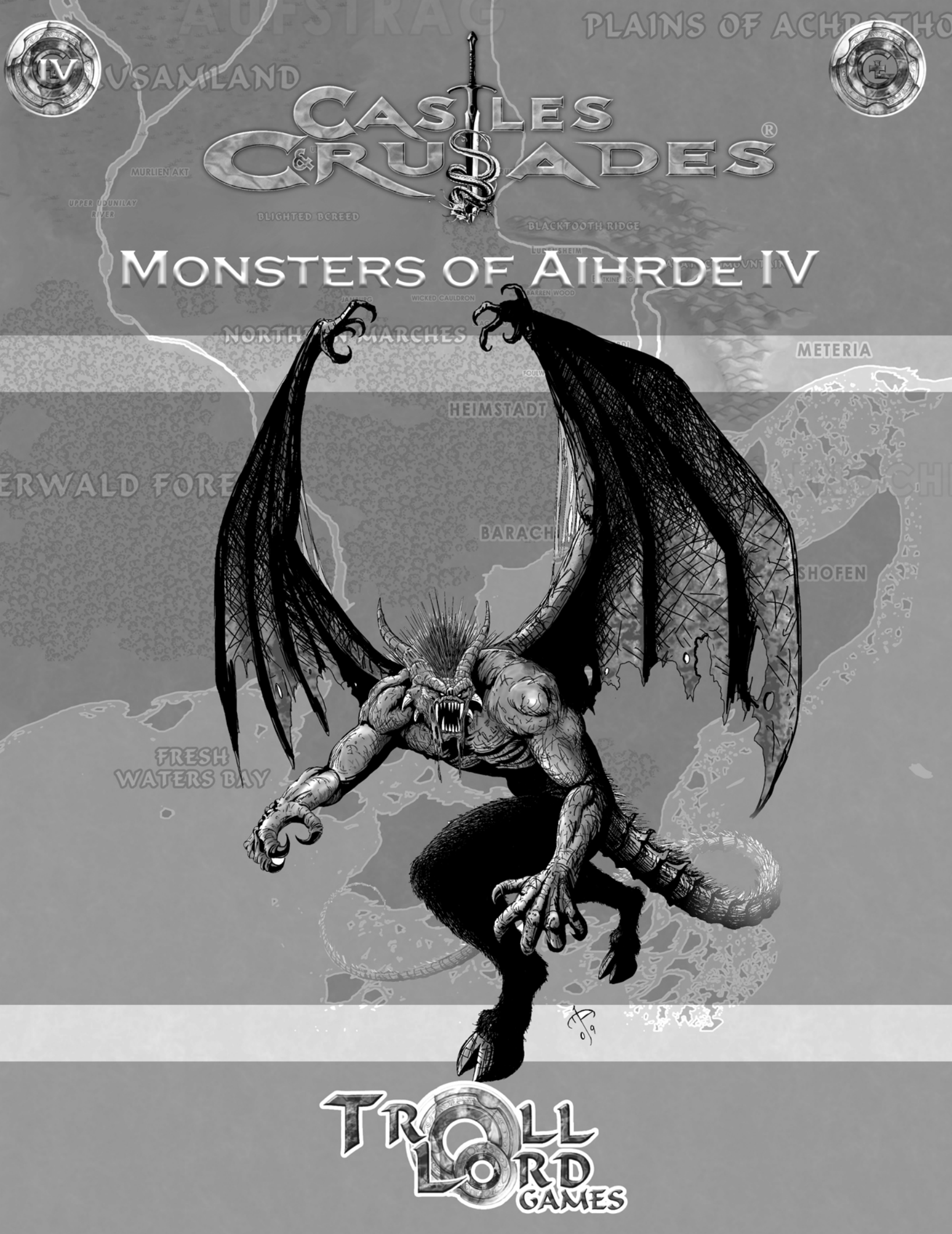




CASILES & CRUSADES[®]

MONSTERS OF AIHRDE IV



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MONSTERS OF AIHRDE IV

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This supplement contains 5 monsters of varying challenge levels.

