4+4) slashing damage.
- **Scimitar.** Melee Weapon Attack. +7 to hit, 5ft. range, one target. *Hit:* 8 (1d6+4) slashing damage.
- **Gore.** Melee Weapon Attack. +7 to hit, 5 ft. range, one target. *Hit:* 9 (1d8 +4) piercing damage.
- **Composite Longbow.** Ranged Weapon Attack. +6 to hit, 150ft. / 400 ft. range, one target. *Hit:* 9 (1d8+4) piercing damage.
- **Spellcasting.** As a chosen of the Horned God, the ungern battle lord is granted clerical spells by its god. Its save DC is 13; +5 spell attack. It has the following spells:
  - *Cantrips* – light, sacred flame, thaumaturgy;
  - *1-level (3 slots)* – bane, bless, command, cure wounds, inflict wounds.

The ungern are the spawn of the Horned God and their form reflects his own. They have dark brown or red skin, are largely hairless but for a short mane that stretches the length of their spine and shocks of it around their cloven feet. Their hands are clawed, their feet are hooves, and their legs have triple joints.

They have wolf-like heads with long tooth-filled snouts. They stand about six feet tall, and though they are rather thin, they are powerfully built creatures. Their lean muscles are like corded iron. Their torso and back are shaped like beaten metal. Their necks are thick, with bands of iron muscle stretching into their broad shoulders and backs, all this to support their great horned heads. Sprouting from the creature's backside are great horns and these range in shape, size, and form. Some rise directly from the spine and are more like a ridge from head to tail, others rise from the upper back and sprout above the head like a set of antlers and yet still others grow up and through the skull and rise like their masters - like great horned crowns.

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

Civilized Barbarians. The ungern are well-groomed and rather social in their own circles, but when in the company of lesser races, such as orcs, goblins, or the like they display a tremendous amount of unbridled rage and cruelty. They have no particular hatred for anyone, but complete disdain for all living things that do not serve their master. And most of those that do are tolerated only for the sake of their service to the Horned God. Only the Mogrl command respect from the ungern and they serve them loyally and without question. They are highly organized and work together in all things. They are not migratory, and rarely move once they have taken a castle or refuge as their own. Their culture is one of power and violence. Strength and intelligence are prized above all things and the greater ungern usually have both properties in abundance.

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

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

Organized Warbands. In war, ungern travel in organized units ranging from 10-100. For every 10 encountered, there is at least one sub-chief with maximum hit points and an AC of 15. If two or more of these captains are encountered, there is always a chief with 4d8 hit points (minimum 18 hit points) and an AC of 16. If 100 are encountered, there is an ungern battle lord with 56 hit points, AC 18 whose weapon does 2-12 points of damage. They fight using tactics and are generally able tacticians.

In Aihrde

All fell to the Horned God with an ease that made that beastly creature forever after hold great disdain for the folk of the All Father's fashioning. So immediately he gathered to him the substance of the Void and with the languages of his Father, he crafted the ungern, the "black spawn." Some say that they were born of a union between the dark fey and wild evil men enslaved in Unklar's service. But this is not so; they are of the Val-Austlich, those creatures forged from the Language of Creation and the Val-Eahrakun, of which Unklar was the greatest. The Judgement of Corthain does not bind them and the ungern move freely about the planes as few other creatures can.

In the black days of the Winter Dark when the Horned God, Unklar, ruled the land, the ungern issued forth from the fortress of Aufstrag. They served Unklar as soldiers and captains and spread his evil throughout the lands. They were the battle lords that destroyed Kayomar, drove the elves of the Shelves of the Mist into ruin, and plundered the dwarf halls. Their numbers were great and they led the armies in countless battles, ever in the service of their dark master. They filled the holds of Aufstrag with their evil and their numbers grew beyond scope. But during the Winter Dark Wars, they suffered greatly. In a myriad number of battles, their numbers were wasted away. When at last Unklar was driven from the plane, they fell into disarray and fled to distant parts.

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

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

UR-SUK (Black Hearts, Dark Faerie)

Small Fey, Chaotic Evil

Armor Class: 14
Hit Points: 10(3d6)
Speed: 20 ft, Fly 30 ft

STR	DEX	CON	INT	WIS	CHA
6(-2)	19(+4)	11(+0)	13(+1)	15(+2)	16(+3)

Skills: Nature+3, Stealth+6, Survival+4
Senses: Darkvision 90 ft, Passive Perception 12
Languages: Sylvan
Challenge: 1 (200 XP)

Special Qualities

- **Camouflage.** Dark fey are able to alter the texture and color of their skin. This allows them to blend in with almost any environment. It takes a full 5 rounds for an ur-suk to change. But once they have changed, they have advantage on all Stealth rolls.
- **Innate Spellcasting.** The ur-suk's spellcasting ability is Charisma (spell save DC 13). The ur-suk can innately cast the following spells, requiring only verbal component:
  - At Will: *Dancing Lights, Druidcraft, Light*
  - 1/Day: *Entangle, Faerie Fire, Hypnotic Pattern, Obscuring Mist, Pass Without Trace, Poison Food and Water* (reverse of *Purify Food and Water*), *Silent Image*
  - 2/Day: *Polymorph* (self only)
- **Enrage Animals.** Once per long rest, the ur-suk can attempt to enrage all animals in a 30-foot radius around it. Each animal must make a Charisma save (DC 13) or be driven into an irrational rage for 1 minute. The animal will attack the nearest target to it and will not stop until the rage subsides.

Actions

- **Dagger.** Melee Weapon Attack: +6 to hit, reach 5 ft, on target. Hit: 6(1d4+4) piercing damage.
- **Shortbow.** Ranged Weapon Attack: +6 to hit, range 80/320, one target. Hit: 7(1d6+4) piercing damage.

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

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

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

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

In Aihrde

The ur-suk have haunted the world of Aihrde since the Days before Days. Like all fey, they came over from the inky dark of the Void or crossed over when the All Father died. They have haunted the dwarves for countless ages, and indeed, it is the dwarves who name them the ur-suk, which is Black Hearts in the Vulgate language. During the age of Winter Dark, they came to serve the horned god on many levels. They were especially fond of the Eldritch Goblins, creatures they could relate to, for those goblins counted their ages in millennia. During the Winter Dark Wars, they served as best they could, but their natural trepidations kept them from most battles. After the wars they melted into the countryside, seeking the lost and hidden places of the world, for they sensed a new dawn was upon the world. And that is where they remain, in the deep dark woods of places such as the Darkenfold and the Kellerwald where the wilderness does not tangle with civilization. They hide and brood, longing for the return of Unklar and a New Age of Winter's Dark.

V

VIMNEL

Small Humanoid, Chaotic Evil

Armor Class: 13 (natural armor)
Hit Points: 18(4d6+4)
Speed: 30 ft Fly 60 ft

STR	DEX	CON	INT	WIS	CHA
11(+0)	13(+1)	12(+1)	10(+0)	11(+0)	10(+0)

Senses: Passive Perception 10
Languages: None but can understand common
Challenge: ½ (100 XP)

Special Qualities

- **Howl.** The howling of the vimnel carries echoes of their long suffering. It is terrible to hear and drives most who hear it into short-term madness. From a distance it conjures memories of darkness and pain; but up close the howl is deadly for it seeps into the subconscious mind, disrupting the victim's mental state. Any creature within 10 feet of the vimnel must make a Wisdom save (DC 15). If the target fails the save, they are at disadvantage on all attacks, ability checks, and saving throws. The target can repeat the saving throw at the end of its turn. On a successful save, the target is immune from the vimnel's howl for 24 hours.

Actions

- **Multiattack.** The vimnel bites its target and strikes with either its claws or with a weapon if it has one.
- **Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 3(1d4+1) piercing damage.
- **Claws.** Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 3(1d4+1) slashing damage.
- **Short Sword.** Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 4(1d6+1) slashing damage.

These gaunt humanoids range in color from deep blue to a light purple. With broad reptilian wings, they are able fliers, though usually, their flights are erratic, with a great deal of up and down motion. Arms and legs, like sticks, protrude from their emaciated torsos, which in turn are topped by round heads cut by a wide gash of a mouth. Fangs line their dry, cracked, swollen lips and yellow eyes bulge from their sallow faces.

Wandering Packs. The vimnel are social creatures, traveling in small bands of up to eight. They travel great distances until they find refuge in abandoned buildings, dungeons, towns, and ruins of any kind; in short, anywhere they can find some security from the elements. They build nest-like houses in high places where they gather their treasures.

Scavengers. They have no ability to speak any languages. Nor are they able to fashion any type of clothing, weapons, or armor.

They do wear jewelry and other trinkets they scavenge from the battlefield.

Vicious attackers. The vimnel are vicious in battle, swooping down on their prey and attacking with claws and fangs. They use simple weapons when they have them. As soon as they engage, they howl at their prey in an attempt to disorient them.

In Aihrde

Unklar fashioned the vimnel upon the forges of Klarglich. In those pits of terror, he twisted men into malformed shapes, torturing them into a madness from which none could recover. They hobbled around the Pit howling their pain until the distraction became too much for him, so he fashioned them wings and gave them the gift of flight. They fled then, throughout the wide halls of Aufstrag, haunting the tunnels and terrorizing the denizens of that fell place.

In later days, some fled the halls, spreading throughout the world. Their lonely, pain-filled howls are now heard throughout the world, and the creatures, though uncommon, are known to all the lands. They are drawn to the empty houses of men for it is there that memories of their pasts draw them; they long for something they do not rightly remember, that being the light of their own humanity.

VIYL BEAST

Medium beast, Chaotic Evil

Armor Class: 14(description)
Hit Points: 65(10d8+20)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	14(+2)	11(+0)	10(+0)	11(+0)

Skills: Perception+2, Survival+2
Senses: See invisible, Astral and Ethereal, passive perception 17
Languages: Viyl tongue
Challenge: 2 (450 XP)

Special Qualities

- **Leap**. The viyl beast can leap great distances. The beast must make a dexterity check with a DC of 10. If it succeeds, it can leap up to 40 feet while only using half of its movement. If it fails the check, the leap uses all of its movement.
- **Multidimensional Sight**. The viyl beast has extraordinary sight, gained through its third eye. It gains advantage on all perception checks. It can see invisible creatures as per the spell, and this effect is always active. It can also see into the astral and ethereal plains.

Actions

- **Bite**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10(2d6+3) piercing damage. The target must make a Dexterity save (DC 14). If the target fails, the viyl beast holds on and makes 2 rake attacks.
- **Rake**. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) slashing damage.
- **Overbear**. If the viyl beast uses its leap ability to move into melee and immediately makes a bite attack, the target must make a Strength save (DC 14) or immediately be knocked prone. This occurs before the dexterity save to avoid the rake attack.

This three-eyed monstrosity is about the size of a large dog, however, its limbs are longer than its torso and capped with clawed paws that can rend armor almost as easy as flesh. The viyl beast is covered in a thick, coarse hide of hair and ranges from dull grey to striped or spotted, depending upon the environs it occupies. It has three eyes, one sprouting from its Two tusk-like fangs sprout from its lower jaw, allowing it to pin its prey even while it rakes it with its deadly claws.

Rampaging Packs. The viyl beast hunts in packs, and are rarely seen alone. They range mostly on open plains but are not averse to lightly forested woods or jungles. They can travel great distances without much effort and require little in the way of sustenance; most of the hunting they do is to kill and maim. They always hunt in packs, herding their prey together and leaping and killing. The packs often leave a swath of dead behind them, eating very little if anything at all.

Group Coordination. Any pack of the beasts rapidly develops an intuitive sense towards the needs and designs of other pack members. There are no pack leaders, alpha males or females, but rather a group that works in concert to hunt and kill and maim. Individuals certainly act on their own, one may maim the prey and the other come behind it and kill that prey, and they may fight, but either way, they are able to discern what the other's designs are.

In Aihrde

The viyl beast is a creation of Ornduhl the Red God. During his reign of terror, the Val Eahrakun never yielded their power and he fought them at every turn. Many hid themselves away and waged a secret war against him and it is for these that he fashioned the three-eyed viyl beast. He coaxed the extra sight from the creatures and allowed them to see far more than most others could see. They became the bloodhounds of his minions, hunting far and wide for his foes. Built of the fabric of his being the creatures needed little in the way of sustenance but relished wanton acts of destruction.

After his fall the beasts were hunted almost to extinction, but during the long years of the Winter Dark, their numbers rebounded so that today they are spread throughout the Lands of Ursal and much of the rest of Aihrde as well. The claws are valued by many hunters for to slay one is no small feat.

VOLT

Small Monstrosity, Unaligned

Armor Class: 15 (natural armor)
Hit Points: 14 (4d6 HD)
Speed: 20ft (fly)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	3 (-4)	12 (+1)	7 (-3)

Senses: Passive Perception 11
Challenge: 1 (200 XP)

Actions

- **Multiattack.** The volt makes 2 attacks, one with its tail and one with its bite.
- **Bite.** *Melee Weapon Attack,* +6 to hit, reach 5ft, one target. *Hit:* 6 (1d4+4) piercing damage, and the victim is grappled (Escape DC 14). Grappled victims automatically suffer 6 (1d4+4) piercing damage per round, plus 11 (2d6+4) lightning damage from the creature's tail lash. While grappling a creature, the volt cannot attack any other creature.
- **Tail Lash.** *Melee Weapon Attack,* +6 to hit, reach 5ft, one target. *Hit:* 11 (2d6+4) lightning damage.

A volt appears to be a flying ball of fur with two great insect-like eyes, topped by two horns, and a long, braided leather tail. Underneath the fur, on the bottom of the creature, is a mouth lined with long, sharp teeth. The head of the creature is brown, with the eyes being a deep purple. The horns and tail are dark brown, not unlike leather. The volt flies with a limited, inherent form of levitation.

Ill-tempered and territorial. The volt is an ill-tempered, territorial creature that will attack without provocation. They are utterly bestial creatures driven to do nothing but feed and destroy.

Haunters of the abandoned. They are usually found in old, abandoned buildings or underground lairs. They have no natural habitat and are sometimes used as guards by intelligent creatures.

Direct, but random. The volt directly attacks any person at random. Their basic strategy is to attempt to bite a victim about the neck and shoulders.

VORDOAG

Tiny Beast, Neutral Evil

Armor Class: 15 (Hardshell)
Hit Points: 2 (1d4)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	6 (-2)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Condition Immunities: Blinded
Senses: Tremorsense 100 ft (no normal vision), passive perception 10

Challenge: 0 (10 XP)

Actions

- Bite. Melee Weapon Attack: +0 to hit, reach 5 ft, one target. Hit: 1 piercing damage.

Swarm of Vordoag

Medium Swarm of Tiny Beasts, Neutral Evil

Armor Class: 15 (Hardshell)
Hit Points: 36 (8d8)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Condition Immunities: Blinded
Senses: Tremorsense 100 ft (no normal vision), passive perception 10

Challenge: 1 (200 XP)

Special Qualities

- **Swarm**. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny vordoag. The swarm can't regain hit points or gain temporary hit points.

Actions

- **Bite**. Melee Weapon Attack: +4 to hit, reach 0 ft, one creature in the swarm's space. Hit: 18(4d8) piercing damage or 9(2d8) piercing damage if the swarm has half of its hit points or fewer.

The vordoag are small, dark crustaceans that dwell in deep dungeons, caves, uninhabited sewer lines, and the like. Their bodies are small and round, about the size of a halfling's buckler. They have 10 long, segmented legs that fold up under the creature's body when it is not moving. Two claws cap each leg. Between the pincers lies a long tubular tongue the creature extends when feeding. The vordoag move very quickly, crawling toward any creature that radiates heat.

Attack on contact. Vordoag grow in large nests, breeding, and piling up on one another until there are large balls of them several yards in diameter. They lie dormant, using almost no energy, and can lie this way for hundreds of years. They only come alive when something disturbs the nest; this is easy to do as simple vibrations in the floor or wall alert them to potential prey. Creatures are able to slip by the vordoag nest, but only if they are able to do so moving silently.

Underground dwellers. The vordoag live in most underground environments that have some moisture, generally wherever algae, fungus, or other underground plants grow. They are completely sightless, unable to smell, or hear. If a victim is able to stand completely still, slowing heartbeat and breath, the vordoag cannot find them.

In Aihrde

The vordoag form when underground flora mutate. As is common knowledge, the world formed from the Language the All Father spoke, the Language of Creation. It resides in all things and at times manifests in strange, unexpected creations. The Vordoag are one such creation. Residues of magic influence plant life, mutating it. The vordoag are the result of one such mutation. They proved highly irritable to dwarves throughout their long history and they continue to plague underground structures.

These creatures are extraordinarily tasty and bring top dollar on most markets. Dwarves in particular relish eating them.

W

WAZK

Small Monstrosity, Chaotic Neutral

Armor Class: 12
Hit Points: 13(3d6+3)
Speed: 25 ft

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	13(+1)	7(-2)	10(+0)	9(-1)

Senses: Passive Perception 10
Languages: Common
Challenge: 1/8(25 XP)

Special Qualities

- **Screech**. When a wazk screeches, all creatures within 30 ft must make a successful Charisma check (DC 13) or suffer a -1 to hit and -1 to damage for 1d4 rounds. The screech does not actually come from the creature's mouth, or throat, but rather through air channeled through the hair on the creature's back; the hair follicles are hollow and emit the air as a high-pitched screeching sound not dissimilar from a cat's howling in pain.
- **Summon Rats**. As an action, the wazk can attempt to summon rats to help protect it. The creature has a 30% chance of success, calling 2d4 rats to its aid if it succeeds. A group of 5 or more wazk can attempt to summon as a group. If they succeed, they summon one swarm of rats to aid them. Once used, this ability cannot be used again until the creature completes a long rest.

Actions

- **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) piercing damage.

Wazks are strange, ugly creatures, being rejected creations of dark wizards, thrown to the wild to fend for themselves. They are hairless, save for a large splotch of curly coarse black hair on their backs. They have an extreme hunchback, so they only stand about one foot off the ground. They have a flopping tail that looks more like a fleshy fin than a tail. Their hind legs are huge, while their front legs are short and scrawny. They hop about much like a kangaroo. They have long necks and beady black eyes. Their face resembles a horse, with a rat's nose and mouth, and small round ears.

Pack Beasts. They travel in packs, dominated by the strongest. They breed asexually, spawning about once every few months so that even a lone wazk can multiply into a pack fairly quickly. The young are small, but fully developed and grow to maturity in a matter of weeks. Large packs are uncommon but occasionally very powerful wazk are able to keep them together.

Ravenous. These creatures have no purpose but to feed, though they never gain weight by doing so, nor starve when they fail to. They are very aggressive with food sources, though as equally distracted by bait.

