

FINDING SILVERFANG'S HORDE

UJIIN'S QUEST FOR HIS HERITAGE

"You will find yourself in your past. Look to your bloodline and find your answers" ~ Thurm

INTRODUCTION

There is no greater quest than the quest for self. When a man begins to question who he is, he can go no further until that decision is made. And when it is, his whole future changes.

This adventure is written for a party of 6th-level characters, but should take them to 7th before it is over. It passes through many regions and presents a host of changes.

ADVENTURE BACKGROUND

During the Godless Wars, one of the greatest draconic generals was a silver dragon named Silverfang. He and his captain, Thurm fought at all of the major battles and were there at World's Point when Eldonell was killed. Once the war was over and the following chaos began, Silverfang and his human wife tried to collect all of the tomes of wisdom and artifacts of power so that they would not be lost to history, or be recovered by one of the Shadlings.

These items he hid in a vault sealed by three magical keys. Each of the three keys was made of a different metal; one of copper, one of silver, and one of gold. Then, to be sure that the treasures were kept safe, the keys were buried deep in the center of three dungeons. These dungeons became known as the Houses of Heroes.

These Houses were well hidden, trapped and guarded so that only a strong person with well honed skills and the goodness of heart to use them well would be able to find the keys and unlock the vault.

In time, the Houses of Heroes were forgotten and only the legend of the massive wealth remained. The only one living who still knows how to begin on the path is Silverfang's captain. Thurm is ancient by now, even in dragon terms, but if a character wishes to find the fabled horde of Silverfang, he knows where to begin.

ADVENTURE SYNOPSIS

The true purpose of this adventure is allow Ujiin a chance to shine. The adventure begins at Thurm's castle where the characters have learned more about the history of the Godless Wars and Silverfang's role in them. Now, on a quest of self discovery, Ujiin sets off to reclaim his father's horde and hopefully gain some of his honor and respect. In that vein, the characters begin by traveling the Mawtooth road, a high pass running along the spine of the Western Penumbrian mountains.

They get involved with the White Queen, who will begin to think that Ujiin is going to try to overthrow her, learn of the Shadow Invasion in the Deepening, experience the curse of Irkraten, and work through the challenges that Silverfang created for those who would find his horde.

In the course of the adventure, they will make both friends and enemies, acquire weapons and spells of great power, and learn things about the movers and shakers of the world and of how that new world will be shaped.

ADVENTURE HOOKS

A character's motivations could be many:

- Rumors of an ancient dragon's horde containing great wealth and items of incredible power abound.
- Characters interested in the history of the war could be searching for answers to what happened.

Knowledge (History)

Check Result

- | | |
|----|--|
| 17 | Legends tell of a great treasure hidden by a dragon after the godless wars to keep the weapons and items of power out of foolish hands. |
| 22 | The dragon Silverfang had a captain, still alive, who knows where to begin the quest. If characters can make it to his castle high up in the Mawtooth mountains. |
| 27 | The treasure is hidden behind a series of challenges that heroes must overcome to be considered worthy. |
| 32 | The treasure itself is hidden on another plane only accessible from the dragon's lair. |

ENCOUNTERS

Given the scope of this adventure and the span of terrain that it covers, it is impossible to be too detailed at this point refer to each location's document for those. However, characters wishing to learn more about Silverfang's horde may do so with a successful Knowledge (history) check.

Part 1: The Journey to the Houses of Heroes

This section details the challenges faced and solved by the heroes on their way to the entrance to the Houses of Heroes. It is written to be able to be run in a single game session. There is a lot of travel involved though, so DMs are advised to use discretion when it comes to random encounters and to pay close attention to timing since the journey is quite long (about 10 days on foot, or a 5 day ride) and fraught with danger.

1. Xhi-Yangh and Thurm (EL 10)

As Thurm is talking about the journey to Silverfang's Horde, his voice is drowned by the blast from a mighty horn. The balcony that you stand on begins to shake as the noise of sappers hints at its distress. Then a voice is heard over the sounds of thin voices yelling in Draconic and the small explosions against the wall.

