

# Albine

## Medium-size Monstrous Humanoid

**Hit Dice:** 6d8+24 (51 hp)

**Initiative:** +3 (Dex)

**Speed:** 30 ft, Burrow 10 ft.

**AC:** 18 (+3 Dex, +5 natural)

**Attacks:** Bite +11 melee, 2 claws +9 melee, tail +9 melee touch

**Damage:** Bite 2d6+5, claws 1d6+2, tail none

**Face/Reach:** 5ft by 5ft / 5ft (10ft for tail)

**Special Attacks:** Whirl

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +6, Ref +8, Will +8

**Abilities:** Str 21, Dex 16, Con 19, Int 6, Wis 13, Cha 8

**Skills:** Climb +6, Hide +6, Jump +6, Listen +10, Move Silently +7, Spot +5

**Feats:** Multiattack, Iron Will

**Climate/Terrain:** Underground

**Organization:** Solitary or nest (2-5)

**Challenge Rating:** 4

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** 7-8 HD (Medium-size); 9-18 HD (Large)

The ruthless albino is a rare but dangerous subterranean creature. The albino cannot be found deep in the earth, but instead stays quite close to the surface at all times. It burrows through the ground, building a complex network of tunnel traps that connect to its lair. To make these traps, the albino burrows up underneath surface paths and corridors, leaving just enough soil to keep the path from collapsing unless it is walked upon. Once it has set a number of these traps, it retires to its lair at the center of this network, and waits and listens for prey to come crashing down into its domain.

In appearance, the albino is only vaguely humanoid. It has an enlarged mouth, filled with sharp teeth poking out at wild angles, and extremely sharp claws. It has a thick leathery hide with a pale, whitish hue. It is also noted for its long thick rat-like tail, that stretches out

to ten feet in length, and which it uses to trip its opponents in combat.

The albino always carefully strips its prey of foreign objects before it devours it. These objects are generally disposed in a single tidy pile at the back of its lair, making the albino a favorite amongst treasure seekers.

## Combat

The albino charges readily into combat. While it fights with its teeth and claws, it constantly whirls its tail back and forth around it, tripping its opponents. If reduced to ten or fewer hit points, it will retreat back into its network of tunnels, or attempt to burrow away.

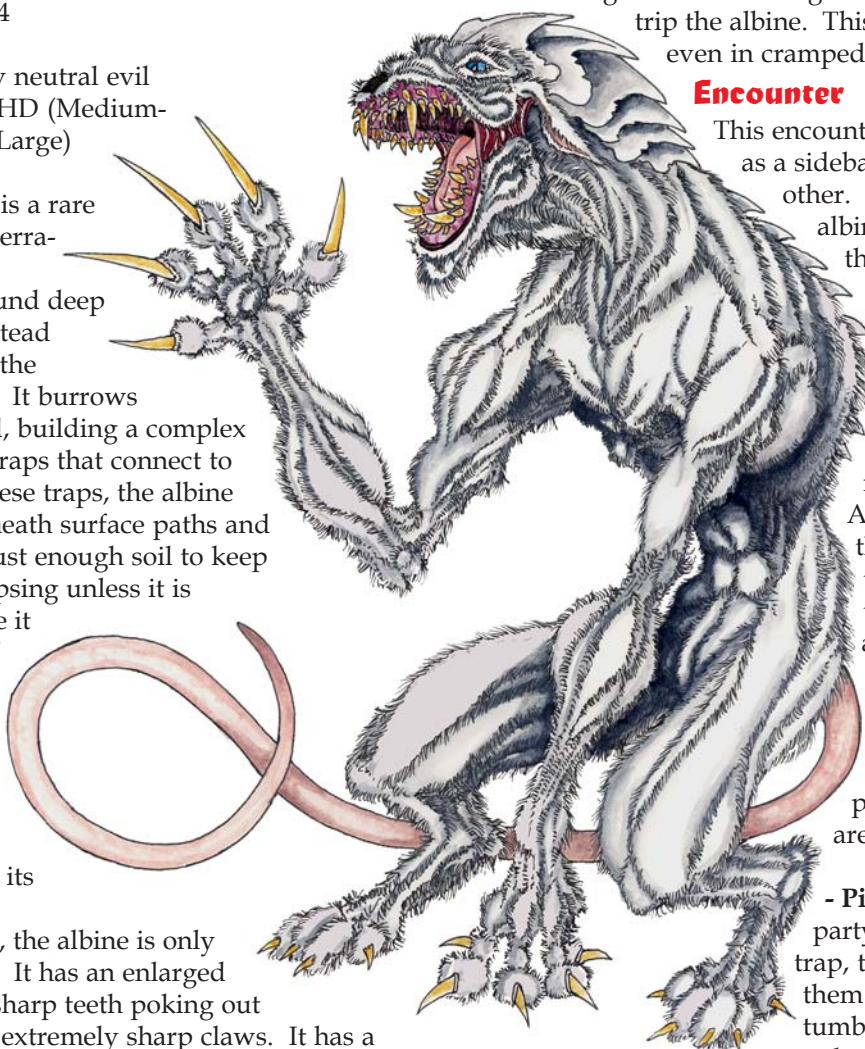
**Whirl (Ex):** While in combat, an albino constantly twirls its tail around it along the ground. Once per round, roll a single melee touch attack for the creature's tail. Everyone within 10 feet of the albino whose AC is exceeded by this roll must immediately make an opposed strength check vs. the albino's score of 5, or be tripped. Characters that succeed at the strength check do not get an opportunity to trip the albino. This ability can be used even in cramped fighting quarters.

