

# Dwarven Kingdom

Dwarves of Rockwater

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"Dwarven Kingdom" is an adventure written for original D&D (for use with the D&D Cyclopedia). The original maps used were from TSR's B4 module known as "The Lost City." The adventure does not relate to the module in any way.

The adventurer levels vary greatly depending on how the adventure is run. If the characters are generally smart, cautious, and do not feel as though they have to kill everything (they are able to choose their battles wisely) then they can be as low as levels 3-6. If the DM makes it difficult for them to avoid confrontations, or they are suicidal, they need to be at least level 10 to survive this adventure.

This is a dungeon crawl. There is no plot that comes with the actual adventure. I used it for a quest to ask for aid in a time of war from the dwarves. You can make up your own story behind it.

-Angelo-

## Dwarven Caverns

[Check for light.]

There is a 40' steep incline down to get to the first room of the caves (58). They will need ropes to get there. Most doors (made by dwarves) are 6'x4' and made of iron. Use the key for the tiers with adjustments as described below.

### Tier 6 (The Entrance)

**Wandering monsters:** Troglodyte (1 in 3 chance in each long passageway)

**Troglodyte** from *Rules Cyclopedia*.

(58) [You are in a 40' square cavern. There is a door straight ahead, and one to the left. Back up is a steep incline up 40' leading back. The doors are made of iron.] This room is bare.

(59) [As you enter the room, you see a dark shape over at the far wall. It begins to ooze toward you.] This is a black pudding, it attacks. It has no treasure. This room is bare.

**Black Pudding** from *Rules Cyclopedia*.

(60) [The door to this room has been rusted off the hinges and is completely gone. Upon entering the room, you see a sprinkling of rust scattered around, but nothing else of any

interest.] The rust monsters from room 63 have been in here.

(61) (No stairway. Allow them to dimly make out the edges of this room.) [You enter a huge room, about 70' square. There are three other doors exiting this room. You notice several large holes in the floor, about 5' wide each. Suddenly a giant scorpion climbs out one of the holes and pauses for a moment. It stands extremely still. It is about the size of a small horse. Then another scorpion emerges. And then yet another. They quickly run over to you...] This is a giant scorpion lair. More scorpions can emerge as a battle ensues, but if the characters are getting killed off, the DM can have them stop coming for a short while until they can at least get out of the room. The scorpions should emerge from the holes sporadically, not just once every round. The DM can wait a few rounds, and a couple more emerge, then wait another 10 rounds and 4 more emerge, etc. It is possible that different characters will have to exit out of different doors to get away from the scorpions (weaker NPCs should consider this, but check for light). Remember to check for light if anyone wants to jump in one of the holes. If this happens and they have light, you should make up passages as they go along, but they won't get far because ALOT of scorpions will attack.

**Giant Scorpion** from *Rules Cyclopedia*.

(62) [You enter a room with piles of bones in the corners. The bones seem to be of different races, but most are dwarven. You see a small treasure chest under a pile of bones in the far corner.] Before the characters can get to the chest, they are surprise attacked from behind by 2 wraiths that were hiding in the shadows of this room.

**Wraith** from *Rules Cyclopedia*.

Treasure Chest: Has a poison dart trap (save vs. wands to avoid) for 1d4 damage + poison (save vs. poison, 3d6 dmg + sickness). It contains a jewel-encrusted golden throwing hammer worth 1800 gp. This hammer looks like it was designed for decoration, not usage.

(63) [The door to this room has been rusted off the hinges and is completely gone. In the room, you see 7 large, armadillo-like monsters and they're coming straight toward you.] The room is bare except for some tracks of rust.

**Rust Monster** from *Rules Cyclopedia*.

(64) [As you enter the room, you startle two creatures that look like a cross between tiger and human. They were tearing and eating the flesh of some kind of scaled reptilian or amphibious humanoid which is dead on the ground.

There is another door on the other side of the room. The two creatures look at you cautiously.] If the party is threatening or makes advances, they will run out the other door. The weretigers stay inside the passageway, waiting to ambush the party if they follow. The reason they want to attack them here is so that the party cannot surround them. They were eating a troglodyte.