Defensive. Wazks only fight if they feel that they are in danger. Since they are so slow, they constantly have to fight to defend themselves. In battle, the scalp-lock on their back rises on end and the beast opens its fang-filled mouth to "screech" before charging into battle. Once in battle, they fight until they are dead. If their situation looks grim, they attempt to call rats to their aid.

In Aihrde

The wazk originated in the southern lands of Naid. The wizards practiced dark sorceries unknown in the northern lands, far from the influences of the dwarves. The wazk propagated quickly and spread throughout the mountain jungles, carving a niche for themselves. The natives found them great sport and hunted them far and wide, calling the hair on their back the "scalp-lock" which they used to decorate their spears, arrows, axe heads, head-dresses, and more. The scalp-lock maintains its ability to channel air and emit loud screeching sounds. The natives that have mastered using the scalp-lock are feared, for their weapons are seen as magical.

The wazk spread to the lands of Aenoch on the ships of traders during the long Age of Men. They quickly spread throughout the whole of the continent. The practice of using the scalp-lock also spread to the north. Few men perfected the use but the orcs took hold of it and often decorate their weapons with the strange scalp-locks. It is not uncommon for woodland elves to use them either.

Any weapon that possesses a scalp-lock of the wazk has the same ability as the screech. Opponents must make a successful charisma save or suffer a -1 to hit and -1 damage, but only for the next combat action.

WEVEIN

Medium Aberration, Chaotic Evil

Armor Class: 15 (natural armor)
Hit Points: 104 (16d8+32)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	15(+2)	14(+2)	12(+1)	13(+1)

Senses: Darkvision 120 ft, Passive Perception 11
Languages: Common, Abyssal
Challenge: 7 (2900 XP)

Special Qualities

- **Innate Spellcasting**. The wevein's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:
  - 1/day each: *Darkness, Insect Plague*
  - 2/day: *Dispel Magic*

Actions

- **Multiattack**. The wevein can strike twice with its claws, once with its bite and once with its tail. It can substitute its two claw attacks for 2 whip attacks.
- **Rend**. If the wevein starts its turn grappled with an opponent, it automatically hits with its claw, bite, and tail attacks.
- **Claw**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 7(1d8+3) slashing damage. If the wevein hits a creature with both of its claw attacks, the target is automatically grappled.
- **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 5(1d4+3) piercing damage.
- **Tail**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 7(1d8+3) piercing damage. In addition, the target must make a Constitution save (DC 14). If they fail, they take 13(3d8) poison damage and suffer from the poisoned condition. If they succeed, they take half this amount of damage and are not poisoned. A poisoned target can repeat the saving throw at the end of their turn, removing the condition on a successful save.
- **Whip**. Melee Weapon Attack: +6 to hit, reach 15 ft, one target. Hit: 6(1d6+3) slashing damage.

These creatures' appearance reflects the evil of their misspent lives. They are drawn and thin, pale humanoids. Their skin hangs from their bodies like sacks of wrinkled paper. It breaks off constantly, shedding as the aberration wanders the desolate places of the world. They have long arms, legs, fingers, and toes. Their nails are discolored, unkempt, and long; more like claws. Their heads, however, are tiny -- small hollow cavities with bulging eyes. Where the skull should be, there is only an empty hole and the broken shards of bone protruding from the withered flesh. They have a long tail that protrudes from their backside, it is boney and serrated.

Gleeful Destruction. wevein are extremely evil and very violent, attacking anything they perceive to be vibrant or whole. They spend the greater part of their hollow existence fashioning barbed ropes out of their skin, lined with finger and toenails, and broken chunks of bone picked from their skulls. They use these as whips to chastise and hound their victims. In battle the wevein attack first with their whips, striking victims up to 12 feet away. They can use these weapons to deadly effect up close as well, however, when they close with a victim they far prefer to rend them with their claws, bite them, and stab them with the boney end of their tail. They fight until destroyed.

In Aihrde

During the long years of the Age of Aenoch, when the God Emperors ruled, the use of sorcery and witchcraft permeated all walks of life. Witches gathered in covens through the land and they haunted the goodly yeoman that were and are the backbone of the Kingdoms of men. More than the sorcerers, who always kept themselves aloft of the daily travails of men, the witches intervened and manipulated them. They hated witches most of all the sorcerers and when they found them, they burned them at the stake or cast them into deep pools tied to stones.

But fire is an ill-used tool for evil and that madness of spirit often lives in the flames of its own anguish. So the wevein came to be; borne of the ashes of burnt witches. The evil that guided them in life takes on a shape of its own and is reborn in the form

of these dreaded creatures. They are despised by all things and have little purpose other than to cause suffering.

WILLOWMAN

Large Fey, Neutral Evil

Armor Class: 17 (natural armor)
Hit Points: 120 (16d10+32)
Speed: 30 ft, Swim 20 ft

STR	DEX	CON	INT	WIS	CHA
19(+4)	11(+0)	15(+2)	11(+0)	14(+2)	11(+0)

Skills: Survival+5
Senses: Passive Perception 11
Challenge: 5 (1800 XP)

Special Qualities

- **Blend**. When in its native forest, the willowman is invisible unless it chooses to be seen. Elves, halflings, and gnomes have a chance to see the willowman with a perception check at a DC of 18. Once a willowman attacks or uses magic, it becomes visible for the rest of the encounter.
- **Regeneration**. The willowman regenerates 5 hit points at the beginning of its turn, as long as it has at least one hit point.
- **Innate Spellcasting**. The willowman's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:
  - 4/day: *Cure wounds* at 4th level.
  - 3/day: *Entangle*
  - 2/day: *Sleep*

Actions

- **Multiattack**. The willowman can strike twice with its claws.
- **Claws**. Melee Weapon Attack: +7 to hit, reach 10 ft, one target. Hit: 13 (2d8+4) slashing damage.
- **Spikes (Recharge 5-6)**. The willowman can, as an action, hurl a wave of spikes from its body. It can either target a single target or a 10 ft radius within 50 ft of itself. If it targets a single target, that target must make a Dexterity save (DC 15), taking 35 (10d6) piercing damage on a failed save, or half as much on a successful save. If it targets an area, each creature in that area must make a dexterity save (DC 15), taking 17 (5d6) piercing damage on a failed save, or half as much on a successful save.

These odd fey are thin, gnarled creatures vaguely humanoid in shape, though legs and arms are only vaguely discernible from one the other. Its body is root-like with no discernible muscle or tissue. The face of the willowman always appears vaguely like

the face of the one who gave it life, the one who cut down the willow tree. From its body, shoulders, head, arms and all grow short, leafless branches making the creature appear as if the back-side of its being is covered in small rooty spikes.

Tree Spirits. Willowmen are born where willow trees once grew but were cut down for one purpose or the other. At times when a tree in its prime falls and for reasons known to few if any the willowman grows. Upon the chewed-up stump, a small stand of bark grows, jutting several feet above the stump. This takes on a humanoid shape over the next 24 hours and eventually breaks free. It continues to grow and evolve until it is 4, 5, or 6 feet tall.

Angry Loners. They are possessed of an unkind disposition, being born of regret and loss and they do not look upon any who approach the willow stump with kindness. They possess no language except some vague ability to speak to the trees, nor do they ever congregate, or hunt far from their stump. If they ever encounter the one who cut down their mother tree they are filled with a blind rage and will attack that individual without mercy. On occasion, druids befriend willowmen or charm them and they serve each other in whatever purposes drive them.

In Aihrde

Willows trees are known for the healing powers, as well as their powers to put those unwary into a permanent sleep, and though they are not sacred, they are held to be special trees and not often cut down but by the ignorant, evil, or purposely driven. The birth of the willowmen make cutting the tree down even that much more unnatural.

X-Y-Z

YEDAE

Large Monstrosity, Lawful Evil

Armor Class: 17 (natural armor)
Hit Points: 212 (25d10+75)
Speed: 50 ft, Fly 50 ft

STR	DEX	CON	INT	WIS	CHA
21(+5)	11(+0)	17(+3)	10(+0)	12(+1)	9(-1)

Skills: Survival+5
Saves: Strength+9, Constitution+7
Damage Immunities: Cold
Senses: Darkvision 60 ft, passive perception 11
Languages: Common
Challenge: 11 (7200 XP)

Special Qualities

- **Summon Storm**. Once per day, the yedae can cast *Storm of Vengeance* with a DC of 17.
- **Magic Resistance**. The yedae has advantage on saving throws against spells and other magical effects.

Actions

- **Multiattack**. The yedae can strike twice with its claws and once with its Gore attack.
- **Claws**. Melee Weapon Attack: +9 to hit, reach 10 ft, one target. Hit: 14(2d8+5) slashing damage.
- **Gore**. Melee Weapon Attack: +9 to hit, reach 5 ft, one target. Hit: 21(3d10+5) piercing damage.
- **Roar of Utriel (recharge 6)**. The yedae's roar is massive, sounding more like a deep, resonate, guttural growl that echoes the empty places of the frozen world. It consists of two parts; the first is a wave of sound that blasts all targets near the creature. Any creature within a 100-foot radius of the yedae suffers 11(2d10) thunder damage. In addition, each creature in this radius must make a Wisdom save (DC 17) or be stunned until the end of their next turn. The sound wave precedes the frozen blast of its icy breath. In the same round that the sound strikes anyone within range, a 20-foot cone of icy breath emits from the yedae's mouth. All creatures within this cone must make a Constitution save (DC 17), taking 42(12d6) cold damage on a failed save, or half as much on a successful one.

The beast is huge, bound, and corded in muscle. Ape-like, the yedae are able to walk on their two short legs, or bowl over and charge on all four. Wide, roundish-flat snouts adorn their heads; thick, sharp teeth, built for rending and tearing, line the snout. Beyond the snout, the face widens into sallow cheek-like jawbones, from which two massive tusks sprout. The tusks bend up, curving toward the heavens, and are always adorned. The yedae's eyes are small, beady, and dark. A thick white fur covers the creature from head to foot. A long tail, ending in a knobby truncheon crowns the formidable creature. Massive wings adorn it as well, stretching from their backsides, with a wingspan of a score or more feet.

Arctic Hunters. The yedae are rare, solitary creatures that live in the frozen tundra, high mountains, glaciers, and similar frigid environments. Voracious hunters, they stalk and kill anything that crosses their path, from mountain goats to wandering people. They hole up in deep dens, preferring ice caves. Here they hoard their treasures. They place tremendous value on gold, particularly jewelry. They often adorn their tusks with golden bands and rings to mark their wealth.

Clever Loners. Intelligent creatures, the yedae speak the Vulgate or common speech. They speak the secret languages of their alignment as well. They do not often converse with anyone, however, filled as there are with constant nagging hunger.

Merciless stalkers. The yedae are fearsome in combat. They stalk their prey from the ground, but when they spy prey, they take wing. Once airborne, they summon a storm and follow it into the attack. Rising into the air, they fall upon their victims from above. They prefer to rend and tear their victims, lifting them off the ground and dropping them; falling upon the broken forms to slay them. Only when hard-pressed, or faced with multiple foes do they use the roar of utriel.

In Aihrde

In the early days of Unklar's reign, when the world had not yet grown accustomed to the Winter's Dark, the Horned God labored in the deeps of Festung Aufstrag. There he bent his back upon the forges of Klarglich, molding himself as the All Father. Though it was always his thought that he was as the All Father should have been, in truth he was a shadow of the creator only; and all his endeavors were but pale reflections. In these labors, he cast creatures into form and set them upon the world so that through terror they might weaken the resolve of all those who might oppose the lordship of Aufstrag. Of this stock were the yedae.

Powerful beasts, the yedae hold the honor of one of Unkar's earliest creations. He fashioned them after his own form and filled them with a hunger that they could never sate. He set them loose upon the world during the long years of the War of the Gods. They hunted in packs at first, but in time, spread throughout the realms of Aihrde, following the snowfall. Men grew to fear the storms for often they brought the yedae with them and the terror of their wild hunts. Ever were the yedae driven by their master's rage and hate. When he roused himself to war, they went mad with a lust for destruction even if thousands of miles sat between them and the Horned God. His ire emboldened their strength.

When the long wars ended and with Unklar's reign cemented, he forgot the yedae. Indeed, they passed from his waking memory even before the wars ended. So the creatures wandered Aihrde, settling into deep caverns and holes. During the long civil wars of his reign, they returned to haunt the peoples of the Winter Dark, becoming yet another terror in the long list of agonies of that age. But when he passed from the plane and into the Void from whence he came, the yedae fled. They climbed into the high mountains where the glaciers held sway; they entered ice-caves and hid themselves underground. There they have remained, roused only by intruders or dark sorceries that conjure them from their dreaming sleeps.

YRTH

Large Beast, Neutral Evil

Armor Class: 16(natural armor)
Hit Points: 97(15d10+15)
Speed: Fly 60 ft

STR	DEX	CON	INT	WIS	CHA
17(+3)	13(+1)	12(+1)	7(-2)	10(+0)	6(-2)

Skills: Stealth+4
Condition Immunities: Blinded, Petrified, prone
Damage Resistance: Lightning
Senses: Tremorsense 60 ft
Challenge: 6 (2300 XP)

Special Qualities

- **Passwall**. The yrth can cast *passwall* at will as an action.
- **Camouflage**. The yrth naturally blends into any stone around it, giving it advantage on all Stealth checks.

Actions

- **Multiattack**. The yrth can strike twice with its tentacles, and then once with its bite.
- **Tentacle**. Melee Weapon Attack: +6 to hit, reach 15ft, one creature. Hit: 10(2d6+3) bludgeoning damage. The target must also make a Dexterity save (DC 15), taking 17(5d6) lightning damage on a failed save, or half as much on a success.
- **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 16(2d12+3) piercing damage.

The yrth are creatures that dwell underground. They are long, flat, and wide with huge heads. Sores of fangs fill their wide jaws, these fangs never quite fit into the mouth when it's closed.

Hard skin around the mouth bears the marks of their own teeth-ruts, carved from years of holding their jaws clamped shut. Long tendrils hang around the beast's mouth; they are constantly moving, gyrating in the air before the creature. Along their back is a low ridge of flat bone that continues to the end of the beast's tail. The tail itself sports a large, horizontal fin that provides the creature with its forward motion. The yrth have no eyes or nose.

Fly through Stone. The yrth are strange creatures that swim through the air as a fish does water. They rarely touch the ground. They move from cavern to cavern through an innate *passwall* ability, spending their entire lives in darkness. They feel their way through a host of small pits lining their head and along the boney apertures along their flanks. These serve as very primitive sonar similar to the bats.

Territorial. The yrth find a habitable den and nest there until forced out or slain. Their dens usually consist of fissures or holes beneath ledges, rocks, or outcroppings. They spend much of their lives in a dormant state, without the need of any nourishment. But they do not sleep and are constantly aware of what is going on around them.

Ambush. The yrth attack any potential prey that passes in front of their den. They begin their attack by whipping a tendril out to strike the prey with the electrical shock. They quickly follow the shock attack by lunging from their den and delivering a nasty bite. They continue to shock and bite until the prey is dead at which point they drag it into the den and devour it.

In Aihrde

The yrth derive their name from the dwarven word "Yruth," which translates into "beneath the stone" or more appropriately "something found beneath an overturned stone." The dwarves encountered them when they first began to tunnel beneath the mountains. They encountered the creatures in natural caverns; soon the creatures began to appear in dungeons and the deeps as well, hunting dwarves for food. They proved a constant problem and persist to hound all those who pass beneath the stony facades of the world's mountains.

YUFELUN (ROCK HOUND)

Medium Beast, Chaotic Evil

Armor Class: 15 (natural armor)
Hit Points: 75 (10d8+30)
Speed: 60 ft

STR	DEX	CON	INT	WIS	CHA
15(+2)	12(+1)	16(+3)	3(-4)	10(+0)	4(-3)

Damage Resistance: Acid
Senses: passive perception 15
Challenge: 2 (450XP)

Special Qualities

- **Keen Senses**. The yufelun has superior senses of sight and smell. This gives it advantage on all perception checks.

Actions

- **Multiattack**. The yufelun makes two attacks with its claws and can either bite or use its acid breath.
- **Claws**. Melee Weapon Attack: +4 to hit, reach 5 ft, one creature. Hit: 5(1d6+2) slashing damage. If the yufelun hits one target with both of its claw attacks, that target is restrained as the creature wraps it up with its claws.
- **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft, one creature. Hit: 7(1d10+2) piercing damage.
- **Acid Breath**. If the yufelun starts its turn with a creature restrained by its claws, it can breathe a gout of acid on the creature. The target takes 16(3d10) acid damage.

These beasts possess the general shape of large dogs. Barrel chests, massive legs, broad neck, and a huge head make these creatures stout as any rock. Their claws are thick and sharp; the fangs, though short, and manifold and bent inwards, designed for rending. But their most prominent features are the horns that ride their skulls. These coiled horns extend the beast's thick skull, marking the yufelun's age. The greater beasts have very long horns, lesser beasts have lesser horns.

Disorganized. The yufelun hunt in small packs of one to four; though there is no order to their hunting, nor planned attack where one yufelun takes up one task and another a different task. They hunt until they find a target and if the opportunity is ripe they attack, one at a time or all together.

Spawned by Orcs. The creatures do not breed. The orcs spawn them from sorcerous pits. They are born full-grown and as intelligent as they ever get. They begin hunting immediately. It is very common when encountering any number of rock hounds that an orc habitation is nearby as the creatures rarely travel far from their masters.

In Aihrde

The orcs made their first home in the Marl. There they tunneled beneath the earth, building deep holes and dungeons. Their towers crept the mountains, and grim fortresses rode the jagged ridges. They polluted the land with their foul refuse. From those mountains, they waged a tireless war against the elves that came from the north and east. These wars the orcs and elves fought in the distant past in the forests and mountains; desperate battles fought in lonely places. But the elves proved the more skilled in stealth and strategy and ever the orcs found themselves outmatched. But their numbers gave length to their kingdom's wars.

They used these years to manufacture weapons of war, to concoct potions and foul sorcery to fight the elves, to fashion armor, and to breed beasts of wicked design. Such were the yufelun; through foul sorcery they brought these creatures to life, wrapped in the irksome sludge of the mountain's vomit. The yufelun, the rock hounds, came from the dark and hunted in the dark, blessed with keen senses and an ability to stalk elves even in their own country made the rock hounds prized beasts to the orcs and feared monsters for the elves.