## Encounter

This encounter can be added in as a sidebar to nearly any other. Simply place the albino's lair underneath the map of the other encounter, and let the party stumble into one of the albino's pit traps. Since the surface of these traps is not disturbed by the Albino, it is unlikely the party will be able to avoid or notice the trap unless they are actively prodding at the ground ahead of them. When the party steps into the trap, proceed to encounter area 1 below.

### Encounter Area 1

**- Pit Trap:** When the party steps onto the pit trap, the ground around them collapses, and they tumble 20 feet into a dark tunnel, taking 2d6 points of falling damage. The pit itself collapses behind them and fills with rubble, making exiting the way they



came in impossible. The area of the trap is 10 ft. by 10 ft., which may not be large enough to encompass the whole party. If it is necessary to keep the party together, this area can be enlarged. The trap will not spring until the weight of a certain number of creatures, chosen by the DM, is applied to it. This area can be set in any of the pit trap areas shown on the encounter map.

Once the trap is sprung, the albine in area 3 will hear the commotion and come to devour its new meal. The encounter with the albine will either take place here or in area 2, the tunnels, depending on whether the party stays put or moves into the tunnels.

**Encounter Area 2 - Tunnels:** This network of tunnels was dug by the albine, and winds throughout its domain, connecting its traps to its lair. These tunnels are generally 5 feet wide and 7 feet high, have earthen walls, and are not lit.

**Encounter Area 3 - Albine Lair:** This chamber is the living space of the albine. It contains an array of litter and debris, most of which is bones. A sizable pile of rags in one corner serves as the albine's bed.

