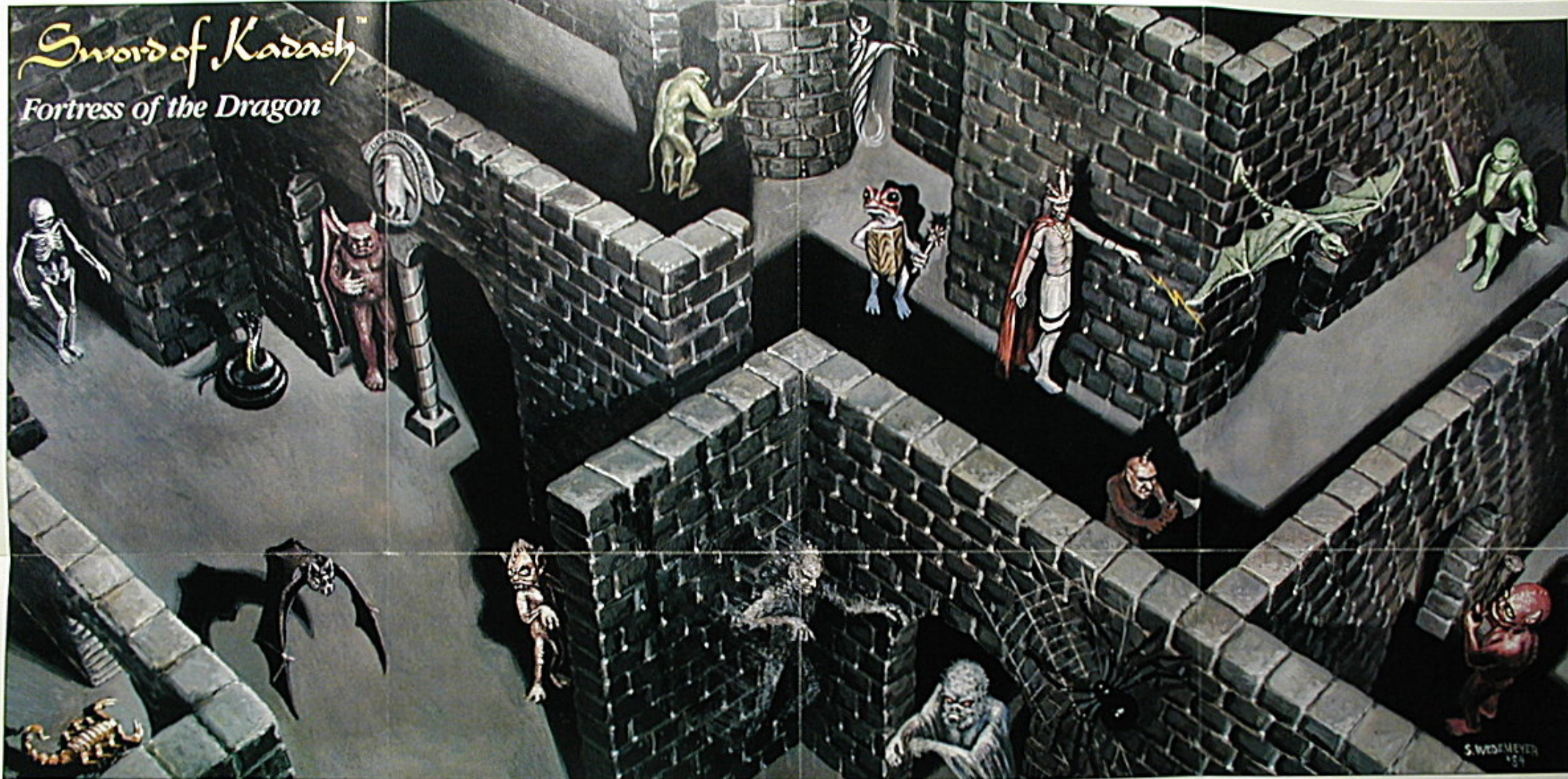


Sword of Kadash™

Fortress of the Dragon



1 Skeleton — As lichs bring their own bodies back to a morbid semblance of life, so can they use their necromancy to control the bones of others, once life has passed out of them. Though the sight of these creatures is unnerving, they do not make good warriors because their bones are brittle and easily shattered.



2 Scorpion — On your journey through the desert you encountered giant scorpions. Though they move as swiftly as the wind-blown sand, a well placed arrow will often make them shy off. The bandits say the Dragon creates these terrors from ordinary scorpions. Whether this is true or not, use to be who is slow enough to be caught within the grasp of such a creature!



3 Bat — You can see plenty of bats circling the towers of the Fortress as you approach. The bandits warn you that they live on human blood, and their small size and unpredictable behavior make them difficult targets.



4 Snake — One of the few non-magical beasts thought to reside in the Fortress, snakes may feed on the remains left by other monsters. Some serpents, however, prefer live prey...



5 Gazik — Few are the men who have seen a gazik and lived to tell of it. An old, one-eyed bandit claims he has, and offers you some advice. He says, "I've heard he who counts the stripes upon a gazik's horns can make him grant his every wish. But I'm not the fool to test such legends."



6 Llicam — The llicami are thought to be a form of gremlin. They are decidedly malicious, and have sharp fangs. While easily disposed of at close range, they usually get a good taste of their victim before they are slain.



7 Wraith — These strange beings can move freely through the ethereal plane, where they are thought to originate. They move with the speed of thought itself, and it is said they can enter a mortal man's dreams and transform them into nightmares...



8 Iznik — 'Tis rumored that these creatures came into being when a nakshi unknowingly drank a love potion, and met a mikram maiden shortly thereafter. In any case, these brutes carry spears, and are strong but not overly bright.



9 Ghost — Some tell tales about spirits of the dead that return to haunt the places where they were killed. They say these spirits can walk through walls. In the Fortress of the Dragon, where adventurers have met with an untimely demise, one might encounter such spirits.



10 Naksh — You might think this creature mean and ugly, and you would not be mistaken. As cruel as it is ugly, there is nothing a naksh would rather do than cheerfully beat anything it finds to a pulp.



11 Kajar — Some say kajari can hypnotize you by gazing into your eyes, compelling you to walk unflinchingly to your doom. You may be the one to dispel any uncertainty surrounding the true nature of the kajar.



12 Spider — If the dragon can enchant scorpions, can it perhaps create giant spiders as well? Such a monstrosity would weave a web that is best avoided!



13 Narputz — Though human-like, these beings are beatless. Despite their small stature, they are fierce fighters in close quarters!



14 Liche — Such is the power of the Kali worshippers that they can re-animate their bodies after death, becoming lichs, to continue practicing their black arts. Their magic is very strong. When confronted it can summon creatures to its aid.



15 Stirge — Known as "leeches of the air," these bloodsuckers were confounded by a wizard to exact vengeance upon a merchant who

cheated him. Though similar to bats in appearance, stirges are swifter and deadlier.



16 Orc — Orcs are so ugly that the only thing worse than the way they look is the way they smell. They believe that bathing would rob them of their prowess in battle. This would not be much of a loss.



17 Mukra — Bigger than Orcs and almost as ugly, mukras like to settle their disputes by playing a game called Smash. The rules are simple: the two players stand facing each other, and take turns hitting their opponent over the head with a large club. The last one standing is acknowledged to have been correct, and the loser must apologize. If he ever wakes up. Despite their size, mukras move fairly quickly, and are not opponents to be taken lightly.



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