ZHENU

Small Elemental, Neutral Evil

Armor Class: 13(shield)
Hit Points: 9(2d6+2)
Speed: 40 ft, Swim 120 ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	12(+1)	5(-3)	9(-1)	7(-2)

Condition Immunities: Poisoned
Damage Resistance: Cold, Poison
Senses: Passive Perception 9
Languages: Aquan
Challenge: 1/8 (25XP)

Special Qualities

- **Fire Vulnerability**. Zhenu take double damage from fire.
- **Elemental Water**. The zhenu cannot drown and does not need to breathe air.
- **Water Shield**. The zhenu's shield has slight magic in it. While it acts as a normal shield in most situations, its power activates should the wielder suffer a critical hit. At that point, the shield liquifies and reacts to the blow, turning the critical hit into a miss. This destroys the shield. When a zhenu is slain, there is a 1 in 10 chance that its shield remains intact, allowing it to be wielded by anyone until destroyed.

Actions

- **Water Sword**. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 4(1d6+1) slashing damage.

The zhenu are rare, strange creatures born of the elements. Small, ranging only 3 feet high, these barrel-chested creatures are strangely humanoid in shape, with long arms and squat legs. Their heads are narrow, hairless, and flat. Narrow eyes and a long nose make the face seem taller than it is. The zhenu have but three fingers on each of their toes and hands. It is difficult to see the zhenu, for their whole bodies, gear and all, seem to be a white-blue in color and they blend with the dark storms that give them birth. They carry small, thick round shields and short swords whose blades are narrow at the hilt and wide at the tip.

Ravaging Water. The zhenu are water elementals carried on the winds. They are borne of violent storms and take form only after the water has gathered in puddles and pools. In swamps, near streams, rivers, ponds, and lakes, they form all the faster, for the greater the groundwater, the more substance for them. For all practical purposes, they have corporal bodies. Fighters can take multiple swings at them, stabbing them or bludgeoning them does damage. When killed, they fall to the ground like so much water; there they lay dormant until they rejoin the wind. They never enter indoors, including inside wagons, huts, tents, and *Leomund's tiny hut*. If they die in such a place, they are not reborn but dry, passing from the earth.

Hatred of Sentients. They are very aggressive, attacking any human, demi-human, humanoid, giant, or similar creature they encounter. They never attack druids, sensing in them the hint of their maker. The zhenu attack the moment they form from the water. They do not attack with any clear purpose or target; they do not use any tactics. The zhenu have little mind for anything and will not help their fellows. As soon as they kill a victim, they turn to the next nearest.

In Aihrde

"Rain of Stone," or so is the name of the zhenu translates in ancient dwarf. The goddess Mordius favored these beasts; she fashioned them in the Days before Days, bidding them keep watch upon her gardens. For eons, they lingered in the winds, watering her endeavors with their very lives, guarding them against all that might trespass. Though benevolent, they carried within them the seeds of destruction for water are a reckless force. When the Red Duke entered her sacred groves, the zhenu saw the violence of his form and fell upon him, but they struck the Cloak of Red as so much rain, shattering against him, rolling down that turbulent cloth.

Upon her death, the zhenu lost their purpose and they drifted from her sacred places, spreading across the world. In time, their memory of her faded, and they became a reckless force, tormenting the world wherever they went.

TREASURE

TREASURE

A

Abyssal Cannikin

Wondrous Item, Uncommon

These drinking cups are fashioned from the horns of the wild afkarn. The cups themselves become magical vessels allowing the possessor to see into the abyssal Planes (Shadow, Abyss, Tartarus, etc.). Filling the vessel with any liquid and drinking the liquid allows the wielder to cast contact other plane, contacting a being on that plane. If the user attempts to use the cup more than once a week, they suffer disadvantage on the charisma save for the spell.

On Aihrde: The abyssal cannikin is a holy item to the priests of Naarheit and allows the very powerful priests to commune with their god. For an outsider to possess one, almost invariably draws the attention of servants of that dark god who endeavor at every opportunity to retrieve it.

Arrows of the Alkonoth

Weapon (arrow), Uncommon

These arrows are fashioned of the finest wood and their fletching consists of three arrows of the alkonoth. Those rare creatures are good and beautiful and give over their feathers only reluctantly. The arrow itself is a +1 arrow, but the fletching gives them the power of forgetfulness. Any creatures struck with the arrow must make a successful charisma save (DC 13) or fall into a state of forgetfulness. For the next 24 hours, they cannot remember who they are or what their purpose is. They can take no action other than to defend themselves. They automatically fail any Intelligence ability checks.

Arrows of Weakening

Weapon (arrow), Rare

These otherwise normal-appearing arrows contain powerful debilitating magic. The Elves of the Twilight Wood, the dark elves of Unklar's malice, crafted these arrows to fight the greater minions of Aufstrag.

Slightly longer than typical arrows, the shafts of the arrows are very tensile and crowned with steel tips. These arrows are +2 weapons. Upon a successful hit, in addition to its normal damage, the arrow releases a black flash of magic and inflicts a sorcerous strike requiring the wounded victim to make a wisdom save (DC 15). On a failed save, the target suffers an additional 7(2d6) necrotic damage and their hit point maximum is reduced by the same amount. This damage cannot be magically cured. It can only be cured by a long rest. Further, at the end of each of the target's turns, it must repeat the save. On a success, it takes no further damage and does not need to make any more saves. On a failure, it takes another 7(2d6) necrotic damage and its hit point maximum is again reduced by the same amount. This continues until a save is made or 5 rounds have passed. If a creature's hit point maximum is reduced to 0, the creature dies.

Axe of Unmaking

Weapon (Axe), Very Rare

When the Dwarves went to war with the Goblins in the Second Goblin-Dwarf war, they sought to gain some advantage over the Goblin's mastery of sorcery. They crafted a host of weaponry that brought the power of their Rune Magic to bear on the foul enemy. The Axe of Unmaking is but one example of these.

The Axe of the Unmaking is generally a bearded axe or some similarly large battle axe. The Runes of Unmaking are powerful magic, and lesser metals cannot contain them so the smiths made these axes from strains of tilferium and mithril, mixed with iron ore. A rune of creation, carved into the axe's head, impregnates it with the ability to change the composition of metals and wood. When the axe strikes such an object, namely a shield or piece of armor, the axe alters the guarding plate's makeup, weakening it. The target must make a Constitution save (DC 15). On a failed save, the AC of the shield or armor affected is reduced by 1-4 points. A shield reduced to a 0 bonus or armor reduced to a 10 AC is considered destroyed. In this case, the armor or shield disintegrates. The axe does not work against magical armor.

B

Bag of Bones

Wondrous Item, Uncommon

This is a bag of small bones from a long-dead owl that once was a pet to the deity of foresight; they allow the wielder to cast augury as the spell, with the following conditions. Simply throwing the bones on the ground and intoning the name of the deity allows for the augury. The user's base chance of success is 70%. However, learning to read the bones can improve the chances. To do so, the character must find a 10th level cleric devoted to the deity of foresight and study under that cleric for at least a year to learn how to read the bones. Every year they study increases their chances by 5%. Clerics who are 10th level and worship the deity of foresight have a 90% chance of a successful augury.

Barbs of Nakal

Weapon(Dart), Uncommon

Craftsmen design these small darts for blowguns and assassins place great store by them. With careful management and hard work, a skilled assassin or weapons smith can extract the barb from the tail of a nakal dragon and keep a residue of the creature's venom in each barb. When shot, the barb acts as a dart. A successful strike immediately injects the venom into the target's skin. It paralyzes the tissue around the wound (not more than an inch in diameter). This paralysis numbs the immediate effect of the wound so that many targets don't know they have been hit. The target must make a successful intelligence save (DC 13) to realize they have been hit. At the start of their next turn, the victim must make a Constitution save (DC 13) or suffer the poisoned condition. Victims who fail their save immediately cease

all actions that would constitute resistance. Once inflicted with the poisoned condition, on each subsequent turn the target must make another Constitution save (DC 14). On a failed save, the target is paralyzed for 1d6 hours with no further saves allowed. If the target makes three consecutive saves, they shake off the poison and the poisoned condition. Once used, the poison is used up and the barb is nothing but a normal dart.

Bard's Journal

Wondrous Item, Uncommon

This small book is written in a bardic shorthand and contains a wealth of obscure lore. Anyone able to read the book may, once per month, cast the legend lore spell as a ritual. In addition, Bards using the book gain advantage on a History check once per day.

Blade of Rhealth

Weapon(Sword), Legendary (requires attunement)

In the Age of Heroes, Malhavok was reputed to be the greatest thief in the entire west. In his travels, he took up with the holy paladin Saint Luther who tolerated his malfeasance for he proved useful in his struggles with the evil that had arisen in the east. But eventually, Malhavok betrayed the paladin and when Luther discovered Malhavok's misdeed, the paladin's knight laid hands on the rogue and slew him; they gave his body no rest, but burned it to ash. But Malhavok's spirit proved powerful and refused to enter the Shadow Realms and fled the Gates of Tiamat. Naked, it returned to the world of the living as a houseless shadow, seeking it knew not what. At last, it found a home in the very blade the rogue carried in life. This blade, borne of the magic of Rhealth, one of the Og-Aust of old, consumed the fire of Malhavok so that the rogue became entwined with the blade and the blade became a cursed thing.

It is a finely worked short sword that glows with a yellowish light when commanded (10 ft. radius). It is a +3 sword. The sword grants +2 to any rogue's ability checks. When drawn, the wielder gains +2 to AC against all missile and ranged weapon attacks. The blade grants resistance to fire once attuned. Once per week the wielder can summon the spirit of Malhavok and command it to fight for him for up to 15 rounds.

Malhavok is a Wraith who is not affected by sunlight. If slain, the spirit returns to the blade and must spend a full week recovering before it can be summoned again.

Bloodline Weapon

Weapon(varies), Varies (requires attunement)

Crafted by the ancient Ethrum, the bloodline weapons became marks of wealth and power for the families, whether great or small, in that land. Passed from one generation to the next, the bloodline weapons inherited characteristics of those that previously wielded them. The weapons retained memories of the deeds of their past and the magic borne of their crafting revealed them. Within these weapons the histories of families lay, all those past deeds worthy of song; families cherish them and carry them in battle. Those that are lost are greatly missed and many turn over mountains to find them.

A bloodline weapon can be any common, non-magical sword or other weapon. The sheer force of will of the original wielder imprints upon the weapon over time. The weapon is sentient, with a score of 10 in Intelligence, Wisdom and Charisma to start. Its personality will mirror its original wielder. Each time the weapon passes to a new generation in the bloodline and attunes to a new owner within that bloodline, the weapon makes a charisma save with a DC of 10 plus the charisma bonus of the new wielder. If the weapon saves, then it moves one level on the below chart, gaining new powers as determined by the DM.

Weapon Level	Bonus	Ability	Minor Benevolent Power	Major Benevolent Power
1	-	-	-	-
2	+1	-	-	-
3	+2	-	-	-
4	+3	-	-	-
5	+3	+1 all	1	-
6	+3	+2 to one	2	-
7	+3	+2 to one	2	1
8	+3	+1 all	3	1
9	+3	+4 to one	3	2
10	+3	+2 to two	4	2
11+	+3	+2 all	5	3

Book of Lies, The

Wondrous Item, Artifact

In Aihrde, the Language of Creation is a physical thing and its utterance, if phrased properly, brings substance from the Void. Language possesses a power beyond the scope of mortal understanding, and so in those Days before Days Rotmauk, Ornduhl, the Red God, suffered his ears to listen for untruths uttered by mortals. So many lies came to him that he devised a book, a tome of red and green, to capture these untruths. Thus, he created the Book of Lies.

This book contains every untruth ever uttered upon the planes by any being, be they mortal or god. To access the book, the reader needs simply open it and announce the being or creature whose lies they wish to view. But the book is an evil thing, crafted upon the threshold of the Shadow Realms beneath the gaze of Huadun; its very nature is to lie and when read, often those words are distortions of the lies themselves so that even the truth of the untruth is not wholly known. Only the very powerful can master this book, and even they accept its revelations with caution.

Those reading the book must make a successful intelligence save (DC 28) and a successful charisma save (DC 23) in order to read the lie in its pure form; otherwise, the lie may or may not be the actual untruth. Whether the saves are failed or successful,

the reader will always fully believe they have correctly read the tome. There is only one of these books in existence, but the great scholars value it above many tomes, for if mastered, it might reveal the many deceits of their enemies.

Boot Oil (also called Gray's Oil)

Potion, Uncommon

This magical oil or paste, when spread over a pair of boots, prevents wear and tear of any kind, it silences the wearer's footsteps (+2 advantage on stealth checks) and disguises his tracks (anyone attempting to track the wearer does so at disadvantage). The wearer's boots may not be removed without permission of the wearer.

C

Charles's Bane

Weapon (Greatsword), Legendary (requires attunement)

Dolgan King forged this sword for Lord Charles's ill-fated duel with Kain the Godless. The blade was such a perfect expression of the swordmaker's art that Wenafar the Faerie Queen sent a benevolent faerie to live within the sword to aid its wielder. But his pride kept him from wearing a protective neck guard (see Neck guard of Charles the Confessor), and he was beheaded by Kain's vorpal blade. Charles's body fell upon his sword, and his blood stained the blade and the faerie within. The faerie's anguish and rage at Charles's defeat twisted him into a dark fey who craves blood and souls.

This broad-bladed claymore sports a well-balanced thin blade of iergild steel (see below). A gold crossguard and platinum wrapped handle highlight its look. A dull red color stains the blade of the sword. Any dwarf has a chance to recognize the blade upon sight with a successful history check (DC 15). A lawful good character that grips the blade will know its story, seeing it in her mind's eye in a moment's time. The dark faerie in the sword constantly whispers to the wielder, urging him to commit evil deeds with the sword. If the wielder fails to follow the swords directives, it will attempt to take control and vent its rage on the world.

This chaotic evil +3 sword is a sword of wounding. Further, the faerie within makes it an intelligent weapon, with an Intelligence of 11, a Wisdom of 13 and a Charisma of 17. The blade communicates telepathically with its wielder.

The tormented faerie can be restored to his benevolent self by redeeming the frustrated quest of the sword's former wielder. Successfully facing the knight's slayer in combat (surviving without being killed) will lift the blood lust from the faerie, allowing it to return to the realm of the fey. Defeating a major creature of evil such as a dragon or demon may also lift the curse. The DM is encouraged to design a quest for a character that bears the cursed blade if they seek to lift the curse. If it is restored the blade becomes a flaming sword.

Cloak of Shadows

Wondrous Item, Very Rare (unique, requires attunement)

This cloak appears, at first glance, to be nothing more than a garment of fine, mottled grey, sturdy cotton, clasped with a silver chain and smoky quartz pendant. But the cloak is extremely powerful, an artifact created by a somber mage plagued by a foolish thief. The cloak is sentient, possessing enough will of its own to both serve and plague those who don it. It constantly moves, slowly slipping around the wearer, drifting in small motions to and fro, like shadows in a flickering light. The cloak imparts many powers to the wearer.

This cloak, once donned, cannot be removed, save by the death of the wearer. Although the wearer cannot physically remove the cloak, they can will the billowing folds into the clasp, where it appears that the wearer has nothing but a silver broach and smoky jewel. The cloak can only be contained in this manner for a few hours.

As the name suggests, the cloak gives the wearer the ability to conceal himself in shadow. In total darkness, the character is treated as having *Greater Invisibility* and *Nondetection* spell cast on them. They also gain advantage on stealth checks. When there is a light source, however, the character appears as nothing more than a natural shadow; the cloak grants the wearer advantage on stealth checks, though they don't gain the benefits of *Greater Invisibility* and *Nondetection*.

If the wearer moves, the cloak trails behind, leaving the telltale signs of something arcane behind them; an amorphous darkness flows along, following the wearer, creating a darker stain upon the darkness. In all cases, the wearer is considered as having sufficient concealment to hide. Even when in the open and under direct observation, a creature wearing this cloak may attempt a stealth check at advantage to hide, appearing to vanish into shadow on a success.

The undefined shape of the cloak, coupled with its constant movements, presents a most difficult target for an adversary to strike. The wearer gains a +2 to their AC.

Further, the wearer can use shadows as a means of travel by moving into, through and out of shadows, even at great distances. Once per day, the wearer can cast *Teleport*. However, both the wearer's current location and intended location must be dark or dimly lit, and the wearer can only teleport themselves.

The cloak of shadows has other qualities beyond these. Those who die wearing the cloak lose their way upon the paths of the dead and become lost in the shadows, their spirits absorbed by the cloak. This imparts to the cloak a multiple number of personalities and this makes for a dangerous garment. For at times the cloak, without recourse to the possessor, forces out one of the identities of those who have died in its service. This can occur at any time, but generally happens during stressful situations; the frequency of this is up to the discretion of the Castle Keeper. This forces a polymorph spell upon the wearer, changing them into one of the following creatures. Roll on a d20.

1-4	Human Male
5-6	Human Female
7-10	Elf Male
10-11	Elf Female
12-14	Halfling
15-17	Dwarf
18-19	Orc
20	Hobgoblin

The personality changes only a little as the wearer is able to combat the "voices" of those who have died. But when such a transformation happens to the wearer, he begins to mutter words they are not aware of, suffers disadvantage on all charisma checks and saves as well as a -2 on initiative and to hit rolls due to the confusion the multiple personalities imparts.

This item does not radiate magic.

Cloth of Hylde

Wondrous Item, Very Rare (Unique)

When Fyorgyn of Eisenheim fell to the flames of an ancient wyrm, her companions fled the field with her body and her two war hammers (see Harg & Hylde). One hammer, Hylde, was wrapped in a wool cloth. When Fyorgyn returned from Asgard, she used the cloth to rub away blood and ash left by the dragon. She discarded the cloth, but unknown to her, the cloth bore a magic from her, the hammer, and the dragon. The cloth itself is simple wool, square, 2 ft by 2 ft, grey blue in color.

The cloth possesses the power to heal wounds three times per day. When applied to an open wound for 2 rounds, it burns with an infection and heals 4d8+8 points of damage. The cloth also has the ability to restore lost limbs; if applied to such an area for 10 days, the limb regenerates.

Crup Pipes

Wondrous Item, Very Rare (requires attunement)

These pipes are fashioned from the teeth of the chcrup dragon (see above). The pipes are short, about 3-4 inches long, and consist of many of the dragon's teeth bound together with thin leather strips of magical iergild metal. Manufactured by only the most skilled craftsmen, it takes a bard of at least 5th level to play them. The bard has to be in possession of the pipes for at least 2 months before he can begin to use the item's magical abilities. When expertly played, the crup pipes are able to charm listeners within 50 feet. Those who hear the pipes must make a successful charisma save against the owner's spell DC or come under the player's spell. It acts in all respects like the charm person/monster spell.

D

Deep Water Skin

Wondrous Item, Uncommon

This appears to be a normal-sized water skin, but it can contain five times the normal water supply. It has enough water to last one man drinking water for 10 days. It must be refilled normally.