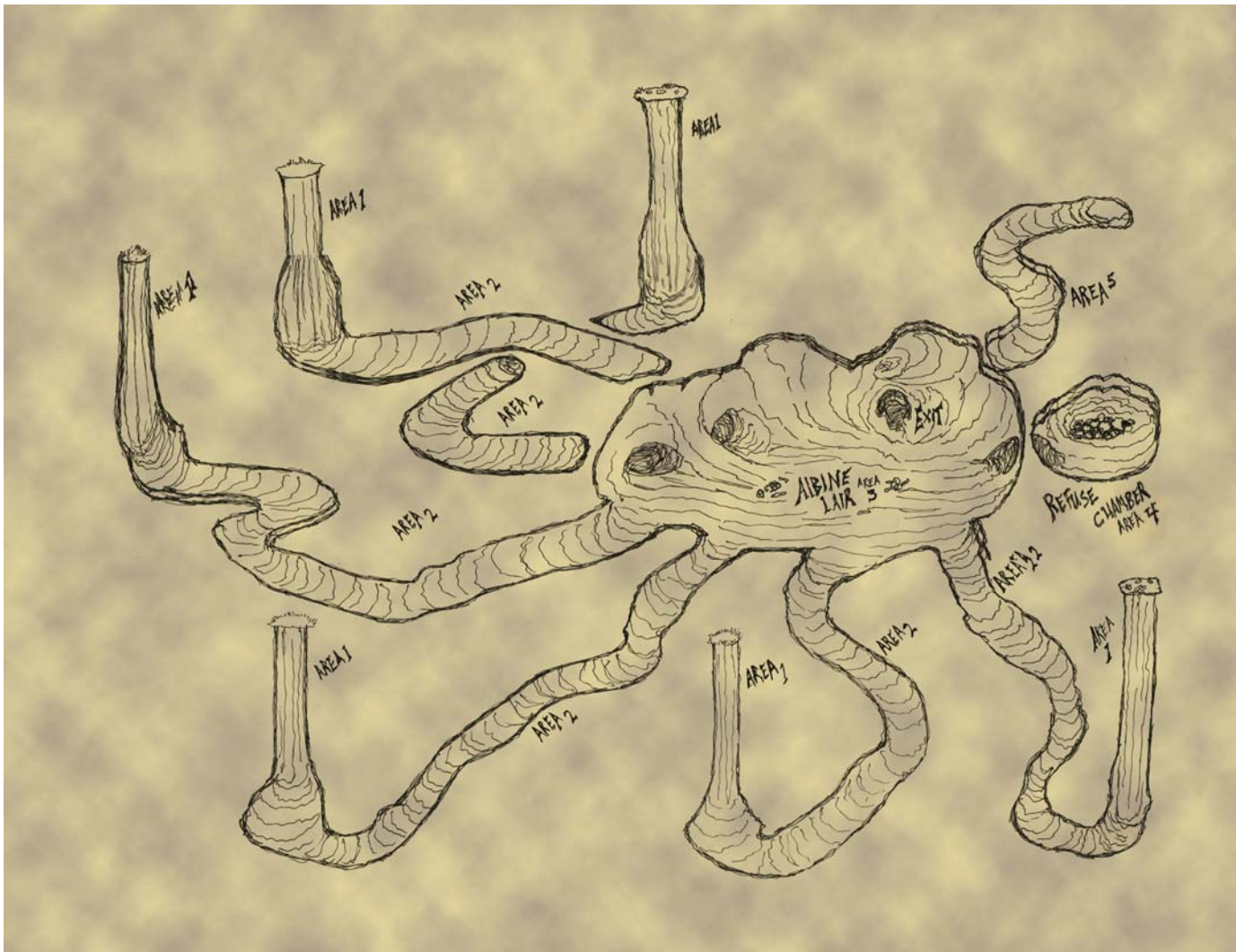
**Encounter area 4 - Refuse Chamber:** This area smells quite foul, and contains two distinct piles, one of discarded equipment and one of the albine's waste.

The equipment pile has several salvageable items: 400gp, a suit of ordinary human-size chain mail, a potion of invisibility, and a blessed ring (see below).

**Encounter Area 5 - Exit:** This tunnel leads back to the surface. It can connect back to the original encounter map at any point the DM chooses. A kind DM will connect this exit to a secret area or to somewhere behind enemy lines.

**Blessed Ring:** This ring subjects its wearer to effects similar to a bless spell at all times. While wearing this ring a character receives a +1 morale bonus to all his attack rolls and saving throws.

*Caster Level: 10; Prerequisites: Craft Wondrous Item, bless; Market Price: 5,000gp.*







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