



HACKLOPEDIA OF BEASTS
RUSTLERS OF THE NIGHT





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SPECIAL REFERENCE WORK

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Monster	HF	HD	Freq	EP	FatF	ToP	AL
Akulibhuta Trasta	950	5000/1000	one	20000	n/a	y	CN
Beer Lurker		1 hp	rare		n/a	n/a	N
Beholder Kin, Gruazel	12	6	very rare	1500	8	y	N
Belligerent Walking Portal	24	10	very rare	8500	n/a	n/a	NE
Bumblebee Mounts, Giant	5	6+4	rare	420	n/a	y	N
Bungee Worms	2	1-2	rare	75	4	y	N
Carnivorous Leaves	12	1 hp each	rare	420	n/a	n/a	N
Chaos Ape	7	4+3	very rare	400	6	y	N(E)
Charm Monkey	3	5	very rare	250	8	y	N
Cob, Halfling Sheep	2	2+1	very rare	120	10	y	N(G)
Corruptor	5	7	very rare	1145	n/a	n/a	CE
Dawg, Ginge Grog	1	2+4	uncommon	65	7	y	N
Dawgs	0	variable	varies	varies	5	y	N
Dismemberment Cloud	9	special	very rare	500+25/body part	n/a	n/a	CE
Displacer Beast, Common Dire Mt. Cat	6	6	very rare	650	6	y	N
Doom Cumulus	19	7	very rare	3000	n/a	n/a	NE
Doomsday pack	3	2+5	uncommon	125 each	8	y	N(CE)
Doper	22	6	very rare	1400	4	y	CN
Eghoul	6	4+4	very rare	261	n/a	n/a	NE
Elvariels	varies	variable	rare	varies	3	y	CN
Eye Seekers	1	1 hp	very rare	50	n/a	n/a	N
Filch Imp	7	3	very rare	500	n/a	y	CN
Fire Imp	3	2+2	uncommon	238	n/a	y	LE
Fire Mite	0	0.5	common	7	n/a	y	N
Fire Naga	38	15	very rare	10000	4	y	LE
Fire Troll	15+	7+3 (8)	common	2000	7	y	N
Firedrake, Greater	25	8	common	3000	6	y	N
Gargril	8	3+3	uncommon	936	10	y	LE
Gelo Pudding	35	5	very rare	2000, 4000 (special)	n/a	n/a	N (special)
Ghostlings	7	10	very rare	3500	n/a	n/a	varies
Giant, Core	742	100	extremely rare	43700	n/a	n/a	N
Giant, Energy	45	8+3	rare	4000	6	y	CE
Gill-Breasted Spine-Tailed Dark Mimic	31	special	very rare	2000	n/a	n/a	NE
Gnoll, Dark	4+	6+1	uncommon	600+	4	y	CE
Gnoll, Hunter	6	7	rare	945	6	y	CE
Golem, Bloody Terror	2 (or special)	1 (or special)	very rare	25 (or special)	n/a	n/a	CE
Golem, Stained-Glass	7	45 hp (5 HD)	very rare	815	n/a	n/a	N
Gout	15	17	common	8000	6	y	N
Hidden Horror	2	2	common	270	4	y	CE
Hounds of Brass	20	12	rare	8000	7	y	LE
Howler Leech	1	0.5	uncommon	30	n/a	y	N
Howling Horror	12	6+6	very rare	1400	8	y	CG
Illusion Moths	1	1 hp	rare	5	n/a	n/a	N
Killer Koi	1	4 hp	very rare	20	n/a	n/a	LN
Kryzaar [Lizardman]	10	9	very rare	1000	9	y	CE
Lava Plants	1	1 hp	rare	15	n/a	n/a	N
Lewd Beholder	156	10-12	rare	15000	6	y	CE
Lich, Lesser	40	9	very rare	3000	n/a	n/a	CE
Lycanthrope, Were-Groat	6	4+4	uncommon	550	7	y	CE
Maintenance Monkeys	0	2	uncommon	35	4	y	N
Man-Ape	7	5	rare	175+	7	y	CN
Manta, Spine-Backed	4	3	rare	270	5	y	N
Map Snatcher	4	1-1	very rare	420	3	y	N
Masticator, Paddle-Footed Aquatic	17	10	rare	4260	4	y	CE
Mushboom	0	1 hp	uncommon	300	n/a	n/a	N
Nefarian: Bahr-Ighura	36	6+6	uncommon	1985	n/a	y	CE
Nefarian: Bodack	19	9+9	very rare	varies	n/a	y	CE
Nefarian: Khazme	31	7+2	common	1985	n/a	y	CE
Opat-Turw	14	3+3	very rare	815	n/a	y	CE
Pack Ape	3	4+1		175	6	y	N
Paragolem	37	10 (60 hp)	very rare	3840	n/a	n/a	N
Parakeet, Dire	2	1 (no kicker)	rare	35	3	y	N
Peccary, Vorpai-Tusked Displacing	4	3+2	rare	420	7	y	N(CE)
Pesch	3	4	rare	395	12	n/a	NG
Pixie Grel	2+1/lvl over 1st	10 hp + .5HD/lvl	rare	125+65/lvl	5	y	CE
Pooka	18	6+2	very rare	1400	9	y	CN
Quadrielemental Demon	27	16	very rare	12000	n/a	y	CE
Robin, Dire	0	4 hp	uncommon	8	10	2	NE
Rust Bats	1	2	rare	85	4	y	N
Rust Monster, Blithering	9	6	very rare	370	5	y	N
Scorpuss	38	10	rare	6600	9	y	N
Sentinelpede	1	1d6+4 hp	very rare	65	5	y	LN
Sharkipede	7	9	very rare	2748	10	y	N
Skin Stealers	9	4	very rare	420	n/a	n/a	CE
Skiter Rat	1	d4+8 hp	rare	25	4	y	C(N)
Slime of Heroes	11	4	very rare	420	n/a	n/a	LE
Soul Napper	10	5/varies	very rare	175	n/a	n/a	NE
Sparkwurm	34	12	very rare	4744	8	y	NE
Spear Snake	4	4	very rare	450	5	y	NE
Spider, Blade	5	3+3	very rare	175	n/a	y	N
Spider, Razorweb	12	10	rare	2000	7	y	N
Spider, Tower	3	3	rare	270	n/a	y	CE
Spore-Laden Cavern Beetle	3	2+5	common	75	n/a	y	N
Steelskin Slime	3	2+2	uncommon	425	n/a	n/a	varies
Tomatoes, Killer	3	1	rare	100	n/a	n/a	N
Trapper Keeper	3	2+4 stem, 1+4 base & blossom	uncommon	125	n/a	n/a	N
Troglodyte	3+	2	common	120+	5	y	CE
Trollkin Meddler	39	14	rare	5000	9	y	LN
Xan-yang	25	5-8	very rare	2399	n/a	n/a	N
Xan-yin	25	5-8	very rare	2399	n/a	n/a	N

AKULIBHUTA TRASTA



Akulibhuta Trasta

AKA: The Fearful Confusion, Harbinger Whale

HACKFACTOR: 950

EP VALUE: 20000

CLIMATE/TERRAIN: Any except Subterranean

FREQUENCY: One

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Emotion

INTELLIGENCE: I (See below)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1

SIZE: G (8,500')

MOVEMENT: 70" FIA

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: -2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 10-200

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: See Below

MAGIC RESISTANCE: 90%

HIT DICE: *5000/1000 (625/125 HD)

* Numbers after the slash are the additional hit points of the core.

DESCRIPTION: The harbinger whale was once a man named Ennis Jerik who in his vanity claimed to be stronger than Yiders the gawd of strength. His punishment was to be forever trapped within the abomination that is now known as the **Fearful Confusion**.

The Akulibhuta Trasta is a whale-shaped behemoth that floats through the air on four glowing insect wings. Everything within 1000' of its body becomes warped by its dreaming. Anywhere the harbinger whale stays for more than a week changes and twists

to match the creature's dream. Normal animals either become docile or unusually aggressive and humanoids are rendered confused and have trouble remembering things as the dream washes over them.

Its head is whale-like with 16 pairs of eyes that constantly move in different directions, making it impossible to surprise the beast. Upon its back and within its stomach is a self-contained habitat that thrives on the waves of energy coming off of the dream.

COMBAT/TACTICS: Akulibhuta Trasta is always completely surrounded by a field of energy. Anyone entering this field has his wisdom temporarily reduced by 4 and is automatically -2 to hit anything. Those of chaotic neutral or chaotic evil alignments are immune to this. Upon reaching a 500' radius of the beast, a save versus breath weapon is required. Those that fail are subject to the following spells as the harbinger whale's dream washes over them; Charm Person or Mammal, Hallucinatory Forest, Confusion, Minor Sphere of Perturbation, Proadus' Uncontrollable Fit of Laughter, Emotion, and Fear. This is not consciously controlled by the harbinger and everything is affected. Within a 100' radius of itself, the harbinger's dream can take more drastic measures. Those failing a save versus breath weapon suffer one of the following effects:

D20

- 1) Polymorphed to a random entity within the creature's dream.
- 2) Recent memories are erased to a maximum of four days.
- 3) Change gender
- 4) Flee in terror for 1d6 rounds
- 5) Attracts 1d4 quasits
- 6) Falls asleep for 2d6 days
- 7) Polymorphed into one of the creatures that live upon the harbinger whale. (GM choice)
- 8) Swap personalities with whoever is closest.
- 9) Attack whoever is nearest, thinking they are attacking a monster.
- 10) Fall in love with whoever of the opposite gender is nearest.
- 11) Believe Akulibhuta Trasta is a Gawd and begin worshipping
- 12) See the dream as if it was real, losing a temporary point of wisdom a round until slapped or shaken.
- 13) Believes that one of the previous things has happened to him with no real effect (GM choice).
- 14) Visited by the ghost (illusion) of Ennis Jerik.
- 15) Distracted by haunting music
- 16) Sees normal animals as hideous beasts.
- 17) Roll on HackMaster *Player's Handbook* Table 6H "minor personality flaws"
- 18-20) Effect determined by the GM

Within 50' of the harbinger it can attack with its fins or massive jaws. The GM rolls a D10 to determine how lucid Ennis Jerik is within the beast. The harbin-

YIELD:

MEDICINAL: A single flake of dander from the harbinger can feed a pixie fairy for a week or a grel for two days. A drop of its blood can cure some forms of insanity.

SPELL COMPONENTS: Any part of the harbinger can be used to cast illusion and emotion affecting spells of double duration. Hairs growing at the base of the harbinger's wings can be used in lieu of other spell components to cast Permanency and Levitation. Blood from the core can be used as ink for an Anger Deity spell that specifically targets Yiders (-25 to reaction roll).

HIDE/TROPHY ITEMS: The hide of the harbinger can be made into 500 suits of armor that can be enchanted up to +8 that can allow the wearer to fly as the spell. The hide can also be crafted into sailing vessels that can sail through the air at its normal movement rate. The teeth can be crafted into weapons that can be enchanted up to +8 that confuse anyone struck on a natural roll of 20. Hair from the harbinger can be used to create a Hat of Disguise that has a 5% cumulative chance per use of polymorphing the wearer, making the disguise permanent. The eyes of the harbinger can be made into Rings of Hefty Spell Casting that also act like Tapestries of Dream Catching. The wings can be made into Swords of Dancing with the added ability to once a day cast Munari's Irresistible Jig. Drinking more than a drop of the blood in a single day causes the imbiber to suffer the effects of 1d10 random potions (roll on miscibility chart).

Any item crafted from the harbinger has a base 5% chance of becoming an artifact, and weapons thus crafted have a base 15% chance of becoming intelligent and chaotic neutrally aligned.

TREASURE: incidental

OTHER: Any items left within 25' of the Fearful Confusion for a week or more become magical on a successful save versus breath. The effect of this is determined by the GM. Weapons of a magical nature (+1 or better) absorb a chaotic neutral personality if exposed to this effect.

ger's intelligence varies from animalistic to average. At an intelligence of 1 the harbinger will attack with its front fins for 10-200 (10d20) hit points. On a natural 19 or 20 the harbinger inhales, sucking in up to 20 small creatures, 10 medium sized creatures, 5 large creatures or one huge creature unless they save versus breath weapons. Creatures thus swallowed can live for years within the belly of the beast. Each week within the beast causes an alignment shift toward chaotic neutral. Players suffer full penalty for changing alignment as the **Fearful Confusion** feeds on the lawful energies. At higher intelligence levels music can usually distract the animal part of the harbinger letting Ennis become lucid for short periods of time. When Ennis is lucid the dream effect is nearly nullified. Ennis attempts to distance himself from populated areas when he can control himself.

Ennis cannot be killed by normal means. A special sword was created to kill the harbinger but can only be wielded by his direct descendant. This sword was forged by Yiders himself as a cruel joke. Ennis will always have a descendant, and the one who finally kills him becomes possessed by him, becoming the harbinger whale within two years. The sword itself is a +2

bastard sword (+3 lawful, +5 modrons, +500 against Ennis Jerik) made from the scales, fur, and fangs of the Fearful Confusion. It has been named the Soulbender because on a natural twenty the victim must make a saving throw versus breath weapon or be affected as if they were within 500' of the Fearful Confusion. Those who are not related to Ennis by direct blood suffer from a rage when drawing the sword that lasts for three rounds. At the end of the third round the wielder passes out for 1d20 rounds minus the constitution attribute.

Even when the outside body is killed, the core (1000 HP) must be destroyed to keep it dead. The core is a man shaped bundle of muscle and ganglia that contains the essence of Ennis. The core can only be destroyed by the Soulbender. The +500 bonus is only for members of the Jerik family.

HABITAT/SOCIETY: Luckily there is only one Akulibhuta Trasta. The harbinger is a habitat unto itself, harboring plants and animals that can be found no other place. The outside of the harbinger is covered in a rainforest spotted with tufts of fur and scaly outcrops. There is at least one tribe of people living on its back. These are the people who have become fanatic worshippers of the harbinger.

The **Fearful Confusion** lives off of the confusion it inflicts upon others and has no need to eat or drink. Every thirty years it lands, entering a deeper level of dreaming for a year. This is when new creatures enter its habitat and the others spread out from the harbinger, remaking their habitat within one mile of the sleeping beast. Nefarians harvest these creatures for sport and adventuring parties risk the dream to collect trophies and spell components.

ECOLOGY: Akulibhuta Trasta was created by the gawd Yiders as a punishment. It has no natural ecology other than the one it carries with it.

**Creature Field Researched
by Jed Gofourth** □

BEER LURKER



Beer Lurker

AKA: Suds Demon

HACKFACTOR:

EP VALUE:

CLIMATE/TERRAIN: Beer/warm-blooded creatures

FREQUENCY: Rare

ORGANIZATION: Solitary

DIET: Internal organs/beer

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: T (1"-6")

MOVEMENT: 1" swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: -1

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d4-1 per day/1d10

SPECIAL ATTACKS: Parasite

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 1 hp

DESCRIPTION: Beer Lurkers are tiny parasites who make their homes in beer. They resemble small, squat worms with a mouth full of sharp teeth. Their bodies are a light amber color that blends in perfectly with most ales. Anyone who looks into a tankard containing a beer lurker has a 5% chance of spotting its teeth, eyes or some movement. Buzzed, Sloshed, or Wasted drinkers have a 0% chance of noticing the parasite. People with the Astute Observation talent get a +10% bonus to notice something unusual.

COMBAT/TACTICS: Beer Lurkers spend most of their time in beer, but they prefer to live inside a warm-blooded creature. They wait for an unwary soul to swallow them, and then they begin to feed on their host's organs.

Beer Lurkers will do 1d4-1 points of damage per day, until they have killed the victim by completely consuming his organs. Once they consume their host, they will live only a few hours unless they can find another host or find their way into a body of water. Most are either eaten by a scavenger or find their way into the local sewage system.

Anyone who ingests a beer lurker will feel ill within 1d4 hours after consumption. Symptoms include painful internal cramping and chills. By the second day of infestation, the victim may notice slight bleeding from bodily orifices. Even if he notices these symptoms, only a skilled healer will be able to determine the cause of his illness. A successful healing skill check is necessary to determine the victim's ailment. This is modified by +5% for every point of Wisdom of the healer above 13.

The Beer Lurker can only be removed from the body with surgery, a Cure Disease, or a Wish. When a Beer Lurker becomes dislodged from a victim through a Cure Disease spell or Wish, it does 1d10 points of additional damage upon tearing itself out of the victim's flesh. This is quite painful, and the victim must make a Threshold of Pain Check, regardless of the actual damage done, at -2, or be incapacitated for 1d8 hours. Beer Lurkers removed by surgical means do not do additional damage, but the patient will take 1d3 weeks to recover from surgery unless they are healed of the surgical trauma by magical means.

HABITAT/SOCIETY: Beer Lurkers can only reproduce in beer. The fermented grains are necessary for their asexual reproduction, so Beer Lurkers instinctively seek out taverns and inns. They can survive in any water-based liquid, and most find their way into beer through wells and rivers. If they are poured out onto the ground, they will be helpless, and will die in 1d4 seconds. They are also killed by hot water, or anything else that would separate them from their habitat. When expelled from a host, they will die within 1d4 hours unless they find another host body or some hospitable liquid.

ECOLOGY: Brewers who are very careful about hygiene when brewing can pretty much be assured that a Beer Lurker will not infest their beer. Individuals with the Brewing skill must state they are cleansing their brewing containers and their water thoroughly before use, or there is a 10% chance a Beer Lurker will find its way in. □

YIELD:

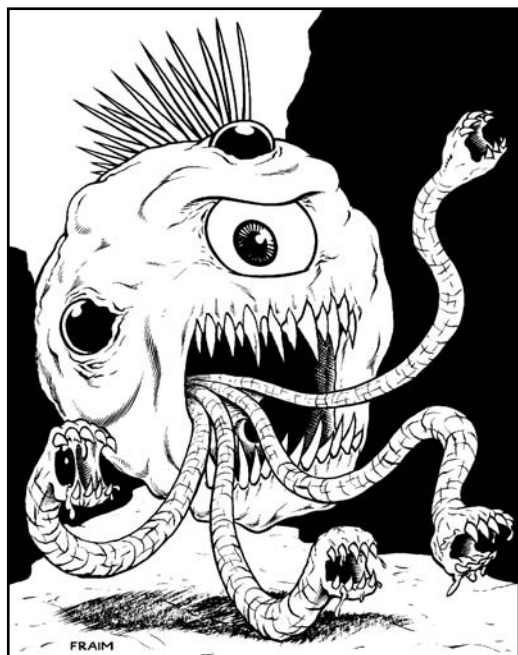
MEDICINAL: Nil

SPELL COMPONENTS: The body of a Beer Lurker can be used to replace the verbal or somatic components of a Purify Water or Purify Food and Drink spell.

HIDE/TROPHY ITEMS: Pixie Fairies can use Beer Lurker teeth as arrow heads for peashooter crossbow bolts.

TREASURE: Nil.

BEHOLDER KIN, GRUEZEL



Beholder Kin, Gruazel

AKA: Hydra Tyrant

Hackfactor: 12

EP Value: 1,500

Climate/Terrain: Desert

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Carnivore

Intelligence: Very (11-12)

Alignment: Neutral

No. Appearing: 1

Size: L (4'-6' diameter)

Movement: 5" Fl A

Psonian Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Resolved (18)

Armor Class: 0, 3

No. of Attacks: 4

Damage/Attacks: 1-6/1-6/1-6/1-6

Special Attacks: Spells, Poison

Special Defenses: Anti-Magic Ray

Magic Resistance: Standard

Hit Die: 6

FF: 8

ToP: Yes

DESCRIPTION: This offshoot of the Beholder race seems to be the missing link between Common and Death Kiss Beholders. It has the basic body shape of a beholder with a toothy maw and a single eye. Instead of eyestalks the Gruazel has three sets of shiny black orbs on its body that act as eyes. A crest of spines rise from the Gruazel's top when it

is agitated in a threat display but the spines lack offensive capability. Four serpentine tongues extend from the Gruazel's mouth, armor plated and venom fanged.

COMBAT/TACTICS: Like a Common Beholder the main eye of a Gruazel produces an anti-magic ray that extends 140 yds and covers a 90 degree arc. Unlike a Common Beholder this ray can only be maintained for 3 rounds of constant use before the Gruazel must spend 1d4 rounds recharging it. The other eyes have 3 sets of powers that it uses in combat which include:

1. Evaporate (42' range)
2. Reverse Gravity (90' range)
3. Shadow Magic (as 12th level caster)

Each eye can be used once per round meaning that each power can be used twice, but the Gruazel must be able to see the target. This means that an opponent on the creature's right flank cannot be affected by an eye on the creature's left side. Opponents in front of the Gruazel are subjected to its tongues which can lash out to a range of 30'. Each tongue bites for 1-6 points of damage and injects the victim with Type E venom. If more than two tongues successfully bite a single opponent the Gruazel lifts it into the air as a shield, increasing its AC by 2. The tongues are covered in flexible chitin and are very agile giving them an AC of 3 and it takes at least 10 points of damage in a single attack to sever the appendage. Each tongue has an effective strength of 22 independent of the main body though exceeding the weight allowance of the body causes the Gruazel to become stationary.

HABITAT/SOCIETY: Gruazels are solitary creatures with foul attitudes. They only congregate once every 100 years to perform a mating ritual and then leave to go on their way. Gruazels only need a gallon of fluid every month to sustain themselves but they understand that most of their prey are attracted to water.

ECOLOGY: These vicious relatives of Beholders can only be found in a desert environment, comfortable in the dry heat. Many sages believe that Gruazels contribute to the encroachment of the desert with their ability to evaporate water. Contrary to the stories told by gnomes, throwing water at a Gruazel will not hurt or discomfort it, not even if it is holy water.

Creature Field Researched by Jedediah Gofourth

YIELD:

Medicinal: 10 doses of Type E venom can be harvested from each tongue.

Spell Components: Unknown

Hide/Trophy Items: The chitin of the tongues is perfect for making flexible bracers.

Treasure: I, S, Tx2

Edible: Unknown

Other: The eggs of a Gruazel can be sold to magic users for 2,000gp to 3,000gp.

BELLIGERENT WALKING PORTAL



Belligerent Walking Portal

AKA: Vortex of Annoyance

Hackfactor: 24

EP: 8500

Climate/Terrain: Subterranean

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Emotions (Frustration & Annoyance)

Intelligence: Average Intelligence (8 - 10)

Alignment: Neutral Evil

No. Appearing: 1

Size: M (man-sized)

Movement: 12"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Foolhardy (16)

Armor Class: 0

No. of Attacks: 1

Damage/Attack: Weapon Dependent

Special Attacks: Bear-Hugging Expert, Portal

Special Defenses: Portal

Magic Resistance: Nil

Hit Dice: 10

DESCRIPTION: Belligerent Walking Portals do not vary much in appearance other than their color. They appear as portals with legs and arms and are between 5" and 6" in height. They can wear boots, rings, and gloves, wield weapons, and wear shields as long as their possessions never touch their body. Their bodies appear two-dimensional and usually take up the color of their general location; a fiery walking portal would most likely lead to the elemental plane of fire. Their legs and arms are completely made of hard silver

COMBAT/TACTICS: Belligerent Walking Portals are nothing more than dangerous, untiring, agitations. They attack without provocation and a lot of the time will simply play with their prey, knowing that they themselves are difficult to slay.

When physically attacking, a Walking Portal will always have some form of weapon. The type of weapon depends on what it manages to stumble upon; most commonly from some poor adventurer it has swallowed whole or slain. Although Walking Portals are more than capable of fighting in melee combat, their goal is not to slay their opponents but simply to agitate and annoy them. Many times Walking Portals will simply trot behind an adventuring party, taunting them without attacking, hoping to get a rouse out of them.

Truly devious Walking Portals have been known to bear hug their opponent and force them through their portals, as all adventurers hate to be sent to some random dimension or plane without preparation. When attempting to bear hug an opponent use the normal wrestling rules of the players handbook but Belligerent Walking Portals bear hug on rolls of Less than 1, 1, 2, 18, 19, and 20+. A successful bear hug forces a character into the portal.

Wandering Portals have a variety of spells at their disposal, none of them directly offensive. They can cast spells as if they were a 7th level mage and have all alteration and abjuration spells up to level 4 available to them. If a Belligerent Walking Portal's enemy is not frustrated it becomes bored and will either leave, attack its foe physically, or engulf it. When being attacked physically there is a 50% chance per attack that any weapon or unarmed attacker will be sucked into the dimension or plane that the portal leads to.

A Walking Portal's tactics are unpredictable, unexplainable, and always annoying, agitating, and infuriating.

HABITAT/SOCIETY: Belligerent Walking Portals are extremely rare and when found are usually located underground, in a ruined city, or elsewhere that portals may have once been prominent. They share a strong magical link to their source that prevents them from traveling more than a mile from their origin. Should a Walking Portal ever do so, they will either slowly fade from existence or collapse completely and possibly draw some of their surroundings into it before disappearing. Although these creatures are somewhat intelligent they have almost no commonsense. They get lost easy regardless of how many times they have wandered through the same area over and over. The only thing that drives these creatures is their ever-growing desire to annoy and frustrate others.

Walking Portals feed on frustration; their desire to cause it motivates them entirely and although they lack commonsense they make up for it in creativity. Should two Walking Portals ever meet themselves the effects could be catastrophic. If ever two of these creatures were to engulf one another, a seismic explosion would devastate everything within a mile radius, inflicting 20d6 points of implosion damage to everything and having a 20% chance of absorbing living and non-living obstacles.

ECOLOGY: Although no one truly knows what brings about these unnatural creatures, there are many assumptions. Some believe that they are the product of an existing portal that has engaged in physical contact with a large amount of humanoid. Others say they are portals that have been subjected to enormous amounts of magical energies or simply remained open and dormant for a lengthy period of time. There have been many speculations about their evolution, however, it is near impossible to study them. Those few that have made the attempt have found their laboratories devoid of any possessions and that their servants and guards have vanished, as if it has but one purpose, as if it is but one, snarling, large, vicious creature. The dawgs within the pack feed on the blood of their victims, and it appears their appetites can never be sated.

**Creature Field Researched
by Christopher Loss**

YIELD:

Medicinal: Nil

Spell Components: When slain the belligerent walking portal leaves behind a small puddle of goo that can be used to replace the spell component of any alteration or abjuration spell of 7th level or lower.

Hide/Trophy: Their legs and feet are made up of hard silver worth a total of 2,000 HSP

Treasure: V

Edible: Nil

Other: Nil

BUMBLEE MOUNTS, GIANT



Giant Bumblebee Mounts

AKA: Buzz Bombers, Bumble Bombers, Bumblekin

HACKFACTOR: 5

EP VALUE: 420

CLIMATE/TERRAIN: Temperate

FREQUENCY: Rare

ORGANIZATION: Solitary

DIET: Herbivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 10-40

SIZE: L (7'-12')

MOVEMENT: 6", 24" Fly (B)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d6+poison

SPECIAL ATTACKS: Sting

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 6+4

TO P: Yes

Fatigue Factor: n/a

DESCRIPTION: Giant Bumblebee Mounts look just like other Giant Bumblebees, except they are usually mounted by one or two pixie fairies. Like their wild counterparts, these mounts buzz quite loudly while in flight.

COMBAT/TACTICS: Giant Bumblebee Mounts are raised and trained to fight only when necessary. They are bred and trained by a special tribe of pixie fairies who use them as mounts. Two pixie fairies can ride comfortably on the backs of these prized steeds. This allows the pixie fairy

that is not controlling the beast's flight to fight or perform other tasks while mounted. A pixie fairy who is not controlling the flight of the bee can fire missile weapons, fight in certain types of melee, etc. Special saddles are used with these beasts, which allow for the use of "bomb" type weapons. A pixie fairy riding the back of a Giant Bumblebee Mount can let loose a volley of incendiary devices, such as vials of flaming oil, from the special compartments of the saddle.

The bees themselves can attack if necessary. Often they will swoop down and grasp enemies with their arms and drop them from great heights. Falling damage applies unless the victim has a way of avoiding such damage.

As a last resort, the bees can sting for 1d6 points of damage. The sting will release a poisonous venom into the blood of the victim that will do an additional 1d6 points of damage per round until the victim is healed or dies. The bee will die within a round after stinging.

Most of the times these bees are encountered, they are being ridden in swarms by battalions of pixie fairies. Between 10-40 of these bees will be encountered at once, mounted by pixie fairies.

HABITAT/SOCIETY: Giant Bumblebee Mounts are raised in a sunny secret valley inhabited by a tribe of pixie fairies with special skills in animal husbandry. They breed these bees to be obedient and effective mounts. They treat them with the utmost care, lavishing them with flowers and fruit to eat and daily grooming.

ECOLOGY: Years ago, three elders from the Wildthorn tribe of pixie fairies decided they would try to domesticate Giant Bumblebees for use in battle. The Wildthorns were fighting against Grevans at the time, and the fight was not going well. The task was not easy, and all but one of the elders were killed. The remaining elder managed to gain the trust of one bee that was ready to lay eggs.

The tribe began to raise the young to be gentle with pixie fairies and to allow themselves to be ridden. The pixie fairy breeding process was so successful that the bees they began to raise became fiercely loyal mounts to the pixie fairies. They will not turn on a pixie fairy master unless severely abused or charmed.□

By Barbara Blackburn

YIELD:

MEDICINAL: "Royal Jelly" found only 20% of the time, is equal to 2-5 Potions of Extra-Healing and Cure Disease. Alternatively, 2-5 doses can be made into an unguent to treat symptoms of aging (it preserves a youthful look for up to 1 year). Comeliness will not be affected by aging when this balm is used continually. This is greatly prized by rich noblewomen who will pay 3,000-8,000 gps per dose. Pixie fairy owners of these beasts will automatically attack anyone trying to harvest royal jelly from their bees. The bees will also attack automatically in this instance.

SPELL COMPONENTS: A bee wing can be used for a Fly spell.

HIDE/TROPHY ITEMS: Nil.

TREASURE: Nil.

EDIBLE: Nil.

OTHER: One dose of stinger poison can be retrieved from dead bees that have not stung yet. This poison is used by assassins and other nefarious characters and goes for about 250 gp per dose.

BUNGEE WORMS



brought by others into their habitats. Though tiny creatures, these worms can store weeks worth of food within their bodies, thus sustaining them between feedings.

Bungee Worms make their nests on the ceilings of underground caves, tunnels and passageways. They use a sticky, web like material which they secrete from special glands to make a cocoon in which they pass most of their time. They also construct nearly invisible strands (Intelligence Check at -10 to notice) of this material which they hang from the ceiling around their nest. Whenever a creature disturbs one of these strands the worm awakens.

Once the worm is awake it will wait in its nest looking down on its potential prey, using its keen sense of smell to detect any foodstuffs in the area. If it detects food, it will lower itself on an extremely dynamic chord until the foodstuffs pass underneath it. At that point it will land on the container and begin to eat its way through to the foodstuffs. The saliva of a Bungee Worm can eat through leather in 4 combat rounds and non-magical metal in 8 combat rounds. Once in contact with the foodstuffs it will eat at a rate of 1 pound of food per minute. Because it is immune to poison, it will eat anything it finds.

When the worm is done eating, it will crawl back to the edge of the container it was in. It will then flex the muscles in its stomach and retract the chord it was attached to, thus sending the worm flying back to its nest. The worm can travel up to a mile away from its nest without severing the chord. When returning, it can travel around corners as well as up and down stairs. When retracting, the worm travels with a movement rate of 18".

COMBAT/TACTICS: The Bungee Worm avoids combat as much as possible. It prefers to stay in its nest until it smells food walk by. Its small frame and weak jaws are not suited to combat, and if detached from its lair, the worm slithers at a very slow rate.

The one defense the worm has is its spring-like chord from which it hangs. If it is discovered by the owner of the food, its first instinct will be to retract its chord and return to its lair. If the enemy is near the lair (within 10'), the worm will hang from its chord and bounce around, trying to bite its enemy. The bite of a Bungee Worm does 1d6-4 damage plus another 1-4 acid damage for the next 2-5 rounds. When bouncing in this manner, the Bungee Worm has an armor class of 5.

The Bungee Worm will avoid flames as much as possible because the material secreted for the nest and chord are extremely flammable. There is a 10% chance that anyone carrying a torch will set fire to a Bungee Worm nest they walk under. This chance increases to 20% if the character disturbs one of the hanging "feelers."

HABITAT/SOCIETY: Bungee Worms are equally comfortable living alone or with a small (2-4) group of other worms. They are simple creatures whose activity is restricted to eating food and digesting food. Their nests are made of a web-like material they secrete from glands in their posterior, similar to a spider or a silk worm.

ECOLOGY: Bungee Worms can and will eat just about any foodstuff, but they prefer cooked or prepared food. Rations, sailor sausage, hard tack, and other portable foods that adventurers carry are a delicacy for these worms. Their stomach functions like a Mega-capacity Storage Device, allowing the worm to store up to one hundred (100) pounds of food. This lets them survive for many years underground without a reliable food supply. □

BUNGEE WORMS

AKA: Meal Worms
HACKFACTOR: 2
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary/Small Groups
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: T (6-10" long)
MOVEMENT: 1"/6" descending
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Courageous (13)
ARMOR CLASS: 8/5 on chord
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d6-4
SPECIAL ATTACKS: See Below
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: Nil
HIT DICE: 1-2

DESCRIPTION: The Bungee Worm is one of Garweeze World's greatest ironies. Despite coming in at about six to ten inches long and having no attack potential or natural defenses, this dungeon denizen is responsible for more humanoid deaths per year than most other creatures.

Bungee Worms are essentially scavengers, living off the foodstuffs

YIELD:

Experience Point Value: 75

Medicinal: Nil

Spell Components: Bungee Worm stomachs can be used to make Mega-capacity Storage Devices with twice the normal capacity.

Hide/Trophy Items:

Treasure: Nil

Other: Stomach Acid.

CARNIVOROUS LEAVES



Carnivorous Leaves

AKA: Oaks Flying on Acid

Hackfactor: 12

EP: 420

Climate/Terrain: Oak trees, any forest

Frequency: Rare

Organization: Swarms

Activity Cycle: Any

Diet: Carnivore

Intelligence: Animal Intelligence (1)

Alignment: Neutral

No. Appearing: 100-1000

Size: T (1" long)

Movement: 18"

Psionic Ability: Nil

Attack/Defense Modes: Feeding Frenzy

Morale: Fanatic (20)

Armor Class: 8

No. of Attacks: Special by size of swarm

Damage/Attack: 1d4+1 for 3 rds, see below

Special Attacks: Acid, see below

Special Defenses: Nil

Magic Resistance: Nil

Hit Dice: 1 hp each

DESCRIPTION: Known to only a select, brave group of entomologists, the Carnivorous Leaf is actually an insect most closely related to the beetle. Unless inspected from a distance of 6" by a professional, Carnivorous Leaves are indistinguishable from common oak leaves. An oak tree infested by these bugs will typically be a large specimen, and approximately 50 percent of the leaves will in fact be insect predators.

COMBAT/TACTICS: When aroused, Carnivorous Leaves uncover their delicate wings and swarm around the unlucky PCs in tornado formation, covering the players in a thin leafy blanket. The Leaves secrete a painful acid. Characters who succumb to the pain will feed the horde for quite some time, as their flesh and bones are slowly digested over the

next several days. For every 20 Leaves, 1 Leaf may attach to a player each round. Small oak trees may harbor as few as 100 Carnivorous Leaves, but large oak trees can foster colonies of 500 insects or more. From these large trees, about 25 Leaves attach every round. The swarm functions as an area effect diffused throughout the air. For every 100 Leaves, the swarm covers an area of 100 cubic feet. Over this area, the swarm's motion generates a weak tornado effect, sucking the leaves inward. Since the leaves are evenly diffused, treat them as a gas for purposes of repelling attack. Gust of Wind spells, and other air manipulation will move the swarm as a whole. Fire spells must affect large areas to burn up these Leaves, otherwise they will only strike a small percentage of the swarm. Once a Carnivorous Leaf attaches, it secretes a strong acid that delivers 1d4+1 pts of damage for three rounds. For location, roll randomly on the critical hit chart, and keep track of how much damage individual limbs suffer before they simply melt off. On round 2, the Carnivorous Leaf continues to secrete acid, for an additional 1d4+1 for the next 3 rounds. For the purposes of causing pain, damage taken from this acid counts as X2, reflecting the tendency of PCs to succumb to the debilitating pain. Leaves that land on clothing or armor must first destroy the outer layer before the acid can damage the PCs. Leaves that land on backpacks can destroy equipment or cause equipment loss from the holes eaten in the container. Players can remove a Leaf easily by pulling (1d4+1 incidental damage to whatever pulls it off, sucker) or, by burning or crushing the delicate insect. However, crushing the thin insect delivers equal damage to the surface to which the insect is attached. Also, the acid secreted is flammable. Carnivorous Leaves take double damage from fire, and players who are exposed to open flame while covered in acid will burn like a phosphorous match, taking 1d4+2 pts of damage per exposed bite. This is only sustained for a single round. In that case, add 1d4 points of incidental damage for every Carnivorous Leaf that bursts into flame upon the poor PCs body.

HABITAT/SOCIETY: The swarm produces a small percentage of "agitators" responsible for beginning an attack upon their prey. These "agitators" stay near the middle of the swarm, randomly disbursed, and are indistinguishable from the other Leaves. When prey wanders into an area, the "agitators" detach first and begin the attack. This insures the prey is within the "kill zone." Once the swarm configures in its classic tornado formation, the swarm is in a feeding frenzy and acquires a +6 to saves against persuasion, druid spells, and anything else that doesn't involve an immediate meal. From the time that an agitator first moves, it takes 1 full round for Carnivorous Leaves to swarm. The swarm can move its center of focus at any time, even while forming, at a movement rate of 18".

ECOLOGY: Once the swarm has fed upon its prey, the bugs deposit eggs into the soupy remains, where the larva continues to feed until naught remains but a few bits of chewed slag that may once have been a breast-plate... who knows? Occasionally magic items and potions end up lying half-concealed in the detritus beneath the leafy canopies of trees. This is often the only clue PCs will get.

Creature Field Researched by Erik Rose

Medicinal: Do not rub on skin.

Spell Components: Acid spells cast using the collected drippings from live Carnivorous Leaves count as triple damage when determining TOP checks. There is a 10% chance the acid will combust during spell-casting, resulting in either a spell mishap or, if a save vs. spell succeeds, a mere 1d6 pts of damage to the mage's hands.

Hide/Trophy: Nil

Treasure: Occasional dropped magic items beneath the trees at GMs discretion.

Edible: Do not ingest.

Other: Nil

CHAOS APE

AKA: Evil Ape, Devil Ape
HACKFACTOR: 7
EP VALUE: 400
CLIMATE/TERRAIN: Tropical/Forest
FREQUENCY: Very Rare
ORGANIZATION: Family
ACTIVITY CYCLE: Nocturnal
DIET: Carnivore
INTELLIGENCE: Low to High (5-12)
ALIGNMENT: Neutral (evil tendencies)
NO. APPEARING: 2-12
SIZE: M
MOVEMENT: 9", 6" in trees
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 4
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-8/1-8/1-10
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: See Below
HIT DICE: 4+3

DESCRIPTION: The Chaos Ape's form closely resembles that of a gorilla ape in both size and shape. The head appears to be a conglomeration of both elf and ape faces, with the elven characteristics being most prominent in the ears. Unlike regular gorillas, Chaos Apes are very aggressive and will attack anyone and anything that enters their territory.

COMBAT/TACTICS: All Chaos Apes can move through their native habitat silently and without being seen. Opponents receive a -4 penalty to surprise rolls. Chaos Apes are 45% immune to sleep and charm spells, though (if all else fails) they still get a saving throw.

Chaos Apes also have infravision for 30 feet. The Chaos Ape has a fierce cry that causes victims to save vs fear (petrification) at -5 or lose their first attack. The Chaos Ape may use this ability once per day. During combat, if the Chaos Ape strikes with both hands (1-8) they may squeeze their opponent. This squeezing attack does an additional 1-10 points of damage, as well as giving the Chaos Ape a 20% chance to break the bones they are squeezing. To have a chance to escape the Chaos Ape's grasp, its opponent must have a STR score of 15 or higher. Even then, the chance is only 50%, plus an additional 15% per point of strength above 15. Chaos Apes are known to wield boulders as missile weapons that incur 1-6 points of damage on a successful hit.

HABITAT/SOCIETY: Chaos Apes usually live in lush, humid jungles, or in mountainous areas where they are secluded from society. Chaos Apes tend to live in isolation from other forms of life (which is good for those other forms). The pack is led by a dominant Alpha Male, usually the strongest male of the pack. If two packs meet, the dominant males will fight to the death for the control of the packs.



ECOLOGY: The Chaos Ape was the brainstorm of an evil magic user who attempted to combine the qualities of a Grugach Elf and a gorilla, planning to make an army of these fearsome creatures and control Garweeze Wurld. Unfortunately (for him), the apes didn't see it that way, and killed him. Though they were created magically, the Chaos Ape still bears young like a typical mammal. Like a gorilla, the gestation lasts from 9-10 months. Their main diet is meat and they are not picky about where they get it from. Chaos Apes participate in grooming. Mothers are devoted to their young, and the females of the pack work together to raise their young. The adults protect their young from predators at all cost.

YIELD:

Medicinal: Nil.

Spell Components: Chaos Ape blood can be used as a substitute for Gorilla blood in a Potion of Climbing.

Hide/Trophy: Stuffed Chaos Apes, though not as attractive as regular gorillas, can be sold for 50-100 gp.

Treasure: Incidental, K

Other: Chaos Ape Blood may be used for a Potion of Grugach Control (though the Grugach will have a +6 to their roll because of the diluted amount of pure Grugach blood).

Field Research by Paul Backstrom

CHARM MONKEY



Charm Monkey

AKA: Eight-armed ape

Hackfactor: 3

EP Value: 250

Climate/Terrain: Any

Frequency: Very Rare

Organization: Single

Activity Cycle: Day

Diet: Omnivore

Intelligence: High (13-14)

Alignment: Neutral

No. Appearing: 1

Size: Special (see below)

Movement: 12"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Courageous (13)

Armor Class: 6

No. of Attacks: Special (see below)

Damage/Attacks: Special (see below)

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Nil

Hit Die: 5

DESCRIPTION: Under certain circumstances, the Charm Monkey is nothing more than a cute little monkey. Whenever a certain command word is given, or when they feel threatened, these cute little creatures transform into a 7' tall, eight-armed ape monstrosity.

COMBAT/TACTICS: These apes were discovered many hundreds of years ago, and have been bred and trained for one purpose: to deceive and capture individuals for various reasons.

In their natural habitat, jungles and rainforest, these creatures only transform when threatened.

They have a natural high Intelligence, however, and have been trained to do many tasks.

Most are used to lure and capture children for work in slave mines. To that end, the creatures are often seen on street corners performing all sorts of tricks to amuse children. Once they have the attention of a few children they will scamper toward a darkened alley or other location. Their trainers will usually be lying in wait in order to give the command word, a word that is known as a threat, so that the animal will transform into its monstrous state.

When the monkey is in the form of an ape, he will grab as many children as he can with his eight arms and follow his master wherever he leads, taking the children with him.

This creature is not dangerous in its monkey form, and never attacks or defends itself in that form. As soon as it is threatened, it turns into an ape. The ape can wield eight weapons at once, if need be.

Most of these creatures have been trained to defend themselves, but they don't wear armor because of the transformation process.

Habitat/Society: These beasts are native to jungles and rainforests, but there are not believed to be any left in the wild. They have all been captured to be used by various individuals. They can live in any climate, as long as they are given shelter and food. They eat fruit and meat. They will, very rarely, eat a person.

Ecology: The numbers of these creatures are dwindling drastically because they have a difficult time mating in captivity, and most owners of these beasts understand very little about breeding them. There are a few skilled experts who have bred some of these creatures, but they charge exorbitant amounts for the offspring. Most cannot afford them.