"Thurm!" it cries, "The Sovereign Ruler of the Maw, Queen of the Frozen Heights, demands that you acknowledge her authority in these mountains and pay her due tribute!" As the voice finishes, an abominable looking creature flies up from the ground to hover before you. The herald appears to be a two-headed white-blue snake about 8 ft. long with a six-foot dragon-like wingspan. Each head is wearing a brass mask which covers its face above the nose. The mask has definite feral and draconic features and is complete with a lion's mane. It carries a scimitar in each glove-tipped hand and wears a rough-looking shirt of coarse brown fur which seems to shift and move as patches of it fade in and out of view, the shirt disappearing entirely at the waist.

"Xhi-Yangh, go back to your 'queen' and tell her that I refuse to pay her unlawful fear-money. I WILL NOT BE INTIMIDATED!" Thurm screams and with that, attacks the sappers.

Xhi-Yangh is one of those NPCs that is created to be the nemesis of one of the characters. In this case, Ujiiin. They will first encounter him while they are talking to Thurm on his balcony looking east beyond the mountains.

Creatures: Xhi-Yangh, male, Two-Headed Winged Dai-Tan Yuan-ti, Totemist2 (see Appendix A: Creatures) and 10 Whitespawn Hordelings (*Monster Manual IV* page 156, hp 13 ea).

Tactics: Essentially, Thurm will take care of the Hordelings while the characters fight with Xhi-Yangh. He takes a particular interest in Ujiiin and tries to discover this other half-dragon's heritage. Tactically, Xhi-Yangh will rely on the *dimension door* ability granted by his Blink Shirt to move him into position or to escape from a flanked position or any other wherein he has a disadvantage. He will use his Spring Attack or Flyby Attack as much as possible to cause the characters to move about and keep them out of range of each other. His hope is to get one character separated from the group long enough that he can make a full attack safely. Xhi-Yangh has no intention of killing anyone and will retreat when damages get too high. He only came to deliver his message.

Round-By-Round: These are suggestions for how Xhi-Yangh will handle the combat sequence.

Round 1: Xhi-Yangh will begin the fight airborne and out of melee range. If the characters are clustered together, he will use *lesser confusion* on one of them hoping that he will wander around or that his allies will distance themselves from him. Then he will use *dimension door* to maneuver into position for round 2.

Round 2: Xhi-Yangh will use his Flyby Attack ability to try to draw a character away from the group.

Round 3: He will repeat these tactics of using *lesser confusion* and Flyby or Spring Attacks until the characters are all far enough away from each other that they cannot provide any aid or flanking bonuses.

Round N: Xhi-Yangh will use *entangle* to keep everyone in place. Then use *dimension door* to get in position to take a 5 ft. step into a threatened square next round.

Round N+1: Xhi-Yangh takes a 5 ft. step into melee range with a chosen target who should be held by the *entangle* spell. He is still flying to avoid the spell himself. He will make a full attack on the character: 2 scimitars, 2 bites. If the character does not fall, he is more likely to attempt a grapple and use his two bites, constrict, and produce acid abilities than to continue with his scimitars.

Development: Xhi-Yangh makes a good recurring opponent. If he learns where the characters are going, he may try to tell the queen. Seeing anyone recovering the powerful horde of Silverfang would be a nightmare for her and she may try to stop them.

Ad Hoc XP Adjustment: Since the characters do not actually defeat Xhi-Yangh, they should only earn XP for an EL 6 encounter.

2. Thurm Puts Them on the Road

After the Snow Snake leaves, Thurm says, "If you wish to find the horde of Silverfang, you will need to take the Mawtooth Road north to a small settlement called Cestrall. The first stage of your journey begins there. The people there are kind, but won't have much to offer you so don't tax them. Outside the town, in a part of the wood that they call the Deepening, is a shrine once raised to Bahamut that has since nearly been engulfed by the thickening wood. Inside is a statue of the Lord of the North Wind. The inscription below that statue will tell you where to find the first House.

You see, when Silverfang decided to conceal his horde before his death, he knew that the treasures he had within would prove too powerful for some to handle, so he built three houses; each of which contains a number of challenges. His thought was that anyone who could overcome those challenges would know how to use the items there. The first house is made of Copper and challenges a person's physical fortitude. That is where you need to start.

As you head north, know that the road you take is very dangerous. If the creatures that call it home don't try to kill you, the road itself will."

Thrum gives each of the characters appropriately sized winter wear to keep the cold off and cautions them again before leading them to the exit of his castle that leads onto the road.

