

Hordling

Medium Outsider: (Chaotic, Extraplanar, Evil)

Hit Dice: 6d8+12 (39 Hp's)

Initiative: +6

Speed: 30 ft.

Armor Class: 19 (+2 Dex, +7 Natural),
Touch 12, Flat-Footed 19

Base Attack/Grapple: +6/+8

Full Attack: 2 claws +8 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Hordling abilities

Special Qualities: Hordling Abilities, DR
5/Lawful, Darkvision 60 Ft., Immune to
Mind-affecting

Effects, Spell Resistance 16

Saves: Fort +9, Ref +9, Will +

Abilities: Str 14, Dex 14, Con 14, Int 8, Wis 8, Cha8

Skills: Climb +11, Hide +11, Jump +ii, Listen +8, Move Silently +11, Spot +8

Feats: Great Fortitude, Improved Initiative, Lightning Reflexes

Environment: Gray Waste of Hades, Tarterian Depths of Carceri, Windswept Depths of Pandemonium, or the Infinite Layers of the Abyss

Organization: Solitary, pair, band (3 - 12), or horde (13+)

Challenge Rating:5

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 7+ HD (Medium)

Level Adjustment: —



The hordlings are fiends of varied form, power, and appearance. They have in common hideousness and hatefulness, and roam the reaches of the fiendish planes, preying upon all things, including one another. ‘The strong slay and devour the weak. They sometimes serve under strong leaders like night hags or Yugoloths, but are in general untrustworthy, rebellious, and quarrelsome. Three types of hordlings are known to exist - the sinister and morbid soldiers of the Gray Waste of Hades, a the brutish and violent thugs of the Tarterian Depths of Carceri, and the insane and murderous lunatics of the in Windswept Depths of Pandemonium. All three types can be encountered with some frequency on certain layers of the Abyss as well. To non-hordling, the differences between these three types are indistinguishable, and they certainly have no tangible effect on their game statistics, yet hordlings immediately recognize hordlings from other planes, and it is for these fellow fiends that their deepest hatreds are reserved.

A few rare artifacts, such as Arodnap’s Box and the ruinous Bringer of Doom are linked to the hordlings and can transport them in large numbers to other planes.

Hordlings speak Abyssal.

Combat

Hordlings are combat brutes. They often have special attacks and defenses that augment their skills in a battle, but no hordling has innate spell-like abilities. This immediately sets them apart from most other fiends like demons and devils. A specific hordling's combat tactics must

Hordling Appearance

All hordlings look different. When you create a new hordling, roll on the following tables to determine the fiend's appearance. Feel free to change, add, or delete choices from the following tables as you see fit.

Head	Mouth	Hands
1 Wedge-shaped	1 Tusked	1 Large, Thick Fingered
2 Conical	2 Many Small Fangs	2 Clawed
3 Discoid	3 Long canines	3 Taloned
4 Spherical	4 Beak	4 Pincered
5 Cubical	5 Crushing teeth	5 Webbed
6 Ovoid	6 Saw-toothed	6 Too Many Fingers
Head Adornment	Appearance of Torso	Feet
1 Bald	1 Fat	1 Long Prehensile Toes
2 Mane	2 Rubbery	2 Full Hoofed
3 Frills	3 Thin	3 Splay Hoofed
4 Lumps	4 Muscular	4 Suckered
5 Feathers	5 Wide	5 Clawed
6 Horns	6 Short, Thick	6 Webbed
Overall Visage	Neck	Body Coloration
1 Gibbering, drooling	1 Short, Thick	1 Black-Brown
2 Glaring, menacing	2 Short, Thin	2 Russet-Red
3 Twitching, crawling	3 Long, Thick	3 Orange-Yellow
4 Wrinkled, seamed	4 Long, Thin	4 Blue-Purple
5 Hanging, flaccid	5 Thrust Forward, Thick	5 Olive-Green
6 Rotting, tattered	6 None Apparent	6 Gray-White
Ears	Back	Skin

1 Large, pointed	1 Humped	1 Smooth
2 Small, pointed	2 Hunched	2 Rough and Scaly
3 Large, drooping	3 Knobby	3 Feathered
4 Large, fan-like	4 Bristle-Maned	4 Furred
5 Normal, human	5 Spined	5 Slimy and Dripping
6 None Note: 25% chance to have 4 ears rather than 2.	6 Vestigial Wings	6 Bristly
Eye Color	Tail	
1 Dull black	1 Long, Prehensile	
2 Purple	2 Short	
3 Metallic	3 Long	
4 Red	4 Long and Clubbed	
5 Blank White	5 Forked	
6 Yellow	6 None	
Eyes	Arms	
1 Huge, protruding	1 Multi-Jointed	
2 Small, stalked	2 Short, Thick	
3 Large, multifaceted	3 Wings*	
4 Small, sunken	4 Long, Thin	
5 Large, round	5 Large, Muscular	
6 Small, slitted Note: 10% chance to have 1, 60% chance to have 2, 20% chance to have 3, 10% chance to have 4.	6 Tentacle * Can only be used to fly if the Hordling has Enhanced Mobility (Flight)	
Nose	Legs	
1 Wide, protruding	1 Long, Thin	
2 Slits only	2 Short, Bowed	
3 Hanging snout or trunk	3 Short, Massive	
4 Long, pointed	4 Long, Muscular	