Creature Field Researched by Barbara Blackburn

YIELD:

Medicinal: Nil

Spell Components: Charm Monkey blood can be used in Charm Person spells to make they last twice as long.

Hide/Trophy Items: Charm monkey hides can fetch 50-100 g.p.

Treasure: None.

Edible: Possibly.

Other: Trained Charm Monkeys can fetch upwards of 50,000 g.p. Baby Charm Monkeys can go for 25,000 g.p. or more.

COB, HALFLING SHEEP

Cob, Halfling Sheep

AKA: Half-Cob, Shaggy Cob, Dawg Ponies, Herdin' Pony

HACKFACTOR: 2

EP VALUE: 120

CLIMATE/TERRAIN: Hills, pastures and meadows

FREQUENCY: Very Rare

ORGANIZATION: Small Herd (no pun intended)

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral (Good)

NO. APPEARING: 1-8

SIZE: M

MOVEMENT: 10"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NUMBER OF ATTACKS: 3

DAMAGE/ATTACK: 1d4+1/1d4/1d4

SPECIAL ATTACK: Nil

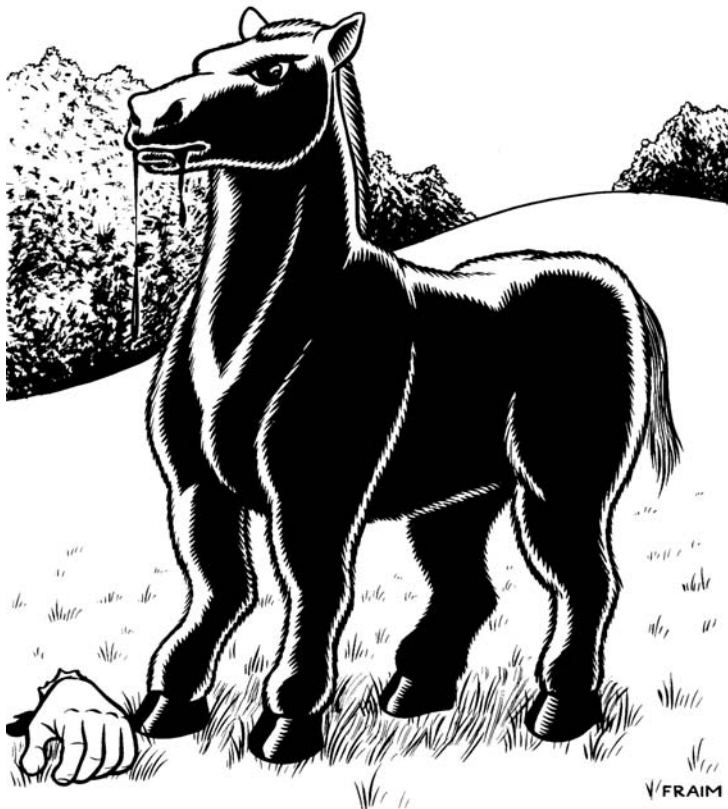
SPECIAL DEFENSE: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+1

TOP: yes

FF: 10



DESCRIPTION: The Halfling Sheep Cob, or Dawg Ponies as they're often called, were developed by the halfling shepherders of southern Marlog Island. They were bred to be both a riding/draft animal as well as a hardy herding animal in lieu of herd dawgs. The tallest of them never grow above 14 hands high (about 4' at the shoulder) and have short, shaggy fur and a short, thick mane. They are alert and protective, with a sharp, carrying neigh that serves as well as any guard-dog's bark. They are turned loose to herd the flock at least as often, if not more so, as they are ridden. They are typically dark in color, most often black or bay, but there are some roans and grays. The occasional chestnut or black bay is seen, but this is fairly rare. They have very large eyes, comparatively small heads, a short back and powerful hindquarters. They're not the prettiest of equines, but they're sturdy and strong.

COMBAT/TACTICS: Shaggy Cobs are no cowards, and take their responsibilities to the flock (and the shepherd) as seriously as any sheep dawg. They will bite or kick, as the situation demands, and if worn will only be spooked or panicked 5% of the time (see *Beasts of Burden*, HOB I p 57). They can fight on their own or while mounted. Shaggy Cobs have superior senses of smell and hearing, which they will use to their advantage to detect predators. They operate equally well by day or night, and though they don't have infravision they do see very well after dark. Their hardy constitution gives them a +2 modifier vs. lameness or exhaustion. They can carry the same weight at speed as a donkey, using *Beast of Burden Table I* (HOB I p 58). Note that while these ponies will gladly carry a rider or a load of equipment, they're not even remotely interested in pulling a cart or a wagon.

HABITAT/SOCIETY: Dawg Ponies are bred and raised mostly by the halflings of south Marlog Island, near the town of Dead Gnull (where they were originally developed several decades ago). They have been exported abroad in small numbers, however, so may be encoun-

tered anywhere (but almost certainly in the company of halflings and/or sheep). They are friendly and intelligent beasts, but may be reticent or uncertain around non-halfling strangers.

ECOLOGY: The Halfling Sheep Cob reproduces in the same fashion as other ponies. They are able to take care of themselves when turned loose to pasture, and don't think much of horses that require constant amounts of grain or continuous grooming. An exceptionally trainable and responsive breed, they are hard workers, having the natural instinct to herd from the back or sides. They are good additions to a family and will gladly keep an eye on the children, but can get their feelings hurt if they're not allowed inside with everyone else on occasion. A good Dawg Pony will go for around 50 gp in their native country, but may be considerably more in other lands.

YIELD:

Medicinal: Nil. They can be eaten, but what kind of sicko would do that?

Spell Components: A lock of this creature's mane will serve as the material component for a *Mount* or *Strength* spell with 150% normal duration.

Hide/Trophy Items: The hide of a Dawg Pony can be tanned into leather, but only by the same kind of depraved sadist that would eat one.

Treasure: Nil

Other: Nil

CORRUPTOR



The Corrupter

AKA: Xigalizai
Hackfactor: 5
EP: 1145
Climate/Terrain: Anywhere
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: Agony
Intelligence: Genius (17-18)
Alignment: Chaotic evil
No. Appearing: 1
Size: M (7')
Movement: 12"
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Resolved (18)
Armor Class: 10
No. of Attacks: 2
Damage/Attack: special, see below
Special Attacks: see below
Special Defenses: Nil
Magic Resistance: Nil
Hit Dice: 7

DESCRIPTION: Never was there more hideous creatures creeping across the land than the Corrupters. Those knowledgeable about religion say the proper name for these creatures is Xigalizai, but most people simply call them Corrupters, a name which seems to fit their very essence. Sent to plague the good and noble, the Corrupters' are a particularly vile curse, initially invoked against the White Heart order of Holy Knights in ancient times. However, even well after the annihilation of this order, the curse lives on and continues to seek to wreak destruction on the holy. Their appearance speaks to their essence, for they are the personification of corruption. They appear as gaunt, emaciated

humanoid males, with sunken eye sockets and strange folds of loose skin flaps, which they use to try and smother their victims. Their bodies are covered in open, festering sores. Their mouths appear to be fairly normal when they are closed. However, when they open their mouths, it is as if the gates to all that is unholy have been opened. Looking into their mouths is like looking into a bottomless, dark swirling pit. The stench of their breath is that of a pile of rotting corpses.

COMBAT/TACTICS: These beings wander about, looking for the upright in heart to attack. They most commonly lurk about in dark places, such as dungeons, caverns, cemeteries, forests, dark alleys, etc. However, they have also been encountered lurking about outside of the temples of noble gawds, waiting to pounce. When a Corrupter senses a righteous heart (the most lawful good and upright of a group), it will lunge forth at its prey and attack. Anyone who sees a Corrupter, must save vs. fear or stand immobile for two rounds. Anyone who looks into the open maw of a Corrupter must again make a saving throw vs. fear, or fall to the ground unconscious for two rounds, as if he were dead. Anyone who succeeds in these saving throws must then contend with the Corrupter's powerful, awful breath. A Corrupter's breath is as deadly as poison gas. Anyone within 20' of the Corrupter must save vs. poison or suffer the loss of 2d6 hit points for every round the creature's mouth is open and the victims are in range of its breath. Its main form of attack, however, is to envelop its chosen victim within the rotting folds of its flaps of flesh. Not only will the victim of such an attack be unable to breathe, suffering 2d4 points of suffocation damage per round, but he will have a 25% chance per round of such contact of contracting a wasting disease. The most devastating of this creature's attacks, however, is not physical at all, but spiritual. For every round the creature envelopes a person of good alignment, the victim accumulates two alignment infraction points and lose a point of honor. These creatures do not have any special defenses and are not immune to any type of attacks. They are not undead, however, and cannot be turned as such.

HABITAT/SOCIETY: These creatures can exist anywhere, but they are quite rare. It is said that there are only a handful in existence, and that these are scattered across the land. While Corrupters are not known to eat, some have suggested that they actually feed on the agony of their victims. This may explain how they can recover after being injured, because after attacking a victim they seem to get stronger, and shake off any previous injuries suffered. This instinct to feed may therefore be the driving force behind their attacks.

ECOLOGY: Corrupters are not known to congregate or socialize with one another. Because they are not immune to any types of attacks, their numbers may be dwindling. It is not believed that they can procreate, and it doesn't appear that any more Corrupters have been created. However, it appears that if these creatures are not killed in melee, they have the potential of living forever. All Corrupters who are alive now are, therefore, many centuries old.

Creature Field Researched by Christopher Loss/art by Erol Otus

YIELD:

Medicinal: Nil
Spell Components: Hair of a Corrupter can be used for a Create Fear spell.
Hide/Trophy: Nil
Treasure: P
Edible: Nil
Other: Nil

DAWG, GINGE GROG



Ginge Grog Dawg

AKA: Deck Hound, Ginge Mongrel, Corsair Cur

HackFactor: 1

EP Value: 65

Climate/Terrain: Varies (maritime; mostly along “the Ginge”, occasionally the Red Bear Coast and coastal settlements of the Waylands)

Frequency: Uncommon

Organization: Solitary or Deck Crew

Activity Cycle: Any

Diet: Omnivore

Intelligence: Low (5)

Alignment: Neutral

No Appearing: 1 or 2-4

Size: S (2 1/2' to 3' at the shoulder)

Movement: 12"/Swim 3"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Daring (15)

Armor Class: 6

No. of Attacks: 1

Damage/Attack: 2-7

Special Attacks: Groin Chomp

Special Defenses: Surprised 2 in 10 (adults, aboard ship only), difficult to intoxicate, resistant to poison (+2)

Magic Resistance: Standard

Hit Dice: 2+4

loyal to the crew of their “home ship” (they are typically a ship’s dawg more often than the pet of a single pirate, though that does of course happen). An average canine of this breed is about 28” to 30” at the shoulder, weighing between 55 and 65 pounds (though they can be larger). They have thick, coarse hair in tight curls all over their bodies except for the legs and head, where it is much shorter and sleeker. Their feet are seemingly too large for their size, as is their somewhat squarish head. They are typically mottled in color, their coats usually liver, cinder-black and ash-gray in color (or a combination thereof), with liberal white marking (paws and torso, rarely the head—the really rare, really kawl ones have a black ring around one eye, within a larger circle of white). They are good watchdaws and excellent fighters, but have a tendency to be surly or lazy (more so the former if they’ve been drinking).

COMBAT/TACTICS: Certain Grog Daws possess the “Groin Chomp” skill. The alpha male of a deck crew will always possess it; one in three others (of genuine Ginge stock) to one in five others (of “lesser” stock) will likewise know it. The Groin Chomp, like the Groin Punch or Groin Stomp, is a specific called shot. Only this one is unique to a few talented critters. Grog Daws using this skill can disable any opponent with one good bite. Damage is less than a standard bite (2-5), but the victim must make a save vs. Constitution at -4 or fall prone (writhing in agony in the fetal position, whimpering, usually). Female opponents can be affected by this attack but not as severely (-2 to the save). A Groin Chomp requires a skill check roll followed by a successful attack roll.

Habitat/Society: Grog Daws are never encountered in large numbers, and almost always at sea. They are fiercely loyal to their ships and prefer to be at sea, gaining a +1 to hit and +2 damage on or belowdecks while abroad (they do not gain this bonus while docked or on land). There will typically be just one of the canines per ship unless it is a larger craft with a crew of survivors from other ships that have been sunk in battle. In these instances there will be a deck crew of up to four Grog Daws.

Ecology: Grog Daws have a 50% skill level in Mimic Dialect, but only with regards to the barking of other canines (such as Blink Daws, Rottweilers and even Orkin Wardaws). This is often useful for pirates attempting to pillage a coastal settlement by stealth; Grog Daws have more than once kept guard daws from raising a hue and a cry until it was too late. They also possess an unerring, instinctive sense of where the Ginge lies in relation to their current position. This results in a skilled navigator receiving a bonus if there is a Grog Dawg around to look at or question while attempting to fix his position with chart and sextant. Grog Dawg bitches have smallish litters of pups (1-4 puppies), typically during those parts of the early Summer and late Fall that the weather is relatively calm and untroubled. They always birth and then nurse their litters until weaned either aboard ship or in the holds of small “whelping ships” kept moored at most Ginge ports for just such a purpose.

Creature Field Researched by David Reeder

Medicinal: Grog Dawg fur mixed into any magic potion will create a combined potion that includes the added effect of restoring complete sobriety and curing any hangover. Grog Dawg slobber will do the same thing, but that’s just gross.

Spell Components: A pinch of Grog Dawg fur added to the other components of Hyptor’s Faithful Bitch-Hound will double the spell’s duration. A pint of Grog Dawg blood added to the components of Guards and Wards will add the option of placing a Hyptor’s Faithful Bitch-Hound in a corridor (treat this as option 7F; Guards and Wards, PG pg. 231).

Hide/Trophy: Nil

Treasure: Nil

Edible: Grog Dawg flesh tastes like dawg soaked in booze

Other: Grog Dawg pups will fetch 200gp or more in certain port cities.

DESCRIPTION: Grog Daws are a distinctive canine that developed almost by accident in the Ginge Islands—more specifically, on the decks of the ships of the Ginge Pirates. Over the years, nourished on a steady diet of ship’s rations and pirate’s grog, this motley collection of different curs and mongrels evolved into a unique and specific breed. Grog Daws are rugged, poorly-mannered mutts (some would even say boorish) that would rather walk the wooden deck of a ship than anywhere else. They are strong-willed and prone to fits of temper, but are unfailingly

DAWGS



DESCRIPTION: Dawgs come in a variety of colors, shapes, and sizes. They can have short or long fur, and the fur may be silky smooth, or rough, or tightly curled. Their paws are good for digging, but not climbing. They have an especially acute sense of smell and hearing, but their eyesight is not as good as a humans.

Over the years, they have been bred into many groups for different purposes:

Cart Dawgs are large, robust canines that can pull a small cart with up to 100lbs. of material along roads or decent trails at a speed of 9. Alternately, they can pack 50lbs. on their backs (75lbs. for 2/3 move, 90lbs. for 1/3 move). They are gentle, tractable, and hard-working.

Sled Dawgs are another type of dawg used for pulling vehicles (as individuals, use the stats for hounds; see below). They have thick, furry coats to protect them from wet and cold can endure cold-weather conditions. A group of seven can pull a sled or sleigh with up to 300lbs. at a movement rate of 12 over icy or snowy ground (half movement in rough terrain or if weight doubled). Specially picked and trained teams of Sled Dawgs can move at 18 speed with 400lbs. weight for lengths of time, when under the command of an expert "musher."

Herding Dawgs are medium and smaller active canines that typically herd sheep, cattle, barnyard fowl, pigs, goats, and the like. They make excellent guards and are protective of their flock and loyal to their handler. A herder (who has a specialty in working with dogs) with a good Herding Dawg can take the place of three ordinary herders.

Hounds and other hunting dawgs are trained to hunt deer, elk, moose, wolves, bear, small game, foxes, and birds. They are excellent trackers by scent or sight and love to give chase. Some varieties work well in the water while others are expert at pointing out or retrieving game. Most are highly sociable and enjoy liv-

Dawgs

DAWG	Cart	Herding	Hound	Lapdawg	Mountain	Racing	Terrier
AKA:	Toby	Lassie	Bubba	Princess	Bernard	Lightning	Chewie
HACKFACTOR:	0	0	0	0	0	0	0
EP VALUE:	55	50	55	25	65	45	50
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any	Any	Any
FREQUENCY:	Common	Common	Common	Uncommon	Uncommon	Uncommon	Common
ORGANIZATION:	Solitary	Solitary	Pack	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Semi(2-4)	Semi(2-4)	Semi(2-4)	Semi(2-4)	Semi(2-4)	Semi(2-4)	Semi(2-4)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-2	1-2	2-24	1	1	2-12	1-2
SIZE:	M	S-M	M	T	L	S	S-M
MOVEMENT:	9"	18"	18"	12"	9"	24"	15"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	9	11	12	16	12	9	10
ARMOR CLASS:	6	6	7	8	6	7	7
NO. OF ATTACKS:	1	1	1	1	1	1	1
DAMAGE/ATTACK:	1-4	1-6	1-6	1-3	2-7	1-4	1-4
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
MAGICAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard	Standard	Standard
HIT DICE:	2+2	2	2+1	1	2+3	1+2	2

ing in packs and families. Trained hunting dawgs under the command of a houndsman or huntsman can track as a ranger with a skill mastery of 20-50%. Highly adept hounds have a mastery of 60-90%.

Lapdawgs are small canines kept for companionship, most often by aristocrats. Many times bad-tempered, jealous, vain, demanding, excitable, and finicky, these pampered pets have great loyalty to their owners. If a perceived opponent is within nipping range, they can attack with surprise 50% of the time for 1-3 points of damage.

Mountain Dawgs are large, heavy-coated breeds that work well in rough environments, and can be trained in search-and-rescue operations. Despite their size, these dawgs are gentle and nurturing. They are strong swimmers, and have an instinctive behavior to help those in distress. Many are provided with a supply of emergency rations and cordials.

Racing Dawgs are trim and sleek spirited canines that live to run, and are often raced in competition. They will also chase small game, regardless of commands otherwise. Sensitive and rather fragile dawgs, they need special care to stay in good health.

Terriers: Small to medium-sized dawgs that are convinced of their own importance. Their independent mindset sometimes makes them aggressive towards other dawgs. They hunt vermin, birds and small game. The bigger varieties use their powerful jaws to tear at larger creatures. They can be excitable, but are loyal and alert, and thus make good watchdawgs. A terrier, once it makes a successful attack, will seize any crea-

ture substantially smaller than itself in its jaws and automatically inflict 1d4 of shaking damage per round until it is hit or commanded to release the creature.

COMBAT/TACTICS: Dawgs are generally friendly towards humans and demi-humans, though those trained for guard duty will bark at the presence of strangers. A faithful canine will attack those it considers a threat to its master. See the description in the HackMaster Hacklopedia of Beasts – Volume II for Dawg, Wild/War for further information about dawgs' fighting capabilities.

HABITAT/SOCIETY: Dawgs are man's best friend and have been bred for countless generations to help and protect people.

ECOLOGY: Dawgs are found almost everywhere people are. They will eat table scraps or rummage through garbage if no other food is available. Their part of the natural order is as companions and helpers to human and demi-humankind. ☐

YIELD:

Medicinal: Dawg saliva can speed healing.

Edibility: Yes. Dawg meat is quite tasty and nutritious.

Spell Components: Dawg hearts are often used in the making of cursed items.

Hide/Trophy Items: Certain dawg fangs can be passed off as wolves' teeth. Otherwise Nil.

Treasure: Nil

Other: Nil



DISMEMBERMENT CLOUD



Dismemberment Cloud

AKA: Body Blizzard
Hackfactor: 9
EP Value: 500 + 25 per body part
Climate/Terrain: Any
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: Nil
Intelligence: Low (5-6)
Alignment: Chaotic Evil
No. Appearing: 1
Size: M (4+/-7')
Movement: 9"
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Fanatic (20)
Armor Class: 6 (appendages)/9 (mist)
No. of Attacks: 6-11
Damage/Attacks: 1-3 (except intestines)
Special Attacks: see below
Special Defenses: see below, Undead Immunities
Magic Resistance: Standard
Hit Die: Special (8 hp per appendage + 12-26 for mist)

DESCRIPTION: A jerkily active cloud of dismembered and bloody limbs along with other gruesome remains of body pieces, the Dismemberment Cloud is, in reality, a strange variant of a poltergeist. Each creature comprises a variety of mutilated parts, each seemingly able to act separately in targeting victims; but these are just special forms of attack. The creature itself is an almost invisible mist which surrounds each appendage, able to change its hazy color between hazy black, red and smoky-white at will for the most dramatic effect. A heavy stench of rot and decay surrounds these creatures.

COMBAT/TACTICS: Dismemberment Clouds are an extremely

rare creation in Garweez Wuld, with each extremity acting almost independently with their own special forms of attack. Each Cloud consists of 13-25 parts, randomly divided between severed heads, hands, feet and innards, each in various states of decay. Between 6-11 parts can attack separately each round, determined each time, with separate rolls to determine which parts.

1 - Heads: Floating with staring eyes and lolling tongues, about half seem to emit a hideous, maddened laughter. Their main form of attack is head butting victims or circling around them keeping them occupied while other parts get into position.

2 - Hands: Similar to Crawling Claws, these butchered limbs will generally try and slap targets around the face, claw exposed flesh, or otherwise go for the throat

3 - Feet: Hopping about, these appendages will either try to stomp on a targets feet or kick them in the shins, g'nads or buttocks in an attempt to knock them over.

4 - Intestines: Slithering along the ground like snakes, but leaving a slimy trail, these sections will attempt to entwine victims, especially the legs so targets cannot move, or pin their arms to their sides. Or even go for the throats if possible.

Dismemberment Clouds usually consists of 3-5 heads, 5-11 hands, 3-6 feet and 2-4 sections of intestines. Battered and hacked limbs rendered useless (after taking 8 hps of damage each) will be knocked out of the field of mist by the attacking blow or just dropped and left twitching on the ground.

Common tactics involve the Dismemberment Cloud lurking behind closed doors and rushing in on targets as soon as they open said door. The hacked appendages will swarm over the nearest victim, before spreading out and attacking those closest to him.

EPs should be awarded as follows: 1200 to the player who destroyed the actual essence of the Dismemberment Cloud, and 25 for each body part destroyed by each individual player.

Habitat/Society: Lone creatures, all the Dismemberment Cloud does is what it was created for: to attack, destroy and repair itself. Being undead, it does not eat or sleep, and is often alone and forced to play Rock-Paper-Scissors with itself, which may thus explain its seemingly constant bad temper.

Ecology: Rumoured to have first been created by a bitter necromancer who had almost been destroyed by a rival's Cloud of Pummelling Fists spell and decided to use the experience as inspiration for a new guardian creature. After all, keep your enemies distracted by fast-moving targets and you've pretty much got them. It is not known how many were created throughout his life, but it IS known that they are extremely hard to destroy completely. Only the throwing of Holy Water into the fine gauzy mist that is the spirit of the Dismemberment Cloud, or successful Turning checks, will fully destroy it. Commonly believed to be a form of undead golem, many renowned golem-creators have a desire to learn the process of creation for Dismemberment Clouds, but the secrets as to their creation can be found only in dark tomes of highly forbidden knowledge.

Creature Field Researched by James Butler

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental. 20 percent chance of a ring or two on hands, magic or mundane.

Edible: Nil

Other: Nil

DISPLACER BEAST, COMMON DIRE MT. CAT



Displacer Beast, Common Dire Mt. Cat

AKA: Dire Mountain Puma

Hackfactor: 6

EP: 650

Climate/Terrain: Temperate/Forest/Hills

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Day

Diet: Carnivore

Intelligence: Semi (2-4)

Alignment: Neutral

No. Appearing: 1

Size: L (7' long)

Movement: 15"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Confident (12)

Armor Class: 4/8

No. of Attacks: 3

Damage/Attack: See below

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Standard

Hit Dice: 6

DESCRIPTION: This beast resembles the more commonly-known Displacer Beast in form, but not in coloring. Yes, it does retain the vaguely puma-like characteristics of its common counterpart, but instead of a bluish-black coloring, this cat is a lovely burgundy with yellow stripes. It has a pair of tentacles flailing about from its shoulders, and it has sharp pair fangs filling its diabolical maw.

Unlike the common Displacer Beast, the Common Dire Mountain Cat Displacer Beast has no sharp spikes, but merely highly-adhesive suckers.

COMBAT: This cat is able by some unknown means to vibrate its molecules so that it appears to be 5' from its actual location, in a random direction.

When its prey is sufficiently confused as to the beast's location, it will strike, usually from behind its intended targets. It is able to grab up to two individuals at a time with its pair of tentacles. This is its preferred method of attack. If its victims fail a Dexterity check they are entangled in the beast's tentacles and are slowly crushed to death. For each round a victim is entangled by a Common Dire Mountain Cat Displacer Beast's tentacles, he suffers 2-8 points of crushing damage. Any individual who is grabbed by both tentacles suffers 2-8 additional points of damage per round.

If a character successfully dodges the beast's attempts to entangle with its tentacles, the cat will attempt to bite for 2-8 points of piercing damage. The beast is also able to rake with its claws for another 1-8 points of damage.

Its defense, of course, is its ability to appear to be somewhere it is not. However, once it has successfully attacked someone, its location is evident to those who are being attacked. They could possibly give instructions to compatriots as to the exact location of the beast. Also, those who have the blind fighting ability could possibly hit the beast. Those who can detect illusions may also possibly locate the beast.

Habitat/Society: These beasts are very rare, but roam wilderness areas in temperate, forested and hilly regions. They prefer the seclusion of heavy foliage when not hunting. They are very brightly colored, making it extremely difficult for them to hide. When not in combat or hunting mode, these beasts usually do not use their molecule displacement ability to conserve energy. During this time, they are easier to hit.

These beasts are unlike many large cat-like creatures in that they are not nocturnal. They sleep at night in dens and hunt during the day, when its preferred prey are most active. Its preferred prey are humans and demi-humans. The larger the individual the better they like it.

Ecology: Not much is known about the mating habits of these beasts, which are almost always found alone. Some experts believe the creatures reproduce magically and have absolutely no contact with other beasts of their kind.

**Creature Field Researched
by Barbara Blackburn** □

YIELD:

Medicinal: A sucker from the tentacles boiled in Beholder bile can cure 2d4 points of damage per 8 oz. dose.

Spell Components: Tentacles are used in Entangle spells.

Hide/Trophy: Fangs are worth 10 g.p. each to collectors

Treasure: Nil

Edible: Nil

Other: Nil

DOOM CUMULUS



Doom Cumulus

AKA: Underground Cloud

Hackfactor: 19

EP: 3000

Climate/Terrain: Subterranean

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Silver

Intelligence: Exceptional (15 - 16)

Alignment: Neutral Evil

No. Appearing: 1

Size: S (2" x 3")

Movement: 18" FL (A)

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Foolhardy (16)

Armor Class: 3 (stem)/7 (blossom)

No. of Attacks: 0

Damage/Attack: 1-8

Special Attacks: Acid Rain, Lightning Current

Magic Resistance: Nil

Hit Dice: 7

DESCRIPTION: The Doom Cumulus looks much like a normal gray storm cloud except for a few exceptions. The most notable feature of a Doom Cumulus is a fiendish or mischievous looking face formed within the center of the cloud. The face cannot speak but its expressions change depending on how it feels, it may also mimic objects to communicate if it desires. The clouds are never more than 2 feet by 3 feet in size and are always found underground or indoors.

COMBAT: A Doom Cumulus is an extremely moody creature capable of swaying from happy to angry in a matter of moments. Angering a Doom Cumulus is quite easy because they detest

most company and always believe that people are trying to steal their treasures. This being the case, being present is usually all it will take to aggravate one. When a Doom Cumulus is angered its face will take an enraged visage and the cloud's gray color will gather a crimson glow. Sparks will crackle about it and lightning will flow through it as it begins its relentless assault. The favorite form of attack used by a Doom Cumulus is its mist-form, making it intangible and immune to physical attacks. While in mist-form it will surround an opponent and allow the lightning that crackles throughout its form to shock its opponent. Should this tactic fail it will float to a higher elevation if possible and rain an acidic liquid upon its foes. Its final form of attack if all else fails involves taking solid form, usually as a weapon of some kind, and physically assaulting its opponents.

While in mist-form a Doom Cumulus is immune to physical attacks but can only attack using its lightning current which deals 1-10 points of electrical damage for each round that the Doom Cumulus is in contact with an opponent.

In physical form it can either use its acid rain attack that inflicts 1-10 damage over a 10" by 10" area or take the shape of a weapon and physically attack its opponents for 1-8 points of damage. The rain has a range of 40 feet, allowing the Doom Cumulus to fly a good distance above its opponents and use it while out of close range, however, this ability can only be used once every 3 rounds. Doom Cumuli are also immune to charm, sleep, and hold spells, as well as electrical attacks.

Habitat/Society: Doom cumuli are solitary creatures and very territorial, they seek shelter in underground caves, dungeons, or mines. Their mistrust of other creatures is endless, even towards their own kind. A Doom Cumulus will spend its entire existence, which is forever unless slain, collecting shiny objects ranging from glass and crystal to silver and jewels. Of all treasures, silver is their most beloved because they require it for nourishment, absorbing small amounts of it every few weeks. If ever a Doom Cumulus fails to absorb at least a coin of silver in a one-month period, it will enter a dormant state, sink to the ground, and appear as a normal cloud. If silver once again enters within a 100-foot vicinity it will immediately awaken, attacking whoever possesses it. During their dormant state they are helpless and unable to defend themselves but will awaken should they feel pain.

Ecology: The first Doom Cumulus was created by an enchanter named Drasfarius Trimb and was meant to be used as a guardian. To create them Drasfarius took a block of enchanted silver and smelted it with the essence of an air elemental. The blocks were then boiled for 72 hours in a confined area where the steam could gather. Once this time had passed the steam formed a small cloud, a Doom Cumulus, and immediately sought the first source of silver it could find. Although these deadly creatures would make excellent guardians, Drasfarius found it impossible to control them due to their untrusting demeanor and constant mood swings. He set dozens of these creatures loose in his failed attempts to gain control over them. After about a hundred failed trials to create an obedient Doom Cumulus he gave up and retired his notes to the many piles that filled his study. Over the years many mages have attempted to correct Drasfarius' formulas to create an obedient Doom Cumulus and all have failed to do so.

Creature Field Researched by Christopher Loss ☐

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy: Nil

Treasure: B +100-600 silver

Edible: Nil

Other: The dusty remains of a doom cumulus can be sprinkled upon a single person to invoke the effects of a fly spell as if it had been cast by a 10th level magic-user.

DOOMSDAY PACK



mal dawgs. The thing that makes them so dangerous is the fact that that the pack is just so large and cohesive with an amazing capacity to strip everything before them of life.

COMBAT/TACTICS: The Doomsday Pack attacks as a pack, and are impossible to separate. They attack any living thing in their path, mangling and mauling their victims almost beyond recognition. They possess an acute blood lust. This blood lust lasts twice as long as that of normal pitbull packs, some 4-24 rounds, doing more damage as well.

The pitbulls in the Doomsday Pack seem to have overcome the breed's natural poor ability to smell. They strike fear into all who hear their haunting snarls approach them, and it seems that they can smell this fear. They rush headlong into attack mode if they are within 50 feet of a warm body. Anyone with 50 feet of the pack can hear the dawgs snarls and growls, and must save vs. fear or run in a blind panic for 1-6 rounds. On a roll of 19 or 20, these pitbulls can rend flesh, doing double damage. On a roll of 20, of course, they also inflict critical hits.

Members of the pack seem to enjoy the benefits of a hypnotic trance that makes them immune to pain and morale checks. They do not suffer from the effects of a Threshold of Pain check. As long as they have one hit point left, individual dawgs will continue to attack.

Because of the large size of this pack, they can basically overrun and decimate an entire town within the space of 2-4 hours.

HABITAT/SOCIETY: The pack is led by an alpha male who seems to be twice as large as the rest of the pack. As the pack steamrolls across the land, it attracts any other pitbulls within a mile of its location. Newly arriving animals are absorbed into the pack and seem to immediately fall into the pecking order and become part of the pack. Other breeds of dawgs have also been spotted travelling in the rear of the pack, attacking as pitbulls because of their common leadership and great bloodlust.

ECOLOGY: The Doomsday Pack is predominately made up of pitbulls. These animals however seem to have an even more pronounced appetite for destruction than most individual pitbulls. The pack behaves as if it has but one purpose, as if it is but one, snarling, large, vicious creature. The dawgs within the pack feed on the blood of their victims, and it appears their appetites can never be sated.

*Creature Field Researched
by Jolly and Barbara Blackburn*

Doomsday Pack

AKA: The Kobian Fury, Ten Thousand Fangs

Hackfactor: 3

EP: 125 each

Climate/Terrain: Temperate

Frequency: Uncommon

Organization: Packs

Activity Cycle: Any

Diet: Carnivore

Intelligence: Animal to Semi (1-4)

Alignment: Neutral (Chaotic Evil)

No. Appearing: one pack (more than 5,000)

Size: M (3' long)

Movement: 12"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Fanatic (20)

Armor Class: 6

No. of Attacks: 2

Damage/Attack: 1-10

Special Attacks: Blood lust, Rend Flesh

Magic Resistance: Standard

Hit Dice: 2+5

DESCRIPTION: This writhing, snarling pack of ravenous pitbulls is nothing short of a plague on the land.

With its membership growing by leaps and bounds there is no telling when, if ever, they will be stopped. It is as if the pack were one gigantic, demonic presence rather than just a mob of scruffy canines.

At last count there appeared to be more than 5,000 dawgs in the pack. They are nothing more than your average pitbulls with the same abilities and appearance as nor-

YIELD:

Medicinal: Nil

Spell Components: Pitbull fur can be used in a No Fear spell. This adds a material component to the spell and adds to the casting time, however, the duration lasts until the victim willingly makes an Intelligence check or after combat has ended for more than two rounds.

Hide/Trophy: Nil

Treasure: Nil

Edible: Nil

Other: Nil

DOPER

Doper

AKA:	Rastarock
HACKFACTOR:	22
EP VALUE:	1,400
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Darkness
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1
SIZE:	M (7' tall)
MOVEMENT:	1"
PSIONIC ABILITY:	Nil
ATTACK/DEFENSE MODES:	Nil/Nil
MORALE:	Daring (15)
ARMOR CLASS:	0
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Intoxication
SPECIAL DEFENSES:	Camouflage, Immune to smoke
MAGIC RESISTANCE:	normal
HIT DICE:	6

DESCRIPTION: Dopers are a variant species of the Roper. They appear as a tall column of white calcite, slightly tapered at the top. They have a single big eye (always bloodshot), one big mouth and six tentacles. Dopers are extremely intelligent but usually fail to work up to their potential.

COMBAT/TACTICS: Like their genetic cousins, Dopers have a natural ability that makes them 50 to 80% undetectable in subterranean situations, depending on the lighting and the terrain. They can shape themselves to look like stalagmites or columns. However, when disguising themselves as columns, they may only imitate the Doric and Ionic varieties. Corinthian columns are simply too difficult for Dopers to approximate. Regardless of the form they take, their opponents suffer a -2 penalty to surprise rolls.

Long exposure to toxic smoke has inured Dopers to airborne pollutants. As such, they are completely immune to all Cloud, Fog or Smoke spells (such as Cloudkill, Death Fog, Stinking Cloud or the effects of an Eversmoking Bottle). They greatly fear fire because they suffer an additional +1 hp of damage per die and save at -4 versus all fire attacks. Scorched Doper has a pungent and distinct odor.

Dopers shoot sticky strands (similar to hemp rope) at their opponents. They have 6 strands and can shoot one per round up to 50 feet. Once a victim has become ensnared, they will attempt seconds. Each strand can pull up to 750 pounds and targets struck must save vs. poison. Those failing become buzzed (see Table 12V: Effects of Alcohol and Drugs on p. 170 of the GameMaster's Guide). Strikes are cumulative in that failing a saving throws advances the character's inebriation one step (to sloshed, wasted and finally passed out). Recovery times are listed for each intoxication level on Table 12W (GMG p. 170).

Victims are pulled 10 feet closer to the Doper each round. A single strand can be pulled or broken off by a bend bars/lift gates roll. These are made at 250% of normal chances because Dopers tend to be pretty weak. It can also be severed (AC 0, 7 HP each). A strand must be severed in a single hit by an edged weapon.

When the victim reaches the Roper, it breathes its special Intoxication Fog. This attack has a range of 5 feet and necessitates a save vs. poison (at -2 on the die). Failure results in that character advancing one step in his inebriation (see above). Dopers would prefer to have their victims pass out and then dine on them at their leisure rather than engaging in melee. If pressed (i.e. their HP are reduced below half), they forgo using their Intoxication Fog and initiate biting attacks.

HABITAT/SOCIETY: All dopers are completely paranoid. They're convinced everyone else is



out to get them or, more importantly, to steal their stash. Sadly this vigilance is misplaced. For if there's one thing that Dopers do not excel in, it's financial management. A Doper stash contains only 1d100 each of very grimy and worn copper, silver and electrum coins. This stash is usually kept in a small hollow within arm's reach of the Doper.

Like other of their genus, Dopers propell themselves using large, cilia-like appendages on their undersides and move as quickly on walls and ceilings as across floors.

They only come to the surface if forced to migrate from their caverns, usually by a raiding party of orcs. They dislike bright light and are encountered outside only at night.

ECOLOGY: Dopers have the munchies and are always looking for something to eat. They aren't really particular but something fat and greasy is preferable.

Eghouls

AKA: Winged Death Birds
HackFactor: 6
EP Value: 261
Climate/Terrain: Mountains
Frequency: Very Rare
Organization: Clutch
Activity Cycle: Night
Diet: Carnivore
Intelligence: Average (8-10)
Alignment: Neutral evil
No. Appearing: 1-2 or 2-12 (Flock)
Size: M
Movement: 18"
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Average (11)
Armor Class: 6
No. of Attacks: 3
Damage/Attack: 1d6/1d6/2d6
Special Attacks: Paralization
Special Defenses: See text
Magic Resistance: Nil
Hit Dice: 4+4
ToP: n/a
FF: n/a

DESCRIPTION: These creatures were one of Izzlshyzt's last experiments. The undead avian monstrosities were left to survive on their own when her attention turned to the magic that led to her demise. They have been terrorizing caravans and travelers with their nocturnal hunting ever since.

YIELD:

Medicinal: Doper livers are useful in treating glaucoma.

Spell Components: If Doper blood is used in the casting of Ralph's Placid Arrow, the victim gets -4 to his save.

Hide/Trophy Items: Doper strands make excellent rope. They can hold 130% of standard loads and never rot.

Treasure: 1-100 each of cp, sp and ep

Other: n/a

EGHOUL

COMBAT/TACTICS: Eghouls are nocturnal hunters who silently prowl the night skies in search of victims. Typically they raid ranch herds and pick of lone travelers. The foul monsters fly high above their intended victims and then swoop down in hopes of surprising them. Typically they carry off their prey before they know what has hit them. They have a limited ability to speak, which they typically use to mimic things they've heard others say recently. The monsters can throw their voice up to 200 feet away.

HABITAT/SOCIETY: Eghouls mock many of the behaviors of their past lives, though they much prefer harassing travelers.

ECOLOGY: Being undead, Eghouls need not eat, sleep, breathe, or reproduce.

YIELD:

Medicinal: An Eghoul's claw can be ground up and used as an elixir to get rid of gall stones.

Spell Components: The feathers of an Eghoul can be used to make a Potion of Flying.

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Nil

ELVARIELS

<i>Elvariels</i>	Berserker	Enforcer	Fighter	Gladiator	Guard
AKA:					
HACKFACTOR:	3	2	3	3	1
EP VALUE:	120	65	65	120	35
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any
FREQUENCY:	Rare	Rare	Rare	Rare	Rare
ORGANIZATION:	Tribal	Tribal	Tribal	Tribal	Tribal
DIET:	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Average (8-10)	Average (8-10)	Highly (13-14)	Highly (13-14)	Very (11-12)
ALIGNMENT:	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral
NO. APPEARING:	1	2-4	2-16	1-4	2-8
SIZE:	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')
MOVEMENT:	12", 18" fly (B)	12", 18" fly (B)	12", 18" fly (B)	12", 18" fly (B)	12", 18" fly (B)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATT/DEF MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Unsteady (8)	Courageous (13)	Brave (14)	Average (11)
ARMOR CLASS:	6	7	7	6	7
NO. OF ATTACKS:	3	1	2	3	1
DAMAGE/ATTACK:	by weapon +6 or 1-6+6	by weapon or 1-4	by weapon +2 or 1-4+2	by weapon +1 or 1-6+1	by weapon or 1-4
SPECIAL ATTACKS:	Nil	Pain	Fly-by	Multiattack	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	See Text	See Text	See Text	See Text	See Text
HIT DICE:	2+3	1+3	2	2+2	1

A recent addition to the Garweeze Wurld Hacklopedia of Beasts, the first elvariels were created in the laboratory of the elven magic-user Ko'lien Longbranch. At the time, Ko'lien was unsuccessfully wooing the comely half-elven druid Clair, and the elvariels were to be his ticket to her heart (and hopefully bed). Clair's love of the natural environment, particularly the forest home of her mother, was well known and went beyond even the beliefs of the traditional druid. Ko'lien respected his woodland home, but he feared that his environmental beliefs weren't enough for Clair. In order to appear as much more of a nature-friendly fellow than he actually was, he set out to design a new race of forest guardians.

Like many plans motivated by lust, however, Ko'lien's design for the elvariels were half-baked. He wanted to combine elves with fairies to create the purest, nature-loving creatures. Unfortunately, he wasn't able to find any fairy volunteers, and had to settle for pixie-fairies. The result was the first elvariel, a magical creature with a fully grown elf body and delicate pixie-fairy wings.

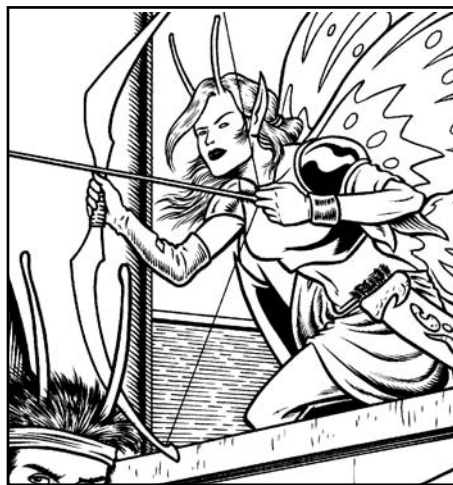
Clair was suitably impressed, and Ko'lien considered his little experiment a success. At first, the two elvariels (Ko'lien only had the funds to create two) followed the happy couple around, learning of the forest and how to preserve nature. But soon Clair realized that Ko'lien was only interested in the carnal aspect of the relationship, things took a turn for the worse. Embarrassed that she had fallen for the mage's deception, she began to express her anger at Ko'lien. When Clair finally dumped Ko'lien,

the elvariels had been warped by her bitterness, and set out to establish their own tribe.

In no time at all, the elvariels had established a large tribe of their kind. Witness to the abusive relationship of Ko'lien and Clair during their impressionable years, the elvariels had developed a militant form of environmentalism.

Believing that all others were too "soft" in protecting their natural surroundings, they set out upon a campaign of eco-terrorism that persists to this day.

Recently, several tribes have been cut off in remote areas, and have returned to a life of barbarism. These savage tribes still carry out their agenda of militant environmental protection, but their tactics are less refined and ultimately less successful. To make up for it, these tribes have become more brutal and ruthless in combat, and are even more feared than their civilized brethren.