3. The Journey to Cestrall (EL Varies)

The Mawtooth road runs along the top of the mountains. It is a dangerous place to be; out here in the freezing cold with little to no shelter from the awful winds and driving snow. The ground is hard enough that you can walk at a normal speed, but the packed snow makes for a road that is, at times, hard to find.

Generally speaking, this part of the adventure can take as much or as little time as the DM wishes. A random encounter table is included for the DM's use, but for details, refer to the Mawtooth Road Shadowbound Location document. It will take the players 7 days to walk the length of the road to Cestrall and Random Encounters check (20% chance) should be made every hour while moving and every 2 hours when not.

The climate at the top of the mountains, along the Mawtooth Road, vary from 0°F to -20°F which qualifies it as Severely Cold according to *Frostburn*®. The effects of this climate are given on page 302 of the *Dungeon Master's Guide* but basically all creatures that are not accustomed to this temperature range must succeed on a Fortitude save every 10 minutes (DC 15, +1 for each

D%	Encounter	Avg EL
01-12	2d4 Whitespaw Hordelings (<i>MM IV</i> , page 156)	5
13-16	1d3 Whitespaw Hunters (<i>MM IV</i> , page 158)	5
17-20	1 Frost Salamander (<i>MM II</i> , page 107)	7
21-25	1 Ice Gaunt (<i>Frostburn</i> , page 141)	6
26-35	1d3 Snow Goblins (<i>Frostburn</i> , page 136) mounted on Giant Ravens(<i>Frostburn</i> , page 148)	5
36-40	1 Spellwarped Troll (<i>see Mawtooth Road Suppl.</i>)	6
41-55	1d3 Snowcloaks (<i>Frostburn</i> , page 153)	6
56-67	1 Feral Yeti (<i>see Mawtooth Road Suppl.</i>)	5
68-80	1d4 Skeletal Dire Wolves (<i>see Mawtooth Road Suppl.</i>)	5
81-95	1 Dai-Tan Yuan-ti (<i>see Mawtooth Road Suppl.</i>)	5
96-100	1 Ettin (<i>Monster Manual</i> , page 106) with pet Polar Bear (<i>Monster Manual</i> , page 269)	5

previous check) or suffer 1d6 points of non-lethal damage and be beset by frostbite or hypothermia, resulting in the character being treated as if fatigued (character cannot run or charge and suffers a -2 penalty to Strength and Dexterity; *Dungeon Master's Guide* page 301). A character wearing winter clothing need only check once per hour.

Another climate-related hazard on the Road is snow blindness. Being on the top of the mountains, there is little shade and the direct sunlight can cause a character to become snow-blind (Fortitude save DC 10, +1 per previous check per hour). A snow-blind character suffers a -2 penalty to their AC, loses all Dexterity bonuses to AC, moves at half speed, suffers a -4 penalty to all Dexterity skills as well as Spot, Search, and other checks that rely on vision. This effect lasts for 1d4 hours or for one hour after a character enters a shadowy or enclosed area. It can be cured with a *remove blindness* spell.

The full Mawtooth Road Supplement is included in Appendix B: The Mawtooth Road.

THE DEEPENING

As the barrier between the Plane of Shadow and the Prime Material Plane thins, certain areas begin to meld and fuse characteristics of both. The Deepening is such a place. About 10 years ago, the Guiding Three of Cestrall noticed that the Fey which lived in the heart of the forest were changing. They were becoming evil. Drenval Malevar went to them to see how he could help and it was there that he suffered his great injury; losing his sight to the newly declared King of the Shadar-Kai.

Since then, the power of the Shadow grows ever stronger in the heart of the forest and the people of Cestrall have come to fear it and call that part now claimed by Shades the Deepening.

4. In Cestrall

The thorp of Cestrall is built as a series of canvas huts made by the weaving of the thick grasses which grow nearby. Cestrall is not set up in a clearing, but rather as a cluster around the bases of the large oak trees.

As you enter the cluster of huts, you are greeted by a tall woman wearing coarse brown clothing. Her hair is a bright golden color and she extends her hand to you in greeting.

"Well met travelers. My name is Feyth Monterian and I am one of the Guiding Three of this village. Thurm sent a message ahead of you and told me of your coming. Please, follow me." With that she leads to a small hut and invites you to make yourselves comfortable. She offers to return in an hour to give you a chance to rest.