**Weretiger** from *Rules Cyclopedia*.

(65) (This room is lit by torches.) [Creaking open the door to this room causes an extremely foul stench to pass by you. You step back for a moment, trying not to choke. You see a large number of humanoid reptiles with short tails, long legs, and spiny combs on their heads and arms. They seem cramped to fit in such a small room. You can probably leave unnoticed if you close the door now.] This is a troglodyte lair. There are 20 troglodytes in here at any given time, and about 40 throughout the tier. There is a save with a -4 penalty vs. the nauseating stench when the characters are within the room, otherwise they will be too nauseated and suffer -2 to melee rolls when in the room. There are straw beds around the room, old backpacks and other stolen equipment such as picks, shovels, tinder boxes, and torches. There is also a wooden chest hidden under a big pile of straw containing the lair treasure.

Lair Treasure: 1500 gp, 1000 pp, 8 gems (50 ea), golden statuette of a dwarven warrior (50 gp, enc 10)

(66) [There is another door on the other side of this room. In the center of the room is a trap door in the floor.] The trap door conceals a ladder down to rooms 79 and 90. The ladder is very sturdy and doesn't wobble or even squeak when the players are on it. It would also take a long time to burn should it be used for wood. It is noticeably warmer. Other than that, this room is bare.

(67) [This room is damp. The wall on the other side of the room seems to be crawling, almost living.] If approached, they will see thousands of tiny holes in the walls with various insects crawling in and out of them. They will also notice a large number of insects on the floor near the wall. Other than this, the room is empty.

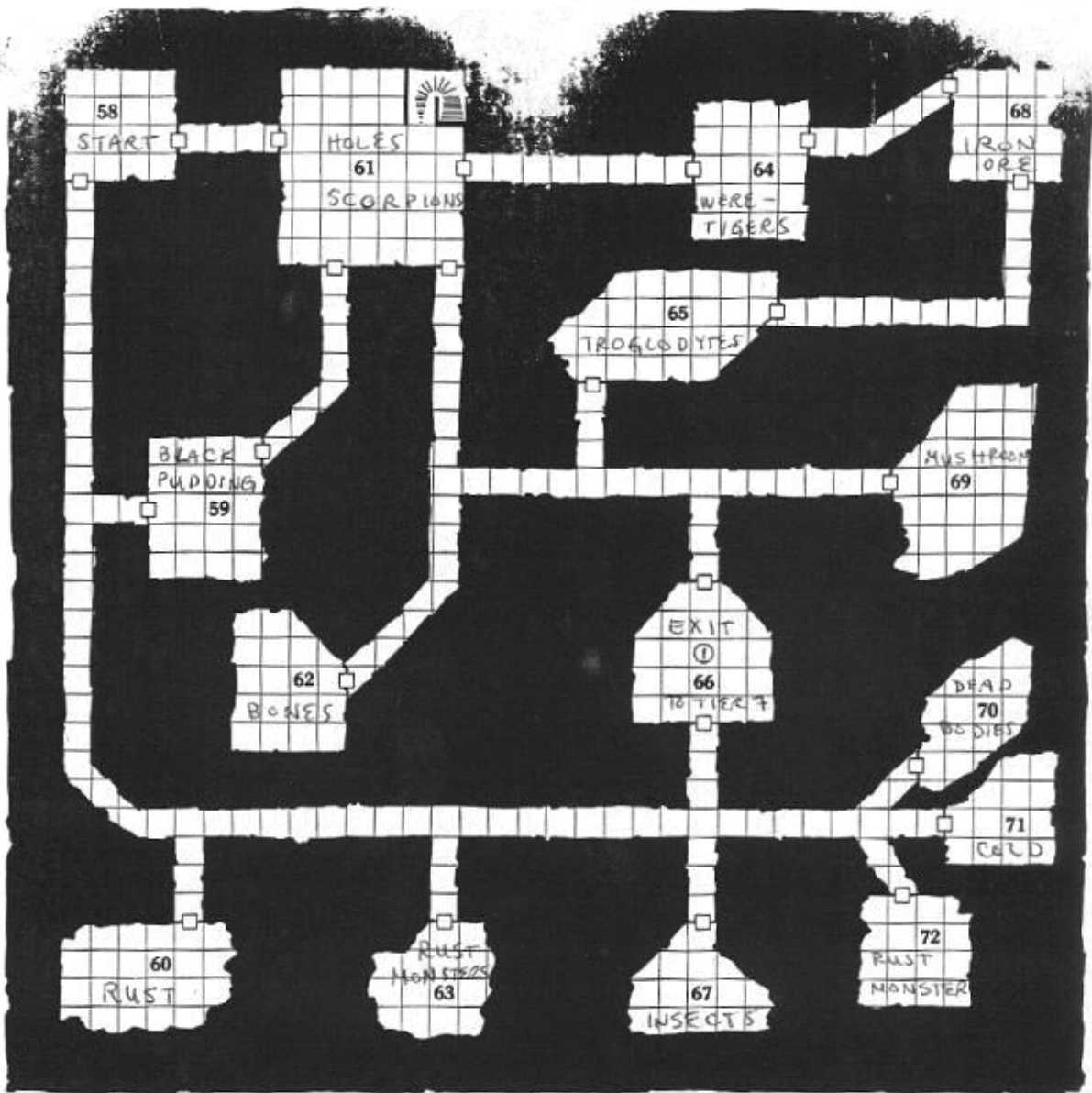
(68) [This room is messy with pieces of rock lying everywhere. One of the walls is very rough and looks like it has been mined with a pick to a minor extent.] Upon examining the rocks, the characters can see it is some kind of ore of a worthless metal. A dwarf will know it is iron ore.