Description: Elvariels are a true mixture of elves and pixie-fairies. They stand between six and seven feet tall (a result of the bizarre magicks used in their creation) and have the slender build and pointed ears of their elven ancestors. In fact, if it weren't for the large, butterfly-like wings and the two antennae, they could pass for extremely tall elves. But they cannot, for every elvariel possess two large wings, similar in construction to those of a pixie-fairy, but resembling those of a butterfly. These wings are fully functional and allow the elvariels to fly at great speeds and with excellent maneuverability. However, due to the large amount of energy needed to fly and the relative frailty of their wings,

<i>Elvariels</i>	Illusionist	Magic-User	Necromancer	Priestess	Princess
AKA:					
HACKFACTOR:	2	2	4	2	6
EP VALUE:	120	65	175	65	270
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any
FREQUENCY:	Rare	Rare	Rare	Rare	Rare
ORGANIZATION:	Tribal	Tribal	Tribal	Tribal	Tribal
DIET:	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Genius (17-18)	Genius (17-18)	Supra-Genius (19-20)	Highly (13-14)	Genius (17-18)
ALIGNMENT:	CN	CN	CN	CN	CN
NO. APPEARING:	1	1	1	1	1
SIZE:	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')
MOVEMENT:	12", 18" fly (B)	12", 18" fly (B)	12", 18" fly (B)	12", 18" fly (B)	12", 18" fly (B)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATT/DEF MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Unsteady (8)	Pliant (10)	Average (11)	Average (11)	Defiant (17)
ARMOR CLASS:	7	8	7	8	5
NO. OF ATTACKS:	1	1	1	1	3
DAMAGE/ATTACK:	1-4	1-4	1-4	by weapon or 1-4	by weapon+1 or 1-6+1
SPECIAL ATTACKS:	Spells	Spells	Spells	Spells	Leadership
SPECIAL DEFENSES:	Spells	Spells	Spells	Spells	Nil
MAGIC RESISTANCE:	See Text	See Text	See Text	See Text	See Text
HIT DICE:	1	1	2	1	4

elvariels cannot fly for more than an hour at a time without rest. They must also consume twice the amount of food to sustain themselves.

Combat/Tactics: In combat, elvariels make the most of their flying abilities. Perhaps from years of hit and run raids, or perhaps as a sort of ancestral memory from their pixie-fairy parents, elvariels prefer to fight from the air. Whenever they are encountered, whether walking or flying, they will immediately take to the air, and will either begin parlaying or fighting, depending upon their estimation of their opponents. Elvariel combat doctrine dictates that it is far better to avoid getting hit than landing a decisive blow yourself. This is in large part due to the fact that elvariels do not (and cannot if they want to fly) wear armor. Thus, elvariels tend to stay out of range until they have the good opportunity to attack.

The Fighting Classes: Elvariels have developed several forms of fighting, and as a result there are several different types of combatants that can be encountered. There are six elvariel fighter-types, and each approaches combat differently.

Elvariel Guards: Elvariel guards are the lowest type of combatant. They are rarely encountered outside of the tribal home, as their role is to defend the tribe while the true muscle is out on a raid or other mission. They are typically armed with voulges (70%), long bows (20%) or two-handed swords (10%). Their main priority is to keep raiders away from important buildings, and they will not risk themselves needlessly.

Elvariel Fighters: Elvariel fighters are more capable than the guards, and form the backbone of elvariel raiding parties. They have been schooled extensively in hit and run tactics, and can execute a fly-by attack. An elvariel fighter can attack at any point during a move with no penalty. They are usually armed with voulges (40%), two-handed swords (30%) or long bows (30%).

Elvariel Veterans: Veterans are fighters that have survived several raids. Like standard fighters, they can execute a fly-by attack, but they have also learned a new maneuver: the skewer. When fighting with a polearm, on

a successful hit the opponent is skewered on the polearm. The veteran can then carry them into the air and drop them on the next round (this counts as an attack). Veterans are usually armed with voulges (70%), long bows (15%) or two-handed swords (15%).

Elvariel Berserker: Every year, a few elvariel are taken by the green rage. Usually happening to seasoned combatants, some elvariels cannot stand to see the environment mistreated and are so filled with rage that they gain unusual Strength. Berserkers will travel with raiding parties, though two or more berserkers will never be encountered in the same raiding party. They are generally armed with voulges (50%), two-handed swords (30%) or battle axes (20%).

Elvariel Gladiator: Occasionally an elvariel will become so enamored with combat and fighting that they will forget the elvariel cause and practice fighting all the time. These are the gladiators, and while the other elvariels look down on them for their lack of conviction, they recognize that they're very valuable in a fight. Elvariel gladiators can multiattack, which allows them to target multiple foes with their multiple attacks. They are usually armed with two-handed swords (60%), two hand-axes (25%) or voulges (15%).

Elvariel Rangers: Perhaps the most important members of the raiding party, every group of elvariels encountered outside of their tribal home will include a ranger. They lead the parties through the woods, track prey, and identify targets. They are armed with long bows (65%), two-handed swords (20%) or voulges (15%).

The Magic-User Classes: Due to their magical creation and their elvish heritage, elvariels are very talented magic-users. They still use spell books, but they are often non-standard types, the most common being animal bones. A captured spell book will have 1d4+2 spells of each level the elvariel could cast.

Elvariel Magic-User: These elvariels are the standard magic-users. One will usually accompany each raiding power to provide magical support. Magic-users have a caster level of three and can cast 1st and 2nd level spells. Their spells lists typically include: magic missile,

<i>Elvariels</i>	Ranger	Savage	Shaman	Thief/Assassin	Veteran	Witch
AKA:						
HACKFACTOR:	2	1	2	1	4	1
EP VALUE:	65	35	120	35	120	120
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any	Any
FREQUENCY:	Rare	Rare	Rare	Rare	Rare	Rare
ORGANIZATION:	Tribal	Tribal	Tribal	Tribal	Tribal	Tribal
DIET:	Herbivore	Omnivore	Omnivore	Herbivore	Herbivore	Omnivore
INTELLIGENCE:	Highly (13-14)	Average (8-10)	Highly (13-14)	Very (11-12)	Highly (13-14)	Genius (17-18)
ALIGNMENT:	CN	CN	CN	CN	CN	CN
NO. APPEARING:	1-4	4-16	1-2	1	1-4	1
SIZE:	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')
MOVEMENT:	12", 18" fly (B)	12", 18" fly (B)	12", 18" fly (B)	12", 18" fly (B)	12", 18" fly (B)	12", 18" fly (B)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil	Nil
ATT/DEF MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Unsteady (8)	Unsteady (8)	Pliant (10)	Daring (15)	Unsteady (8)
ARMOR CLASS:	6	7	8	6	6	8
NO. OF ATTACKS:	2	1	1	1	2	1
DAMAGE/ATTACK:	by weapon +1 or 1-4+1	by weapon or 1-6	by weapon or 1-6	by weapon or 1-4	by weapon +2 1-4+2	by weapon or 1-6
SPECIAL ATTACKS:	Nil	Nil	Spells	Backstab	Fly-by, Skewer	Spells
SPECIAL DEFENSES:	Nil	Nil	Spells	Nil	Nil	Spells
MAGIC RESISTANCE:	See Text	See Text	See Text	See Text	See Text	See Text
HIT DICE:	2	1	1	1	3	1-1

sleep, wall of fog, bash door, charm person, blindness, heat seeking fist of thunder, invisibility, levitate, and munz's bolt of acid.

Elvariel Illusionist: Occasionally, an elvariel will specialize in the school of illusion. These magic-users are valued for their ability to create a diversion while more important deeds are done elsewhere. Illusionists have a caster level of four and can cast first and second level spells. Their spell lists typically include: audible glamor, faerie phantoms, phantasmal force, throw voice, blindness, deafness, fascinate, invisibility, improved phantasmal force.

Elvariel Necromancer: Experienced elvariel magic-users inevitably become morbid later in life, and turn to necromancy. Elvariel necromancers have a caster level of five and can cast 1st, 2nd and 3rd level spells. Their spell lists typically include: magic missile, sleep, wall of fog, bash door, chill touch, blindness, spectral hand, invisibility, levitate, and munz's bolt of acid, feign death, hold person, lightning bolt, vampiric touch.

The Thief Classes: Elvarels don't have thieves as most humans and demi-humans understand the class, but their thieves do reconnaissance and assassination.

Elvariel Thief/Assassin: The thief assassin is used as a scout, assassin, spy and more. They can backstab as a 1st level thief. They are typically armed with daggers (70%), short bows (25%) or short swords (5%).

Elvariel Enforcer: The enforcer has a very specialized role in elvariel society. Whenever the elvarels make an alliance or other diplomatic effort, the enforcers are sent to make sure the deal is finalized. While not superior combatants, they can easily incapacitate an opponent without causing lasting harm. Using their pain attack, they can cause temporary damage to an opponent instead of real damage. This temporary damage functions exactly like real damage except that it will not cause permanent harm and heals at 1 point per hour. They are generally armed with morning stars (40%), clubs (40%) or daggers (20%).

The Royal Classes: Leading the elvarels are the priestesses and princesses. Because of the influence of clair, all elvariel leaders are female. They make all the deci-

sions both on and off the battle field.

Elvariel Priestess: The elvariel priestess is really a druid, not a priest. Every raid has a priestess of some note, and many scouting parties carry a priestess for extra protection. Elvariel Priestesses have a caster level of three and can cast 1st, 2nd and 3rd level spells.

Elvariel Princess: Don't be fooled by the name, because these elvarels are the top of the heap. They are adept administrators, great motivators and excellent fighters. Any elvariel fighting within 30 ft. of a princess gains the benefit of her leadership ability. They get +1 to-hit, damage, and saves and can use the princesses morale value.

The Savage Elvarels: The savage elvarels are similar to their civilized counterparts. In general, their raiding parties are larger but more disorganized. All the savage elvarels (savage, witch and shaman) are armed with hand axes (40%), spears (30%), or short bows (30%). The savage is otherwise like the guard, the shaman like the priestess, and the witch like the magic-user.

Habitat/Society: The elvarels are a tribal society. The female priestess and princesses control the government and religion. Elvarels are almost all fanatic in their beliefs about the environment, and do not see any action taken in defense of the natural world as wrong. They spend their time attacking nearby civilizations and harassing travelers. The savage elvarels are less focused, and generally attack anyone that has food or supplies that they need.

YIELD:

Medicinal: Nil.

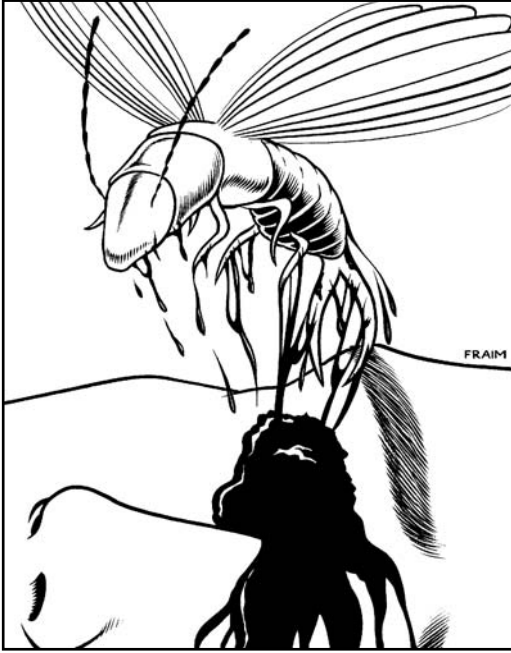
Spell Components: Nil.

Hide/Trophy Items: Elvariel wings, when ground into a fine powder, make a fine metal polish. Weapons and armor polished with ground elvariel wings will not require maintenance for a week per application.

Treasure: M individually, H in village

Other: Many countries and cities offer bounties for elvarels (dead or alive) as they tend to be quite a nuisance.

EYE SEEKERS



Eye Seekers

AKA: N/A

Hackfactor: 1

EP: 50

Climate/Terrain: Any

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Eyes

Intelligence: Animal (1)

Alignment: Neutral

No. Appearing: 1

Size: T (1"-2")

Movement: 1/2"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Wuss (2)

Armor Class: Wuss (2)

No. of Attacks: 1

Damage/Attack: 1d4 per turn

Special Attacks: See below

Special Defenses: None

Magic Resistance: Standard

Hit Dice: one hit point

DESCRIPTION: Eye Seekers are tiny, worm-like creatures with no eyes and rows of tiny razor-sharp teeth. They themselves have no eyes, but they use their ability to sense body heat to locate prey. They have tiny, gossamer wings and razor sharp appendages and tail which they use to dig into their prey. Eye Seekers have been bred in a variety of colors, but purely by accident. Most commonly they range from white to purple to black. Green and yellow seekers have been spotted by careful observers.

COMBAT: An Eye Seeker lives to eat, and what it eats are eyeballs. This creature has an extremely high metabolism and must eat almost constantly. It waits for its prey (anything with eyeballs) to sleep and then burrows into the unprotected orbs with voracious fury. An Eye Seeker will attack no other body parts except eyes. It will inflict 1d4 points of damage per round as it eats. If not removed within 2d4 rounds, whatever eye is attacked will be destroyed, giving the victim a missing eye quirk. If unchecked the creature will move on to the victim's other eye and feast some more. The Eye Seeker will feast on the second orb and if not expelled from this eye within 2d4 rounds, the victim will have the blindness quirk. No Cure Blindness spell can restore the sight to a victim of an Eye Seeker, for the eyes are destroyed. A Wish is the only thing that can restore an eye decimated by an Eye Seeker.

Eye Seekers are too timid to attack anyone who is awake, and if an intended victim wakes up the creature will be frightened away. They are easily killed by being swatted or stepped on, but are hard to hit because of their small size.

Habitat/Society: A bitter, blind magic user with a high degree of skill in biology created the first Eye Seeker through cross breeding several species of worms. They can be found living in wooded areas very rarely. Most often these creatures are found in the laboratory of this mad wizard and some of his cronies.

Ecology: Because of the artificial nature of their existence, Eye Seekers are sterile. The blind mage can create them, and he has passed his knowledge on to a few trusted individuals. If these people die without passing the knowledge on, these creatures will cease to exist within a few months after. An Eye Seeker only lives 2-4 months. They pay no attention to other Eye Seekers, and have no clue other Eye Seekers even exist because they only sense creatures with eyes.

Creature Field Researched
by Barbara Blackburn ☐

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy: Nil

Treasure: Nil

Edible: They can be eaten, and some say they're quite tasty.

Other: Nil

FILCH IMP

AKA: Thieving Git
Hackfactor: 7
EP Value: 500
Climate/Terrain: Any
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: None
Intelligence: High (13-14)
Alignment: Chaotic Neutral
No. Appearing: 1
Size: S (3 feet)
Movement: 14", 18" fly (A)
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Average (11)
Armor Class: 4
No. Of Attacks: 3
Damage/Attack: 1-4/1-4/1-3
Special Attacks: See below
Special Defenses: +1 or better weapon to hit, Thief abilities
Magic Resistance: Standard
Hit Dice: 3
ToP: Yes
FF: N/A

Description: One of the most annoying monsters in all of Garweeze Wurld is the dreaded Thieving Git, which primarily exists to deprive adventurers of undeserved loot. Characters that engage in inter-campaign travel are especially likely to be victimized by such creatures.

Filch Imps appear as short, "gargoyle-esque" creatures, complete with leathery wings and sharp little teeth and claws. While they seldom speak, their voices are surprisingly gruff, sounding roughly like a large dog.

Combat/Tactics: As their primary purpose is to steal items that are far too powerful for characters to deservedly own, they have a host of abilities to support this activity. Foremost, they have an array of thief abilities, able to pick pockets, move silently, and hide in shadows with 95% success, as well as become Invisible three times per day. They can Detect Magic and Identify at will. They have a marsupial pouch on their stomach, which functions as a Bag of Holding (type 1). Typically they carry in this pouch whatever they might need for a particular 'mission', at the very least a selection of heavy rags and twine (for wrapping up sharp objects to put in the pouch).

They are arch-enemies of pixie fairies, and will often take everything a pixie fairy is wearing or carrying.

The general tactics of a Thieving Git are to approach when the party/adventurer is helpless or otherwise indisposed, use its abilities to identify the most powerful items, and attempt to take them in the fastest and most convenient way possible. They'll often (60%) stay in the general vicinity of a victimized party or character for 1-10 days, just in case there is a powerful item that was missed the first time around. After this point, it departs, and it and its prizes are never seen again.

These creatures typically avoid melee combat, although they're not above such mischief if they think they can get away with it. If killed, all the items explode out from inside them at once, making for a rather gruesome display.

Habitat/Society: None to speak of, such creatures have never been encountered more than one at a time (and most victims never even know that they encountered one).

Ecology: None.

Yield:

Medicinal: Nil.

Spell Components: The blood of these creatures can be used for a double duration Improved Invisibility spell.

Hide/Trophy Items: The pouch can be removed, and used as a Bag of Holding (type 1) for 6-8 weeks, until it decays. If items are in the pouch at this time, they'll burst forth.

Treasure: Nothing beyond specific items stolen.

Other: Nil.

FIRE IMP

AKA: Phytfuul

HackFactor: 3

EP Value: 238

Climate/Terrain: Fire/Lava

Frequency: Uncommon

Organization: Small band

Activity Cycle: Any

Diet: Carnivore

Intelligence: High (11-12)

Alignment: Lawful Evil

No. Appearing: 2-7

Size: S (3')

Movement: 6", 12" Fly (B)

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Average (10)

Armor Class: 6

No. of Attacks: 3

Damage/Attack: 1-4/1-4/1-6

Special Attacks: Fire poisonous bite, spells

Special Defenses: Silver or magic to hit, spells

Magic Resistance: 25%

Hit Dice: 2+2

Fatigue Factor: N/a

Threshold of Pain: Yes

DESCRIPTION: Fire Imps resemble small humanoids with oversized heads and grotesquely distorted features. Small bat-like wings adorn their backs, and they sport a tiny pair of horns atop their bald heads. Their skin ranges in color from a deep red to a bright orange, frequently with a yellow mottling.

COMBAT/TACTICS: Fire Imps attack with their claws and poisonous bite. Any character bitten by an Imp must succeed at a saving throw versus poison or else his blood actually catches fire. The victim suffers 3-12 points of damage every round until he either receives a Neutralize Poison spell or gets cooked to death from the inside out. Draining the victim of all of his blood also stops the damage. (Note that a creature must have blood to suffer this effect.) Creatures immune to magical fire suffer no damage, while those with some sort of fire resistance suffer half damage (the total damage still applies to the maximum for a Protection from Fire spell or the like).

In addition to its melee attacks, a Fire Imp can use the following spell-like powers, as a 10th level magic-user, at will: Affect Normal Fires, Fire Telekinesis, Invisibility, and Pyrotechnics. The Fire Imp can use a Confusion spell up to 3 times per day. Fire Imps can only be harmed by silver or magical weapons.

Sometimes, bands of Fire Imps produce exceptional individuals. These Fire Imps are exactly like their lesser cousins, but have more Hit Dice and get more respect. These tougher Fire Imps have 3+1 Hit Dice, and a few very tough Fire Imps have been known to have 5 Hit Dice. Rumor persists of even tougher Fire Imps in remote areas, but such tales are sporadic and suspect.

HABITAT/SOCIETY: Fire Imps are mean-spirited and cruel. They love to play practical jokes on the unwary – especially the kind of jokes that leave their victims writhing in pain. Other denizens of the Elemental Plane of Fire do not tolerate them. In fact, many residents of the plane will go to great lengths to clean up a Fire Imp infestation before it gets too far out of hand.

In the wild, Fire Imps gather in small bands, where they prey upon solitary travelers. Imps never attack any force they deem too powerful, although they might secretly follow along to play their evil-hearted “jokes.”

In the City of Brass, the Fire Imps have set up a refuge for themselves among a series of ruined and abandoned buildings.

ECOLOGY: Evil elementalists sometimes summon Fire Imps as familiars. As a familiar, a Fire Imp can grant its master a Telepathic bond with itself (range up to 1 mile), and the ability to cast all fire-related spells as if the caster were 2 levels higher when the Imp is nearby (within 60 feet). Most elementalists come to regret the summoning however, as Fire Imps make poor servants, constantly complaining and always trying to do as little work as possible. Should his Fire Imp familiar die, the master immediately loses 4 experience levels.

YIELD:

Medicinal: Although it has a wonderful, smoky flavor, Fire Imp flesh is poisonous, causing mild sickness and vomiting when consumed.

Spell Components: A Fire Imp's tongue makes a valuable alternative component in Confusion spells, increasing the duration of such spells by 10%.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Fire Imp feet can be used as an ingredient in making footwear that increases stealth or allows silent movement.

FIRE MITE

AKA: Stoker

HackFactor: 0

EP Value: 7

Climate/Terrain: Fire/Lava

Frequency: Common

Organization: Group

Activity Cycle: Any

Diet: Elemental detritus

Intelligence: Low (5-7)

Alignment: Neutral

No. Appearing: 2-24

Size: S (2')

Movement: 6"

Psionic Ability: Nil

Attack/Defense Modes: Nil

Morale: Unsteady (8)

Armor Class: 7

No. of Attacks: 1

Damage/Attack: 1-4

Special Attacks: Nil

Special Defenses: Fire immunity

Magic Resistance: Nil

Hit Dice: 1/2

Fatigue Factor: N/a

Threshold of Pain: Yes

DESCRIPTION: Fire Mites look like little red humans with heads wreathed in flame. They sport a somewhat vacant expression.

COMBAT/TACTICS: Fire Mites tend to avoid combat, preferring to flee if at all possible. If pressed or cornered, however, they usually use their numbers to overbear their foes. Characters overborne by the Fire Mites automatically suffer 1-4 points of fire damage per round from the flames around these creature's heads.

Like all creatures native to the Elemental Plane of Fire, Fire Mites are immune to normal fire and fiery breath weapons, and take only half damage from other forms of magical fire (none if they make a successful saving throw).

HABITAT/SOCIETY: Fire Mites usually end up used for menial labor, and they aren't good for much else. They can frequently be found working alongside the Fire Trolls in the Undercaverns of Brass. On the plus side, they perform their chores tirelessly and are happy to have something to do.

ECOLOGY: Fire Mites are minor manifestations of fire spirits, which are not quite powerful, independent, or smart enough to become Fire Elementals. They are spontaneously generated by the spirit pool, and they exist only for a brief time (just a few years) before their physical form disintegrates and the spirit returns to the

essence of the plane, only to reform anew at a later point. Fire Mites seem to be caught in this endless loop of birth, death, and rebirth with no chance to alter their station in the elemental planes. Luckily, they aren't intelligent enough for this situation to bother them very much.

YIELD:

Medicinal: Fire Mites create massive heart burn when consumed. Most creatures of animal intelligence or better avoid consuming Fire Mites.

Spell Components: Freshly ground Fire Mite makes an excellent base for many fire-related potions.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Fire Mite blood is added during the firing process to finish many metal-crafted goods, adding +10% to longevity of product (the time between required maintenance) and a brilliant sheen to it as well. This increases overall product value by 10-20%.

FIRE NAGA

AKA: Blood Ancient

HackFactor: 38

EP Value: 10,000

Climate/Terrain: Fire/Lava

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Carnivore

Intelligence: High (13)

Alignment: Lawful Evil

No. Appearing: 1

Size: H (20' Long)

Movement: 15", 9" Swim (in lava or any liquid)

Psonic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Elite (14)

Armor Class: 1

No. of Attacks: 1

Damage/Attack: 1-6 plus poison

Special Attacks: Spells, deadly poison

Special Defenses: Fire immunity

Magic Resistance: Standard

Hit Dice: 15

Fatigue Factor: 4

Threshold of Pain: Yes

DESCRIPTION: A Fire Naga is a copper-red, gigantic snake with a grotesque human head seemingly enraptured in multi-colored flames. It has two solid eyes that appear to be faceted Ruby Cusps, lacking both irises and pupils. The Fire Naga emits an odor like bitter acid, which can be detected up to 20 feet away.

COMBAT/TACTICS: A Fire Naga prefers using guile and tact to influence outcomes, controlling and directing those creatures that worship it. When attacking it bites for 1-6 points of damage, plus poison (save or die immediately). A Fire Naga can cast spells as a 7th level magic-user, with fire spells inflicting an extra +1 point of damage per die. It also has a better chance of affecting victims with charm or mind-affecting spells (targets get -2 on their saves).

HABITAT/SOCIETY: Fire Nagas normally live underground in the Elemental Plane of Fire, near a great concentration of heat, such as a river or lake of lava. Some though have crossed to the Prime Material Plane. They encourage the formation of cults that worship or preserve them, as they are formed from nearly extinct Fire Spirits. Many considered the Fire Naga the closest living representation of the Ancient Fire Spirit personified by the eternal flame. However, Fire Nagas disdain Efreeti and most other living creatures. Each pursues a private goal brought about by some secret insight or

profound mystical reasoning which has biased or even entirely warped its thought process.

ECOLOGY: Fire Nagas do not reproduce (which might explain why they are endangered). Most reputable sages believe that they are born from a single volcano located somewhere on the Elemental Plane of Fire. No one is terribly concerned about the crackpot theories of disreputable sages.

Fire Nagas living on the Elemental Plane of Fire may have additional capabilities as detailed in *City of Brass*.

YIELD:

Medicinal: unknown

Spell Components: unknown

Hide/Trophy Items: Fire Naga scale armor provides a light (1/2 weight of leather) covering equal to scale mail and providing a +2 save versus poison.

Treasure: Nil

Other: Nil



FIRE TROLL

	Worker	Warrior
AKA:	Mudders	Squints
HackFactor:	15	18
EP Value:	2,000	2,000
Climate/Terrain:	Fire/subterranean	Fire/subterranean
Frequency:	Common	Rare
Organization:	Tribal-Slave	Tribal-Slave
Activity Cycle:	Day	Day
Diet:	Omnivore	Omnivore
Intelligence:	Average (8-10)	Average (8-10)
Alignment:	Neutral	Neutral
No. Appearing:	2-20	1-3
Size:	L (9' tall)	L (9' tall)
Movement:	9"	9"
Psionic Ability:	Nil	Nil
Attack/Defense Modes:	Nil	Nil
Morale:	Brave (14)	Brave (14)
Armor Class:	5	5
No. of Attacks:	1	1 or 3
Damage/Attack:	1-6 +1 (club) or 5-8	1-10 +1 (axe) or 5-8/5-8/5-12
Special Attacks:	Nil	Nil
Special Defenses:	Fire immunity, regeneration	Fire immunity, regeneration
Magic Resistance:	Nil	Nil
Hit Dice:	7+3	8
Fatigue Factor:	7	7
Threshold of Pain:	Yes	Yes

DESCRIPTION: A Fire Troll is a grayish purple cousin of the Common Troll, though slightly smaller and having more upright features and a few more functioning brain cells. Fire Troll workers are normally covered in the earthen dust in which they work, fine particles and motes of elemental stuff that has collected and compressed in the heated confines beneath the great plateau on which the City rests. The warriors of this group are barely distinguishable from their cousins, except that they may spend long periods of time away from those subterranean surroundings. A Fire Troll's eyes glow a purplish hue, tending toward orange when excited or angered. Fire Troll Warriors that have been impressed into daytime service above ground squint constantly against the intense light. This usually gives them chronic headaches and does little to improve their temper.

COMBAT/TACTICS: Fire Trolls are normally used for labor intensive tasks not suited to the Efreeti or other ruling classes of the city. Some have been impressed into service by local lords or clans seeking a cheap resource upon which to build their armies. A Fire Troll's attack is very straightforward and uninspired, though some have been trained well for arena fighting.

Worker Fire Trolls attack with whatever tools are on hand: shovels, picks, etc. Failing that, they can attack with their sharp claws (only 1 attack per round for 5-8 (points of damage)). Warrior Trolls are trained to fight with actual weapons, though they will resort to claws and bites when the situations calls for it (for example after fumbling a weapon).

Fire Trolls are not only immune to fire, but being hit by flame actually causes them to regenerate their wounds. Fire Trolls gain 1 hit point back for every point of damage the flame would otherwise have inflicted. Many a foolish adventurer has discovered this fact too late to help himself. Fire Trolls can regenerate any type of damage in this manner. They aren't especially vulnerable to cold or water, either!

HABITAT/SOCIETY: The original society of Fire Trolls succumbed thousands of years ago, after a long confrontation with the Efreeti, becoming the latter's subjects and slaves. This arrangement lasts to present times. As they did before their capitulation, they mine the area. Deep beneath the Realm of Fire's crust, in areas that no sensible being dares delve, groups of Fire Trolls perform their lonely work. The products of their labors are many: gems and minerals, basaltic rock, and elemental motes (q.v.) and dust used in many magical experiments by the Elementalists of Brass, particularly in crafting volcanithril, a metal of great value to the artificers of Brass. Warriors serve as commanded guarding the city gates. Given the numbers of Fire Trolls beneath the city, the rulers of Brass consider their numbers effectively inexhaustible.

ECOLOGY: Their ecology is limited to what their oppressors require. The Efreeti (through the administrative efforts of the Blood Cult) make sure that the Fire Trolls are properly bred. They mature in about 5 years, so the population is easily restored even after huge losses.

The squalid surroundings in their pens and caves have no effect upon their demeanor, as they are a placid lot indeed before their masters. They dwell in myriad subterranean caverns winding deep beneath the surface, in and about rivers and lakes of lava, plumbing into caverns of raw riches far beyond a human's conception. These tunnels serve as mazes and traps to those unfamiliar with the areas. There the silent Trolls tread, mining and seeing to whatever their masters desire.

YIELD:

Medicinal: Nil

Spell Components: Fire Troll blood is useful for healing fire damage. For every ounce used in spells to heal damage specifically inflicted by fire (fire must account for 50% or more of hit points list), increase the total hit points healed by 50%. This adds a material component to the spell and 1 segment to the casting time.

Hide/Trophy: A Fire Troll's hide can be crafted to provide a cloak that camouflages the wearer (-1 to for being surprised, +1 to surprise and +10% to hide in shadows).

Treasure: Nil

Other: Legend has it that the teeth of the Fire Troll Warrior are so hard that magic-users use them to construct magic items involving armor or protection. Magic-users will pay 50 gp for each Fire Troll tooth brought to them in good condition. Swords dipped in Fire Troll blood shine with a phosphorescent light (as if affected by the 1st level druid spell *Faerie Fire*) for 2-12 turns.



FIRE Drake, Greater

AKA: Spitzer

HackFactor: 25

EP Value: 3,000

Climate/Terrain: Elemental Plane of Fire, Temperate Hills/Mountains on Prime Material

Frequency: Common

Activity Cycle: Any

Diet: Omnivore

Intelligence: Low (5-7)

Alignment: Neutral

No. Appearing: 1-4

Size: L (10' long)

Movement: 9", 18" Fly (C)

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Average (11)

Armor Class: 4

No. of Attacks: 3

Damage/Attack: 2-9/1-6/1-6

Special Attacks: Breath weapon

Special Defenses: Fire immunity

Magic Resistance: Standard

Hit Dice: 8

Fatigue Factor: 6

Threshold of Pain: Yes

DESCRIPTION: Greater Firedrakes are pumped up cousins of the Firedrake, resembling in form the Red Dragon, but smaller in size. The Elementalists of the City of Brass, specifically those dealing with the propagation of the spiritual essence, breed Greater Firedrakes just as they do the lesser Firedrakes. Greater firedrakes reach a size almost twice that of their smaller cousins, and have greater intelligence as well. They are considered archetypes by some scholars of things draconic, but this might be pushing the theoretical boundaries a bit too far. Dragons themselves do not consider Firedrakes to be even dragon-kin. In fact, they tend not to consider Firedrakes at all.

COMBAT/TACTICS: If disturbed, the Greater Firedrake attacks 20% of the time, growls fiercely from a distance 20% of the time, or growls fiercely then attacks the remaining 60% of the time. It can bite for 2-9 points of damage and can rake with each of its claws as well for 1-6 points of damage. It can opt to breathe instead of biting, sending forth a cone of fire 60-feet long by 20-feet wide (at its base) for 3-18 points of damage (save versus breath weapon for half).

HABITAT/SOCIETY: Greater Firedrakes served as front line combatants in many wars of the sultans of the City of Brass. Their breeding pens are located throughout (and under) the city.

On the Prime Material Plane, Greater Firedrakes live in loose packs led by the largest Dragonet. Some evil creatures attempt to serve Greater Firedrakes, mistaking them for juvenile Red Dragons. Firedrakes can be befriended like all animals, but are loyal only to those who feed them regularly. Greater Firedrakes, like their smaller cousins, are especially fond of sheep.

ECOLOGY: In the City of Brass, their females are specially bred to produce large clutches of eggs, up to several dozen (12-36) in a one month span. The Blood Cult Elementalists make sure that the breeding areas are near large heat sources, such as in lava chambers where the eggs can be fed by Hefurun's Fumes and certain sulphurs derived from Fire Gawd's Vomit. On the Prime Material Plane these creatures are simply carnivores that benefit from their being mistaken for red dragons. Of course, that very same advantage makes them the target of ill-informed treasure seeking adventurers.

YIELD:

Medicinal: Nil

Spell Components: An ounce of Greater Firedrake blood can replace other material components for any fire-related spell that causes damage. These spells gain +1 point of damage per die.

Hide/Trophy Items: A Greater Firedrake's scales can be made into scale mail armor confers a +3 bonus on its wearer's saving throws against fire attacks.

Treasure: Nil

Other: A sword dipped in Greater Firedrake blood can produce illumination and damage as a Flame Tongue for 5-12 rounds. Greater Firedrake blood can be kept inert in water. Humans and demihumans often sell stuffed Greater Firedrakes to game hunters and other collectors from different planes for 300-600 gp per body.



GARGIRL

AKA: Gargoylus-Nagicus, Stone Harpies
HACKFACTOR: 8
EP VALUE: 936
CLIMATE/TERRAIN: Subterranean caves/cities or really nice apartments
FREQUENCY: Uncommon
ORGANIZATION: Tribe
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Lawful Evil
NUMBER APPEARING: 2-16
SIZE: M
MOVEMENT: 9", 15" Fly (C)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: 11 (Average)
ARMOR CLASS: 5
NUMBER OF ATTACKS: 4
DAMAGE/ATTACK: 1d3/1d3/1d6/1d4
SPECIAL ATTACKS: Nag Screech
SPECIAL DEFENSES: +1 or better weapon to hit, immune to breathing-dependent effects, hide in shadows 25% in stone environment
MAGIC RESISTANCE: Standard
HIT DICE: 3+3
FATIGUE FACTOR: 10
THRESHOLD OF PAIN: yes
LANGUAGES: Nefarian, Common
Quirks and Flaws: Paranoid and Clingy

DESCRIPTION: A Gargoyle is a demonic-looking being with a humanoid form, great bat-like wings and gray skin that resembles stone. They have sharp teeth, claws and a pair of low horns on their head. Their female counterparts, Gargirls, have a slightly lighter build than the males yet look every bit as vicious.

COMBAT/TACTICS: Gargirls engage in melee much like their male counterparts, using four attacks per round with their two claws, bite and goring horn attack. However, they also have a special screech attack, best described as incessant nagging, though in any given round they must choose between the nag screech and the physical attack routine. A Gargirl need not know her subject to carry out the nag attack effectively. By simple observation she criticizes anything about an opponent that suits her. She comments on clothing, fighting style or whatever flaw or quirk on which she can hone to verbally abuse her target. Not only does a Gargirl tell her opponents things they don't want to hear, she does it in an incredibly annoying high pitched, scratchy voice. The Gargirl can sustain this nag screech as long as the Gargirl continues to speak. Anyone subjected the nagging attack may attempt a Wisdom check in order to resist the effects. The successful nag screech can have several effects (roll 1d8 randomly for each nag attack).

Nag Screech Effects.

- 1) Causes a targeted individual to save versus spell or behave as if under a Fear spell for 6 rounds.
- 2) Causes a targeted individual to save versus spell or behave as if under a Confusion spell for 4 rounds.
- 3) Cause all those hearing within 60 feet to suffer -1 to hit and damage.
- 4) Cause all those hearing within 10 feet to save versus HackFrenzy or suffer the effects of the HackFrenzy quirk while attacking the nearest opponent. (This typically locks a character into

melee combat with a Gargirl, which is rarely good for magic-user or thief types.)

- 5) Cause all those hearing within 60 feet to make an Intelligence check of suffer a +2 penalty to their initiative.
- 6-8) Causes a targeted individual within 60 feet to have an overwhelming desire to get out of hearing range of the attack for the duration of the nagging.

HABITAT/SOCIETY: With the Gargirl ability to nag, it's a wonder that they ever get together with Gargoyles at all. Even so, they do tend to attach themselves to male Gargoyles at a relatively young age. Sages speculate that these mating relationships are arranged by the higher powers of the lower planes and the male Gargoyles have no say in the matter. Once a Gargirl is matched with a Gargoyle she immediately gains the clingy flaw. Furthermore, she quickly becomes paranoid (and usually with good reason) that her Gargoyle is somehow trying to skip out on her to go out with the boys and hang around on buildings without her. This all leads to more nagging when they find their mates, and more evasion on the part of the mates when they are ultimately found out. In fact, over time Gargoyles have nearly perfected the art of standing still in order to pretend that they are not listening to their whiny mates.

ECOLOGY: Sages once believed that Gargoyles were brought to life from stone by powerful wizardry in a manner similar to the creation of golems. The appearance of Gargirls and the apparent mating relationships established between the two sexes now calls into question those long held beliefs. Still, with the absence of any readily identifiable reproductive organs (or any organs of any kind, actually), it remains a mystery as to how Gargoyles reproduce. Furthermore, since they do not breathe, eat or sleep, they appear to be immortal, though many henpecked Gargoyles wish this was not the case.

Yield:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Gargirls killed without causing much physical damage can make nice statues. Very few such statues are known to exist, however.

Treasure: Mx10, C (in lair)

Other: Sages theorize that Gargirl breast milk might one day be used to repair Stone Golems, but this research is still in its infancy, as Gargirls appear to be made entirely of stone.



Gelo Pudding



Gelo™ Pudding

AKA: Psych-O-Pudding Pops
Hackfactor: 35
EP Value: 2000, 4000 (special, see below)
Climate/Terrain: Any
Frequency: Very Rare
Organization: Single, or Packs of 12
Activity Cycle: Any
Diet: Neurons
Intelligence: None (0) (Special)
Alignment: Neutral (Special)
No. Appearing: 1 or 12
Size: T-S (depends on size of container)
Movement: 0 (Special)
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Fanatic (20)
Armor Class: 10 (Special)
No. of Attacks: See below
Damage/Attacks: Special, see below
Special Attacks: See below
Special Defenses: See below
Magic Resistance: Nil (special)
Hit Die: 5

DESCRIPTION: Never has there ever been a more insidious creature than Gelo™ Pudding. Created by the insane wizard Gelo, for unknown purposes, this hybrid is bred from a vegetable mimic, black pudding, and an Illithid “elder brain”. They are a brown color, and appear to be normal chocolate pudding, they even smell chocolatey, and taste delicious.

COMBAT/TACTICS: They lie in wait for their prey, either in bowls, or they can mimic sticks that point up

in the air to give the unlucky victim a hand-hold. They always smell as if freshly made, and when victim gobbles them down nothing happens. It is during the sleep cycle that they come alive. They eat a hole through the stomach lining, and moving up the spine, attach themselves the base of the cerebral cortex, and feed off the neurons firing in the brain they begin to control their victims actions, and gain intelligence through the actions of their host. Eventually, taking complete control of the victim, this manifesting in a variety of ways; insanity, slurring of speech, and random out of character acts in order to try new experiences, always returning to a likable, affable, demeanor.

They're immune to acid, and all weapons. They can only be destroyed by magic or fire. Also, they gain whatever bonuses their host has. To be destroyed they have to be immersed in something like fire, or disintegrated, so that not one piece exists. They can only be removed from victim, by killing the victim, or through some type of wish. Also, the direct intervention by a gawd/gawdess.

Habitat/Society: These creatures can exist anywhere, but are extremely rare. Few know of them. (Mostly in the legends of Arch-Mages.) These creatures feed on neurons and hibernate, when no living creature, with brain activity, is around.

Ecology: They are asexual creatures that, split once a victim has been found. They do this in two ways, 1) a part of the container sticks to the container they are in; 2) the wooden stick part usually doesn't get eaten. They then grow into another pudding. Due to their subtle insidiousness, you never know who it or what it might be.

GM's note: (If the pudding can be removed from the victim without destroying the host, it is worth 4,000 experience points.)

Creature Field Researched by Daniel Jay Cook

YIELD:

Medicinal: Nil

Spell Components: Theoretically, it could be used to make extra strong Potions of Control, but who would be dumb enough to test it?

Hide/Trophy Items: Nil

Treasure: None, or whatever host has.

Edible: Of course. Heh, heh.

Other: Nil.

GHOSTLINGS



Ghostlings

AKA: Half Ghost

Hackfactor: 7

EP Value: 3500

Climate/Terrain: Cemeteries/graves

Frequency: Very Rare

Organization: Groups

Activity Cycle: Night

Diet: Nil

Intelligence: varies

Alignment: varies

No. Appearing: 3-6

Size: M (5+'-6')

Movement: 9"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: varies

Armor Class: 0 to 8

No. of Attacks: 1

Damage/Attacks: Age 10-40 years

Special Attacks: see below

Special Defenses: see below

Magic Resistance: Standard

Hit Die: 10

DESCRIPTION: Ghostlings are the spirits of the recently departed. They appear as glowing humanoids of insubstantial mass. They appear to float when they move and hover about in groups, as if they are lost. Being recently deceased, these beings haven't quite understood that they can't do the things they did when they were alive. They are attracted to life forces because of this.

Some say these Ghostlings are in a sort of limbo, between peaceful contentment and the curse of being forced to roam the world forever, never at rest. Once their deities have been

able to sort them out, so to speak, some may move on to their joyful afterlife, while others may be damned, or cursed to remain ghosts. Therefore, not all Ghostlings are necessarily evil.

COMBAT/TACTICS: The nature of Ghostlings makes them less harmful than full-fledged Ghosts because they aren't fully aware of their powers — but they can inflict a similar type of damage.

Whereas Ghosts can merely glance at a person and age him 10-40 years, a ghostling must touch an individual to inflict this same damage. The sight of a Ghostling is not enough to send someone into a panic, but they have a mournful wail that can paralyze a person for 1-4 turns unless they make a saving throw against paralyzation at minus two. Clerics higher than 4th level are immune and other humanoids above 6th level can roll with no penalty to saving throws.

They can only attempt to touch one person once per round. Unlike full-fledged Ghosts, these beings do not have access to the Magic Jar spell. They can be turned by clerics, and are damaged by holy water, which inflicts 3-12 points of damage.

While they are attracted to sentient life forces, just like Ghosts, their detection ability is not nearly as strong. They generally need a line of sight with no solid obstructions in order to accurately locate a person.

Once they spot a person, they will attempt to be with them, and will touch them, unaware of how their touch affects anyone. They are confused, not sure whether they are alive or dead. They want to be with the living, and can be just as afraid of full-fledged Ghosts as anyone else.

Since they are recently deceased, they still have the characteristics of who they were before death. They have the same level of intelligence, and the same alignment. They simply wait to see what they will be once their fate is decided.

Habitat/Society: These beings are not strong enough to be able to leave the confines of whatever burial ground their bodies are in, so they simply hang around in groups within the confines of these places. They often try to leave only to have their attempts thwarted. Whenever they try to leave, they wail and mourn their inability to do so. They may hide behind trees, or large monuments, etc. if they are startled. They have the morale that they had when they are alive, therefore some are brave, while others are easily frightened. Timid Ghostlings, however, may gain courage from the company of braver ghostlings, and may step out of their comfort zones in order to meet living people.

Ecology: Ghostlings cannot come out during the daylight hours. They can only roam the cemetery at night.