When she comes back, she sits across from you and says, "Well, according to Thurm, you are here in search of the old shrine to Bahamut. I regret to say that it is in pretty bad condition and in a dangerous part of the forest now. You see, since the Shadow started to creep into the wood, the evil which lies at its heart grows. That shrine was claimed by the Deepening over a year ago. I will answer what questions I can, and then, when you are ready, I will take you there."

Feyth Monterian is just what she says she is; one of the leaders of the local group of people and one of the good guys. She has a good relationship with Thurm and he sent her a message to expect the characters and to greet them.

The real purpose of this 'encounter' is to provide the characters with a guide for the trip to and from the shrine and to allow them to heal before venturing into the Deepening. The people of Cestrall have developed a recipe for a broth, made from a moss that grows in the forest that acts as a *potion of lesser restoration* removing a character's fatigue (effectively curing frostbite).

👑 **Cestrall (thorp):** Conventional; AL NG; 40 gp limit; Assets 132 gp; Population 66; Isolated (human 96%, dwarf 2%, gnome 1%, other races 1%).

Authority Figures: Drenval Malevar, male human Druid 3 (local leader); Belthun Yarbor, male Druid 2 (local leader), Feyth Monterian, female Druid 2 (local leader); Korin Verbayni, male human Warrior 1 (sheriff);

Important Characters: Old Man Cheevers, male human Commoner 4 (keeper of the Drunken Hog); Dormia, female elf Expert 2 (wise-woman and sage, Knowledge History +9)

Other Citizens: Druid 1 (4); fighter 1; rogue 3, rogue 2 (2), rogue 1 (4); aristocrat 1; commoner 8, commoner 4, commoner 2 (4), commoner 1 (33); expert 1 (2); warrior 1 (2).

Notes: Cestrall has no official leader, but the triad of Druids act as councilors for the townspeople, and Korin makes his best effort to keep the peace.

5. The Shrine of Bahamut (EL 7)

There is almost nothing left of this shrine. Initially, it appears to have been an alcove cut into the lea side of a bluff, deep in the forest. It clearly hasn't been visited in centuries and the same decay that has rotted this whole part of the forest seems to have begun to do its evil work on the earthen altar. However, the altar is still strong enough to hold up a stone statue of Bahamut with a riddle carved into its base. The riddle reads:

The evil ones are out of luck
My servants are no more
Though Egerous is dumb as rock
It knows what went before

Follow to a place in hiding
There to find a home
The rocky-leaved is guiding
And be ye hard as stone

As soon as the characters enter the area with the shrine, they are attacked by a Shadow Tendriculous (see Appendix A: Creatures for complete stats).

The riddle on the base of the statue speaks of a time when an evil was halted and people stopped worshipping the old gods. This was when Obad-Hai turned the creatures of Melkion into stone (see the sidebar below) and after the Godless Wars. Egerous was a Treant who lived in the wood and maintained it and the creatures who lived there. When Girthrir stole and abused the Urn of Increase, Egerous told Obad-Hai that he wished to stay with the forest and was willing to suffer any ill that befell it. So Obad-Hai turned him to stone. Now, the stone statue of Egerous stands atop a hill that overlooks the whole of the Frozen Forest, for so is Melkion now known. The characters will have to follow his lead to the entrance to the Copper House.

Characters with ranks in Knowledge (history) can learn this information with a successful check. The DC for that check is provided on the table below.

If the characters cannot decipher the riddle, then allow Feyth to make a check. She will only tell them what she knows, but can take them back to Cestrall, where Dormia might be able to help.

If they were unable to solve the riddle, there is an old man in the village who knows about Egerous, and the history of the Frozen Wood.

Creatures: Shadow Tendriculos; 94 hp;

Ad Hoc XP Adjustment: Characters who can solve the riddle without Feyth or Dormia's help gain XP equal to a 5th level encounter.

KNOWLEDGE (HISTORY)

DC	Lore
16	Egerous was the name of the Treant keeper of Melkion before it was turned to stone
21	Melkion was turned to stone when Girthrir stole the Urn of Increase from Obad-Hai
26	Egerous stands on the hill overlooking the Frozen Wood
31	Egerous had only one arm

6. Journey to Egerous (EL Varies)

Fortunately, the trip across the plain that lies between the forest where Cestrall is located and Frozen Wood is a safe one. These plains feature low, rolling hills and soft green grass where occasionally a herd of wild horses can be seen running freely. The weather stays mostly clear and the temperatures are comfortable.