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ESCHL

NO. APPEARING: 1-1000

SIZE: M

HD: 1(d8)

MOVE: 30 ft.

AC: 11 (or armor)

ATTACKS: By Weapon

SPECIAL: Scent, Twilight Vision

SAVES: P

INT: Average

ALIGNMENT: Any

TYPE: Demi-humans

TREASURE: 1 (6)

XP: 11+1

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 an 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, two small tusks, often cut off or capped grow from the lower jaw. These tusks are barely discernable when the eschl is 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 use 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.

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 or shell fish. These latter 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 a bull calf before they begin the spring hunts. Failure to do so would be disastrous to the season's hunt.

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 manner of trade goods and artifacts. Others find themselves at perpetual war with each other.

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 of prejudice or racial antipathy. Adoption is often a way they renew the blood lines of the tribe.

Like all demi-humans, eschl can be 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.

The eschl possess a Stone Age technology. They are apt 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.

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 apt with language and are quick studies.

Combat: The eschl are fierce warriors, prizing battle above all things. Often the females of the tribe participate in battle, but generally 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 the fall back, unless of course total victory is at hand. They have no morals 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.

ESCHL 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, that is 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 and aware that these creatures live in most places. They may not always actively worship them but they do pay them respect.

IO-TOPEK (APE-MEN)

NO. APPEARING: 4-80

SIZE: Large

HD: 5(d12)

MOVE: 30 ft., 20 ft. (climb)

AC: 16

ATTACKS: 2 Claw (1d8 each), or
Weapon (2d8), Bite (1d12)

SPECIAL: Blood Frenzy, Leap, Rend,
Scent, Twilight Vision

SAVES: Physical

INT: Superior

ALIGNMENT: Neutral Evil

TYPE: Humanoid

TREASURE: 6

XP: 380+5



The io-topeks are creatures who resemble ape-like men. They stand about 5 feet tall, are thick of chest, with long arms and short legs. They are powerful creatures, with muscles like 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 move.

Though once they mastered the use of metal working, they have long since lost it and pilfer the dead for what they wear. They deck themselves in arm bands, rings, and studs. The io-topek has long fangs, often ringed with bands of iron, gold, silver or some other precious metal. 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.

They live in small bands. Some of the bands have digressed into such a primitive state they hardly resemble their kin. A warlord or shaman, an io-topek of greater intelligence that is able to conjure minor spells, leads the band. Warlords possess maximum hit points with an AC of 20. They are able to do an extra 1d4 points of damage on any attack. 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.

Combat: The io-topeks are ferocious in battle. They are quick to anger and attack most 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.

Blood Frenzy: When an io-topek is reduced to 50% of its hit points it automatically enters a frenzy the following round. A frenzied io-topek claws and bites madly until either it or its opponent is dead. It gains a +2 bonus on all attack rolls, +2 damage, and a +2 bonus on its saves; it suffers a -4 penalty to AC. An io-topek cannot end its frenzy voluntarily.

Leap: The io-topek is a powerfully-built humanoid whose legs are short, but like coiled springs. If they are already charging, they are able to leap huge distances, covering 40ft. in one large jump. They are able to do this and attack with claws and their bite attack in the same round.

Rend: Io-topek's are able to rend for 3d4 points of extra damage if both claws hit.

IO-TOPEK IN AIHRDE

In the deep jungles of the south, in the lands of Inklu-Naid, 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 this dying race.

The io-topeks worship the moon of Aihilde, but not the true moon. The moon they call the Eye of Orx, a shortened name of the god Thorax. They worship this long-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 here, wildly beating upon the drum, eating, dancing, and making sacrifices when they can.

Hunters occasionally capture the io-topek and bring them to the northlands where they sell them as exotic pets. This is a dangerous practice fraught with peril for the io-topeks are very capable creatures.