**Creature Field Researched
by Jolly and Barbara Blackburn**

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Treasure possible from Tables through R and/or V per GM choice. 50% chance each ghost has treasure.

Edible: Nil

Other: Nil

GIANT, CORE

AKA: Guardians of the core

HackFactor: 742

EP Value: 43,700

Climate/Terrain: Subterranean

Frequency: Extremely Rare

Organization: Solitary and packs (2-5)

Activity Cycle: Any

Diet: Elementals

Intelligence: High (13-14)

Alignment: Neutral

No. Appearing: 1 (2-5 pack)

Size: G (120' tall)

Movement: 40"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Fanatic (20)

Armor Class: -2

No. of Attacks: 2 (fists)

Damage/Attack: 10d10/10d10

Special Attacks: None

Special Defenses: Healed by fire spells, elemental immunities

Magic Resistance: 85%

Hit Dice: 100

ToP: n/a

FF: n/a

HABITAT/SOCIETY: Core Giants are dedicated to their work. They rarely, if ever, speak of anything else.

ECOLOGY: Scholars assume Core Giants mature and reproduce in the traditional manner – at least there are no living witnesses to the contrary. Oddly, though, no one has ever seen a Core Giant child.

YIELD:

Medicinal: Paste made from stony flesh of a Core Giant is rumored to quicken the healing of bruises.

Spell Components: If clay from Core Giant corpse is used as a material component for a Conjure Elemental spell the elemental conjured has +2 hit points per die.

Hide/Trophy Items: The diamond-like heart of a Core Giant is suitable to enchant a Ring of Earth Elemental Command.

Treasure: Nil

Other: Nil

DESCRIPTION: Far below the surface of Garweeze's Wurd is a realm of molten rock. It is here at the Wurd's core that the Core Giants dwell. Tasked with shaping the core and destroying any threats to it these monsters tirelessly fulfil their task and take great pride in their work. This has inflated their egos to the point that they war with their brethren that do not agree with their methods. This constant friction has led to the occasional shifting of Garweeze's Wurd's plates and led to earthquakes and other natural disasters. Fortunately these massive elementals are few in number and quickly return to their task once combat is over. The only thing that turns them away from a war with their brethren is a serious threat to the Wurd's core or intruders. Over time they have developed the ability to detect when they are being scried upon.

COMBAT/TACTICS: Core Giants make use of their massive pummeling attacks to decimate lesser foes. They do not hurl rocks. If confronted with an opponent who is of similar stature they attempt to intimidate them before initiating combat. The only exception to this is if the opponent is another Core Giant. They attack their brethren when possible.

GIANT, ENERGY



Giant, Energy

AKA: Giganticus-Decepticus, Norne Giant

HACKFACTOR: 45

EP VALUE: 4,000

CLIMATE/TERRAIN: Temperate

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (10' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 1

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-10 or by weapon, +6 Strength bonus

SPECIAL ATTACKS: Spells, Energy Drain

SPECIAL DEFENSES: Spells

MAGIC RESISTANCE: 20%

HIT DICE: 8+3

DESCRIPTION: Energy Giants are simultaneously one of the weakest and one of the most dangerous of the giant-kin. Because of their extremely high intelligence and affinity for illusions, Energy Giants have become masters of deception and lies, preferring deceit to combat. The Energy Giant's true form is that of a relatively feeble, albeit large, humanoid. However, Energy Giants always have a Veil spell cast upon themselves, mak-

ing them appear as the true giant most likely to inhabit the particular environment they are in. This form will always be impeccably dressed and adorned with several expensive jewels or other trinkets. These valuables are all illusory.

COMBAT/TACTICS: Energy Giants generally avoid physical combat. They prefer to parley with those they encounter, and will attempt to extort money, jewels or magic from them. Using their illusory form, they will threaten and intimidate anyone they believe to have riches on their person. They are particularly fond of adventuring parties, as they often dig up the most valuable trinkets on their quests.

The Energy Giant will use its spells liberally in any encounter, especially if valuable items have been displayed or are in view of the giant. They have access to all illusion and enchantment/charm spells, and cast spells as a 20th level magic-user. They will choose first to make themselves seem as impressive and dangerous as possible, and then will attempt to charm the person they believe to be the most influential in the party.

If forced into combat, the Energy Giant will attack with a two-handed sword or halberd in one hand and cast spells with the other (+2 segments to the spell's casting time). It may also use its weapon two-handed, which doubles the damage of the weapon (but not the Strength bonus). Whenever the Energy Giant is damaged, its Veil spell actually makes it appear as if it has grown stronger from the hit. This effect can be disbelieved independently (as the Veil spell), and disbelieving this effect does not disbelieve the whole illusion. If the battle begins to turn against it, however, the Energy Giant will flee at the first opportunity, using illusions and other spells to cover its retreat.

The Energy Giant can also use an Energy Drain attack once per day. This attack reduces the life force of all living beings in a 20 ft. radius sphere, centered on the Energy Giant. The Energy Giant is unaffected, but everyone else suffers 6-36 hit points of damage. All affected individuals can save vs. spell for half damage. The Energy Giant gains a number of hit points from this attack equal to the least amount of damage suffered by one of the affected creatures. This cannot bring the Energy Giant above its maximum hit points.

HABITAT/SOCIETY: Energy Giants live alone, mostly because they wish to keep all their money and riches to themselves. Their only companions are the giant ants (Giant Ak'Kownt Ants) that follow them around. Energy Giants want nothing more than to sit on their piles of coins and gems and count their riches. They will defend their lairs fiercely, resorting to combat much sooner than normal.

Every two years, Energy Giants convene to "merge" and create "subsidiaries," little Energy Giants who then leave the convention to set up their own lairs. Energy Giants are very territorial, and will not stand to have another Energy Giant living in their lands. Fights between two Energy Giants are very amusing to watch, and often involve a lot of intricate illusions.

ECOLOGY: Energy Giants are the embodiment of greed on Garweeze World. Their lives consist of stealing treasure, counting treasure, and stealing more treasure. In some respects, they are not unlike adventuring parties, albeit with a decidedly evil twist. Energy Giant life is rich in every aspect, from lair decoration to food choice. They love spending money and pampering themselves.

YIELD:

Medicinal: Nil

Spell Components: Energy Giant blood can be used instead of the material component for any illusion spell. If used in conjunction with the normal spell components, it will double the duration of the spell.

Hide/Trophy Items: Nil

Treasure: Y individual, H in lair

Other: Slaying an Energy Giant provides a +5 bonus to Honor for everyone involved, and many governments offer monetary rewards as well.

GILL-BREASTED SPINE-TAILED DARK MIMIC



And speaking of breath, this diabolical creature has an insidious breath weapon that it can use but once per day, luckily. The poor hapless creature whom it breathes on, however, is not comforted by that fact.

COMBAT: Yes, when aroused, this beast can spew from its mouth a virtual torrent of green viscous slime which is extremely poisonous to anyone it touches. When attacking with its breath weapon, the creature will smother its target with this goo, and anyone who is so encased dies a horrible death in just four rounds if they fail to save vs. poison. Otherwise, it takes them eight rounds to die. Anyone killed in such a manner becomes rigid stiff and his skin will turn a deep shade of purple. It's really quite ghastly if you can imagine.

The creature can also use its spiny tail to inflict 1d8 points of crushing damage per blow. Its extreme sensitivity makes it aware of anyone within striking distance of its tail. Even in inanimate form, it is constantly aware and will immediately sense the presence of humanoid flesh. It can only attack, however, in its true form.

Its common tactic is to lie in wait in its natural habitat, some sort of dungeon lair filled with treasure. As a dragon kin, it too has a love of shiny things. When greedy adventurers step into its lair to help themselves to the beast's treasure trove, they will at first notice nothing dangerous about the room at all. The beast will be lurking as a bit of treasure himself, perhaps a chest, a chariot, a statue, etc. Once the unwary adventurers step into its lair, within 3 segments the beast will assume its true form and prepare to attack.

It does have its own vulnerability. Besides being able to only use its breath weapon once per day, the beast is extremely susceptible to its own poison. This poison, however, must be administered intravenously, if you know what I mean. If the Mimic simply gets some on him, he is unaffected. However, if the poison were to be jabbed into him somehow, with say, a sharp object, such as a weapon, he would die.

When fighting one of these beasts with normal weapons, it takes 1,500 points of crushing damage to kill it.

Habitat/Society: These beasts live underground in dungeons in rooms full of lots of treasure.

Ecology: The nature of these beasts is a mystery. They eat the remains of their victims once the skin has hardened. They do not seem to move out of their chosen rooms to mate or for any other reason. No one knows how they reproduce.

Creature Field Researched
by Jolly and Barbara Blackburn ☐

Gill-Breasted Spine-Tailed Dark Mimic

AKA: Hidden Horror

Hackfactor: 31

EP: 2000

Climate/Terrain: Underground

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Carnivore

Intelligence: Very (11-12)

Alignment: Neutral Evil

No. Appearing: 1

Size: L

Movement: 3"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Courageous (13)

Armor Class: 4/8

No. of Attacks: 7

Damage/Attack: See below

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Standard

Hit Dice: Special

DESCRIPTION: The Gill-Breasted Spine Tailed Dark Mimic is one of the most sinister creatures known to exist. With its ability to mimic the shape of inanimate objects, this beast can truly bring terror to even the stoutest of hearts.

In its true form the beast is jet black and similar to a dragon in form. On its inky breast there is a set of gills, similar to that of a fish, however, it only uses these to breathe when mimicking another form. Otherwise, it breathes through its nose and mouth.

YIELD:

Medicinal: The intestines can be boiled and brewed in tea good for neutralizing poison.

Spell Components: Gills are used for potions for breathing underwater.

Hide/Trophy: Nil

Treasure: H, Qx3, E, S

Edible: Nil

Other: Poison is worth 100 gps per vial on black market.

GNOLL, DARK

AKA: Slavemasters, Brassy Gnolls

HackFactor: 4 (6 for sergeants, 8 for leaders)

EP Value: 600 (825 for sergeants, 1,100 for leaders)

Climate/Terrain: Undercaverns of Brass, Volcanic Mountains on the Prime Material Plane

Frequency: Uncommon

Organization: Tribe

Activity Cycle: Any

Diet: Carnivore

Intelligence: Low (5-7)

Alignment: Chaotic Evil

No. Appearing: 2-8

Size: L (7' tall)

Movement: 9"

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Average (11)

Armor Class: 7 (10)

No. of Attacks: 1

Damage/Attack: By weapon

Special Attacks: Nil

Special Defenses: Fire resistance (-1 per die), immune to heat exhaustion

Magic Resistance: Nil

Hit Dice: 6+1

Fatigue Factor: 4

Threshold of Pain: Yes

DESCRIPTION: Dark Gnolls have the same general appearance as common Gnolls: a hyena-like head atop a large humanoid body. Their fur generally ranges from a dark blue or gray to a midnight black in color. Older Slavemasters have a lightening of the fur around their muzzle and down the back of their neck.

COMBAT/TACTICS: Dark Gnolls typically wield broad swords (20%), spears (10%), morning stars (20%), footman's flails (20%), battle axes (10%), or clubs (20%). They also wield a three-tailed scourge, which can inflict 1-4 points of damage with a successful hit against an unarmored foe. Any amount of armor (save normal robes) shields the wearer against this damage (unless the Dark Gnoll makes a successful called shot against an unarmored body part). They wear studded leather armor when they can be bothered to wear armor at all.

Dark Gnolls suffer 1 point less of damage per die from fire and heat-based attacks (minimum 0 per die). They are also immune to heat exhaustion.

HABITAT/SOCIETY: Dark Gnoll society has a loose tribal structure, with a strong chieftain maintaining his place through strength and fear. For every eight Dark Gnolls encountered, a 7 1/2-foot tall sergeant with 7+2 Hit Dice leads them. Tribal leaders are larger still (8-9 feet tall with 9 Hit Dice) and an honor guard consisting of 4 sergeants protects them at all times. Leaders gain +1 on all to-hit and damage rolls.

Each tribe has a 20% chance of having its own shaman, who can reach as high as 8th level. These shamans are the spiritual leaders of the tribe. Few shamans would contest with the tribal chieftain for leadership, however, and very few members of the tribe would accept a shaman as leader. Although Dark Gnolls know that shamans have their uses, most of the tribe views shamans as a little crazy. They prefer to avoid them.

Dark Gnolls speak their own language (an offshoot of the common Gnoll tongue). They also speak Fire Troll, and most of the sergeants and tribal leaders also speak Common, Efreeti, and the language of Fire Giants.

ECOLOGY: Dark Gnolls are mercenaries employed by the nobles of the City of Brass to act as guards, overseers and taskmasters for the slaves who mine the volcanithril in the under-caverns. They are particularly fond of this work, since it allows them to watch other sentient beings suffer, a sight which causes these cruel creatures no end of amusement.

On the Prime Material Plane, Dark Gnolls are simply really formidable gnolls whose toughness allows them to dominate any humanoids they come into contact with. Dark gnolls are often employed by Fire Giants due to their heat acclimitization.

YIELD:

Medicinal: Nil

Spell Components: A pinch of Dark Gnoll fur is excellent for a Charm Mammal spell, giving Gnolls and canine-related creatures a -2 penalty on their saving throws against it. This adds a material component and 1 segment of casting time to the spell.

Hide/Trophy Items: Nil

Treasure: D, Q (x5), S (in lair); L, M (individuals)

Other: Nil

GNOLL, DARK (HUNTER)

AKA: Houndmaster, Hounds-men

HackFactor: 6

EP Value: 945

Climate/Terrain: Volcanic Mountains

Frequency: Rare

Organization: Solitary

Activity Cycle: Any

Diet: Carnivore

Intelligence: Average (8-10)

Alignment: Chaotic Evil

No. Appearing: 1-3

Size: L (7' tall)

Movement: 12"

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Courageous (13)

Armor Class: 7 (10)

No. of Attacks: 1 or 2

Damage/Attack: By weapon

Special Attacks: Surprise, fight with two weapons at no penalty

Special Defenses: Surprised only on a 1, Fire resistance (-1 per die), immune to heat exhaustion

Magic Resistance: Nil

Hit Dice: 7

Fatigue Factor: 6

Threshold of Pain: Yes

hyenas (HoB 4 p 23). These creatures have been trained since birth by their Hunter, and obey any vocal command without hesitation.

ECOLOGY: In their role as hunters, Houndmasters can track as well as rangers (tracking skill mastery 68%). Once they embark on the hunt, nothing short of death can keep them from performing their duty. They can be found anywhere in search of their prey.

YIELD:

Medicinal: Nil

Spell Components: A pinch of Hunter Gnoll fur is excellent for a Charm Mammal spell, giving Gnolls and canine-related creatures a -2 penalty on their saving throws against it. This adds a material component and 1 segment of casting time to the spell.

Hide/Trophy Items: Nil

Treasure: L, M (individuals)

Other: Nil

DESCRIPTION: Hunter Gnolls are Dark Gnolls who have been trained to hunt down and return escaped slaves. They share the dark coloration of their brethren, and often augment this by wearing black clothes, cloaks, and boots. Hunter Gnolls get highly annoyed when referred to as Goth Gnolls.

COMBAT/TACTICS: Hunter Gnolls prefer to sneak up on their targets before engaging them in combat. Their training allows them to surprise their opponents 6 times in 10, while they themselves are only surprised on a natural 1.

Once they have found their prey, they either attack by sniping with missile fire, or engage in melee combat. In melee, Hunter Gnolls can fight with a weapon in either hand at no penalty. Usually they wield a long sword in one hand and a short sword in the other, although a select few (10%) use a long sword in each hand.

Dark Gnolls Hunters suffer 1 point less of damage per die from fire and heat-based attacks (minimum 0 per die). They are also immune to heat exhaustion.

HABITAT/SOCIETY: Hunter Gnolls usually keep to themselves within the tribe. Each tribe has its own pack of Hunter Gnolls, although most of the time they are away from the tribe's home tracking down a fugitives. Hunter Gnolls have no interest in leadership. They just want to be left alone to do their jobs, which they do very well.

Sometimes (20% chance), one or two common hyenas accompany Houndmasters on the hunt with 1 or 2 common

GOLEM, BLOODY TERROR



Bloody Terror Golem

AKA: Fear Reaper

Hackfactor: 2 in true form/special in other forms

EP: 25 true form/special in other forms

Climate/Terrain: Any

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Fear

Intelligence: Highly Intelligent (13-14)

Alignment: Chaotic Evil

No. Appearing: 1

Size: S (3') in true form/special in other forms

Movement: 12"

Psonic Ability: ESP

Attack/Defense Modes: Nil/Nil

Morale: Unsteady (8)

Armor Class: 10 in true form/special in other forms

No. of Attacks: 1 in true form/special (dependent on form)

Damage/Attack: 1d4 in true form/special (dependent on form)

Special Attacks: dependent on form

Special Defenses: dependent on form

Magic Resistance: dependent on form

Hit Dice: 1 in true form/special in other forms

DESCRIPTION: This being is so evil, so vile, that few will even say the name out loud. It is believed that these creatures are actually a type of ghoulish creature created by gawds of chaotic evil intent. Descriptions of this creature are sketchy at best because it has the ability to take on various forms. In its original form, however, the being has been spotted on the prow. It is said to look something like a hideous, reddish, imp, small, twisted and malevolent.

COMBAT/TACTICS: It seems to pick a person to stalk and follows that person in shadows, a skill it appears to be well adept at. It is attracted to blood, so it seems to pick a person who has been wounded in some way and follow him.

Then, the Bloody Terror Golem will use an ESP-like spell ability to read the thoughts of its victim. Once it has been concentrating on the thoughts of its victim for 3 unbroken rounds, it suddenly takes on the form of its victim's greatest fear with this being's abilities and attacks.

Apparently, the Bloody Terror Golem, often called a Fear Reaper, feeds on fear, and is strengthened by it. Opponents must not only contend with the creature's abilities derived from its shape, but they must save vs. fear every round, or else the beast will heal 1 hit point per round per person who is fails this roll within a 50 feet radius.

This creature's ability to read thoughts is not always successful. To those who make a wisdom check, the creature is unable to read their thoughts. It will therefore make a guess as to what the victim is afraid of most and take that shape.

If the victim is unable to thwart attempts to read thoughts, the player must let the GM look at his character sheet to see if they have any phobias. If no phobias are listed, or if the victim succeeds in blocking the Bloody Terror Golem from reading his mind, the GM can make the final decision as to what kind of creature the Golem will imitate, or the following table can be rolled on to determine the type of creature imitated. Roll a 1d20.

- | | |
|------------------------------------|----------------------------|
| 1. Ghost or poltergeist (roll 1d2) | 2. Vampire |
| 3. Dragon | 4. Giant |
| 5. Lion or Tiger (1d2) | 6. Snake |
| 7. Beholder | 8. Zombie or skeleton(1d2) |
| 9. Dinosaur | 10. Bear |
| 11. Wolf | 12. Giant Insect |
| 13. Giant Rat | 14. Pit Bull |
| 15. Nefarion | 16. Troll |
| 17. Elemental | 18. Ogre |
| 19. Giant Spider | 20. Lycanthrope |

Because of this ability to change shapes and take on the abilities of those it imitates, the Bloody Terror Golem is seldom caught in its true form. Pixie fairies, however, have the ability to be immune from surprise, and therefore have a 50% chance of spotting one of these creatures before they change shape and attack. In its true form, the being only has 1d10 hitpoints and has no special defenses. It can't even use a weapon in its true form. It simply uses its fists as best it can. If such a being is caught in its true form and imprisoned in a silver container of some sort, it will be unable to change shape.

HABITAT/SOCIETY: When not attacking people, the Bloody Terror Golem is believed to live on another plane of existence, either the Astral Plane or the Negative Material Plane. They appear to be solitary creatures.

ECOLOGY: No one has ever seen one of these creatures consume food of any sort unless they are in the form of another creature. If in the form of any type of flesh eating creature, the Bloody Terror Golem will consume its victims after slaying them. Fear seems to be the only sustenance they actually need. Although they are attracted to blood, they don't appear to feed on it unless they have taken the form of a blood-sucking creature such as a vampire.

Creature Field Researched by Barbara Blackburn

YIELD:

Medicinal: Bloody Terror Golem skin can heal 1 point of damage per 1 inch piece.

Spell Components: Bloody Terror Golem ears make a Polymorph potion.

Hide/Trophy: Some magic users pay up to 10,000 g.p. for a live creature.

Treasure: Nil

Edible: N/A.

Other: N/A

GOLEM, STAINED-GLASS



Stained-Glass Golem

AKA: Pain in the Glass

HackFactor: 7

EP Value: 815

Climate/Terrain: Urban, Ruins

Frequency: Very rare

Organization: Solitary

Activity Cycle: Any

Diet: Nil

Intelligence: Non- (0)

Alignment: Neutral

No Appearing: 1-6

Size: M

Movement: 4"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Fanatic (20)

Armor Class: 8

No. of Attacks: 1

Damage/Attack: 2-8

Special Attacks: Rainbow Pattern, Automatic Surprise

Special Defenses: Shatter Shards

Magic Resistance: Special (See text)

Hit Dice: 45 hp (5 Hit Dice)

DESCRIPTION: Comprised entirely of colored glass, the first and usually only warning adventurers will receive of these dangerous, and anything but glazed and lifeless, creature is a loud jangling sound created when they pull themselves out from their natural hiding-places. Often taking the guise of humans or other traditional shapes in ornate glass displays, these iridescent golems are a mishmash of color and reflections; their bodies creating swirling motifs on sur-

rounding surfaces. Despite their colorful looks, however, their edges are anything but smooth; often coated in blood, making them just that extra bit more jazzy.

COMBAT/TACTICS: Although slow, these creatures are as sharp as... well... glass; their razor-sharp surfaces are able to tear ragged wounds with the lightest of touches. Not only does any contact with these Golems count as a hit against a PC, but also any leather armour (or cloth) must make a Saving Throw vs. Normal Blows, or suffer similar damage permanently. (Better hope the PC's have brought a change of clothing!)

Because of their unusual composition, several spells have a certain effect when cast on/around a Stained-Glass Golem. If Light, Colored Lights, Rainbow Pattern, or indeed any spell involving light (which includes Fireballs) illuminate or are centered upon the Stained-Glass Golem, the creature is able to expel a Ray of Scintillating Colors, identical to a Rainbow Pattern spell (cast at 5th level) of its own. This pattern will not move, rendering the Golem's fascinated enemies drooling whilst it lumbers close, ready to shred them to bloody pieces. Conversely, any darkness or light-reducing spells have no effect on the Golem, apart from making it shine just a little bit less.

Able to merge with windows or any glass surfaces at will, the Stained-Glass Golem is virtually invisible in his innocent surroundings. If attached to glassed surfaces, they 'heal' 1-4 hit points worth of damage per round, as cracks fill and molten glass flows into the bare patches around their serrated facets. When first emerging from their backdrops, if attacking (and what other command would a creator give?) these Golems automatically gain surprise against their targets, only making their sharp tinkling noise when fully separated from their windows.

Blunt and crushing weapons deal 1.5 the amount of standard damage to these Golems, but each successful blow will shatter away a shower of shards, slowly shredding a Stained-Glass Golem into nothing. Each blow creating about 2 foot worth of jagged glass which act exactly as if caltrops had been dispersed amidst the target area. Any movement throughout these areas can expect shredded boots, and feet similarly cut to ribbons.

Construction: Stained-Glass Golems require at least one expert glass blower for their construction, where the creator decides on the shape/general outline of the Golem before enchanting it. Once an elaborate piece of stained glass (costing no less than 5000 gps) has been created, and set in an opening, with the casting of Animate Object and Rainbow Pattern, a Stained-Glass Golem is created. Construction costs are typically 1000 gp per hitpoint for the golem.

Creature Field Researched by James Butler

YIELD:

Medicinal: Nil

Spell Components: A single shard of a Stained Glass Golem can be used in lieu of the standard Material Components in the following spells: Light, Prismatic Sphere and Rainbow Pattern.

Hide/Trophy: Nil. Although any large splinters of particularly colorful patches could create an eye-catching mirror easily worth up to 85 gp from those interested in the arts.

Treasure: Nil

Edible: N/A.

Other: If collected, the shattered remains can be spread over an area roughly 15 foot by 15 foot and have the same effects as the Shatter Shard defense outlined above.

GOUT

AKA: Fire Mammoth

HackFactor: 15

EP Value: 8000

Climate/Terrain: Arid/Fire Realm

Frequency: Common

Organization: Herd

Activity Cycle: Day

Diet: Herbivore/special

Intelligence: Semi- (2-4)

Alignment: Neutral

No. Appearing: 1-12

Size: H (15' and higher)

Movement: 15"

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Confident (12)

Armor Class: 4

No. of Attacks: 3

Damage/Attack: 2-16/2-12/2-12

Special Attacks: Charge

Special Defenses: Fire immunity, missile protection

Magic Resistance: Nil

Hit Dice: 17

Fatigue Factor: 6

Threshold of Pain: Yes

DESCRIPTION: Gouts are huge, fur-covered elephants common to the Elemental Plane of Fire. Their bodies are naturally fire resistant and their long matted hair, golden-brown in color, also makes it difficult for projectiles to cause them damage. A Gout's massive tusks shine like highly-polished brass.

COMBAT/TACTICS: Gouts are trained as mounts by the Kyopas, the elite cavalry warriors of the city (see Kyopas, below). Such specially trained Gouts have a morale score of brave (14). A charging Gout inflicts double damage with its tusk attack, and an additional 2-12 points of trampling damage as it runs over its target.

In close combat, a Gout can stomp with its forelegs for 2-12 points per foot, but can use its tusks as a single attack as well to do 2-16 points of damage. Due to its specific training at fighting at close quarters, it can split its attacks between three separate targets without penalty.

A Gout's heavy, matted fur offers it protection against missile fire, absorbing damage much like armor. The fur absorb up to 2 points of damage per die from missile fire and does not degrade.

HABITAT/SOCIETY: The Gout wanders across the fiery and heat-swept lands of the Plane of Fire and the Skar in small groups. They are not encountered elsewhere. They feed upon the **plaori** shrub, a fast-growing plant abundant upon the many plains surrounding the City of Brass. Thus, gout herds are usually in close proximity to the city itself.

Like elephants on the Prime Material Plane, Gout herds are led by the oldest female. If six or more Gouts are encountered, there are 1 to 4 calves in the herd. Roll percentile dice to determine the size of these calves. They fight at this percentage of a fully grown Gout, if pressed. If a single Gout is encountered, it is usually be a rogue male.

ECOLOGY: Gouts are herd animals that have adapted well to their new existence as mounts for the Efreeti and Fire Giants. They are exclusively captured outdoors in a singular fashion by one Efreeti or Fire Giant, which is by itself a challenge and a test for those wishing

to join the Kyopas Clan. Failure usually means death, as the test, known as **Hunresk**, requires fitting a manacle of magical brass about the foreleg of this creature. Those failing this test are usually trampled to death, or are so injured that spectator Kyopi put them out of their misery. Each Gout then belongs to the rider who captured it, forming a magical bond with its captor. Gouts who lose their masters in combat are either set loose and hunted for sport, retrained and used as beasts of burden, or are simply butchered for meat and armor. These beasts are bound up in the Efreeti's strange customs regarding honor and combat, thus to gain a Gout through other than honorable means (meaning the **Hunresk**) is considered a major indiscretion (-6 temporal Honor, or 8% chance to drop a monster into dishonor).

YIELD:

Medicinal: Eating this mammoth's meat provides the consumer with a +1 bonus to saving throws against fire for as many rounds as he eats ounces, up to a maximum of 8 rounds/day. Gout meat must be freshly slaughtered (no older than 1 hour) in order for it to be effective in this capacity.

Spell Components: Nil

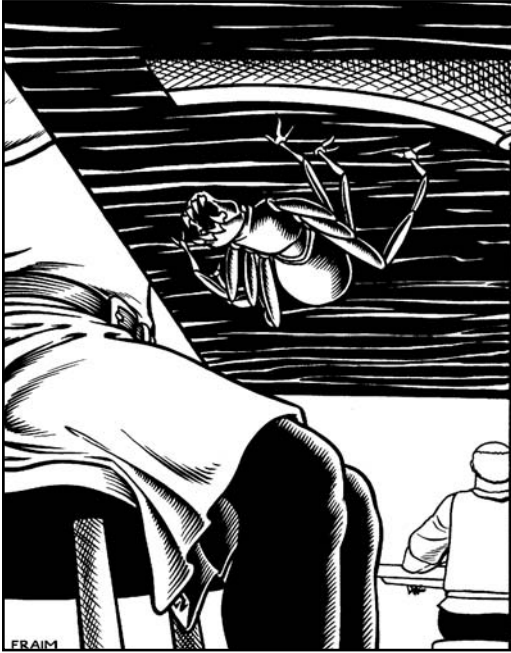
Hide/Trophy Items: Their hide can be made into non-magical armor which decreases damage from normal projectile attacks (arrows, darts, javelins) by -2 points of damage per die. This armor degrades normally, however. A single Gout hide can be made into 1 suit of armor for a Large creature, 2 Man-sized sets, or 4 Small-sized sets (or 1 Man-sized and 2 Small-sized). The tusks are of no particular value.

Treasure: Nil

Other: Nil



HIDDEN HORROR



Hidden Horror

AKA: Giant Recluse

HACKFACTOR: 2

EP VALUE: 270

CLIMATE/TERRAIN: Non-arctic

FREQUENCY: Common

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: S (1' across)

MOVEMENT: 10/18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d6/1d8 per round

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2

DESCRIPTION: Hidden Horrors are large spider-like creatures, that have only six legs instead of the usual eight. They average about 1' across and range in color from brown to gray. Their heads include fairly strong jaws with sharp fangs.

COMBAT/TACTICS: Hidden Horrors lurk in concealed locations — under tables, chairs, in wells, wood piles, etc. When they sense the warmth of a body (they are for all intents and purposes blind) they leap up to 18" to attack. They will bite with their fangs, tearing flesh to

eat and causing 1d6 points of damage per bite. When they bite, a deadly poison is injected into the body of the victim. This poison will inflict 1d8 points of damage per round. This poison is natural and can be healed.

When not leaping, the spiders can crawl 10" per round. Their leaping ability makes them hard to hit, giving them an effective armor class of 6. If held or paralyzed in some way, their AC is 10.

HABITAT/SOCIETY: Hidden Horrors can live anywhere in climates that are non-arctic. They tend to live in populated areas, where they have a ready supply of meat. These creatures do not live in community of any sort and only join together once a year to mate. In fact, Hidden Horrors consider others of their kind as rivals for food and will attack and fight each other ferociously if they spot one another.

Cold is especially distressing to these creatures, and cold attacks are particularly effective. Cold spells cause an extra point of damage to these creatures per level of the caster.

They like to live inside houses, barns, inns, etc. and can be hidden under beds, in piles of any sort, and in boxes. Most home owners or innkeepers who thoroughly clean their establishments on a routine basis can find Hidden Horrors and deal with them. Gas is effective against them and is often used.

ECOLOGY: As stated earlier, Hidden Horrors mate once a year. From 3-9 weeks after mating, a female Hidden Horror will lay between 10-60 eggs in dark corners, preferably. Between 10-30 of these hatch and become full-grown Hidden Horrors in 4 weeks. When first hatched, a young Hidden Horror will be tiny, less than an inch in diameter. They're fed by their mothers with the regurgitated flesh of victims, for 2 weeks. After that, they will be left to fend for themselves. During the next 2 weeks as they reach maturity, the young will vie for supremacy and food and will often attack one another. Only about 2-4 of these creatures survive this 2-week period.

Hidden Horrors who are less than 2 weeks old have only half a hit point and can inflict no damage. Hidden Horrors who are between 2-4 weeks old inflict half damage in all attacks but have an armor class of 3 because of their smaller size. They have only 1 hit point of health. Once they reach maturity at four weeks, they are fully grown and have all of the statistics of the adult Hidden Horror. Once Hidden Horrors mate for the year, the male will die. Once the female Hidden Horror lays her eggs, she will begin to die and will perish about 6 weeks after laying her eggs. □

YIELD:

MEDICINAL: Ground Hidden Horror legs are sprinkled in a tea and are said to be an aphrodisiac.

SPELL COMPONENTS: Hidden Horror thorax can be used in invisibility spells if dried and poison drained. Poison causes no damage unless injected beneath skin or ingested.

HIDE/TROPHY ITEMS: Nil.

TREASURE: Nil.

EDIBLE: All of the Hidden Horror is edible if poison is drained.

OTHER: Because these beings are common, they're worth nothing.

HOUNDS OF BRASS

AKA: Brass Hounds, Molten Maulers

HackFactor: 20

EP Value: 8,000

Climate/Terrain: Fire

Frequency: Rare

Organization: Pack

Activity Cycle: Any

Diet: Magical Motes

Intelligence: High (13-14)

Alignment: Lawful Evil

No. Appearing: 1 or 2

Size: L (8' long)

Movement: 15"

Psionic Ability: Nil

Attack/Defense Modes: Nil/nil

Morale: Courageous (13)

Armor Class: -1

No. of Attacks: 1

Damage/Attack: 2-16

Special Attacks: Hypnotism, leap

Special Defenses: Immune to fire

Magic Resistance: 10%

Hit Dice: 12

Fatigue Factor: 7

Threshold of Pain: Yes

ECOLOGY: Hounds of Brass are born mean, and their disposition does not improve as they grow older. Brass Hounds survive on the elemental motes that make up the physical structure of the elemental plane. Their furnace-like stomachs extract the energy from the motes, which fuels their bodies.

YIELD:

Medicinal: Nil

Spell Components: Their brass-like hair is revered as a charm. A lock of it used while employing any defensive spell increases its duration by 10%. This adds a material component and 2 segments to the casting time.

Hide/Trophy Items: The shiny brass fur of the Hounds makes an especially fine cape that usually sells for 250 gp.

Treasure: Nil

Other: The eyes of the Hounds can be used in the construction of magic items dealing with hypnotism and mind control, such as Potions of Mammal Control.

DESCRIPTION: The Hounds of Brass appear as gigantic dawgs constructed from the metal that gives them their name. Their eyes glow a deep red, but often flare up to a bright yellow when they get excited. The flames that dance in the eyes of these creatures can have a hypnotic effect on the unwary. Brass Hounds can weigh up to 500 pounds.

COMBAT/TACTICS: Brass Hounds can make a charging leap at their opponents, gaining them a +2 to hit. If this attack hits, their brassy claws inflict double damage. Brass Hounds need a running start of at least 10 feet to do this, and they can cover double that distance with the leap.

If a Brass Hound meets the gaze of its opponent, it can hypnotize him unless the victim makes a successful saving throw versus spells. The victim then finds himself compelled to do nothing but stare into space for 3d4 rounds, or at least until the Hound is ready to attack him again.

Hounds frequently hunt in pairs, using pack tactics to bring powerful opponents down. While the first hound hypnotizes the prey, the second leaps upon it. The next round, they reverse their roles, with the second Hound hypnotizing the prey while the first attacks, and so on.

HABITAT/SOCIETY: In the wilds of the Elemental Plane of Fire, Brass Hounds are live in sparsely populated packs, each with its own lair. If two lair in the same space, they are most likely a mated pair.

The Noble Lords of Brass like to keep the Hounds as pets. They often use them to track down escaped slaves. When a Brass Hound is sent after someone, it tracks that target unerringly. It might take weeks, months, or even years, but the Brass Hound always gets its prey.

HOWLER LEECH



Howler Leech

AKA: Screamers

Hackfactor: 1

EP: 30

Climate/Terrain:

Wetlands/Underground

Frequency: Uncommon

Organization: Colonies

Activity Cycle: Any

Diet: Carnivore

Intelligence: Non- (0)

Alignment: Neutral

No. Appearing: 4-12

Size: T (1" long/3" when engorged)

Movement: 1"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Confident (12)

Armor Class: 9

No. of Attacks: 1

Damage/Attack: 1/2 h.p. per day

Special Attacks: Nil

Special Defenses: Anesthetic

Magic Resistance: Nil

Hit Dice: 1/2

TOP: Yes

FF: N/A

DESCRIPTION: These leeches look pretty much like any other leech — tiny, and practically transparent. When engorged, they grow to three times their size, which is still rather small. Some species that live in tropical regions have a slightly mottled appearance.

COMBAT/TACTICS: These leeches will attach themselves to any warm, exposed flesh they come into contact with. Those to whom these creatures attach themselves will be noticed only upon a successful Wisdom Check.

They drain very little blood and cause no pain whatsoever, as they seem to inject a mild numbing anesthetic to their victims. They do a half a hit point of damage per day. Once engorged, after 1-6 days, it will drop off of its host voluntarily. It seems these creatures are nearly harmless.

However, they create a specific danger to adventurers that becomes apparent only under certain circumstances. Apparently, their bodies contain tiny organs that emit a deafening, continuous howling sound whenever they are within 300 feet of any large, carnivorous creature. This instinctive act has been something of a puzzle to scholars, however, most believe that it has been designed to scare away any potential competition for its food source — (namely, its host). The howling sound, rather than repelling monsters, seems to attract them.

There are some monsters that are repelled by the howling, especially creatures like bats, with sensitive hearing. The sound is too loud for such creatures and will actually inflict one hit point of damage per round to any bat within 100 feet. Rats also seem to be repelled by the sound, but do not suffer damage.

Once the leech is discovered, it is fairly easy to remove. One simple drop of lamp oil will drive the creature from the body of its host.

The cry of the Howler Leech has been known to start stampedes and avalanches. These leeches have been seen as beneficial in some cases, because they warn of approaching dangerous monsters.

Cruel people have used these creatures to kill enemy captives by infesting them with leeches and then staking them out in the wilds to be found and attacked by monsters.

HABITAT/SOCIETY: Howler Leeches, like all leeches, live in wetlands. They do not live in salt water. They can live in any body of water — puddles, cisterns, ponds, etc., and are often found in dungeons and caves as well, if these places are dank and wet.

ECOLOGY: Howler Leeches live in colonies made up of one or more families. These leeches are asexual, in much the same manner as earthworms, and reproduce in the same manner. These creatures have an extremely short lifespan — just three months long. They ingest blood through tiny mouths on the undersides of their bodies. Within their mouths are tiny, sharp teeth able to penetrate flesh. A special gland within the mouth allows these leeches to dispense their anesthetic secretions into host bodies. A special vocal organ gives these leeches their ability to emit the loud howling sound that is their most characteristic feature.

Creature Field Researched by Barbara Blackburn

YIELD:

Medicinal: Howler Leeches can be applied to the victim of poisoning and the poison will be sucked out in 2-4 days. Also, if at least 20 of these leeches are applied to a surgical patient, their anesthetic secretions can sedate a person for 1 hour per 20 leeches.

Spell Components: Nil

Hide/Trophy: Nil

Treasure: Nil

Edible: Howler Leeches are delicacies in Orc Lands. The orcs prefer to eat them after they have become engorged with the blood of captives.

Other: Some people have employed Howler Leeches as a type of security system against monstrous creatures. They will usually infest a group of domesticated animals, such as dogs or sheep, with the creatures to give a warning against approaching danger.

HOWLING HORROR



Howling Horror

AKA: Lysanne Grace
Hackfactor: 12
EP Value: 1400
Climate/Terrain: Any
Frequency: Very Rare (unique)
Organization: none
Activity Cycle: Any
Diet: Omnivore
Intelligence: Genius (18)
Alignment: chaotic good
No. Appearing: 1
Size: M
Movement: 15"
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Confident (12)
Armor Class: 5
No. of Attacks: 3
Damage/Attacks: 1-4/1-4/1-12/(per spell)
Special Attacks: Thrashing/spell ability
Special Defenses: Spell ability
Magic Resistance: standard
Hit Die: 6+6

DESCRIPTION: The Howling Horror, as she has come to be known, is really a tragic creature -- a mutation of sorts, between a young magic user/chemist, and her Sturm Wolf familiar. When spotted, some have assumed that she is a werewolf, but she is not. She has all of the characteristics of a Sturm Wolf, large, powerful musculature, a dense fur coat, large, sharp fangs and claws, with the added characteristics of a young woman, in that she stands upright, and has a look of intelligent sorrow in her human eyes.

COMBAT/TACTICS: As a true freak of nature, Lysanne (the Howling Horror's true name) has all of that attack abilities of a ferocious Sturm Wolf. She is not nearly as ferocious as a wild wolf, however.

She will not attack unless cornered or threatened.

When she does attack, however, it is with all of the ferocity of a Sturm Wolf, along with this creature's attack abilities (see **Hacklopedia of Beasts VIII** under Sturm Wolf.)

Her most common mode of attack or defense, however, is to use spells. She has the spell abilities of an 8th level magic user with an 18/99 intelligence. Her most common spells are *fireball* spells. She is an expert at alchemy (mixing potions) but cannot manage to mix them now because her paws are not delicate enough.

If not for the fact that she has been hunted relentlessly and shunned and attacked by many people since the accident that turned her into the Howling Horror, Lysanne might be friendly.

If she can be convinced of the good intentions of others, she might be helpful. If someone were able to somehow help her end the curse that she is under, she would be loyal to the death to that person. She would also be friendly and loyal to anyone who would help rid her of a certain vicious wolf hunter, and/or who could reunite her with her brother Patryk.

Habitat/Society: Lysanne has taken to roaming remote regions, trying to stay a step ahead of the hunter Harmast Greavy. Currently she has been spotted traveling toward the northern, arctic regions.

Ecology: Lysanne prefers to eat human food. Her favorite food is toasted barley cakes with hillberry jam. But, the Sturm Wolf part of her has become stronger, and Lysanne has found herself hunting, killing and eating game animals. When possible, she cooks the meat first, but has eaten such kills raw. She got her monniker "The Howling Horror," because she has taken to howling in despair at her situation.

Creature Field Researched by Ann McIntosh

YIELD:

Medicinal: She carries some healing potions.

Spell Components: She carries spell components with her.

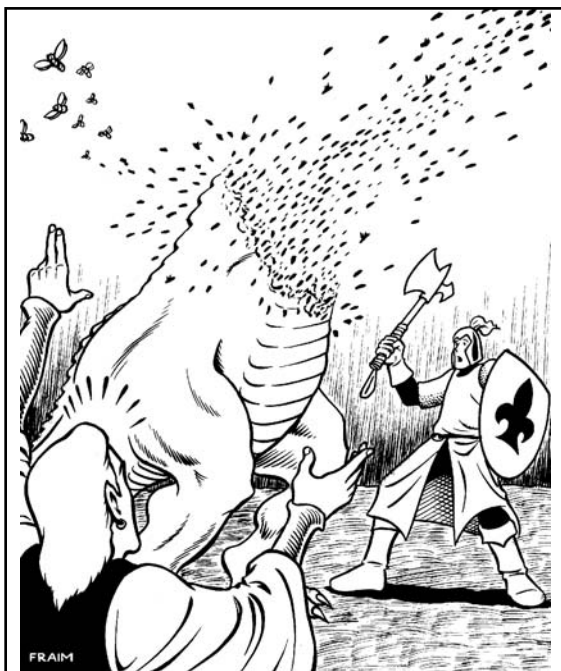
Hide/Trophy Items: A bounty of between 500-1,000 gps has been offered for her hide, depending on which town has issued the bounty.

Treasure: Lysanne has a maximum of 20 gp in her coin pouch. She has no magic items.

Edible: Nil

Other: Nil.

ILLUSION MOTHS



Illusion Moths

AKA: Blink Moths

HACKFACTOR: 1

EP VALUE: 5

CLIMATE/TERRAIN: Any non arctic

FREQUENCY: Rare

ORGANIZATION: Swarms

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal

ALIGNMENT: Neutral

NO. APPEARING: 10-60

SIZE: T (1/4" long)

MOVEMENT: 24"/3" (Flying/crawling)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 3

NO. OF ATTACKS: Nil

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 h.p. each

DESCRIPTION: Illusion Moths are similar to regular moths in appearance, with tiny fragile wings, slender bodies and a set of small antennae on their heads. They have various colorations but most commonly are white, gray or brown. Young moth larvae are green and very small. Moth cocoons are silky and white.