Deflecting Helmet

Armor (Helm), rare

This helmet protects the wearer from missile attacks. There is a 4 in 6 chance that any missile that should hit the wearer is deflected. If a missile is deflected, roll a random location around the target. IF there is a creature in that location, friend or foe, the attack targets them instead.

Discerpo, The Emperor's Sword

Weapon (longsword), Artifact

The Emperor's Sword was forged in the days between the discovery of the Paths of Umbra and the summoning of the Dark. Suspecting that the Dark may be as great a threat to him as an ally, the Emperor Sebastian Oliver I created this sword as a safeguard.

This long sword, 3 ft. 4 in. in length, is perfectly weighted. A simple cross guard fashioned from Iergild Gold (see below) frames its blade of adamantine steel. It glistens with an emerald tint. The sword acts as a +3 dancing sword, but it is also intelligent and possesses many other abilities. It has Int 17, Wis 15 and Cha 17. The sword speaks the vulgate tongue. It can read magic, including any ancient script in the old magical tongue. The sword can communicate telepathically, but rarely does so. The sword is neutral in alignment. Its wielder can detect magic and see invisible at will. The sword glows with an orange light as a torch (20-foot radius).

When used to fight the dark god or his servants -- any lawful evil creatures -- the sword acts as a bane sword, dealing an extra 2d6 points of radiant damage and can also paralyze them upon a successful hit. The wielder controls the paralyzing power and can be used once per day. The paralyzing automatically succeeds and lasts for 1 round.

Dragon Bells

Wondrous Item, rare

Halfling smiths first crafted these bells, designing them to ring when a certain type of dragon is approaching. They were designed by the halflings of the Grossewald Forest to guard against the coming of the Musk Wyrms who were used by the Lords of Aufstrag in their wild hunts.

Each magical bell carries the name and a depiction of the type of wyrm it warns against. A bell may only warn against one dragon type. The dragons may be of any type, lesser or legendary. The bell hangs on any staff, rod, wand, sword pommel, spear, etc. and will never make a noise unless a dragon of its particular type approaches. It rings one clear note when the dragon moves within 1 mile of the bell. It rings a second note when the dragon moves within ½ mile of the bell. When the dragon moves to within 100 yards of the bell it sounds off every few seconds until the dragon is within 10 yards at which points it stops. Dragons cannot hear the bell.

Dragon Hide Boots

Wondrous Item, common

Though these possess no magical qualities, they are very rare and expensive boots made from dragonhide. They are indestructible and usually worn by very cool people. Purchasing such a pair of boots would set someone back about 150gp.

Durendale, The Avenging Sword

Weapon(longsword), Artifact (requires attunement)

Corthain fashioned Durendale, the god of law, order, goodness, and the sun, from his knowledge of the Language of Creation; he then cast him into Aihrde where he dwelt for many ages of man. The Durendale blade is the physical form that Durendale takes before mortals. The powers below are the only powers a mortal may access when wielding the sword.

This holy longsword is made of iergild gold wrapped or covered in places with iergild silver. The blade has a silver sheen to it and is a full two inches in width. The angled cross guards are gold, and resting below them is the golden hilt and pommel wrapped in silver wire. The pommel bears the symbol of a burning flame. Despite its simplicity of design, the sword radiates an aura of awe and power.

Only lawful good beings may wield this sword to its full effect. Even so, the sword does not allow all lawful good persons to wield it. In the past, only kings, mighty paladins, and great knights have carried the sword; some of lower standing that were true of heart or showed great promise have borne it. Other good and neutral beings may pick up the sword, but they do not gain the ability to use all of its powers.

If an evil being attempts to wield the sword, they suffer the permanent loss of three levels. The sword removes itself from the possession of any evil being that holds it for longer than 1 round by teleporting to a safe place (or the nearest lawful good being worthy of wielding it).

This +3 sword is a holy avenger. It is sentient, with an Int 18, Wis 17 and CHA 19. The wielder can cause the blade to glow with a whitish blue light up to twice the intensity of a torch (40 foot radius) at will. These powers are available to any champion of good the blade chooses to attune to, even if they are not a paladin. The sword's wielder can also detect magic, detect traps, see invisible, detect illusion, and detect alignment at will. The blade can communicate by speech or telepathy. Once per day, the wielder of the sword may teleport.

If a paladin wields the sword, they may cast heal once per day.

The sword itself speaks four languages (see above), and can read magic.

Dwarven Beard Hooks

Wondrous Item, Common

During the centuries-long Dwarf Goblin Wars, the goblins made great sport of the beards of dwarves; scalping their chins, casting barbed hooks into them during battle, or simply grabbing them with their hands. To combat this, the dwarven smiths fashioned the beard hooks. Crafted from the finest metals, gold, platinum and the like, and etched with runes of power, dwarves weave these small bladed hooks into their beard. When anyone attempts to grab the beard, the beard hooks cause 1d3 points of damage and a -2 to all attacks and ability checks requiring the use of hands until the damage is healed.

E

Eye of Ornduhl

Wondrous Item, Legendary (requires attunement)

Ornduhl, in the Red God's duel with Trilikorr, the blue dragon, was caused great loss. He sought to drag the beast to the underworld, and he wrestled with her. She tore from his grasp and ripped his left eye from its socket. She took the eye to the heights of the world, and there she swallowed it. It burned within her and solidified until she vomited it forth. The resultant jeweled eye fell to earth and was lost; man, dwarf and beast, seek it, for legends tell of its wondrous power.

The legends hold true, for the eye is magical, borne of a god and fired in the belly of a dragon. Smooth to the touch, and for the casual viewer, the eye actually possesses many sides from which the wielder can see many things. Holding the jewel before one's own eye, he can see as if casting a scrying spell. The wielder must make a Wisdom save (DC 15), a failed check reveals the object or person in a false light. Furthermore, the scrying can be extended to places and things and even moments in time, whether past, present, or future.

For the eye to be fully functional, one must place it in an empty eye socket. Once placed, the eye attaches itself permanently to the user, separating only upon the death of the bearer. Upon utterance of the command spell, the eye comes alive, granting its host darkvision 120 ft. The host can detect evil and good at will. Once per week, the host can command the eye to cast a finger of death. However, the host must also make a constitution save (DC 18), a failure results in the eye casting the death ray upon the host instead.

F

Feathered Rope

Wondrous Item, Common

The scales from the Lial Beast are thin and very long. Rope smiths the world over prize these scales for their qualities as rope. By carefully weaving and overlapping the scales they make a thin, very strong rope. These are very difficult to make and the material rare and dangerous to come by, so feathered rope is rare and costly. On average, a rope is not longer than 50 feet, but even that will cost the buyer 75gp. Normal fire or cold does not harm the rope, and it is resistant to all magical damage. The rope is impervious to cutting or sawing by anything shy of a magical weapon. The rope is lightweight, weighing 2 lbs. It has 10 hit points and can be burst with a DC 19 Strength check.

Fonts of Narrheit

Wondrous Items, Artifacts (requires attunement)

During the Winter Dark, Unklar bound Narrheit, the god of chaos, in a great fortress tower (the Tower of Delight) in the wilderness of Airhde. Narrheit did not fight his imprisonment for he knew that he was no match for the Horned God. With him, Unklar bound his consort Imbrisius. For a thousand years, Narrheit served as entertainment for the lords of Unklar, for they frequently came to the tower of Narrheit to overcome the challenges of unmitigated chaos. Countless anti-heroes of the Dark Lord's fell, but some survived, returning to the world beyond the Tower of Delight, and with each went a trophy, a gift of Imbrisius. Each bore with him or her a Font, made by the hands of Narrheit, a reward of sorts.

Through the Fonts, Narrheit leaked into the world the power of chaos, for within their making he placed slivers of his own power, his very being, and so gained certain freedoms in the world of Winter Dark. Later, after Unklar's fall, he came to Aihrde and he set about gathering these cups in order to be whole again. The 13 grails possess power with a price.

Each is separately described below. The CK is encouraged to play up the power of the fonts and their effect upon those that possess them. Most importantly, every font created brings chaos wherever it is carried. The font need not be on the person's body at all times, although they will desire to stay close to the font or look upon it at least once per week. The Fonts of Narrheit are properly used as adventure hooks, plot devices, or as an overall campaign storyline. Any possession of a font by a character should be closely controlled, and again, are more properly used to drive the story and for character development.

All radiate pure chaos.

Each font fills with liquid upon the command of its possessor. The type of liquid is noted parenthetically after the font's name, along with any special notes about the liquid. When necessary, reference the truncheons of Narrheit, detailed below. Some fonts come with their companion truncheon. Attempting to discard the fonts is difficult, even for the wise; unless otherwise noted, doing so requires a successful charisma save (DC 25).

Font of Hope and Loss (warm mead): This wooden grail is plain in appearance, and has no handles. Despite the losses that come with possession of the grail, the font grants the possessor with an enduring optimism, making them believe that "better days are coming soon." After a month's possession, the owner of the font begins to suffer a number of personal or professional losses; to them, these losses seem only signs of better days to come. It's a period in which the possessor will feel ecstatic and as if they are invincible.

First, they will lose all wealth and real property. This effect, however, is not immediate. Over a period of a few months, money (including all gems, jewelry, treasure, and art objects) will either become lost, stolen, or taxed. All land owned falls victim to a blight, natural disaster, taxation, ruin, war or attack by monsters, or is overtaken by enemies.

Second, after three months' time, the possessor will become very sick or diseased. They recover in one month but will lose 2 points of strength and constitution permanently.

Third, after six months, a close friend to the possessor (an NPC if possessed by a character) will meet a gruesome death.

Finally, after one year, the possessor will die a premature, but natural death.

Absent a wish by another person or the equivalent, it is extremely difficult for a possessor to relieve themselves from this font's possession. Any person possessing the font may attempt to do so one time only by making a Constitution save (DC 30).

Font of Lust (fine champagne): A silver grail with a maiden's fair form and comely warriors set upon its surface, the font of desire acts similar to a potion of love, causing the possessor (or anyone drinking from the font) to become charmed by the first creature they see after consuming the draught unless they make a Constitution save (DC 20). They actually become enamored if the creature is of a similar race or kind. The charm effects wear off in 1 day, but the enamoring effect is permanent. Thus, anyone possessing the font may potentially become charmed, and/or enamored, with a new person every day. Being enamored means that the possessor is in love with the target for the rest of their life. That person will always have advantage on persuasion and deception checks against the possessor.

The desires created by this font can become overpowering, and become the possessor's sole purpose in life. However, because the possessor also loses 5 points of charisma (temporarily while possessing it), the affections they seek are rarely returned. The beneficial powers of this font are that it acts as a ring of warmth, and grants a continuous mind blank spell upon its possessor.

Once the possessor has become enamored with 3 persons, there is a 50% chance each day that they will lose interest in the font and abandon it.

Font of Longing (cool water): This sand-colored glass is emblazoned with a thirsty man; Naarheit cursed it with images of his parched freedom. It causes an insatiable longing in the possessor for their heart's desire. Each player character is unique, and the CK must take the time to determine what that character's desires are. They can be a desire for gold, peace, glory, a magical blade, a consort; in short, anything. The CK should play up the effect upon the possessor to the extreme; the desire drives them, such that they would change the course of their life. Two side effects are that the possessor becomes constantly thirsty. Each time a new person takes possession of the font, they find the truncheon of longing resting at the bottom of the glass. Because of the nature of the font, the possessor will not easily part with this treasure.

Font of Sorrow (whiskey): This pewter cup bears the visage of an old man on one side and a mother with dead child on the other; here, memories of Naarheit's many misdeeds the god caused, for though they caused him no sorrow, others suffered terribly. It has two triangular handles. The possessor of this

cup labors under a constant melancholy, sorrowful over past deeds, love ones lost, or failures. The initial sorrow sets in after possessing the cup for one week. The possessor gains one level of exhaustion that cannot be removed by any form of magic. For each additional full week they remain in possession, they gain an additional level of exhaustion until they reach 5 levels of exhaustion. The possessor becomes unable to do anything more than sit about talking or thinking about his sorrow. The sorrow lasts until death or until broken by a powerful spell or other intervention. The font grants no powers or other effects.

Font of Greed (thimble size volume of exquisite wine): This squat cup of brass and iron has strands of fool's gold within it, and a singular oval handle, coiled by Naarheit's need to possess. It creates overwhelming greed in its possessor, a greed for material wealth that consumes them. It affects the possessor's personality, and the CK must reinforce their greedy desires. Once per week, the possessor may cast the following spells: detect magic, locate object, nondetection (objects only), and reduce(objects only). The possessor does not willingly give up this font.

Font of Gluttony (sweet white wine): This font is tall and round and has no handles and Naarheit made its depths the echo of his hunger. The indentation of hands is on either side of the font as if someone lifted it from the forge before it cooled. The possessor of this font becomes addicted to its wine. In one week, they gain 5% of their normal body weight. After one month, their weight will have increased by 15%, and after one year by 50%. In addition, the possessor slowly becomes incorporeal, becoming fully and permanently incorporeal after the passage of one year. Upon becoming incorporeal, the possessor is no longer able to handle the font and it will be ready for another owner.

Font of Jealousy (fine red wine): A tall, silver grail with a ghostly woman coiling around it, across which Naarheit breathed thoughts of his desires for Imbrisius; the font affects both the possessor and those that drink from it. Anyone possessing this grail will instantly have their strongest jealousy heightened to an overpowering level. They seek to obtain any object or station of which they are jealous or to eliminate anyone of whom they are jealous. Actions taken to achieve these goals vary from possessor to possessor, ranging from outright, instantaneous combat, to carefully devised plans that take years to succeed. If and when the possessor satisfies their jealousy, the sorcery of the font is broken. The font then finds itself another victim. Those who drink from the font become jealous of its possessor, and they seek to obtain possession of the font through either direct or indirect means. Anyone possessing the font can recover all hit points after a short rest.

Font of Madness (good ale): A broad golden grail decorated by indecipherable runes, into which Naarheit laid a mirror of his madness. Any person possessing this font succumbs to a disease; the disease is incurable so long as they maintain possession of the font. After one week, the possessor becomes diseased with cackle fever, and over 24 hours they suffer the loss of 1d6 points of their wisdom; the loss of their wisdom clouds any suspicion that the cup might be the source of their suffering (with one exception). After one month, the shakes set in, crippling their dexterity (minus 1d8 points). After three months, mindfire strikes, and they lose 1d4 points of intelligence. If the possessor is still alive after six months, they become schizophrenic.

Absent a powerful spell on the level of a wish, the madness of the font is incurable. However, after possessing the font for one week, the possessor may roll a constitution save (DC 20). Success indicates that the possessor is aware of his predicament and may freely pass on the font to another person for one day. When the font passes to another person, the former possessor suffers a permanent loss of 2 points of intelligence and requires one week of bed rest.

Font of Vanity (water): This Font is like a cube, only open on the drinking end, and into it, Naarheit set forth thoughts of his beauty. Each face is a mirror, and the whole is held together with platinum workings. Any person possessing this font for more than one day permanently gains 2 points of Charisma and becomes consumed with their appearance. They will spend one year fulfilling this addiction to its extreme, at which time the font will lose itself from its possessor and find another victim. Upon losing the font, the former possessor ages 10 years.

Font of the Lost (dry white wine): This font looks like an old wooden cup with iron bands; it leaks its contents slowly for Naarheit made the wood parched. Its possessor slowly loses purpose, becomes muddled in thought and action. The possessor, however, always offers a drink from the font to most everyone they come into contact with.

The possessor of this font has no desire to rid themselves of it. Indeed, the truncheon of the lost always remains with this font and the possessor uses it to defend the font. A wish or similar spell cast upon them breaks the font's hold.

After possessing this cup for one day, the possessor becomes Fatigued (half movement rate, disadvantage on all attacks and ability checks). The possessor remains in this weary state so as long as they own the font.

Font of the Abandoned (possessor's choice): A battered cup of copper, this font carries memories of Naarheit's lost battles and his ruined wealth; it possesses sadness with it. Its possessor feels as if they are alone in the world, no matter their station, number of allies and friends, family, or quest. They go about their way unaffected except for a deep emptiness that is always present.

As with any treasure, the possessor does not gladly part with the font, but they may do so freely if they make a successful constitution save (DC 20). If they do part with the font, however, they meet their death in one day, be it natural or violent. Powerful divinations or other sorceries reveal this fate, even to the possessor. Thus, most possessors walk the world unfulfilled, knowing that the only cure lies in death.

The possessor of this font gains darkvision at 90 feet range, +1 to all ability scores, and +1 to all saving throws.

Font of Hate (fine red wine): This font is a square cup of wood with no adornment; Naarheit set a great store of his hatred into this cup. It fills its possessor with hate for a race, guild, order, or group (randomly determined or a logical extension of the character's background). The possessor lives out his life attempting to destroy the persons he hates. The possessor gains the scent ability, useful only in against the scent of the hated persons and granting them advantage to perception or survival(tracking) rolls involving them. After possessing the font for one day, the truncheon of hate appears in the possessor's belongings.

Any time the possessor finds themselves in the presence of the thing they hate, they must do everything in their power to destroy it. They can only resist this with a wisdom save (DC 23).

Font of Pride (brandy): This narrow chalice made of unearthly, greenish steel holds little liquid and into it Naarheit lay pieces of his mind and his own devices and this font of them all possesses its own intelligence. Unsatisfied with allowing just anyone to grasp it, the Font of Pride seeks out those who have accomplished great things. Its favorite targets are the humble.

The chalice subtly affects its possessor. It slowly causes pride to well up in the possessor, pride over his great life deeds. In time, typically over the course of months, this pride becomes arrogance. The possessor's self-importance grows daily and becomes so strong that even friends and family begin to turn against them or avoid their company. In this way, the font erodes reputations and lives. The font has no other powers.

G

Garner's Restful Cot

Wondrous Item, Uncommon

Much as with the hammock, Garner's Restful Cot was crafted to allow the Halflings of the Kellerwald to find rest even during difficult times. The cot, however, proved bulky and not as useful. It wards away insects, modifies temperature up or down 20 degrees, and cot casts a deep sleep on the user. Anyone laying in the cot must be violently shaken to rouse them from their sleep and even then they are groggy, suffering a -1 on all checks and attack rolls they may have to make for the next round. A thirty-minute nap is sufficient for a short rest, and any hit dice rolled afterward heal an additional 2 hp per die. A 4 hour rest is sufficient for a long rest.