5 Large, many-warted	5 Long, Multi-Jointed	
6 None	6 Snake-like lower body Note: 20% have 3 to 4 legs	

Hordling Abilities

All Hordlings have a number of hordling abilities equal to half their Hit Dice (minimum of one). Thus, the standard six Hit Die hordling has three abilities. When determining abilities, simply roll d% and consult the following table. Most Hordling abilities do not stack, so if you roll a duplicable that doesn't stack with itself simply re-roll until you get one that works.

Hordling Abilities	
d%	Roll Ability
01-03	Additional arms*
04 - 08	Armored
09 - 20	Bite Attack
21 - 24	Breath Weapon
25 - 28	Clutching Grip
29 - 35	Energy Resistance*
36 - 40	Flippers
41- 45	Functional Wings
46 - 50	Elite Hordling*
51 - 55	Enhanced Senses
56 - 58	Gaze Attack
59 - 65	Gore Attack
66 - 68	Increased Size*
69 - 72	Quick Healer
73 - 76	Quickness*
77 - 80	Ranged Attack
81- 88	Reach Attack
89 - 92	Sonic Aura
93 - 100	Tail Attack

*This ability may be rolled more than once.

! Additional Arms: The Hordling gains an additional arm, along with one more claw attack.

- ! Armored: The hordling's natural armor bonus improves by an amount equal to half its Hit Dice.
- ! Bite Attack: The hordling gains a bite attack as a secondary attack that does 1d8 points of damage on a hit.
- ! Breath Weapon: The hordling gains a foot cone-shaped breath weapon, usable once a minute. The DC to save against is 10 + half the hordling's HD + its Constitution modifier. A character who fails a Fortitude save against the breath weapon becomes nauseated for 1d6 rounds and takes 1d6 points of Strength damage.
- ! Clutching Grip: The hordling gains the Improved Grab ability with one of its natural attacks, and can constrict for damage equal to its claw damage with that attack.
- ! Elite hordling: One of the hordling's ability scores, determined randomly, gains a +4 bonus.
- ! Energy resistance: The hordling gains energy resistance 10 against a randomly determined energy type (acid, cold, electricity, fire, or sonic). Each time this ability is rerolled, it applies to a new type of energy.
- ! Enhanced senses: The hordling gains low-light vision and scent.
- ! Functional Wings: The hordling gains a fly speed equal to twice its land speed. It has average maneuverability.
- ! Flippers: The hordling gains a swim speed equal to its land speed, and can breathe water.
- ! Gaze attack: The hordling's gaze attack has a range of 10 feet, which can be resisted with a Fortitude save against a DC 10 + half the hordling's HD + its Constitution modifier. Failure to resist this gaze attack causes the victim to be stunned for 1 round.
- ! Gore attack: The hordling gains a gore attack as a secondary attack that does 1d8 points of damage on a hit.
- ! Increased Size The hordling's size increases to Large. It gains all the benefits and penalties associated with this size change as detailed on page 291 of the Monster Manual. Increase the Hordling's CR by 1. Each time this ability is rerolled, the hordling increases by one more size category and its CR increases by +1.
- ! Quick Healer The hordling gains fast healing 5.
- ! Quickness: The hordling's land speed increases by +10 feet.
- ! Ranged Attack: The hordling can spit a glob, bolt, or beam of energy (determine type randomly) from its maw once every 1d4 rounds. It makes a ranged touch attack to hit, dealing 1d6 damage per 2 HD on a hit. The range for this attack is 60 feet.
- ! Reach Attack: The hordling's claw attacks gain a +5 ft. bonus to their reach.
- ! Sonic Aura: The hordling is surrounded by a field of sonic energy to a radius of 5 feet. This sonic energy is unsettling and distracting; creatures within the radius must make a DC: 20 Concentration check to cast spells or use spell-like abilities. In addition, a creature that fails a Fortitude save against a DC of 10 + half the Hordling's HD + its Charisma modifier becomes frightened for 1d4 rounds. This is a sonic mind-affecting fear effect.
- ! Tail attack: The hordling gains a tail attack as a secondary attack that does 1d6 points of damage on a hit.

Advanced Hordlings

In addition to increases in base attack bonus, saving throw bonus, skill points, feats, and ability score increases, a hordling gains the following increases as well.