(69) [Your boot goes crunch as you step on a bug that is crawling around here. You see a several others on the floor of this room, among the thousands of mushrooms that cover the entire floor and walls of this room.] The mushrooms taste very bitter, but are not unhealthy. Anyone who is not used to them will get only slightly sick for a little while after eating a lot of them.

(70) [This room contains 5 dead and torn bodies of troglodytes, and one dead giant scorpion. The bodies are all covered with insects that are feeding off of them.] There is nothing interesting in this room.

(71) [The door to this room looks finely crafted and is made of wood (unlike the other doors in these caverns). Upon opening it, there is a gust of freezing air and a small ray of sunlight comes from a hole about 100' above in the ceiling.] Because of the cold wind, this room is avoided by the other creatures.

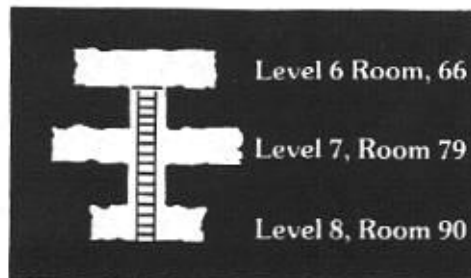
(72) [The door to this room was rusted off the hinges and is completely gone.] The room is bare.



1 square = 10 feet

## Tier 6

### Cross-section View



### KEY



Door



Trap Door  
in Floor



Stairs

## Tier 7 (Silver and Gold Mines)

This is where the dwarves mine for gold and silver. They have gnome messengers who run messages or errands for them while they work. In order to run a message to the Dwarven Kingdom, messengers must pass through room 79 and go down the ladder. The dwarves rarely (if ever) go up the ladder to the entrance of the caves. If the players encounter the dwarves, they will be cautious but unless attacked, will offer to take the players back to their kingdom under ground. They will warn players along the way, saying things like, "Don't go down there, there's dragon down that way," etc. Mining groups usually consist of 6-8 miners (level 6) and 2 guards (level 10) with 1-2 gnomes. They carry with them picks, candles, torches, mining tools, wheelbarrows, shovels, tinder boxes, backpacks, etc.

**Dwarf Miner** (AC 5; HD 6 (30 hp); MV 60; ATT pick or shovel; DMG 1d6; SA D6; MR 8 or 10; TR (Q+S+mining)G; AL L; XPV 275; The dwarven miners wear chain mail because of the dangerous caverns, and often must help in fights. Their expertise is in mining, but are still good fighters and will help defend if they need to. If alone, one may try to run away (morale 8). They also carry picks, shovels, and other mining equipment like torches, tinder boxes, candles, etc. in backpacks, large sacks, and wheelbarrows. They are also likely to be carrying some treasure of whatever type they were mining.)

**Dwarf Warrior (Guard)** (AC -2; HD 10 (63 hp); MV 60; ATT adamant axe; DMG 1d6+3; SA D10; MR 10; TR (Q+S)G; AL L; XPV 1000; The dwarven warriors (str+1, con+1) wear adamant dwarven plate mail (+2) and adamant shields (+2). They wield adamant hand axes (+2). They gain a +3 on all their hit rolls. Their job is to protect the others, and fight monsters that live in the underground caverns. They often guard mining groups to protect the miners and the treasures they mine.)

*Gnome from Rules Cyclopedia.*

**Wandering Monsters** (in order): 1 in 8 chance along each corridor

1. Dwarf and empty wheelbarrow, going to the gold mine in room 73.
2. Notice the troll from room 77.
3. Gnome messenger who runs to warn the others.
4. Dwarven guard from room 73 who comes to find out what the players are doing here.