COMBAT/TACTICS: Illusion Moths do not attack living beings, but they do pose something of a problem to adventurers, mostly illusionists. For some reason these tiny creatures are attracted to the energy creat-

ed by illusions. If they are in the area of any type of illusion they will immediately begin to swarm around the illusion in a frenzy, and for all intents and purposes, ruin it. They are easily killed, like most insects, if they can be caught. Catching them is often difficult because of their speed and size. They can be scared away with water, smoke, cold attacks, pungent odors or loud sounds, but once an illusion is resumed, and they are still in the area, they will return to swarm about.

Some individuals have taken to planting flowers and trees that attract these moths in order to protect themselves from illusion-based attacks. Also, some individuals have taken to collecting Illusion Moth eggs to sell. A batch of eggs (between 10-60) generally run between 50-75 gps.

HABITAT/SOCIETY: Illusion moths can live in any climate except arctic. In colder temperate regions they die when the first freeze takes place. They live in dark places, generally. They thrive in shadowy forests, dank caves, cellars and even wells. They can also be found in dungeons.

Because certain people have noticed the affect these creatures have on illusions, and have begun trying to attract them, they can be found in the gardens or grounds of individual domiciles in a few places.

ECOLOGY: Illusion moths reproduce every spring. A female will lay between 10-60 eggs in any place that is dark and hidden. These eggs generally hatch in two weeks, with only 10 percent of the young larvae actually surviving the hatching process. The larvae are then covered in a soft, silky cocoon by their mothers, when they will hatch as full-grown moths after a month of growth. When hatched the young are only as large as a grain of sand.

When eggs are sold to people the conditions for hatching are often not ideal. Anyone who gathers these eggs has a 50% chance per egg that they will not hatch. There is a further 50% chance, per larvae, that these creatures will die before reaching maturity. These moths survive on flower nectar and tree sap. □

YIELD:

MEDICINAL: Powdered Illusion Moth can be used to ease pain and symptoms of the common cold. Illusion Moth cocoons can be used as poultices for burns.

SPELL COMPONENTS: An Illusion Moth wing can be used in a Fly spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

EDIBLE: Some barbarian tribes do eat Illusion Moths sprinkled on various foods as a spice. The taste is somewhat sweet and smoky.

OTHER: As stated earlier, Illusion Moths can protect people from illusion-based attacks by disrupting illusions.

KILLER KOI

AKA: Fancy Fighting Fish
HACKFACTOR: 1
EP VALUE: 20
CLIMATE/TERRAIN: Ornamental pools, fountains & the like
FREQUENCY: Very Rare
ORGANIZATION: School
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Semi (2)
ALIGNMENT: Lawful Neutral
No. APPEARING: Always 9
SIZE: T (only really big ones get over a few inches long)
MOVEMENT: 9" Swim (2" flop)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 6
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 1d4
SPECIAL ATTACK: Hurl themselves, attack as 1 HD creatures
SPECIAL DEFENSE: Nil
HIT RESISTANCE: 20%
HIT DICE: 4 hp
TOP: n/a
FF: n/a

DESCRIPTION: Killer Koi are the self-appointed fish guardians of ornamental pools, decorative ponds, fountains and fancy garden waterways. Though individually none too strong, they make effective protectors in numbers and are particularly useful to wealthy persons who feel the need to booby-trap the patio. Killer Koi come in a variety of colors, all of them fantastically bright—they almost look like little finned jewels. Orange and red are the two most common hues, but they can be green or even blue.

always appear in schools of nine (no one knows why). Most of them accept their role as the guardians and defenders of ornamental pond life as a given, but a few are more arrogant and swim around like they own the place, looking down their noses at other fish (and completely disdaining amphibians). If there is any one aspect of Killer Koi society that good folk find distasteful, it is their treatment of gold Koi. Perhaps one in twenty Killer Koi is born as a large traditional goldfish—these poor creatures are immediately reviled and driven away from home.

YIELD:

Medicinal: Killer Koi taste like fish, but it takes a whole bunch of them to make much of a fry.

Spell Components: A set of jaws from a Killer Koi can be used to cast Gauntlet of Teeth (SSG p 102) with twice normal duration and a mere 10% chance of mishap.

Hide/Trophy Items: The scales of a Killer Koi are really bright and pretty. They fade after they're dead though.

Treasure: Nil

Other: If all the Koi in a school but one are killed, and the eight dead ones ground up into meal and fed to the ninth survivor, the last one will grow to double normal size. This hoss Killer Koi can then be taken as a familiar. A Killer Koi familiar can breathe water just like a fish, and will pass this ability on to its master. Unfortunately, it has to be carried everywhere in a bowl.

COMBAT/TACTICS: Killer Koi aren't too bright, and spend most of their time swimming around in the sun thinking philosophical piscine thoughts. They are able to recognize certain persons with regularity, however, and if someone they aren't familiar with walks by their pool, leans over the water and points at them or (worse yet) actually wades in, chances are one or more will attack. After the first couple in the pond throw down they'll all jump in, then things are liable to get really messy. Killer Koi attack with a strangely savage bite for a fish their size (attacking as a 1 HD creature), and are extremely hardy. They have been known to swim furiously around the pool once or twice and then fling themselves out of the water to attack a target. The pugilistic little fish can hurl themselves a surprising distance this way (up to 10'), something that has brought woe to more than one unwary adventurer in the past. They can survive out of the water for several minutes, spending this time flopping about on the ground in order to flip themselves back in. Older more traditional Killer Koi regard an out-of-water attack and the difficult journey back to be something of a rite of passage. Sadly, many cocky youngsters disagree.

HABITAT/SOCIETY: Killer Koi aren't scared of much and prefer the taste of meat to typical fish-flakes or aquatic plants (though this is more often than not their typical diet). They



FRAM

KRYZAAR



Kryzaar

AKA: Black Lizardmen

HACKFACTOR: 10

EP VALUE: 1,000

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Tribal

DIET: Carnivore

INTELLIGENCE: High to Genius (13-18)

ALIGNMENT: Chaotic evil

NO. APPEARING: 2-20

SIZE: L (8' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average Foolhardy (16)

ARMOR CLASS: 2

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-30/1-12/per weapon

SPECIAL ATTACKS: Skewer/tail bash

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 9

DESCRIPTION: When one first gazes upon the monstrous visage of a Kryzaar Lizardman, he cannot help but feel a chill of horror. These creatures stand some 8 feet tall, just as their cousins the King Lizardmen, however, Kryzaars are much more thickly built, with massive musculature and glistening black skin. One can view the darkness in their hearts simply by gazing into their smoldering red eyes.

COMBAT/TACTICS: Kryzaars, also known as Black Lizardmen, are experts at tactics. They do not fight with any sort of anamalous, primitive rage. They are highly

intelligent, and they will bide their time before striking if they think it will give them an advantage: establishing ambush zones is a skill that they seem to be born with. Often, they will lure greedy adventurers to their deaths with shiny piles of treasure.

Not only do they know tactics, they also know human anatomy. Human flesh is their favorite food, after all. They commonly use a massive trident to skewer their prey, and because of their knowledge of human anatomy they do 3-30 points of damage with a successful hit against humans. They can also use their massive tails to strike for 1-12 points of damage per hit. They can also use any weapon usable by humans, and because of their expert knowledge of human anatomy, they gain +1 to hit and damage on all weapon attacks against humans.

One of their favorite things to do, after they have skewered their prey, is to roast it slowly over an open fire. The entire tribe gathers to join in the feast on such occasions. Sometimes, prey will be kept alive for awhile to train young Kryzaars in anatomy and weapons tactics.

There is a good chance (90%) that any other humanoids encountered will be captured for further study and consumption. No species is safe from the clutches of these fiends.

HABITAT/SOCIETY: Kryzaar Lizardmen thrive in dark, damp places. Tribes of Kryzaars will take over ownership of dungeons, and then divert natural and magical springs to ensure their habitat is dank enough. Their lairs are usually dripping with moisture, and there are usually puddles of water along the floors, although most of the dungeon will not be flooded. Egg chambers, however, are usually partially flooded to maximize moisture needed by the growing offspring. To add nutritional value, eggs are often bathed in human blood.

Kryzaar tribes are highly organized, usually led by a chieftain. Chieftains are selected by a council, and then must undergo rigorous physical and mental tests and trials before they are ceremonially given the reigns of leadership. Once he is selected, the chieftain's word is law. Disobedience is met with swift and certain death.

ECOLOGY: Once a season, female Kryzaars lay between 1-6 eggs each. All eggs laid are stored in a communal egg chamber, to be cared for and guarded. Each egg chamber usually holds between 10-60 eggs. One month after the eggs are placed in the chamber, they hatch. Between 1-10 hatchlings will be killed and eaten by the strongest hatchlings. This ensures that only the strongest Kryzaars populate the tribe.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Kryzaar Lizardmen skin can usually be made into armor if it is not too damaged, (AC 4), with 8 initial hit points.

TREASURE: D+

LAVA PLANTS



Lava Plants

AKA: Bursting Beauties

HACKFACTOR: 1

EP VALUE: 15

CLIMATE/TERRAIN: Warm temperate to subtropical

FREQUENCY: Rare

ORGANIZATION: Patches

ACTIVITY CYCLE: ANY

DIET: HERBIVORE

INTELLIGENCE: Non (0)

ALIGNMENT: Neutral

NO. APPEARING: 5-10

SIZE: T (5"-6" tall)

MOVEMENT: None

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: N/A

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Explosion

MAGIC RESISTANCE: None

HIT DICE: 1 hp

DESCRIPTION: Lava Plants were first discovered near the volcanic Mount Karamor on the island of Parzey, soon after it had erupted. The blossoms are about four inches in diameter and the shade of the blooms range from fiery orange to deep red.

COMBAT/TACTICS: Lava Plants do not attack, but they do have a rather unique defense mechanism — they explode on contact. Walking on them, picking them, or any other contact will cause these volatile flowers to explode, causing 1d8 points of damage to anyone in con-

tact with them. Needless to say, most animals have the instinct necessary to refrain from trying to eat them, but not all. Light contact, such as small insect infestation or rain does not cause explosion.

When these plants explode, between 4-12 seeds are expelled. Between 1-3 of these seeds will result in the growth of more Lava Plants. Seeds are not explosive.

HABITAT/SOCIETY: These plants do not grow naturally anywhere but near active volcanoes. However, there are some shrewd entrepreneurs who have gathered the seeds and begun selling them on the open market. Quite a few estate owners have expressed interest in growing these plants as protection against intruders. The plants will not grow in deserts, or in cold environments, where they will freeze.

So far, Lava Plants have been quite effective in deterring intruders from entering areas where they have been planted.

A few kingdoms have banned the use of these plants, citing dangers to children and innocents, but most have not addressed the issue. Most customers for these exotic specimens are quite wealthy and know how to influence things in their own favor.

ECOLOGY: As stated above, Lava Plants grow only near active volcanoes. They thrive in places where the soil is rich in minerals and the climate is warm. They need plenty of sunshine and heat to grow. These plants will bloom all year round in subtropical and tropical climates. In warm temperate climates, the blooms will last from early spring (Haar'Kiev) to early fall (Monz'Tera). After about mid-Monz'Tera, the blossoms will start to dry up and fall off in warm temperate climates. Once the first frost appears in these lands, the plants will lie dormant until the next spring. When Lava Plants' blooms are dried or missing, the plants are not explosive and are safe to touch.

Lava Plant harvesting has started to become a "booming" business in some areas of the world. Whenever such a marketing phenomenon occurs, there are always unscrupulous merchants who will attempt to cash in by passing off fakes. The Lava Plant business is no exception. There are several unsavory types who have been passing off bags of other plant seeds as Lava Plant seeds to unsuspecting customers.

Lava Plant harvesting is a dangerous occupation for obvious reasons. Several eager business persons have ended up losing noses, fingers, toes and other, more important body parts after handling the plants carelessly. The largest patches of these plants are found on the isle of Parzey near Mount Karamor and Mount Doronar, both active volcanoes. □

YIELD:

MEDICINAL: Dried Lava Plant blossoms may help clear up sinus congestion and other respiratory ailments.

SPELL COMPONENTS: Lava Plant seeds may be substituted for bat guano in basic fireball spells, but may cause mishaps (5% chance).

HIDE/TROPHY ITEMS: Nil.

TREASURE: Nil.

EDIBLE: Dried blossoms are edible, but not very tasty.

OTHER: Bags of seeds (5-10) go for about 50 g.p. each.

LEWD BEHOLDER



Lewd Beholders follow all the rules of Common Beholders as stated in the **Hacklopedia of Beasts Volume 1**.

COMBAT/TACTICS: The lewd beholder has a bad attitude and will attack anything that moves. Although its eyestalks have spell-like abilities (see below), the lewd beholder prefers to attack with its arms and tongue. It will always target the most powerful creature first. A hit from one of the creature's small arms does 1d4-1 damage. If the creature successfully hits with both of its arms, it has grabbed the target by the neck. The target takes 2d4 points of crushing damage each successive round that it is grabbed. The target is at -2 to hit the beholder, and his companions suffer a -4. A companion may ignore the -4 penalty, but there is a 25% chance that any hit will hit the choked creature, not the beholder. The target must make a Strength check at -2 to escape the hold. In addition, any further tongue attacks automatically hit and do maximum damage. A tongue attack is a prolonged facial lick. The target takes 1d6 damage and is subject to the beholder's saliva which is a Class E poison. The target must immediately make a saving throw vs. poison or die. On a successful save the target takes 2d20 damage. Because the tongue is very rough and the lick is prolonged, there is a -4 penalty to the saving throw. For more on poisons, see the **HackMaster GameMaster's Guide**, Chapter 16: Goods and Services

Once the beholder has successfully grappled a creature, it will attack that creature's companions with its eyestalks. It can use only 2-5 eyestalks to attack at any given time. The eyestalks have the following spell-like powers. They are considered to be cast by a 15th level magic-user.

1. Charm Person
2. Charm Monster
3. Sleep
4. Flesh to Stone Ray (30 yds)
5. Disintegration Ray (20 yds)
6. Slow
7. Cause Serious Wounds (50 yds)
8. Death Ray (40 yds)

In addition, the central eye of the beholder projects an anti-magic ray for 140 yards in a 90 degree arc. Spells passing through this area automatically fail.

HABITAT/SOCIETY: Lewd beholders are very solitary, and there will never be more than one in any dungeon or cave. How they multiply is a mystery to sages around Garweeze Wurd.

ECOLOGY: The lewd beholder is a magically created variant of the common beholder created by the battle mage Du'Glest Adam. The lazy Du'Glest was trying to spawn an improved maid/butler to do his housework and various other chores for him. Since he needed a creature able to reach all the remote areas of his tower, he settled on a modified beholder. Using powerful magicks, he replaced two of the beholder's eyestalks with arms and added a rough, elongated tongue to improve cleaning effectiveness. And since the battle mage refused to have help that was unhappy, he gave his new servant a permanent smile.

Unfortunately for Du'Glest (and the rest of Garweeze Wurd), the new servant was quite taken with its new master. As a sign of affection it quickly grabbed the aging battle mage by the neck and administered a full facial licking. But because he had made the tongue especially rough to clean the toughest stains, the lick cut up Du'Glest's face. When the super-solvent saliva, which was designed to dissolve grease instantly, made its way into his bloodstream, his heart stopped and he died.

Since then, more lewd beholders have spawned, and the new generation has quite an attitude. Embittered by the humanoids who don't return their affection, the lewd beholder is now a creature of evil, licking and killing any creature it meets.

YIELD:

Medicinal: Nil

Spell Components: When an eyestalk is used as the material component for the spell it duplicates, it doubles the effective caster level.

Hide/Trophy Items: Nil

Treasure: A, S, T

Other: The tongue makes excellent sand paper.

Field Researched by Noah Kolman
Suggested by Glen Harris and Jolly Blackburn

Lewd Beholder

AKA: Pseudo Beholder, Adam's Folly

HACKFACTOR: 156

EP VALUE: 15,000

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (4' - 6' diameter)

MOVEMENT: 4" Flying (B)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: -3/2/7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d4-1/1d4-1/1d6

SPECIAL ATTACKS: Magic, Choking, Licking

SPECIAL DEFENSES: Anti-Magic

MAGIC RESISTANCE: Special

HIT DICE: 10-12

DESCRIPTION: The Lewd Beholder is a descendant of the common beholder. Like its ancestor, it uses levitation to maneuver the subterranean dungeons and caverns it inhabits. Unlike the Common Beholder, it possesses only eight eyestalks. In the place of the final two eyestalks the lewd beholder has two arms. It also boasts a heavily armored shell and a large, poisonous tongue. Unless specifically stated otherwise,

LICH, LESSER

AKA: Dead Mage

Hackfactor: 40

EP Value: 3000

Climate/Terrain: Any

Frequency: Very Rare

Organization: None

Activity Cycle: Any

Diet: None

Intelligence: Genius (17-18)

Alignment: CE

No. Appearing: 1

Size: M (6' tall)

Movement: 9"

Psionic Ability: nil

Morale: Resolved (18)

Armor Class: 5

No. of Attacks: 1

Damage/Attack: 1d8+weapon

Special Attacks: Spells

Special Defenses: Spells, Undead Immunities

Magic Resistance: Standard

Hit Dice: 9

DESCRIPTION: Lesser Liches look like gaunt skeletal corpses and are sometimes confused with normal liches or mummies. They have pinpoint of red lights in the depths of their dark eye-sockets and can see normally in the darkest day or brightest light. They tend to dress as extravagantly as they can. They wear magical jewelry or clothing whenever possible in a sad attempt to make up for their lack of great magical might.

COMBAT/TACTICS: A Lesser Lich uses spells to overcome problems whenever possible even if there is a better way to solve it. Any damaging spells are used before mundane attacks are resorted to. Victims physically struck by a Lesser Lich take 1d8 damage in addition to any weapon damage. A Lesser Lich always attacks magic-users first. All Lesser Liches are magic-users of 9th level. Unlike a normal Lich the life force of a Lesser Lich is stored in the Lesser Lich's body.

Habitat/Society: Lesser Liches were once magic-users attempting to become true liches. They failed and instead became a mockery of the power of a true lich. The Lesser Lich is limited in power to 9th level and can never advance beyond it. All attempts at learning or creating new spells or creating magical items, scrolls, or potions fail for the Lesser Lich. Lesser Liches are obsessed with obtaining magic items that they can use to enhance their power. They have a great envy and hatred of magic-users who can continue to advance in power. This jealousy can be used to defeat the creatures.

Ecology: Lesser Liches are created when a magic-user attempts to become a Lich and fails. There is a 10% chance that a Lesser Lich is created each time a magic-user fails at an attempt to become a Lich.

YIELD:

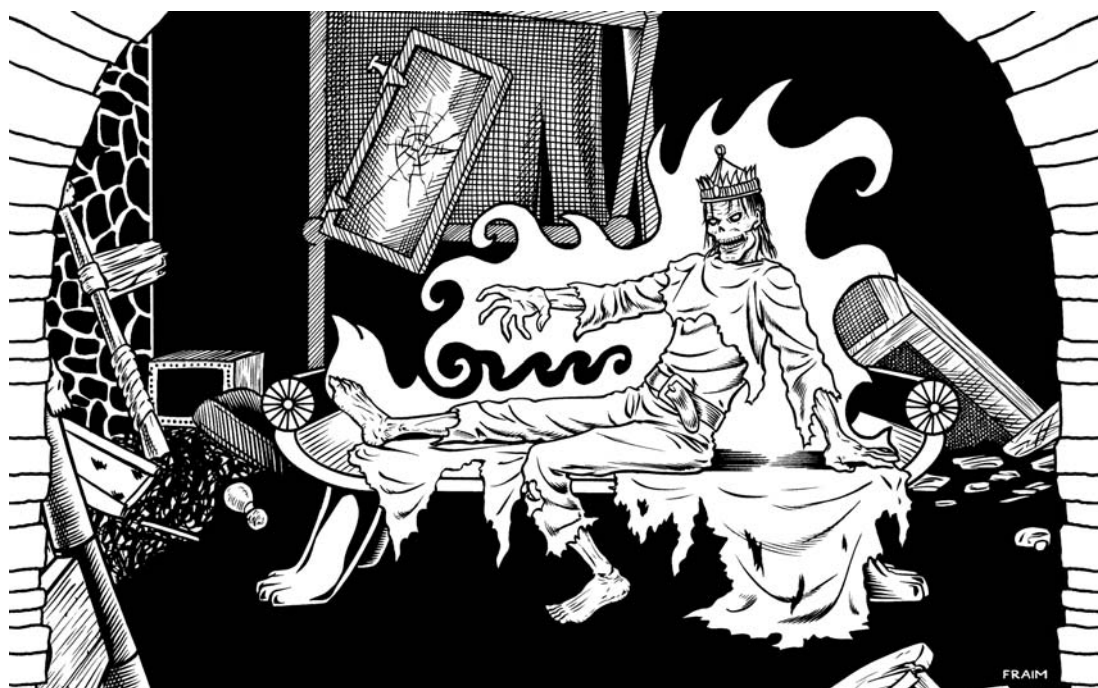
Medicinal: nil

Spell Components: nil

Hide/Trophy Items: nil

Treasure: A

Other: nil



LYCANTHROPE, WERE-GROAT

AKA: Lupinus-Bilgryelum
HACKFACTOR: 6
EP VALUE: 550
CLIMATE/TERRAIN: Any forest
FREQUENCY: Uncommon
ORGANIZATION: Solitary or Herd
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1 or 2-5
SIZE: M (5' tall)
MOVEMENT: 12"/12"/12"
PSIONIC ABILITY: Possible
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 5/5/6
NUMBER OF ATTACKS: 1 or 1
DAMAGE/ATTACK: 2-7+1 or by weapon
SPECIAL ATTACK: Ram for 2-12
SPECIAL DEFENSE: Silver or +1 to hit
MAGIC RESISTANCE: Standard
HIT DICE: 4+4
TP: yes
FF: 7

DESCRIPTION: Grel or Grugach Were-Groats are serious trouble for anyone that encounters them. Pixie-Fairies especially are in for it if a grel Groat is anywhere nearby. As a Were-Groat the creature retains some of its grunge elf physicality, so is usually more slender and slightly shorter than the typical Were-Goat. They retain most of the skills and abilities they possessed before succumbing to lycanthropy and thus can be a major pain in the

encountered in the wild will have 0-4 (d6-2) pixie-fairy tattoos. A Were-Groat will not be encountered anywhere except in the wild.

HABITAT/SOCIETY: Were-Groats don't associate much with other grel. Though their status as a lycanthrope makes them a great asset to a raiding party, grunge elves don't like the smell of goat and especially don't like the smell of wet fur, so a Were-Groat in a grel clan is often the object of much secret ridicule and mockery. The greater number of Were-Groats prefer to stalk the woods alone, but occasionally will band together in a small herd that takes the place of the clan in their loyalty. Only very rarely will a Were-Groat associate with a grel clan; if it does it will inevitably find itself in conflict with clan druids and mages (because if it does so, that means it's tough enough to teach the other grel not to make fun).

YIELD:

Medicinal: Drinking the blood of a Lycanthrope will automatically infect the imbiber. Sitting in an enclosed space (like a sweat lodge) breathing the smoke from burning Were-Groat hair for at least 12 hours will cure male pattern baldness (though the stink will cling to skin for at least 1d6+1 weeks).

Spell Components: The blood of any Lycanthrope can be used for a rare spell that causes lycanthropy.

Hide/Trophy Items: Nil

Treasure: C, J, K

Other: Nil

ass for anyone hunting them (or being hunted by them, that being the more likely situation) in the woods. In grel form the creatures are sullen and reactionary, as they typically retain more body hair than is the norm for the race. Other grel make fun of them (but only if they are in large numbers and are carrying silver weapons). Try as they might, no grel Were-Groat has ever managed to have a mohawk in Were-Groat form. They don't like shaving their heads without shaving the rest of their body, and even if they do by the time they get to their feet the hair on their head and shoulders has already grown back in.

COMBAT/TACTICS: Were-Groats prefer to use their weapons or their bite in combat. Bows and spears are the most likely weapons to be carried. After all, if they're going to close for a fight they might as well use their teeth, right? Were-Groats do not lose the grunge elf ability to move through the woods silently and unseen. Opponents get a -4 to surprise rolls, a -3 in animal or partial animal form (they're not quite as sneaky because of their hooves and their horns, which they forget about and often snag on low branches). They maintain their 90% immunity to Sleep and charm spells, something that really makes them problematic for spellcasters when you consider their lycanthropic abilities. They lose their war scream, however, something that secretly causes them all serious self-esteem issues. Transformation into a Were-Groat altered the musculature of their throats, and now when they try to yell it just comes out as a garbled bleat (something else that other grel make fun of, if they're in sufficient strength to do so). A were-groat's bite does double damage to armor (see Armor HP, PHB p 117).

Grel Were-Groats really like the taste of pixie-fairy, even more than they did before contracting their disease. They are quite ravenous for such delectable fare and have been known to wipe out an entire faerie-meet in one gluttonous, terrible attack. A Were-Groat



FRAM

MAINTENANCE MONKEYS



Maintenance Monkeys

AKA: Chink Chimp

HACKFACTOR: 0

EP VALUE: 35

CLIMATE/TERRAIN: Any Land

FREQUENCY: Uncommon

ORGANIZATION: Solitary

DIET: Herbivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 2-4

SIZE: S (2'-3' tall)

MOVEMENT: 6", 9" brachiation

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4 or per weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2

DESCRIPTION: Maintenance Monkeys are creatures with a variety of uses. They have been seen throughout Garweeze Wurld working on farms, in inns and stables, etc. Their most common use, however, is accompanying adventurers and military units. These monkeys have been trained to follow simple commands and are most often used for the maintenance of armor and weapons. While their masters are out painting the town, or asleep by their campfires, these monkeys can be found polishing plate mail and buffing sword blades. For the most part, the creatures are reliable, if well treated. They cannot carry much weight, and so they are in no way substitutes for Pack Apes, but they don't generally get as violent when angered. Usually, if they are mistreated, they will run away,

perhaps leaving a smelly reminder of their displeasure in a boot or saddlebag.

COMBAT/TACTICS: Maintenance Monkeys are not trained for fighting, but after several generations of being exposed to combat, they have been known to pick up a weapon to defend themselves, or their masters if the bond is close enough. They can also bite for 1-4 points of damage. Anyone owning a Maintenance Monkey whose loyalty has been nourished, has a 50% chance of the monkey picking up a weapon and defending his master if the master is threatened. There is also a 25% chance the monkey will pick up the weapon and accidentally injure either himself, his master, or one of his master's colleagues. Monkeys are not reliable fighters.

HABITAT/SOCIETY: Maintenance Monkeys live with their human masters. They are bred in captivity and are found wandering free very rarely. Any Maintenance Monkey who somehow gets lost in the wilderness, or is abandoned by his master through negligence or death, will usually die within 1-4 weeks due to an inability to take care of himself. These monkeys are used to being fed and protected by their masters.

ECOLOGY: Maintenance Monkeys are bred in farms, where infants spend only as much time with their mothers as necessary. Breeding monkeys usually don't adventure nor do manual labor, their job is simply to create more workers.

Early in their lives, Maintenance Monkeys begin being gentled by humans or demi-humans in some cases. Most of these monkeys are bred by humans, however. These monkeys become part of human families so that they begin to associate humans with family. They are then trained to perform simple tasks, such as polishing and cleaning. Then, they are trained to feed livestock, patch clothing and leather goods, and even to build fires. They are also sometimes trained to perform other farming chores and general tasks, such as fetching and carrying light objects no heavier than 20 pounds. Some are even trained to cook, hunt, and fish. The final stage of testing involved desensitizing them to the sounds and sights of combat, so they can accompany their masters into dangerous situations without turning and running away.

Because of their specialized training, these monkeys are popular with adventurers. Depending on the locations and availability, these monkeys can be purchased for anywhere between 300-1,500 gps each.

YIELD:

MEDICINAL: Nil

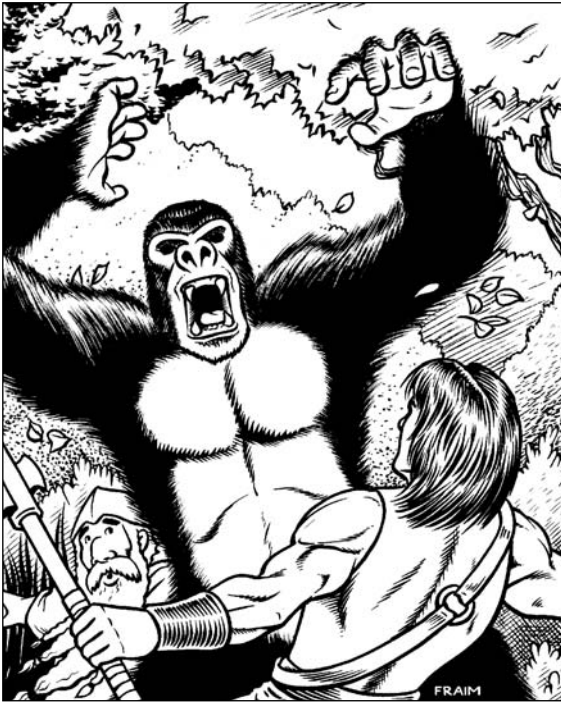
SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: These monkeys are much more valuable alive than dead, but their hides can fetch 5-10 gps. Some masters will sell the hides of their monkeys who have died or been killed in combat, or have had them stuffed so they can keep them around.

TREASURE: There is a 10% chance a Maintenance Monkey will have a gem or magic item in their possession. There is a 90% chance they will have some sort of armor or weapon. There is a 20% chance their armor or weapon will be magical.

MAN-APE

SPECIAL HYBORIAN™ MONSTER



Man-Ape

AKA: Ape-Man, Freakin Gorilla

HACKFACTOR: 7

EP VALUE: 175 or more

CLIMATE/TERRAIN: Any (civilized) or Jungle (wild)

FREQUENCY: Rare

ORGANIZATION: Solitary

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1

SIZE: M (6')

MOVEMENT: 12", 6" Brachiation

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 8 (7 in red cape)

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 3-6, 3-6, 2-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5

The adventures of **Conan™** in the world of Hyboria are legendary in every sense of the word, and one of his most common foes amongst all the horrors he encountered was the dreaded Man-Ape. His first man-ape was encountered in "**Rogues in the House™**", a story written by Robert E. "**The Man™**" Howard, and first published in 1934. Conan dispatched it in brutal battle. When "The Arnold" met a rubber mask version in the big screen movie, it gave him quite a ride before eventually dying.

The following is the descendant of Conan's Man-Ape. It is now found in the remote jungle areas of Garweeze Wurld.

Description: Man-apes look much like gorillas, although they stand just a bit straighter, and have an even more human glint of malicious intelligence in their eyes. They have large, muscle-bound bodies and are covered in thick, black hair, similar to that found on the head of a human. Their chests are hairless and range from a dark charcoal to a light khaki in color.

Ecology: Man-Apes populate the most distant jungles of Garweeze Wurld. There, they live lives of peaceful barbarism. Evil wizards and priests often hire adventurers to capture young Man-Apes and bring them back to civilization, where extensive training can turn them into semi-obedient servants. Regardless of whether they are wild or "civilized," Man-Apes have a particular loathing for barbarians, cheerfully avoiding even scantily clad newly nubile young females in favor of tooth-and-nail wrestling matches with barbarian characters.

When brought back to civilization, there is a 1% chance per year that the Man-Ape will go berserk, slaying its master and everyone else it can get its hands on in the household. Once it has done so, it will attempt to set itself up as the new master of the house, even wearing its former master's clothes (favoring red).

Combat/Tactics: Man-Apes are crafty enemies, more than capable of using ambushes and traps to separate and/or weaken a party before closing in for the kill. Once engaged, the Man-Ape will seek to grapple in close quarters, shredding away with its hands and bite with fearsome glee. If the Man-Ape successfully hits the same target with both of its hand attacks, it will automatically hit with its bite attack on the next segment. This replaces the beast's normal bite attack, and does the standard 2-8 points of damage.

If the Man-Ape is berserk (see Ecology above), it gains an additional attack every round, and its damage increases to 4-7/4-7/4-7/4-10. It will also continue to fight until killed or reduced to -10 hit points.

Habitat/Society: Favored by physically weak spellcasters with low Charisma, Man-Ape "servants" are usually hidden from view, performing their menial chores out of sight of prying neighbors. Lone characters, especially barbarians, should be careful when dealing with spellcasters or traveling through jungle areas, as Man-Ape encounters are extremely common in such circumstances.

YIELD:

Medicinal: The blood of a Man-Ape can be used to make a Potion of Strength.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Slaying a Man-Ape in melee can inspire the character to compose a song of homage to it; the character gains a +2 bonus when rolling for the quality of the composition.

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MANTA, SPINE-BACKED

Spine-Backed Manta

AKA: Foot Shredder

HackFactor: 4

EP Value: 270

Climate/Terrain: Underwater

Frequency: Rare

Organization: Solitary

Activity Cycle: Any

Diet: Carnivore

Intelligence: Animal (I)

Alignment: Neutral

No. Appearing: 1

Size: S

Movement: 18" Swim

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Resolved (12)

Armor Class: 4

No. of Attacks: 1

Damage/Attack: 1-6

Special Attacks: Poison

Special Defenses: Unarmed attackers suffer 1d4 damage each time they attack.

Magic Resistance: Standard

Hit Dice: 3

ToP: Yes

FF: 5

Description: The Spine-Backed Manta looks just like a manta ray except that it has a number of sharp spines on its back.

Combat/Tactics: The Spine-Backed Manta lays at the bottom of shallow waters and attacks if stepped on. The Spine-Backed Manta can attack with its spiked tail. The tail can inject victims with Class D poison.

An unarmed attacker suffers 1d4 points of damage due to the movable spines on the Manta's back that give it its name.

Habitat/Society: The Spine-Backed Manta lives to swim and eat.

Ecology: The Spine-Backed Manta is a predator that swims along the bottom of shallow waters and eats small fish.

YIELD:

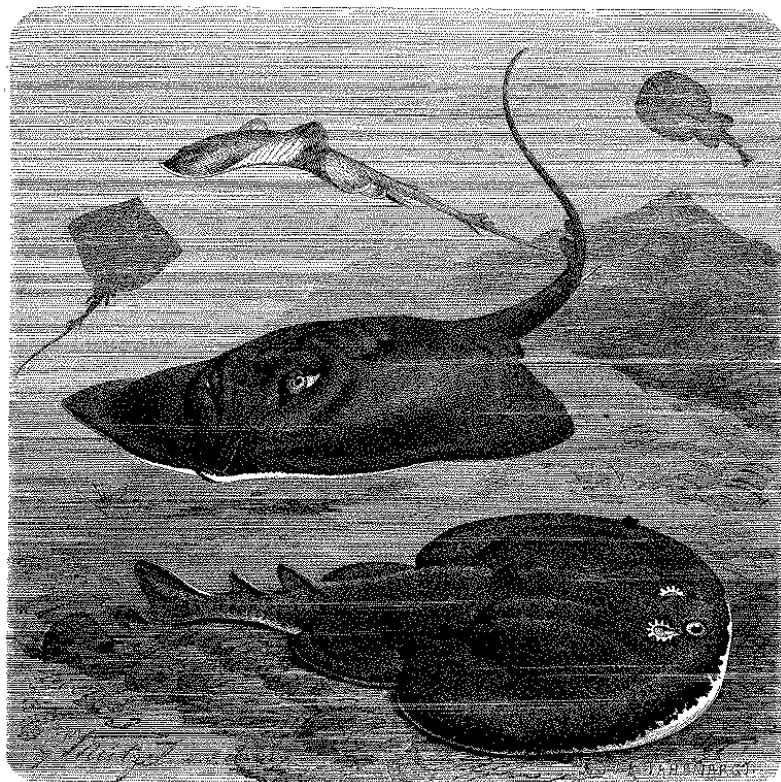
Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: 1d4 doses of Class D poison may be extracted from a single Manta. If the poison sack is removed from the Spine-Backed Manta without being punctured the meat is quite tasty. However, a failed Cooking check means the poison was not properly removed. In that case, any fool eating the poisonous fish must save versus toxin or be affected by 1d4 doses of Class D poison.



MAP SNATCHER



MAP SNATCHER	
AKA:	Cartographer's Bane, Misdirection Imp
HACKFACTOR:	4
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary/Small Groups
ACTIVITY CYCLE:	Any Darkness
DIET:	Omnivore
INTELLIGENCE:	Semi (8-10)
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
SIZE:	S (2' tall)
MOVEMENT:	14"
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Unreliable (5)
ARMOR CLASS:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By Weapon
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	45%
HIT DICE:	1-1

DESCRIPTION: Created by Draper the Thief Gawd, these creatures are endowed with supernatural thieving abilities. Collectively known as 'Snatchers,' they appear in many forms and usually specialize in the theft of a particular type of item or commodity. The Map Snatcher resembles a small, two foot high misshapen imp with pointy ears, puke green skin and a maniacal disposition. They are always

impeccably dressed in tight, form fitting clothes that allow them to run quickly. Map Snatchers are armed with small swords that function as daggers.

COMBAT/TACTICS: Besides their weapon, Map Snatchers can attack in a variety of ways. It's most devastating attack, however, is to steal a PC party's map in the middle of a dungeon crawl, leaving them stranded in the darkness. Map Snatchers can become invisible at will and Move Silently at 100%. They may follow a party for hours before stealing the map. Most Map Snatchers are employed by powerful wizards or adventurers who have use for such maps, but some (20%) are freelancers and sell their maps to merchants.

These creatures are highly magic resistant. If a Map Snatcher makes its magic resistance against a spell that targets it, roll a second resistance roll. If this roll succeeds, the spell is rebounded back to the caster.

To make matters worse, the creature can cast the spells Maze and Misdirection once per day. 50% are armed with attack oriented magic items. Because Map Snatchers love to heckle and torment those they have stolen from, any Party who falls victim to such a creature is subject to losing 1d10 points of Party Honor.

HABITAT/SOCIETY: Map Snatchers use their abilities to steal maps from PC parties and then sell them to the highest bidder. They are largely responsible for so many incomplete maps floating around Garweeze Wurld in bazaars and market places. Most Misdirection Imps will have ties to a local thieves guild and/or the evil creature responsible for attracting the party to the dungeon crawl in the first place.

Minotaurs hate Map Snatchers and will attack them on sight. Theimps usually avoid dungeon crawls with a large population of these bovine bipeds.

ECOLOGY: These imps were originally created by the Draper the Thief Gawd to steal the last few pieces of Mother Stone which were in the possession of the other, more powerful gawds. However, because he made them so cunning and opportunistic they turned on him and began selling their services to others. After the War Between the Pantheons they were banished to Garweeze Wurld where they learned to covet precious metals and anything possessing magic properties. Snatchers, however, are not the sturdiest of creatures and they soon learned that stealing from hard working, risk taking adventurer types was a much safer way of obtaining such items. They work together in small groups and it is unknown if or how they reproduce. Sages theorize that Map Snatchers have loose ties to the Realm of Fairy and if there is a pixie fairy in a PC party, the creature has a 25% chance of successfully bargaining for the return of the map. If the pixie fairy is of the opposite sex, the chance increases to 50%, as most Map Snatchers have spent far too long alone in the dungeon. □

YIELD:
Experience Point Value: 420
Medicinal: Nil
Spell Components: The ear of a Map Snatcher can be used in a Maze Spell. This adds a material component and doubles the casting time but also doubles the area of effect.
Hide/Trophy Items: Nil
Treasure: 50% chance of 1-2 magic items, J thru Q. 25% chance of having 1d4 incomplete maps in possession.
Edible: Yes
Other: The skull of a Map Snatcher can be used in the creation of a Ring of Spell Turning.

Field Researched by Jolly Blackburn, Noah Kolman and Tony Digerolamo

MASTICATOR, PADDLE-FOOTED AQUATIC

AKA: Swimmin' Chomper, Paddlefoot
HACKFACTOR: 17
EP VALUE: 4260
CLIMATE/TERRAIN: Subterranean lakes and waterways
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: L (6'-8' long)
MOVEMENT: 3" Walk, 9" swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 4
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 4-16
SPECIAL ATTACK: Swallowing
SPECIAL DEFENSE: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 10
TOP: yes
FF: 4

DESCRIPTION: This creature is closely related to the more terrestrial Articulated Masticators (the Subterranean and Articulated version). It has simply adapted to life beneath the water. Whether it is a less evolved version of the Articulated Masticator remains a subject of conjecture—many learned folk say no, that the Paddlefoot is just a kindred species. They cite the difference in the two creatures' planes of origin as their evidence. Less learned folk that encounter either one could really care less as long as they are able to keep from being bitten in half or devoured whole. The Swimmin' Chomper's body is a large, ungainly mass that looks much like its

surface-dwelling cousin. However, instead of four rapidly plodding clawed feet it has four rapidly paddling web-footed clawed feet (similar to a platypus or a beaver). In addition, the creature has a broad flat tail that helps propel it along. It has no fins, and may suffer from a fin-envy that provokes it to attack the fish it sees. It possesses the same massive, heavily muscled and jaw-filled teeth that other Masticators do.

COMBAT/TACTICS: Paddlefooted Aquatic Masticators bite, and they bite very well. There appear to be nerve-endings throughout its hide that allow it to discern even minute movements in the water. Its sense of smell is much like that of a shark, which is fortunate, because the creature has no eyes. Its basic tactic (indeed, its only tactic) is to swim straight towards its prey and start chomping (hence its nickname). On a to-hit roll that is four or more than the number needed to hit, or on any natural 20, the victim is caught in the jaws of the creature and may lose a limb (10%, roll randomly), a head (5%) or perhaps even bitten in half (1%). Any equipment, garb or armor in the area of the bite must save vs. crushing blow or be likewise bitten in half. If the Paddlefoot's prey is bitten in half and the surrounding water is still, it may swim on to attack more prey. If there is a current, however, it will go ahead and eat whatever it kills so its meal doesn't get swept away by the flow of the water.

HABITAT/SOCIETY: Paddlefooted Aquatic Masticators may be similar to Xorns and UMBER Hulks, but they don't like them much. The latter creatures often mock them for being ungainly and ridicule their awkward swimming. Occasionally Paddlefoots will be encountered on the Elemental Plane of Water. If Paddlefoots can Plane Shift they keep it a secret (though there must be some way they get to the Prime Material). Like other Masticators, Swimmin' Chompers enjoy their treasure and guard it with their lives. They speak the Common tongue and will occasionally know a few words in some other aquatic

tongue (such as Kuo-Toan). Unfortunately, they have the same articulation problem as their surface-dwelling cousins, compounded by the trouble of speaking clearly underwater. Many Paddlefoots have been observed blowing bubbles for entertainment.

ECOLOGY: Paddlefooted Aquatic Masticators breed on the Elemental Plane of Water, but prefer living in the dark and chill waterways of the NetherDeep. The young are born half-size knowing only how to bite. Those that don't quickly learn to hold their breath and swim become deceased Aquatic Paddlefooted Masticators. Paddlefoots are air-breathers, without gills, but they can hold their breath for several hours.