- ! Increase the hordling's natural armor bonus by +2 for each additional odd numbered Hit Die gained.
- ! The hordling gains an additional hordling ability for each additional even-numbered Hit Die gained.
- ! In addition to the standard ability score increases a hordling gets every 4 Hit Dice, it gains a +2 bonus to its Strength every even-numbered Hit Die, and a +2 bonus to its Constitution every odd-numbered Hit Die.
- ! A hordling's spell resistance is equal to 10 + its Hit Dice.
- ! A hordling with at least 12 Hit Dice gains damage reduction 10/lawful. A hordling with at least 18 Hit Dice gains damage reduction 15/lawful.
- ! Increase the hordling's CR by +1 for each Hit Die gained.

Sample Hordlings

These four hordlings are provided as sample advanced hordlings to use in “Chambers of Antiquities.” You can recycle their base statistics as needed, changing their appearance each time you recycle them in order to preserve the strange and chaotic appearance of these fiends.

SPITTLEMAW

CR 11

Advanced hordling

CE Medium outsider (chaotic, extraplanar, evil)

Init +6; Senses darkvision 60 ft.; Spot +8, Listen +8

Languages Abyssal

AC 25, touch 12, hat-footed 23

hp 126 (12 HD); DR 10/lawful

Immune mind-affecting

Resist electricity 10; SR 22

Fort +16, Ref +12, Will +9

Speed 40 ft., swim 40 ft.

Melee 2 claws +17 (1d6+5) and Bite +12 (1d8+1)

Ranged Acid glob +14 touch (6d6 acid, once every 1d4 rounds)

Base Attack +12; Grapple +17

Special Attack: Gaze attack (Fort DC 21 or stunned 1 round)

Abilities: Str 20, Dex 14, Con 22, Int 8, Wis 8, Cha 8

SQ: water breathing

Feats: Ability Focus (gaze attack), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Skills: Climb +20, Hide +17, Jump +24, Listen +14, Move Silently +17, Spot +14, Swim +13

DREAD GNASHER

CR13

Advanced hordling

CE Medium outsider (chaotic, extraplanar, evil)

Init +7; Senses darkvision 60 ft., low-light vision, scent; Spot +16, Listen +16

Languages Abyssal

AC 35, touch 13, flat-footed 32

Hp 133 (14 HD); fast healing 5; DR 10/lawful

Immune mind-affecting

SR 24

Fort +14, Ref +14, Will +8

Speed 30 ft.

Melee 2 claws +20 (1d6+6) and Bite +15 (2d6+3 plus improved grab and constrict)

Ranged Electricity bolt +16 touch (7d6 electricity once every 1d4 rounds)

Space 5 ft.; Reach 5 ft. (10 ft. with claws)

Base Attack +14; Grapple +20

Attack Options Improved grab (bite), constrict 1d6+6

Abilities Str 22, Dex 16, Con 20, Int 8, Wis 8, Cha 8

Feats Dodge, Improved Initiative, Improved Natural Attack (bite), Lightning Reflexes, Mobility

Skills Climb +23, Hide +20, Jump +23, Listen +16, Move Silently +20, Spot +16

VULTUREWRETCH

Advanced hordling

CE Medium outsider(chaotic, extraplanar, evil)

Init +9; Senses darkvision 60 ft., low-light vision, scent; Spot +18, Listen +18

Languages Abyssal

AC 32, touch 15, flat-footed 27

Hp 184 (16 HD); DR 10/lawful

Immune mind-affecting

Resist fire 10, sonic 10; SR 26

Fort +19, Ref +17, Will +9

Spd 40 ft., fly 80 ft. (average)

Melee 2 wing buffets +23 (1d8+7) and Bite +18 (1d8+3)

Base Attack 16; Grapple +18

Special Atk Breath weapon (15 ft. cone, /minute, Fort DC 20 or 1d6 Strength damage and nauseated for 1d6 rounds)

Abilities Str 24, Dex 21, Con 24, Int 8, Wis 8, Cha 8

Feats Flyby Attack, Great Fortitude, Hover, Improved Initiative, Improved Natural Attack (wing buffet), Lightning Reflexes

Skills Climb +21, Hide +24, jump +25, Listen +18, Move Silently +24, Spot +18

SKULLREAPER

Advanced hordling

CE Medium outsider(chaotic, extraplanar, evil)

Init +6; Senses darkvision 60 ft., low-light vision, scent; Spot +20, Listen +20

Languages Abyssal

AC 40, touch 12, flat-footed 38

Hp 225 (18 HD); fast healing 5; DR 15/lawful

Immune mind-affecting

Resist fire 10; SR 28

Fort +21, Ref +15, Will +10

Speed 30ft.

Melee 2 claws +29 (1d8+11/19—20) and Bite +27 (1d8+5) and Gore +27 (1d8+5)

Ranged Fiery ray +20 touch (9d6 fire once every 1d4 rounds)

Base Attack +18; Grapple +29

Special Attack Gaze attack (Fort DC 21 or stunned 1 round)

Abilities Str 33, Dex 14, Con 26, Int 8, Wis 8, Cha 8

Feats Great Fortitude, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Lightning Reflexes, Power Attack

Skills Climb +32, Hide +23, Jump +32, Listen +20, Move Silently +23, Spot +20