(73) [Outside of the door you hear the sound of talking along with metal hitting stone.] (The language is an older dialect of the dwarven tongue, but dwarves will still understand it.) [Opening the door, you see a group of 6 dwarves armed with picks, mining what appears to be gold. You also notice a dwarven guard and a gnome beside him. The gnome looks at you, shocked, and tugs on the guard's arm. The guard turns to look and the gnome points at you. The guard says something to you in dwarf. At this point, the dwarven miners all stop and turn to look at you.] The

guard says, "who are you and where did you come from?" This is the dwarven gold mine. The dwarves have candles and torches to light the room and help them see their work. The other guard is actually looking for the party, since the gnome warned them of their presence. The dwarves are cautious, but are more than willing to accept a friendly group over a hostile one. Unless attacked, they will offer to take the players back to their underground kingdom.

(74) (Check light.) [When you enter this room, you notice the ground is soft earth from which grow some rather large mushrooms. The mushrooms are about two to three feet high. On the other side of the room is another door.] Unless the players have a continual light spell, they will not be able to see the other door at first. The dwarves rarely come here to gather food, but they might if they are mining here and get hungry. If they enter or try to pass through the room, 4 caecilia (worms) will burrow up through the ground and attack (surprise). The mushrooms are completely edible though perhaps not tasty (especially to elves).

*Caecilia from Rules Cyclopedia.*

(75) (Check light.) [When you first enter the room, you notice large stalactites hanging from the ceiling, and a small hole over in the corner. There is another door exiting this room on the side wall. A glint off of the far wall catches your eye.] There is gold in the west wall. If the players have a pick they can try to retrieve some of it. After a full turn, they can have 1 to 8 gp worth of gold depending on their class, strength, etc. After the first turn, it becomes increasingly harder to mine the wall. This cave (stalactites and the hole) were cut out by water, that drained into a basin just below this level.

(76) [You try to pull open the door with the handle. The door to this room seems to be locked.] The "key hole" is a large (4" diameter) circular turning section with 2 holes in it. It is easily opened with one of the dwarves' large 2-handed keys, but difficult to pick for thieves (-20%) because of it's rigidity. Inside is a storage pit and "safe room" that can be barred from the inside using the lock (without needing a key). The room contains extra mining equipment, along with some bed rolls and bandages. The room is spacious and can easily accommodate 12 or more people.

Equipment: 4 picks hanging on the wall, a box of 60 candles, a box of 20 torches, 2 dwarven helmets, 2 wheelbarrows, 6 shovels, a box of 10 tinder boxes, 6 backpacks hanging on the wall, 12 bed rolls, a box of bandages and some ointment made of mushrooms, and a smallish barrel half full of some dwarven ale. The dwarven ale is strong.

(77) (Dwarves stay away from here.) [The door to this room is gone and has been ripped off the hinges. The doorway has been burrowed to make it bigger. Inside, you see an array of odds and ends, items, bones, wood, scraps of door, rubble, and even some treasure.] This is the lair of the red troll. From this point on it will be following them,

but is not encountered in its lair. It will make special note of anyone who takes anything from its home. If they enter the room, they will notice that the floor is stained with blood, and there are little bits of flesh lying about among the broken mining equipment, etc. The bones are parts of dwarves, gnomes, troglodytes, or anything else the red troll can capture.

**Red Troll** (AC 7; HD 12+4\*\*; MV 360; ATT 2 claws/1 bite; DMG 2d8/2d8/4d6; SA F24; MR 10; TR D; AL C; XPV 3250; Red trolls look like huge hunched over trolls with long stringy fur. Their fur is bright orange and yellow that glows with fluorescence when a small amount of light hits it, making them look like they are on fire. Their fur also gives them infra-invisibility. They cannot stand up straight because of their massive weight, but move extremely fast on all-fours. Even hunched over as they stand, they are about 10' tall, and are about the size of a mastodon.

Their technique involves following the victim at a distance from about 30'-40' away, trying to get the victim's attention without attacking. When the victim lets down its guard, it rushes and gains a surprise attack before anything can be done. If it encounters a group, it will try to draw one of them away, avoiding a fight with all of them. If it is invisible to the victim (infra-invisible), it will rush and attack, gaining all the benefits of invisibility. A red troll can see 240' with infravision, and have excellent night vision, being able to see the same distance even in very dim light. Like normal trolls, red trolls regenerate, but cannot regenerate fire or acid damage. Red trolls regenerate 4 hp/rnd.)