YIELD:

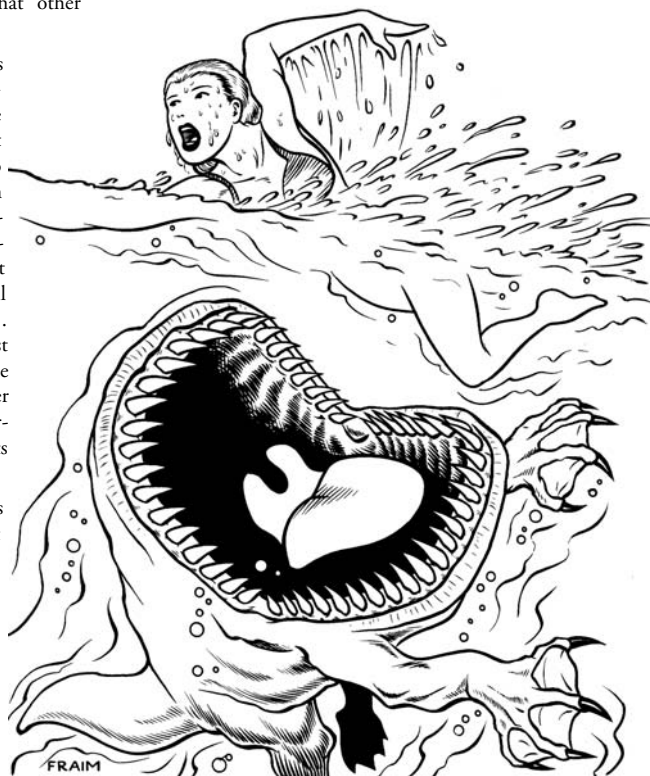
Medicinal: Raw Paddlefoot tongue can cure the bends.

Spell Components: The tongue of a Paddlefooted Aquatic Masticator can be used to create a Magic Mouth that is permanent if cast underwater. The caster must be a magic-user of at least 7th level, and should know ahead of time that the Magic Mouth (which will gain its own free will after the initial command has been fulfilled) will much rather blow bubbles in the water than actually talk.

Hide/Trophy Items: The intact jawbones of a Paddlefoot are worth 20-120 gp to collectors.

Treasure: D, U

Other: Nil



MUSHBOOM

AKA: Boom 'Shrooms
HACKFACTOR: 0
EP VALUE: 300
CLIMATE/TERRAIN: NetherDeep
FREQUENCY: Uncommon
ORGANIZATION: Fields
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: varies
SIZE: T to L
MOVEMENT: Nil
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 15
NUMBER OF ATTACKS: Special
DAMAGE/ATTACK: See text
SPECIAL ATTACK: Shrapnel (for Klaymore variety)
SPECIAL DEFENSE: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1 hit point
TOP: n/a
FF: n/a

DESCRIPTION: Mushbooms are a family of subterranean fungi with a special metabolic process. They are physically indistinguishable from other subterranean fungi and process vegetable material in a similar manner. However, if allowed to grow upon animal flesh, a most unusual series of biochemical reactions occurs.

COMBAT/TACTICS: When digesting proteins, nitrogen is oxidized to NO_2^- free radicals that then combine with glycerol broken down from larger triglyceride fats. This results in a highly

unstable and explosive chemical given by the formula $\text{C}_3\text{H}_5\text{N}_3\text{O}_9$ commonly known as nitroglycerin. This chemical process continues as long as the fungi feeds upon animal flesh – all the while accumulating more and more nitroglycerin in its cap.

A variant species known as the Klaymore Mushroom grows in areas with a very high mineral content in the water. These fungi form calcite pellets as a way of excreting the excess minerals they accumulate. Over time, their caps become loaded with these pellets in addition to the nitroglycerin. Of course, these pellets become deadly shrapnel if the Mushroom is detonated.

As would be expected, Mushbooms are extremely sensitive to jolts and bumps. Any contact that causes damage automatically detonates the 'Shroom, as does running into one. Walking into one has an 80% chance of setting it off. If one opts to move very slowly (i.e. at a 1" movement rate) and carefully, there is only a 5% chance of setting it off. Of course, moving slowly and carefully means forgoing any bonus to AC from Dexterity or the acrobatic skill suite talent as well as providing opponents a +4 bonus to hit.

If a 'Shroom detonates, it inflicts 5d6 points of damage in a 10-foot radius. This is concussive damage, so protection from fire will not lessen the damage. The Klaymore variety inflicts an additional 2d10 points of damage within 15 feet and 1d10 out to 30 feet. Of course,

exploding Mushbooms could very well start a deadly chain reaction if several other 'Shrooms are nearby. Needless to say, the 'Shroom is destroyed when it detonates.

HABITAT/SOCIETY: Intelligent dwellers of the NetherDeep are known to cultivate fields of these deadly mushrooms, often mixing them in with ordinary varieties so as to create a minefield. This is particularly useful in defensive situations. Scouts can quickly run back to a defensive position (assuming they're familiar with the layout of the minefield) where they can safely rake the enemy with fire and taunts.

These minefields are usually grown to protect or impede the use of certain facilities or thoroughfares. Over time, the relevance of these positions may disappear and they are abandoned. However, the Mushbooms retain their potency. Abandoned minefields are a large problem in the NetherDeep, injuring hundreds of monsters and PCs a year. Some drow merchant clans occasionally try to clear fields blocking main traffic arteries, but it's proven to be very expensive (replacing dead slaves adds up).

ECOLOGY: These fungi have been around for decades, but no one knows for certain how the first Mushbooms came into being. Some sages suggest that they were originally variant Shriekers, quickly cultivated by intelligent dwellers of the NetherDeep. Most believe that they were the deliberately created by a magic-user who hated company and loved explosions. No known species of creature voluntarily eats these 'Shrooms.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil



Mushbooms

NEFARIAN: BAHR-IGUHRA

AKA: Phantom Apes

HackFactor: 39

EP Value: 1,985

Climate/Terrain: Forrest, Jungle, Caverns, Buildings or any place they can climb

Frequency: Uncommon

Organization: Pack

Activity Cycle: Day

Diet: Omnivore

Intelligence: High (13-14)

Alignment: Chaotic Evil

No. Appearing: 1-3 (lair 1-6)

Size: M (5' tall, broad)

Movement: 9", 15" Br

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Average (11)

Armor Class: -3

No. of Attacks: 3

Damage/Attack: 1d6/1d6/2d4

Special Attacks: Spells

Special Defenses: Camouflage, half damage from cold, electricity, fire and gas

Magic Resistance: 45%

Hit Dice: 6+6

ToP: n/a

FF: n/a

COMBAT/TACTICS: Bahr-Iguhra are intelligent foes who prefer to use their magical powers and environmental advantages to their benefit. Their illusionary powers can be devastating when used effectively. Once their foe is sufficiently softened up the monsters move in for the kill.

HABITAT/SOCIETY: Bahr-Iguhra spend most of their time on the lower planes defending themselves from the insults of other nefarians and picking nefarious bugs from each other's fur. They also enjoy brachiating for recreation.

ECOLOGY: Bahr-Iguhra are fairly low on the nefarious food chain.

YIELD:

Medicinal: Nil

Spell Components: The adrenal gland of a Bahr-Iguhra can be used for the material component of a Spider Climb spell, in lieu of other components, with double the normal duration.

Hide/Trophy Items: Bahr-Iguhra hair can be braided into a Rope of Climbing

Treasure: D

Other: Nil

DESCRIPTION: The Bahr-Iguhra appearance is reminiscent of an orangutan, with its bloated belly, bandy legs, long arms and shaggy hair. Tusks protrude from its mouth. Evil eyes sunk in its withered face reveal its demonic heritage as do the six clawed fingers on each hand and six clawed toes on each foot. A Bahr-Iguhra can leap 40 feet.

They are normally encountered in forests, jungles, buildings or anywhere they can climb. Bahr-Iguhra live in small groups and typically avoid contact with all other demon-kind.

A Bahr-Iguhra can use any one of the following powers, once per round, at will: Darkness 10-foot Radius, Create Water (as 6th level cleric), Cause Fear (by touch), Detect Illusion, Detect Invisibility, Dispel Magic, Enstangle, Plant Growth, Telekinesis (up to 250 pounds weight) and Teleport. Twice per day it can use the following: Change Self, Invisibility and Advanced Illusion. Except as noted, the Bahr-Iguhra's spell-like powers are at 7th level of spell use. A Bahr-Iguhra can camouflage to any of the following colors – ebony, beige, taupe, sage, persimmon, mauve or scarlet – in one round. Bahr-Iguhra have 60-foot infravision.

Normal weapons can wound a Bahr-Iguhra. They take half damage from cold, electricity, fire and gas.

NEFARIAN: BODACK

AKA: Dread Souls

HackFactor: 19

EP Value: Varies upon summoning

Climate/Terrain: Any

Frequency: Very rare

Organization: Solitary

Activity Cycle: Variable

Diet: None

Intelligence: Variable

Alignment: Chaotic Evil

No. Appearing: 1

Size: M

Movement: 6"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Fanatic (20)

Armor Class: 5

No. of Attacks: 1

Damage/Attack: By weapon

Special Attacks: See text

Special Defenses: Death Gaze, Control

Summoner

Magic Resistance: +1 or better weapon to hit, immune to poison, charm, sleep and hold spells, half damage from cold, electricity and fire

Hit Dice: 9+9

ToP: n/a

FF: n/a

DESCRIPTION: Bodacks are former humans, demi-humans or humanoids warped into demonic fiends through exposure to the wildly evil and chaotic energy that permeates the Abyss.

Their glossy ashen bodies are hairless and offer no clue as to their former race or sex. Most disturbing are their heads for they are curiously distorted with large alabaster eyes. Bodacks speak all demonic languages but can recall only a few trite phrases from their mortal existence.

They are very rarely encountered on the Prime Material Plane - only appearing when summoned by a twisted evil magic-user to perform some insidious task.

While it is highly likely (85% chance) to possess a weapon of some sort, Bodacks typically forgo its use relying rather on their deadly gaze attack. Anyone within 30 feet who meets the gaze of a Bodack must save vs. death or be slain.

Bodacks can only be harmed by magical or cold-wrought iron weapons. They are immune to poison, charm, sleep and hold spells and suffer half damage from cold, electricity and fire. However, their demonic essence is inimical to the pure light of day. Exposure to such causes one point of damage per round. Bodacks have 60-foot infravision as well as ultra-vision.

A servile Bodack has the capability to take control of the magic-user who summoned it. Every time a Bodack is assigned a new task by its master, it has an opportunity to reverse the arrangement.

To simulate this employment of demonic shrewdness, have the Bodack roll a d20 and compare the result to that of the magic-user that summoned it. If the Bodack's score is higher than the magic-user's, the Bodack has succeeded in usurping the mind of the magic-user and can now enslave *him*.

COMBAT/TACTICS: Ideally a Bodack will be able to take control if it's master in order to make use of their abilities. Otherwise Bodacks typically rely on their death gaze to carry the day for them. They usually try to set up situations where intended victims will more than likely be surprised to give their dread weapon a better chance of being effective.

HABITAT/SOCIETY: Bodack spend time lamenting their situation, attacking others, and trying to remember more words in their former native languages.

ECOLOGY: Bodacks are among the lower ranks in the Abyss.

YIELD:

Medicinal: Nil

Spell Components: The bones of a Bodack can be ground up and used as the material component for a Death Fog spell in lieu of other material components.

Hide/Trophy Items: Bodack ichor can be used to make a Hat of Disguise.

Treasure: Nil

Other: Nil

NEFARIAN: KHAZME

AKA: Bane Fly

HackFactor: 31

EP Value: 1,985

Climate/Terrain: Underground, Swamp

Frequency: Common

Organization: Pack

Activity Cycle: Day

Diet: Dead matter

Intelligence: Average to Very (8-12)

Alignment: Chaotic Evil

No. Appearing: 1-3 (lair 1-6)

Size: M (7' tall)

Movement: 6"/21" Fly (C)

Psonian Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Pliant (10)

Armor Class: -1

No. of Attacks: 3

Damage/Attack: 2d4/2d4/1d4

Special Attacks: Spells, Sleep Buzzing

Special Defenses: Gate, immune to poison, half damage

from cold, electricity, fire and gas

Magic Resistance: 40%

Hit Dice: 7+2

TOP: n/a

FF: n/a

DESCRIPTION: A Khazme, or Bane Fly, is a disgusting demon whose visage invokes the worst fears of insectophobes - that of a horrific metastasis between mankind and flies. It is a hexaped that stands upright on its four spindly hind legs while its foremost limbs resemble those of a humanoid - albeit with chitinous pincers instead of digits. It has insectoid wings and a hairy fly's body, but atop this sits a vaguely humanoid head with compound eyes and a sharp proboscis. The Khazme can walk on walls and ceilings, as a fly does.

Khazme hate other types of demons, particularly Type I and Type II. Khazme fly away from other types of demons unless they have a vast numerical advantage.

Khazme can use any of the following, once per round, at will: Cause Darkness 5-foot Radius, Cause Fear (touch), Detect Good, Detect Invisibility, Telekinesis (150 pounds in weight) and Teleport. It uses these abilities as a 7th level caster. When not using its spell-like powers, a Khazme can effect a gruesome buzzing drone. All within 60 feet of the creature must roll d100 and score below 10 x their level (or Hit Dice). Those failing fall into a comatose sleep for 2d4 hours. [This check need only be made once for any particular encounter with Khazme.] The Khazme then attempt to drain the blood of their sleeping victim. Those affected can be awakened by any physical method sufficient to rouse a soundly sleeper. Khazme may attempt to Gate in another Bane Fly with a 15% chance for success.

Khazme can be wounded with normal weapons, but take half damage from cold, electricity, fire, and gas. They are immune to poison.

COMBAT/TACTICS: The Khazme attacks with its two forelegs and with its sharp proboscis, which "bites" and draws blood for 1-4 points of damage. They use their natural flying and wall climbing abilities to keep them from harm. If things are going badly for them, they gate in reinforcements.

HABITAT/SOCIETY: Khazme can be found in great buzzing hoards in the Abyss. Even there they are considered a plague and are greatly disliked by all demon royalty save Gar Rangeeze.

ECOLOGY: Khazme eat things that are absolutely disgusting to most creatures.

Yield:

Medicinal: Khazme wings can be ground up into a poultice to cure motion sickness.

Spell Components: Khazme ichor can be used as an additional material component for a Summon Insects spell to raise the chance of summoning flying insects to 90%.

Hide/Trophy Items: Nil

Treasure: B

Other: Nil



OPAT-TURWV



Opat-Turwv

AKA: Fire Eyes
Hackfactor: 14
EP Value: 815
Climate/Terrain: Abyss/Sentient Beings
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: Pain/Chaos
Intelligence: High (13-14)
Alignment: Chaotic Evil
No. Appearing: 1
Size: M (4+/-7")
Movement: 12"
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Fearless (19)
Armor Class: 0
No. of Attacks: 2
Damage/Attacks: Special (see below)
Special Attacks: Fire (see below)
Special Defenses: See below
Magic Resistance: Nil
Hit Die: 3+3

DESCRIPTION: This is a nefarion whose sole means of operation is to possess the bodies of the innocent. He uses these bodies to serve his purpose of spreading death, destruction and chaos whenever possible.

He is said to be a frightening being to behold, though there are only a few who claim to have seen him in his natural state. They say his eyes glow with red-hot fire, blazing constantly, looking for souls to claim and damage to be done.

When he inhabits a body, he twists and tortures it until it is barely recognizable. His rage burns so hot inside its victims that their skin blisters. His eyes burn from their eyes. He twists their limbs often as punishment or to gain compliance with his will.

COMBAT/TACTICS: Fire Eyes, as he is commonly known, does not usually fight in his natural state. He uses his victims, or others to inflict damage on others, preferably death. He uses servants to perform ritualistic murders for him in order to strengthen his power.

He is a creature of pure rage, hatred and vengeance.

He has been forced out of various bodies before, through exorcism or the death of his host. If he were forced to join in combat before inhabiting a body, he could fight with any weapon available, but prefers to use his claws and tail, inflicting 2d20 hp of damage with each claw and 4d10 hp of damage with his tail. He can strike three times per round, striking with each hand and tail once a round. His favorite tactic, however, is to use magic, casting any sort of fire spell with ease and as a magic user of the highest level.

If anyone were to defeat him in combat he would simply return to his own domain to regroup. Naturally, he would have the utmost hatred for any being able to cause him such shame and would be single minded in his attempts to exact revenge against such an individual.

Habitat/Society: Fire Eyes normally inhabits bodies, and cannot live in the natural world for more than three hours without a host body. If he is without a body for more than that he is forced to return to his own plane of existence to regain strength.

Ecology: Fire Eyes is a minion, serving the gawds of chaos, but is not easy to order around. He acts on his own passions and hatreds before serving anyone else's interests. He hopes to gain enough strength to attain the level of deity. There are certain dark cults that do worship this nefarion. Most of these live on jungle islands with volcanic peaks.

Creature Field Researched by Barbara Blackburn

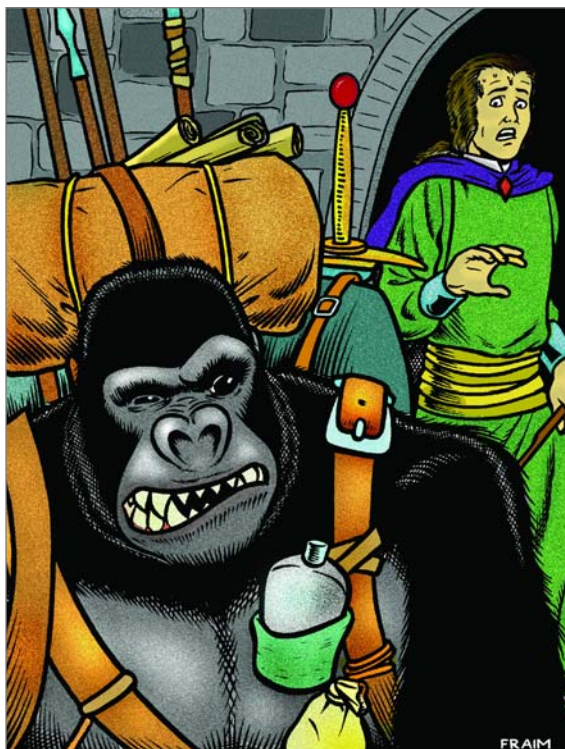
YIELD:

Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil

Treasure: It is possible that if Opat-Turwv is driven from a host body that the person who was possessed may have some treasure on him, but the chance is less than 5% because this nefarion usually requires his victims sacrifice all goods to his service.

Edible: Nil
Other: Nil

PACK APE



PACK APE

STATS: Same as the Ape, Gorilla (see **Hacklopedia of Beasts Vol.#1**)

DESCRIPTION: One of the most exotic beasts of burden offered to intrepid adventurers is the Pack Ape, a domesticated 400 pound gorilla bred and trained for one purpose — to haul stuff where other beasts of burden cannot go.

Their great intelligence, strength and ability to actually hand over a necessary item on command make Pack Apes quite popular with adventurers. They can carry up to 170 pounds without suffering any penalties to their 12 movement rate. They can also move through trees at a rate of 9 while carrying this load. (See the **HackMaster Player's Handbook**, page 121, for further encumbrance rules for these creatures).

Those considering owning these creatures, however, should be aware that there are certain potential drawbacks as well. For one thing, they are somewhat expensive. Because of their specialized training and breeding, they average about 1,500 gp each.

Another potentially lethal problem with these creatures is that they are extremely sensitive and prone to reverting back to their wild nature. They must be handled with great care. Mistreatment or neglect may cause them to go into a dangerous berserk rage, commonly known as going "ape sh*t." A Pack Ape in such an enraged state is oblivious to whether or not those around him are friend or foe and will seek to harm to anyone he can get his hands on. He will also shed himself of any packs or equipment and attempt to use them to thrash his 'opponents'. (Usually destroying the equipment in the process -- save vs. crushing blow.)

Treated well, however, Pack Apes can be extremely useful additions to the party make-up. Some have even been trained to serve as torch bearers and scroll caddies and they have been known to perform other menial tasks for their owners. Some Pack Apes even demonstrate affection.

Because Pack Apes are bipedal and highly dexterous they have an advantage over other types of beasts of burden when it comes to adven-

turing -- they can go more places and negotiate terrain that would be impossible for equines and bovines. They can climb through badlands, dense jungles and caverns, negotiate raging rapids and even traverse through the overgrowth. They are superb at negotiating dungeon corridors and other tight places which accounts for why so many adventurers prize them. (Though care must be taken not to place your self between a Pack Ape and the only avenue of escape since they are unpredictable when surprised.)

Despite the beast's dangerous reputation, there have been cases where a loyal Pack Ape has intervened in dangerous circumstances and saved the life of his owner. If the relationship is maintained over several years, and is close enough, these creatures may fight to defend their master's life.

As with other animals there is a six-week bonding period between master and Pack Ape before a character fully earns his trust, loyalty and respect. This, of course, is dependent on how well the animal is treated.

COMBAT/TACTICS: When Pack Apes attack, they do so in a flurry of flashing teeth and flailing arms. They can deliver savage blows, and are relentless when enraged. If a Pack Ape bites an opponent, he will inflict 1d4 points of damage per successful bite. If he lands a blow with one of his powerful arms, he inflicts 1d6 points of damage per blow. Additionally, Pack Apes inflict squeeze damage if they successfully hit with two battering attacks in a row. They can inflict 1d8 points of damage per round in this way, and have a 20% chance, per round, of breaking ribs or other bones.

Because Pack Apes are constantly exposed to seeing their masters use weapons with great effect there is a 50% chance that an enraged pack ape will pick up a rock, tree limb, piece of equipment, dead body or other item to use as a weapon. When he does so, he attacks at -1 with human weapons, but at +1 with natural weapons such as stones and branches. He inflicts damage as per weapon, with boulders doing 1d6 points of damage per successful hit. Tree limbs are treated as clubs in such an instance.

If a Pack Ape is injured, it will drop anyone it has in his grasp. Otherwise, it takes a strength of at least 17 to even have a chance of breaking free. Even then, the chance is a mere 50% + 15% per point of strength over 16. Clearly, then, it behooves an owner to treat his Pack Ape with kid gloves.

HABITAT/SOCIETY: These apes are specially bred, and therefore they have the ability to withstand colder temperatures than their wild counterparts. They do not socialize with other apes very much, being isolated from their mothers at a young age in order to begin training. Their closest relationships are with their handlers.

It is strongly suggested that an animal handler skilled in the ways of pack apes be hired to handle such creatures. If they make their skill check, such handlers can prevent a Pack Ape from going ape sh*t, or bring a Pack Ape back under control quicker.

ECOLOGY: Pack Apes retain much of their animal instincts. They are allowed to mate in late summer and through the fall. The strongest of the offspring are then isolated and groomed for service. Young Pack Apes in training are often paired off with veteran Pack Apes who have been known to actually pass on their training. □

YIELD:

Experience Point Value: 175

Medicinal: Nil

Spell Components: Pack Ape blood is a component of a Potion of Climbing.

Hide/Trophy Items: Pelts, hands/feet & skull are highly sought after.

Treasure: If an escaped Pack Ape is encountered it may be carrying equipment/supplies.

Other: Brains considered a delicacy. 20 to 80 gp per brain.

PARAGOLEM

AKA: Golemus Steroidus

HackFactor: 37

EP Value: 3,840

Climate/Terrain: Where created

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: n/a

Intelligence: Low (5-7)

Alignment: Neutral

No. Appearing: 1

Size: Large (8' tall)

Movement: 18"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Brave Fanatic (20)

Armor Class: 6

No. of Attacks: 5 (fists x4/head butt)

Damage/Attack: 2d8/2d8/2d8/2d8/1d8

Special Attacks: Haste

Special Defenses: See text

Magic Resistance: 90%

Hit Dice: 10 (60 hp)

ToP: n/a

FF: n/a

CONSTRUCTION: Paragolems are created by a high level magic-user using the following spells: Limited Wish, Polymorph Any Object, Lightning Bolt, Geas, Protection from Normal Missiles, Strength, Karnaac's Transformation and Permanency. All the spells must be cast at 16th level or higher. The cost to properly create a Paragolem is 1,250 gp per hit point. It takes three months to create a paragolem and the final creation spell, a Lightning Bolt, must be cast at the stroke of midnight.

TYPICAL ORDERS: The paragolem retains a miasmic collage of its former memories and understands basic common speech. Great care must be taken when giving it orders as the construct will pervert any flaw in its instructions.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

DESCRIPTION: In an attempt to create a superior guard for her inner sanctum the Arch-Mage Izzlshyzi delved into the research of making golems to create a faster, deadlier flesh golem. To her credit she accomplished part of her goal. The creature which she dubbed the Paragolem was a four-armed nightmare that was as quick as a normal Flesh Golem but far deadlier. To her dismay she found the beast to be even more prone to rages and thus far too unreliable. Since she had more pressing matters to attend to, she had the Paragolem restrained until she had more time to study the beast to determine if future creations could be altered to avoid the flaws of this one. Unfortunately she met her demise before she could attend to this task.

COMBAT/TACTICS: Paragolems are similar to Flesh Golems. They are immune to normal weapons but enchanted ones harm them. Fire and cold-based spells slow the construct for 2-12 rounds. Electrical damage actually restores 2 hit points to the Paragolem per die of damage. They can sunder an iron-reinforced door in 3-6 rounds.

When a Paragolem is involved in combat there is a 2% chance per round that it will go berserk and attack the nearest living thing in the immediate area. The Paragolem's master has a 5% chance per round of gaining control of the Paragolem.

PARAKEET, DIRE



Dire Parakeet

AKA: Piranhakeet, Gore Budgie

HACKFACTOR: 2

EP VALUE: 35

CLIMATE/TERRAIN: Temperate, Tropical

FREQUENCY: Rare

ORGANIZATION: Flock

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 4-16

SIZE: T (4")

MOVEMENT: 6" , FL 18(B)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Swarm (See Text)

SPECIAL DEFENSES: Swarm (See Text)

MAGIC RESISTANCE: Nil

HIT DICE: 1 (no kicker)

DESCRIPTION: Dire Parakeets are deranged versions of standard parakeets. However, you won't catch one of these birds sitting in a pretty cage whistling and waiting for some old lady to drop a couple of seeds on his plate. Unlike standard parakeets, who are timid, these twisted birds will not fly away when approached, but

instead will eyeball the party and wait for their opportunity. Of course by then, it's too late.

COMBAT/TACTICS: Dire Parakeets will swarm one opponent at random at the first sighting. They surprise on a 9 in 10 because of their harmless appearance. If at least 4 dire parakeets are alive at the end of a combat round, their swarm attack will inflict 1 point of damage per parakeet on the unfortunate victim. This is not helped by armor damage reduction, nor does it cause armor damage, as it is the result of the vicious little buggers nailing the victim through unprotected areas, much as a piranha would do. This is IN ADDITION to their normal attacks, which are always concentrated on the same victim as the swarm attack. Anyone attacking the Dire Parakeets (other than the victim) makes a normal attack roll. If the attack roll is high enough to hit the victim of the swarm, full damage is applied to the victim, as well as to one of the parakeets. It is possible to hit the victim without scoring on a parakeet. If the flock is reduced to 3 or less Dire Parakeets, they lose all swarming abilities, their morale drops to 8, and an immediate morale check is made. If they fail a morale check, they defecate on the victim and fly away.

HABITAT/SOCIETY: Dire Parakeets are vicious predators, unlike their domestic counterparts. They prefer blood to birdseed. Since they are constantly moving around, and are not attracted to shiny objects, they never have treasure, although some individuals do attempt to domesticate them as guards. This usually ends badly. Still, it is occasionally attempted.

ECOLOGY: It is believed that these dastardly birds were created when standard parakeets were bitten by other dire creatures, and then began to mate. Dire Parakeets live, breed, and so forth exactly as regular parakeets, with the exceptions noted above, and the fact that they can survive in cooler climates than regular parakeets. There are rumors that these birds have been found thriving in arctic regions, but such tales have not been substantiated.

They are a favorite food of Smilodons, so there is a 25% chance that if these birds are encountered, a Smilodon may also be lurking nearby.

They prefer living in low-hanging branches so they can keep their eyes open for possible prey passing by.

Pixie fairies are a favorite food because they are smaller and easier to kill. Therefore, most pixie fairies take no chances and attack all parakeets on sight.

YIELD:

Medicinal: The nest of a Dire Parakeet can be boiled to make a soup which heals 1d3 hit points of damage.

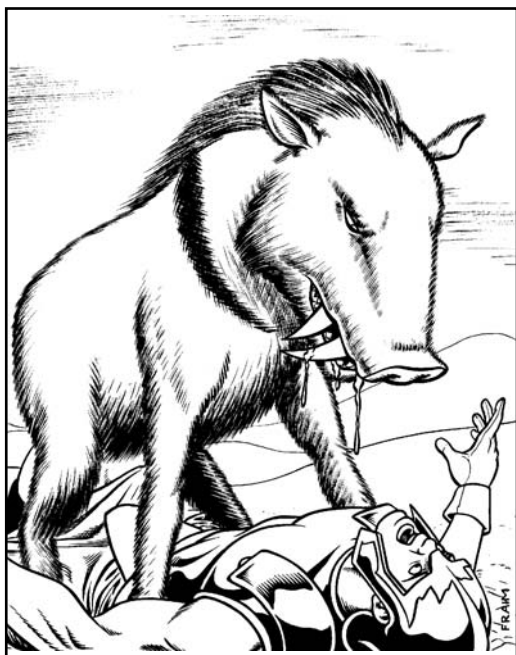
Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Dire Parakeet nests will, in season, contain 1-4 eggs. These eggs can be sold to the right buyers for 25-50 GP each.

PECCARY, VORPAL-TUSKED DISPLACING



Peccary, Vorpall-Tusked Displacing

AKA: Displacer Pig, Vorpall Peccary, Muskus Tuskerers

Hackfactor: 4

EP: 420

Climate/Terrain: Desert/Arid Steppes

Frequency: Rare

Organization: Herd

Activity Cycle: Typically Morning and Evening only; Diurnal or Nocturnal at need

Diet: Omnivore

Intelligence: Low (5)

Alignment: Neutral (Chaotic Evil)

No. Appearing: 4-16 (95%) 10-60 (5%)

Size: M (3'-4' at the shoulder)

Movement: 16"

Psionic Ability: None Suspected

Attack/Defense Modes: Nil/Nil

Morale: Foolhardy (16)

Armor Class: 4/8

No. of Attacks: 1

Damage/Attack: 3-12 (d10+2)

Special Attacks: Surprise 5 in 10

Special Defenses: Surprised only on a 1 in 10.

Magical Resistance: Standard

Hit Dice: 3+2

ToP: Yes

FF: 7

DESCRIPTION: Peccaries have disproportionately large heads, long, broad snouts with thick coats of stiff, dark-gray hair, and wide band of pitch black hair in a 'collar' around the neck. A dorsal stripe mane of long, bristly hairs runs down the back from head to rump, where its scent gland is located. They are typically lighter in hue around the shoulders. Younger individuals of the species are more dun colored, often with a reddish tint that darkens as the animal matures. While Peccaries of all sorts look similar to pigs (including Muskus Tuskerers), they are not actually in the pig family. There are numerous anatomical differences between peccaries and true pigs. Peccaries have longer, thinner legs and smaller toes, and just three toes on their hind feet, not four (as pigs do). The upper tusks of a peccary point

down rather than curl as with feral porcines, and peccaries have a powerful musk gland on their rump (which is why you will almost always smell one before you see it). They also have seriously sharp tusks, which is how they got their name (their tusks aren't really vorpall of course, but they're as close to a magical edge as an animal's teeth can get).

COMBAT/TACTICS: The Vorpall Peccary possesses the ability to vibrate its molecules in the same fashion as a Displacer Beast or Common Dire Mountain Cat Displacer Beast, except that the Peccary is able to do so only in conditions of extreme heat. If the surrounding temperature is above 100 degrees Fahrenheit, then the critter appears to be 5' from its actual location in a random direction. This has the visual effect of making the Peccary look as though it is in the midst of a significant heat-shimmer in the air.

Displacing Peccaries are very fast and surprisingly agile, and are quite capable of chasing down a fleeing opponent. They fight as a herd with skill and coordination the best wolf pack would envy. They don't think water is for anything but drinking, however, and deem it very unlucky to drown. So a fleeing victim would be wise to take refuge from their attacks by swimming. Due to their excellent hearing and superior olfactory sense, the animals can be surprised only 1 in 10 times and will surprise others 5 in 10 times. Virtually fearless, these creatures will fight with anyone or anything. They are the only animals known to be able to digest the meat of a Cerastes Serpent without a hint of indigestion, and a herd will not hesitate to attack monsters as formidable as Hell Scorpions. The musk gland located on the animal's rear is for marking territory, not for combat, though it does stink bad enough to nauseate some halflings and certain humanoids with weak stomachs.

HABITAT/SOCIETY: Peccaries prefer arid or even desert regions, but also dwell on dry steppes, in hot grasslands and chaparral. They are found in dryer parts of the Grevan Steppes, the northwest Daurkhaud Kingdom, certain plateaus and inhospitable hills of Goremunya and the Kingdom of Hazaar, in the Flamaar Desert and the Nevar Wastes, etc. They prefer mesquite thickets or similar habitats, but will also hang out in canyons, under cliffs and near watering holes surrounded by cacti, scrub oak or similarly unappealing vegetation. It is widely believed there are related species of these creatures living in tropical rainforests or jungles. Adventurers who have suffered casualties at the tusks of displacing peccaries in Da'Neer, Gnardor and the Parzaan Atoll tend to agree with this.

ECOLOGY: Though they typically prefer to eat succulent moisture-laden plants such as agaves and certain cacti, Vorpall-Tusked Displacing Peccaries will eat almost anything (and frequently do). They feed on carrion, small animals or fowl, and occasionally humanoids that piss them off. They delight particularly in the taste of pernicon and will go to great lengths to hunt the irritating desert insects. They have really bad eyesight and squint a lot, but possess excellent hearing and a superb sense of smell. They travel in small herds of anywhere from four to sixteen individuals, though large bands of up to five score of them have been seen in particularly remote areas. This species is a vocal one, with numerous calls used to communicate everything from warnings to summonses to announcements that that one really hot sow from the valley herd is in heat and let's all go over to see if we can score. Peccaries tend to remain near permanent sources of water if possible and are aggressively territorial. During the fierce heat of midday, Peccaries bed down in the shade and forage where it's cooler. They are most active during the early morning and later evening hours, lying up as a herd during hours of darkness.

Creature Field Researched by David Reeder

YIELD:

Medicinal: Consuming an entire jerked heart will cure 1d6 hit points but will cause severe heartburn.

Spell Components: Nil

Hide/Trophy: At least one religious cult values the head of these creatures

Treasure: Nil

Edible: The heart of a Vorpall Peccary, if dried can be eaten to provide all the nourishment an active man would need for three days.

Other: Vorpall-Tusked Displacing Peccaries have, over the last couple of decades, become the de facto mascot of a little known cult of humans and half-orcs that worship Ikka Pataang.

PESCH

AKA: Soul Masons

HackFactor: 3

EP Value: 395

Climate/Terrain: Subterranean

Frequency: Rare

Organization: Pack

Activity Cycle: Nocturnal

Diet: Unknown

Intelligence: Average to Exceptional (8-16)

Alignment: Neutral Good

No. Appearing: 5-20 (lair 10-40)

Size: S (4' tall)

Movement: 9"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Courageous (13)

Armor Class: 3

No. of Attacks: 1

Damage/Attack: By weapon +3

Special Attacks: See text

Special Defenses: See text

Magic Resistance: 25%, immune to petrification

Hit Dice: 4

TP: Yes

FF: 12

DESCRIPTION: Pesch are thin beings of dwarven stature. They have long arms and legs, broad feet and hands and have pale, saffron-colored skin. Their hair is auburn and they have large eyes with no pupils. Their flesh is nearly as hard as rock.

The origin of the Pesch is unknown, although some believe that the pech come from the Elemental Plane of Earth. They live underground or in dark places and are marvelous workers of stone. Pesch are essentially good albeit somewhat xenophobic demi-humans with a strong racial bent towards agoraphobia. They have both infravision (60 feet) and ultravision. Pesch speak dwarvish, gnomish, goblin and a smattering of the common tongue in addition to their own language.

COMBAT/TACTICS: The Pesch use great picks and hammers for work as well as weapons. They receive a +3 damage bonus due to Strength (and +1 to hit). If fighting a stone or earth-based monster, such as a Stone Golem, the Pesch always cause maximum damage if they hit, due to their knowledge of earth and stone.

A Pesch can cast Stone Shape and Stone Tell, each four times per day. Four Pesch, working to as a group, can cast a single Wall of Stone spell in 3 rounds. Eight Pesch, working as a group, can cast a single Stone to Flesh spell in one round. Each of these group spells may be cast once per day by any group. Pesch abilities are equal to 16th level spell use.

In addition to 25% magic resistance, Pesch are immune to petrification.

Pesch prefer to avoid combat but in their line of work battle eventually finds them. Typically they work as a team to gang up on larger foes. If at all possible groups of eight or more use their Wall of Stone ability to escape danger.

HABITAT/SOCIETY: A Pesch lair is usually a dark cavern. In it are 10d4 males, females equal to the number of males and young numbering from 10% - 60% of the number of females. The lair's treasure is usually 50+5d10 gems and 5d6 pieces of jewelry and ornamental dishes, made from stone and raw metal. Pesch jewelry is of 100-1,000 gp base value and each piece weighs an average of 15 pounds.

ECOLOGY: Pesch appear to try to imitate dwarven lairs and habits, but always seem to somehow just miss.

YIELD:

Medicinal: Pesch blood is rumored to dissolve gallstones if ingested.

Spell Components: If the dust from a Pesch corpse is used as an additional material component for a Transmute Stone to Mud or an Wall of Stone spells the area of affect is increased by 25%.

Hide/Trophy Items: Nil

Treasure: Jewelry (see text)

Other: Nil



PIXIE GREL



Pixie Grel

AKA: Grixie, Buzz-Killer, Shadow Flyer
HACKFACTOR: 2 (plus 1 per level above first)
EP VALUE: 125 plus 65 per level
CLIMATE/TERRAIN: Temperate/Sylvan
FREQUENCY: Rare
ORGANIZATION: Clan
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very to Excellent (11-16)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-8
SIZE: T (1-2' tall)
MOVEMENT: 4", 16" Fly (B)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: See Text
SPECIAL DEFENSES: See Text
MAGIC RESISTANCE: 50% of spells mishap
HIT DICE: 10 hp +1/2 Hit Die per level

DESCRIPTION: Pixie Grel are a corrupted form of pixie fairy. In actuality, they were once true Grel — now hideously transformed as a result of over indulging in the consumption of pixie fairy flesh. These horrid, dark creatures are to be feared. Filled with spite and bitterness over their fate, their short lives are consumed with acts of doing harm to others. When not actively inflicting pain on living creatures they plot new ways to do so.

COMBAT/TACTICS: Pixie Grel employ similar ambush tactics that Grel use, with the added variable that they can fly. Grixie lairs will be rife with pitfalls, deadfalls, log traps, tiger traps, snares and pieces of lettuce with precariously balanced boxes over them. 50% of Pixie Grel will be armed with Sprite bows tipped with the same sleep poison that causes victims to save at -4 or fall asleep for 1-6 hours. The victims will not be asleep that long, as the tiny monsters kill almost any victim. Those that are spared remember nothing of the previous 24 hours before the poisoning.

The other 50% of the time, the Grixies will be armed with tiny melee weapons. By gathering speed in flight, the creatures can charge for double damage for one attack per round.

Due to the unstable magic flowing through the veins of a Grixie, there is a 50% chance (-5% per level of the caster) that any spell cast against them will cause an unwanted, additional side effect. Roll on the GMG Table 7E: Spell Mishap Table. The effect will always be centered on the Pixie Grel.

HABITAT/SOCIETY: Pixie Grel spare victims only for one reason: they are desperately searching for a way to undo their condition and/or lengthen their 1 to 3 year life spans. Magic-users, druids and sometimes clerics will be spared, securely imprisoned, then tortured for information. PCs that can convincingly lie to the little monsters may convince them that their condition is curable with their spells or magic items in their possession. Grixies have the same special abilities as grel except that, due to their size, victims may save against their war cry at -2. Victims that miss their save lose their first attack. Like grel, they are 90% resistant to sleep and charm magic.

Additionally, many Grixies are under the mistaken impression that since eating pixie meat turned them into pixies, eating elf meat will turn them back into elves. This is simply desperation on the Pixie Grel's part, but it does not stop them from trying it.

Due to their very short lives, Pixie Grel society is chaotic and based solely on the strong ruling the weak. These creatures fight to the death as they feel they have nothing to lose. They are often encountered in the old lairs of sylvan folk they have eaten.

ECOLOGICAL: It is widely known that all Grels crave the taste of pixie-fairy meat. Not only is it delicious, it grants the consumer a temporary boost in his abilities. Grel that eat pixie fairy meat on a daily basis, however, run the risk of turning into Pixie Grels. A Grel who consumes this meat for a number of days equal to one third of their Constitution (rounded down) does not run any risk. However, if a Grel continues to consume pixie fairy meat past that day, he runs a 1% chance per day of turning into a Pixie Grel. This chance is cumulative for every day the Grel continues to eat. In order to reduce the risk to 0%, the Grel must refrain from eating pixie fairy or any fairy-related meats for at least one day per 1% chance, plus one week. Additionally, during this time he cannot use fairy-related magics or have fairy magic cast upon him. If this happens, the chance continues to increase by 2% until the victim avoids pixie fairy meat and magic long enough or turns into a Pixie Grel. Pixie Grel who die do not reincarnate and the spell Reincarnation does not function on them. There is no known cure for the Pixie Grel condition, but this will not stop the Grixies from attempting to try. Sages believe that the key to a cure might lie in drinking a Potion of Longevity or a Wish. Contrary to the popular half-ogre rumor, stepping on a Grixie will not cure it. □

YIELD:

Medicinal: Any grel foolish enough to eat a Pixie Grel must make a system shock roll at -50% or instantly transform into a Pixie Grel. Pixie fairies that consume Pixie Grel temporarily gain 1-3 points of Strength and 1-4 points of Constitution for 1-6 hours. Even good-aligned pixie fairies are permitted to consume these evil beings.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 1 (for 1-3 grixies), Z in lair (if more than 4)

Other: Pixie Grel blood can be used in manufacture of special Potions of Superheroism that work only for pixie fairy fighters.

POOKA

AKA: Fairy-Animal
HackFactor: 18
EP Value: 1,400
Climate/Terrain: Any
Frequency: Very Rare
Organization: None
Activity Cycle: Any
Diet: Alcohol
Intelligence: Genius (17-18)
Alignment: Chaotic Neutral
No. Appearing: 1
Size: L (7' tall)
Movement: 15"
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Resolved (18)
Armor Class: 4
No. of Attacks: 1
Damage/Attack: 1-4
Special Attacks: Spells
Special Defenses: Spells
Magic Resistance: 70%
Hit Dice: 6+2
ToP: Yes
FF: 9

Description: A Pooka is a fairy spirit that always takes the form of a very large animal. Pookas may appear as nearly any animal, but will always take on an anthropomorphic quality and stand over six feet tall.

Combat/Tactics: Typically Pookas will not fight, preferring to simply turn invisible or stop time and leave. It's not that they fear combat but rather that they simply don't enjoy it. They prefer to sit about drinking and talking. Pookas may cast Time Stop three times in a day and Sensory Control as often as they like. Each of these abilities takes effect in the seventh segment (though of course the Pooka cannot do anything else in that round).

Habitat/Society: Pookas love to hang out in taverns, but can be found here or there, now and then, by whomever they please. They rarely congregate together, each preferring to go his or her own way in the world enjoying time with humans and demi-humans that they find so amusing.

Ecology: Pookas primarily subsist on alcohol but do enjoy a nice steak now and then. They always adapt to fit into the local culture and ecosystem without upsetting it.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: The left foot of Pooka acts in the same manner as a **Luckstone**.