The characters should return to Cestrall with Feyth before heading off. She offers them mounts if they need them.

As the characters set off across the plain, refer to that region's location document for dangerous encounters. However, notice that the frequency of these encounters is low. The characters may not have much of a chance to heal up before entering the Houses of Heroes and so should not be too terribly taxed.

7. Egerous

As the long trek winds to its end, you arrive atop the only hill on the east side of the once-great Melkion. From here, you can see all of the cursed area. And on top of the hill stands a single stone tree with only one branch left. It looks very much like an old, many-jointed arm and the twigs at the end point almost due west to a small crevasse in the ground.

The hill that the characters are standing on has been turned completely to stone. There are a few small clumps of nearly-dried migratory grass up here, but that's all. The only tree there is the stone form of Egerous, the once-great protector of Melkion.

8. The Copper House's Doorstep (EL 7)

Down in the bottom of a crevasse in the wood, there are the stony remains of a once-great tree about 5' in diameter. Set into the side of this tree is a large door of oxidized copper. On the face of the door is a bas relief of a dragon's head.

This is the entrance to the copper house. Any additional details are left to that document.

Creature: Stony Dire Lion; hp 84; see *The Frozen Wood of Melkion*.

THE LEGEND OF THE FROZEN WOOD

As the characters will have to travel to the Frozen Wood, and since Egerous is a focal character in that encounter, the entire legend is presented here for the DM's reference.

Many years ago, before the Godless Wars began, Obad-Hai walked the woods of Melkion and there he raised a small temple to himself in the earth of that wood and therein placed a powerful artifact. The Bag of Time he placed there and set himself up a guardian for this treasure: The Adamantine Surer, an earth weird charged with caring for the artifact.

But eventually, the bag was stolen by the servant of Timborkratsen, an ambitious green dragon. Timborkratsen was warned not to use the earth in the bag, but to return it to its place in the temple. He refused to listen and scattered the dust around his lair, turning the stone into diamond and all of the small treasures into gold.

This caused the wrath of Obad-Hai to wax great and he cursed the dragon, turning him, and all life in the wood into stone until such day as the bag should be re-filled and returned to its proper place in the temple.

Appendix A: Creatures

✦ **Xhi-Yangh, male, Multiheaded Winged Dai-Tan Yuan-ti, Totemist2:** CR 10; Medium Monstrous Humanoid (cold); 11d8+22; hp 66; Init +9 (+5 Dex, +4 Improved Initiative); Spd 20 ft., fly 40 ft. (good), climb 15 ft., swim 15 ft.; Armor Class 23, touch 15, flat-footed 18 (+5 Dex, +5 natural, +3 masterwork studded leather); Base Atk +10; Grp +12; Atk +13 melee (1d6+2/18-20, masterwork scimitar) or +16 ranged (1d8+2/x3, masterwork composite longbow); Full Atk +13/+13 melee (1d6+2/18-20, masterwork scimitar) and +7/+7 melee (1d6+1 plus poison, bite); or +16/+9 ranged (1d8+2/x3, masterwork composite longbow); SA poison, *produce acid*, spell-like abilities, constrict, superior two-weapon fighting; SQ *alternate form*, *chameleon power*, darkvision 90 ft., *detect poison*, scent, spell resistance 16, immune to cold, double damage from fire, meldshaping, totem chakra bind, wild empathy; AL CE; SV Fort +7, Ref +13, Will +10; Str 15, Dex 17, Con 15, Int 18, Wis 20, Cha 16;

Skills: Concentration +16, Knowledge (arcana) +18, Knowledge (religion) +16, Hide +17, Intimidate +9 (+6 Brass Mane Soulmeld), Listen +23, Search +11, Spot +22.

Feats: Alertness^B, Blind-Fight^B, Improved Initiative^B, Combat Reflexes^B, Dodge, Mobility, Spring Attack, Flyby Attack.

Poison (Ex): A Dai-Tan's poison causes frostbite. Injury, Fortitude DC 15, initial and secondary damage, fatigue (-2 Str, -2 Dex, target cannot run or charge) and exhaustion (-6 Str, -6 Dex, character moves at half speed). The save DC is Constitution-based.