Garner's Restful Hammock

Wondrous Item, Uncommon

The Halflings of the Kellervald manufacture these hammocks. First designed during the Winter Dark Wars, they proved useful tools to protect the user and allowed them to get rest even in very dangerous circumstances. Use of the hammock allows the user to rest as if in a comfortable, safe environment. Insects, weather, or other common disturbances do not disturb the sleeper. The hammock is camouflaged (sight and smell) and protected from the elements, though it provides no specific protection from intelligent creatures or animals which see through the camouflage. Any roll to hide the hammock is done with advantage. Sleep is very light and the sleeper receives warning in his dreams of any intruders or threats, granting advantage on perception checks to detect an attack. A thirty-minute nap is sufficient for a short rest, and any hit dice rolled afterward heal an additional 2 hp per die. A 4-hour rest is sufficient for a long rest. Garner's Restful Hammock packs away into a cube only a few inches wide, it has no encumbrance.

Gloves of True North

Wondrous Item, Uncommon

These enchanted gloves, as the name implies, enable the wearer to determine the direction they are traveling in and the orientation toward north three times per day. In addition, the gloves convey a +1 to initiative, lessening the chance of being surprised in an encounter. They can be any type of glove or gauntlet.

Golden Quill

Wondrous Item, Legendary (requires attunement)

Legend and folklore obscure the origins of this device. The most probable story, however, involved the ambition of a young apprentice artificer whose long labor went unappreciated. He felt that others took his duties for granted for so long that he decided to begin a new project . . . a work that would surely bring to him the recognition he so craved. Long hours he worked, slaving with the tools of his trade, enduring derision and scorn by those who thought that his long labor would ultimately be of no benefit. The apprentice took beauty and made it all the more beautiful. He shaped and he sculpted his magic, letting it flow and weave. He used all of his essence to give artistic birth to this one fantastic creation. At long last, he found his way and a labor borne of patient and powerful love took form.

The young craftsman was never seen again after his great work was finished. His peers found, lying on the workbench where the apprentice often rested, a gleaming gold feather, taken from the tail of a phoenix. Many say that the artificer put so very much effort into his creation that he simply faded from being. For those who knew him, such tales bring a smile to the mouth and a wink to the eye.

Through time and study, it has been discovered that the quill can render truth in either literary or visual form. The feather, when guided by the hands of a true artist, will bring forth the clear and honest image of their subject. As an additional function, the wielder then can make the end result manifest into actuality. What this means can vary according to the situation.

The quill imparts the ability to anyone who masters it to cast major image as a ritual spell cast at 9th level. Any attempting to disbelieve must make an intelligence save (DC 23). The wielder can create anything that they imagine. Mastering the quill requires a successful use tool (calligraphy tools) check (DC 20).

The Gonfalon

Wondrous Item, Very Rare

When Robert Luther ruled as King of Kayomar, he was much beloved and honored by his folk. They looked upon him and their hearts strengthened and their minds set against the many evils that arose out of the east. When he died and the Horned God threw down the Kingdom, the King's folk scattered to the wilds and hid themselves in secret in many diverse and forgotten places. They lay in fear of the world, suffering from war and the depredations of the enemy. For many years their fear devoured them and they knew no safe harbor. But some remembered still the lordly might of their king and they hearkened to his memory. In the old families, there were still those that possessed the powers of sorcery and they knew some small bits of the Language of Creation. These crossed over to the Stone Fields, that plane of memory where the noble dead linger before oblivion's halls consume them. Here they bound memories of the deeds of their King and all his kin in cloth of gold and silver and brought it back to Airhde. They wove standards that bore the emblems of the lords of old and these they used to gather their folk into small bands and armies which fought the Long Struggle against the power that lay in Aufstrag. There were many standards made, though most have been lost, buried in the detritus of war.

The standards vary in shape and size. Some consist of long, thin cloths; others are thicker of double weaves of cotton; others still are silk and light in the breeze, but all are borne atop a crosspiece on a staff or pole. All are strikingly colorful, laced with gold and silver threads. Men call these standards the Gonfalon, though each has its own name. Only 18 survived the wars, or so the old tales relate.

The power of the Gonfalon lies in the inspiration it gives even normal men. All who fight beneath the standard see themselves as able and noble men of arms. Though commoners, they act as 1st level fighters in all respects. All others who follow the standard gain a +1 to their AC and a +1 to attack rolls. Any army fighting beneath the Gonfalon gains a +2 to its morale rolls. Furthermore, so long as the standard is visible they are immune to the Frightened condition.

Gorgorthorium

Weapon(spear), Artifact (requires attunement)

The minions of Naarheit, enemy of St. Luther, forged this wicked weapon during the Age of Heroes. They gave the spear to Luther's half-demon son, Morgeld, in hopes that the son would slay the father. Morgeld wielded the weapon to bloody effect, but never against his father.

This long spear has a wide blade surrounded by four smaller blades jutting outward and upward. The blades are Iergild Gold, and the shaft of the spear is dragon bone. The blade burned so hot that only the ice of the Great Salt Flat cooled it; for their chaos reigns in the echoed memories of the battles that birthed those horrid lands.

The spear is a +3 magical weapon. Once per day the wielder can call forth a dragon's fear and inflict it upon his enemies. Creatures within a 30 feet radius of the spear must make a Charisma save (DC 21) or suffer the frightened condition. At the end of each of their turns, they can repeat the save, removing the frightened condition on a success.

The wielder can fly (no time limit) at will, and may teleport without error three times per day. The spear is also a weapon of distance, having twice the range of a normal spear. The wielder can create darkness 10 ft. radius three times per day upon command.

The spear has a special returning power. Similar to a returning weapon, the spear will return to a creature that throws it. It returns, however, by using its teleportation power upon the command of the wielder. Commanding the spear to return uses one of the three teleports that can be used each day.

The spear also contains animation and summoning powers. Three times per week, the bearer of the spear can animate dead. Once per month, the wielder can summon a demon up to a CR of 8. The demon remains for 24 hours or until a service is performed.

Gossamer of the Unk Wyrm

Wondrous Item, Uncommon (gloves or boots), Rare (partial suit) or Very Rare (full suit)

These creatures have particularly thick folds of skin, consisting of many layers of tissue and scales. By de-scaling the skin and carefully separating it into its component parts, the craftsmen is able to remove a thin layer of tissue that lies underneath the skin. This tissue is what allows the dragon to regulate its body temperature, enabling it to exist in the harshest of environments. This is the Gossamer of the Unk Wyrm. Skilled craftsmen can cut it into any variety of shapes and sizes; shirts, breeches, cloaks, even gloves can be fashioned from the material, but the material is translucent.

An item that covers a small part of the body, such as gloves or boots, imparts a +1 to save against fire and cold. A partial suit increases the bonus to +2. A full suit made from the gossamer grants the +2 bonus and grants resistance to fire and cold damage.

Gottland Delphinium (Tree Tears)

Potion, Uncommon

The Gottland Delphinium grows amidst the roots of the Gottland Trees. As is known, troll lords do not die of old age, but rather, they become so weighted down by their own evil they grow roots into the ground and there they live out their days as trees both twisted and foul. Some believe that trolls are really sentients, those great trees that wandered Aihrde at the world's early dawn. Whatever the case, the Gottland trees' roots pass some magic of themselves to the earth; forever about their feet flowers grow. Whether the flowers are atonement for past deeds or memories of an ancient flora that walked the world in the Days before Days, few can say. These beautiful violet flowers are the only things of color that grow in or around the trees. They are short, only three or four inches high and grow in thick patches. The flowers only grow at the roots of these strange trees.

Gathering these flowers together and mashing them into a pulp, and watering the pulp creates a healing salve. The salve, when administered to wounds, heals 1d8 points of damage.

Gourd of Amenut, Gourd of the Frog of God

Wondrous Item, Uncommon

Craftsmen carve these gourds from cypress "knees," those roots that rise above the swampy waters where the cypress grows. They cast them with a resin of clay and cook them in open flames. Spells cast upon them, draw forth the natural magic of wood, water, earth, and fire enchanting the gourd with magical qualities. These magic items are blessed and have a variety of powers as seen in the short list below. Each gourd can have only one power. The Castle Keeper should push the boundary of what powers each gourd may possess and not limit the magic to the list below. A cautionary note: the gourds are not all-powerful; they are common and their magical qualities should be equivalent to 3rd level spells.

1	Heal 3d8 hit points once per day
2	Cure diseases once per day
3	Cure Blindness once per day
4	Increase one of the drinker's attributes by 2 points for an hour, once per day
5	Bless anyone sprinkled with the water for 1 turn
6	Protection from Evil as the spell, three times a week

In Aihrde

In the days when the Dwarves were yet young and the humans just began to branch out through the world, men worshiped the Og-Aust, the Old Gods. They were primitive, having hardly mastered metallurgy of even the most basic kind. They were skilled in stone and wood-working however, and these cups were some of their most prized possessions. Once common, men now find them in treasure hordes and place great store by them for their ever-lasting magical properties.

Grail of Jaren

Wondrous Item, Artifact

"Jaren One Hand is crucified above the high gates of Aufstrag. His blood flows from wounds on his hands and feet and pools upon the ground at the gate's opening. Unbeknownst to him, a supplicant of the old ways, Andulf, comes with a cup. Hidden from the eyes of the Dark he fills the cup with the blood of Jaren and it becomes a Holy Vessel of Peace, of Power, and Holiness. Into it, the hopes of the World are poured." - Excerpt from "Book of the Millennial Darkness" as compiled by Bernard of Oix.

Andulf, a monk in the service of Toth, and a servant of Master Jaren, did not witness his master's fall in the Halls of King Robert Luther. When the final battle came, Andulf was caught in the mountains making meditation. He could not, in the final years, make his way through the armies of Unklar to fight at his master's side. So he waited. There he had a dream of a woman riding a Unicorn, and she bade him travel to distant Aufstrag and await his master's coming. Then, taking from his body what he could, and kept it safe from the harm of the world. And so he did. For seventeen years he waited on the outskirts of the city, living as a beggar. At last, he saw his master brought forth and during much tribulation, Jaren was crucified to the wall above the gate. The high monk did not cry in pain, but his mind failed him and he drifted on seas of agony. His blood spilled freely upon the ground and a great horde of evil folk gathered and bathed in the elixir of his pain. Amidst this chaos, none saw the small thin beggar approach with a mud-covered cup, which was in truth a grail of platinum and gold, and fill it with the blood of his master.

The grail took on a holy aspect, for Jaren was held as a Saint in the ethos of the old gods and Andulf fled with it to the east to keep it safe and to worship it as the last manifestation of Jaren upon Airhde. The grail never emptied of its liquid and it served Andulf as a vessel of healing. A few drops from the grail and it cured a man's wounds and his disease abated. Eventually, Andulf built a shrine to the grail upon an isle off the coast of the lands of Aenoch and placed the cup upon a high place. A fierce warlike people inhabited the rocky island; they paid homage to distant spirits, the Og Aust. They treated Andulf as one of these spirits and worshiped him and the grail. Thus the worship of Jaren Falkynjager began and the Grail became a holy item.

While worship of the grail and Jaren flourished on Iberia, another cult sprung up at Aufstrag. The Cult of the Hanging God looked ever skyward upon their master, hanging upon the gates of Aufstrag. And legend grew of a holy grail located on the distant shores of lost lands. That was a thousand years gone by. Memory and sources fail.

The grail is an exquisitely worked grail of platinum and gold, perhaps encrusted in mud.

A few drops of blood from the grail acts as a Heal spell upon good and neutral creatures. A creature may only receive this blessing once per day. Legend holds that the grail had many other divine powers as well (as determined by the CK to fit his campaign).

> **The Grail** *is Lawful Good, has Int 14, Wis 19, Cha 12 but can only communicate basic feelings to its wielder. The CK should choose 3 lesser and 1 greater power based on their campaign world.*

H

Hammer, Smithing

Wondrous Item, Uncommon

This hammer imparts the ability to its owner to be a competent smith. The smith must wear this hammer at all times in order to use the magical ability. Possession of the hammer grants expertise with blacksmith tools. They are able to operate a forge, construct light weapons, armor and shields as well as normal mundane items such as horseshoes, nails, post brackets and the like. In battle it confers no combat bonuses and does 1d4 bludgeoning damage. It is very valuable due to its worth to smithies.

Harg & Hylde

Weapon (Warhammer), Legendary

'Tis said that the gods Harg and Hylde are the children of the god Mimir and the goddess Freya. Beneath the branches of Yggdrasill, when the world was young, those two loved one another, and Freya gave birth to the twins, Harg and Hylde. This was before Mimir lost his head to the vengeance of the Vanir, and before he drank from the cup of wisdom that forever after allowed him to know that forbidden to both men and gods. When their father died, Harg and Hylde set about avenging him and swore to unmake Vanaheim and start the wars anew. Their mother uncovered the plots, however, and she made a pact with the Giant Hrunganir to bind them in sorceries that could keep them from their sworn task. Hrunganir invited the warrior sons of Mimir to his deep halls with promises of weapons to destroy Vanaheim. Harg and Hylde came to Hrunganir's chambers, and the giant drugged them and in turn bound them in two great hammers.

Freya took the hammers, her children, to Asgard. But Loki stole them from her and brought them to the world of humankind, hoping to unmake them and gain the loyalty of the twins. He was undone when Thor found him upon the heights of Klarnacht Mountain. Great and thunderous, the battle raged between the storm god and the trickster, but in the end, Thor smote Loki such a blow that he dropped Harg and Hylde into the world and they were lost in the deeps. Legend holds that the eldritch goblins found them and took them to their dread King.

The heads of these massive warhammers are made of some unearthly blue steel metal, while their handles are iergild gold wrapped in a leather like substance crafted from skin shed of Jormungand, the Midgard Serpent. The emblazoned faces of Harg & Hylde decorate the sides of each hammer's head. When the hammers are used against enemies, mortal or divine, they howl and moan, longing to go to Vanaheim and destroy the Vanir who dealt so cruelly with their father.

These +3 hammers are unbreakable and do not shed light. When employed in combat, they take on a life of their own, seemingly guiding their wielder's blows. When used in tandem (two-weapon fighting), the hammers confer the benefits of the dual wielder feat on their wielder, and the off-hand adds the full ability modifier to damage.

The hammers deal bonus damage upon striking a successful critical hit. Harg deals a Flaming Burst when a critical hit occurs, causing 4d10 additional points of bonus fire damage. Hylde deals an Icy Burst when a critical hit occurs, causing 4d10 additional points of bonus cold damage. In both cases, the fire and frost do not harm the wielder's hands. The hammers do not otherwise act as flaming or frost weapons to any extent.

The will of the imprisoned twins also transfers to their wielder. They provide a +2 bonus to all Constitution saves and spell resistance against all charm and sleep type spells or magical effects.

Havoc

Weapon (greataxe), Legendary (requires attunement)

This mighty dwarven war axe is an artifact of the Winter Dark Wars. King Dolgan secretly fashioned the weapon during his bondage as the Smith of Aufstrag. Elvish legend holds that during the deep of Unklar's winter, the last of the great unicorns, the Mare, quested to find Dolgan. In her dying breath, she bade the dwarf to forge a weapon to bring freedom back to the world and to use her horn as its core. He labored in secret on Unklar's very forges to craft the axe he called Havoc. Dolgan wielded the fell axe to wicked effect throughout the wars of the Winter Dark for he bound his loathing for Unklar into the axe, imbuing it with great magic to combat the Mogrl of Unklar and other foes crafted upon the Horned God's forges. Some say that the King lost his axe in the far north in combat with one of the Elder Mogrl. The elves of the Eldwood, however, maintain that Dolgan unmade the axe and thus returned the unicorns to the world.

This mighty weapon is an iergild steel double bladed dwarven wares. The haft is made of a 3 ft. long unicorn horn.

The axe acts as a +3 defender with the following additional powers that are constantly in effect: the wielder cannot be flanked, immunity to disease, immunity to sleep and sleep effects, and telepathy (30 ft. range). Also, twice per day, the wielder can cast dimension door.

Special purpose: When used against Mogrl or any creature created upon Unklar's forge, the axe grants a +2 luck bonus to all saving throws and a +2 AC bonus.

Holy Flame

Wondrous Item, Artifact

The most sacred item of the Paladin order, Holy Defenders of the Flame, the Holy Flame resides in the Paladin's Grove in Kayomar. Legend holds that this flame is the last spark of the All Father's language of creation, and thus, is far more powerful than any other force in The World of Aihrde. It is good personified.

This blue-white flame dances upon silvery water within a broad, shallow dish of platinum and gold. The water possesses divine healing powers, but only affects good-aligned beings. Any good creature that drinks of the water is cured by the following spells, all to their maximum effect: heal, dispel magic (roll as 9th level against all hostile spells affecting the creature), lesser restoration, greater restoration, and regenerate. The water of the cup can grant true resurrection of the fallen if the water is poured upon the remains of a good being (no other components needed).

Any evil being that drinks from the water is cursed by an unquenchable thirst. The being must drink twice as much water as is normal each day. Breaking the curse is within the CK's discretion, but the cure should be on the magnitude of a greater quest.

The Flame also acts as an instrument of judgment and atonement. Those seeking true atonement will be judged

by the Flame based upon their life's work or potential, their discipline to their convictions, or simply their capacity for goodness. The CK maintains complete discretion in such matters. Those that drink from it with ulterior motives should suffer accordingly.

Holy Icon

Wondrous Item, Uncommon

These holy items are typically given to clerics who perform great service to their church or order. They appear as small holy symbols on a chain or leather necklace, or a decorated and inlaid cloak brooch or ring. These icons grant a +1 to all wisdom checks in addition to acting as a holy symbol.

Horn of Breaking

Wondrous Item (Very Rare)

This horn of old was fashioned by the goblin smiths during the Goblin Dwarf wars. Unklar's trusted goblin servant, Erix, bore it for years. Crafted from the horn of a rockhound, inlaid with silver and hung upon a strap of iergild metal, the horn itself is a work of beauty.

When directed toward an item and sounded, the blast from the horn can shatter any item, magical or not. So powerful is the horn that only items with a +2 (or very rare) or better enchantment can save. Lesser items are destroyed automatically. For other items, roll a save. A very rare item gains +2 on the save. A legendary item makes its save at advantage. An artifact only fails a save on an unmodified d20 roll of 5 or less. If the item fails a DC 20 save, it is destroyed. The horn has no effect if sounded against creatures.

Horn of Ethrum

Wondrous Item, rare

These are rare but wonderful horns, crafted by the smiths of the ancient Ethrum Kings. Crafted from the tusk of the lauk, they are ashen white. Huge at the bowl yet narrow at the mouth where gold or silver, its coiled intricate design binds them. Glyphs of men riding horses often round them. These men ride with horns to their lips as if sounding a battle charge. The end of the horn is carefully shaped and it is coated in gold or silver. A leather strand hangs upon it, long to give the wearer plenty of room to bear it upon their backs during battle.