Red Troll Treasure: (scattered about) 500 gp, 4 gems (100 ea)

(78) (Check light.) [You enter a large room filled with holes on two of the walls. There is another door exiting this room. You start to hear a buzzing sound coming from the holes.] The holes fill the west and south walls. This is the bottom layer of a giant bee hive. In one round, bees will start to fill the room (at the rate of 4 per round) to attack the characters and protect the queen. The dwarves will light a special incense to pass through this room without disturbing the bees. The hive contains ALOT of bees, so keep them coming even to the extent that the characters will get very tired, their torches will go out, and they will receive penalties to their rolls.

**Giant Bee** from *Rules Cyclopedia*.

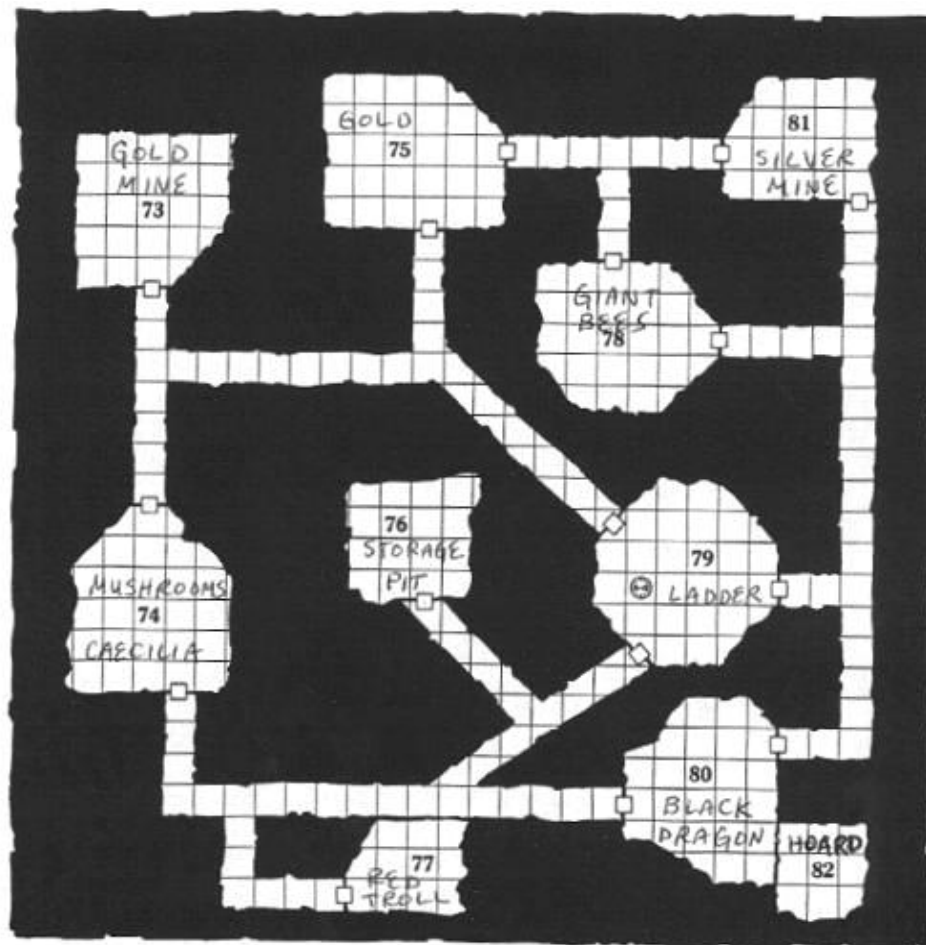
(79) (Unless they are using continual light, they will not be able to see the doors and walls of this room.) [As you descend down the ladder, you come upon a cave of octagonal shape. This area is a little cool. The ladder continues down into another cavern. There are 3 doors exiting this room, one behind you, and two on either side ahead. The door on the right creaks open a little. You think you can make out a creature peeking at you from behind the door. Quickly the door shuts.] It was a gnome. After seeing them he is going back to tell the miners in room 73.

(80) (Check light.) [When you enter this room, you notice it is a rather large room, with a door on the other side. You see something large and kind of shiny, like a giant opal in the corner of the room in the shadows, but you're not sure.] These are the shiny scales of a black dragon who will attack if the characters approach it (gaining surprise, probably a breath attack).

