

# The Terrors of Pellamshire

By Phil Morris & Ray Nolan, AntiPaladin Games, Draft Edition

According to bards tales, when the Grand Squire learned of the fate befell his dear Lady of the Quest, he was driven mad trying to reclaim what was stolen away. After the Paths of Honor failed to restore what he lost the Grand Squire turned to darker dealings, but no power, no matter how deep in the Pit it dwelled, was able to help him on his mad errand. A dark transformation washed over Pellamshire. Monsters, previously unseen walking the lands of men, began to gather. Some would tempt men to their death, others setting traps with grand promises. What follows is a sampling of the evils within the barony's borders.

## **Hangman's Tree**

No. Enc.: 0 (1d3)  
Alignment: Chaotic  
Movement: 15' (5')  
Armor Class: 2  
Hit Dice: 10 (special)  
Attacks: 4  
Damage: 2d4 / 2d4 / 2d4 / 2d4  
Save: F10  
Morale: 8  
Hoard Class: XX

Looking like a great, thick oak tree, with oddly twisted vines hanging down; this tree is inhabited by a cruel spirit. When any living creature comes under its canopy a hangman's tree will lash out with its vines. A successful hit means the victim has been ensnared and will be pulled aloft on the following round taking damage automatically. Victims captured by the vines can cut themselves free by dealing 10 points of damage with any bladed weapon.

Any attacks against large branches or the trunk will deal damage directly to the tree, but damage dealt to the vines do not count when determining how wounded the tree is.

## **Murder Crow**

No. Enc.: 0 (1d10)  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 7  
Hit Dice: 2  
Attacks: 1  
Damage: 1d4  
Save: F1  
Morale: 8  
Hoard Class: None

A larger, semi-intelligent version of the common crow over 3 feet long, its talons are razor sharp. When it first attacks it can swoop down on its target inflicting double normal damage. Murder crows will attack creatures as large as a man.

## **Pact Demon**

No. Enc.: 1 (1)  
Alignment: Chaotic  
Movement: 150' (50')  
Armor Class: 2  
Hit Dice: 12  
Attacks: 1  
Damage: 3d6  
Save: D12  
Morale: 11  
Hoard Class: XIX

In its natural state a pact demon stands well over 10' tall, is hairless with ashen colored skin, and has eyes black as coal. To help in its sinister dealings, the pact demon has the ability to polymorph itself at will. It uses this power to put its victims at ease while working to strike its dark bargains. A pact demon has the power to grant any wish but it will only do so in exchange for some great sacrifice or service. Examples include requiring a villainous sacrifice, forfeit of the bargainer's life after a set amount of time, or some other deed, life, or object that furthers one of the demon's plots.

A pact demon has a host of spell-like abilities. It can cast the following spells 3/day as a 15<sup>th</sup> level magic-user: *Curse*, *Darkness*, *Fireball*, *Invisibility*, *Lightning Bolt*, *Phantasmal Force*, and *Wish*. It can cast any of these spells while polymorphed or in its natural form.

## **Siren**

No. Enc.: 1d4 (1d4)  
Alignment: Chaotic  
Movement: 120' (40'), Swim: 150' (50')  
Armor Class: 5  
Hit Dice: 7  
Attacks: 1 (claws) or special ability  
Damage: 1d8 or special  
Save: F7  
Morale: 9  
Hoard Class: XVII

The siren is a supernaturally beautiful woman distantly related to both fey and water elementals. Any mortal man that looks at one or even hears the sound of her voice must make a save vs. Spells at a -2 penalty or become enthralled. Once captivated by the siren's call, the victim will walk to the embrace of the siren where they are pinned by the siren's great strength (equal to that of an ogre) and then devoured.

A siren possesses multiple abilities. She casts *Curse*, *Fear*, and *Hold Person*, each twice per day. A Siren also regenerates two hit points each round they are standing in water, and can summon 16HD of water elementals once per day. These servitors will remain for one hour and will fight to the death.

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