For indeed a Horn of Ethrum's sole purpose is to inspire men in battle. When sounded, the weight of its blast carries across far fields, disconcerting foes and heartening friends. Any foe within 60 ft that hears a note sounded upon the horn must immediately make a Wisdom save (DC 15). If they fail that save, they are immediately knocked prone and suffer from the frightened condition for 10 rounds. Allies within 60 ft feel emboldened and inspired, gaining a +1 to all attack rolls and saves and an additional 1d6 damage to all attacks. They cannot be affected by the frightened condition. The effects of the blast last 10 full rounds. The horn cannot be sounded to such an effect again for 1 day.

Horn of the Halfling

Wondrous Item, Rare

During the Winter Dark, when the Lords of Aufstrag hunted the Halflings for sport, the halflings crafted many items to aid them in their escape. Often their troubles drove them from each other and they became widely separated. In order to call out, they crafted special horns that aided them in calling to one another. These horns are usually simple affairs of laced wood, antelope or ram horns.

The horn is almost silent, creating only a small winding noise when it is blown. When it is blown for four full melee rounds, it casts the sending spell, automatically targeting the nearest friend or ally.

Horn of Sounding

Wondrous Item, Legendary

This horn summons the god Utumno, the son of Daladon Lothian and Wenafar, the Faerie Queen. Daladon forged the horn to call to his son on the Sea of Dreams. Blowing it once summons Utumno's Knightmares (see Dream Warriors), dark faeries who bear dark dreams to mortals. Blowing the horn twice will drive off the Knightmares. Blowing the horn three times summons Utumno's sea craft, the "Dream Horn" enabling the wielder to travel upon the Sea of Dreams.

The horn of sounding is a silver coated ram horn, eighteen inches in length, wrapped in platinum laced iron bands with a leather strap attached to either end.

The dark faeries hound the blower in his sleep and haunt his waking until the recipient's endurance is overcome, at which point he goes permanently insane. He loses one point of Endurance a day. Endurance is figured by adding constitution and wisdom. It cannot be recovered until the dark faeries are somehow driven away.

I

Iergild Metal

Wondrous Item, rare (steel), very rare (silver and gold)

In long-ago days, while making the Dwarves, the All Father shattered his hammer upon the brow of their first king. The shards of his hammer fell to earth as rain. These shards possessed magical qualities that the skilled took advantage of, crafting many a magical item. The metal is precious, magical, and rare.

There are three varieties: Iergild Gold, Iergild Silver, and Iergild Steel.

The following bonuses are conferred to weapons and other objects constructed from this metal: Iergild Gold +3, Iergild Silver +2, and Iergild Steel +1. Any item made of Iergild has resistance to all forms of non-magical damage. The AC and hit points of each are:

Iergild Gold has an AC of 25 and 4 times the hit points of a normal object

Iergild Silver has an AC of 24 and 3 times the hit points of a normal object.

Iergild Steel has an AC of 23 and doubles the hit points of a normal object.

A 1 pound block of the metal is valued in gold pieces as follows: Gold 25,000; Silver 16,000; and Steel 9,000.

K

Krummelvole

Wondrous Item, Artifact (requires attunement)

In DY 898, Dolgan, son of Hirn, slave of Mithgefuhl, crafted the Crown of Sorrow, the Krummelvole, for his Dark Master Unklar. The mage Kraxel recorded King Dolgan's remembrance of the crown's making during a visit to Grundliche Hohle during one of the king's more talkative moods . . . "Upon a high day in my 400th year of life and 357th of captivity, that Horned Dog summoned me to his throne and bade me craft him an iron crown, adorned with the greatest jewels of the world. So I left away to the dark regions beneath Mitgefuhl, the pits wherein my foundry lay, named Klarglich, the pit of Woe, and I bade all leave until the task was done. So great in the councils of the Dark had I grown that the hosts of Darkness followed my bidding.

"And there in the dark solitude I bent iron and shaped the great crown to hold the jewels of Unklar's desire. I crafted the shape with magic held in the deeps and released by the might of the Dark God. For twelve days I labored until my brow was weighted and frowned. But at last, the task was finished, and I held up my greatest creation. And I loved it and desired it for it was made of the stuff of the earth, and altogether separate from Unklar's black soul. I called it The Krummervoll in the ancient tongue of the dwarves, the Crown of Sorrow."

The Crown is fashioned of iron and its brow bears 16 stones of incomparable value. Fifteen Ioun Stones sit in the crown's band. Riding above them all, upon the ridge of the crown, is the Heart of Darkness, a star ruby almost 6 inches in height.

The powers of the crown originate within the Ioun Stones and the Heart of Darkness.

Unlike the Ioun Stones detailed in the Monsters & Treasure, the Ioun Stones residing in this crown cannot be destroyed and never burn out. Their powers are:

Color	Power
Dusty rose	+1 bonus to AC
Clear	Sustains creature without food or water
Pale blue	Strength score increases by 2, to a maximum of 20
Scarlet and blue	Intelligence score increases by 2, to a maximum of 20
Incandescent blue	Wisdom score increases by 2, to a maximum of 20
Deep red	Dexterity score increases by 2, to a maximum of 20
Pale red	Constitution score increases by 2, to a maximum of 20
Scarlet and green	Charisma score increases by 2, to a maximum of 20
Dark blue	Advantage on all Dexterity(Stealth) checks
Vibrant purple	Stores six levels of spells
Iridescent	Sustains creature without air
Pale green	+1 to attack rolls, saving throws, and ability checks
Pearly white	Regenerate 1 point of damage/round
Pale orange	Absorb 24 levels of spells up to 4th level. Once 24 levels are absorbed, the stone cannot absorb again until 24 hours have passed.
Milky white	Absorb 24 levels of spells up to 8th level. Once 24 levels are absorbed, the stone cannot absorb again until 24 hours have passed.

The Heart of Darkness grants the following powers: Cast animate object upon command three times per day (command word is Munterkeit), and cast flesh to stone upon command three times per day (command word is Fliesch zu Stein).

Unklar imbued the crown with the power to see into the Void and all throughout the Maelstrom; he did so without Dolgan's knowledge. When doing this, the wearer of the crown casts his mind into the planes and "walks there", seeing as if he were actually there. He can locate objects and creatures (unless they are magically hidden and then it acts the same as a crystal ball) and can commune with them if he chooses. A wearer possessing a combined intelligence and wisdom of 40 or greater can launch a psychic attack on the mind of a creature located while "walking." This attack combines and affects as cause fear, hold person, and dream, all with a DC of 20.

Using this power, however, is very dangerous. The beauty of the interlocking dimensions of the planes is such that they can be mesmerizing and catch the weak of will, potentially leading to madness. If one cannot control the "walking," then the journey itself overcomes them and they may be lost forever. Spirit and mind become bound to the planes, and the mortal body left a gibbering madness. Each time the possessor attempts the "walking," the journey batters their mind with the psychic gales of the planes. The possessor must immediately make a Constitution save (DC 23). A failed save results in any number of catastrophic ailments at the CK's discretion (such as insanity), including affecting intelligence, wisdom, and Charisma.

L

Lial Arrows

Weapon (arrow), rare

Designed for a longbow or long composite bow, these arrows are weapons of the dragon hunters. These magical arrows average 4 feet in length and possess perfect balance. The points are very thin and capped with a drop of Iergild shaped into an extraordinarily sharp point, and dipped in the gas glands of a lial beast. After these secretions harden upon the point, the smith sharpens the point again. The point's edge is such that upon can

split the thick hides of dragons and the arrow's length carries the bolt deep into the creature's guts. They are +1 to hit against all creatures. Against creatures with the dragon subtype, they gain a +3 to hit. They do not gain any extra damage.

Links of Armor

Armor, rare

These magical links allow the possessor to transform their armor into quasi-magic armor. By taking the appropriate magical link and replacing one link in mundane armor, it grants the armor a +1 to AC There are scale, ring and chain links. The armor weighs the same and does not suffer the rigors of magical armor.

Lucky Whetstone

Wondrous Item, rare (requires attunement)

This is a typical looking whetstone. They grant the possessor a +1 to all saving throws.

M

Mammoth Scrolls

Wondrous Item, Artifact

The Mammoth Scrolls recount the history of the world from its beginning as known to the Dwarven All Fathers of Gorthoraug.* There are multiple thousands of these scrolls, written on a variety of types of paper, but all rolled upon scroll cases and stored in a series of shelves within a temple complex constructed into the ruins atop Mount Austrien at Gorthoraug. Few have seen them, for Gorthoruag's was ancient even when the scrolls were written and the kingdom itself has vanished,. All ruins of its outward posts remain; few, if any, have found the ruins of Mount Austrien where the bones of that realm and all her glory lie.

The scrolls possess knowledge of the All Father, the coming of the Trees, the Dragon Inzae, the Void and all the early creations. It recounts the wars of darkness between the powers of the Void and all the struggles of the dwarves in the early days, the coming of the goblins and much more. Magic too, the language of creation, spells, and how to fabricate items all lie within these scrolls. Much of the knowledge of the ancient world lay bound within the wooden rolls.

The knowledge one gains from reading these scrolls is limitless. A character who spends 1 full year studying the scrolls gains 4 points of wisdom. Three further years of study increases the reader's intelligence by 4 points. There is no maximum limit to the character's wisdom or intelligence scores from these increases.

*Note that a Dwarven All Father is different from a Dwarven King or even the All Father himself. Dwarven All Fathers are sages; historians, wizards, clerics, and others who keep and advise a realm's Kingdom. In ancient times they always kept a Rune Drake at hand.

Mantle of Confession

Wondrous Item, Legendary (requires attunement)

St. Luther came into possession of this great cloak at the conclusion of the Winter Dark Wars when he surrendered Durendale to its next bearer. The greater Lords of Law granted him the Mantle when he became the Lord of Dreams. He uses the Mantle to better see into the hearts of mortals and to understand them, what he calls "Confessing." But legends relate that the saint, when he retired to the Dreaming, left the Mantle in the world, or one very much like it.

The cloak itself is a fur-lined piece made of heavy wool that hangs to the floor. The mantle allows the wearer to see with keen vision, seeing clearly for many miles. The wearer gains darkvision with a 120-foot range. The wearer can also see invisible, displaced, and out of phase creatures and objects at 240 foot range (or 120 foot if dark vision is needed). This includes seeing those affected by invisibility potions and rings, dust of disappearance, a robe of blending, or a similar magical item. It reveals camouflaged or hidden things as well. It cannot see astral and ethereal objects, nor does the mantle increase the chance to find secret doors. Only lawful creatures may use it.

The wearer of the mantle cannot be surprised, and they gain the following: magic resistance, Armor Class 18 (cannot be used with any other form of magical defense, other than a Defender sword), and +2 on all saving throws.

The Mantle bears special properties that allow the wearer to see into the hearts of men. When the wearer makes a concentrated effort to hear "Confession," these spell-like abilities operate (Spell DC 18). The confessor may cast any of these spells, using each once per day. However, they may only be cast against the person they are confessing. Augury, banishment, cause fear, ceremony (atonement), command, commune (with recipient), detect chaos/evil/law/good, detect magic, detect poison and disease, dispel chaos/evil/law/good, geas, greater restoration, holy aura, holy word, lesser restoration, remove curse, remove fear, sanctuary, sending, tongues, zone of truth

Mogrl's Salt (Winter's Flakes)

Weapon (ammunition), uncommon

The Mogrl possessed powers beyond the keen of other mortal men. They loved war most of all, and they loved the pain of suffering war brought. For this reason, they crafted many items of fell purpose. One of the least of these, the Winter's Flakes, served their purposes with great effect. They took up handfuls of small stones and cast their breath over them. Impregnated with the magic of the horned god, their breath remade the stones, casting them with a white pall, and filling them with the cold ire of their being.

The Pellets resemble small sling stone bullets. They are long and taper at both ends. They are a bluish-white in color and very heavy. When cast or shot, they leave a trail that resembles a white streamer through the air. There are usually 2-8 of the pellets in a bag.

The Pellets make perfect sling stones, but can as easily be hurled or even laid upon the ground as a trap. The Pellets strike like ice, are wickedly cold, and sting the flesh as if frostbit, causing an additional 1d6 points of cold damage. Once unleashed, the pellet is destroyed.

N

Neckguard of Charles the Confessor

Wondrous Item, Very Rare

Long before the Battle of Olensk, Kain the Godless appeared in the halls of Grundliche Hohle. Kain, bearer of Omdurman (see below), bade the dwarven king to send forth a champion or face him. Dolgan, not knowing Kain, or his blade, made to take up Havoc and strike down the interloper. But the Confessor Knight, Charles, knew that battle with Kain meant certain death. He requested that the king name him champion. The King, feeling the righteousness of Luther emanating from the knight, agreed.

Hence, Dolgan forged this magical neck-guard so that Charles could fight Kain without fear of being beheaded. Charles refused the gift, claiming that his paladin's "honor" forbade him to wear it. The result was predictable, and Charles's tomb stands now at the foot of Grundliche Mountain. Dolgan forged several more Neckguards in the years following this incident in honor of the knight who sacrificed himself so that the king could live.

The item is a decorated Neckguard made of Iergild Silver that can be fitted to a suit of plate mail. This neckguard grants +1 to the AC of the wearer. If a foe wielding a vorpal blade scores a critical hit against the wearer of the neckguard, it does not automatically severe the wearer's head. If the wearer successfully makes a Constitution saving throw (DC 18), the vorpal blade rings off the neckguard with a mighty reverberation. While the wearer retains his head, the neckguard is destroyed. If the saving throw is unsuccessful, the wearer is decapitated and the neckguard is destroyed.

Nets of the Empty

Wondrous Item, legendary

In the Days before Days, before the Wall of Worlds guarded Aihrde from the Void, many creatures both great and small crossed over to the world of the All Father's making. The trail of these creatures grew cold in the struggles that shook the world. In time of years, however, the greater god Ornduhl the Red Duke wooed the Goblins, twisting them in his own dark designs. These he taught many things, not the least of which revealed, were the footprints left over by those creatures of the Void. Indeed, when the creatures passed over into the world, they brought with them small pieces of the Great Empty and these fell into Aihrde like drops of poison. So they lay in silent and hidden places for many long years until Ornduhl revealed them to the Goblins. He also revealed how they might contain them and bring the power of the Void to the struggles with their kin, the Dwarves. They spoke the words of power which fell from their twisted lips like nets, into which they harvested the pieces of the Void. The nets became fell and heavy, holding as they did this horrible poison. When war came, the Goblins used these nets to foul purpose. They would lay them atop their weaponry, or on their missiles, so that when cast, these poisoned drops struck with overwhelming force and deadly intent. Many folk went to nothing at the touch of this poison from the Void.

The magic resembles very small and tightly woven black nets. The strands are thick, covered in a rough scaly hide, and are very sticky. They are not more than six inches in diameter. Only one side of the net, the sticky side, bears the poison of the Void, so they are usually found rolled up into a tight ball and relatively safe to handle.

In order to draw out the poison, the user lays the net flat over a surface (or person), so that it fully adheres to whatever it touches. Once done, the poison releases into the object or victim. As living tissue cannot sustain direct contact with the Void, those who suffer this are subject to catastrophic damage, suffering 6d10 points of poison damage and the poisoned condition. A successful Constitution save, (DC 18), reduces the damage by half and avoids the poisoned condition. However, inanimate objects can sustain direct contact with the Void and therefore hold the poison on their surface. This usage dilutes the poison, though, so a spear point, covered in the Net of Empty, is much like a poison spear. If struck, in addition to regular damage, the target must make a Constitution save (DC 15), taking 3d10 poison damage and suffering the paralyzed condition on a failed save or half as much damage and no conditions on a success.

Noxmurus, "Night of the Dead"

Weapon (longsword), Artifact

When Unklar came to the world of Aihrde, the greater host of the elves fled the world to the hidden realm of Seven-Rivers, Shindolay. Only a few possessed so great a love for the lands of the All Father that they remained. They hated Unklar and fought him at every turn. But defeat followed defeat and their powers proved too slight in the face of the Horned God. Their losses mounted, culminating in the battles for those lands that came to bear the name The Shelves of the Mist. With frustrated rage their thoughts turned ever to their kin who had fled, in their thoughts were visions of all the gathered strength of the elven hosts and the utter defeat of Unklar. Though they did not know it, even those hosts could not have stood against the Horned God in his prime; not even were all his minions stripped of him. But their thoughts did not know reason, only defeat and in time they turned on their kin, hating them, and cursing those who fled the fate of the world.

The Elf Prince Meltowg Lothian, brother to Daladon Half-Elven Lord of Darkenfold, was one of these elves. As is told in the Lay of the Lothian Princes, he forged the sword Noxmurus and bound within it the spirit of his rage and hate; this raging spirit took a name, Bodach, which in the elven tongue means "darkness." Meltowg died in the Winter Dark Wars and his brother, Daladon Lothian, took up the blade for a space of years. Since those days Daladon has drifted from the halls of the Val-Tulmiph and the blade has been lost to history.

Noxmurus is a +3 greatsword, whose deep green blade is unbreakable. Its grip is of black wire wrapped tightly around an iron base, the pommel a dark green opal, and the great cross guard is speckled black as if colored with coal dust. The sword wastes with time or use, for the spirit of the elves lies within it. It is always sharp, immune to notches and scratches. Within the blade lurks the corporal manifestation of Meltowg's madness, Bodach the imp. This imp is possessed of all the rage of its creator and bears a deep, abiding hatred for the High Elves of Aihrde. When held by any elf, but a high elf (or half-elf who is not the offspring of a high elf) or human, the sword becomes a living thing and will talk to its "master," trying to influence the wielder. Bodach's goals are always twofold, to kill servants of the enemy or the High Elves. It will attempt to drive its master to war on these creatures. Noxmurus is a sentient artifact and has an Intelligence of 12, Wisdom of 15 and Charisma of 17. While Bodach is within the blade, the blade can communicate telepathically with its wielder. If Bodach is outside of the blade, the blade can only transmit emotion.

Its greater and lesser abilities are listed below.

When unsheathed, the sword grants the wielder advantage on all stealth checks, and if in a forest environment, the bearer can become invisible at will. Also, elves and half-elves wielding the blade may summon and command Bodach the Imp upon command. Bodach acts as an imp-familiar in all respects.