MOGRL

NO. APPEARING: 1

SIZE: L

HD: Lesser: 18 (d12) (216 hit points); Greater: 24 (d12) (288 hit points)

MOVE: 40 ft., 120 ft. (fly)

AC: 36

ATTACKS: 2 claw (1d10), bite (1d12), tail snap (1d8), stomp (1d12), wing buffet (see below), by weapon (6d6+2 or more)

SPECIAL: Breath weapon, Darkvision, Frightful Presence, Immune to fire and poison, Resistant to cold and acid, Spell-like abilities, SR 12, See Invisible, Sound Blast, Strike Magical Creatures (+1) with fist, Throw Rocks, Twilight vision

SAVES: M & P

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Demon

TREASURE: 24

XP: 49,000+18/49,000+24

The mogrl is a huge creature, standing roughly 25 feet high. They are powerfully-built and muscular. Their flesh and hair is 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 support 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.

The mogrl are rare demon kind. 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.

Combat: The mogrl are very aggressive and attack quickly and without warning or recourse to negotiation. These wicked beasts usually carry a magical weapon, preferring huge axes, glaives or some similar weapon. The primary weapon will always be at least +2. 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.

Breath Weapon: The creature breathes a cone of fire and ash 30 ft. in length that deals 4d10 points of damage. It can use its breath weapon four times per day. A successful constitution save reduces the damage by half and they suffer no secondary affects. Those that fail their constitution save suffer the secondary effect of constricted air and limited visibility, thus reducing their attack rolls by -2 for 1d4 rounds.



Frightful Presence: Like dragons, the mogrl can unsettle foes by its mere presence. The ability takes effect automatically whenever someone comes within 50 feet of the creature. Creatures subject to the effect must make a charisma saving throw to avoid the consequences; if successful, they remain immune to the mogrl's frightful presence. On a failure, creatures with 4 or less hit dice become panicked (treat as the effects of the *fear* spell) for 4d6 rounds and those with 5 or more hit dice become shaken (suffering a -1 penalty on all attack, damage, attribute check, and saving throw rolls) for 4d6 rounds.

Immunities: The mogrl is immune to all poison, or fire-based attacks.

Massive Strength: These creatures are massively powerful with an affective strength of 27. They can strike creatures of a magical nature (+1) with their fists and throw rocks as do frost giants for 2d10 points of damage up to 510 feet.

Resistances: The mogrl possesses a natural resistance to acid and cold based attacks. Any such attack automatically does half the normal damage. The mogrl can make necessary saves and spell resistance checks to further reduce the damage.

Sound Blast: Once every four rounds, the mogrl is able to draw upon its massive lungs to hurl a blast of magical sound at its foes. The bellow is deep, gravelly, and filled with spite and hatred. The sound blast is directed and strikes as a straight line, striking any single creature who is within 40 feet of the creature's snout. Victims must make a successful wisdom save or suffer 4d8 points of damage and be deafened for 1d8 melee rounds. Furthermore, the sound blast operates as a *disjunction* spell, and the victim must roll a save for each of their magic items or they are dispelled.

Spell-like abilities: Mogrl possess inherit magic abilities. They are able to cast the following spells at will: *fire ball* (3/day), *fire shield* (2/day), *darkness* (5/day), *dimension door* (2/day), *greater scrying* (1/day), *stinking cloud* (1/day), *symbol* (1/week). The greater mogrl are able to learn up to 9th level wizard spells and cast as an 18th level wizard.

MOGRLS 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 Aihhrde. They are worshiped as gods by orcs, ungerm and some men of evil intent. As natives to Aihhrde, 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 first-born, 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, 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 Aihhrde. 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.