Produce Acid (Sp): A yuan-ti halfblood has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-Like Abilities: 3/day – *animal trance* (DC 15), *lesser confusion* (DC 14), *entangle* (DC 14); 1/day – *deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Superior Two-Weapon Fighting (Ex): Because each head controls one arm, Xhi-Yangh has no penalty on attack rolls for attacking with multiple weapons, and the number of attacks and the damage bonus for each weapon are calculated as though the weapon were held in a primary hand.

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks. This bonus is already included in the above statistics.

Constrict (Ex): A halfblood with a snake tail deals extra damage (1d6+3) with a successful grapple check against a creature who is Medium or smaller.

Meldshaping: The DC against Xhi-Yangh's soulmelds is 13 + the amount of essential invested. Xhi-Yangh can create three (3) soulmelds, has an essential pool of two (2) and can bind one (1) soulmeld to his totem chakra. The maximum number of essential points that can be invested into any one soulmeld is 1.

Totem Chakra Bind: Any soulmeld bound to the Xhi-Yangh's totem chakra has a maximum capacity of 2.

Wild Empathy (Ex): As the druid class ability. Xhi-Yangh gains a +4 bonus on wild empathy checks made to influence the reactions of magical beasts of the same kind as the beast associated with the soulmeld bound to his totem chakra.

Possessions: Blink Shirt Soulmeld (bound to totem chakra, 1 essential invested), Rageclaws Soulmeld, Brass Mane Soulmeld (1 essential invested), 2 masterwork scimitars, masterwork composite longbow (+2 Str bonus), masterwork studded leather, 1 *Dragon Slaying Arrow*, potion *Bear's Endurance*, potion *Eagle's Splendor*, 1,800gp

➤ **Shadow Tendriculos:** CR 7; Huge plant (Extraplanar); HD 9d8+54; hp 94; Init -1; Spd 30ft.; Armor Class 16, touch 7, flat-footed 16 (-2 size, -1 Dex, +9 natural); Base Atk +6; Grp +23; Atk and Full Atk Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4); SA Improved Grab, paralysis, swallow whole, spell-like abilities; SQ Low-light vision, plant traits, regeneration 10, cold resistance 14, shadow blend, darkvision 60ft., damage reduction 5/magic; AL N; SV Fort +14, Ref +4, Will +6; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3; Source *Monster Manual* page 241.

Skills: Hide +9, Listen +1, Move Silently +7, Spot +1.

Feats: Alertness, Iron Will, Power Attack, Stealthy.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out.

A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos.

A tendriculos that loses part of its body mass can re-grow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Shadow Blend (Su): This ability grants the Shadow Tendriculos total concealment in any lighting condition less than full daylight. Artificial illumination, even a *light* or a *continual flame* spell, does not affect this ability, but a *daylight* spell or darkvision negates this concealment. This concealment allows the creature to make Hide checks without having to have anything to hide behind, all attacks made against it have a 50% miss chance, and opponents cannot make attacks of opportunity against it.

Spell-Like Abilities (Sp): The Shadow Tendriculos can use *cause fear* 1/day as a 5th level caster.

➤ **Whitespaw Hordeling:** CR 1; Small monstrous humanoid (cold, dragonblood); HD 2; hp 13; Init +0; Spd 40ft, fly 20ft (clumsy); Armor Class 13, touch 11, flatfooted 13 (+1 size, +2 natural); Base Atk +2; Grp -2; Atk short sword +3 melee (1d4/19-20) and bite +1 (1d4) or dart +3 ranged (1d3); Full Atk short sword +1/+1 melee (1d4/19-20) and bite +1 melee (1d4); SA breath weapon (30ft cone, once every 1d4 rounds, damage 1d6 cold, Reflex DC 13 half); SQ immunity to cold, vulnerability to fire; AL CE; SV Fort +2, Ref +3, Will +2; Str 11, Dex 10, Con 14, Int 4, Wis 9, Cha 9; Source *Monster Manual IV*, page 156.

Skills: Balance +10, Climb +5, Hide +4, Jump +4, Listen -1, Spot -1.

Feats: Multiattack, Two-Weapon Fighting.

Possessions: 2 short swords, 4 darts.