QUADRIELEMENTAL DEMON

AKA: Quadruple Threat
Hackfactor: 27
EP Value: 12,000
Climate/Terrain: Any
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: None
Intelligence: Average (8-10)
Alignment: Chaotic Evil
No. Appearing: 1
Size: L (12 feet)
Movement: 6"
Psionic Ability: Nil
Attack/Defense Modes : Nil/Nil
Morale: Foolhardy (16)
Armor Class: 0 to 3 (see below)
No. Of Attacks: 4
Damage/Attack: 3-18/2-12/2-12/1-6
Special Attacks: See below
Special Defenses: +1 or better weapon to hit, immune to internal organ damage critical hits
Magic Resistance: Standard
Hit Dice: 16
ToP: Yes
FF: N/A

Description: Mages and sages that study the Elemental Planes have recently discovered the existence of a nexus, a zone where all four elements meet. The creatures living there are still elementals of a sort, with parts of their bodies composed purely of a particular element. The most powerful, most insane of such creatures are Quadrielemental demons. How they come to the 'normal' world is unclear and may vary, but their purpose seems entirely to slaughter as much as possible. Chaotic gods have shown interest in creating new Quadrielementals and releasing them.

Such demons appear as vaguely humanoid forms, roughly divided into four parts, each corresponding to one of the four elements. The head is not attached to the body, and hovers about 6 inches above it, usually rotating slowly, but more quickly when angry. The head is spherical, divided into four quarter-spheres, with one glowing eye in each part, and a mouth of sorts that runs along the equator. Such creatures have no internal organs, so they are not vulnerable to internal organ damage critical hits.

Combat/Tactics: Since they are not pure elementals, such demons lack some of the elementals' resistances

and vulnerabilities, and can be hit by +1 or better weapons. Their armor class depends on what part is struck - the earthen leg is AC 0, the watery leg is AC 3, the airy arm is AC 1, and the flaming arm is AC 2. The head is treated as AC 2. This is for purposes of "called shots" only, general attacks are made against AC 1.

Each limb is capable of striking in melee, doing different damage:

The earthen limb does 3-18, and anyone struck by it must save versus breath weapon or be stunned and unable to take action the next combat round.

The fire limb does 2-12 points of damage, and anyone struck must save versus breath weapon or take an additional 2-12 points of fire damage.

The water limb does 1-8, and anyone struck must save versus breath weapon or take an additional 1-8 drowning damage as water appears in the victim's lungs. Additionally, if the saving roll is failed, the victim will be at -2 to hit and damage the next two rounds as he coughs up water.

The air attack does a measly 1-6, but anyone struck must save versus breath weapon or have their melee weapon torn away and thrown 2-40 feet in a random direction.

Every four rounds, he throws a Fireball out up to 90 yards, doing 8d4 damage (as an 8th level magic user, but treat as 16th for purposes of saving throws/resistance, as this is an elemental attack). This Fireball shoots out of the demon's mouth, and is, naturally, a favorite attack.

Every four hours, he may cause an Earthquake as per the 7th level cleric spell (this effect takes 10 minutes to produce so it won't be used during combat).

Every four days, he can use Control Weather to cause a rainstorm with maximum effect (as per the 6th level magic user spell).

Every four weeks, he may summon an Invisible Stalker to do its bidding.

Note: The specific elemental abilities can vary from one quadruple threat to the next. For example, another quadruple threat might be able to summon an invisible stalker every four rounds, and only Fireball every four hours.

Such demons are very chaotic in combat, and do not use more than one melee attack on the same character in a round unless no other target is available.

Habitat/Society: Completely unknown, but presumed to be unpleasant.

Ecology: Such creatures realize they don't belong on the Prime Material Plane, and thus know their days are numbered (there's a 1% cumulative chance per month that the quadruple threat spontaneously returns to the nexus). Since their stay is temporary, they figure on doing as much damage as possible as quickly as they can, and they're ideally suited for such activity. When slain, they merely return to the elemental nexus.

Yield:

Medicinal: Nil.

Spell Components: The components of this creature can be used as per elementals AND anti-elementals. However, any such use has a 25% chance of total failure, causing a roll on spell mishap table 7E in the GMG.

Hide/Trophy Items: The head makes for a fun toy in beach and graduation environments for level training. If used in the latter case, everyone at the ceremony gets to re-roll any 2 die rolls associated with the training (either hit point rolls, or to learn a skill, or increase a skill, or any other die roll). After a day at the beach, or after one graduation, the head deflates and becomes forever useless past that point.

Treasure: Nil.

Other: Nil.



ROBIN, DIRE



AKA: Red-eye Bird
HACKFACTOR: 0
EP VALUE: 8
CLIMATE/TERRAIN: Dark forests
FREQUENCY: Uncommon
ORGANIZATION: Flock
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral Evil
NUMBER APPEARING: 10-100
SIZE: T
MOVEMENT: 4", 14" Fly (A)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: 13
ARMOR CLASS: 3
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 1d4-2
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Wing Flurry
MAGIC RESISTANCE: Standard
HIT DICE: 4 hit points
FATIGUE FACTOR: 10
THRESHOLD OF PAIN: yes (2)
LANGUAGES: Nil

DESCRIPTION: Dire Robins resemble standard robins, but twice as large, with oversized eyes that glow faintly red in darkness. These birds have dark gray dorsal feathers with blood red pin feathers and down.

COMBAT/TACTICS: Dire Robins attack day or night, and enjoy roosting in dark trees in large number, trusting their eerie appearance to ward off predators. The birds wait while small flocks of five scout the surrounding area. When they locate prey, the five birds return to the roost, and the entire flock flies off to attack. Dire Robins only attack in groups of five or more. If at any time a group of attacking Dire Robins falls to less than five in number, they all immediately attempt to flee.

When attacking in a group of ten or more, Dire Robins have the uncanny ability to disrupt spells requiring material components. Characters attacked by the Red-eye Birds while casting such a spell must make a Dexterity check or the spell fails (in the case of divine spell casters) or results in a spell mishap (in the case of magic-users).

Dire Robins have the ability to flap their wings furiously while flying normally, obscuring their body in a haze of blurred feathers. The flurry effect gives a Dire Robin AC 0. Dire Robins are capable of such rapid flapping for 1 full round, but it causes a fatigue (morale) check on the following round. Any Dire Robin that takes one or more hit points of damage and survives will flurry on its next action and try to escape the attackers.

HABITAT/SOCIETY: Dire Robins only roost in dark trees at least ten feet tall, and only if the surrounding area is shrouded in fog leaving the illumination at least 50% of the daylight hours. Highly social birds, Dire Robins always seek out others of their kind, instinctively moving towards the nearest flock within one hundred miles. Dire Robins die if isolated for more than one week at a time, and for that reason they have never been domesticated. If the fog and trees are no longer available, the entire flock moves each night in search of a new area, roosting in the deepest shadows they can find during daylight hours.

ECOLOGY: Dire Robins can survive in any climate where they have fog, darkness, tall trees and a food supply. Their roosts can be identified by the total lack of any small wildlife or insects in a 30-foot radius around the roost. Dire Robins always attempt to stay within sight of trees in order to have a safe point to flurry to if they attempt to flee. More than one lone adventurer has camped in a quiet grove, only to discover it was really a temporarily empty Dire Robin roost while the flock was out hunting. Those who survive the experience are rarely able to endure red lights of any kind thereafter.

Yield:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Dire Robin eyes continue to glow after being removed from the bird. If soaked in cheap wine for a day and a night, they harden into glowing red marbles that can last up to three years. Ten of these hardened eyes cast a dim red light in a 3 foot radius, and each eye sells for 5 sp each.

RUST BATS

AKA: Oxidactyls
HACKFACTOR: 1
EP VALUE: 85
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Flock
ACTIVITY CYCLE: Night
DIET: Metalvore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-7
SIZE: S (2' long)
MOVEMENT: 2", 14" fly
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 6
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: Nil
SPECIAL ATTACK: Rusting
SPECIAL DEFENSE: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2

DESCRIPTION: Rust Bats are a form of small rust monster that adapted to become a flying creature. They look like large, furless bats and have two long, curling antennae that dangle from their faces like a mustache. Rust Bats have rust-colored wings with black bodies, and smell like smoldering iron shavings.

COMBAT/TACTICS: Rust Bats seek out metal by scent, using their antennae to sample the air as they swoop through caverns. When the flock finds metal, it swoops down to the attack. The moment their antennae strike metal it instantly rusts (any amount up to a large shield per round). Magic items have a 10% chance for each plus and power of resisting the rusting attack. Metal weapons that strike a Rust Bat are affected as through struck by an antenna. Once metal has been rusted, the flock will land on the item and feast. Rust Bats eat by coughing up corrosive saliva that liquefies the rusted metal, then drinking it. The saliva is harmless to everything that isn't rusted metal. A single Rust Bat can eat up to ten pounds of rusted metal per day.

HABITAT/SOCIETY: Rust Bats prefer to live in warm, humid caves near underground lakes and slow-moving rivers. There is always at least one scout checking for food while the rest of the flock rests hanging from the ceiling.



Rust Bats are a menace to all metal objects.

Rust Bats are not at all picky about the quality of metal they eat, and will attack raw ore as vigorously as the finest plate mail.

ECOLOGY: Rust Bats can be found wherever there is a regular supply of metal and water to keep them fed. Rust Bats are disliked throughout the NetherDeep and most mining operations offer a bounty of 1 sp per Rust Bat head.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Q (x2)

Other: Rust Bat saliva combined with aged red wine makes an effective Rust Monster repellent.

RUST MONSTER, BLITHERING



Blithering Rust Monster

AKA: N/A

HACKFACTOR: 9

EP VALUE: 370

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

DIET: Metal

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: Large (10' wide and 11' long)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (12)

ARMOR CLASS: 5

NO. OF ATTACKS: 4-16

DAMAGE/ATTACK: Special

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 6

DESCRIPTION: Blithering Rust Monsters are any adventurer's worst nightmare. They are nasty beasts with voracious appetites and a face full of tentacles. These creatures give off a strong body odor of old pennies and stale beer. Their long (4") claws are made of a hard metallic substance that makes an eery sound whenever the beasts travel. And even though they are so large as to find most dungeon corridors a tight squeeze, they will make an extra effort if they smell something tasty.

COMBAT/TACTICS: In spite of their immense body weight, Blithering Rust Monsters manage to travel quite rapidly, even in tight spaces, because their body is some-

what pliable and its tentacles secrete an acidic substance which helps dissolve obstacles. When on the scent of their favorite food, metal, they are practically unstoppable. Once one of these monsters has the scent of metal, it will charge after its meal with reckless abandon. Its mass of facial tentacles will immediately begin to writhe, seeking out the source of food until they are able to grab hold of it. The tentacles will then secrete their acidic substance so the monster can feed. Any armor or gold will begin to disintegrate immediately after being hit or grasped by a tentacle. A successful to-hit roll indicates that 4-16 tentacles have hit some worn or carried metal. Armor will lose a hit point for every round it comes in contact with a tentacle. Gold or other metallic coinage will disintegrate at the rate of 1 gp per segment when in contact with the tentacles of the Rust Monster.

Each Blithering Rust Monster has between 100-300 tentacles, and can easily adapt to losing a few tentacles in combat. The creature will be affected only if it loses between 10-20 tentacles in one round. Anyone attempting to sever a tentacle must roll a successful called shot. Each tentacle must lose all of its 10 hit points in order to be severed.

While uninterested in devouring flesh, they will attack in order to protect themselves and to get their meal. They can hit with their tentacles for 1d4 points of crushing damage per hit, as well as 1d4 points of acid damage per round of exposure. They can also use their claws to inflict 1d8 points of piercing damage. They have no teeth. These monsters are vulnerable to the effects of extreme cold or heat, and bright light will blind them, giving them -4 to hit.

HABITAT/SOCIETY: Blithering Rust Monsters inhabit subterranean caverns, dungeons and tunnels. Their eyes are sensitive to light, so they almost never appear above ground. Underground, however, they thrive, feeding on natural metals, as well as any metal that might come their way. The only time it may be possible to spot two of these creatures together is during mating season in the month of Sirin'sa.

ECOLOGY: As stated above, mating season will take place in the month of Sirin'sa. To attract mates, female monsters will emit strong vibrations that can be felt through rock. Males will follow the vibrations to locate their mates, and the two monsters will breed. One in four of these creatures is sterile, however, which accounts for the fact that there aren't many of these creatures in existence. One in four births also end in stillbirth, which also cuts down on the population. Each female Blithering Rust Monster will give birth to one pup per year. Females are only equipped to give birth for three years during their entire life span. The life span of one of these creatures is a mere four years.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: A Blithering Rust Monster tentacle can be substituted for the material spell component for any acid spell.

HIDE/TROPHY ITEMS: Nil.

TREASURE: Nil.

SCORPUSS



Scorpuss

AKA: Cave Squid, Aunt Murda, Squish-fiend

HACKFACTOR: 38

EP VALUE: 6,600

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: G (50' to 65' from tentacle tip to stinger tip)

MOVEMENT: 10"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Average (14)

ARMOR CLASS: 6/3

NO. OF ATTACKS: 10

DAMAGE/ATTACK: 1d6x8/1d4x5/1d6

SPECIAL ATTACKS: Poison sting

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 10

DESCRIPTION: These large, ambushing attackers are often confused with the Giant Arboreal Squid. This might explain why they are often missing completely or misidentified in the various bestiaries found in Garweeze Wurld. Only the great naturalist Kurdalus the Elder seems to have gotten it right. In his much sought after tome, **"Man is the Prey,"** the wise sage had this to say about the Scorpuss:

"...these evil-spawn are the bane of those who must venture beneath the surface to earn their way in life. Foul beasts they are. Never seen nor heard until it is too late. Many a good man has been killed by the Scorpuss before he was even aware of his fate. If it were in my power, I would eradicate them from the face of the Urth."

The Scorpuss is similar in many respects to its cousin the Giant Squid (See the **Hacklopedia of Beasts** Volume VII). They have eight tentacles and a nasty beak capable of rending flesh. The Scorpuss, however, has one additional mode of attack. The creature possesses a large tail tipped with a poisonous stinger not unlike that of the Giant Scorpion.

The Scorpuss (when not in a camouflaged state) is a bright green with dark green spots. The underside of its body and tentacles are often (but not always) a bright fleshy pink.

COMBAT/TACTICS: The Scorpuss is an ambush predator. The creature locates a passageway or chamber where there is evidence of traffic and takes up a position from which it can lunge or drop onto the unsuspecting passersby. The Scorpuss has the ability to camouflage itself by changing the color of its skin to match its surroundings. This process takes 1 turn to complete and the creature must lie motionless the entire time. Once camouflaged, the creature can only be detected 10% of the time.

Victims hit by a tentacle take 1-6 points of damage. A victim hit by a tentacle is also constricted, and suffers 2-6 points of damage each round thereafter from the constriction. (Use the Constriction Chart in HOB VII to determine any additional effects of constriction. Constricted victims can fight according to the provisions listed for the Giant Squid).

The Scorpuss's tentacle is severed if it takes 12 or more points of damage. Once a victim has been hit by a tentacle and is being constricted, the Scorpuss attempts to stun the victim with its poisonous stinger. The stinger does 1-6 points of damage if it hits. On a roll of 19 or above it manages to inject its poison. The poison is Class F (save vs. poison or die).

The Scorpuss can also make a beak (biting) attack for 1d4x5 points of damage. It can only use its beak on a constricted victim, however.

HABITAT/SOCIETY: Scorpuss need a constant influx of protein to survive. For this reason they are constantly on the move. In any given dungeon complex, they will alternate between 1-4 ambush zones which they have selected. If encountered randomly, there is a 25% chance that the creature is on the move between zones (and thus not camouflaged). Since they prefer the element of surprise, there is a 50% chance such a Scorpuss will attempt to flee and only attack if cornered.

ECOLOGY: Scorpuss are solitary creatures who shun the company of their own kind. They mate but once per year (the details of which are unknown at this time). The female lays 1-20 eggs in a foam cluster which she buries in damp subterranean soil or submerges in pools of murky water. The eggs are left unattended and any hatchlings fend for themselves.

YIELD:

Medicinal: Poison from the stinger can be used to poison blades.

Spell Components: Ground up meal from the beak can be used during brewing to increase the volume of magic potions by 10%.

Hide/Trophy Items: Cured suckers from the tentacles are used to produce buttons (5 sp value per button)

Treasure: A (in the gut)

Other: Nil

SENTINELPEDE

AKA: Pugnacious Book Wiggler
HACKFACTOR: 1
EP VALUE: 65 (for kill or capture)
CLIMATE/TERRAIN: Anywhere there are books
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Insectivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Lawful Neutral
NO. APPEARING: 1
SIZE: T (9")
MOVEMENT: 18"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 4
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 1d6+3 + poison
SPECIAL ATTACK: Nil
SPECIAL DEFENSE: Psionic & limited spell immunity; difficult to surprise
MAGIC RESISTANCE: 20%
HIT DICE: 1d6+4 hp
TOP: yes
FF: 5

DESCRIPTION: Pugnacious Book Wrigglers are small, many-legged critters that look much like seriously buff millipedes. They have large mandibles and numerous small, many-faceted eyes (1d4+2; the exact number varies from individual to individual). Their whole purpose in life is to defend books, of any kind. They are the sworn enemies of scroll devourers, silverfish, termites and anything else that would prey upon helpless tomes, librams or other collections of lore. Their color is difficult to predict, as each one varies depending upon its assigned book. Once a Sentinelpede has adopted or been assigned to a particular book it will slowly change color

to match the covers and binding (much like a chameleon, only slower). One might be brown in hue, with silver bands for instance, if its book has metal clasps; another might be more ochre with letter-like striations if its book is covered in runes. Sentinelpedes are cocky and pugnacious and tend to look upon their particular book as their own private little realm. They are territorial, prickly and prone to use big words if they talk (though no one has ever heard one speak and it's doubtful that they can). At least 90% of all sentinelpedes have a naturally occurring loop of chitin at their...uh, posterior. This is typically used to clasp a cord or chain to in order to tether the creature to the book it is supposed to guard. Sentinelpedes that guard dictionaries or spellbooks are the most snobbish of the species; those that guard collections of philosophy are often mocked by their fellows as being useless, as they regard philosophers to be good for nothing except teaching other philosophers and filling similarly useless positions at universities.

COMBAT/TACTICS: Sentinelpedes attack with a vicious bite, but aren't predatory by any means. They will only attack to defend themselves or their charge. Their primary purpose in life, indeed their only purpose in life, is to keep books safe from the likes of such vile creatures as scroll devourers. They can see invisible creatures or objects as a matter of course, and can innately sense the presence of a scroll devourer within 50'. When it comes to someone wanting to read a book or even flip through the pages, well, that is usually dependent upon the nature of the book and its actual owner. Much as the creature takes on the coloration of its book's cover, it somehow knows the identity of whoever actually owns the book. This is usually a good thing, though it can be problematic if the Sentinelpede is particularly protective and the tome in question belongs to a library. If someone besides the owner attempts to lay hands on the book the Pugnacious Book Wiggler will deliver a nasty bite to remind the interloper that its not polite to snoop. Should proper ownership of a book be changed though (be it by sale, trade, killing the old owner or whatever), the Sentinelpede will quickly realize it (usually within 1d4 rounds of the 'transaction'). A Sentinelpede's primary, overriding concern is always the phys-

ical well-being of the book itself, not the vagaries of rightful ownership.

HABITAT/SOCIETY: Sentinelpedes are extremely rare and much sought after. They can be found (on those few occasions that they are found) anywhere that books are located—the rarer, more valuable or esoteric the volume, the more likely it is that such a creature has adopted it or been assigned to defend it. They will usually be found perched on top of the book they guard. If not they will never be more than three feet away from it. Some of them are actually leashed to their assigned volume with an ornamental tether of some kind.

ECOLOGY: No one knows how pugnacious book wrigglers came to be. They do not reproduce in any way that scholars have been able to discern, and no one seems to know where they come from. They can go months at a time without eating, preying upon insects and small arachnids by preference. The dwarven battle mage Yurgald Leadbottom, whose knowledge of magical creatures is legendary, has asserted that the creatures come from another plane and do not reproduce here in this reality. He claims the only way to bring a new sentinelpede into the world is accidentally, through the use of a Summon Monster spell. Though this seems improbable, no one has yet been able to dispute the theory. About one in five Sentinelpedes projects an innate magical aura that repels water in a one foot radius.

YIELD:

Medicinal: Sentinelpedes can be eaten, but they are stringy and their chitin will get caught in your teeth. They have virtually no nutritional value.

Spell Components: Nil

Hide/Trophy Items: The chitin of a Sentinelpede can be boiled down to a bitter powder that, if mixed with whortleberry jam (the seedless, homemade kind) and a couple drops from a Potion of Healing, will cure dyslexia.

Treasure: Nil

Other: Nil



SHARKIPEDE



Sharkipede

AKA: Milly-Shark, Scuttle Jaws, Wriggling Chomper

HACKFACTOR: 7

EP VALUE: 2748

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (15'-30' long)

MOVEMENT: 30", 50" rush

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: See Text

SPECIAL DEFENSES: Immune to spider poison, +4 to other saves vs. poison

MAGIC RESISTANCE: 30%

HIT DICE: 9

The first Sharkipedes were originally created by dark elf mages in some foul pit of the NetherDeep. The original stock was taken from sightless sharks netted in the cold waters of a subterranean sea. It is thought that these drow sorceresses and wizards were attempting to create some kind of hunting creature for places they didn't want to send their spiders. Their true intentions, unfortunately, are likely to remain unknown. Their experiments went terribly awry, and the few that weren't immediately devoured by their escaped creations were soon hunted down and eaten.

DESCRIPTION: From a distance, these long, many-legged horrors may be mistaken for a Carrion Crawlers. Up close, however, it is clear that they are worse – much worse. Sharkipedes are long, from fifteen to thirty feet in length, and disturbingly sinuous. They have numerous insect-like legs on the lower part of their torso, averaging one pair for each foot of length. Their jaws can contain over 2,000 teeth, the largest of which may be as long as a human's finger. A Sharkipede's eyes are vestigial and cataract-pale. Born to hunt the dark places of the NetherDeep, they rely on senses far more finely tuned than sight.

COMBAT/TACTICS: Sharkipedes attack with a rush maneuver that increases their movement, but costs twice as much fatigue. Their skin is rough to the touch and can draw blood if unprotected flesh is rubbed across it. Any skin that rubs it suffers 1-2 points of damage. When presented with any living prey, it will immediately lunge to attack. It prefers the flesh of dark elf, and a drow opponent will be its first choice in any attack (it will rush to do so). Because of this preference, any Sharkipede attack made against a drow opponent gains a +2 to attack and damage.

HABITAT/SOCIETY: Sharkipedes are constantly hungry. They prowl the NetherDeep unceasingly in search of food. They do not stake out turf and rarely make a permanent den or lair. They are almost always on the move. A hunting Sharkipede may stay in one game-rich environment for weeks on end, or may travel a hundred miles in a single day for no particular reason. The only certainty is that if one finds itself in an area frequented by dark elves, it will linger in that region until such time as the supply of drow snacks is exhausted or it is destroyed.

ECOLOGY: Sharkipedes are solitary creatures that hunt without sight. Their many other senses are preternaturally sharp, rendering Invisibility spells, Darkness spells and the like completely useless. In addition to their keen olfactory powers, they have the uncanny ability to sense electrical charges. All living creatures generate small electrical fields, and a Sharkipede can sense the field generated by the beating of a heart from a hundred feet away. As a consequence, they are effectively blinded by any large burst of electrical energy. The amount of energy required to blind them is significant. Small amounts, such as those of a shocking grasp spell or a lightning bolt that deals less than 10 hp of damage, serves only to attract them. Sharkipedes lay gooey bundles of 3-10 semi-gelatinous eggs on the walls of caverns. Larvae develop quickly inside and hatch 1d2+4 weeks later, small but ready to eat.

YIELD:

Medicinal: Nil.

Spell Components: Chitin from the tip of the creature's legs can be ground into a powder to double the duration of a Haste spell. Every 20 legs will provide enough powder for one dose. Unfortunately, ingestion will mean the character suffers double damage from electrical attacks for the spell's duration.

Hide/Trophy Items: The jaws of a sharkipede will bring at least 1,000 gp from a drow.

Treasure: 50% A (in the gut).

Other: Nil.

SKIN STEALERS



attempt to steal the skin of the living beings around them. Stolen skin is worn like clothing, making the Skin Stealers at least partially visible.

COMBAT/TACTICS: Skin Stealers are always looking for more skin to steal, as what they possess quickly rots, and what they don't they greatly desire. However, Skin Stealers generally do not attack just anyone. They prefer targets that are sleeping, resting, or are otherwise immobilized. Victims that are heavily covered or wearing lots of clothing make skin retrieval more difficult, so they avoid attacking such people. Armored opponents are especially bad, as the skin is hard to get at, and the target is often capable of defending himself. Skin Stealers prefer larger victims, but will favor victims of the same race they once were above all.

When a Skin Stealer finds a suitable victim, he slowly begins to rip strips of skin from his body and place the strips on himself. If the victim is wearing armor, the Skin Stealer will begin to strip whatever flesh is exposed: from the hands, face, legs, etc. The skin stealer can rip up to one square foot of skin each round, and has a 25 Strength for the purpose of ripping skin (but no other purpose).

Each strip of skin taken causes 1d6+1 points of damage. The Skin Stealer will continue to strip skin until he has covered his entire body or his victim has run out of skin. Attacking and defeating a Skin Stealer will cause him to choose a new target.

Skin Stealers are turned as special undead and can only be hit with silver or magical weapons when invisible. For each round that the Skin Stealer has been successful in covering himself with someone else's flesh, the invisibility penalty (-4 to-hit) is reduced by one. After four rounds of covering himself, the Skin Stealer can be hit with normal weapons, although the weapons only harm the flesh of the creature. The flesh will begin to fall off with every successful hit, and once the flesh has fallen all the way off, the Skin Stealer will flee (it's embarrassed about being naked).

Once a victim has all of his flesh stripped off, whether his hit points are gone or not, he dies. Those victims who have had flesh stripped from their faces automatically gain the maimed flaw.

HABITAT/SOCIETY: Skin Stealers need to replenish their stolen flesh from time to time. During the day, these creatures hide out of sight in caves, graveyards and similar places. Once it is dark, or once their flesh has disintegrated or fallen off, the Skin Stealers will return to urban areas to look for more victims.

ECOLOGY: Skin Stealers are created when a sentient being dies but does not accept the facts of his death. There is a 2% chance per Hit Die (or level) that in such a circumstance a creature will return as a Skin Stealer. Skin Stealers do not need food or sleep to survive, but since they still believe they are alive, most continue the same rituals they had in life. If a Skin Stealer is able to acquire a "full suit" of skin, they usually attempt to return to their previous life. □

YIELD: none

Skin Stealers

AKA: Fleshgeists

HACKFACTOR: 9

EP VALUE: 420

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (6' + tall)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d6+1

SPECIAL ATTACKS: Skinning

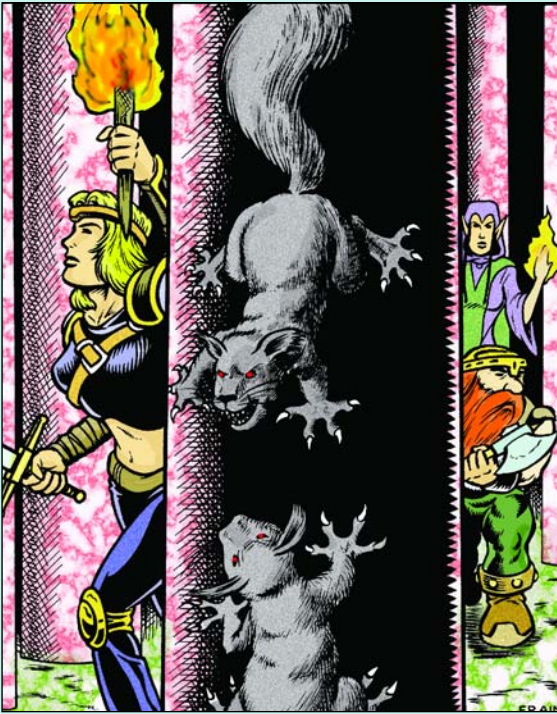
SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4

DESCRIPTION: Skin Stealers are a sinister new variant of the Poltergeist that has begun appearing with great frequency in large cities. Like traditional Poltergeists, Skin Stealers are the spirits of dead beings. Unlike traditional Poltergeists, Skin Stealers do not believe that they are dead. Because of dementia, insanity, or a powerful form of denial, Skin Stealers are under the impression that they have only lost their skin, and that acquiring new skin will return them to a normal life. This is far from the truth, but no amount of failure or evidence will convince a Skin Stealer otherwise. To solve their "problem," Skin Stealers

SKITTER RAT



Skitter Rat

AKA: Cave Squirrel, Shadow Scurry, Blood Letter

HACKFACTOR: 1

EP VALUE: 25

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Pack

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic (neutral)

NO. APPEARING: 8+3d8

SIZE: S (2' long)

MOVEMENT: 15"

PSIONIC ABILITY: See text

Attack/Defense Modes: Special

MORALE: Average (11)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d6

SPECIAL ATTACKS: Backbite

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: d4+8 hp

Description: Skitter Rats are large feral rodents that resemble horrid squirrels. Their rat-like fur is considered beautiful by the drow and ranges from blue gray to coal black. It is often speckled with patches of various colors that match the surrounding rock and textures of the lair in question. These much-feared creatures can be found in virtually any subterranean complex.

They can also be found in abandoned structures or ruins which provide adequate darkness (Skitter Rats shun daylight).

Combat/tactics: Skitter Rats are able to climb and cling to any surface (even ceilings) and move at their full movement rate (15") while doing so. They also have a natural ability to move silently (They gain surprise 90% of the time). The unique quality of their fur effectively camouflages them against both normal vision and infravision. (1 in 10 chance for a creature to detect a motionless Skitter Rat while looking directly at it.)

Skitter Rats have a weak psionic ability which allows them to detect all creatures within 100 feet. This allows them to never be surprised. It also gives them the ability to position themselves so that they are always out of the line of sight of any approaching creatures.

Skitter Rats love to position themselves on stone columns, pillars, stalagmites and stalagmites on which they can scurry from side to side to avoid detection. In this way they usually attack victims from behind.

These fierce creatures attack in packs and always attack from the rear on their first attack in ambush fashion. They attempt to target any parts of the victim that are not protected by armor, such as the back of the neck, ankles, hamstrings, etc. Once they have attacked and drawn blood, they go into a blood-frenzy, often singling out a victim and attacking en masse. Once surprise has been lost, they go for the eyes, face, hands and attempt to disable and immobilize their victim so they can feed.

Habitat/society: Skitter Rats are social animals who live in large warrens. Warrens roam throughout large subterranean areas in which they hunt and mark their territory. When a warren grows large enough (around 40 individuals) it splits with the new warren going off in search of new territory to claim as its own. Such warrens in migration can be encountered out of doors, but only in the dark of night.

Each warren has a large female Skitter Rat that leads the group. The Queen Skitter has d5+10 hp and does 1d8 in combat. She is given the choicest pieces of meat and is also protected by 1d6 guardian Skitter Rats who fight to the death to protect her.

Ecology: Skitter Rats are voracious eaters. They prefer fresh meat but will also scavenge (and steal) the kills of others. They have a fondness for pixie fairy and halfling flesh and will ALWAYS target individuals of these races first when encountered.

Skitter Rats mate three times a year. Females give birth to 1d8 young at a time. Young Skitters are cared for communally by the warren and kept in a large brooding nest. The brooding nest is always protected by 1d4 female Skitters who fight to the death to protect the young. Scraps of meat from any kill are dragged to the nest for the young to feed on. Skitter females love to bring wounded prey back to the nest so that their young may practice their disabling attacks on them before feeding.

YIELD:

Medicinal: Skitter Rat milk is a cure for Type C poison.

Spell Components: Ground Skitter Rat teeth can be used as a substitute component for Invisibility spells.

Hide/Trophy Items: Fur is highly desirable to Drow (see below).

Treasure: C in brooding nest

Other: Skitter Rat fur can be fashioned into a cloak that allows the wearer to hide in shadows as though he were a second level thief. It takes 20 hides to make such a cloak.

SLIME OF HEROES



The Slime of Heroes

AKA: Strakam's Revenge

Hackfactor: 11

EP: 420

Climate/Terrain: Subterranean

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Heroes

Intelligence: Highly Intelligent (13-14)

Alignment: Lawful Evil

No. Appearing: 1

Size: up to 8' tall, and growing

Movement: 3"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Brave (14)

Armor Class: 8

No. of Attacks: 1

Damage/Attack: 1d6 per round

Special Attacks: digestion

Special Defenses: Immune to all attacks except from edged weapons

Magic Resistance: Standard

Hit Dice: 4

DESCRIPTION: The Slime of Heroes is a putrid writhing mass of dissolved bits -- blood, slime, mucus, stomach acid, etc. - of slain heroes killed by an evil hand. The slime can form itself into a variety of shapes and sizes, but is most commonly seen as a thin red puddle in underground caverns and structures. When aroused it can stretch itself as high as 8' in height and as wide as 4'. When fully extended the Slime of Heroes is a grotesque red mass with yellow and green swirling currents within it.

COMBAT/TACTICS: The mass was created out of a collection of slain heroes, all killed by the same wicked practitioner of necro-

mancy, known as Strakam the Slimemaster. This sorcerer sends his creature out to hunt once every full moon, when Strakam's magic is at its strongest. This slimy servant of evil will lie in wait for a hero to pass by, and then with a mighty shriek - the sound of a thousand dying brave men and women - it will stretch itself to its full size and attempt to envelope its target.

Once it has its target covered, it will begin to "digest" the victim with the acids within its massive form. Any victim enveloped will begin to lose 1d6 points of damage per round. If the victim has not been extricated before his hit points reach zero, he will dissolve and become part of the creature. Dying in such a manner is so disgraceful that a hero will lose 50% of his honor upon death. Heroes slain in this way are forever lost to the dark will of Strakam, they say, until the great day when his lair is discovered and the evil man is slain and his magic destroyed. They say that then, the souls of the heroes gathered within the slime will be set free. Then, their honor will be restored and with the proper clerical rites, they could once again live. But for now, the Slime of Heroes continues its disgraceful task.

For every five heroes dissolved, the Slime's ability to stretch is enhanced and its mass increased, enabling it to stretch itself higher and wider by 1'.

Victims enveloped by this creature must save versus paralysis or be completely unable to move. What's more, they cannot make a sound. However, companions may cause the creature to relinquish its hold on a victim by successfully hitting it with edged weapons for at least 50 percent of its hit points.

Only edged weapons can harm this creature, its heroically magical essence being impervious to cold, heat, or any other type of attack. The blade of a sword is its bane. Sword blades inflict an additional hit point of damage every round they hit successfully.

The creature is controlled by the sorcerer, Strakam, who will call the being back to his lair if it suffers a loss of 50 per cent of its hit points or more.

It has been rumored that a band of Holy Knights have taken an oath to locate the lair of Strakam and destroy him. Their vow is to not eat or drink until they slay the evil magic user. Strakam has caught wind of the plot, however. He may be moving his lair to another location soon to avoid his doom.

HABITAT/SOCIETY: The creature lives in the dungeon of Strakam the Slimemaster. On a full moon, it will slither in the shadows toward a dungeon laden with tempting treasure. Strakam will often find ways to plant useful maps to his favorite hero traps by way of lackeys in inns and pubs who seem to be very helpful. Many a hero has headed out toward what they thought was certain glory only to be met with a disgraceful death at the mercy of the Slime of Heroes.

ECOLOGY: There is only one of these creatures known to exist. However, if the creature is ever destroyed, and its creator left alive, another such horror may very well be created to fill the void.

Creature Field Researched by Barbara Blackburn

Medicinal: Nil

Spell Components: A piece of the Slime of Heroes may be used to create a potion of Resist Fear.

Hide/Trophy: Nil

Treasure: Nil

Edible: N/A.

Other: If the necromancer Strakam is destroyed and the heroes restored, they may very well pay handsome rewards in gratitude. There are 5d20 heroes trapped inside the creature at this time.

SOUL NAPPER



Soul Napper

AKA: N/A

HackFactor: 10

EP Value: 175

Climate/Terrain: Any

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Souls

Intelligence: Exceptional (16)

Alignment: Neutral Evil

No Appearing: 1

Size: Varies

Movement: Varies

Psonic Ability: See below

Attack/Defense Modes: Nil/Nil

Morale: Daring (15)

Armor Class: Varies

No. of Attacks: 1

Damage/Attack: Special/see below

Special Attacks: Special

Special Defenses: Camouflage

Magic Resistance: Varies

Hit Dice: 5/(varies)

tence seems to be to “kidnap” souls and use bodies for its own purposes. It is unsure why this creature does these things, but it obviously has a need of some sort that it is feeding. Some say it feasts on the souls, but Soul Nappers have been dispelled on occasion and some victims have had their souls recovered.

Apparently, the Soul Napper waits until a person has been injured so severely that he is unconscious and hovering near death's door. In game terms this means that when a person's hit points fall below 0, the Soul Napper may attempt to inhabit the body to kidnap the soul and assume the identity of the victim.

Its initial invasion of the fallen person's soul takes place as this victim falls into unconsciousness, and this creature will keep the person unconscious until the person is assumed to be dead. Any attempts to revive or heal the individual may work, but only after the Soul Napper has had a chance to take control of the soul. If the person is revived, or if a resurrection is attempted, the Soul Napper will assume the identity of the person.

Once it does, it will attempt to sabotage the companions of the victim who is possessed, in subtle ways, until these people are destroyed, or the Soul Napper is driven out of the body.

Exorcism attempts will drive the Soul Napper from the body. Once this being is expelled, the person it has inhabited will have his hit points taken back down to -1 until healing is performed.

A Wish may also expel a Soul Napper.

Soul Nappers are usually discovered when the companions of the victim notice a change in their companion's demeanor or habits.

When the Soul Napper inhabits a body, it will take on the abilities of the individual it inhabits. If the individual had psionic ability, the Soul Napper gains that power. If the person was able to use magic, the Soul Napper will be able to do so. Of course, once the being is expelled, these powers will fade away.

If the person they are inhabiting is killed while being inhabited, the Soul Napper will leave voluntarily.

HABITAT/SOCIETY: Because of the mysterious nature of this creature, no one knows where it comes from or where it lives. But, apparently it can exist in any terrain, even underwater, as long as it is inhabiting an individual with the ability to survive underwater. Apparently it can possess any humanoid creature with a soul.

ECOLOGY: Little is known about the origin of the Soul Napper. It is believed that only one Soul Napper exists. It is also believed that the Soul Napper is particularly drawn to possess people who have been exceptionally successful in fighting evil. Thus, it is also believed that the creature is actually a servant of an evil deity attempting to get revenge on those who fight evil.

Creature Field Researched by Barbara Blackburn

Medicinal: Nil

Spell Components: Nil

Hide/Trophy: Nil

Treasure: Nil

Edible: Nil

Other: Nil

DESCRIPTION: This creature is invisible when not inhabiting the body of a victim. And, because of the deceptive nature of this being, which many claim is a Nefarion, there are conflicting reports as to whether there is a way to detect the creature's presence before or after it takes possession of a body.

COMBAT/TACTICS: This is a creature that normally does not attack in a conventional sense. Its sole purpose of its exist-

SPARKWURM

AKA: Behirr

HackFactor: 34

EP Value: 4,744

Climate/Terrain: Subterranean and Mountains

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Nocturnal

Diet: Carnivore

Intelligence: Low (5-7)

Alignment: Neutral Evil

No. Appearing: 1

Size: G (40' long)

Movement: 15"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Brave (14)

Armor Class: 4

No. of Attacks:

2 or 7 (bite and constrict or bite and talons)

Damage/Attack: 2d4/1d4+1 or 2d4/ 1d6 (x6)

Special Attacks: Breath (Lightning)

Special Defenses:

Immune to electricity and poison

Magic Resistance: Standard

Hit Dice: 12

ToP: Yes

FF: 8

Lightning Bolt that inflicts 4d6+24 points of damage (save vs. breath weapon for half damage). Since the Sparkwurm is immune to electricity, it can use its breath weapon on someone caught in its coils.

HABITAT/SOCIETY: Sparkwurms are antisocial and dislike all other creatures, even their own kind.

ECOLOGY: Being magically created, Sparkwurms do not feel a driving urge to mate, though they have been known to reproduce as traditional reptiles when they get very, very drunk.

YIELD:

Medicinal: Nil

Spell Components:

The brain of a Sparkwurm can be used to

make a potion of Sparkwurm Control

Hide/Trophy Items: Sparkwurm hide

made into scale mail is suitable for

enchantment up to +3

Treasure: Nil

Other: Nil

DESCRIPTION: A Sparkwurm is a serpentine creature with twelve taloned legs and a crocodile-like head. Its banded scales range from ultramarine blue on its back to pale blue on its belly. It can move with considerable quickness and can climb well. It can also slither by folding its legs close to its body.

Sparkwurms are large enough to swallow man-sized prey whole. An attack roll 4 above that needed to hit, or an unmodified 20, means that the Sparkwurm has swallowed its prey. Swallowed victims die in six rounds from suffocation. After twelve turns, the victim will be totally digested and cannot be affected by Raise Dead spells. A swallowed victim can try to cut free, but weapon damage is reduced by 1, cumulatively, every round the victim is inside the Sparkwurm. The Sparkwurm has an internal Armor Class of 8.

Treasure from swallowed victims sometimes lodges in the Sparkwurm's stomach (15% chance, one item). If treasure is present, there is a 60% chance that the treasure is gems, a 30% chance it is jewelry, and a 10% chance that it is a non-digestible magical item.

COMBAT/TACTICS: The Sparkwurm attacks by biting and by constricting prey within its powerful coils. On the round after the victim is caught in the coils, the Sparkwurm attacks with six of its taloned legs. Once per turn, the monster can discharge a 20-foot long



SPEAR SNAKE



Spear Snake

AKA: Spear Mimic, Back Biter, Sticky Shaft

Hackfactor: 4

EP: 450

Climate/Terrain: Any/Treasure Hoards

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Carnivore

Intelligence: Average Intelligence (8-10)

Alignment: Neutral Evil

No. Appearing: 1

Size: M (4 - 6 feet long)

Movement: 6"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Confident (12)

Armor Class: 2

No. of Attacks: 1

Damage/Attack: 1-4

Special Attacks: Poison

Special Defenses: Adhesive Shaft

Magic Resistance: Nil

Hit Dice: 4

TOP: Yes

FF: 6

DESCRIPTION: Unless attacking or on the move, this odd creature appears as a normal spear of medium to large size, depending upon the age of the Spear Snake. Its body appears to be a plain wooden shaft while its triangular head looks to be a metal spear head. In fact, the head even reflects light like a metal object would.

Only when this beast moves or attacks does its alien nature becomes clear. At those times, amber eyes will open upon one of the flat sides of the "spear head," while the lethal tip will split horizontally to reveal twin fangs dripping with greenish venom. The appearance of the rest of the snake will not change, although it will be able to writhe, wiggle, squirm and coil as any normal serpent could. Last but not least, the entire creature radiates a magical

aura when the spell Detect Magic is cast in its vicinity. This odd ability often aids the creature in luring the unwary and greedy into its deadly trap.

COMBAT/TACTICS: The Spear Snake will lie motionless for days or weeks, awaiting some humanoid to come along and pick it up. During this period the creature enters a torpor-like state and its metabolism will slow drastically. All that will change as soon as someone picks it up, thinking that they have just found a nifty, new weapon.

This creature is intelligent enough not to move until it feels at least two hands upon its shaft-like body. As soon as that happens, the Spear Snake will excrete an incredibly strong adhesive slime along the length of its body, trapping fast the hands of the one holding it regardless of the victim's strength. As long as the Spear Snake is alive, the victim will be unable to free his hands from the creature no matter what he does. Additionally, any weapon that strikes the adhesive-coated shaft of the Spear Snake is also stuck fast unless the wielder can make a Strength check at -4.