SARAB POOL

NO. APPEARING: 1

SIZE: M

HD: 5(d8)

MOVE: n/a

AC: 22

ATTACKS: Special (see below)

SPECIAL: Drowning, +1 or Better to Hit, Spell-like Abilities

SAVES: M

INT: Nil

ALIGNMENT: Chaotic Evil

TYPE: Fey

TREASURE: 6

XP: 280+5

Sarab pools are rare, magical pools that dwell in ancient forests in old glades. They appear as pools of still water to anyone who comes across them. But they are, in fact, mindless creatures of fey who 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, wild flowers 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.

COMBAT: Sarab pools attack unknowingly. Anyone who enters the glade is must make a successful intelligence save or

suffer the affects of a *hallucinatory terrain* spell. Failing the save makes the glade appear peaceful and natural but obscures anyone who succumbs to the *mirage arcane* spell from the viewer. Anyone who successfully saves against the *hallucinatory terrain* spell and approaches the pool must then make a successful intelligence save against a *hypnotic pattern* spell. The person standing closest to the pool, whether affected by the other spells or not, must make a successful intelligence save or come under the affect of the *mirage arcane* spell. The *mirage* creates the image of a door way, and looks very much like a magical dimension door to another plane. The viewer sees what they want to see beyond the gate, a city, tower, gold in a chest, etc. Entering the mirage is very much like passing through the door, but they are actually going under the water of the pool itself where they are drowned. It is magical in nature and as such only a +1 or better weapon can strike it.

Drowning: Once the sarab pool has ensorcelled its victim into entering the pool, it draws it under the water and drowns it. It takes one full round after the successful improved grab for the drown ability to take affect. The victim can survive drowning for as many rounds equal to half its constitution, with each round reducing their physical abilities by 1/4. Each round, a victim can attempt to escape with a successful strength save. Victims can be pulled from the water foul's grasp upon a successful touch attack followed by a successful strength attack (from the rescuer).

Spell-like Abilities: The pool can cast *mirage arcana* as an 8th level illusionist each and every time someone looks into the pool. It casts *hallucinatory terrain* and *hypnotic pattern* as a 5th level illusionist. There are no limits to the numbers of time a day the creature can cast these spells.



SARAB POOLS IN AIHRDE

A sarab pool is actually the bi-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 sentient's use of the Language or its contemplative magic. The pool is alive with magic, with the essence of creation, though unlike it's 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 Aihirde 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 illusionist who drinks a single draught of a sarab pool is able to cast illusion spells at the next level, i.e. a 3rd level illusionist that casts *hypnotic pattern* does so as a 4th level illusionist.

CEEANA OLGDONBERG

NO. APPEARING: 1-20

SIZE: L

HD: 6 (d10)

MOVE: 50 ft.

AC: 15

ATTACKS: 2 Hooves (1d6+4), Bite (1d4+2)

SPECIAL: N/A

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: N/A

XP: 240+6

These 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 most horses. They sport long manes and tails, both of light hair, easily tied or braided. They are round on the quarters, but have thick, powerful legs. The predominant colors of the olgdonberg are gray, bay, or chestnut, with brown being rare. These horses average 15 16 hands in height, and weigh around 2000 lbs.

Stronger than a heavy warhorse and with the speed of 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. Often, the horse is purchased while very young and trained with the eventual rider on hand so that deep bonds develop between rider and mount. The horse can develop these bonds over time with those who treat them well.

A light load for an olgdonberg is up to 350 pounds; a medium load, 351 to 700 pounds; a heavy load, 701 to 1000 pounds. They can drag 5,000 pounds.

Combat: Olgdonbergs can fight while carrying a rider. They are very defensive of riders who they have bonded with and often stand and fight to defend that rider from other threats. They attack with two claws pounding and stomping their foes until they are dead. Skilled riders, such as knights, are able to fight even while the ol

Ceeana Olgdonberg In Aihirde

The ceeana olgdonberg is the most magnificent of warhorses on the face of Aihirde. Their trainers are held in high renown and raising and selling them 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 war horse would cost. As such, they are prized by their owners as much as magical weapons or items.