**Black Dragon** from *Rules Cyclopedia*.

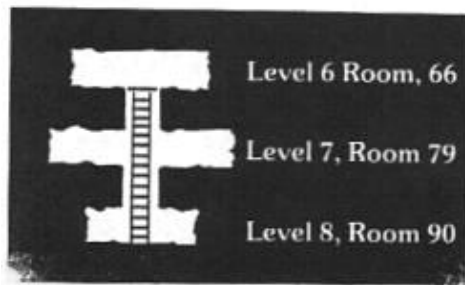
(81) [Outside of the door you hear the sound of talking along with metal hitting stone.] The language is an older dialect of the dwarven tongue, but dwarves will still understand it well. [Opening the door reveals 5 dwarves with picks, mining silver. You also notice two dwarven guards and a gnome. One of the guard turns and looks at you, and says something to the other. They all turn around and look at you expectantly. The gnome is kind of hiding behind one of the guards.] This is the dwarven silver mine. The dwarves have candles and torches to light the room and help them see their work. The dwarves are cautious, but unless attacked, they will offer to take the players back to their underground kingdom.

(82) [This secret room contains the dragon's treasure. There is a large hole above, twisting and turning into the darkness. You feel a breeze of fresh, cool air come from it.] Black Dragon's Hoard: 200 silver bars (enc 100 ea), 300 gold bars (enc 100 ea), 16 gems (10gp x4, 50gp x7, 100gp x3, 500gp x2), 12 jewelry (700gp ea), a black iron box containing a black dragon-eye gem: an almost spherically cut onyx gem the size of your fist (5000gp, enc 10).









## Tier 7

Cross-section View



## KEY

-  Door
-  Hole in Floor and Ceiling
-  Hole in Ceiling
-  Ladder
-  Slide
-  Stairs

## Tier 8 (Iron and Gem Mines)

**Wandering Monsters** (in order): 1 in 6 chance along each corridor

1. Carrion crawler searching for prey.
2. Giant centipede crawling along the wall.
3. Dwarf miner carrying a pick, going home from a hard day's work.

**Carrion Crawler** from *Rules Cyclopedia*.

**Giant Centipede** from *Rules Cyclopedia*.

(83) This is the dwarven gem mine, similar to the mines in rooms 73 and 81 except that it contains 8 miners and 3 dwarven guards. Mining gems is considerably slower because it takes more care. They mine various gems here, including crystal, onyx, emeralds, rubies, sapphires, among a few others.

(84) [Upon entering the room, you see a 4' hole in the base of the wall. There is also another exit to this room.] There is a 1 in 6 chance of a giant ant emerging from the hole and attacking each turn.

(85) There are hundreds of insects crawling on the walls and floor, and a large lizard-like creature eating them up (basilisk).

**Basilisk** from *Rules Cyclopedia*.

(86) There are obvious gem-like formations protruding from the wall near the ceiling of this large cavern (about 15' up). Trying to obtain them will result in breaking off the parts sticking out. The dwarves may pay 1/10 value for broken, uncut gems and will fashion them themselves.

(87) There is a spiral staircase going down.

(88) Dripping water can be heard in this room. If examined, there is a small hole in the wall behind which the dripping sound is coming from. Anyone who tries to investigate further will accidentally cause the wall to give way and water will flood the room at an amazing rate! There is an 80% chance for each character to get washed back from where they came, and a 20% chance that they were on the other side of the room and get washed the other way. Due to the slope in the caverns, the water only floods the east and west rooms up to waist level, and the room to the north up to ankle level.

(89) This is the dwarven iron ore mine similar to the mines in rooms 73 and 81 except that it contains only 4 miners and only 1 dwarven guard. The dwarves already have a lot of iron, and they don't need a whole lot. They use it to build many things in their kingdom and many of the doors of these caverns.

(90) This cavern is normal room temperature.

(91) The doors to this room are marked "DO NOT ENTER" and are barred from the outside. This is just to keep dwarves from accidentally going inside and getting hurt, and to keep the brown mold inside from growing. There is nothing interesting inside. Inside the room is cold and the walls are covered with brown mold. This appears a golden brown patches on the walls. There is a 5' patch on each of the 3 walls.

**Brown Mold** from *AD&D 1<sup>st</sup> Edition Monster Manual*.

## Tier 9 (Adamant Mine)

**Wandering Monsters** (in order): 1 in 4 chance along each corridor

1. Dwarf miner
2. Ochre jelly
3. Blue dragon from room 95 (peaceful)

**Ochre Jelly** from *Rules Cyclopedia*.

(92) The floor of this cave is soft, broken up earth. There is some treasure that looks like it has recently been dug up. A purple worm emerges to attack.