Once the hands of this beast's chosen victim are stuck, the Spear Snake will turn around and repeatedly bite at the one who's stuck to it, virtually ignoring anyone else present. When attacking the hand-bound victim, the snake gets +5 to hit. While the bite of a Spear Snake is very painful, the true danger lies in the creature's venom. Each strike of the snake unleashes a powerful poison that will inflict 1d8 points of damage per round until magically healed or a span of time equal to 10 plus the number of times the victim was bitten in rounds. Therefore, if a warrior was bitten four times by a Spear Snake and failed his saving throw then he would take 1d8 points of damage per round for 14 rounds until magically healed. If the comrades of the victim try to help by slaying the snake, they had better be careful about how they do it. Anyone attacking the Spear Snake while someone else is stuck to it will strike their stuck friend instead of the creature if an unmodified attack roll of 1, 2, 3, or 4 is made. Additionally, any electrical based spell or attack will deal an equal amount of damage to the hand-stuck victim.

HABITAT/SOCIETY: Very little is known about these elusive creatures. They are very rarely encountered, and then only one Spear Snake will ever be in a given location at any time. How the creatures mate and reproduce, if they do at all, is a mystery. Spear Snakes are almost always encountered in treasure hoards or weapon stockpiles, as being in such locations is advantageous to their ambush-style of hunting. As stated before, Spear Snakes can go weeks, perhaps months without eating. It is assumed that when large prey, such as adventurers foolish enough to pick it up, is not available, then Spear Snakes will eat mice, rats and other small animals like normal serpents do, however this is only speculation as it has never been witnessed.

ECOLOGY: Not much is truly known about these odd creatures. They are living animals and not animated objects or constructs, although some sages still persist in classifying them as such. Because of their innate magical properties, some have theorized that Spear Snakes are not natural creatures, but the bizarre results of some mad mage's magical meddling with nature. Although this is a very plausible theory, it so far cannot be proved nor disproved.

Creature Field Researched by Brian M. Sammons

Medicinal: Ground Spear Snake is sometimes sprinkled in tea and is said to cure impotence.

Spell Components: The slightly less sticky adhesive of a slain Spear Snake can be used as components for the spells; Mend, Spider Climb or any other glue-based spell.

Hide/Trophy: Nil

Treasure: Nil

Edible: Nil

Other: When slain, the Spear Snake reverts to its spear-like shape and becomes petrified, and there is a 25% chance that it will retain its innate magical qualities even after death and become a magical +1 spear.

SPIDER, BLADE



Blade Spider

AKA: Death Legs

HACKFACTOR: 5

EP VALUE: 175

CLIMATE/TERRAIN: Temperate

FREQUENCY: Very Rare

ORGANIZATION: Solitary

DIET: Carnivorous

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (8")

MOVEMENT: 10"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 3d4/3d4/1d8

SPECIAL ATTACKS: Leg blades/bite

SPECIAL DEFENSES: Tough Hide

MAGIC RESISTANCE: Standard

HIT DICE: 3+3

DESCRIPTION: Blade Spiders are bred for arena combat and nothing else. They are large, about 8" across, and weigh some 300+ pounds. They come in a variety of colors and markings, depending on the whims of the breeders. They have eight legs, like any spider, but the front two legs have many sharp, bony, blade-like protrusions extruding from them.

COMBAT/TACTICS: Blade Spiders attack with their leg blades twice per round, for 3d4 points of damage. If they are successful in hitting with their legs two rounds in a row, they have impaled their victim, and will draw them

to their mandibles in order to devour them. When a victim is impaled in this manner, the spider may only attempt to bite once per round. They will attempt to eat their victims alive, doing 1d8 points of damage per bite. They will continue to take 1d6 points of damage from the impalement, per round, while they are impaled.

Victims who are impaled can still attack, while they remain conscious, but they do so at -1. There is a 20% chance that an impaled victim will drop anything they are holding upon being impaled.

The spider's bites have no poison, in keeping with their purpose for existing. They exist to provide exciting arena combat. Most spectators do not consider watching someone die a slow death from poison exciting. Most want to see blood, pure and simple. Therefore, the Blade Spiders have been bred to produce a bloody spectacle for the crowds.

Normally, only slaves and lower level gladiators or other combatants will be pitted against Blade Spiders. Experienced gladiators are far too valuable to risk a swift death to one of these monstrosities.

If a battle seems to be going too poorly, and the spiders seem to be slaughtering their foes too quickly, arena battle mages may intervene and stop the spiders using some sort of magic of their choosing. Impaled victims may be extricated and healed enough to continue the contest.

The spiders also have very thick hides, giving them a natural Armor Class of 0.

HABITAT/SOCIETY: When not fighting in the arena, Blade Spiders are kept in spacious cages underneath the arena. On busy days, when there is a lot of arena activity, the spiders only feed by killing and eating an opponent. During times when there is a lull in arena activity, cattle, sheep and an occasional slave are fed to the spiders. The spiders are extremely dangerous when hungry.

ECOLOGY: Blade Spiders are bred in captivity under very careful conditions. When the spiders were first bred, a few terrible incidents occurred. Several broke free, killing their keepers and scampering out into the crowds, killing several bystanders before being recaptured. Therefore, these spiders are under constant supervision by battle mages in the employ of the arena. When bred, each pair of adult spiders will produce one offspring. Actually, several eggs are produced, but only one is allowed to survive. Handlers make certain to keep the population of these spiders under control by allowing only so many to be hatched.

Because of the careful breeding conditions, these spiders are extremely rare. Many unscrupulous magic-users and nobles have sought to purchase these spiders for their own dark purposes, but so far, none are known to have been sold. □

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The "blade" legs of a Blade Spider can be fashioned into long swords, but they are extremely brittle and break on the roll of a 1-4 to hit.

TREASURE: Nil

SPIDER, RAZORWEB



Razorweb Spiders

AKA: Steel Spinners

Hackfactor: 12

EP Value: 2000

Climate/Terrain: Woods/caverns

Frequency: Rare

Organization: Small group

Activity Cycle: Any

Diet: Meat

Intelligence: Animal (I)

Alignment: Neutral

No. Appearing: 1 or 1d4+1 (GM discretion)

Size: M (6')

Movement: 12"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Confident (12)

Armor Class: 3

No. of Attacks: 1

Damage/Attacks: Varies/see below

Special Attacks: Web

Special Defenses: None

Magic Resistance: Standard

Hit Die: 10

DESCRIPTION: These large arachnids measure over six feet in diameter and stand just under four feet in height when they are not crouching, which they do most often. They are nearly all black but in certain light, like when lit from behind, the short hairs that cover their bodies appear to have a reddish tinge to them. The faces of these horrible predators are covered with multiple jade-green eyes and fronted by a massive and oversized set of mandibles.

COMBAT/TACTICS: Although possessing only animal intelligence, razorweb spiders nonetheless have an efficient and ruthless cunning when it comes to trapping prey and utilizing their special webs that are their namesake. When these creatures produce web it is soft and sticky like any spider's silk, but only for a few seconds at most. Once exposed to the open air the web quickly hardens and

undergoes a strange metamorphous to become as strong, and worse yet, as keen as sharpened steel. The slightest pressure applied to these webs is sufficient to cut the skin. As if that wasn't bad enough, the webs still retain their adhesive properties. This combination of strength, sharpness, and stickiness make the silk of razorweb spiders especially deadly, and fact that the spiders utilize to the best of their ability. One simple hunting tactic the spiders use it to string a strand of razorweb across a road and wait for a victim to pass by. Someone walking across the road and just bumping into the web will take 1d8 points of damage and become stuck fast. To break free a STR roll at -2 is required (or a STR check at DC 15 or an Escape Artist at DC 20 for d20 games). A failed roll means that the victim is still stuck and takes an additional 1d8 of slicing damage as the razorweb cuts them during their struggles. Now if the victim was running down the road the initial damage is worse, being 2d8. If the victim was riding a horse at a quick gallop or faster then they are in real danger. The initial damage is 4d8 and in this instance (and only this instance) a to-hit roll is made by the GM. A roll of a natural 20 means that the razorweb was placed at just the right height to catch the rider across the neck. If this happens the web acts as a vorpal weapon and completely severs the rider's head. Another way the razorweb spiders employ their webbing is to make large nets from it. These nets can range in size from five feet in diameter to twenty feet. The nets are then strung up in trees and the tops of caverns to drop down upon their victims or placed in camouflaged pit traps to catch prey as they fall. In each case, the victim(s) will take 2d8 of damage and become stuck on multiple strands. To escape requires a successful STR -5 roll (or STR check at DC 20 or Escape Artist at DC 25). Failure means that the victim is still stuck and takes an additional 2d8 damage for their troubles. The last use of the spider's razorweb can be used directly in combat. Once every 1d6 round a spider can spray its deadly silk directly at its foe. To do this the spider must turn around so that its rear is facing its enemy and make a successful to-hit roll. If the spider hits, then a single target size large or smaller will be "netted" as described above. The final weapon in these deadly hunter's arsenals is its bite. While they are surprisingly non-venomous, with their deadly webs evolution decreed that they didn't have to be, their jaws have become oversized to compensate. Their bite delivers and bone-shattering 1d12 points of damage.

Habitat/Society: Most razorweb spiders are solitary hunters but every so often (20% of the time) these arachnids will hunt together in a pack-like fashion. While they will still live on their own they will gather to hunt, often having one or two of their party drive the prey into the traps and ambushes of the rest of the pack. Other than hunting, razorweb spiders only meet to mate.

Ecology: Are these spiders natural or magical beasts? That is a question that is still being debated by sages interested in zoology. By all accounts they appear and act as normal, albeit large and ferocious, spiders. However their unique webs do have a slight magical taint to them when under the effect of a detect magic spell. The exact reason for this has yet to be determined.

**Creature Field Researched
by Brian M. Sammons**

YIELD:

Medicinal: Nil

Spell Components: the web of these spiders can be used for any web or entangling spell. However it must be stressed that these webs must be handled very carefully lest the caster draw his own blood or ever lose a finger

Hide/Trophy Items: Nil

Treasure: on them, none, but a spider's lair will have the remains of previous victims scattered about. A razorweb spider lair will have treasure: B + 100-400 silver.

Edible: They can be eaten and taste like chicken.

Other: Nil

SPIDER, TOWER

SPECIAL HYBORIAN™ MONSTER



Tower Spider

AKA: Big Nasty

HACKFACTOR: 3

EP VALUE: 270

CLIMATE/TERRAIN: Any non-cold

FREQUENCY: Rare

ORGANIZATION: Solitary

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: S (3')

MOVEMENT: 26"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 2

NO. OF ATTACKS: 1/special

DAMAGE/ATTACK: 1-6/special

SPECIAL ATTACKS: Poison, Webs

SPECIAL DEFENSES: Speed, Hide in Shadows, Jump

MAGIC RESISTANCE: Standard

HIT DICE: 3

The adventures of Conan in the world of Hyboria are legendary in every sense of the word. While Conan was by far the finest warrior of the Hyborian age, it is a little known fact that the gigantic barbarian began his career as a thief. One of the first Conan adventures penned by Robert E. "The Man" Howard is the classic "Tower of the Elephant." Published in 1933, Conan deals with drunks, guards, lions, and the dreaded tower spider before meeting the mysterious sorcerer creature for whom the

tower is named.

Description: A Tower Spider is as large as a pig, with eight thick legs that allow it to cross the ground or ceiling with equal ease. It has four eyes, all glistening with malicious intelligence. Its fangs are frightening to behold; when agitated (and it is nearly always agitated), they drip with a horrible acidic venom.

Ecology: Tower Spiders eat only live prey, and typically hunt other predators (including spiders) before "settling down" in an area to consume herbivores. Tower Spiders avoid sunlight yet enjoy fresh air; these preferences cause them to seek out ruins as habitats.

Combat/Tactics: A Tower Spider is a dangerous and clever foe. Typically, it will scuttle along the ceiling, Hiding in Shadows with 85% ability and moving in perfect silence. Then, it will drop down and strike a vulnerable party member, typically one in the rear of the party. It will make a called shot to the back of the neck (-6 penalty to-hit), and on a successful hit that deals damage, it will inject its venom and leap away. Tower Spider venom is particularly dangerous, as a failed save means death in 2-4 rounds, and a successful save means 2-12 points of damage for 2-4 rounds.

Once the Tower Spider is confronted, it will change its tactics. Remaining on the walls or ceiling, it will launch rope-thick webbing at a single character each round; this is a ranged attack, and the spider can move at half rate without penalty while shooting a web strand. For the strand to take effect, the spider must succeed at an attack roll, and the victim must fail a saving throw versus breath weapon. A successful attack will pin a character for 20 rounds, minus one round per point of strength (eg, characters with 12 strength will be pinned for 8 rounds). A webbed character can be attacked by further webs (with no save), which will add to the time it takes to break free. A Tower Spider may make 20 web attacks each hour.

Once the party is webbed, the Tower Spider will come down to feast, starting with the strongest character.

Tower Spiders will avoid melee with non-helpless characters if at all possible.

Habitat/Society: Tower Spiders themselves have no society, although it is possible to capture one and train it as a very dangerous pet. Their only desire is to feed and hoard treasure, which they use to get more food and more treasure.

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YIELD:

Medicinal: Nil.

Spell Components: Tower Spider fangs can be used for a double strength Munz's Bolt of Acid spell, and the intestines can be used for a double strength Web spell.

Hide/Trophy Items: Nil

Treasure: C,R,S,T - Tower Spiders have been known to use their treasure as bait.

Other: Nil

SPORE-LADEN CAVERN BEETLE



Spore-Laden Cavern Beetle

AKA: Sleep Pollen Bombs

Hackfactor: 3

EP: 75

Climate/Terrain: Underground

Frequency: Common

Organization: ?

Activity Cycle: Any

Diet: Decaying Meat and Plants

Intelligence: Low Intelligence (5 - 7)

Alignment: Neutral

No. Appearing: 3-8

Size: S (2" x 3")

Movement: 12"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Half-hearted (9)

Armor Class: 3

No. of Attacks: 1

Damage/Attack: 1-4

Special Attacks: Acidic Spray, Spore Pollen

Special Defenses: Camouflage

Magic Resistance: Nil

Hit Dice: 2+5

DESCRIPTION: These overly large beetles are 3 feet in length, 2 feet in width, and a foot in height. Their hard exterior shell has a blend of brown and gray coloring mixed with the texturing of rough, pitted rock, which provides them with a natural camouflage in cavernous regions. Adding to their camouflaging ability is the layers of tiny spores that can always be found growing along their shell.

COMBAT/TACTICS: The Spore-Laden Cavern Beetle will generally use its camouflaging ability to blend in with its surroundings until some form of prey moves into range. Once

their prey moves within 20 feet they will flex the muscles along their back, forcing the spores that grow there to burst open and dust the area in a mist of poisonous, yellow, pollen. The pollen covers a 20 foot diameter area for 1d6 rounds and requires a saving throw vs. poison for every round a victim remains in the pollen mist. Failing a saving throw induces a deep, sleep that cannot be broken by any means, even pain. The effects of this sleep last for 1d4 minutes. These beetles have built an immunity to the poisonous effects of the pollen as they spend their entire life around it.

While their prey lies on the ground helpless, the beetles will use their pincers to quickly whittle their opponents down and hopefully slay them before awakening. If the poisonous spores do not affect their prey then they use their acid spray and pincers to attack still-standing opponents. The beetle's acidic spray is produced from glands in the back of their throats; it has a range of 15 feet and inflicts 1d6 points of acid damage. The acidic spray attack can be used once every 4 rounds.

HABITAT/SOCIETY: The Spore-Laden Cavern Beetle always lives underground in rocky regions where its natural camouflage can be made of use. They prefer damp and humid climates with an ample water supply and at least minimal plant-life. These creatures generally travel in groups of 3-8 and settle down in one location for years on end if the area is to their liking. An area with at least small amounts of travel from animals or other living creatures is a must, as the Spore-Laden Cavern Beetle feasts upon the decaying meat of its prey.

ECOLOGY: Mating season usually occurs once every 2-3 years. The female beetle once fertilized will hold the eggs inside her body until they have hatched and then give birth to larvae. From there they transgress through their normal metamorphosis from larvae to pupa to adult. Each batch of eggs will normally yield 5-8 children, once old enough some or all will break off forming their own colony.

The diet of these beetles consists solely of decaying meat and plants. They savor the taste of decaying meat and will only settle for plants if they are unable to find the latter. The stench of a currently rotting foe can tip off other prey that are passing through the area, however, these beetles rarely attack when they already have food in the process of decay.

Creature Field Researched by Christopher Loss

YIELD:

Medicinal: Nil

Spell Components: The eyes of the Spore-Laden Cavern Beetle can be used as a replacement component for a Sleep spell. Using the eyes as the component for the spell increases its potency, making it effectively one level higher than the caster for the effects of duration.

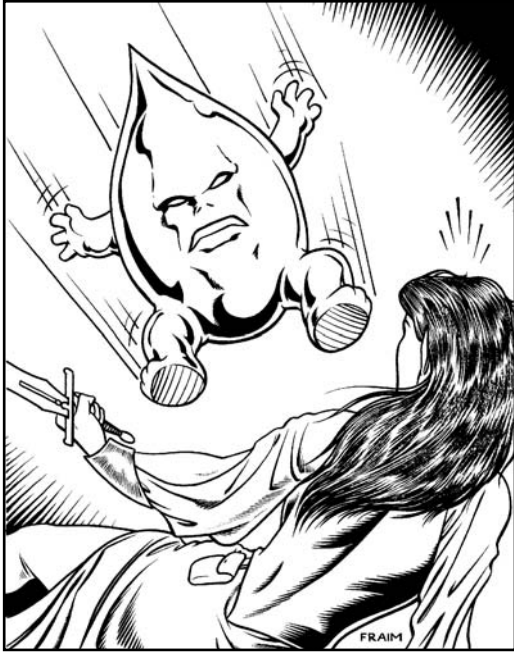
Hide/Trophy: The shell of the beetle can be used to make ornamental armor, helmets, and shields with no additional protective affects.

Treasure: P

Edible: Nil

Other: Unbroken spores can be sold for 50gp per 5. The average Spore-Laden Cavern Beetle carries between 1-4 unbroken spores after being slain. Any unbroken spores can be collected and used to make sleep pollen projectile weapons. Ten unbroken spores in a glass flask can be hurled at an opponent, having the same effect as stated above with a somewhat weakened effect, victims making a save against this effect will gain a +2 to their saving throw roll.

STEELSKIN SLIME



Steelskin Slime

AKA: Pudding of Magic Devouring

Hackfactor: 3

EP Value: 425

Climate/Terrain: Any

Frequency: Uncommon

Organization: Small Group

Activity Cycle: Any

Diet: Magical Energies

Intelligence: Very (11-12)

Alignment: varies

No. Appearing: 1-4

Size: S

Movement: 6"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Confident (12)

Armor Class: 4

No. of Attacks: 1

Damage/Attacks: 1d6

Special Attacks: Multiply

Special Defenses: Metal Immunity

Magic Resistance: 50%

Hit Die: 2+2

DESCRIPTION: A Steelskin Slime is shaped like a large droplet of liquid that is on average 3 feet in height and 2 feet in width and length. Their exterior skin is formed of a hardened film of solid steel that encompasses their vulnerable and very much liquid insides. A Steelskin Slime has a face in the middle of their hardened exterior that is usually very detailed and capable of depicting a full range of emotions. It has been said that some Steelskin Slimes have actually acquired the ability to speak.

COMBAT/TACTICS: One can never be sure what to expect when approaching a Steelskin. They are creatures much like human beings who live with emotion. It is possible to find one that is a pacifist just as it is possible to find one that lives to kill. Much to the dismay of

most adventurers however, Steelskins eat metallic magical items and thus it is very likely that a Steelskin will attack anyone that possesses one. However, some adventurers have told stories of Steelskins that have tried to bargain or gamble for their magical items. When attacking, a Steelskin slams against its opponents using its heavy mass. The sheer weight of these creatures can easily shatter bones much like a heavy mace, inflicting 1d6 points of crushing damage. The thing that makes these slimes resilient is that they are immune to metallic weaponry of all kinds, even magical metal weapons. Their one weakness lies in wooden weaponry, which inflicts normal damage to the creature when they are struck. It is usually too late by the time an adventuring party actually figures out the Steelskin's weakness because every time it is struck with a metal weapon, it multiplies. When a Steelskin multiplies, it forms two identical smaller Slimes, each with half the hit points and inflicting half the damage as its original form rounded up and to a minimum of 1. If a multiple is hit with a metal weapon, it again multiplies and they will continue to multiply every time they are struck with a metal weapon and will always have at least 1 hit point and inflict a minimum of 1 damage per hit. If enough multiplications occur, these creatures can easily swarm over a party of adventurers. The multiplications will dissolve and reform with the original Steelskin after 5 minutes time.

Habitat/Society: Generally these creatures travel in groups of 1-4 and can live in any climate or terrain. Steelskin Slimes are not bothered by heat or cold and thus can survive in any climate, temperature, or terrain they find themselves in. Steelskins feast on magical energies and through devouring these energies they become stronger and their skins become harder and more durable. A Steelskin is able to smell magical energies much like someone could detect the scent of freshly roasting meats at a medium distance. This ability will lead them to scraps of destroyed items, scrolls, potions, and just about anything that has even the slightest magical property to it. When feasting on magical items the Steelskin cannot be in combat as he becomes completely vulnerable to all attacks while doing so. The creature wills himself to become liquid, which requires an hour of concentration. The item is then surrounded by the slime's liquid form and engulfed. Draining an item completely of its magical energies takes anywhere from 12-36 hours depending on the power of the magical item. Steelskins are generally very lazy creatures but because they possess emotions, each one is different from the next. A Steelskin's primary motivation in life is to live and most of them do not aspire anything more than this, however, a select few actually have motivation to become powerful.

Ecology: Steelskin Slimes are not as rare as some would believe them to be, in fact, sometimes they sprout up in batches of a dozen or so at one time. These mystical creatures are formed from the remnants and residue leftover from metallic magical items that have been destroyed. When these magic items are destroyed and discarded the faint magic energies that remain within them sometimes rekindle triggered by other nearby magical energies, intense or bizarre weather conditions, or extremely active portals in the nearby region. **Creature Field Researched by Christopher Loss**

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The gooey remnants of a Steelskin Slime can be rubbed lightly over the eyelids to provide the benefits of a Detect Magic spell, usually enough for 5 doses.

Treasure: There is a 35% chance that a steelskin will not have fully digested a small magical item such as a ring or brooch.

Edible: Nil

Other: Due to the Steelskin's ability to smell magical auras, some of the more nefarious have captured these creatures and used them as magical item detection devices.

TOMATOES, KILLER



Tomatoes, Killer
(Part of the *Farmer RPG-HackMaster* crossover series)

AKA: Vicious Vines

HackFactor: 3

EP Value: 100

Climate/Terrain: Temperate, rural and wilderness

Frequency: Rare

Organization: Cluster

Activity Cycle: Night (unless disturbed)

Diet: Carnivore

Intelligence: Animal (1)

Alignment: Neutral

No Appearing: 4-16

Size: S (4' wide)

Movement: 4"/Jump 8"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Daring (15)

Armor Class: 8

No. of Attacks: 1

Damage/Attack: 1-3

Special Attacks: Bowling

Special Defenses: Splatter

Magic Resistance: Nil

Hit Dice: 1

DESCRIPTION: Whether you say tomatoe, or tomato, these things usually spell Trouble... and that's with a capital T. Appearing as extremely large and ripe specimens of the usual garden tomato, this type is sentient and packs a nasty bite of its own. Around 3-4 feet in diameter, and 2-3 feet high, the bright-red Killer Tomatoes are often mistaken for common pumpkins before they attack, each sporting the remnants of a green stalk,

the size of which generally indicates pecking order for the cluster. There is a 10% chance that the Killer Tomatoes encountered are of the segmented variety, looking even more like a common pumpkin.

COMBAT/TACTICS: The initial attack from these creatures is a bowling attack, generally meant to knock down targets while they're still surprised that the giant tomatoes are alive. Any surprised target rolled into with such force must make a Dexterity check, or otherwise fall prone. Their second form of attack involves the Killer Tomatoes jumping (launching itself *somehow* - the C.O.S.M. has launched a programme to study these creatures) onto a target and delivering biting attacks, chomping down on the closest target. If any target has three or more Killer Tomatoes attached to them at any one time, a Strength check must be made every round; otherwise the target is borne down by the weight, and will also be prone. Attackers against prone targets gain +2 to their Attack rolls, as described on p88 of the GMG.

Once enough damage has been delivered to destroy them, 90% Killer Tomatoes will pop, splattering everything within 5 foot of their location with seeds, making a final To Hit roll which peppers targets within the splatter-zone for 1 final hitpoint worth of damage. This final attack also coats everything around it with tomato juice, which quickly begins to smell rotten if not washed off properly within a day.

Killer Tomatoes have one weak point - any spell or effect that results in growth will cause them, in their already expanded state, to splatter one round after enchantment

Ecology: Rumoured to have first been created when a Magic-User was testing a new form of Crop Growth spell he had hoped would help cure a local famine but failed miserably, these cursed and feared creatures are growing up all round Garweeze World right now. Operating mainly at night, these nightmare vegetables tend to attack farmers in lonely, out-of-the-way farms and terrify travellers on remote roads; many of whose stories are generally laughed at in civilization. Until the mockers encounter this growing threat for themselves.

New clusters sprout out of the ground where a Killer Tomatoes seed has taken root. As each Killer Tomato contains 5-10 seeds mature enough to create such a deadly harvest, careless and wanton killing will result in the growth of legions of these agricultural nightmares. After germination, it only takes 3 days for a vine holding a complete Cluster of Killer Tomatoes to fully grow.

Creature Field Researched by James Butler

YIELD:

Medicinal: If prepared with red meat, a slice of Killer Tomato will create a wonderful, aromatic meal, recovering double HPs for that nights rest.

Spell Components: Any seeds recovered may be used as an alternate material component for the Plant Growth spell.

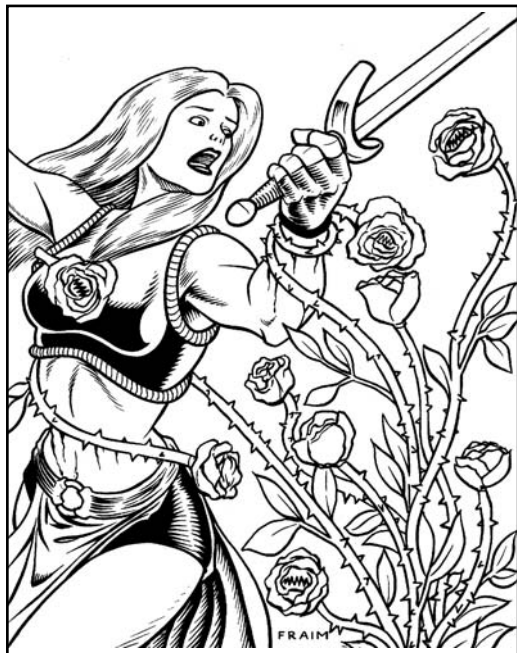
Hide/Trophy: Any that do not Splatter can be sold to a C.O.S.M. representative for up to 200 gp, as they are finding intact bodies hard to find. Or they can be made into 3 provisions worth of salad.

Treasure: Nil

Edible: See above under Medicinal.

Other: Any seeds recovered and planted will, if undamaged, result in the growth of a new cluster of Killer Tomatoes, as per their ecology.

TRAPPER KEEPER



Trapper Keeper

AKA: Giant Prison Rose

Hackfactor: 3

EP: 125

Climate/Terrain: Temperate, tropical

Frequency: Uncommon

Organization: Solitary

Activity Cycle: Any

Diet: Omnivorous

Intelligence: Non (0)

Alignment: Neutral

No. Appearing: 2-20

Size: M (3'-6')

Movement: Sedentary/0''

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Fanatic (20)

Armor Class: 3 (stem)/7 (blossom)

No. of Attacks: 1

Damage/Attack: 1d4 (thorns)/1d6+1d6 per day

Special Attacks: Swallow/Acid/Entangle

Magic Resistance: Standard

Hit Dice: 2+4 stem, 1+4 base and blossom.

DESCRIPTION: Trapper Keepers are a large, beautiful species of rose with a deadly purpose.

Most of these special flowers grow to about 4-5' tall, but some are shorter and some are larger. None have been reported reaching higher than 7' however.

The blossoms of these plants can be anything from a deep, blood red to a pale pink or a flaming orange. Rare white blossoms have been seen as well. The blossoms are actually rudimentary mouths which can swallow and digest prey. The stems are thick and covered in sharp thorns.

COMBAT: Trapper Keepers were bred for one purpose, and one purpose only — for protection. Careful cultivation has produced these flowers to have stems covered in very sharp thorns that can inflict 1d4 points of damage per thorn. Most creatures impaled by these thorns find themselves entangled and struck by at least four thorns. Anyone who tries to walk past one of these flowers must make a successful dexterity check or become entangled and stabbed or slashed by 4d4 thorns. Entangled creatures suffer 1d4 more points of damage per thorn upon any type of movement as the thorns dig and slash flesh. Once a victim is entangled, he must make a strength check to become disentangled, or get help from a friend. If a victim fails a strength check, he is swallowed by the plant's large blossomed mouth. Small inner teeth do 1d6 points of damage collectively as they clamp down on their victim. The plant will then refrain from chewing, but let its acidic inner juices to slowly digest its prey. It is a slow, painful death to be sure. The acid digestive juices inflict 1d6 points of damage per day. Many trapped inside are removed, however, by whoever planted the Trapper Keepers because many slavers use them to capture slaves.

A swallowed victim can still attempt to hack his way out of the plant, but will be unable to swing any weapon larger than a dagger, unless he is smaller than man sized. Obviously pole arms and missile weapons are ineffective. Lighted oil flasks or other fire-based weapons are effective, but also tend to injure the swallowed victim. Those victims who cannot see in the dark suffer the usual penalties for fighting in darkness unless they have the blind-fighting skill, or are able to activate a light source.

Habitat/Society: Trapper Keepers usually grow in gardens planted by individuals who either value their privacy, wish to protect some sort of valuables, sadistic individuals or slavers wishing to use the plants to capture people. Their beauty often draws victims too close for their own good.

They thrive on flesh and blood, but can survive on various types of plant food. These flowers usually snack on insects when not devouring people.

Ecology: It takes a lot of patience to grow one of these plants from seed to full-grown menace. It usually takes these plants a year to develop from seed to full-grown. They need plenty of sunshine, water and food. While unable to move from where they are planted, the Trapper Keepers stems can stretch about 2' to reach out and grab prey. Anyone standing within a 2' radius will be snatched. These plants are voracious eaters.

Creature Field Researched by Barbara Blackburn □

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy: Seeds of these plants are much sought after and fetch between 50-100 g.p.s per bag of four.

Treasure: 10% chance some treasure will remain near the plant from a previous victim.

Edible: The blossoms of this plan are edible and pixie fairies love them. They can provide 100% of a pixie fairy's daily allowance of rations per petal. Each blossom has about 10 petals.

Other: Nil

TROGLODYTE

Troglodyte

AKA: Trog

HACKFACTOR: 3 (4 Guard, 5 Sub-chief, 8 Chief)

EP VALUE: 120

Guard: 175

Sub-chief: 270

Chief: 650

CLIMATE/TERRAIN: Subterranean and Mountains

FREQUENCY: Common

ORGANIZATION: Clan

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 10-100

SIZE: M (6' tall)

MOVEMENT: 12", 9" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 5

NO. OF ATTACKS: 3 or 1

DAMAGE/ATTACK: 1d4-2/1d4-2/2-5 or 2-8
weapon

SPECIAL ATTACKS: Surprise 6 in 10, weakening
stench

SPECIAL DEFENSES: Chameleon disguise

MAGIC RESISTANCE: Standard

HIT DICE: 2

DESCRIPTION: Troglodytes are reptilian bipeds about the size of humans. They have leathery hides, toothy lizard heads and the males have a finlike crest on their heads that runs down their back. Most Trogs wear no armor, but will wear a belt for whatever weapons they have and carry a bag of bleeding, semi-fresh meat.

COMBAT/TACTICS: Trogs are fond of ambushes and they have excellent (90%) infravision. 50% use their natural claws and bite, 5% uses swords, 10% use stone battle axes, 10% use morning stars and 25% wield javelins. Troglodyte javelins are +3 to hit when wielded by a Trog and do 2-8 points of damage.

Trogs will use their chameleon power to surprise opponents 6 times in 10. They like to launch missile weapons for two rounds, then close in for melee. When angered in melee, the Trogs secrete a stench that causes all humans and demi-humans within five feet to save vs. poison or loose 1-6 points of Strength temporarily. The loss lasts for one turn and is not cumulative.

For every ten Trogs there is a leader with 3 Hit Dice. For every 20 there is a sub-chief with 4 Hit Dice. For every 60, there is a chief with 6 Hit Dice who stands 7 feet tall and has 2-8 bodyguards with 3 Hit Dice each.

HABITAT/SOCIETY: Troglodyte society is divided into clans led by chiefs. Ranks below that are loosely defined and there are many internal squabbles due to nepotism in Trog politics. Most chiefs stay leader only so long as the clan eats and not one meal longer.

Females are equal in number to the males and have 1+1 Hit Die. They fight to the death for the hatchlings that number 50% of the male population and do not fight.

On moonless nights, Troglodytes raid human settlements to steal food. Organized resistance and regular patrols will keep all but the largest and most savage clans at bay.

ECOLOGY: Trogs are strict carnivores and prefer human flesh above all others. They will not hesitate to devour any creature they catch, even other Trogs. Troglodytes enjoy sneaking into occupied homes and excreting their vile stench all over the carpet and furniture. ☐

YIELD:

Medicinal: The meat of a Trog is so vile that it makes Trolls vomit.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: A (in lair)

Other: Nil



TROLLKIN MEDDLER



Trollkin Meddler

AKA: Plot Troll, Plot Usher, PC-Shepherd

HACKFACTOR: 29

EP VALUE: 5,000

CLIMATE/TERRAIN: Any Land

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1

SIZE: L (9')

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 1

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 5-8/5-8/5-12

SPECIAL ATTACKS: NIL

SPECIAL DEFENSES: Regeneration

MAGIC RESISTANCE: Standard

HIT DICE: 14

DESCRIPTION: The Trollkin Meddler is a mysterious creature often employed by the gawds to force their will upon mortals.

ECOLOGY: After the **War Between the Pantheons** the losing gawds were forced to swear an oath before being brought back within the pantheon. Luvia drafted the long winded oath itself, but Loki edited it, taking the opportunity to introduce a bit of mischief.

The intent of the Oath was to prevent certain gawds (deemed irresponsible and meddling) from directly interfering in the affairs of those living on the surface of **Garweeze Wurd**. Any gawd forced to take the oath could only make his will known via pawns (high level followers of the gawd acting on his behalf) or agents.

Now, it did not take long for the gawds to ferret out all sorts of loopholes in the oath and exploit them. One of these 'loop holes' was the fact that the definition of 'agent' and 'follower' were very loose and vague (thanks to Loki) — the way it was worded, any creature (*regardless of Intelligence*) could agree to act on behalf of a gawd to enforce his will among the mortals.

Eventually, the **Gawds of Twilight Last** convened to tighten up the language of the oath and close the loopholes, but not before thousands of agents were called into service.

Known collectively as 'Meddlers' these so-called 'agents' tended to be large powerful creatures of limited intelligence (easier for the gawds to control and manipulate). The Trollkin Meddler is a prime example of such a creature.

These large, beefed-up Trolls may serve any chaotic or neutral gawd. They are lured into service with the promise of some highly desired item or wealth and then endowed with special powers.

COMBAT/TACTICS: When an encounter indicates a Trollkin Meddler has appeared it is assumed some minor gawd is trying to force its will upon an individual or party. The Meddler suddenly appears before the party and attempt to block its way. Meddler's rarely explain the true reason for their presence or indicate who they serve.

Trollkin Meddlers will insist that the party immediately return in the direction it came claiming that the party has unfinished business to tend to. The reason is never really clear and chances are the Meddler itself does not even know. Perhaps a particular gawd wants the party to vanquish an enemy in the other direction with the hopes of furthering some aim. Or perhaps a gawd fears the party will thwart some agenda item on his list if they proceed in the direction they are heading. Who knows? The ways of the gawds are mysterious and the reason for meddling in the affairs of the party could be of great import or simply petty and meaningless.

Meddlers regenerate 3 hit points per round. They can be attacked, but if defeated or driven off another identical Meddler appears in 1d6 turns. Meddlers continue to block the party's progress until it yields, gives up and changes the direction it is heading.

HABITAT/SOCIETY: Many GMs abuse this creature and use it to keep players on a given plotline or to prevent players from heading into an area of a dungeon or the campaign world which hasn't been developed yet. As such they are thoroughly despised by most players. Although it is your right as a GM to utilize these creatures, you should use caution and restraint when doing so.

YIELD:

Medicinal: The blood of a Meddler can be used to make a healing potion.

Spell Components: Nil

Treasure: Nil

Other: Nil

XAN-YANG

AKA: Mercurial Guardian

HackFactor: 25

EP Value: 2,399

Climate/Terrain: Where summoned

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Alien

Intelligence: High

Alignment: Neutral

No. Appearing: 1

Size: M

Movement: 6"

Psionic Ability: 1201

Attack/Defense Modes: All/All

Morale: 20

Armor Class: 6

No. of Attacks: 1 touch

Damage/Attack: 1d6+6

Special Attacks: Energy blast

Special Defenses: +1 or better weapon to hit

Magic Resistance: 15%

Hit Dice: 5-8

TOP: n/a

FF: n/a

DESCRIPTION: Xan-yang are beings native to the Positive Material Plane. They have the shape of silvery spheres with tentacle-like appendages and glowing, gilded eyes. They have high intelligence, but their minds are alien and their thoughts are incomprehensible to humans and humanoids. Xan-yang are the mortal enemies of the Xan-yin. If they meet, the two creatures destroy each other, as outlined below.

COMBAT/TACTICS: The touch of a Xan-yang causes 1d6+6 points of damage and causes an energy surge similar to a bolt of lightning, which ignites flammable materials such as parchment, cloth or wood. Metallic objects are heated to searing temperatures. Normal metal objects melt as if they were under the effect of a White Hot Metal spell, but magical metal remains cool and undamaged if it successfully saves vs. lightning. Every other round a Xan-yang can use another White Hot Metal spell. Magical soft items do not ignite if they save vs. lightning.

Xan-yang can be wounded only by magical weapons. They have magic resistance of 15% and are vulnerable to magic as follows. Disintegrate, Magic Missile and cold-based spells have normal effects. A Shield spell blocks them from using their bolt attack on the person it is cast on. Abjure, Alter Reality, Banishment, Dismissal, Holy Word, Limited Wish,

Plane Shift and Wish spells returns Xan-yang to their own plane. Dispel Magic also return them to their plane if the dispel is successful against a level of magic equal to twice the Xan-yang's Hit Dice.

A thaumaturgic triangle keeps a Xan-yang at bay. A Mace of Disruption or Rod of Cancellation cancels a Xan-yang's bolt of energy draining without harming the mace or the rod.

Slaying a Xan-yang releases a burst of energy that inflicts 2d6+12 points of damage to all within a 10-foot radius, half is a save vs. death magic is successful. Flammable or metal objects must also make a saving throw as outlined above.

Xan-yang are often employed as as sentinels of valuable magic items as methods exist to both ensnare and link them to a particular object. When the object is disturbed without first negating the link, the Xan-yang appears and attacks all within 30 feet of the thing it guards.

If a Xan-yang and a Xan-yin meet, the two rush together and destroy each other in a violent explosion. All persons within 30 feet take 4d6+24 points of damage. Half if a save vs. Death Magic is made.

Xan-yang prefer to use their psionics and energy rays from a distance to avoid physical combat if at all possible. When summoned to act as guardians however they are fierce defenders who attack intruders mercilessly without regard for their safety.

HABITAT/SOCIETY: Xan-yang live on the Positive Material Plane in ways that are not comprehensible to those who do not also dwell there.

ECOLOGY: As little is known about the Xan-yang's ecology as about its society and habits.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The essence from a Xan-yang can be added to a healing potion during its creation to ensure the potion has maximum effect.

Treasure: Nil

Other: Nil

XAN-YIN

AKA: Fell Sphere
HackFactor: 25
EP Value: 2,399
Climate/Terrain: Where summoned
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: Alien
Intelligence: High
Alignment: Neutral
No. Appearing: 1
Size: M
Movement: 6"
Psionic Ability: 120I
Attack/Defense Modes: All/All
Morale: 20
Armor Class: 6
No. of Attacks: 1 touch
Damage/Attack: 1d6+6
Special Attacks: Chilling
Special Defenses: +1 or better weapon to hit
Magic Resistance: 15%
Hit Dice: 5-8
ToP: n/a
FF: n/a

DESCRIPTION: Xan-yin are from the Negative Material Plane. They are shaped like matte black spheres with tentacle-like appendages and glossy black metallic eyes. They have high intelligence, but their minds are alien and their thoughts are incomprehensible to humans and humanoids. Xan-yin are the mortal enemies of the Xan-yang. If they meet, the two creatures destroy each other, as outlined below.

COMBAT/TACTICS: The touch of a Xan-yin causes 1d+6 points of damage and causes a chilling effect which rots soft or flammable materials. Normal metal touched by a Xan-yin is chilled as if a it were under the effect of a Chill Metal spell, unless it is magical. Magical metal remains unaffected if it successfully saves vs. lightning. Magical soft materials do not rot if they save vs. lightning.

Every other round a Xan-yin can loose at a single target a 10-foot bolt of force, which has the same effect as its touch. Persons wearing or carrying chilled metal objects act as if they were under the effect of a Chill Metal spell.

Xan-yin can be wounded only by magical weapons. They have magic resistance of 15% and are vulnerable to magic as follows. Disintegrate, Magic Missile and cold-based spells have normal effects. A Shield spell blocks them from using their bolt attack on the person it is cast on. Abjure, Alter Reality, Banishment, Dismissal, Holy Word, Limited Wish, Plane Shift and Wish spells return Xan-yin to their own plane. Dispel Magic also return them to their plane if the dispel is successful against a level of magic equal to twice the Xan-yin's hit dice.

A thaumaturgic triangle keeps a Xan-yin at bay. A Mace of Disruption or Rod of Cancellation cancels a Xan-yin's bolt of energy draining without harming the mace or the rod.

Slaying a Xan-yin releases a burst of energy that inflicts 2d6+12 points of damage to all within a 10-foot radius, half if a save vs. death magic is successful. Flammable or metal objects must also make a saving throw as outlined above.

Xan-yin are often employed as as sentinels of valuable magic items as methods exist to both ensnare and link them to a particular object. When the object is disturbed without first negating the link, the Xan-yin appears and attacks all within 30 feet of the thing it guards.

If a Xan-yang and a Xan-yin meet, the two rush together and destroy each other in a violent explosion. All persons within 30 feet take 4d6+24 points of damage. Half if a save vs. Death Magic is made.

Xan-yin prefer to use their psionics and energy rays from a distance to avoid physical combat if at all possible. When summoned to act as guardians however they are fierce defenders who attack intruders mercilessly without regard for their safety.

HABITAT/SOCIETY: Xan-yin live on the Negative Material Plane in ways that are not comprehensible to those who do not also dwell there.

ECOLOGY: As little is known about the Xan-yin's ecology as about its society and habits.

YIELD:

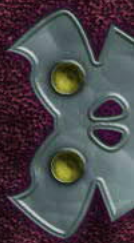
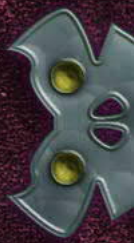
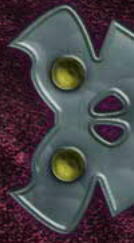
Medicinal: Nil

Spell Components: The essence of a Xan-yin can be used as a component for an Energy Drain spell in lieu of other material components.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil



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