The blade imparts a resistance to poison as well as darkvision up to 120 feet. It can detect magic within a 20-foot radius. When borne by any elf but a high elf (or half-elf who is not the offspring of a high elf), the sword bestows a glamour upon the wielder, allowing the wielder to make himself seem greater than he is. The glamour unsettles creatures within 120 feet if they have fewer than 12 HD or levels. A potentially affected creature that succeeds at a Wisdom save (DC 15) remains immune to the Glamour for one day. On a failure, creatures with 4 or fewer HD or levels suffer the frightened condition for 2d4 rounds, fleeing from the wielder and those with 5-12 HD become shaken for 4d4 rounds, suffering a -2 on all attack rolls and attribute checks. The wielder can also detect any type of scrying.

The sword has two natural enemies, orcs, and elves. Against orcs, the wielder always gains initiative. Against elf or fey, the blade has a malevolent effect. On a roll of natural 20, the elf or fey's spirit is forever destroyed, thus cursing them to live out their days as shadows of their former selves, eventually becoming a banshee.

O

Omdurman

Weapon (longsword), Artifact

This sword Kain the Godless bore for close to two centuries, as many believe he still does. In any case, the blade and the warrior possess a symbiotic relationship, one understanding the other and their own purpose. It is an excellently crafted longsword of simple design, crafted from metals whose origins lie in the Great Empty of the Void. If separated from Kain, it always attempts to return to him.

This blade is a +3 vorpal sword. It is intelligent and evil. When drawn, the wielder gains dark vision at a range of 240 feet, and a +3 to all charisma ability checks. The sword speaks the vulgate tongue, and can communicate telepathically. It has an Intelligence of 14, Wisdom of 13 and Charisma of 19.

P

Patrice's Index of Potions

This massive book provides a complete list of every single type of potion, describing all their properties and effects to include what manner of container they are likely to come in. It does not tell how to make potions or even what their ingredients are, it is only good for identification purposes. The book itself is non-magical. There are several copies of the book in existence, but they are rare and highly prized by magi, sages, and the like. Copies of this book have been sold for as much as 1500 gp.

Pride of the Goblins

Wondrous Item, Artifact

A simple trunk of wood and iron holds the greatest magic of the Eldritch Goblins. Their pride is here bound in a jewel of amber, for therein rests the soul and power of Ondluche, that most fell of goblin mages. To break the spell which binds him would bring back the power of evil that only the dwarves of old battled for and held. The goblin folk yearn for and quest for their Goblin Pride, for to possess it and to free their greatest King would mean they could resume their war upon the dwarves who are but shadows of their former selves.

The Pride is a fist-sized piece of uncut amber. It does not glow, nor seem to have any special properties. Looking in it reveals a multifaceted shadow which, if held under flowing water, takes the form of a goblin lord. Only an eldritch goblin can access the powers of the Pride. When accessed, it enflames the natural hatreds of goblins for dwarves, even those decent goblins of eldritch who call dwarves their friends. Most of the powers of the Pride are ephemeral, in that they enhance the innate powers of the Eldritch Goblin possessing it. As each Eldritch Goblin is unique, so are the powers bestowed upon the possessor of the Pride. The CK should determine the effect of the jewel upon any Eldritch Goblin that possesses it.

Notwithstanding the unique effect the Pride has on its possessor, it will also bestow the following upon Eldritch Goblins: +1 to all ability checks, +3 to any persuasion or intimidation checks with goblins, advantage on all saves against magic, stoneskin (3 times per day, wielder only, 10 minutes), detect thoughts (at will), detect dwarves within 1 mile (at will), cannot be surprised and gains a +2 in combat, to attack and damage rolls.

If the goblin Ondluche is freed from the Gem, then the jig is up.

TREASURE

Q

Quil Skin

Armor, rare

The skin of the quil is extraordinarily tough and resilient. Skilled armorers can use it to cover shields or helms. Any such items gain a +1 to its AC.

Quil Club

Weapon (club), uncommon

Fashioned from the stone-like skull of the quil, these clubs are immensely powerful, gaining a +1 to hit and damage. The nature of the quil's head is such that it is not simple to attach the skull onto a club and requires a skilled armorer to do so.

R

Rilthwood

Weapon (Composite bow) or (arrow), uncommon

Rilthwood trees grow in the Red March, and they provide ideal wood for the construction of bows, especially composite bows, and arrows. The slender Rilthwood trees have stark white bark and shiny, broad green leaves. In the Fall, the leaves turn a brilliant red. Every Rilthwood tree has a unique swirl to its grain. The wood absorbs stain easily, highlighting the natural swirls of the grain. The stains applied typically make Rilthwood bows unique to their owner. Kings often equip their troops with bows stained in the color of their coat of arms. Nobility and adventurers often commission skilled artisans to stain Rilthwood bows with patterns and symbols.

Arrows made from Rilthwood also absorb stain, and they seldom snap or splinter unless scoring a deep strike. Men knew Roland's Raiders, an infamous mercenary troop, for their half red, half white Rilthwood arrows.

Composite bows made from Rilthwood are expert items and their range increment is increased by 20 feet. Because of their hardness, if a character spends one minute searching the battlefield they can recover 90% of all Rilthwood arrows.

The Ring of Gruach the Goblin Lord

Ring, Artifact (requires attunement)

Forged in the depths of time during the First Goblin Dwarf War, this ring is an artifact of eldritch power with a long and bloody history, though it most recently served as a symbol of peace between goblin and dwarf. During the War of the Pit, Dolgan dwarf-lord forged a friendship with a fellow slave, the Eldritch Goblin Agmour. Dolgan fought side by side with Agmour for ten years beneath the tree, and upon their eventual escape, they pledged blood brotherhood to one another and peace between their peoples for so long as Dolgan sat upon the throne of Grundliche Hohle. But Praeconius, an Eldritch Goblin whose memory stretched long and long back to wars, sought to break the peace. He bade Dolgan prove his worth by placing upon his finger the Ring of Gruach. When Dolgan did this and mastered the ring, Praeconius stood dumbfounded and named Dolgan the War Chief of the Goblin Horde. Dolgan's dwarves fought alongside Agmour's goblins for the remainder of the Winter Dark Wars.

After the banishment of Unklar, Dolgan surrendered the ring to his brother Agmour, who wore it for many years until it was lost during one of Agmour's many journeys across the breadth of Airhde. Agmour is the rightful owner of the ring.

This irregularly shaped ring is made from a strange, greenish organic metallic substance and pulsates with warmth and power.

The ring bestows the following powers spells, all cast with a DC of 18 if a save is require: time stop 1/week, word of recall 1/day, suggestion 3/day, detect thoughts 3/day, true seeing 1/day, detect magic continuous, detect invisibility continuous. The ring also carries the curse of the Goblin Bane.

Goblin Bane: Any wearer who bears a substantial enmity toward goblins will become instantly inflicted with the insanity of suicidal tendencies (no save, magic resistance at ½). Remove curse is ineffectual. The name and location of any bearing the ring under such an affliction becomes known immediately by its rightful owner, who seeks the wearer out. Any other Eldritch Goblin seeing such a character instantly knows the same, whether or not the ring is openly displayed, and they attack unquestioningly in an attempt to gain ownership of the ring. A wish might remove the ring, but not the insanity.

Rightful Owner: The rightful owner of the ring remains as such until such time as they name a new rightful owner. If they die before doing so, then the first Eldritch Goblin to possess the ring becomes its rightful owner.

Ring of Sound

Ring, Very Rare (requires attunement)

Of old, the Dwarves cast many of their magical runes into various objects, imbuing those objects with the powers of the rune magic; such were the rings of sound. It is a simple brass band with a single rune etched into its surface. The rune, plainly visible is the Roan Kolch Viel, the rune of sound.

The rings encase the RuneMark in a globe of silence, protecting the possessor from most sound-based attacks, allowing him to concentrate on difficult tasks by driving out needless noises or distractions. The user has resistance to thunder damage, advantage on saving throws against sound-based magic, and advantage on concentration checks caused by thunder damage. However, these simple uses are not the ring's only power. The ring can enhance one's voice, allowing it to carry over great distances and tumult. Commands shouted through use of the ring inspire those friends who hear them; any friend gains a +1 to all attack rolls upon hearing the voice. The effect lasts only so long as the shouting continues. In a more deadly use, the ring can imbue sounds with enough power to be hurled at

someone. The target must be within 60 ft. The target must make a Constitution save (DC 15), taking 4d6 thunder damage and being stunned until the end of their next turn on a failed save, or half the damage and no stunning on a successful save.

Roan Threads

Wondrous Item, uncommon

When RuneMarks fashion the Roan ot Eluet, that is the Runes of Thread, they perforce a great many strands which are not wholly made; these they cast aside more often than not. Some, however, are possessed of magical qualities. There are two several types of these threads, the most common of which are the threads of law and the threads of chaos.

Of Law: The threads of Law are long, thin, golden strands that end in a perfect form. The wise use these threads to bind things, such as armor, articles of clothing, equipment, packs, saddles, etc. When they are used, they bind things perfectly and are almost unbreakable. A knot tied with such a thread is almost impossible to untie (DC 25) or to cut (AC 20, 30 HP). But once used, they spoil and lose their magical qualities. When tied they do not bend, and untie, but rather break. These knots are commonly referred to as Todknots ("tod" is Dwarven for Unbending). A rope can be woven from these threads, though many hundreds of threads would need to be gathered, and would be almost unbreakable.

Of Chaos: These threads are thick and hollow, curl in on themselves and their ends fray continually. They resemble strands of wool and are silver in color. These threads are rarely used, as they have almost no point or purpose. When one of these threads touches an item, it causes the item to temporarily levitate (weight limit 5 pounds). After 1d6 rounds the thread unravels itself and the item falls to the floor. Winds often catch these threads carrying them about, floating around without purpose or design. Items they touch lift and drop continually, leaving a string of chaos behind. These threads are often called Shinknots ("Shin" is Dwarven for Chaos). An encounter with such a thread often leaves one baffled and annoyed, for no rhyme or reason lies in the chaos from a Shinknot.

Runestones

These are magical stones crafted by the Goblin-Wizard, Ondluche. They contain the magic of some of the original sorcery. Long ago, they were scattered throughout the world and few now would know them if they found them. Nulak-Kiz-Din unearthed the knowledge of them during his long researches; during the Age of Men and he quested for many years to find them. His Rune Lore grew deep and he cataloged them into schools: the Winter Runes, Blood Runes, the Og-aust Runes, Autumn Runes and so forth. Though he did not find all of them, he did find and master the Winter Runes. He used them to summon Unklar the Horned One to the ruin of the world. The runestones remain scattered throughout the world.

The rune stones are spells and appear as small stones with glyphs upon them. The glyphs range in size and make and are almost impossible to read. They are cast in the language of the goblins. There are huge numbers of these stones, but they are almost impossible to find for they are small and were fashioned so long ago.

Full descriptions of the Runestones are not included in this book as they reflect the spells of the modern era. However, there are schools of the magi who devote themselves to one set of runes or the other, mastering their powers and there are no doubt treasure troves where the runes lie in great abundance. Several rune types are included here in order to better understand the nature of some of the magic items listed below.

Runes of Ondluche: The Ondluch-Eroan are runes of destruction. Used in war and to bring suffering to others.

Autumn Runes: These allow one to hide within oneself as a tree in the winter, becoming dormant. Spells in this category are hiding spells, sustenance spells, dimensional travel spells, etc. Consumption of the Mileal Leaf heightens one's ability to master or 'see' these runes.

Winter Runes "The Paths of Umbra": These allow one to Plane Travel. These are most commonly associated with Nulak-Kiz-Din's mastery of the Wall of Worlds and his summoning of the Horned God to Aihrde.

The Blood Runes: These stones allow one to Time Travel. None have ever mastered the Blood Runes, though Patrice, Sagramore, and Trigal have come close to understanding them. Many believe that they are tied to the Rings of Brass.

Rune Box

Wondrous Item, Rare

In the early days of their wars with the Goblins, the Dwarves sought many ways to use the magical runes. Their most skilled craftsmen used sand as paper; setting thin layers of sand upon the curtains of glass, they cast the runes upon it. Through their crafts they bound the grains of sand so that one grain held true to another; when bound they seemed as thin sheets of paper. In order to protect the sand-sheets, they gathered the loose sand up and placed it in small boxes. When opened, the box seemed filled with sand only, but upon uttering the proper command word the sand rose in a swirling mist until it took the shape of the original sheet and revealed the rune embossed upon it.

The rune boxes are made of stout woods, generally from the ancient Peril Trees. Beautifully crafted and embossed with gold or silver, and set with platinum and gems, the boxes alone were worth small fortunes. The linings consist of softened hide, where the sand of the sand-sheet lies. It is impossible to remove the sand by pouring it out or removing it. If someone attempts to take out a pinch or separate any of the sand from the box, they fail. A magical trail of dust connects the removed sand from the sand in the box so that it is able to trail back.

TREASURE

The sand sheet acts as a magical scroll. There is only one spell per sand-sheet and one sand-sheet per box. The spells are always very powerful, 7th level and beyond, and of any class. Once per day, one can cast the spell from the rune box without harming the sand sheet. Even those who are not studied in magic are able to master the spell and use it; though any non-caster who attempts to cast the spell must have some ability to read it and risks the spell backfiring and striking them. Each time they cast the spell, they must make an Intelligence save (DC16) or take force damage equal to the level of the spell in d6s.

Rune Powder

Wondrous Item, very rare

Much as with the rune box, the rune powder served the Dwarves in hiding the magic of their precious Runes. This process was, however, far more difficult than making the sand sheets. Only a master smith could manage the difficult workings of this transformation from stone to dust and so powerful was the magic of the Rune Stones that he could not powder them with anything but the King's own hammer. They then gathered the powder of several Runes and placed it in small flasks and specially designed bags. They used them as sources of power for the Rune Spells.

The small leather bags are simple and hold little design, though they cinch at the top so tightly that no substance can enter or leave. The flasks are generally made of iron. Each bag or flask contains 6-12 Rune Stones.

Each bag contains the number of applications equal to the Rune Stones within. The spell granted remains available to the target for one year. If a save is available against the spell, the DC is 16. The effects should be rolled randomly on the following chart:

D%	POWER
01–06	can cast detect good and evil at will
07–10	can cast detect magic at will
11–13	can cast cause fear in an enemy at will
14–18	can cast divine word 1/day
19–23	can cast banishment 1/day
24–28	can cast lesser globe of invulnerability 1/day
29–33	can cast arcane eye 1/day
34–37	has continuous detect scrying effect
38–41	can cast wall of fire in a ring with the wielder at the center 1/day
42–45	can put out fire in a 10x10 ft area 3/day
46–50	can cast prismatic spray 2/day
51–54	can cast wind wall 3/day
55–59	can cast clairvoyance 3/day
60–64	can cast magic circle at will
65–68	can cast haste on self 3/day
69–73	can cast daylight 3/day
74–76	can cast mass heal 1/day
77–80	can cast teleport 2/day
81–85	can cast wall of thorns 3/day
86–91	can locate creature 3/day
91–97	can cast fear 3/day
98–100	can cast detect thoughts at will

Rune Shield

Armor (shield), very rare

In ages past, the Northmen, the first of the tribes of men to interact with the Dwarves, learned some of the basic concepts behind the magic of the Runes. It became a common practice for families to create items that exemplified them. The rune shield was, as it remains today, the most popular. These shields are most often large round war boards. Some are metal-bound or iron cores, and many are twice the size of a man's chest. They are sturdy and decorated with family crests. The smithies etched magical dwarven runes into their wood or iron.

These shields are possessed of the magic in the Rune of Shielding, thus granting the wielder an additional +2 to his AC. Furthermore, the shield is able to absorb the impact of blows that might otherwise wound the bearer. Three times per day, as a reaction, the wielder can invoke the rune to give them resistance to all damage from one attack.

S

Shield of Iahneal

Wondrous Item, uncommon

The rune shield is fashioned by powerful wizards, who concoct a magical ink from the sap of ents and combine it with dew taken from the petals of the purple crocus flowers. They use the ink to write runes upon a shield which serves to obscure the shield's bearer from the site of the most watchful of guardians. The rune acts to bewilder the viewer by displacing the electrical energy put forth by all living creatures. The possessor appears as little more than waves of heat on a sunny day to any looking upon them. The rune can fool the most determined watcher, including the Cunalrur.

A leather case, decorated with duplicate writings of the rune, covers the shield when not in use. Covering the shields is necessary because the runes fade with time. On average the shield can be used, uncovered, for 2-6 hours. Many uses of course won't last but a few minutes. The leather case is magical, protecting the runic writing from harm in combat.

While the rune is exposed, the wielder is always considered to have cover, can always hide even if being observed, and gains +10 to all stealth checks.

Shield of Illumination

Armor (shield), rare

These shields originated in the island kingdom of Tagea, where the soldiery often employ them to blind their foes before loosing their Tagean Hounds upon them. A black border edges the bronze face of these small iron shields; a Tagean rune of light is emblazoned into the face of the shield is the source of the armor's magic. It is much favored by Cleaver the Pit fighters, gladiators, and individual heroes.

A bearer of one of these magic shields gains +1 magical bonus to their AC. In addition, when activated and only once per day, the rune unleashes a blinding flash of light. It blinds everyone within 20 ft. of the visible range of the shield for 1d4 rounds, except the wielder; a successful Dexterity save (DC 14) negates the effect of the light. The shield is not useful in large formations for its size precludes it from locking with other shields.

Shield of Shattering

Dwarven wizards created these shields during the Great Goblin Dwarf Wars to help the Dwarven infantry break the spear hedges of the goblins. They range in size and design. As a reaction, the wielder can use this shield against any non-magical weapon. The weapon must make a saving throw or it is broken. Wooden weapons must save with a DC of 18, while metal weapons only need a DC of 12. If the weapon breaks, it does no damage.

Shroud of Aiden

Wondrous Item, Very Rare

For a time, Aiden served as the alter ego of Aristobulus, a Magi of wondrous power. His blood was linked to the arch magi's, being the descendent of his brother. When Aiden died by dragon acid, the daughter of Daladon Demi-God of the Watchers of the Wood, Fedalia, laid a cloth across his body to cover his horrible scars. The cloth served as the boy's funeral shroud when the Watchers in the Wood buried him. Being a frugal folk, they kept the shroud, for it was still a good piece of cloth. Unbeknownst to any, a piece of Aiden's soul became entwined with the cloth, giving it a life of its own. The cloth appears as little more than a white cloth of irregular size about six feet in length. If detect magic is cast upon the stains of Aiden's wounds, they show upon the cloth, revealing it's magic. The cloth is indestructible by anything short of dragon fire.

When worn the cloth grants the recipient visions into the outer planes, even into the Shadow Realms or the Halls of Stone. It allows the character to detect good and evil, detect thoughts (100 ft. range), and zone of truth at will. Once per day, they can cast contact other plane.