**Purple Worm** from *Rules Cyclopedia*.

Treasure: 1 gem (Value 50), jeweled perfume bottle (Enc 1, Value 120), quill of copying, potion of fire resistance

(93) This small storage chamber is difficult to get to because the slide-trap before it will send characters down to the next level. There is a secret lever in the side of the doorway (same chances to find as secret doors except elves have 1/6 chance and dwarves have 2/6 chance) which can be used to lock the slide-trap in place. Otherwise it is nearly impossible without using ropes, etc. to get to the other side. The storage chamber contains some weapons and armor: 2 spiked shields (horned shields), 2 knife shields, 3 hand axes, 1 battle axe, 2 scale mail, 1 banded mail, 1 chain net, 1 flail, 1 broadsword.

- Chain Net (nil), Range 5/10/15, Cost 25, Enc 160, (c,s,t,w,M)
- Flail (1d6), Range nil, Cost 5, Enc 40, (c,M)
- Broadsword (2d4), Range nil, Cost 10, Enc 60, (M)

Chain Net: 10' diameter, victims make saves at -6 to avoid.

(94) This room seems bare except for a strange indentation in the cavern, a seemingly "apparent" secret door. Anyone who goes to investigate will suddenly be covered in green slime pouring from a hole in the ceiling. Other green slimes may drop down on other characters (DM's discretion).

**Green Slime** from *Rules Cyclopedia*.

(95) Dragon couple: blue (male) and green (female), hide here away from the rest of the world. Friends with the

dwarves, blue helps dwarves, green sometimes attacks. Blue tries to keep her from attacking helpful creatures, etc. Dwarves give the blue dragon gems and treasure in exchange for help with trolls, etc. Dwarves have widened hallways to make it easier for him to move around. Dragon children have both blue, green, and mixed scales. Children can breathe either type of breath weapon.

**Blue Dragon** from *Rules Cyclopedia*.

**Green Dragon** from *Rules Cyclopedia*.

**Hatchling** (AC 5; HD 4\*\*; MV 60 fly 180; ATT 1 bite; DMG 2d4; SA F4; MR 7; TR nil; AL C; XPV 175; breath 30'x5' or 10'x10'x10')

Treasure: 10,000 sp, 80,000 gp, 131 gems, potion of elemental form, scroll of protection from lycanthropes, displacer cloak, potion of sight

(96) Normal room temperature like above caverns.

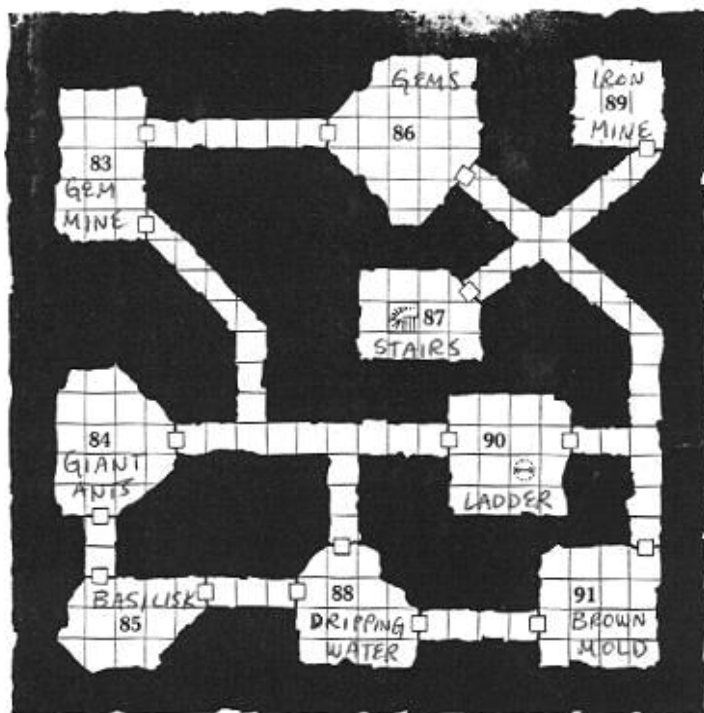
(97) Falling rock, save vs. wands or take 2d6.