Shroud of Darkness

Wondrous Item, Legendary (requires attunement)

When Unklar, the horned god, came to Aihrde, he set himself many herculean tasks. His purpose was to bind the world to his will and to his vision of what he believed the All Father meant to make of Aihrde. He gathered before himself the Wall of Worlds, that band of power which separated Aihrde from the Void, and he cast it back out as a great shroud of clouds and fogs. The light of stars, moon, and sun fell away from Aihrde and the land was locked in Winter's Dark. This Shroud hung over Aihrde until the gods warred upon the horned god and unmade it. It fell upon the earth or rose to the depths of the heavens, scattered and destroyed. It now lingers in the heavens as a distant mist only, the last bulwark against the Void. But the remnants of the Shroud that settled in Aihrde became deadly pools and mists. They are places of grave danger, where travelers become lost even in small areas, and freeze to death for the want of warmth is ever in these pools. But some there were of great skill, mages of the Path of Umbra who sought out these mists and gathered them. Thus were fashioned the Shrouds of Darkness; crafted from the very stuff of the All Father's Wall of World, corrupted into Unklar's Shroud. These magi wear these shrouds as cloaks of power, and they hide themselves in the frozen breath of their long-gone master.

When worn, the shroud looks more like a mist than a cloak. It hovers about the shoulders as if it were floating, long misty tendrils writhing, trailing into the air and across the ground. The shroud is moist to the touch and very cold (20 degrees Fahrenheit).

The shroud can, upon command cover an area up to 20 feet in diameter from the wearer in a mist similar to the fog cloud spell. It obscures all light and visions, including special visions. The wearer gains a +10 on all stealth checks. It does not impair the wearer's view. The shroud is cold and upon command can strike out at any that enter the fog cloud, lashing them with ice and biting wind for 8d6 points of cold damage. A successful Constitution save at DC 18 reduces the damage by half. This attack can be made only once per day. The wearer can also send out tendrils of ice-cold to strike others up to 20 feet away. Up to six tendrils may attack, using the wielder's magical attack bonus. A successful attack causes 2d6 points of cold damage. This attack can be made only once per day.

Though a strong gale-forced wind can shred the Shroud, it regenerates in 1d4 turns.

Skruel's Climbing Spikes

Wondrous Item, uncommon

Fashioned with goblin magic during an assault on the fortress of the fire giant king, Nurrich, Skruel's Climbing Spikes allowed the intruders safe descent down a thousand-foot escarpment to attack the fortress from within. These spikes appear as simple iron spikes with an eyehook and the goblin rune for "hold" on the shaft.

When one speaks the command word, "hold," in the goblin tongue, a spike embeds itself into the hardest stone, wood, or even ice and supports up to 1500 pounds of stress. They also magically strengthen any rope passed through the eyehook to support 1500 pounds, even thin twine. The use of the spikes grants a +10 modifier to all Athletics (Climb) checks. Typically,

there are 1d8 spikes bundled together. Once embedded, it takes great effort to remove a spike. The person trying to do so must make a Strength check against a DC of 20.

Staff of the Winter Rune

Staff, Artifact (requires attunement)

Since the long fall of the Dwarves, only a few have wholly mastered the use of the magic of the rune spells and rune stones. When Nulak-Kiz-Din came to rule the White Order, some amount of discipline began dominating the study and usage of this strange and wonderful magic. For many long centuries, the magi struggled with its mastery. With success, the dread magi set to the task of making items to hold the magic and the power he discovered. He did this for many of the Rune Stones, the Blood Runes, the Winter Runes not the least. The greatest of these he recast in a form both usable and portable; such is the Winter Rune.

This Rune, or rather collection of Runes, he bound in a heavy, three-pronged staff. He shod the staff in Oracalcum metal, for this metal alone could hold the power of the rune magic. With this staff in hand, Nulak found that he had but to activate the staff and he could travel the planes with ease, freeing up his mind and resources for other tasks. Nulak-Kiz-Din lost the staff in one of his many battles with the Arch-Magi Aristobulus during the Winter Dark Wars. Some of his peers learned this skill, and they too cast the Winter Rune into items crafted of Oracalcum metal, though none ever surpassed the staff in beauty or power.

The staff is five feet long, one inch in diameter and made entirely of Oracalcum metal; it reflects the glowing, golden copper color of that metal. The head of the staff is capped by three prongs that serve as a focal point for the spell. When activated, each prong of the staff sends forth tendrils of gas and electricity, each inter-arcing with the other. After they have all connected, the electrical discharge opens a gate through the Wall of Worlds and to the Void. The gas encases the barer in a protective shield.

This Staff of the Winter Rune is made from Oracalcum metal, making it a +3 staff. The staff has 20 charges and recovers 2d6 charges per day. The staff has an Intelligence of 16, Wisdom of 13 and Charisma of 12, is neutral and in conjunction with the below abilities, it has all the powers of an artifact.

It has the following abilities:

Astral Projection (5 charges)

Antimagic Field (3 charges)

Gate (5 charges)

Statue of Well Tiding

Wondrous item, uncommon

Created by the Og Aust for the ancient Ethrum, these small statues are not uncommon. Fashioned from any number of substances the statues of well tiding typically resemble a place or creature. Any character possessing one of these statues is allowed one dice reroll per day. The item never radiates magic.

Staves of Mordius

Varies, Varies

Through the treachery of her brother, Mordius the Green fell; her blood flowed as a river through the forest of her home. It soaked into the earth and that ground became holy. The plants that grew there flourished like no other. They suffered no blight or blemish; no flaw could corrupt their growth for the power of the earth goddess nourished them. In later days, the druids harvested the fallen wood, the plants, flowers, even the soil of the grove. These they held in great reverence. The wood they harvested from the grove was strong and very magical. They used it to fashion hafts for weapons, staffs, and spears.

Any weapon created from the wood of Mordius trees gains an automatic +1 to hit and double the number of hit points if someone tries to break it. This ability stacks with any other bonus. For example, a staff of the woodlands that is fashioned from Mordius Wood gains all its normal abilities in addition to the bonus +1. The bonus does not extend to damage.

Furthermore, any item fashioned of this wood grants the wielder the ability to move through a forest without impediment, acting in all respects as a freedom of movement spell.

Stones of Guiding

The Dwarves of old took indigenous rocks of a region and placed them contrary to the lines of geographical development, hiding them among rock. In this way, they developed a message system and guide trails permanent but utterly hidden to all but their kin. Only Dwarven master-stonemasons are capable of inscribing and laying these stones. Any Dwarf can read and follow them.

Indigenous slabs, tablets, or monoliths of rock that appear to be natural to the terrain.

Suk, Bark

Wondrous item, uncommon

The thin, gray, bark of the suk tree, when dried in the sun for 6 hours, provides nourishment. The bark must be fresh and peeling. Once it has sun-dried, the bark shrinks and lies flat, making a thin wafer-like shape. These tasteless wafers serve many as rations. Any given suk tree provides up to 7 days' worth of rations when first cultivated. If attempts to cultivate it continue, it provides one day worth of rations every four days. Each day's worth consumed heals the recipient 1-4 points of damage.

Suk, Flowers

Wondrous item, uncommon

The flowers of the suk tree provide a potent sleeping agent. If picked within 24 hours of the petals hitting the ground, and cured properly, they retain the magic of the tree. Later, when boiled in the open air, the flowers put off a scent that lulls those within a 50 radius of the boiling. The scent lingers for one hour. Anyone who smells the scent must make a successful Constitution save (DC 13) or fall into a relaxed, comfortable sleep of untroubled

dreams. The sleep lasts for a full 12 hours unless the person awakes by some violent means. Anyone who sleeps thus gets the benefits of a full rest. If forced out of sleep the victims remain groggy, making all ability checks and attack rolls at disadvantage until they get a long rest. The smell of fresh earth counteracts the scent; those who use the suk flowers regularly often smear a little earth beneath their nose before boiling the leaves.

Suk, Sap

Wondrous item, uncommon

The sap of the suk tree, if drawn properly and in measured doses, provides the knowledgeable with curative flakes. Boiling the sap dries it out, leaving a flaky residue. These flakes, placed upon open wounds can cure up to 1d8 points of damage per application. Drawing out the sap is a tricky business, for the sap lies deep in the tree and pulling out too much damages and kills the tree, spoiling any remaining sap instantly. A skilled ranger or herbalist can draw out enough sap for four applications. They can only do this every 7 days or so, but it can be done all at once.

Sword of Crateus

Weapon (greatsword), very rare

Crateus was an anti-hero bound in this sword by the wizard Zaos. The sword is altogether evil, and Crateus constantly seeks to break out of his prison. Red runes line the blade of this massive, two-handed sword. A steel scabbard suffers to house the blade. The sword of crateus is a +2 two-handed sword. The blade is altogether evil, though if detected it seems to be neutral.

When unsheathed, the sword must draw blood or it will attempt to slay its wielder. If the wielder fails to draw blood with the blade after loosed from its scabbard, the sword becomes a dancing sword and attacks the wielder, fighting until it slays the wielder or 20 rounds have elapsed. The blood can be any blood other than the wielder's; animal, monster, etc.

Jackal Sword

Weapon (short sword), rare

Hundreds of these swords were created during the Winter Dark Wars to outfit halflings troops. With the aid of their jackal swords, warriors of that race were able to more readily hide from the Ungern and other hunters. The halflings effectively used the swords for infiltration and sneak attacks. They appear as little more than nondescript, battered short swords fashioned of common steel.

Within these +1 swords live jackal like spirits. By speaking the command word, "hunt," in the halfling tongue, the wielder summons forth the "jackal". The jackal uses the stats of a normal jackal but has the monster type fairy instead of beast. Further, once per day, the jackal may smite evil, doing 2d8 radiant damage in addition to its normal damage, with an additional 1d8 damage against fiends and undead.

If the jackal is slain, it cannot be re-summoned for 7 days.

T

Tagean Spear

Weapon (spear), rare

Fashioned from trees killed by the tagean wyrm these spears are partly magical in nature. They are very difficult to make, only the most skilled craftsmen are able to forge weapons from them. The spear's black haft is unbreakable, soaked through as it is by the acidic secretions of the wyrm. A point of bronze, shaped, and sharpened with exquisite care, tops it. The weapon is usually 8-10 feet long, cannot be broken by normal means, and is weightless (treat as 1lb for the purposes of encumbrance). It imparts a +2 to all attack and damage rolls. It cannot strike creatures that have resistance or immunity to attacks from non-magical weapons.

Trap Dust

Wondrous item, uncommon

This bag of dust, the ash from the burned bones of a thief, when cast into the air, detects and outlines traps within the area, making them, or at least the triggers, readily visible. Each bag covers 200 square feet. Normally only a pinch is required to cover 10 square feet. This will reveal anything that would normally be revealed by a find traps spell.

Twig of the Banshee

Wondrous item, rare (requires attunement)

This small twig fell from the Great Tree long ago. It possesses several powers.

When held in hand, the twig allows the possessor to automatically turn a banshee or ghost as a cleric. The twig can also conjure the thoughts of the undead; the wielder needs but concentrate on a lost soul and he will see the former creature's last thoughts. To use this power, the possessor must have some familiarity with the undead's background or situation. The twig also bestows a +1 to saving throws versus any special attacks by undead (such as ghoul paralysis).

Truncheons of Narrheit

Weapon (varies), Legendary

The chaos of the fonts held also the power of Imbrisius, goddess of pain. Soon after the font went forth in the Winter Dark her curses materialized; these slivers of the goddess of pain took house in weapons, both wicked and foul. Each one of these weapons corresponds to one of the 13 Fonts of Narrheit. In some cases, their design is to protect and serve their corresponding font. Others came about because of its Font's effect upon its environment.

Truncheon of Hope and Loss (Spiked Gauntlet and Punching Dagger): To relieve him of his agony, a loyal friend of the first possessor of the Font of Hope and Loss killed him with these weapons. The spiked gauntlet is a +3 defending weapon. The +2 punching dagger acts as a wounding weapon. Treat

the spiked gauntlet as a short sword with respect to damage and other properties.

Truncheon of Lust (Mace): This silver mace's former wielder possessed it and the Font of Desire. The lover of a recent conquest slew him. It is a +1 bloodline weapon (reference above). Once per day its wielder may cast change self.

Truncheon of Longing (Ring): This truncheon is an unadorned, copper ring of shooting stars. It was hidden as a base ring of the Font of Longing, falling off soon after the Font went forth into the world.

Truncheon of Sorrow (Net): This net became associated with the Font of Sorrow when one of its possessors hung himself with it. It acts as a weapon able to strike the incorporeal, allowing it to both grapple and restrain incorporeal creatures.

Truncheon of Greed (Morningstar): The first possessor of the Font of Greed hired a guardian to watch over it. That guardian carried this weapon, a +2 Morningstar of Flaming; when slain by his master, the weapon became wedded to the Truncheon.

Truncheon of Gluttony (Greatclub): This massive club grows with each possess of the font, mirroring the unfulfilled desires of the font's possessor. It is a +2 club of disruption but requires a 17 strength or greater to wield it.

Truncheon of Jealousy (Wand): This wand has the ability to suppress other magic items. Three times per day, the wielder can use an action to target any magic item within 60 ft. If the item is being wielded, the target may make a Dexterity save (DC 17) to avoid the effect. An item that is not on a creature is automatically affected. Any item so affected, as long as it is not legendary or an artifact, loses all magic for 24 hours. It appears in the possessions of anyone who maintains ownership of the Font of Jealousy for one week.

Truncheon of Madness (Battleaxe): An angry and resentful dwarf that had once possessed the Font of Madness, but had rid himself of it, used this weapon. Once recovered from the font's effects, the dwarf traveled the lands following the passage of the font from hand to hand. If the afflicted possessor did not rid themselves of the font within a week's time, the dwarf would slay them. The dwarf eventually cast himself into a deep gorge, slaying himself. The axe is a Battleaxe+1 of Life Stealing.

Truncheon of Vanity (Rod): This is a Rod of Cancellation and has been wielded by at least five of the past possessors of the Font of Vanity. The rod can be used to touch any magic item and permanently destroy it. If the item is intelligent or being wielded by an intelligent creature, it gets a Wisdom save at a DC of 18. It uses the better of its own or its wielders wisdom save. If the targeted item fails its save, it is permanently destroyed. Once the rod destroys an item, it is rendered inert for a full year. After that time it recovers its ability to cancel items.

Truncheon of the Lost (Ring): This small black ring is a ring of invisibility. If overused, the wielder eventually becomes permanently invisible.

Truncheon of the Abandoned (Longsword): This is a bloodline weapon (reference above) used by a paladin to slay a friend in possession of the Font of the Abandoned. The wielder of this Broadsword may cast remove curse once per week.

Truncheon of the Hate (any): This weapon takes the form of the primary weapon used by the possessor of the Font of Hate. It is a +3 weapon granting the wielder a +1 to initiative and dexterity saves.

Truncheon of Pride (Longsword): This weapon always travels with the Font of Pride. Any lawful creature struck by the blade must make a Constitution save (DC 17), taking 6d10 necrotic damage on a failed save, or half as much on a successful one.

U

Ulep Charms

Wondrous Item, uncommon (required attunement)

Ulep charms are made from the bones of dead dwarves, gnomes, halflings or elves. Carved from the bones of fallen demi-humans, smoothed, then attached to a chain or bracelet, these charms protect the bearer from fear or any type of demoralizing effect, whether magical or otherwise. These charms, fashioned by the Hlobane orc shamans are highly prized by folk of that ilk, as they impart a sense of calm and reason to the bearer. Many such orcs possess these charms, allowing them to withstand the most grievous losses without effect to their morale. The wielder gets advantage to all saves against fear or against any effect based on emotions (Ck's discretion).

V

Vial of Creation

Wondrous item, very rare

These vials are rare and wonderful items. When the first of the Rune Marks, those belonging to the White Order, crossed the Wall of Worlds into the Void, they found life there unbearable. Their senses pounded by the Great Empty, they were often driven mad. But the gulf of nothingness that enveloped them proved only one of the many perils of the Void. Those who travel there must bind themselves in protective spells or create items that can carry the breath of life. Thus, the White Order fashioned the vials of creation. The wizards set the rune of creation upon the inner surface of glass; these before the craftsman shape the glass into its final form. The design allows them to change the chemical composition of whatever substance or non-substance occupies the bottle into air, resulting in the breath of life. Holding the vial in the hand and opening the lid allows the gas to escape. It clings to the user for several hours.

These vials are small affairs, about six inches in height, straight and narrow. They are clear, though when held up the light they

seem to shine a faint blue. With many sides, they resemble a prism in many respects.

This crystal vial has three basic functions. A command word activates each function.

The vial creates breathable oxygen, allowing the possessor to breathe normally while underwater or traveling upon distant planes. The vial possesses about 24 hours of air.

It also can create a poison gas, which the user can inhale and breathe out at an opponent. This creates a 15 ft cone. All creatures in the area that breathe air must make a constitution save (DC 15), taking 4d10 points of poison damage and suffering the poisoned condition for 1 hour on a failed save, or half damage and no poisoned condition on a successful one.

The vial can create a gas, which cures a disease from one target.

The vial is allowed only one use every 48 hours, and then it must recuperate its magic.

W

Wazk Scalp

Wondrous item, uncommon

Any weapon that possesses a scalp-lock of the wazk has the same ability as that monster's screech attack. During combat, whenever the weapon is wielded, the scalp-lock whistles and screeches through the air. Only those actively engaged in battle with the wielder of the scalp-lock hear the screech. They must make a successful Charisma save (DC 12) or suffer a -1 to hit and -1 damage. The effect only lasts for the next combat action. The scalp-lock only stays intact for 1-4 weeks, then it loses its magical ability.

Way Out Marble

Wondrous Item, uncommon

This small glass bead, when placed on the floor, rolls toward the nearest exit. It may roll uphill but cannot roll upstairs (it can roll to the base of stairs if the stairs lead out). The marble has a chance of detecting secret doors (perception check at +8), but only if the secret door leads out. Out does not mean the safest way out.

Winter Rose

Wondrous item, rare

A magical plant found only in the environs of a unicorn's domain. The winter rose thrived during the Age of Winter's Dark. It is now extremely rare, though more common in the Detmold. The winter rose is a rose with white petals and blue stems, covered in a multitude of small thorns resembling ice.

The petals of the rose carry strong magic. A drink of wine brewed from the petals bestows one point of Constitution in one day. The effects of the winter rose may only be gained once in a lifetime.

Z

Zephyr Plume

Wondrous item, rare

This horsetail plume, which may be attached to a helmet, spear, pole-arm, etc., twitches and sways, surrounding the wearer's head with a small breezy spiral, spinning away noxious fumes and vapors, granting +3 saves versus gas attacks. Wearer suffers disadvantage to all Wisdom (perception) checks relying on smell.

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