(98) Shrieker: used to alarm dwarves of intruders (Adamant mine)

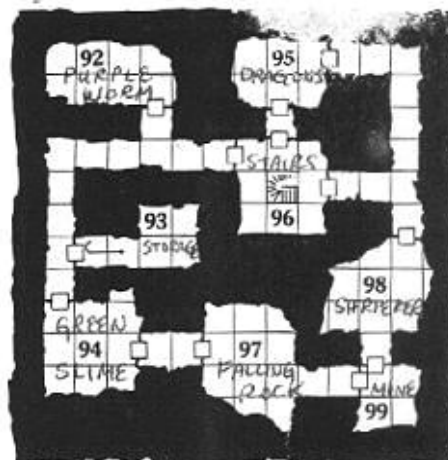
(99) Adamant Mine. One guard at each door, 2 guards inside. Not currently being mined. Adamant: metal that dwarves can forge with +2 property.

### Tier 10 (Entrance to the Kingdom)

(100) This room is warm. The other side of the room is adorned by finely crafted double doors made of ivory, guarded by 4 elite dwarven guards (str+2, hp 70). The dwarven guards will be suspicious of intruders, but are willing to let them through after they fetch an escort. They are not allowed to leave their post. They also have a secret lever to lock the slide-trap. The characters may notice that there are narrow (3' wide) stairs going up either side of the slide trap which are hidden when it is set. A wave of heat passes over the characters as the doors open. Beyond the doors is a narrow curved passageway (curving to the right) leading to Dwarven Kingdom. Should the characters end up hostile, the dwarves will have guards in this passageway. (See the Dwarven Kingdom for details on the passageway.)



Tier 8



Tier 9



Tier 10



## Dwarven Kingdom

The Dwarven Kingdom is an underground complex which is very confusing to navigate for surface dwellers due to its 3-dimensional design.

- Entrances/exits to the Kingdom to various caverns surrounding it are guarded by 2-4 elite dwarven guards (str+2, hp 70). The passageways they guard are narrow curved passageways, designed to prevent intruders from attacking the main portion. These passageways are typically 80' in length and can only fit one attacker/guard abreast. The curvature of the passageway is designed to give right-handed attackers a -1 to hit going into the kingdom (which also gives left-handed attackers a -1 to hit when exiting the kingdom). This is because the wall gets in the way of the attacker's strong arm. You can assume that a character has the same handedness as the player, unless the player specifically wants otherwise (but take note of it either way so they can't keep changing their mind). Ask the players what handedness their characters have before telling them the penalties involved (should an encounter arise).
- Near the center of the labyrinth is the Hall of the King. On the throne is King Granite. Granite is a large round dwarf with prickly short hair and beard, chosen when the old king died as the best warrior among them. He has a hearty personality and is very loud, but is also very nice and enjoys the company of those who can drink strongly. He may even present them with gifts of adamant, including a special chain mail cloak made out of adamant that reduces AC by 2 points.

**Granite Rockwater, Dwarf** (STR 17, INT 10, WIS 9, DEX 12, CON 18, CHA 14; AC -4; LV 12G (88 hp); MV 60; ATT adamant axe; DMG 1d6+4; SA D12; MR 12; TR special; AL L; EQUIPMENT: adamant plate mail+2, adamant shield+2, adamant hand axe+2, adamant chain cloak+2, 2 potions of super-healing; Height: 4'4"; Weight: 200 lbs)

- Lower parts of the kingdom are gnome caverns. Gnomes and dwarves help each other. Gnomes are great at making finely detailed items with moving parts, and cutting gems. They can also climb into small places, and escape large creatures in the caverns (messengers).
- The kind of food the dwarves offer might make characters sick. They harvest insects, mushrooms, hunt worms, etc. for food. That's all they have to offer. They are very interested in anyone bringing them strong drinks from the surface. They make their own wine from unknown products.
- Some dwarves may be untrusting toward the characters.

- The dwarves have other mining caverns in other areas.
- There seems to be a source of heat all around the caverns. In fact, in one area of the caverns the dwarves have hot springs, which can be a place for the others to relax.
- Nearby caverns include: goblins, kobolds, trolls, etc.
- Farther caverns include: purple worms, shadow elves, imps, etc.

**Red Imp** (AC 7; HD 4\*\*; MV 120; ATT 2 claws; DMG 1d4 ea; SA F8; MR 10; TR nil; AL C; XPV 175; Imps are red fleshy humanoids about 5' tall with long arms and large eyes. They were driven to the Netherworld eons ago, but once lived on the Material Plane so that they are of flesh and blood. They have strong mental powers (illusion, charm, sleep). Their children are called whelps. They can use *phantasmal force*, *charm monster*, and *sleep* each once per day.)